

Black Death City

By Sam Pearson

Playtest v1.11

Do ye feel the wind upon your face, traveller?

It rises from the City yonder...

Breathe not its air, for it is a vermin's miasma and plague rides upon its back.



Introduction

Welcome to the **Black Death City Playtest**!

Black Death City is a miniatures-agnostic narrative skirmish game, set in a city ruined by plague. The rules are still in development.

Firstly, I would like to thank you for taking the time to read through Black Death City. Your support and feedback is greatly valued.

As you read the rules and fight battles, you may spot mistakes and areas you think could be improved. To leave feedback, please head over to the website: ***www.BlackDeathCity.com***.

Here you can find a simple suggestion box you can drop any comment within. I cannot guarantee every suggestion will make it into the final game, but I will read over each and every one.

As this is a playtest document, the rules within are yet to be finalised. You may find blank spaces for diagrams, referenced rules that are missing, and a lot of page numbers still listed as "xx".

These will all be added in time as will rules for more warbands, so make sure to check back at *www.BlackDeathCity.com* on a regular basis to keep yourself up-to-date on the game's progress.

Version Numbers

The front page of the document will note its **version number** (starting at 1.00). Each time the playtest document is updated, the version number will be increased. You can check which version is the most up-to-date at *www.BlackDeathCity.com*.

Warband Roster

In addition to this document, you'll want to print off a few copies of the **Warband Roster** (which you can find as a separate download). This is vital for recording the particulars of your warband upon it.



Quick Reference Sheet

The final document available for download is the **Quick Reference Sheet**. This is packed with reminders on all the most important rules players need when fighting battles, so make sure to print off at least one copy and preferably two.

Join the Community

We have a growing community on **Discord**, which is a great place to talk about the game, share hobby projects and so on. I will also be asking weekly questions about the game and using your responses to shape its development. Your feedback is invaluable! You can find an invitation to the Discord server at *www.BlackDeathCity.com*.

What's to Come?

Now that the campaign rules have been added to the document, the next major updates will be to add more factions to the game. In total, there will be a roster of **eight factions**. These will get added one at a time, so please look forward to them in due course.

- Sam Pearson



Overview

Black Death City is a skirmish wargame where warbands of vying factions battle in the darkness of a ruined city for glory and fortune.

RECRUIT A WARBAND

In Black Death City, each player takes command of a **warband** of about a dozen **fighters**. Every warband hails from one of the setting's different **factions** and has a unique roster of fighters and wargear to choose from. Players begin with **1000 silver** with which to recruit their initial warband.

FIGHT BATTLES

Once a player has recruited their warband, they are ready to fight **battles** against other warbands as they venture within the City in hope of finding riches hidden amidst the ruins. Each battle is fought to a different **scenario** that details how the battlefield and warbands are set up, and most importantly, what each warband must do to win!

EXPLORE THE CITY

These battles are connected into an ongoing narrative called a **campaign**, where the outcome of each battle affects the next. Your warband will grow and change over the course of the campaign. Fighters may gain experience and new skills. They may suffer permanent injuries or even be killed and removed from your warband. In addition, each warband will vie for control of the City's many holdings, with which they can earn more silver to recruit new fighters and purchase additional wargear.



What you will need...

To play Black Death City, you will need the following:

- **Miniatures:** The fighters in a player's warband are represented by miniatures. The game is designed for miniatures 25mm-30mm in scale. Once a player has picked which faction their warband hails from, they can use any suitable miniatures from their collection to represent the fighters. Human-sized fighters should be mounted on a base 25mm to 40mm in size. Larger fighters (such as Mercenary Ogres and other brutes) might be mounted on a base 40mm to 60mm in size. Bases can be either circular or square.

- **A Battlefield and Terrain:** The game is designed to be played on a battlefield 36 inches by 36 inches (3 feet by 3 feet) in size, but can also work on a battlefield 30 inches by 44 inches in size. Both are standard sizes used in other games and a wide variety of battlefield mats can be found for purchase.

  Black Death City is a place of twisting streets, crumbling ruins and burned-down buildings. Ruins in a late medieval style best suit the theme of the game.

- **A Warband Roster.** Each player will need a completed Warband Roster that details the particulars of their warband. You can find a blank warband roster on pages xx-xx.

- **A tape measure in inches.** All measurements are in inches (denoted with ").



- **6-sided dice.** We recommend a dozen for each player.

- **A direction dice.** This is a dice with arrows upon its faces to denote a random direction when rolled. If you do not have one available, you can use a 12-sided dice instead (pg xx).

- **2 templates.** The game uses 2 templates, the blast template and the flame template.

  The blast template is used for explosive detonations such as bombs and for certain arcane spells. This is a circular template 3" in diameter.

  The flame template is used for fire attacks. It is a teardrop shape 8" in length.



The Factions



Guild Mercenaries



Verminkin



Death Covens



The Blighted Cloister

How to use this book...

The book is broken down into several chapters to make it easier to navigate:

Chapter 1 - Core Concepts

The first chapter explains the basic principles of the game: how measuring works, the different types of dice rolls, the values of a fighter, and other fundamentals.

Chapter 2 - Battles

This chapter details the rules for fighting battles, including how the rounds of a battle are played through, how players take turns activating fighters from their warband, and how fighters can move and make actions, such as attacking or casting a spell.

Chapter 3 - Scenarios

Every battle is fought to the specifics of a **scenario**, for example, rival warbands may be searching for treasure in an area of the City, or one warband might have ambushed the other. This chapter details all the scenarios your warband can find themselves in.

Chapter 4 - Warbands

This chapter focuses on recruiting your warband and detailing all the different options available to each faction.

Chapter 5 - Campaigns

The battles that you fight are linked together into an ongoing story called a campaign. In the practical sense, this means after every battle both players resolve a series of steps called the **aftermath sequence**. This sequence determines things such as any injuries your fallen fighters suffer, the experience and new skills they earn, as well as calculating the income your warband receives from its holdings in the City.

Chapter 6 - Reference

The final chapter is filled with quick reference tables and charts, a useful resource when fighting battles.



Chapter One

Core Concepts

The City is a perilous place to tread, with dangers lurking down each of its darkened streets. Before you can set foot within this forsaken domain, you must first learn the ropes.

This chapter explains the basic principles of Black Death City, including how distances are measured, the sorts of dice rolls the players will make, what a fighter is and what wargear they can be equipped with.

WARBANDS & FIGHTERS

In Black Death City each player commands a **warband**. Warbands are made up of **fighters**. Every fighter is represented by an appropriate miniature.

FRIENDLY AND ENEMY FIGHTERS

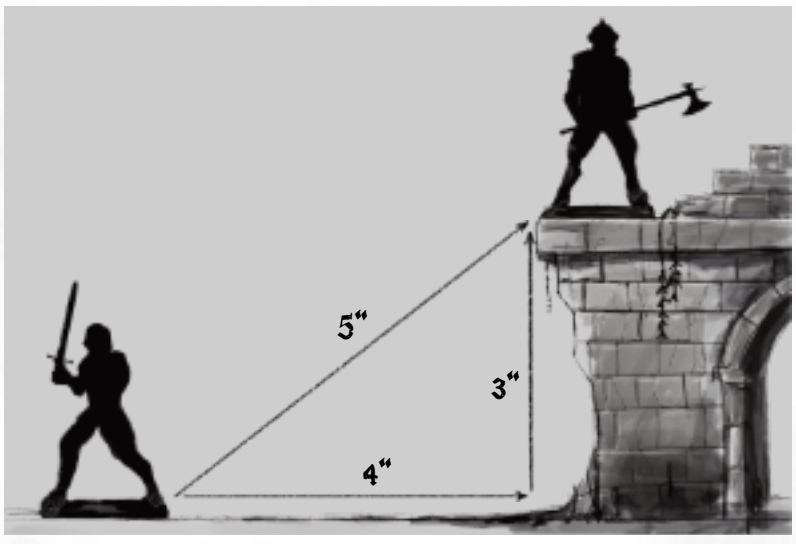
Many rules refer to **friendly fighters** and **enemy fighters**. A player considers all fighters in their warband to be friendly fighters and all fighters in other warbands to be enemy fighters. Likewise, a fighter considers all fighters in their warband to be friendly fighters, and all fighters in other warbands to be enemy fighters.

If a rule for a fighter refers to *"other friendly fighters"* or *"another friendly fighter"*, it means fighters from that fighter's warband, excluding itself.

MEASURING DISTANCES

Distances are measured in inches ("). During battle you can measure any distance whenever you wish.

When measuring between two fighters, use the closest points of the bases of the fighters you are measuring to and from. Usually, measuring distances will take into account both the vertical and horizontal distance between two points, but in some cases a rule might specify to measure the **horizontal distance** or the **vertical distance** only.



The distance between these two fighters is 5". The vertical distance is 3" and the horizontal distance is 4".

THE BATTLEFIELD

Battles are intended to be fought on a battlefield either 36" by 36" in size (3 foot by 3 foot), or 30" by 44" in size.

The battlefield should be populated with **terrain features** to create a ruined district of the City. Players work together to create a thematic battlefield. The rules for terrain are detailed on pg xx.

The Battlefield vs The Battlefield Floor

If a rule specifies **the battlefield** it includes the terrain features and any platforms upon them. For example, if a treasure token needs to be set up *"anywhere on the battlefield"* it could be set up on a platform such as the upper storey of a ruined building. If a rule specifies **the battlefield floor**, it means the ground level of the battlefield only.



DICE

Black Death City uses 2 types of dice: standard six-sided dice and **direction dice** (a dice with an arrow on each of its faces).

Standard six-sided dice are referred to either as a **d6** or as **dice**. If a rule refers to **2d6**, **3d6** and so on – roll that many dice and add the results together. If a rule requires a dice roll of a certain number or higher, for example 3 or more, this is abbreviated to **3+**.

Modifiers and Natural Rolls

Dice rolls are often **modified** in some way. For example, the *Unwieldy* weapon trait subtracts 1 from attack rolls. This means a roll of a 4 becomes a 3, a roll of a 5 becomes a 4 and so on.

If a rule refers to a **natural roll**, it means the dice roll without considering any modifiers. For example, when making attack rolls (pg xx), natural rolls of 6 are **critical hits**. This means if the dice rolled shows a 6, it is a critical hit regardless of any modifiers.

d3

To roll a d3, roll a six-sided dice and halve the total, rounding up. For example, a roll of a 3 or 4 on the dice would be a 2.

d66

To roll a d66, roll a six-sided dice twice. The first roll determines the tens, and the second roll determines the units. For example, if you rolled a 3 followed by a 5, the d66 roll would be 35.

d6x2

Another common dice roll is d6x2 or a similar dice roll that uses multiplication (such as 2d6x5). For such dice rolls, first roll the dice, then multiply the result by the number shown. For example, if the rule called for d6x2", a dice roll of a 5 would result in 10 inches.

ROLL-OFFS

When the rules ask the players to **roll off**, each player rolls a dice and whoever rolls highest wins the roll-off. If there is a tie for the highest roll, make the roll-off again.

RE-ROLLS

Some rules allow you to **re-roll** a dice roll (for example, when making an attack roll), which means you get to roll some or all of the dice again. The rule that allows the re-roll will specify exactly how many of the dice can be re-rolled. A dice roll can never be re-rolled more than once.

SCATTERING

When a rule calls for something to **scatter**, it means it moves in a random direction. When something scatters, determine the direction by rolling the direction dice then move it horizontally the specified amount.

There are additional rules for **fighters scattering** (pg xx) and **blast templates scattering** (pg xx).

Designer's Note: *Some direction dice have a face marked 'HIT'. These faces are not used any differently, use the small arrow above HIT to determine the direction.*

If you have no direction dice, a twelve-sided dice (d12) can be used instead. Nominate a battlefield edge to be "12 o'clock" and roll the d12, using the hours of a clock to determine the direction.



VISIBILITY

Often you will need to determine if a fighter is **visible** to another.

A fighter is visible if a straight line can be drawn from any part of its **body** (head, torso or limbs), to the observing fighter's head, without the line passing through solid terrain or another fighter. The direction the observing fighter is facing does not matter, all fighters are presumed to have a 360° field of view.

If the only parts of a fighter visible to the observing fighter are its weapons, banners, feathers, spikes or tail, the fighter is not considered visible.

Sometimes the rules for visibility will refer to a point on the battlefield (eg. *"Pick a visible point on the battlefield"*). This is determined in the same manner; a point on the battlefield is visible to a fighter if a straight line can be drawn from it to the observing fighter's head, without the line passing through solid terrain or another fighter.

Lastly, fighters are visible to themselves, (for example, if a rule says, *"Pick a visible fighter within 6" of this fighter."* The fighter the rule is referring to could be picked).

Obscured

If some parts of a fighter's **body** (head, torso or limbs) are visible, but other parts are hidden from view to the observing fighter, either due to intervening solid terrain or another fighter, that fighter is **obscured** from the observer. Obscured fighters are in **cover** from ranged attacks (pg xx).



This fighter is visible to the observing fighter, however as part of its body is hidden from view due to the intervening wall, this fighter is ***obscured*** *to the observing fighter.*

SEQUENCING

In most cases, rules will be resolved one at a time. However, from time to time, rules may appear to come into play at the same time and it may be unclear as to which is resolved first. If this occurs during a round, the player whose turn it is to activate a fighter chooses the order in which the rules are resolved. In any other case, the players roll off and the winner chooses.





Fighter Scrolls

Every fighter has a **scroll** that lists their **values**, **keywords**, **special rules** and other details.

Below you can see an example scroll of a Guild Wizard:

0-1 Guild Wizard

Champion, Mercenary, Human, Wizard

120 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	4+	6+	6+	3	4	4

Wargear: This fighter can be equipped with wargear from the **Wizard List** from the **Guild Armoury**.

Starting Experience: 40+d6.

Special Rules

Guild Magic: This fighter knows the **Lore of Sanctioned Magic**. When they are recruited, pick 1 spell from it to be their signature spell. In addition, at the start of each battle they prepare 1 random spell from it.

"Magic cannot be tamed, even by one such as myself."



VALUES

Every fighter has 7 values: **Move**, **Blade**, **Bow**, **Armour**, **Initiative**, **Willpower** and **Life**.

Move

A fighter's Move value determines the maximum distance a fighter can travel across the battlefield when making a Move. The higher the number the better. A typical human has a Move value of 5".

Blade

A fighter's Blade value determines how skilled they are with melee weapons. The lower the number the better. The value indicates the dice roll needed to score a hit with a melee weapon. For example, when the Guild Wizard makes a melee attack, each roll of 4 or more scores a hit.

Bow

Similar to the Blade value, a fighter's Bow value determines how skilled they are with ranged weapons. The lower the number the better. The value indicates the dice roll needed to score a hit with a ranged weapon. For example, when the Guild Wizard makes a ranged attack, only rolls of a 6 or more score a hit, meaning they are not very skilled with ranged weapons.

Armour

A fighter's Armour value determines how likely enemy attacks will be deflected by their armour, keeping the fighter safe from harm. The lower the number the better. A value of 6+ represents minimal armour (such as robes or padded cloth). A value of 3+ represents heavy armour with a shield.

Most fighters will have an Armour value of '6+' when recruited to your warband. You will have the option to improve their Armour value by equipping them with armour and shields (see pg xx).

Improving and Worsening Armour

If a rule states the Armour value is **improved** by 1, the number is decreased by the amount (eg. 6+ becomes 5+). Likewise if it is **worsened** by 1, the number is increased by the amount (eg. 5+ becomes 6+).

An Armour value of 2+ cannot be improved further. If an Armour value of 6+ is worsened it becomes '-' (which means no armour roll is made, pg xx). An Armour value of '-' cannot be worsened further.

Initiative

A fighter's Initiative value determines how quickly they can think on their feet in the heat of battle. The higher the number the better. This value is added to a dice roll to determine who strikes first in melee attacks, it is also used to test for falling.

Willpower

A fighter's Willpower value determines their mental fortitude, grit and determination. It also determines their skills with the arcane, their piety and their faith. The higher the number the better. This value is often used in conjunction with casting spells.

Initiative & Willpower Tests

Sometimes the rules will require a test to be made against a fighter's Initiative or Willpower value. To do so, the commanding player rolls a dice hoping for a low number. If the score is **equal or less** than the value being tested, the fighter passes the test. Otherwise they fail.

Life

A fighter's Life value determines how much damage they can sustain in battle before they are laid low by their wounds. The higher the number the better. A typical human has a Life value of 4.



Life, Damage, Healing & Bloodied

As your warband battles against its rivals, both your fighters and their enemies will **suffer damage**. Fighters can suffer damage from all manner of sources, falling from height, carrying cursed treasure, but most often it will come from being hit by an attack.

During the battle you will need to keep track of how much **life** each of your fighters has. At the start of the battle this equals the fighter's Life value, but each time they suffer damage, their life is reduced by an amount equal to the damage.

Some rules, such as healing potions or spells, may **heal** a fighter. Healing a fighter restores life reduced by damage, but a fighter's life can never exceed their Life value.

When a fighter's life is reduced to zero they are **taken down** and removed from the battlefield. The fighter hasn't necessarily been killed, after the battle an injury roll is made for them to determine their fate (see pg xx).

Bloodied

While a fighter has only 1 point of life remaining, they are *bloodied* and suffer from the following penalty:

Bloodied: Each time a bloodied fighter activates, they can make a move or an action, but cannot do both. If they are healed during the activation, this penalty no longer applies to that activation.

OTHER DETAILS

Keywords

Beneath a fighter's title will be several keywords in italics. The Guild Wizard has *Champion*, *Mercenary*, *Human* and *Wizard*.

A rule might only apply to fighters with a certain keyword, for example if a rule stated *"pick a visible enemy Wizard to be the target."* Only enemy fighters with the *Wizard* keyword could be picked.

Special Rules

Powerful fighters will often have 1 or more special rules on their fighter profile. For example, the Guild Wizard is able to cast spells from the Sanctioned Magic spell lore.

Limits

Some fighters are limited in your warband as indicated by a number next to their title. A warband cannot have more than 1 Guild Wizard in it as indicated by the "0-1".

Recruit Cost

Every fighter requires a number of silver to be spent to be hired to a warband. The more skilled the fighter, the higher the cost.

Wargear

Every fighter is limited in what wargear they can be equipped with. Wargear is covered in more detail over the following pages.

Starting Experience

During the campaign, every fighter in a warband starts with a certain amount of experience as noted.



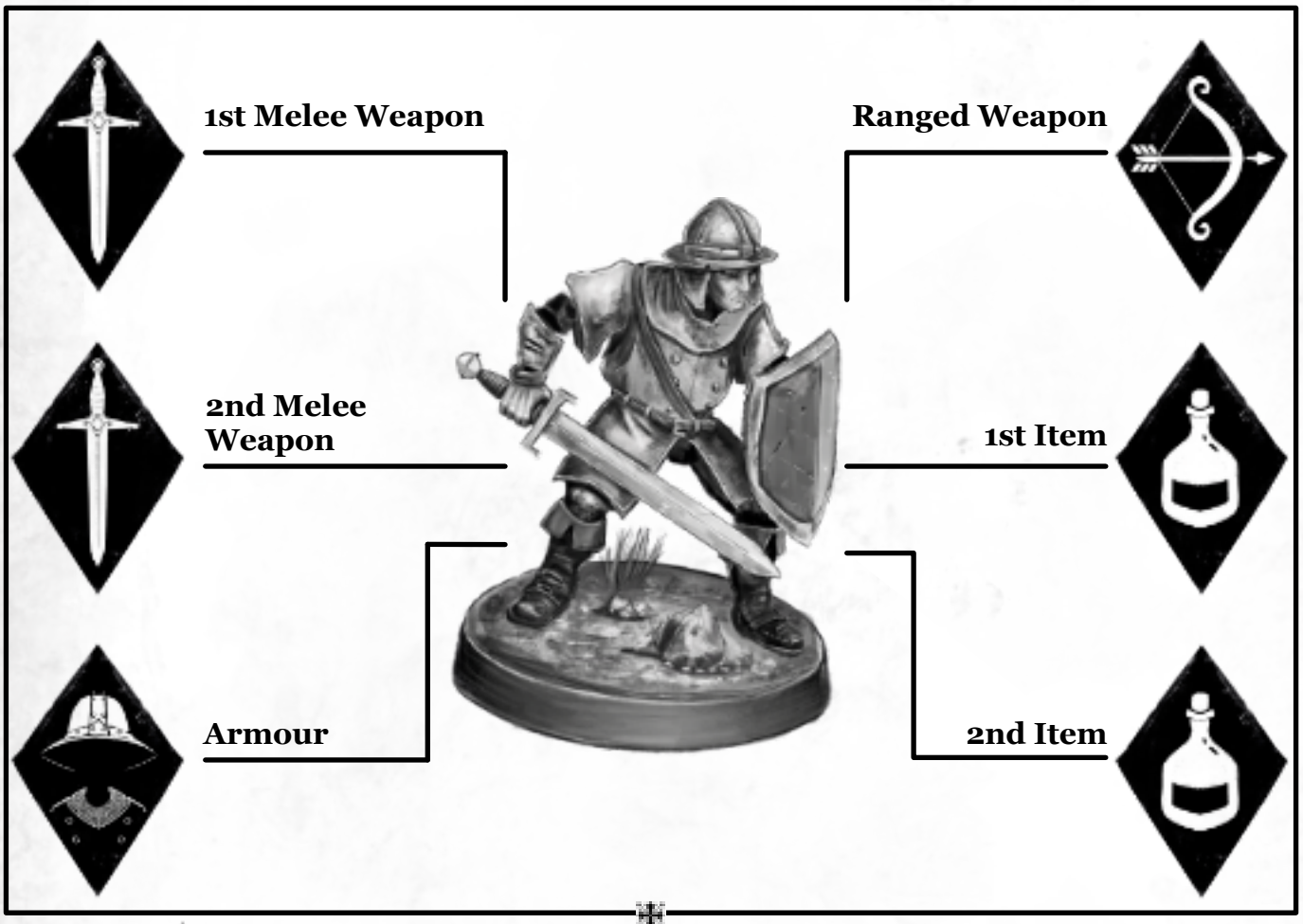
The City hungers for hubris...

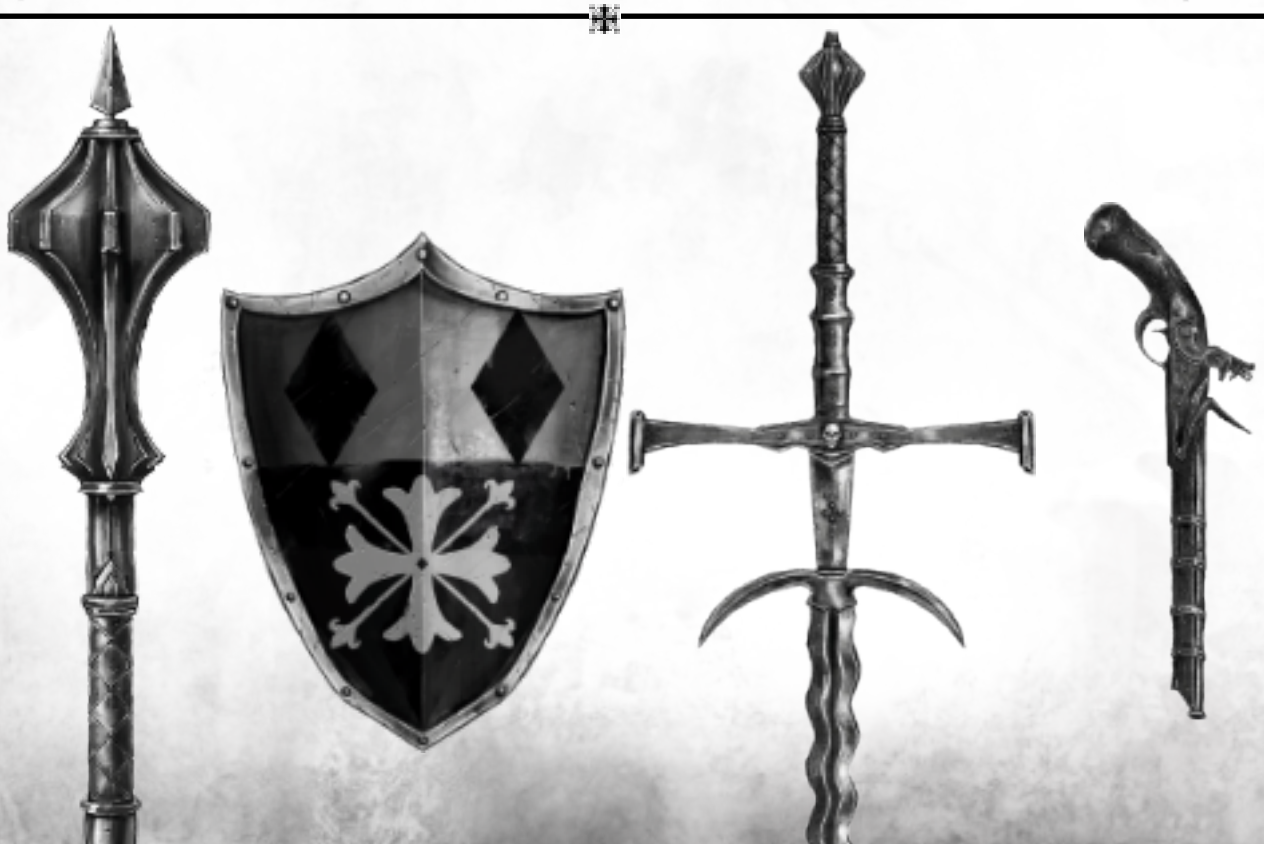
Wargear

Every fighter can be equipped with **wargear**, which is divided into 4 types: **melee weapons**, **ranged weapons**, **armour** and **items**.

Carrying Limit

A fighter can be equipped with up to 2 melee weapons, 1 ranged weapon, 1 set of armour and 2 items.





WEAPONS

Every **weapon** has a profile which details its values and weapon traits. Examples of some melee weapons and ranged weapons are shown below:

Melee Weapons

Name	Attacks	Rend	Damage	Critical Damage	Weapon Traits	Silver
Club	3	-	1	d3	*Bludgeon, Off-hand*	14s
Dagger	3	-	1	d3	*Off-hand*	10s
Sword	3	-	1	d3	*Guard, Off-hand*	18s

Ranged Weapons

Name	Range	Attacks	Rend	Damage	Critical Damage	Weapon Traits	Silver
Hand Crossbow	12"	1	-	1	d6	*Reload*	16s
Longbow	28"	1	-1	d3	d6	*Heavy, Two-handed*	26s
Long Rifle	30"	1	-2	2	d6+2	*Heavy, Misfire, Two-handed, Unwieldy*	90s

WEAPON VALUES

Range

Melee weapons do not have a Range value, but ranged weapons do. A weapon's Range value determines the maximum distance in inches a target can be for a ranged attack.

Attacks

A weapon's Attacks value determines how many dice are rolled each time the weapon is used for an attack. For melee weapons, this represents each swing and is usually 3. For ranged weapons, this represents a shot of ammunition and is usually 1.

Rend

A weapon's Rend value represents how efficiently the weapon can pierce armour. The value is negative and modifies armour rolls made for the target of an attack.

Improving and Worsening Rend

If a rule states the Rend value is **improved** by 1, the negative number is increased by the amount (eg. -1 becomes -2). Likewise if it is **worsened** by 1, the negative number is decreased by the amount (eg. -2 becomes -1).

Rend Values of '-'

A Rend value of '-' means it does not modify armour rolls. It can still be improved (eg. improving it by 1 would mean it becomes -1). Rend values of '-' cannot be worsened further.

Damage and Critical Damage

The Damage value of a weapon determines how many points of life a fighter loses when they are hit with the weapon. As detailed later in the rules, attacks may score critical hits, in which case the Critical Damage value is used instead.

Weapon Traits

Weapons can have 1 or more weapon traits. For example the Club has the *Bludgeon* and *Off-hand* weapon traits. You can find the full rules for all the different weapon traits on pages xx-xx.

Weapon Trait Reminders

On pages with weapons, there will usually be a box of **Weapon Trait Reminders**. These are not the full rules, but instead a shorthand reminder of how the rule works. For example:

Weapon Trait Reminders

See the full rules on pages xx-xx.

Bludgeon	*Critical hits deal 1 damage when saved*
Guard	*1 miss can parry a hit*
Off-hand	*1 attack*

Silver

Every weapon has a cost, which is how much silver must be spent to equip a fighter in a warband with it. Silver is shortened to 's', for example 20 silver is '20s'.

ARMOUR

Fighters can be equipped with 1 set of armour. Armour replaces a fighter's Armour value with a new Armour value. Armour may also have one or more special rules, and some of these are negative (for example, fighters in full-plate cannot be equipped with most ranged weapons). Armour has a silver cost in the same manner as a weapon.

Here are some example pieces of armour:

Cuirass

Armour value 5+, 20 silver

Warded Robes

Armour value 6+, 10 silver

Roll a dice each time a fighter equipped with this armour is targeted by a spell cast by an enemy fighter. On a 4+, the spell has no effect on this fighter.

Full-Plate

Armour value 4+, 40 silver

Fighters equipped with this armour cannot be equipped with two-handed ranged weapons with the exception of a Brace of Pistols.



ITEMS

Lastly, fighters can be equipped with up to 2 items. These range from shields, to potions, bombs and all sorts of other esoteric equipment. Every item has one or more special rules and a cost in silver.

Here are common items used as an example:

Grimoire

Item, Rare: 0-1, 15 silver

Once per battle, after this fighter has made a casting roll, you can re-roll the casting roll.



Guild Banner

Held Item, Rare: 0-1, 25 silver

While this fighter is on the battlefield, you can re-roll flee tests.

You can re-roll Willpower tests made by friendly fighters while they are within 12" of this fighter and this fighter is visible to them.

Shield

Held Item, 10 silver

Improve this fighter's Armour value by 1, to a maximum of 2+. (For example, 6+ becomes 5+).

Held Items

Some items have the *Held Item* keyword (eg. Shields). These items count towards the number of melee weapons a fighter can be equipped with instead of the number of items. In addition, they have the following rule:

Two-Handed Weapons and Held Items: A fighter cannot be equipped with a *held item* and a *two-handed* weapon, unless the weapon is a *polearm,* (eg. a Spear and Shield).



Terrain

The battlefield will be populated with various different terrain features, such as ruined buildings, low walls and statues.

The different parts of each terrain feature are categorised into different types of terrain as detailed on this page.

When the players set up the battlefield, it is recommended they discuss each terrain feature to clarify the types of terrain it has.

The types of terrain are: **low terrain**, **high terrain**, **platforms**, **ladders**, **windows** and **doors**. In addition, players can agree for certain parts of terrain features to be **deadly terrain** or **impassable terrain**.

Low Terrain

Eg. Rubble, Low Walls, Fences

Any part of a terrain feature less than 1.5" tall is **low terrain**. How fighters move across low terrain is detailed on pg xx.

High Terrain

Eg. High Walls, Sides of a Building

Any wall 1.5" or greater in height is **high terrain**. High terrain can be climbed (see pg xx).

Platforms

Eg. Upper floors

Any horizontally flat surface on a terrain feature with a surface area larger than 1" by 1" is a **platform**. While a fighter is on a platform, the edge of the miniature's base can overhang the edge of the platform, but the centre of their base must remain on the platform.

Falling Off Platforms

When a fighter within ½" of the edge of an open platform (i.e. an edge that is not enclosed by a wall or fence) suffers damage, there is a chance they will fall.

After the action has been resolved, the fighter must pass an Initiative test else they are moved off the platform by the shortest route and **fall** (see pg xx).

This rule does not affect fighters with the *Fly* keyword.

Ladders, Windows And Doors

Terrain might have ladders, windows or doors. These each have special rules for moving as covered on pg xx.

Deadly Terrain

Spiked walls and fences, bubbling pits of acid and other such unwholesome places are **deadly terrain**. If a fighter moves across or falls onto deadly terrain, they suffer **d3 damage**.

Players should agree on what terrain constitutes deadly terrain when the battlefield is being set up.

Impassable Terrain

Sloped rooftops, statues, fountains, sarcophaguses, braziers and trees are examples of **impassable terrain**.

Players should agree on what terrain constitutes impassable terrain when the battlefield is being set up.

Fighters cannot climb impassable terrain. They cannot move across impassable terrain unless they can *fly*. They cannot end a move on impassable terrain.

If a fighter is moved onto impassable terrain (for example, after falling off a platform). They are moved by the shortest route until they are no longer on it.

Terrain Bases

Many terrain features come mounted on a **base**. The base of a terrain feature is treated as the **battlefield floor**.

Chapter Two

Battles

The inner districts of the City are ruined and lawless. Warbands must be ready to defend their claims with blackpowder and steel, bringing swift death to any rival who dares challenge them for their hard-earned spoils.

This chapter details how **battles** are fought between two warbands.

SETTING UP THE BATTLE

To set up a battle, follow this sequence:

1. **Determine the Underdog**
2. **Determine the Scenario**
3. **Follow the Scenario 'Before the Battle' Steps**
4. **Determine Prepared Spells**
5. **Resolve Any Other 'Before the Battle' Rules**
6. **Begin the Battle**

1. Determine the Underdog

Every warband has a **warband rating** (pg xx), in every battle, the warband with the lesser Warband Rating is the **underdog**. During the battle the underdog may be granted certain bonuses giving them the edge against their rivals to help even the odds.

In the unlikely event that two warbands have identical warband ratings, the players roll off and the winner is the underdog for the battle.

2. Determine the Scenario

Every battle is fought to a **scenario**. The scenario sets up the narrative of the battle, dictates any twists or special rules in play, and most importantly, what each warband needs to do to win the battle.

The players roll on the **Scenario Table** (pg xx) to determine the scenario used for the battle.

Scenarios are detailed in **Chapter 3** (pg xx).

3. Follow the Scenario 'Before the Battle' Steps

The Scenario will detail how the battlefield is set up and anything that needs to be resolved before the battle. Resolve these steps in order.

4. Determine Prepared Spells

If either Warband includes any casters (*Wizards* or *Priests*), the spells they have prepared are now determined (see pg xx).

5. Resolve Any Other 'Before the Battle' Rules

If either player has any other special rules that are resolved before the battle, they are resolved now, starting with the underdog.

6. Begin the Battle

The battle is now ready to begin.

Rounds

Once the battle begins, it is fought in a series of **rounds** until it ends. Each round follows this sequence:

Round Sequence

1. Priority Roll	*- players roll off to determine who takes the first turn in the round (the winner chooses, the underdog wins ties).*
2. Start of Round Step	*- certain rules may trigger in this step, otherwise it is skipped.*
3. Fighters Activate	*- players alternate activating fighters from their warband, until every fighter has been activated.*
4. End of Round Step	*- after all fighters are activated, rules may trigger at the end of the round.*
5. Flee Test	*- warbands with 5 or more fighters bloodied or taken down must take a Flee test (if both warbands are eligible, the underdog goes first).*

1. Priority Roll

At the start of each round the players roll off. The winner has **priority** and decides which player first activates a fighter. In the case of a tie, the underdog has priority.

2. Start of Round Step

After the priority roll, there is the Start of Round step. This step is for any rules that need to be resolved before fighters can be activated. The scenario rules are the most common place to find such rules (for example, fighters arriving from reserve).

If there are no rules that need to be resolved, the step is skipped. If there are multiple rules, the player with priority decides which order they are resolved.

3. Fighters Activate

After the Start of Round step, the players begin taking turns, back and forth, to activate fighters from their warband to move and make actions. The player with priority chooses which player takes the first turn. This is the main part of the round, and where the excitement takes place. How fighters are activated is explained in detail throughout the rest of the chapter.

4. End of Round Step

Similar to the Start of Round step, after all fighters have been activated, any rules that need to be resolved at the end of a round are done so. If there are no rules that need to be resolved, the step is skipped. If there are multiple rules, the player with priority decides which order they are resolved.

5. Flee Test

The final step of the round is to make **Flee tests**. A Flee test must be made for a warband if **5 or more** of its fighters are either **bloodied** or **taken down**.

If both warbands must make a Flee test, the underdog does so first; if they fail the battle ends. If they pass their opponent then makes a flee test.

To make a Flee test, the player rolls a dice. On a 1, the Flee test fails, the warband immediately flees and the battle ends. On a 2+, they pass.

Instead of rolling a dice for a Flee test, a player can voluntarily choose for their warband to fail the test, (this can be a wise decision in an unwinnable battle to minimise further casualties).



ENDING THE BATTLE

The battle ends either when one of the warbands flees, or when the victory conditions of the scenario declare the battle ends.

Activating Fighters

During each round, the players take turns activating fighters from their warband. The player with priority decides which player takes the first turn.

On a player's turn, they pick a fighter from their warband to **activate**, and after the activation has been resolved, their opponent does the same. This alternates back and forth between the players until all fighters on the battlefield have been activated.

Each fighter cannot be activated more than once each round, (with the exception of surge activations, see below). In addition, every fighter on the battlefield must be activated each round. Once all fighters on the battlefield have been activated the round ends.

1 MOVE & 1 ACTION

When a fighter activates, they can make **1 Move** and **1 Action**. The order is determined by the commanding player. For example, they could do their Action first then their Move, or the other way around. They can also choose to forgo their Move and/or their Action if they wish.

There are different types of Moves and Actions, detailed below.

SURGE ACTIVATIONS

If a player has no more fighters left to activate in a round, but their opponent does so, they can start picking fighters from their warband to make **surge activations**.

To make a surge activation, the player picks a fighter from their warband that has already activated. That fighter activates for a second time. During that activation they can make 1 move or 1 action (they cannot do both).

Bloodied fighters make surge activations as normal.

Each fighter can only be picked to make a surge activation once each round. If every fighter in a player's warband has activated and has also made a surge activation, but their opponent still has fighters who have not activated, their opponent activates their remaining fighters as normal.

BONUS ACTIONS

Certain rules may allow a fighter to make a **bonus action**. A common example is using an item. A fighter can make any number of bonus actions in their activation in addition to their 1 action. A bloodied fighter, and a fighter making a surge activation, can also make as many bonus actions as they are able.

Moves	Actions
Normal Move	**Melee Attack Action**
Run Move	**Ranged Attack Action**
Charge Move	**Hide Action**
Disengage Move	**Arcane Action**



Moves

There are 4 moves a fighter can make:

- **Normal Move**
- **Run Move**
- **Charge Move**
- **Disengage Move**

NORMAL MOVE

A fighter can make a **normal move** if they are not engaged in melee. When a fighter makes a normal move, they can move across the battlefield a maximum distance of inches up to their Move value. They cannot move within 1" of an enemy fighter while doing so.

> **Engaged in Melee**
> While a fighter is within 1" of an enemy fighter, they are **engaged in melee**.

RUN MOVE

A fighter can make a **run move** if:

- they are not engaged in melee, and,
- they have not made any actions this activation.

When a fighter makes a run move, the commanding player makes a **run roll** by rolling a dice. The fighter can move a maximum distance of inches up to their Move value + the run roll.

They cannot move within 1" of an enemy fighter while doing so. A fighter that makes a run move cannot make an action in that activation.

CHARGE MOVE

A fighter can make a **charge move** if:

- they are not engaged in melee, and,
- they have not made any actions this activation.

When a fighter makes a charge move, the commanding player makes a **charge roll** by rolling a dice. The fighter can move a maximum distance of inches up to their Move value + the charge roll.

They must finish the move within 1" of one or more enemy fighters. The fighter is said to have **charged**.

If it is not possible to finish within 1" of any enemy fighters, they can forgo their move or make a **consolidation move** instead. If they make a consolidation move, they can move up to 3". They must finish that move closer to the closest enemy fighter. They cannot move within 1" of an enemy fighter while doing so.

DISENGAGE MOVE

A fighter can make a **disengage move** while they are engaged in melee. The fighter must first pass an Initiative test. If failed, the disengage move fails; the fighter cannot move but still counts as having made their move. If they have an action available to make, they can still do so.

If passed, the fighter can move up to a maximum distance of 3" in any direction but must finish that move more than 1" from all enemy fighters.



Moving

When a fighter makes any type of move, the following rules apply:

- A fighter cannot move through other fighters.
- A fighter cannot move through any part of a terrain feature (with the exception of doors and windows, see below).
- No part of a fighter can move over the battlefield edge.

Moving Across Low Terrain

Fighters can move across low terrain (such as rubble and low walls - see pg xx) without needing to go up and down, instead subtract 1" from the maximum distance they can move each time they move across low terrain.

Moving Through Doors and Windows

In a similar manner, a fighter can move through open windows and doorways even if the space is not physically big enough for the miniature to move through. If they do so, subtract 1" from the maximum distance they can move for each window and doorway they move through.

Moving Through Closed Doors

A fighter making a **normal move** can move through closed doors in the same manner as an open door with the following exceptions:

- Only fighters making normal moves can move through a closed door. Fighters making a run, charge or disengage move cannot.
- *Beasts* cannot move through closed doors.

ADVANCED MOVES

As part of a move, a fighter may **jump** or **climb** in addition to moving across the battlefield. If the fighter has the *Fly* keyword, they can **fly** as well.

Jumping

During a move, a fighter at the edge of a platform can **jump**. If they do so, they move off the edge and continue moving through the air.

Measure the move through the air horizontally. While in the air, they can move upwards up to 1" vertically (but no more), and any distance downward vertically. Only the horizontal distance moved through the air is counted.

The maximum distance a fighter can move horizontally through the air when jumping is 3".

If a fighter moves 3" or more vertically downwards while jumping, they suffer impact damage (see opposite).

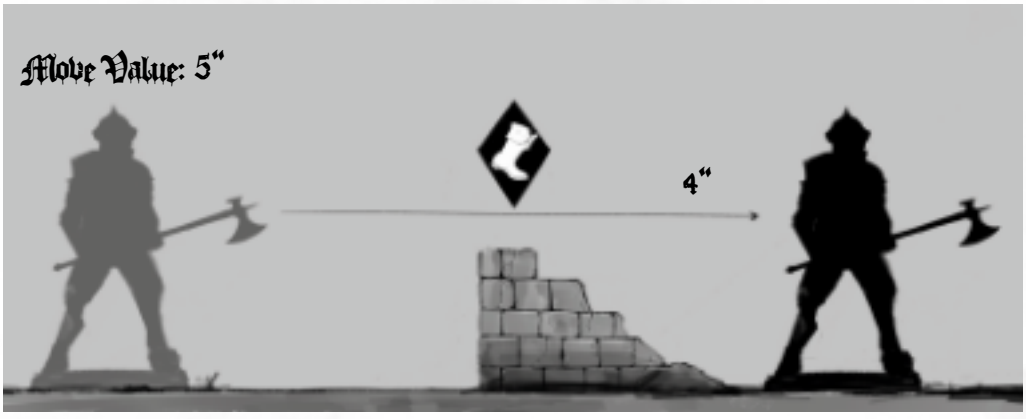
In addition, if a fighter ends their move still in the air, they immediately fall (see below).

FALLING

If a fighter **falls**, they move vertically downwards until they are on the battlefield floor or a platform once more.

If a fighter moves 3" or more vertically downwards while falling, they suffer impact damage (see opposite).

If a fighter falls onto other fighters, each fighter they fall onto is moved outward to make room for the falling fighter. Move the fighters outward by the shortest distance until they are more than 1" from the fighter that fell. Then, each of those fighters must pass an Initiative test else suffer d3 damage.



This fighter has a Move value of 5". They make a normal move and move across low terrain. The maximum distance they can move is 4".

IMPACT DAMAGE

If a fighter suffers **impact damage**, roll a number of dice equal to the number of whole inches they moved vertically downwards. For each 4+, they suffer 1 point of damage.

Climbing

During a move, if a fighter is touching a **ladder** or **high terrain** (pg xx), they can begin to **climb**.

Beasts cannot climb.

Climbing a Ladder

When a fighter climbs a ladder, do not measure the distance the fighter moves up or down it. Instead, subtract 1" from the maximum distance they can move, then remove them from the battlefield and set them up again touching the top or bottom of the ladder.

Ladders Blocked by Enemies: Enemy fighters at the top or bottom of ladders can prevent a fighter climbing a ladder if there is not room to set them up touching the ladder, however when a fighter makes a **charge move** they can climb a ladder even if there is not room to set them up touching the top or bottom of the ladder. Instead, set them up engaged in melee with that enemy fighter.

Climbing High Terrain

When a fighter climbs high terrain, they can move up or down vertically as well as horizontally, but they must stay within ½" of the terrain they are climbing at all times.

Once a fighter begins to climb in this manner, they are said to be climbing until the centre of their base is once more on the battlefield floor or a platform, or until they jump or fly.

A fighter can finish their activation while climbing high terrain, the players should make a note of the fighter's location and hold it in place when determining visibility.

While a fighter is climbing high terrain they cannot make actions, and each time they are targeted by an attack action, if any hits are scored, after the attack action is resolved, the fighter must pass an Initiative test else they fall.

Flying

Fighters with the *Fly* keyword can **fly** during a move. If they do so, the fighter can move through the air vertically and horizontally. Count the horizontal distance moved but do not count the distance moved vertically (see diagram). This means flying fighters can traverse tall buildings and walls with ease, making it a very powerful ability.

Once a fighter begins to fly, they are said to be flying until the centre of their base is on the battlefield floor or a platform once more. For ease of play, a fighter cannot end a move flying.

Scattering

If a rule causes a fighter to scatter, roll the direction dice and move them the number of inches specified. The following additional rules apply:

Scattering Across Terrain: A fighter will move across low terrain, and through doors (open and closed) and windows as normal (subtract 1" from the total distance they will move).

High Terrain: If a scattering fighter comes into contact with high terrain, they stop and move no further.

Platform Edges: If a scattering fighter would be moved off the edge of a platform, they take an Initiative test. If passed, they move to the edge of the platform but no further. If they fail, they move off the edge and immediately fall. Then, they continue to move.

Other Fighters: Scattering fighters will stop when they touch another fighter. If a scattering fighter becomes engaged in melee with an enemy fighter they do not count as having charged.



Melee Attack Action

The Melee Attack action represents a duel between two fighters as blades clash, daring parries and feints are made until a strike lands home.

A fighter engaged in melee can make a **melee attack action**. When a fighter makes a melee attack action the following sequence is used:

1. **Pick a Target**
2. **Pick Weapons**
3. **Determine Initiative**
4. **Make Attack Rolls**
5. **Alternate Attacks and Parries**

1. Pick a Target

The commanding player picks an enemy fighter engaged in melee with the activating fighter to be the **target**.

The activating fighter is the **attacking fighter** and the target is the **defending fighter**.

During this action both the attacking fighter and the defending fighter make melee attacks.

2. Pick Weapons

Starting with the attacking fighter, both players pick a melee weapon their fighter is equipped with for their fighter to use.

Off-hand Weapon

If a fighter is not armed with a *two-handed* weapon, a second melee weapon with the o*ff-hand* weapon trait can be picked for them to use (for example a Sword and a Flail). This second weapon is referred to as the **off-hand weapon**.

3. Determine Initiative

If the attacking fighter **charged** this activation, they have **initiative**. Otherwise, the players each roll a dice and add their fighter's Initiative value to the result. The fighter with the higher total has the initiative. In the case of a tie, the attacking fighter has the initiative.

4. Make Attack Rolls

Attack rolls are made for both the attacking fighter and the defending fighter.

To make attack rolls, the player rolls a number of dice equal to the Attacks value of the weapons being used by their fighter.

Off-hand Attacks

If a fighter is using an off-hand weapon in addition to another weapon, only 1 attack roll is made for the off-hand weapon, regardless of the weapon's Attacks value.

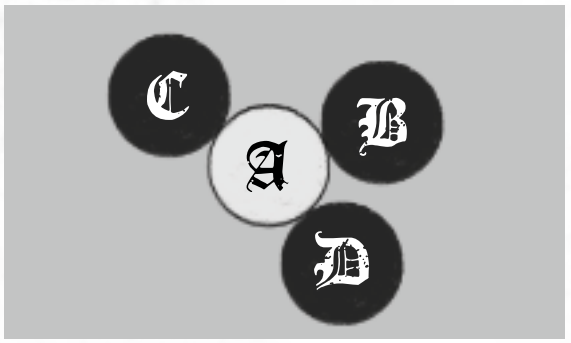
For example, a fighter using a Sword and an off-hand Flail, would make 3 attack rolls for the Sword and 1 attack roll for the Flail. Use different colour dice to avoid confusion.

Successful Attack Rolls

Attack rolls of a natural 6 are successful and score a **critical hit**. In addition, each attack roll that equals or exceeds the fighter's Blade value is successful and scores a **hit**. All other attack rolls are **misses**.

Outnumbered

When making attack rolls, if one of the fighters is engaged in melee with more enemy fighters than the other, they are **outnumbered**. Count how many more enemy fighters they are engaged in melee with than their opponent. This is how much they are **outnumbered by**. While a fighter is outnumbered, their opponent can re-roll a number of attack rolls equal to the amount the other fighter is outnumbered by.



*It is Fighter A's activation. They are making a melee attack action and Fighter B is the target. Fighter A is also engaged in melee with 2 other enemy fighters, C and D, as such they are **outnumbered by 2**. During the melee attack action, Fighter B can re-roll up to 2 of their attack rolls.*



5. Alternate Attacks and Parries

Starting with the fighter with initiative, the fighters take it in turns making **attacks** or **parries** as follows:



Attack: One of the fighter's successful attacks is resolved (see below).



Parry: To make a parry, the fighter first discards one of their successful attack rolls, then a dice is rolled.

On a 1, the parry fails. On a 2+, they pick one of their opponent's successful attack rolls to be **parried** and discarded. To parry an opponent's critical hit, the fighter must discard one of their critical hits.

Keep alternating back and forth until both fighters have made all their attacks and parries, or until 1 of the fighters is taken down (whichever happens first), then the action ends.



Unarmed Fighters

If a fighter has no melee weapon, they use the Unarmed Strike melee weapon below:

Unarmed Strike				
Attacks	**Rend**	**Damage**	**Critical Damage**	**Weapon Traits**
2	-	1	1	*Natural Weapon*

Weapon Trait Reminders

See the full rules on pages xx-xx.

Natural Weapon	*Cannot parry*

RESOLVING ATTACKS

To resolve an attack (be it from a melee attack, a ranged attack, an *attack spell* or another rule) the following sequence is used:

1. Make an Armour Roll

The target of the attack makes an **armour roll** by rolling a dice. If the result of the armour roll equals or exceeds their Armour value the attack has been **saved** by their armour and is negated.

For example, if a fighter hit by an attack has an Armour value of 4+, a dice roll of a 4, 5 or 6 will save the fighter from the hit.

Rend

Powerful weapons may have a Rend value. If so, each armour roll is modified by the Rend value of the weapon being used.

For example, if the target has an Armour value of 4+, but the weapon has a Rend value of -1, a dice roll of a 5 or 6 will save the fighter from the attack.

If the Rend value of the weapon being used makes a successful armour roll impossible (eg. an Armour value of 6+ vs a weapon with a Rend value of -1), no armour roll needs to be made (the weapon cuts straight through).

2. Allocate Damage

For each attack that was not saved by the target's armour, the target suffers damage equal to the weapon's damage value. If the attack was a **critical hit**, the target suffers damage equal to the weapon's Critical Damage value instead.

Example Melee Attack Action

It is the **Guild Mercenary's** activation. They have made a charge move and finished engaged in melee with an enemy **Verminkin Warrior**.

The Guild Mercenary is equipped with a *Sword*, *Shield* and a *Cuirass* (giving them an Armour value of 4+). The Verminkin Warrior is equipped with an *Axe* and a *Dagger*. They have an Armour value of 6+.



Step 1

The Guild Mercenary makes a melee attack action and picks the Verminkin Warrior to be the **target**.

Step 2

The Guild Mercenary picks their Sword to use. As the Verminkin Warrior has 2 melee weapons, they pick the Axe to use, and the Dagger to be their **off-hand weapon**.

Step 3

As the Guild Mercenary **charged** this activation, they have the **initiative**.



Step 4

Both fighters make attack rolls simultaneously.

The Sword and the Axe each have an Attacks value of 3, so 3 dice are rolled for each fighter. In addition, 1 more dice is rolled for the Verminkin Warrior as they are using a Dagger to make an off-hand attack.

A different colour dice (white) is used so the players know which attack is made by the Dagger.

The Guild Mercenary has a Blade value of 4+, meaning attack rolls of a 4-5 will score a **hit**. Attack rolls of a natural 6 will score a **critical hit**.

The Verminkin Warrior has a Blade value of 5+ meaning attack rolls of 5 will score a **hit** and attack rolls of a natural 6 will score a **critical hit**.

The attack rolls for the Guild Mercenary are 1, 4, 6; resulting in 1 miss, 1 hit and 1 critical hit.

The attack rolls for the Verminkin Warrior's Axe are 5, 5, 6; resulting in 2 hits and 1 critical hit. In addition the attack roll for the dagger is also a 5, resulting in another hit.

Step 5

Now the fighters alternate making attacks or parries.



(I): The Guild Mercenary has the initiative and takes the first turn. They choose to **parry**.

Usually to parry, the fighter must discard one of their successful attack rolls. However, the Sword has the *Guard* weapon trait which enables the fighter to discard a miss to parry a hit.

They discard their miss and make a **parry roll**. It is a success. They pick one of the hits made by the Verminkin Warrior's Axe to be **parried** as it has a better Rend value than the Dagger. That hit is discarded.



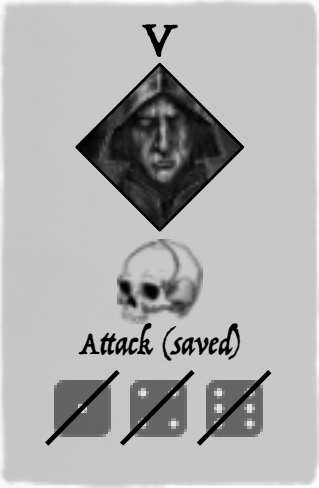
(II): Now it is the Verminkin Warrior's turn. They make an **attack** with the remaining hit from the Axe. The Guild Mercenary fails their **armour roll** and suffers damage equal to Axe's Damage value (1). The Guild Mercenary now has 3 life remaining.



(III): It is the Guild Mercenary's turn. They **attack** with their critical hit. The Verminkin Warrior fails the **armour roll**. The Critical Damage value of a Sword is d3. The player commanding the Guild Mercenary rolls a dice to determine the damage and scores a 3. The Verminkin Warrior suffers 3 damage and has 1 life remaining.



(IV): Play passes back to the Verminkin Warrior who is now on the back-foot. They make a **parry** in an attempt to discard the Guild Mercenary's remaining attack. They make the **parry roll**, but roll a 1. The parry fails.



(V): The Guild Mercenary now goes for the killing strike. Using their remaining hit to make an **attack**.

To their dismay, the Verminkin Warrior makes a successful **armour roll**, keeping them in the fight.



(VI): It is the Verminkin Warrior's turn. The critical hit from the Axe remains. This is their chance to take the Guild Mercenary down.

The Guild Mercenary fails their **armour roll** but the roll for the Critical Damage is a 1. The Guild Mercenary has 2 life remaining.

With no more hits remaining, the melee attack action ends. Neither fighter was taken down, but both have suffered damage.

Hide Action



The City is filled with shadowed ruins to mask one's approach.

A fighter can make a **hide action** if:

- they are not engaged in melee
- they are touching terrain
- they are more than 3" from all enemy fighters.

If they do so, they become *hidden* (place a token next to the fighter to indicate so). While a fighter is *hidden*, they are not visible to enemy fighters that they are obscured from. The fighter remains hidden until the start of their next activation. If a hidden fighter moves and are no longer touching terrain, or they are within 3" of an enemy fighter, they are no longer hidden.



The fighter moves up behind the wall and uses the hide action. As they are obscured to the Archer and more than 3" away, they are not visible to them and cannot be targeted by a ranged attack (pg xx).

Ranged Attack Action

Many of the fighters who venture forth into the City put faith in bow and blackpowder. After all, a well placed shot can fell a man from fifty paces.

A fighter equipped with a ranged weapon and who is not engaged in melee can make a ranged attack action as follows:

1. **Pick a Target**
2. **Make Attack Rolls**

1. Pick a Target

The commanding player picks a ranged weapon their fighter is equipped with to use and an enemy fighter to be the **target**.

The target must be within the Range value of the weapon being used and must be the **closest visible enemy fighter** that is not engaged in melee.

If the closest eligible enemy fighter is obscured (pg xx), the closest eligible enemy fighter not obscured can be targeted instead.

2. Make Attack Rolls

The commanding player makes the attack rolls by rolling a number of dice equal to the Attacks value of the ranged weapon being used by their fighter.

Vantage

If the attacking fighter is 3" or more vertically above the target, the attacking fighter has *vantage* for the attack. While a fighter has vantage, add 1 to their attack rolls.

Successful Attack Rolls

Attack rolls of a natural 6 are successful and score a **critical hit**. In addition, each attack roll that equals or exceeds the fighter's Bow value is successful and scores a **hit**. All other attack rolls are **misses**.

Each attack is resolved (pg xx), then the action ends.

COVER

If the target fighter is obscured to the attacking fighter, the target fighter is in **cover** for the attack and benefits from the following rule:

In Cover: While a fighter is in cover, improve their Armour value by 1, to a maximum of 2+. (For example, 6+ becomes 5+).



Weapon Traits

The different Weapon Traits of melee weapons and ranged weapons are detailed below:

Arcane

(Critical hits on 5+)

Attack rolls made with this weapon of a natural 5 or 6 are successful and score a **critical hit**.

Blast

(Blast template. Miss scatters d6x2")

This weapon uses the Blast template (pg xx).

Bludgeon

(Critical hits deal 1 damage when saved)

Each time an armour roll successfully saves a critical hit scored by this weapon, the target suffers 1 damage.

Brace

(Initiative vs charging fighters)

If a fighter uses this weapon while they are the defending fighter, they automatically have the initiative if the attacking fighter charged this activation.

Flame

(Flame template. Auto-hits)

This weapon uses the Flame template (pg xx).

Guard

(1 miss can parry a hit)

When a fighter makes a parry, instead of using a hit they can use a missed attack roll from this weapon. They can do this once each melee attack.

Heavy

(Move or Attack)

This weapon cannot be used to make an attack if the fighter has made a move during the same activation. In addition, if this weapon has been used to make an attack, the fighter cannot make a move in that same activation.

Misfire

(On a natural 1)

If any attack rolls for a ranged attack made with this weapon are a natural 1, the weapon misfires. After any other attack rolls have been resolved, make a **misfire roll** on the table below:

d6	Misfire Roll
1	**Backfire:** *The weapon explodes in the firer's hands.* The fighter suffers d3 damage. This weapon cannot be used again during this battle.
2	**Clogged:** *Blackpowder residue fouls the ignition channel.* This weapon cannot be used again during this battle.
3-6	**Flash-in-the-Pan:** *The priming powder ignites, but the main charge fails to fire.* The attack misses as normal.

Natural Weapon

(Cannot parry)

Attacks made with this weapon cannot be used to parry.

Off-hand

(Can be used off-hand: 1 attack)

When making a melee attack, this weapon can be used to make an off-hand attack.

One-use

(1 attack per battle)

This weapon can only be used once each battle.

Poison

(Critical hits poison. Suffer 1 damage when activated. Until healed or 1 life remains)

If a fighter suffers damage from a critical hit made with this weapon they become *poisoned*. While a fighter is *poisoned*, each time they are activated they suffer 1 damage. If a fighter is healed, or has 1 life remaining, they are no longer poisoned.

Demons and *Undead* fighters cannot become poisoned.

Polearm

(Can be equipped with a Held Item, gains Unwieldy)

Fighters equipped with this weapon can still be equipped with Held Items (eg. Shields). If they do so, this weapon gains the *Unwieldy* weapon trait.

Rare (0-[x])

(Limited by the number listed)

This trait limits the number of fighters in a warband that can be equipped with this type of weapon at the same time. For example, if a weapon has the Rare 0-1 trait, only 1 fighter in a warband can be equipped with a weapon of this type at any one time.

Reload

(Forgo a Move or Action to reload)

This weapon begins the battle **loaded**. Each time this weapon is used to make an attack, before it can be used again, the fighter must **reload** it. To reload a weapon, the fighter must forgo either their Move or their Action during their activation. A fighter cannot reload a weapon while engaged in melee.

Scare

(Unengaged fighters pass Willpower test or scatter d6")

After an attack by this weapon has been resolved, each fighter hit by the attack that is not engaged in melee takes a Willpower test. If they fail, they scatter d6".

Two-Handed

(1 per fighter. No off-hand attack)

A fighter can only be equipped with 1 two-handed weapon.

A fighter cannot make off-hand attacks if they are equipped with a two-handed weapon.

Unwieldy

(-1 to attack rolls)

Subtract 1 from attack rolls made with this weapon.

Volley

(Multiple targets within 3")

Each time this weapon is used for a ranged attack, it can target a number of enemy fighters equal to its Attacks value. Before resolving any attack rolls, assign each attack to a target. The first target must be picked as normal, each additional attack can be assigned to that target, or to a different visible enemy fighter within 3" of the target that is not engaged in melee.

Then resolve all the attacks.

Wrap

(Cannot parry or be parried)

Attacks made by this weapon cannot be parried, and they cannot be used to parry another attack.



Templates

This page details the rules for the **blast template** and the **flame template**. These templates are used for attacks made by weapons with the *Blast* and *Flame* weapon traits, respectively. They can also be used for spells and other effects.

BLAST TEMPLATE

Making an Attack

When making an attack that uses the blast template, the template is placed before the attack roll is made (see below).

Attacks that use the blast template do not need to target the closest visible enemy fighter. Instead, the template is placed centred on any visible point on the battlefield within range.

Misfiring: If the weapon being used to make the attack also has the *Misfire* weapon trait and the weapon **misfires**, the blast template is removed and the misfire is resolved.

Miss: If the attack **misses**, but it does not misfire, the blast template **scatters d6x2"** and is resolved as a successful attack.

No Critical Hits: Attacks made with a weapon with *Blast* do not score critical hits.

Placing the Blast Template

The blast template is always placed centred on a point on the battlefield. The blast template is held suspended above that point.

Fighters that are within the blast template are hit.

Engaged Fighters: If a fighter engaged in melee is hit, any fighter they are engaged in melee with is also hit, even if they are not within the template.

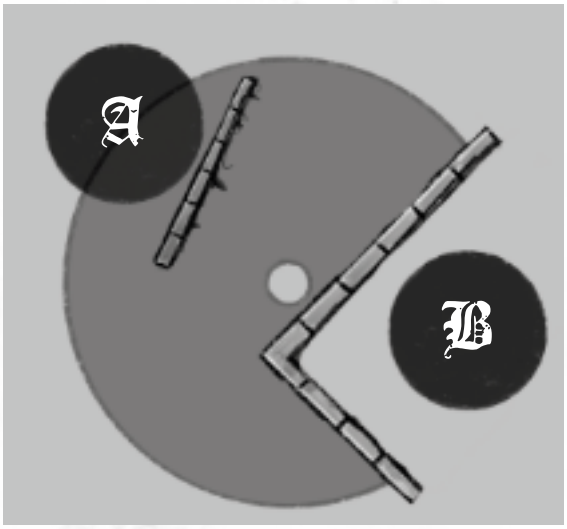
3" Above or Below: If a fighter is 3" or more vertically above or below the point the blast template is centred on, they are not hit even if they are within it.

Visibility, Hiding & Cover

Determine visibility and cover from the centre of the Blast template instead of the attacking fighter.

Hiding has no effect against the blast template.

Fighters otherwise not visible to the centre of the Blast template are not hit, even if they are within it.



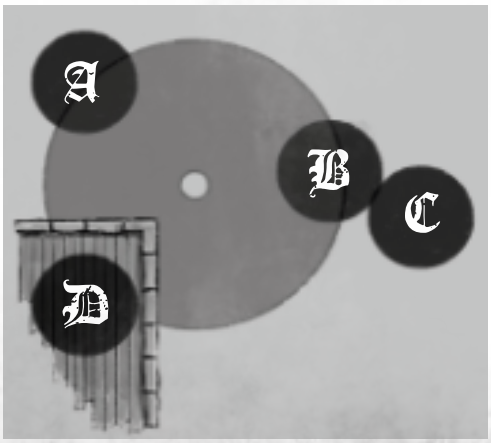
Fighter A is behind low terrain, they are hit and are in cover. Fighter B is behind high terrain and is not visible to the centre point of the blast template, they are not hit.

Scattering

Blast templates will often scatter. If the blast template is being placed as part of a spell, the rule will state if the blast template scatters or not.

Scattering Off Platforms: If the blast template was centred on a point on a platform and it scatters off it, only the horizontal distance it moves is counted to how far it scatters.

High Terrain: If the blast template would scatter through High Terrain, it instead stops scattering when the centre point reaches the edge of the high terrain.



The blast template is centred on a point on the battlefield floor. Fighters A and B are hit. Fighter C is engaged in melee with Fighter B and also hit. Fighter D is 3" above the blast and is not hit.



Flame Template

Making an Attack

Attacks that use the flame template do not need to target the closest visible enemy fighter. Instead, the template can be placed in any direction (see below).

When making an attack with the Flame template, no attack rolls are made. Every fighter in the template is **automatically hit**. This means an attack will never be a critical hit.

Placing the Flame Template

The flame template is always placed flat (do not tilt it up or down) with its narrowest point touching the base of the activating fighter. In the same manner as the blast template, the flame template is held suspended above its position.

Fighters that are within the flame template are hit.

Engaged Fighters: If a fighter engaged in melee is hit, any fighter they are engaged in melee with is also hit, even if they are not within the template.

3" Above or Below: If a fighter is 3" or more vertically above or below the point the flame template is centred on, they are not hit even if they are within it.

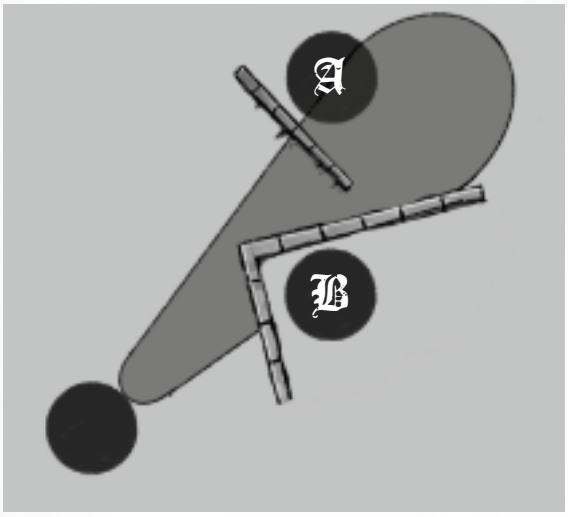
Visibility, Hiding & Cover

Determine visibility as normal.

Hiding has no effect against the flame template.

Fighters otherwise not visible to the attacking fighter are not hit by the template even if they are within it.

No Cover: Fighters cannot be in cover from attacks that use the flame template, (see diagram).



Fighter A is behind low terrain, they are hit and are not in cover. Fighter B is behind high terrain and is not visible to the activating fighter, they are not hit.





Arcane Action

Gifted with innate talent or earned after decades of study, there are some that command the magics of the world. They are greatly sought as allies by some and ruthlessly hunted as enemies by others.

Fighters that are *Wizards* or *Priests* can make an **arcane action**. When a fighter makes an arcane action, the commanding player chooses if they will **draw power** or **cast a spell**.

DRAW POWER

When a fighter draws power, place a token by the fighter to indicate they have **drawn power**. Once a fighter has drawn power, on their next activation, if they cast a spell, 1 additional dice is rolled for the casting roll (see below). If they do not cast a spell on their next activation, the drawn power is lost; remove the token when their next activation ends.

CAST A SPELL

When a fighter attempts to cast a spell, the commanding player picks a spell they have **prepared** and makes a **casting roll**. The fighter is referred to as the **caster**.

Every spell has a **Casting value** (for example 6+). To make a casting roll, roll a dice. If the casting fighter has drawn power, roll 2 dice instead.

Miscasts

Spells have a chance of **miscasting**. If 1 dice was rolled for the casting roll, the spell miscasts on a roll of a natural 1.

If 2 or more dice were rolled, the spell miscasts if any of the dice share the same result (a "double").

If the spell miscasts, make a **miscast roll** on the table below:

2d6	Miscast Roll
2	**Inferno of Sorcery:** *The caster erupts into an explosion of balefire.* The spell **fails** and the caster is immediately taken down. Before the caster is removed from the battlefield, centre the blast template on them. All other fighters within the area suffer d6 damage.
3-5	**Arcane Explosion:** *The air around the caster is set ablaze with eldritch fires.* The spell **fails**. In addition, centre the blast template on the caster. All fighters within the area suffer d3 damage.
6-7	**Drained Magic:** *The well of arcane energy this caster calls upon runs dry.* The spell **fails**. The caster cannot use arcane actions for the rest of the battle.
8+	**Uncontrolled Burst of Power:** *The caster screams in pain as they seek the tame the sorcery that surges through them.* The caster suffers d3 damage. If they are not taken down, the spell is **critically cast**.

Successfully Cast

If the spell does not miscast, add the caster's Willpower value to the score of all dice rolled. If the total is less than the Casting value, the spell **fails** and the action ends. If the total equals or exceeds the Casting value, the spell is **cast** and its effect is resolved.

Critical Cast

Most spells have a **Critical Casting value** (eg: Critical Cast [12+]). If the spell was not miscast and the casting roll equals or exceeds the Critical Casting value, the spell is **critically cast** and the additional effects are resolved too.

Spells

Spells are found in **Spell Lores**. Every *Wizard* and *Priest* knows one or more Spell Lores as detailed on their scroll.

Here is an example spell, Twilight Translocation from the Lore of Necromancy (pg xx):

Twilight Translocation

Cantrip Spell

Casting Value [7+]

Pick another visible friendly fighter within 6" of the caster to be the target, remove them from the battlefield and set them up again, anywhere on the battlefield within 15" of the caster and not engaged in melee.

Critical Cast [12+]: When setting up the fighter, increase the range to 18".

Spell Keywords

Every spell has a keyword (eg. *Cantrip Spell*). Certain rules may interact with these keywords, but they have no inherent rules.

Attack Spells

These spells state the target is **hit** with an attack. Follow the steps for resolving a hit; Make Armour Rolls, then Allocate Damage, as outlined on pg xx.

PREPARING SPELLS

Before the battle each *Wizard* or *Priest* prepares 1 spell from each Spell Lore they know. The spell they prepare is randomly determined by rolling a dice on the Spell Lore.

Duplicate Spells

When determining a *Wizard* or *Priest's* prepared spells, if you roll a spell that is their **signature spell** (see below), or a rule allows you to roll multiple times on a Spell Lore and you roll the same spell more than once, those additional rolls have no effect and are not re-rolled.

Signature Spells

In addition to knowing Spell Lores, a *Wizard* or *Priest* may have 1 or more **signature spells**. A *Wizard* or *Priest* always has their signature spells prepared.



Powder misfires. Sorcery devours...

III

Chapter Three

Scenarios

Across the ruins of the City the sounds of battle ring out as rival warbands confront each other in the pursuit of treasure. At times, it is a bitter struggle between two warbands on equal footing. Others find themselves in a desperate fight for survival as they are ambushed from the darkness.

Every battle in Black Death City is fought out according to a **scenario**. The scenario dictates the where and why of the battle and importantly what each warband must do to win.

DETERMINING THE SCENARIO

To determine the scenario, roll on the table below:

d6	Scenario
1	A Deadly Encounter (pg xx)
2	Glimmers in the Dark (pg xx)
3	No Quarter (pg xx)
4	The Chapel (pg xx)
5	The Find (pg xx)
6	Roll a dice: 1-3: Street of Death (pg xx) 4-6: Ruined Halls (pg xx)

BATTLE GROUPS

In many of the scenarios the warbands are divided into **battle groups**. A battle group is a grouping of fighters from a warband. When dividing a warband into battle groups, the number of fighters in each battle group must be as equal as possible.

For example, if the scenario dictates a player's warband must be divided into 3 battle groups, a warband of 10 fighters would have two groups of 3 fighters and one of 4.



RESERVE

In many of the scenarios one or more of a warband's battle groups will start the battle in **reserve**. This means they are not set up on the battlefield until they **arrive as reinforcements**.

Arriving Reinforcements

If any battle groups start in reserve, the scenario will dictate when they begin arriving.

Reinforcements arrive in the **Start of Round Step**. The player with priority picks 1 of their battle groups in reserve and makes a **reinforcement roll** on the table below for each fighter in that battle group. Then their opponent does the same.

d6	Reinforcements Table
1-2	**No Sight, No Sound:** The fighter does not arrive this round. Make another reinforcement roll for them next round.
3-5	**Arrival:** Set up the fighter within 3" horizontally of a battlefield edge connected to their entry point and more than 6" from all enemy fighters.
6	**Outflank:** Set up the fighter anywhere on the battlefield wholly within 3" of a battlefield edge more than 6" from all enemy fighters.

TREASURE

In some scenarios treasure is placed on the battlefield. Treasure is represented by **treasure tokens**. Treasure tokens should be around 25mm or smaller in size.

Picking up Treasure

While a fighter is making a **Normal Move**, they can pick up treasure while they are within ½" of it. Doing so reduces the maximum distance they can move in that Normal Move by 1" (if they have less than 1" of their move remaining, they cannot pick up the treasure).

When a fighter picks up treasure, remove the treasure token from the battlefield. That fighter is now **holding** the treasure.

Fighters can only hold 1 piece of treasure at a time.

The following fighters cannot pick up or hold treasure: *Beasts*, *Thralls*.

Dropping Treasure

When a fighter holding treasure is taken down they drop the treasure they are holding.

In addition, whenever a fighter takes damage, but is not taken down, roll a dice at the end of the activation. On a 1, they drop the treasure they are holding.

When a fighter drops treasure, the commanding player places a treasure token on the battlefield within ½" of the fighter.

Claiming Treasure

When the battle ends, the warband **claims** each treasure held by one of their fighters.

Escaping with Treasure

If a fighter holding treasure finishes a move within 1" of a battlefield edge and is not engaged in melee, they can **escape** with treasure. Fighters that escape with treasure are removed from play and the warband claims the treasure they are holding.

Fleeing with Treasure

If a warband flees (including if they voluntarily flee), roll a dice for each fighter holding treasure. On a 1 they drop the treasure onto the battlefield as they run. On a 2+, they escape with the treasure and their warband claims it.

Unclaimed Treasure

When the battle ends, the winning warband automatically claims any treasure on the battlefield (including any dropped as the other warband flees).



Scenario 1

A Deadly Encounter

Two rival warbands meet in the shadow-cast ruins of the city. With neither willing to back down, a bloody battle quickly ensues.

Before the Battle

THE TWIST

No two battles are ever the same. One player rolls on the twist table opposite to determine what unexpected fate has befallen the warbands.

THE BATTLEFIELD

The players set up the battlefield with clusters of ruined buildings and narrow winding streets between them.

BATTLE GROUPS

Each warband is divided into **2 battle groups**.

DEPLOYMENT

The players roll off. The winner picks 1 of the entry points to be theirs. That player then randomly picks one of their battle groups and sets up the fighters from it wholly within **12" horizontally** of their entry point. The diagonally opposite entry point is their opponent's. They do the same.

The other battle groups start in reserve.



During the Battle

ARRIVING REINFORCEMENTS

Reinforcements begin arriving from the start of the **3rd round**.

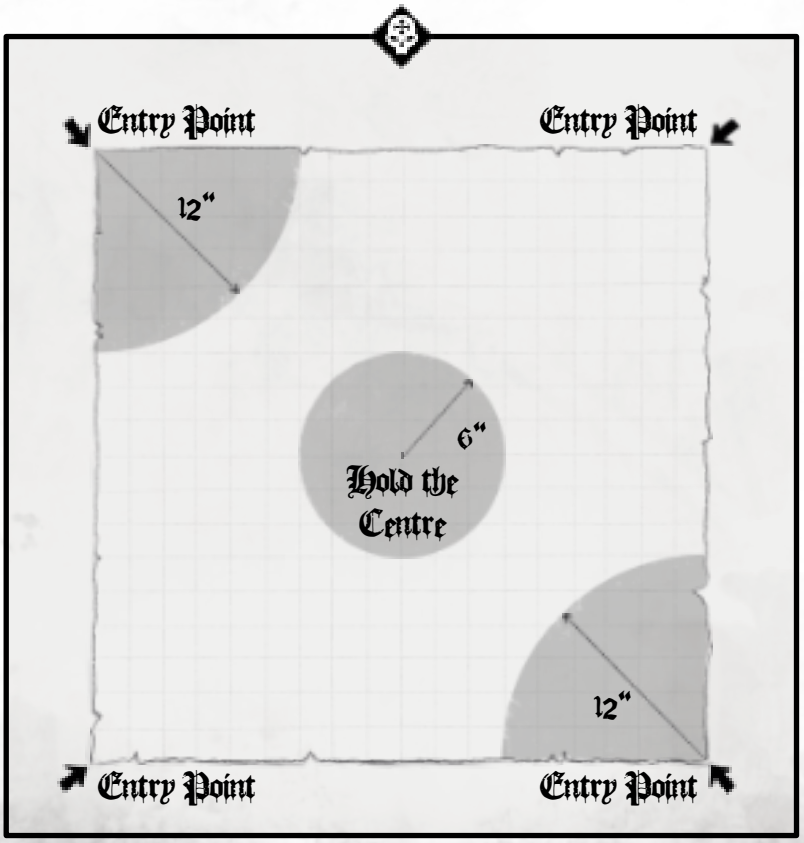
WINNING THE BATTLE

Hold the Centre: From the **2nd round** onwards, at the end of each round, if one warband has fighters within 6" horizontally of the centre of the battlefield and there are no enemy fighters there, that warband scores **d3 victory marks**.

Draw Blood: Each time an enemy fighter is taken down, the opposing warband scores **1 victory mark**.

At the end of any round, if a warband has 6 or more victory marks, and the score is not tied, the battle ends and the warband with the most victory marks wins.

Otherwise, the battle ends when a warband flees, the opposing warband wins.



Campaign

BONUS EXPERIENCE

+10 First Blood. The first fighter to take down an enemy fighter with an attack earns 10 bonus experience.



Twists (d6)

1 - A BREWING STORM

Dark clouds gather in the skies above, telling of coming rains.

From the 2nd round onwards, at the start of each round, one of the players rolls a dice. On a 1-4, the rain hasn't started yet. On a 5+, the rain begins and no more rain rolls are made this battle.

Once the rain begins:

- Fighters can only see for 12". Other fighters and points on the battlefield, are not visible to a fighter while they are more than 12" away.
- Subtract 1 from **misfire rolls**, (to a minimum of 1).

2 - BATTLE FOR THE TOWER

A vantage point lies at the centre of this district. An old tower that can be used to scout out the surrounding area.

When setting up the battlefield, place a tower terrain feature in the centre.

While a warband has any *Leaders* or *Champions* wholly within 6" horizontally of the centre of the battlefield, they can automatically pass their flee test. In addition, if a warband scores victory marks for 'Hold the Centre' (see left), they score 3 victory marks instead of d3.

The winner of the battle can use the tower to scout the nearby city. To represent this, the winner of the battle gains 1 **exploration re-roll** in the aftermath sequence (pg xx).

3 - ENCIRCLE

Both warbands are attempting to surround the other and catch them in a deadly trap.

When making reinforcement rolls, rolls of 5 are 'Outflank' instead of 'Arrival'.

4 - EAGER FOR BLOOD

In the 1st and 2nd round, the underdog can re-roll run rolls made for friendly fighters.

5 - CONDEMNED

At the start of every round, if one of the warbands has fewer victory marks than their opponent, the commanding player of that warband can pick 1 enemy fighter on the battlefield to be *condemned* until the end of the round.

Each time a *condemned* fighter is taken down, the opposing warband scores 1 additional victory mark.

6 - THE CHEST

The underdog places a chest on the battlefield floor wholly within 6" of one of the entry points not picked by a player.

We recommend using a suitable terrain feature. If you do not have one, use a token instead.

While a warband has any *Leaders* or *Champions* within 3" of the chest, they can automatically pass their flee test. In addition, at the end of each round, if a warband has fighters within 3" of it and there are no enemy fighters within 3" of it, they score 1 additional victory mark.

The winner of the battle claims the chest. After the battle they roll on the table below to discover the contents of the chest.

d6	The Chest
1	**Empty All Along:** The winning warband receives nothing.
2-5	**A Modest Find:** The winning warband receives d6x10 silver.
6	**A Stash of Silver:** The winning warband receives 3d6x5 silver.

Scenario 11

Glimmers in the Dark

There are rumours abound of treasure hidden amidst a ruined district of the City, and now two rival warbands race to be the first to claim it.

Before the Battle

THE TWIST

No two battles are ever the same. One player rolls on the twist table opposite to determine what unexpected fate has befallen the warbands.

THE BATTLEFIELD

The players set up the battlefield with clusters of ruined buildings and narrow winding streets between them.

TREASURE

Starting with the underdog, players alternate placing treasure tokens until 3 are placed in total.

The first treasure token must be placed within 3" of the centre of the battlefield. Each other treasure token must be placed within 8" horizontally of the centre of the battlefield, more than 3" from all other treasure tokens.

BATTLE GROUPS

Each warband is divided into **3 battle groups**.

DEPLOYMENT

The players roll off. The winner picks 1 of the entry points to be theirs. That player then randomly picks one of their battle groups and sets up the fighters from it wholly within **12" horizontally** of their entry point. The diagonally opposite entry point is their opponent's. They do the same.

The other battle groups start in reserve.

During the Battle

ARRIVING REINFORCEMENTS

Reinforcements begin arriving from the start of the **2nd round**.

WINNING THE BATTLE

Claim Treasure: At the end of each round, if 1 warband holds more treasure (including fighters who have escaped with treasure), they score **1 victory mark**.

At the end of any round, if a warband has 4 or more victory marks, the battle ends and they win.

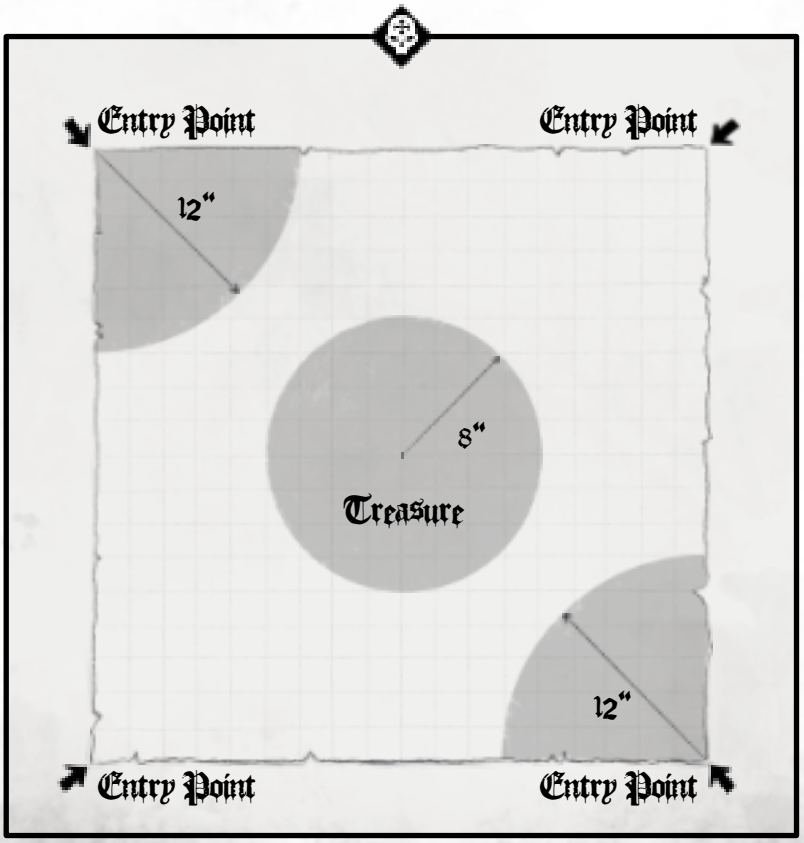
Otherwise, the battle ends when a warband flees, the opposing warband wins.

Campaign

BONUS EXPERIENCE

+10 Escaping with Treasure. Each fighter that escapes with treasure earns 10 bonus experience.





Twists (d6)

1 - CURSED COIN

At the end of a fighter's activation, if they are holding treasure they must pass a Willpower test else suffer 1 damage (they do not test to see if they drop the treasure after suffering this damage).

Demon and *Undead* fighters are not affected.

2 - FALSE RICHES

Players alternate setting up treasure tokens until there are 5 placed on the battlefield instead of 3.

For each treasure token, the first time a fighter moves within 3" of it, a dice is rolled. On a 1-2, the treasure token is found to be worthless and is removed from play.

3 - THIEVES IN THE DARK

The battle takes place in the dead of night. Fighters can only see for 9". Other fighters and points on the battlefield, are not visible to a fighter while they are more than 9" away.

4 - BEGGAR'S DESPERATION

Add 1 to attack rolls for melee attacks made by fighters while they do not hold treasure and are engaged in melee with an enemy fighter that does.

5 - SAINT TRICKSTER'S GAME

A mischievous spirit lingers in this place. The wind echoes with laughing mockery.

Instead of placing treasure tokens on the battlefield before the battle begins, only 1 is placed, by the underdog, within 3" of the centre of the battlefield.

When this treasure token is picked up for the first time, another treasure token is also placed on the battlefield, scattered 3d6" from the centre.

When this new treasure token is picked up, the sequence is repeated. In total, 5 treasure tokens can be placed.

6 - UPTURNED WAGON

A wagon travelling through the City was ambushed at dawn. The only sign of the driver and horses is a grisly trail of blood. The contents of the wagon have spilled out onto the road.

If the players have a suitable terrain feature in their collection, place a wagon at the centre of the battlefield.

Instead of the players placing 3 treasure tokens, the underdog places 6 treasure tokens, each within 3" of the centre and more than 1" from all other treasure tokens.



Scenario III

No Quarter

In a battle for dominance, two rival warbands show no mercy as they attempt to drive the other from an important district in the city.

Before the Battle

THE TWIST

No two battles are ever the same. One player rolls on the twist table opposite to determine what unexpected fate has befallen the warbands.

THE BATTLEFIELD

The players set up the battlefield with 2 streets that run down the central lines of the battlefield converging at a crossroads in the centre. Clusters of ruined buildings are set up in each of the quadrants.

BATTLE GROUPS

Each warband is divided into **3 battle groups**.

DEPLOYMENT

The players roll off. The winner picks 1 of the entry points to be theirs. That player then randomly picks one of their battle groups and sets up the fighters from it wholly within **9" horizontally** of their entry point. The diagonally opposite entry point is their opponent's. They do the same.

The other battle groups start in reserve.

During the Battle

ARRIVING REINFORCEMENTS

Reinforcements begin arriving from the start of the **2nd round**.

WINNING THE BATTLE

Domination: The battlefield is divided into four quarters.

From the **2nd round** onwards, at the end of a round, if a player has more friendly fighters wholly within a quarter than there are enemy fighters wholly within it, they control that quarter. Players score **1 victory mark** for each quarter they control.

While a fighter is wholly within 6" of the centre of the battlefield, they do not count as belonging in any quarter (see the map).

At the end of any round, if a warband has 8 or more victory marks, and the score is not tied, the battle ends and the warband with the most victory marks wins.

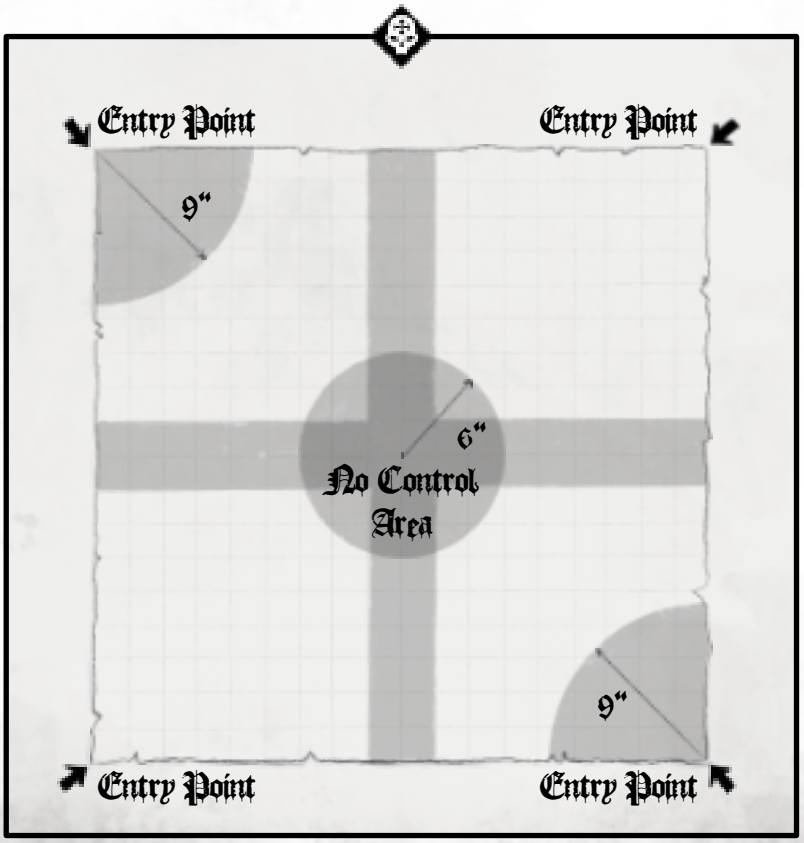
Otherwise, the battle ends when a warband flees, the opposing warband wins.



Campaign

BONUS EXPERIENCE

+1 Hold Ground. Each time a player controls a quarter, each friendly fighter wholly within that quarter earns 1 bonus experience.



Twists (D6)

1 - ROLLING FOG

Sweeping mists roll through these quarters of the city, obscuring everything beyond a few yards.

At the start of each round, roll for each quarter of the battlefield. On a 4+, that quarter is *masked in fog*.

Fighters are not visible to each other while they are more than 6" apart if at least one of them is within a quarter *masked in fog*.

If after rolling, no quarters are masked in fog, the fog has lifted and no more rolls are made for it this battle.

2 - SHOW OF STRENGTH

Ignore the rules for 'Battle Groups' and 'Arriving Reinforcements' this battle. Instead, during deployment, when it is a player's turn to set up fighters, they set up every fighter in their warband within 9" horizontally of their entry point.

3 - THE FORSAKEN QUARTER

From the **3rd round** onwards, at the start of the round if 1 player has fewer domination marks than their opponent they can choose one of the quarters of the battlefield to be the *forsaken quarter* for that round.

The *forsaken quarter* cannot be controlled.

4 - TURF WAR

The quarter of the battlefield where a warband's entry point is located is their *home quarter*. Players score 3 domination marks instead of 1 for controlling the opposing warband's home quarter.

5 - THE CRITICAL QUARTER

From the **2nd round** onwards, at the start of the round the players randomly determine 1 of the quarters to be the *critical quarter* for that round.

A player scores 1 additional domination mark for controlling the *critical quarter*.

6 - SAINT'S STATUE

Set up a statue at the centre of the battlefield. A fighter that finishes their activation within 6" of the centre of the battlefield is healed d3 life points.

Demon and *Undead* fighters are not affected.



Scenario IV

The Chapel

Here lies once hallowed ground. A chapel dedicated to one of the city's many saints. Now destroyed and its roof caved in. It may have been stripped of all its treasures long ago, but the only way to find out is to first venture inside.

Before the Battle

THE TWIST

No two battles are ever the same. One player rolls on the twist table opposite to determine what unexpected fate has befallen the warbands.

THE BATTLEFIELD

The players set up the battlefield with a **chapel** at the centre. The chapel is an area 12" by 16", and can be denoted with four corner ruins or other suitable terrain features.

Outside the chapel should consist of narrow streets and ruined buildings.

TREASURE

The underdog places 3 treasure tokens within the chapel. Each must be placed within 1" of a different corner of the chapel.

BATTLE GROUPS

Each warband is divided into **3 battle groups**.

DEPLOYMENT

The players roll off. The winner picks 1 of the entry points to be theirs. That player then randomly picks one of their battle groups and sets up the fighters from it wholly within **9" horizontally** of their entry point. The diagonally opposite entry point is their opponent's. They do the same.

The other battle groups start in reserve.

During the Battle

ARRIVING REINFORCEMENTS

Reinforcements begin arriving from the start of the **2nd round**.

WINNING THE BATTLE

Draw Blood: Each time an enemy fighter is taken down, the opposing warband scores **1 victory mark**.

Claim Treasure: At the end of each round, if a warband holds more treasure (including fighters who have escaped with treasure), they score **1 victory mark**.

At the end of any round, if a warband has 8 or more victory marks, and the score is not tied, the battle ends and the warband with the most victory marks wins.

Otherwise, the battle ends when a warband flees, the opposing warband wins.

Campaign

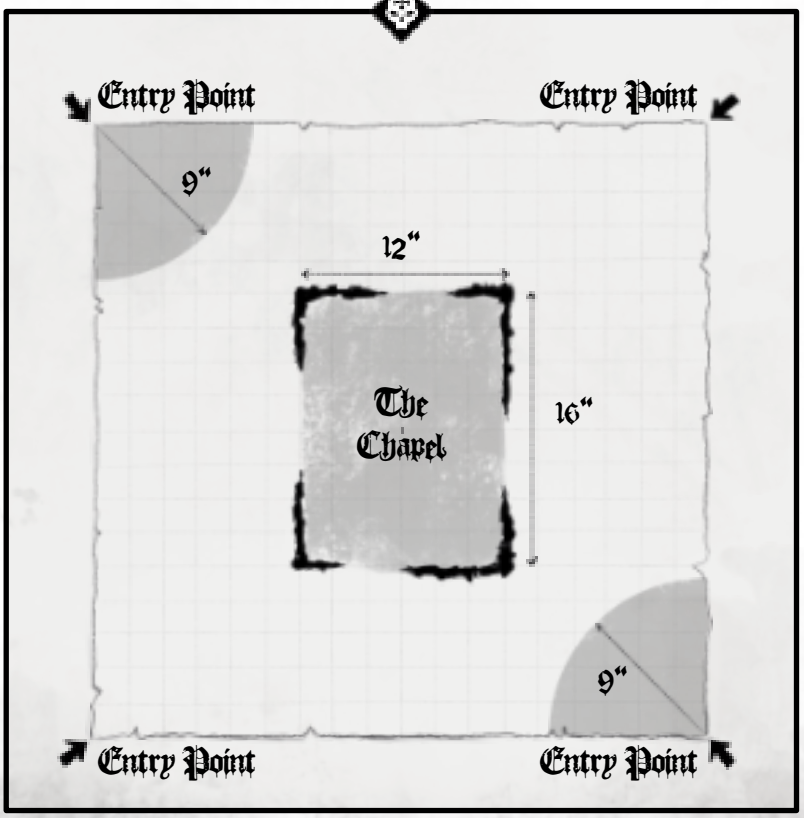
TREASURE

Treasure from the Chapel is particularly valuable. Each piece of treasure claimed is worth d6x5 silver.

BONUS EXPERIENCE

+10 First to Step Inside. The first fighter to finish a Move wholly within the chapel earns 10 bonus experience.

+2d6 Prying Off the Sarcophagus Lid. If there is a sarcophagus, the fighter that pries off the lid earns 2d6 bonus experience.



Twists (d3)

1 - A HIDDEN TROVE

The chapel seems to have survived the worst of the destruction of the City. You spy the gleam of gold and silver amidst the wreckage.

The underdog places 5 treasure tokens within the chapel instead of 3. Each must be placed within 1" of a different corner of the chapel, except for one which is placed at the centre.

2 - DESECRATED GROUND

The statues have been torn down, their eyes gouged out. All other effigies have been burned and torn down. This place seems thirsty for blood.

The first time a fighter is taken down while they are within the chapel, one of the players rolls a dice on the table below:

d6	Desecrated Ground
1-2	**Light Rain:** No effect. Roll a dice at the start of each subsequent round. On a 4+, the Heavy Rain effect begins (see below).
3	**Heavy Rain:** • Fighters can only see for 12". Other fighters and points on the battlefield, are not visible to a fighter while they are more than 12" away. • Subtract 1 from rolls on the misfire table, (to a minimum of 1).
4	**Grass sprouts:** *It seems the Saints' presence lingers in this place still.* Each time a fighter finishes a move on the battlefield floor, within the chapel, they heal 1 life point. *Demons* and *Undead* fighters instead suffer 1 point of damage.
5	**Blood Frenzy:** *A red mist fills the chapel, sending all into a frenzy of violence.* For the rest of the battle, while a fighter is within the chapel, add 1 to the Attacks value of their melee weapons.
6	**Thunder Claps:** *The skies above swirl with coiling black clouds, and for a moment, time seems to stop.* The round immediately ends (resolve the End of Round step). The next time a fighter is taken down while they are within the chapel, one of the players rolls a dice on this table again.

3 - THE SAINT'S SARCOPHAGUS

Place a stone sarcophagus in the centre of the battlefield.

During the battle, fighters touching the sarcophagus while they are not engaged in melee can attempt to pry off the lid of the sarcophagus as an action. If they do so, roll a dice. On a 1-5 they fail. On a 6+ they are successful. Add 1 to the roll for each previous attempt made in the same round by a friendly fighter.

Beasts cannot attempt this.

If the battle ends before the lid is pried off, the winning warband can automatically pry off the lid. If they do so, they pick a friendly fighter not taken down to pry off the lid (no dice roll is made). All other friendly fighters not taken down during the battle are considered within the chapel when this occurs, and no enemy fighters are considered to be there.

When the lid is successfully pried off, roll on the table below:

d6	The Saint's Sarcophagus
1	**Unholy Curse:** *A bloodcurdling scream emits from the sarcophagus.* The fighter that pried off the lid suffers d6 damage. Each other fighter within the chapel must pass a Willpower test else suffer d6 damage. *Demons* and *Undead* fighters are not affected in both cases.
2-4	**Rotten Black Mulch:** *There's nothing inside except a brackish mulch that gives off a terrible smell.* No reward.
5	**Coin Purse:** *Within the sarcophagus sits a coin purse heavy with ancient silver.* The fighter who pried off the lid picks up a treasure token. This treasure is worth 3d6x5 silver. If the fighter cannot hold treasure, the commanding player instead places the treasure token within 1" of the sarcophagus.
6	**Heirloom:** *Clutched in the skeletal hands of the Saint's remains lies a valuable relic.* At the end of the battle, the winning warband can roll on the **Relic table** on pg xx.

Scenario V
The Find

A band of fighters have discovered a stash of treasure hidden in a ruined holding, now they must defend it from their rivals and hold out until their allies arrive.

Before the Battle

ATTACKER & DEFENDER

The players roll off, the winner is the **Attacker**, the loser is the **Defender**. Roll again in the case of a tie.

THE TWIST

No two battles are ever the same. One player rolls on the twist table opposite to determine what unexpected fate has befallen the warbands.

THE BATTLEFIELD

The players set up the battlefield with a **holding** at the centre. The holding is an area 8" by 8" denoted with four corner ruins or other suitable terrain features.

Outside the holding should consist of narrow streets and ruined buildings.

TREASURE

The Defender places 5 treasure tokens within 3" of the centre of the holding.

BATTLE GROUPS

Each warband is divided into **2 battle groups**.

DEPLOYMENT

The Attacker picks 1 of the entry points to be theirs. That player then randomly picks one of their battle groups and sets up the fighters from it wholly within **6" horizontally** of their entry point.

The diagonally opposite entry point is the Defender's.

The Defender randomly picks one of their battle groups and sets up fighters from it wholly within **3" horizontally** of the holding.

The other battle groups start in reserve.

During the Battle

ARRIVING REINFORCEMENTS

The Attacker's reinforcements begin arriving from the start of the **2nd round**. The Defender's reinforcements begin arriving from the start of the **3rd round**.

PICKING UP TREASURE

Fighters in the Defender's warband cannot pick up treasure until the 3rd round.

WINNING THE BATTLE

Claim Treasure: At the end of each round, if 1 warband holds more treasure (including fighters who have escaped with treasure), they score **1 victory mark**.

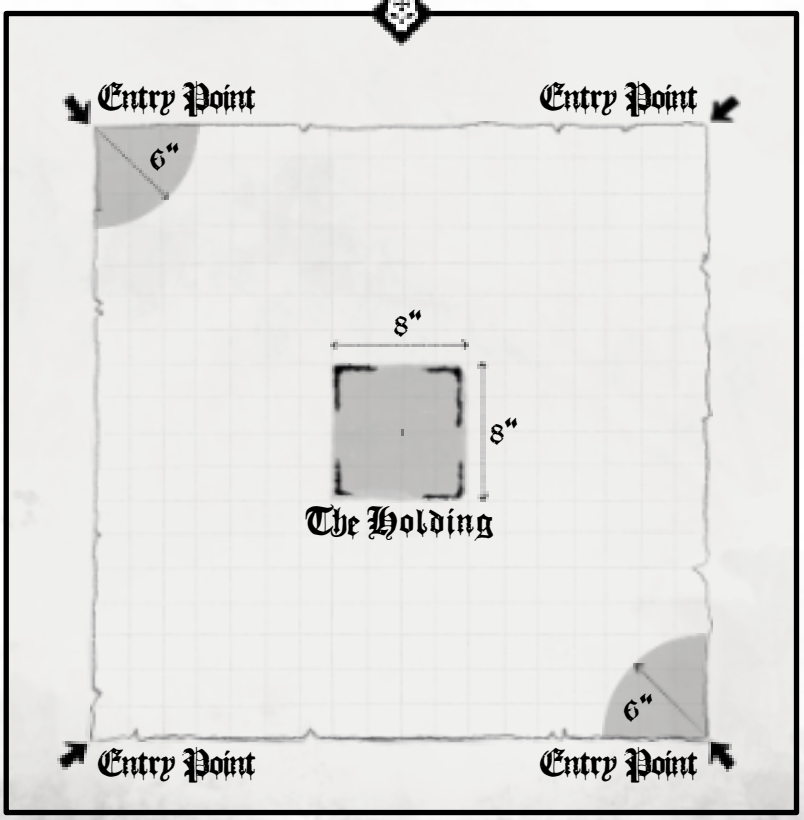
At the end of any round, if a warband has 4 or more victory marks, the battle ends and they win.

Otherwise, the battle ends when a warband flees, the opposing warband wins.

Campaign

BONUS EXPERIENCE

+10 Escaping with Treasure. Each fighter that escapes with treasure earns 10 bonus experience.



Twists (d6)

1 - ON FIRE

A fire has started in the holding that threatens to grow rapidly.

The fire is *smouldering* to begin with and has no effect. From the 3rd round onwards, a dice is rolled at the start of each round. On a 4+, the fire becomes a *blaze*. If the fire is already a blaze, it becomes an *inferno* (and no more dice are rolled for it that battle).

Blaze: Each time a fighter finishes a move where they passed within the holding, they suffer d3 damage.

Inferno: In addition to the 'blaze' effect, at the end of each round, roll a dice for each treasure token within the holding. On a 4+ it is destroyed and removed from the battlefield.

2 - DEFIANT STAND

The Defender's warband does not take flee tests this battle.

3 - BARRICADED HOLDOUT

When setting up the battlefield, keep 3 wall pieces, each no longer than 5", to one side.

When the Defender sets up fighters in Deployment, they can roll a d3 and place that many of the wall sections on the edge of the holding.

4 - DELAYED ARRIVAL

When making reinforcement rolls, rolls of 3 are 'No Sight, No Sound' instead of 'Arrival'.

5 - SURROUNDED ON ALL SIDES

During deployment, the Attacker can set up fighters from both their battle groups, anywhere on the battlefield wholly within 6" horizontally of a battlefield edge.

During the battle, fighters from the Defender's warband can pick up treasure from the 1st round.

6 - OLD DEBT COLLECTOR'S HOUSE

There are 8 treasure tokens placed within 3" of the centre of the holding, instead of 5.





Scenario VI

Street of Death

A notorious warrior makes their way through the darkened streets of the city, unbeknownst to them, they have been marked with death and in the shadows beyond blades are drawn and ready to strike!

Before the Battle

AMBUSHER & DEFENDER

In this battle the underdog warband is the **Ambusher** and their opponent is the **Defender**.

THE TWIST

No two battles are ever the same. One player rolls on the twist table opposite to determine what unexpected fate has befallen the warbands.

THE BATTLEFIELD

The players set up the battlefield with a street (5-6" wide) that runs through the middle. Either side of the street should be set up with dense ruins and narrow alleyways.

THE HIT & BATTLE GROUPS

The players roll off, the winner picks 1 *Leader* or *Champion* in the Defender's warband to be the **Hit**. The Defender then rolls a dice and picks that many fighters from their warband to accompany them. They cannot pick any other *Leaders* or *Champions*.

The Defender then divides their remaining fighters into **2 battle groups**.

The Defender picks 1 end of the street to be the **escape battlefield edge**.

The Ambusher's warband is divided into **3 battle groups**.

DEPLOYMENT

The Defender sets up the fighter that is the Hit, and their accompanying fighters, anywhere on the street, more than 18" from the escape battlefield edge.

The Defender's battle groups start the battle in reserve.

The Ambusher then randomly picks 1 of their battle groups and sets up the fighters from it anywhere on the battlefield more than 12" from all enemy fighters.

The other battle group starts in reserve.

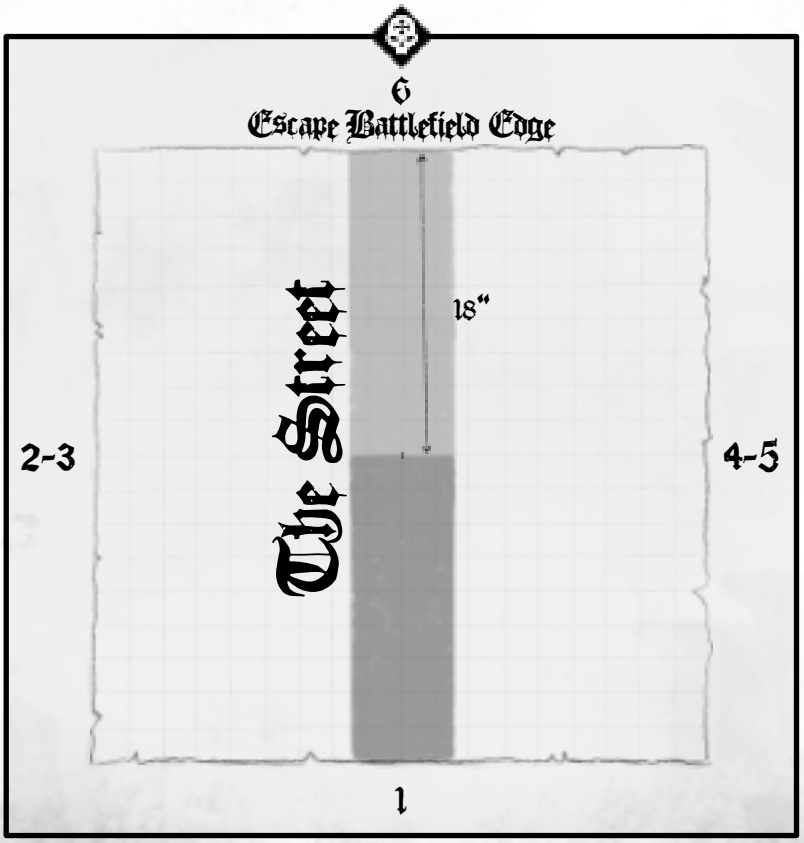


During the Battle

ARRIVING REINFORCEMENTS

The Ambusher's reinforcements begin arriving from the start of the **2nd round**. The Defender's reinforcements begin arriving at the start of the **3rd round**.

When reinforcements arrive, instead of making a reinforcement roll for each fighter, the player instead rolls a dice for each fighter. This dice roll corresponds to one of the battlefield edges (see map). The fighter is set up wholly within 6" horizontally of that battlefield edge more than 6" from all enemy fighters.



NO EASY WAY OUT

In this battle, the Defender's warband does not take flee tests and cannot voluntarily flee.

WINNING THE BATTLE

Escape the Ambushers: If the fighter that is the Hit finishes a move within 1" of the escape battlefield edge, and is not engaged in melee, the battle ends immediately and the Defender wins.

If the fighter that is the hit is taken out of action, the battle ends immediately and the Ambushers win.

Otherwise, the battle ends if the Ambusher's warband flees, the Defender's warband wins.

Campaign

BONUS EXPERIENCE

+20 To The Hit or the Hitter. If the fighter that is the hit escapes the battlefield, they earn 20 experience points. If they are taken down by an enemy fighter, that enemy fighter earns 20 experience points.



Twists (d6)

1 - DRUNK AS AN EEL

The hit begins the battle *drunk*. While they are drunk, each time they are picked to activate, a dice is rolled. On a 1-5, they scatter d6" and their activation ends. On a 6, they sober up and are no longer drunk, they can be activated as normal.

As soon as the hit suffers damage, or is engaged in melee, they sober up and are no longer drunk.

Demon and *Undead* fighters ignore this result.

2 - HEAVY DOWNPOUR

The battle begins under a heavy downpour of rain. While the battle is under a heavy downpour of rain:

- Fighters are not visible to each other while they are more than 9" apart.
- Subtract 1 from rolls on the misfire table, (to a minimum of 1).

From the second round onwards, a dice is rolled at the start of the round. If the result is less than the number of the current round (eg. a result of 1 or 2 in the 3rd round). The heavy downpour of rain ends

3 - VOW OF BLOOD

Upon seeing their rivals lurking in the darkness beyond, the hit vows not to go down without a fight.

For the duration of this battle, add 3 to the hit's Life Value.

4 - HIDDEN TUNNEL

The Defender places 2 tokens anywhere on the battlefield floor within 6" of each other and not on the street. This is the entrance and exit to a secret tunnel only the hit knows of.

During the battle, if the hit finishes a move within ½" of one of the tokens and is not engaged in melee, they can move through the tunnel. If they do so, remove them from the battlefield and set them up within ½" of the other token, then remove both tokens. They can be set up in melee.

5 - SHADOWS LURK ABOVE

During deployment the Ambusher can set up fighters within 12" of enemy fighters if the fighters are both:

- 3" or more vertically above the battlefield floor.
- More than 9" from all enemy fighters.

6 - TIP-OFF

The Defenders have been forewarned of the attack on their comrade and now race to join them.

Both of the defender's battle groups arrive at the start of the 3rd round.

Scenario VII

Ruined Halls

Your warband has discovered a ruined estate. Its halls and chambers may still hold valuable treasures within, but to lay claim, you must first drive off any rivals.

Before the Battle

THE TWIST

No two battles are ever the same. One player rolls on the twist table opposite to determine they type of ruins the warbands are fighter over.

THE BATTLEFIELD

The battlefield features an estate of 4 **halls** connected by a central **courtyard**.

The courtyard is an area 12" by 12" and should have a statue or fountain placed at its centre. Each hall is an area 8" by 8", and can be denoted with corner ruins or other suitable terrain features.

BATTLE GROUPS

Each warband is divided into **3 battle groups**.



DEPLOYMENT

The players roll off. The winner picks 1 of the entry points to be theirs. That player then randomly picks one of their battle groups and sets up the fighters from it wholly within **6" horizontally** of their entry point. The diagonally opposite entry point is their opponent's. They do the same.

The other battle groups start in reserve.

During the Battle

ARRIVING REINFORCEMENTS

Reinforcements begin arriving from the start of the **2nd round**.

SEARCHING THE HALLS

Each time a fighter finishes an activation inside a hall that has not yet been searched, they **search** it. When a fighter searches a hall, roll on the appropriate table determined by the twist.

WINNING THE BATTLE

Claim the Halls: From the **2nd round** onwards, at the end of a round, if a player has more friendly fighters wholly within a hall than there are enemy fighters wholly within it, they control that hall. Players score **1 victory mark** for each hall they control.

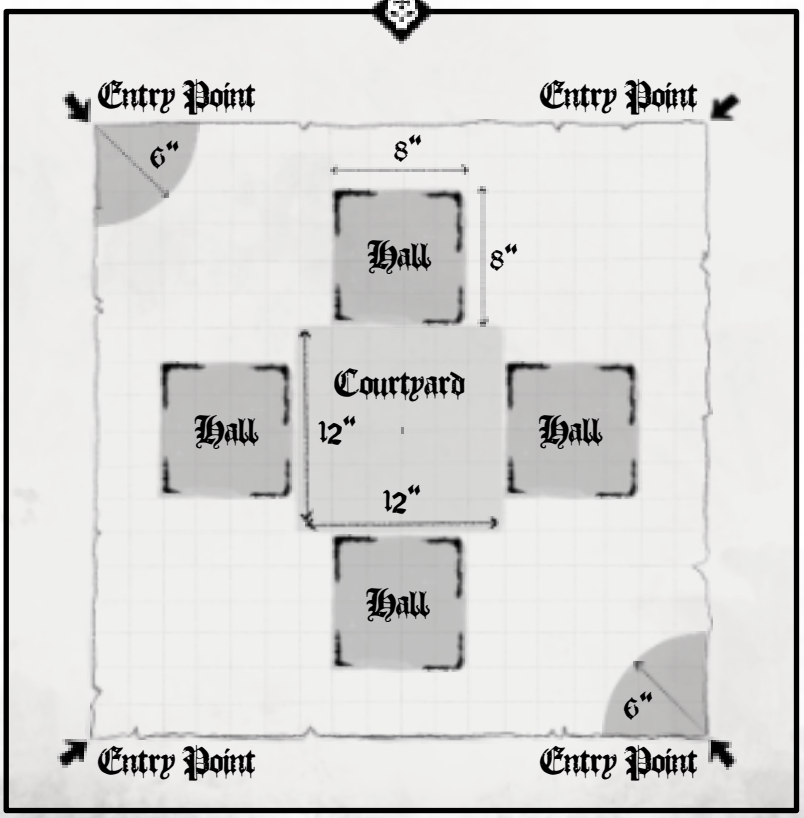
At the end of any round, if a warband has 8 or more victory marks, and the score is not tied, the battle ends and the warband with the most victory marks wins.

Otherwise, the battle ends when a warband flees, the opposing warband wins.

Campaign

BONUS EXPERIENCE

+5 Searching a Hall. A fighter earns 5 bonus experience for each hall they search.



Twists (d3)



1 - PLAGUE HOSPICE

Once a place of refuge for the sick and dying, the stench of death lingers in these forsaken ruins.

Each time a fighter **searches** a hall, roll on the table below:

d6	Plague Hospice
1-3	**Infested with Rot:** Make a note of each fighter that finishes an activation within this hall. In step 2 of the aftermath sequence, they gain 1 level of Black Rot in addition to any other injuries they might suffer. (A fighter can only gain 1 additional level of Black Rot in this manner.)
4-5	**Blackrose Balm:** The searching fighter is now holding treasure. If the searching fighter cannot hold treasure, the commanding player instead places a treasure token inside the hall. This treasure token is not worth any silver. Instead, the player who claims it receives 1 Blackrose Balm (pg xx).
6	**Blackrose Candle:** As the 'Blackrose Balm' result (see above), however the player who claims this treasure token receives 1 Blackrose Candle instead (pg xx).

2 - ALCHEMIST'S ESTATE

The former workshop of a wealthy alchemist, its chambers contain strange contraptions, dangerous traps and there are rumours of a hidden vault...

Each time a fighter **searches** a hall, roll on the table below:

d6	Alchemist's Estate
1	**Poison Trap:** Each time a fighter finishes an activation within this hall (including the fighter who searched this hall), they must pass a Willpower test else they become *poisoned*, (see the *Poison* weapon trait, pg xx).
2	**Stripped Hall:** This hall cannot be controlled.
3-5	**Mundane Hall:** No effect.
6	**Hidden Vault:** At the end of each round, a player that controls this hall scores 1 additional victory mark. In addition, in step 5 of the aftermath sequence, the winner receives 2d6x5 silver. There is only one Hidden Vault. Treat any further rolls of 6 on this table as 3-5 instead.

3 - GUILD HALL

Here was the seat of one of the City's many guilds and its halls may contain valuable records and forgotten treasures.

Each time a fighter **searches** a hall, roll on the table below:

d6	Guild Hall
1	**Blackpowder Storage Room:** At the end of each round, a player that controls this hall scores 1 additional victory mark. Each time a fighter in this hall makes an attack, or is targeted by an attack, with any of the following Weapon Traits; *Blast*, *Flame*, *Misfire*, after the attack is resolved, test to see if the blackpowder explodes. To do so, roll 2d6. On a 10+ the blackpowder explodes. If it does so, each fighter in the hall suffers d6 damage. The hall can no longer be controlled, and no more tests are made to see if the blackpowder explodes.
2	**Stripped Hall:** This hall cannot be controlled.
3	**Mundane Hall:** No effect.
4-5	**Treasure Chamber:** The searching fighter is now holding treasure. If the searching fighter cannot hold treasure, the commanding player instead places a treasure token inside the hall.
6	**Guildmaster's Office:** At the end of each round, a player that controls this hall scores 1 additional victory mark. In addition, in step 6 of the aftermath sequence, the winner of the battle can make 1 additional roll on the Curiosity table (pg xx). There is only one Guildmaster's Office. Treat any further rolls of 6 on this table as 3 instead.

IV

Chapter Four

Warbands

There are many warbands willing to stake a claim within the City. Lured like moths to a flame on the promise of riches hidden beneath the ruins. Most find only death, their blood spilt upon the cobbles of darkened alleyways, but for those who return with gold and tales of glory, a dozen more warbands will have taken up sword and torch before the next dawn.

In this chapter you will find rules for recruiting warbands from four different factions, each with their own roster of fighters, wargear and unique special rules to set them apart from the others. Recruiting a warband is broken down into the following steps:

1. **Pick a Faction**
2. **Pick an Origin**
3. **Recruit Fighters**
4. **Buy Wargear**
5. **Pick Skills**
6. **Calculate your Warband Rating**

WARBAND ROSTER

On page xx is a blank **warband roster** that can be printed and used to keep track of the particulars of your warband across the campaign.

A THOUSAND SILVER COINS

At the start of the campaign, you have 1000 silver with which to recruit your warband. As you add fighters to your warband, and buy wargear for them, keep a note of how much silver you have spent. When you have finished recruiting your warband, any remaining silver is added to the **stash** on your warband roster.

Step 1 - Pick a Faction

There are currently 4 factions available to pick from in the Black Death City Playtest:

- **Guild Mercenaries** - Page xx
- **Verminkin** - Page xx
- **Death Covens** - Page xx
- **The Blighted Cloister** - Page xx

Step 2 - Pick an Origin

Each faction has four **Origins** to pick from. The Origin tells the story of how your warband came to be in the City. Most Origins will dictate who the leader of your warband is, and will give you a **stronghold**. Some also come with additional special rules. Strongholds are detailed in Chapter 5 (pg xx).

Step 3 - Recruit Fighters

Each faction has a list of fighters that can be recruited to its warbands. Every fighter has one of the following keywords: *Leader*, *Champion*, *Henchmen*, *Brute* or *Beast*. There are limitations your warband must adhere to as follows:



1 Leader: Each faction has a variety of Leaders to choose from. You must recruit 1 Leader fighter for your warband. No more, no less.



0-3 Champions: While not as experienced as your warband's Leader, Champions are skilled fighters and encompass both veteran fighters and spellcasters such as wizards or priests. You can include up to 3 Champions in your warband.



5+ Henchmen: Every faction will have a range of regular fighters marked as Henchmen. These will form the backbone of your warband and as such you must recruit at least 5 Henchmen.



0-2 Brutes: Large fighters such as Mercenary Ogres and Gargoyles are marked as Brutes. A warband can only include 2 Brutes.



0-3 Beasts: Hunting Dogs, Giant Rats and other such creatures are marked as Beasts. A warband can include up to 3 Beasts.

15 Fighters Limit: You cannot recruit more than 15 fighters in total.

Specific Restrictions: Certain fighters might have a specific restriction next to their name on their fighter profile. For example the Guild Wizard has '0-1' noted beside their name on their scroll, meaning that you can only recruit one such fighter in your warband.

Starting Experience

Each time a fighter is recruited to your warband, they have an amount of starting experience. This is often a random amount, such as 20+d6. You can find out more about experience on pages xx-xx.

Step 4 - Buy Wargear

Each faction has **wargear lists** for its fighters. On every fighter's scroll, it will detail which wargear lists they can be given wargear from.

Step 5 - Pick Skills

Certain fighters will allow you to pick skills for them when they are recruited to your warband. You can find out more about skills on the next page.

Step 6 - Calculate your Warband Rating

The final step is to calculate the **warband rating** of your warband. This is an indicator of how strong your warband is and is something you will update after each battle in the campaign.

The warband rating is the combined silver cost of all the fighters in your warband, the cost of their wargear, combined with the total experience points of all the fighters in the warband. Do not include anything in the stash.

Warband Rating = Silver Cost Of All Fighters (And Their Wargear) + Experience



*You can find the **warband roster** on pages xx-xx.*

Skills

Skills are special rules a fighter can be given in addition to the special rules on their scroll. Certain fighters will allow you to pick skills for them when they are recruited to your warband, (usually *Leaders* and *Champions*). Fighters also gain skills during the campaign. Every faction has its own **skill tables**. In addition, the 'Veteran Skills' skill table below has skills that can be picked for any fighter.

Restrictions

Below the title of each skill table it will list the fighters that are eligible to be given skills from it.

No Duplicates

Once you have given a skill to a fighter, you cannot give another fighter in your warband the same skill until they are removed from your warband.

Veteran Skills

Any fighter

Dual-weapon Wielder

Each time this fighter attacks with an off-hand weapon, they can make 2 attacks with that weapon instead of 1.

Shooting Drills

Each time this fighter reloads a weapon, they can make a Willpower test. If they pass, they do not need to forgo a Move or Action, (see *Reload* weapon trait).

Great Weapon Master

This fighter ignores the 'Unwieldy' weapon trait on Melee Weapons.

Unshakeable

This fighter ignores the *Fear* special rule and all rules that would make them scatter (eg. the *Scare* weapon trait).

Tough Bastard

Each time this fighter activates while they are **bloodied**, they can take a Willpower test. If they pass, they heal 1 life point and are no longer bloodied.

Fast Learner

In the aftermath sequence of each battle, this fighter earns d6 bonus experience.

Duellist

This fighter can parry critical hits with any successful attack.

Steady Aim

Add 1 to attack rolls for ranged attacks made by this fighter, while this fighter has not moved in the same activation.

I see ambition in thine eyes...





Guild Mercenaries

There is no shortage of mercenary warbands willing to brave the cursed streets of the City in search of fortune. Financed by wealthy patrons or risking silver of their own, these adventurers seek riches, relics, and renown amidst its ruins.

Few return, but those who do often emerge wealthy far beyond what one could hope for living a mundane life, ensuring there is never a shortage of those willing to take the place of the fallen.

Upon arriving at the City, these warbands establish fortified camps amidst the outer districts before venturing deeper into the ruins proper.

Each expedition beyond their stronghold is one of great peril for the City harbours horrors both human and inhuman. Monstrous creatures thought the stuff of folklore stalk the shadows, while desperate men prove no less deadly, willing to betray an ally and slit a throat for a handful of silver or to snatch hard-earned treasure from a dying hand.

This section includes all the rules for recruiting a Guild Mercenaries warband. On the following pages you can find the following:

- **Origins** (pg xx)
- **Strongholds** (pg xx)
- **Stronghold Upgrades** (pg xx)
- **Guild Mercenaries Fighter List** (pg xx)
- **The Guild Armoury** (pg xx-xx)
- **Guild Mercenaries Spell Lores** (pg xx)
- **Guild Mercenaries Skills** (pg xx)
- **Guild Mercenaries Fighter Scrolls** (pg xx-xx)

ORIGINS

Before hiring any fighters, pick an origin for your warband and make a note on your warband roster. Each origin comes with different special rules and restrictions. You can find the strongholds on the following page.



Swords for Hire

This warband works for the highest bidder and has secured a wealthy patron to fund their expedition. This is thanks to their infamous leader who has already proved their mettle, venturing into the City before and living to tell the tale.

Leader

You must recruit a **Guild Captain** to lead your warband at the start of the campaign.

Stronghold

You begin the campaign with the **Guild Barracks** stronghold.



Disgraced Noble

With a tarnished reputation and spiralling debts, this noble has sold off various heirlooms to earn enough capital to raise a warband and enter the City in pursuit of rebuilding their fortune. Will their gamble pay off?

Leader

You must recruit a **Noble** to lead your warband at the start of the campaign.

Stronghold

You begin the campaign with the **Dilapidated Manor** stronghold.



Witch Hunters' Guild

The City's fall has unleashed horrors long thought buried. Vampyres stalk the streets at night, necromancers plunder the plague pits, and demons answer forbidden summons. To the Witch Hunters Guild, there can be only one response. Armed with fire, faith, and cold steel, they march into the ruins to purge every trace of the unholy.

Leader

You must recruit a **Witch Hunter** to lead your warband at the start of the campaign.

Stronghold

You begin the campaign with the **Chapter house** stronghold.



Wizard's Retinue

Led by a High Wizard of the Guild, this expedition to the City has been funded at their own expense, for they seek powerful arcane artefacts that have been lost with the destruction of the City.

Leader

You must recruit a **High Wizard of the Guild** to lead your warband at the start of the campaign.

Stronghold

You begin the campaign with the **Hidden Library** stronghold.



STRONGHOLDS

Every Guild Mercenaries warband controls one of the following **strongholds** during the campaign. The stronghold is determined by the origin picked for the warband. You can find out more about strongholds in Chapter 5 on page xx.

Guild Barracks



The Guild's old barracks still stand in the outer districts of the City. Though far from grand, they provide a place for fresh recruits and hardened veterans alike to drill between expeditions.

Special Rules

Combat Drills: In step 3 of the Aftermath sequence you can pick up to 3 friendly *Henchmen* to train. Each of those fighters earns d6 bonus experience.

Eager to Prove: In step 6 of the aftermath sequence, roll a dice. On a 6, a Guild Recruit arrives at the Guild Barracks. You can recruit a Guild Recruit to your warband for 0 silver.

Dilapidated Manor



The noble's family owns a small run-down estate on the outskirts of the City. Here, they find a modest wine collection in the cellar which is quickly requisitioned.

Special Rules

Vintage Wines: When this holding is first added to a warband roster, it has 2d6 bottles of **vintage wine**. Make a note on your warband roster.

Each time you collect income from this holding, after rolling the dice, you can choose to sell 1 bottle of vintage wine. If you do so, reduce the count by 1 and re-roll one of the dice. You must accept the second result.

Add to the Collection: Each time your warband *ransacks* a holding, roll a dice. On a 4+ they find d3 bottles of vintage wine.

Chapter House



Modest but fortified, the Chapter House serves not only as a base of operations in the city, but a place of penance and redemption.

Special Rules

Atonement for Sin: If your warband lost the battle, in step 3 of the Aftermath sequence, make a Willpower test for each *Witch Hunter* and *Priest* in your warband. If they pass, they earn 5 bonus experience.

Holy Relics: Keep a tally of how many enemy *Undead* and *Demon Champions* and *Leaders* are taken down in battle against your warband. Each time the tally reaches a multiple of 10, the Witch Hunters' Guild rewards you with a holy relic, you can roll once on the **Relic table** (pg xx).

Hidden Library



At great expense, the guild has relocated many manuscripts and treatises on the arcane to a secret location within the city. From here, its wizards continue their study.

Special Rules

Sorcerous Study: Each battle, before you determine prepared spells, you can pick 1 friendly *Wizard* in your warband. Instead of randomly determining the spell they have prepared from a Spell Lore, you can pick.

Master the Arcane: Each battle, keep a tally of how many spells each friendly *Wizard* critically casts. In step 3 of the aftermath sequence, each friendly *Wizard* earns 5 bonus experience for each spell they critically cast in the battle.



STRONGHOLD UPGRADES

During the campaign, Guild Mercenaries warbands will be able to upgrade their stronghold with the following **stronghold upgrades**. You can find out more about stronghold upgrades on page xx:

Prayer Room



You set aside a quiet chamber for prayer and religious observance, adorned with candles, icons and other holy objects. Here, the warband's priests can offer their devotions and seek the favour of the Saints.

Communion with the Saints: Your warband can include 0-2 Guild Clerics. In addition, each battle, you can ignore the first miscast by a friendly *Priest*.

Kennels



You construct a small yard to house and train the warband's dogs. With sturdy pens and a place to exercise, the animals are kept ready for the hunt.

Raised Canine: In step 6 of the aftermath sequence, you can roll a dice. On a 5+, you can recruit 1 Hunting Dog to your warband for 0 silver.

Chirurgeon's Practice



You establish a small surgery within the stronghold, stocked with surgical instruments, bandages and medicinal preparations. Here, the warband's Plague Doctor can tend to the wounded and perform their grisly work.

Tend the Wounded: If your warband includes a Plague Doctor, they can use their 'Sawbones' special rule twice each aftermath sequence.

Apothecary



Fitted with shelves of dried herbs, glass bottles and curious preparations, this room serves an apothecary who you employ to prepare potions and remedies.

The Apothecary's Potion: In step 6 of the aftermath sequence, you receive 1 Healing Tonic (pg xx).

Gunsmith's Workshop



Across the courtyard, you build a workshop for the maintenance and repair of blackpowder weapons. A skilled gunsmith is employed to keep the warband's firearms in working order.

Maintained Firearms: Each battle, you can ignore the first misfire by a friendly fighter.

Armourer



You employ an armourer to keep the warband's equipment in good condition. A small forge is built at the rear of the stronghold, and day and night you hear the ringing of their hammer.

Heavy Infantry: Up to 3 *Henchmen* in your warband can be equipped with Full-plate Armour.



Guild Mercenaries Fighters List

LEADERS (1)

Guild Captain	140s
Noble	150s
Witch Hunter	140s
High Wizard of the Guild	165s

CHAMPIONS (0-3)

0-1 Guild Wizard	120s
0-1 Guild Cleric	120s
Guild Champion	90s
0-1 Plague Doctor	65s
Witch Hunter's Apprentice	80s

HENCHMEN (5+)

Guild Mercenary	50s
Guild Recruit	30s

BRUTES (0-2)

Mercenary Ogre	100s

BEASTS (0-3)

Hunting Dog	30s

Guild Armoury

MAIN LIST

MELEE WEAPONS

Axe	16s
Club/Mace/Hammer	14s
Dagger	10s
Flail	14s
Halberd	34s
Heavy Axe	40s
Spear	16s
Sword	18s
Warhammer	38s
Zweihander	42s

RANGED WEAPONS

Blackpowder Pistol	18s
Blackpowder Rifle	24s
Blunderbuss	14s
Crossbow	20s
Hand Crossbow	16s
Longbow	26s
Shortbow	16s

ARMOUR

Cuirass	20s

ITEMS

Grappling Hook	5s
Shield	10s

MUNITIONS LIST

RANGED WEAPONS

Arbalest	90s
Flamethrower	80s
Fire Bombs	34s
Volley Rifle	75s

ITEMS

Bomb-bolt	25s

CHAMPION LIST

RANGED WEAPONS

Brace of Pistols	30s
Long Rifle	70s
Repeater Pistol	30s

ARMOUR

Full-plate	40s

ITEMS

Guild Banner	25s
Loyal Companion	20s



OGRE LIST

MELEE WEAPONS

Ogre Blade	36s
Ogre Great Weapon	50s
Ogre Mace	38s

RANGED WEAPONS

Ogre Arbalest	90s
Ogre Cannon	112s
Ogre Pistol	30s

ARMOUR

Ogre Armour	30s

ITEMS

Shield	10s

CLERIC LIST

MELEE WEAPONS

Arcane Staff	10s
Club/Mace/Hammer	14s
Warhammer	38s

ARMOUR

Cuirass	20s
Full-plate	40s
Warded Robes	10s

ITEMS

Grimoire	15s
Shield	10s
Wooden Stakes	5s

WITCH HUNTERS LIST

ITEMS

Lantern/Torch	4s
Wooden Stakes	5s
Bomb-bolt	25s

WIZARD LIST

MELEE WEAPONS

Arcane Staff	10s
Ensorcelled Weapon	26s
Sword	18s

Designer's Note: *You can use any weapon to represent the Ensorcelled Weapon.*

ARMOUR

Warded Robes	10s

ITEMS

Grimoire	15s

Guild Armoury - Melee Weapons

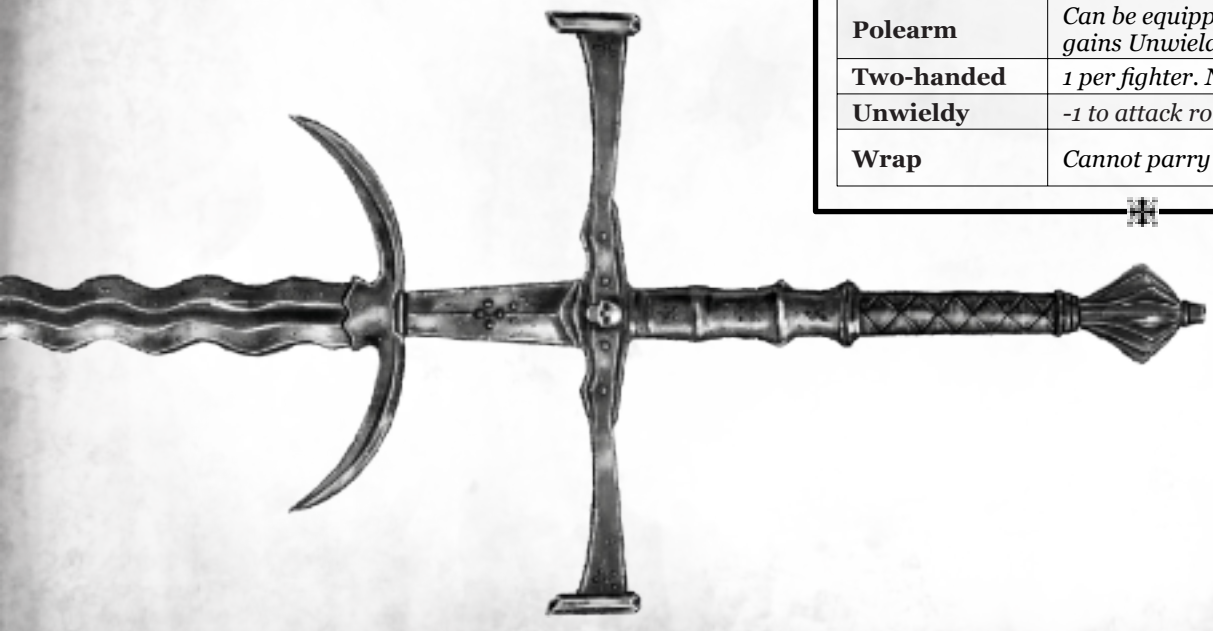
Name	Attacks	Rend	Damage	Critical Damage	Weapon Traits	Silver
Arcane Staff	2	-	1	d3	*Arcane, Off-hand*	10s
Axe	3	-1	1	d3	*Off-hand*	16s
Club/Mace/ Hammer	3	-	1	d3	*Bludgeon, Off-hand*	14s
Dagger	3	-	1	d3	*Off-hand*	10s
Ensorcelled Weapon	3	-1	1	d3	*Arcane*	26s
Flail	3	-	1	d3	*Off-hand, Wrap*	14s
Halberd	3	-1	1	d3+1	*Brace, Polearm, Two-handed*	34s
Heavy Axe	3	-2	2	d3+1	*Two-handed, Unwieldy*	40s
Noble's Rapier	4	-1	1	d3	*Guard, Off-hand*	40s
Ogre Blade	3	-1	2	d3+1	*Off-hand*	36s
Ogre Great Weapon	3	-2	3	d3+2	*Two-handed*	50s
Ogre Mace	3	-1	2	d3+1	*Bludgeon, Off-hand*	38s
Spear	3	-	1	d3	*Brace, Polearm, Two-handed*	16s
Sword	3	-	1	d3	*Guard, Off-hand*	18s
Warhammer	3	-1	2	d3+1	*Bludgeon, Two-handed, Unwieldy*	38s
Zweihander	3	-1	2	d3+1	*Guard, Two-handed, Unwieldy*	42s

Designer's Note: *The Noble's Rapier cannot be purchased. Nobles are equipped with it when recruited.*

Weapon Trait Reminders

See the full rules on pages xx-xx.

Arcane	*Critical hit on 5+*
Bludgeon	*Critical hits deal 1 damage when saved*
Brace	*Initiative vs charging fighters*
Guard	*1 miss can parry a hit*
Off-hand	*Can be used off-hand: 1 attack*
Polearm	*Can be equipped with a Held Item, gains Unwieldy*
Two-handed	*1 per fighter. No off-hand attack*
Unwieldy	*-1 to attack rolls*
Wrap	*Cannot parry or be parried*



Guild Armoury - Ranged Weapons

Name	Range	Attacks	Rend	Damage	Critical Damage	Weapon Traits	Silver
Arbalest	24"	1	-2	3	d6+2	*Heavy, Rare 0-1, Two-handed*	90s
Blackpowder Pistol	12"	1	-1	2	d6+1	*Misfire, Reload*	18s
Blackpowder Rifle	18"	1	-1	2	d6+1	*Misfire, Reload, Two-handed*	24s
Blunderbuss	8"	d3	-	1	d3	*Misfire, Reload, Two-handed*	14s
Brace of Pistols	12"	2	-1	2	d6+1	*Misfire, Reload, Two-handed*	30s
Crossbow	20"	1	-1	1	d6	*Reload, Two-handed*	20s
Fire Bombs	8"	1	-	d3+1	-	*Blast, One-use, Rare 0-1, Scare*	34s
Flamethrower	Flame	1	-	d3+1	-	*Flame, Rare 0-1, Reload, Scare, Two-handed*	80s
Hand Crossbow	12"	1	-	1	d6	*Reload*	16s
Longbow	28"	1	-1	d3	d6	*Heavy, Two-handed*	26s
Long Rifle	30"	1	-2	2	d6+2	*Heavy, Misfire, Two-handed*	70s
Ogre Arbalest	24"	1	-2	3	d6+2	*Rare 0-1, Reload, Two-handed*	90s
Ogre Cannon	18"	1	-3	d6+1	-	*Blast, Misfire, Rare 0-1 Reload, Two-handed*	112s
Ogre Pistol	16"	1	-1	3	d6+2	*Misfire, Reload*	30s
Repeater Pistol	12"	1	-1	2	d6+1	*Misfire*	30s
Shortbow	16"	1	-	1	d6	*Two-handed*	16s
Volley Rifle	16"	3	-1	2	d6+1	*Misfire, Rare 0-1, Reload, Two-handed, Volley*	75s



Weapon Trait Reminders

See the full rules on pages xx-xx.

Blast	*Blast template. Miss scatters d6x2"*
Flame	*Flame template. Auto-hits*
Heavy	*Move or Attack*
Misfire	*On a natural 1*
One-use	*1 attack per battle*
Rare	*Limited by the number listed*
Reload	*Forgo a Move or Action to reload*
Scare	*Unengaged fighters pass Willpower test or scatter d6"*
Two-handed	*1 per fighter. No off-hand attack*
Volley	*Multiple targets within 3"*

Guild Armoury - Armour & Items

Cuirass

Armour value 5+, 20 silver

Warded Robes

Armour value 6+, 10 silver

Roll a dice each time a fighter equipped with this armour is targeted by a spell cast by an enemy fighter. On a 4+, the spell has no effect on this fighter.

Full-Plate

Armour value 4+, 40 silver

Fighters equipped with this armour cannot be equipped with two-handed ranged weapons with the exception of a Brace of Pistols.

Ogre Armour

Armour value 5+, 30 silver



Bomb-Bolt

Item, Rare 0-1, 25 silver

This item requires the fighter to be equipped with a Crossbow.

Once per battle, this fighter can make a Ranged Attack action with the following weapon:

Range	Attacks	Rend	Damage	Critical Damage	Weapon Traits
20"	1	-1	d3+1	-	*Blast*

Grappling Hook

Item, Rare: 0-2, 5 silver

This fighter can climb high walls in the same manner as ladders.

Grimoire

Item, Rare: 0-1, 15 silver

Once per battle, after this fighter has made a casting roll, you can re-roll the casting roll.

Guild Banner

Held Item, Rare: 0-1, 25 silver

While this fighter is on the battlefield, you can re-roll flee tests.

You can re-roll Willpower tests made by friendly fighters while they are within 12" of this fighter and this fighter is visible to them.

Loyal Companion

Item, Rare: 0-1, 20 silver

Each time the bearer makes a melee attack, they can make 1 additional attack with the following weapon:

Rend	Damage	Critical Damage	Weapon Traits
-1	1	d3	*Natural Weapon*

Designer's Note: *This item is designed for miniatures that feature other creatures such as leashed attack dogs on the same base. The Loyal Companion is not considered a separate fighter for any rules.*

Shield

Held Item, 10 silver

Improve this fighter's Armour value by 1, to a maximum of 2+. (For example, 6+ becomes 5+).

Torchlight/Lantern

Held Item, 4 silver

Worsen the Armour value of enemy *Demon* and *Undead* fighters by 1 while they are engaged with any fighters equipped with this item.

Wooden Stakes

Item, Rare: 0-1, 5 silver

Once per battle, while this fighter is engaged in melee with a *Demon* or *Undead* fighter that is bloodied, it can use the following bonus action:

Drive the Stake [Bonus Action]: Pick an enemy *Demon* or *Undead* fighter this fighter is engaged in melee with, that is bloodied, to be the target. Roll a dice. On a 2+ the target is immediately taken down. In the aftermath of battle, this fighter earns 10 bonus experience.



Held Items

Some items have the *Held Item* keyword (eg. Shields). These items count towards the number of melee weapons a fighter can be equipped with instead of the number of items. In addition, they have the following rule:

Two-Handed Weapons and Held Items: A fighter cannot be equipped with a *held item* and a *two-handed* weapon, unless the weapon is a *polearm,* (eg. a Spear and Shield).



Lore of Sanctioned Magic (d6)

1 - Arcane Missile

Attack Spell

Casting Value [7+]

Pick the closest visible enemy fighter within 15" of the caster to be the target. That fighter is hit with the following attack:

Rend	Damage
-1	d3

Critical Cast [10+]: Add 1 to the Damage value.

2 - Flaming Weapon

Enchant Spell

Casting Value [7+]

Pick a visible friendly fighter within 6" of the caster to be the target, then pick 1 of the target's melee weapons to be *ignited* until the end of the round. While a weapon is *ignited*:

- It gains the *Arcane* Weapon Trait.
- Improve its Rend characteristic by 1.

Critical Cast [10+]: Increase the range of the spell from 6" to 12".

3 - Eldritch Barrier

Cantrip Spell

Casting Value [7+]

Pick 2 visible points on a platform or the battlefield floor, each within 9" of the caster, 6" of each other and the same elevation. A barrier is drawn between these two points.

The barrier remains in play until the end of the round or the caster is taken down. While the barrier is in play:

- Subtract 1 from attack rolls for ranged attacks made that cross the barrier.
- Fighters that are activated in the barrier or move across the barrier suffer d3 damage.

Critical Cast [10+]: The 2 points can be set up within 9" of each other instead of 6".

4 - Silence

Hex Spell

Casting Value [7+]

Pick a visible enemy *Wizard* or *Priest* within 12" to be the target. Until the end of the round, that fighter cannot make arcane actions.

Critical Cast [10+]: Increase the range from 12" to 18".

5 - Torrent of Fire

Attack Spell

Casting Value [8+]

Place the flame template. Each fighter in its area is targeted and hit with the following attack:

Rend	Damage
-1	d3+1

Critical Cast [12+]: The Rend value is -2.

6 - Umbral Vortex

Attack Spell

Casting Value [9+]

Place the blast template centred on a visible point within 15" of the caster, it then scatters d6".

Each fighter in its area is hit with the following attack:

Rend	Damage
-1	d3+1

After the attacks have been resolved, the blast template remains where it is. It represents a vortex that remains in play until the end of the round.

Line of sight cannot be drawn across the vortex for fighters on the same elevation. In addition, fighters who start their activation within the vortex, or move across it, are hit with the same attack.

At the end of the round, remove the vortex.

Critical Cast [13+]: It does not scatter.

Lore of the Saints (d6)

1 - Healing Essence

Healing Spell

Casting Value [6+]

Pick a visible friendly fighter within 15" of the caster to be the target. Heal d3 life points to the target.

Critical Cast [10+]: Heal 3 life points instead of d3.

2 - Bless Thy Blade

Enchant Spell

Casting Value [7+]

Pick a visible friendly fighter within 9" of the caster to have *blessed blades* until the end of the round. While a fighter has *blessed blades*, add 1 to hit rolls for melee attacks made by them.

Critical Cast [10+]: If critically cast, up to 2 friendly fighters can be picked instead of 1.

3 - Godspeed

Aura Spell

Casting Value [6+]

Until the end of the round, the caster has a 9" aura of *godspeed*. Friendly fighters who begin a move while they are within the aura add 1" to the maximum distance they can move.

Critical Cast [10+]: Increase the range of the aura from 9" to 12".



4 - Will of The Saints

Enchant Spell

Casting Value [7+]

Pick a visible friendly fighter within 15" of the caster. That fighter has the *Will of the Saints* until the end of the round. While a fighter has the *Will of the Saints, improve* their Armour value by 1, to a maximum of 2+. (For example, 6+ becomes 5+).

Critical Cast [10+]: If critically cast, up to 2 friendly fighters can be picked instead of 1.

5 - Holy Strength

Aura Spell

Casting Value [7+]

Until the end of the round, the caster has a 6" aura of *holy strength*. Add 1 to the Critical Damage values of melee weapons used by friendly fighters while they are within the aura.

Critical Cast [10+]: Increase the range of the aura from 6" to 9".

6 - Consecrated Ground

Aura Spell

Casting Value [8+]

Pick a visible point on the battlefield floor within 12" of the caster. While a friendly fighter is within 3" of that point, their armour value is improved by 1.

The spell remains in play. While this spell is in play, the caster must pass a Willpower test at the start of their activation, else the spell ends. If they attempt to cast this spell again while it is still in play, the first instance of it ends (even if they fail to cast it again).

If the caster is taken down, the spell ends.

Critical Cast [12+]: While the spell is in play, friendly fighters are affected while they are within 6" of that point, instead of 3".

Guild Mercenaries Skills

Old Dogs

Mercenary Leaders and *Champions* only

Rallying Cry

Once per battle, this fighter can use the following bonus action:

Rallying Cry [Bonus Action]: This fighter heals 1 damage. In addition, at the end of the round, if this fighter is still on the battlefield, the commanding player does not need to take a Flee test for their warband.

Point Blank Shot

While this fighter is engaged in melee, they can attempt to make a Ranged Attack action. To do so, they take an Initiative test. If passed they can make a Ranged Attack action but cannot use a *Heavy* weapon. The Ranged Attack action must target a fighter they are engaged in melee with. If failed, the action immediately ends.

Crackshot

When making a ranged attack action, this fighter scores a critical hit on a natural roll of a 5 or a 6.

Feint

Once per melee attack action, after an enemy has successfully parried one of this fighter's hits, this fighter can attempt a feint. To do so, roll a dice. If the roll equals or exceeds the parry roll, the hit is not parried and it becomes a critical hit.

Explorer's Instincts

If this fighter leads a scouting party, you gain 1 **exploration re-roll**.

Right On Time

You can re-roll reinforcement rolls made for a battle group that includes this fighter.



Soldier's Cunning

Any *Mercenary*

Blackpowder Specialist

You can re-roll misfire rolls made for this fighter.

Shield Expert

If this fighter is equipped with a shield, improve their Armour value by an additional 1 (to a maximum of 2+), while they are the defending fighter and the attacking fighter made a Charge move this activation.

Marksman

Add 3" to the Range value of this fighter's ranged weapons (excluding those with the *Flame* weapon trait).

Fight Till the End

While this fighter is bloodied, add 1 to the Damage and Critical Damage value of their melee weapons.

Blessed by the Saints

Each round, the first time this fighter is hit by an attack that is a critical hit, the attack is not a critical hit.

Stand Ground

Once per battle, at the start of a melee attack action in which this fighter is the defending fighter and the attacking fighter charged in the same activation, this fighter can *stand their ground*. If they do so, their melee weapons gain the *Brace* and *Bludgeon* weapon traits until the end of the activation.

Guild Mercenaries Fighter Scrolls

Leaders

Guild Captain

Leader, Mercenary, Human

140 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	3+	4+	6+	4	4	6

Wargear: This fighter can be equipped with wargear from the **Main List** and **Champion List** from the **Guild Armoury**.

Starting Experience: 60+d6.

Special Rules

Veteran of the City: When this fighter is recruited, pick 2 skills for them.

"Stay in formation, and you might live to see the next dawn."

Noble

Leader, Mercenary, Human, Aristocrat

150 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	3+	4+	6+	4	3	5

Wargear: This fighter is equipped with a Noble's Rapier, (included in their recruit cost). This fighter can be equipped with wargear from the **Main List** and **Champion List** from the **Guild Armoury**.

Starting Experience: 60+d6.

Special Rules

Seasoned Warrior: When this fighter is recruited, pick 1 skill for them.

"I didn't come this far to die a beggar!"

Witch Hunter

Leader, Mercenary, Human, Witch Hunter

140 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	3+	4+	6+	4	4	6

Wargear: This fighter can be equipped with wargear from the **Main List**, **Champion List** and **Witch Hunter List** from the **Guild Armoury**.

Starting Experience: 60+d6.

Special Rules

Seasoned Warrior: When this fighter is recruited, pick 1 skill for them.

Recite Holy Litanies [Action]: Once per battle, this fighter can make this action. If they do so, pick a visible enemy fighter within 12" of this fighter to be the target, that target must be a *Wizard*, *Priest*, *Demon* or *Undead*. Roll a dice for this fighter and add its Willpower value to the result. The commanding player of the target does the same for their fighter. If the result for this fighter is equal or higher than the result for the target, the target suffers d3 damage.

"Cast out the wretch. Burn the unholy."

High Wizard of the Guild

Leader, Mercenary, Human, Wizard

165 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	4+	6+	6+	3	5	5

Wargear: This fighter can be equipped with wargear from the **Wizard List** from the **Guild Armoury**.

Starting Experience: 60+d6.

Special Rules

Master of Spellcraft: This fighter knows the **Lore of Sanctioned Magic**. When they are recruited, pick 2 spells from it to be their signature spells. In addition, at the start of each battle they prepare 1 random spell from it.

"I have spent a lifetime studying matters beyond your comprehension."

Champions



0-1 Guild Wizard

Champion, Mercenary, Human, Wizard

120 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	4+	6+	6+	3	4	4

Wargear: This fighter can be equipped with wargear from the **Wizard List** from the **Guild Armoury**.

Starting Experience: 40+d6.

Special Rules

Guild Magic: This fighter knows the **Lore of Sanctioned Magic**. When they are recruited, pick 1 spell from it to be their signature spell. In addition, at the start of each battle they prepare 1 random spell from it.

"Magic cannot be tamed, even by one such as myself."



0-1 Guild Cleric

Champion, Mercenary, Human, Priest

120 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	4+	6+	6+	3	4	4

Wargear: This fighter can be equipped with wargear from the **Cleric List** from the **Guild Armoury**.

Starting Experience: 40+d6.

Special Rules

Holy Magic: This fighter knows the **Lore of the Saints**. When they are recruited, pick 1 spell from it to be their signature spell. In addition, at the start of each battle they prepare 1 random spell from it.

"The Saints walk beside those who keep the faith."



Guild Champion

Champion, Mercenary, Human

90 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	3+	4+	6+	3	3	5

Wargear: This fighter can be equipped with wargear from the **Main List** and **Champion List** from the **Guild Armoury**.

Starting Experience: 40+d6.

Special Rules

Seasoned Warrior: When this fighter is recruited, pick 1 skill for them.

"Give the order, and I'll see it done."

0-1 Plague Doctor

Champion, Mercenary, Human

65 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	4+	5+	6+	3	3	4

Wargear: This fighter can be equipped with wargear from the **Main List** from the **Guild Armoury**.

Starting Experience: 40+d6.

Special Rules

Patch You Up [Action]: As an action, make a Willpower test for this fighter. If failed, the action ends. If passed, pick a friendly fighter within 1" of them. That fighter heals 1 life point.

Sawbones: Once in each aftermath sequence, if this fighter was not taken down during battle, they can oversee the recovery of another fighter. Pick a friendly fighter that was taken down. When rolling on the lasting injury table for that fighter, you can roll twice and pick either result.

"There's no saving this leg. We'll have to amputate it."

Witch Hunter's Apprentice

Champion, Human, Mercenary, Witch Hunter

80 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	4+	4+	6+	3	4	5

Wargear: This fighter can be equipped with wargear from the **Main List**, **Champion List** and **Witch Hunter List** from the **Guild Armoury**.

Starting Experience: 40+d6.

Special Rules

Recite Holy Litanies [Action]: Once per battle, this fighter can make this action. If they do so, pick a visible enemy fighter within 12" of this fighter to be the target, that target must be a *Wizard*, *Priest*, *Demon* or *Undead*. Roll a dice for this fighter and add its Willpower value to the result. The commanding player of the target does the same for their fighter. If the result for this fighter is equal or higher than the result for the target, the target suffers d3 damage.

"Let not the wicked rest."

Henchmen

Guild Mercenary

Henchman, Mercenary, Human

50 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	4+	4+	6+	3	3	4

Wargear: This fighter can be equipped with wargear from the **Main List** and **Munitions List** from the **Guild Armoury**.

Starting Experience: 20+d6.

"Fifty silver, and my blade is yours."

Guild Recruit

Henchman, Mercenary, Human

30 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	5+	5+	6+	2	2	3

Wargear: This fighter can be equipped with wargear from the **Main List** from the **Guild Armoury**.

Starting Experience: d6.

"I'll earn my keep."

Brutes

Mercenary Ogre

Brute, Mercenary, Ogre

100 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
4"	4+	4+	6+	2	2	8

Wargear: This fighter can be equipped with wargear from the **Ogre List** from the **Guild Armoury**.

Starting Experience: 20+d6.

"Whose bones you want me to break next, Boss?"

Beasts

Hunting Dog

Beast, Mercenary, Dog

30 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
7"	3+	-	6+	4	1	3

Wargear: This fighter is equipped with a vicious bite (see below) they cannot be equipped with any other wargear.

Starting Experience: 0

Special Rules

Sniff 'em Out: Enemy fighters that are hidden are not hidden while they are within 9" of this fighter.

Trackers: When exploring the city (pg xx). If your scouting party includes a Hunting Dog, you gain 1 **exploration re-roll** (units dice only).

Name	Attacks	Rend	Damage	Critical Damage	Weapon Traits
Vicious Bite	3	-	1	d3	*Natural Weapon*

Guild Mercenary Names

You can use the tables below to quickly generate a name for a Guild Mercenaries fighter.

Male Names

d66	1	2	3	4	5	6
10	*Adalbert*	*Albrecht*	*Anton*	*Augustin*	*Balthasar*	*Benedikt*
20	*Berthold*	*Dietrich*	*Eberhard*	*Erasmus*	*Fabian*	*Friedrich*
30	*Gormen*	*Gregor*	*Hans*	*Heinrich*	*Hieronymus*	*Isenbert*
40	*Jakob*	*Johannes*	*Jörg*	*Karl*	*Kaspar*	*Kristof*
50	*Konrad*	*Leonhard*	*Lorenz*	*Ludwig*	*Matthias*	*Nikolaus*
60	*Oswald*	*Otto*	*Ulrich*	*Valentin*	*Wilhelm*	*Wolfram*

Female Names

d66	1	2	3	4	5	6
10	*Adelheid*	*Amalia*	*Barbel*	*Brunhild*	*Catharina*	*Elsbeth*
20	*Else*	*Esmeralda*	*Frieda*	*Fuchsia*	*Gretel*	*Griselda*
30	*Helene*	*Hildegund*	*Ida*	*Isolde*	*Josepha*	*Kriemhild*
40	*Liesel*	*Magdalena*	*Maria*	*Melusine*	*Nettle*	*Ottilia*
50	*Perchta*	*Rosamund*	*Rosenrot*	*Rosina*	*Seraphia*	*Sibylla*
60	*Therese*	*Ursula*	*Veronika*	*Viktoria*	*Wilhelmine*	*Zelda*

Surnames

d66	1	2	3	4	5	6
10	*Acker*	*Amman*	*Ashenwald*	*Bader*	*Blackpike*	*Bleakwater*
20	*Brandhart*	*Candlemurk*	*Cinders*	*Crowhurst*	*Dammerhart*	*Dunkelforst*
30	*Eberhart*	*Eelbeck*	*Eisenmark*	*Falkenstein*	*Finstergruft*	*Frey*
40	*Gallowsmann*	*Glaser*	*Grimwald*	*Hartmann*	*Ironghast*	*Kessel*
50	*Lepermann*	*Maidenwald*	*Nachtwalt*	*Piper*	*Rabenstein*	*Rattleberg*
60	*Schwarz*	*Sootwell*	*Totenforst*	*Vogt*	*Widowmark*	*Wormwurz*

Take up thy blade





Verminkin

This section includes all the rules for recruiting a **Verminkin** warband. On the following pages you can find the following:

- **Origins** (pg xx)
- **Strongholds** (pg xx)
- **Stronghold Upgrades** (pg xx)
- **Verminkin Fighter List** (pg xx)
- **The Verminkin Armoury** (pg xx-xx)
- **Verminkin Spell Lores** (pg xx)
- **Verminkin Skills** (pg xx)
- **Verminkin Fighter Scrolls** (pg xx-xx)

Deep below the City lies a labyrinth of tunnels and old sewers that is the domain of the Verminkin. They are a race of insidious rat-men, long twisted by the dark sorceries that rise from the void-chasm below. The City's destruction has emboldened them to emerge at last, swarming onto the streets above to stake their claim.

Creatures of ambush and deception, Verminkin prefer to operate from the shadows, waiting with prying eyes until their enemies' backs are turned before they strike.

This deceitful nature may have spared the City from being wholly overrun, for the Verminkin are as quick to betray their own as their enemies, and bitter infighting is not uncommon between the different factions as each seeks to claw its way to dominance over the others.



ORIGINS

Before hiring any fighters, pick an origin for your warband and make a note on your warband roster. Each origin comes with different special rules and restrictions. You can find the strongholds on the following page.



Acolytes of Plague

This warband believes it is they who brought about the Black Rot to the city, and now they seek to finish its work.

Leader

You must recruit a **Pox Priest** to lead your warband at the start of the campaign.

Stronghold

You begin the campaign with the **Desecrated Chapel** stronghold.

Special Rules

Your warband can include 0-2 Pox Priest Apprentices.



Rooftop Runners

Relishing their freedom from the tunnels below, this warband has taken to the rooftops of the city, operating under nightfall as assassins, thieves and smugglers.

Leader

You must recruit a **Nightfang Assassin** to lead your warband at the start of the campaign.

Stronghold

You begin the campaign with the **Hidden Vantage** stronghold.



Sparkseer Coven

This warband is led by a genius and slightly insane Sparkseer. These Verminkin scour the ruins of the City for scrap metals and alchemic ingredients to repurpose them into elaborate weapons and contraptions.

Leader

You must recruit a **Sparkseer** to lead your warband at the start of the campaign.

Stronghold

You begin the campaign with the **Rickety Workshop** stronghold

Special Rules

Your warband can include 0-2 Rolling Contraptions.



Merciless Tyrant

Led by a particularly cruel and ruthless Ironfang Warlord, their hatred for the men above drives their ambition of bringing the City under their heel.

Leader

You must recruit an **Ironfang Warlord** to lead your warband at the start of the campaign.

Stronghold

You begin the campaign with the **Fortified Warren** stronghold.



STRONGHOLDS

Every Verminkin warband controls one of the following **strongholds** during the campaign. The stronghold is determined by the origin picked for the warband. You can find out more about strongholds in Chapter 5 on page xx.

Desecrated Chapel



This once holy place now has walls blackened with mould and dripping filth. It has become an epicentre of the Black Rot. A place where the Pox Priest and his apprentices practise dark communion.

Special Rules

Prayers of Plague: Each battle, before you determine prepared spells, you can pick 1 friendly *Priest* in your warband. Instead of randomly determining the spell they have prepared from a Spell Lore, you can pick.

Vector of Plague: Each battle, a friendly fighter gains a level of Black Rot, they earn 5 bonus experience.

Hidden Vantage



Situated near the City's old market district, this ruined tower is now only accessible from the surrounding rooftops.

Special Rules

Run the Roofs: During deployment, if the scenario instructs you to set up fighters near an entry point (for example, wholly within 6" of an entry point) you can pick up to d3 of those fighters to instead be set up on the roofs. If you do so, these fighters can be set up anywhere on the battlefield that is wholly within 12" horizontally of the centre of the battlefield, is more than 9" from all enemy fighters, and is 3" or more vertically above the battlefield floor.

Rickety Workshop



Erupting from a chasm in the city streets, this makeshift shanty of platforms and pulleys is wreathed in smoke as the Sparkseer's lackeys toil day and night, assembling bizarre contraptions from scavenged scrap.

Special Rules

Mad Tinkerers: Before each battle begins, you can pick 1 friendly *Sparkseer*. That fighter starts the battle with 3 engineering points instead of d3.

Patch 'em Up: When making an injury roll for a friendly *Contraption*, you can roll twice and pick either result.

Fortified Warren



Each night, the warriors of the fortified warren gather to watch their kin battle in the fighting pits. The Ironfang Warlord encourages such contests, for every dead rival is one less blade pointed at his back.

Special Rules

Fighting Pits: In step 6 of the aftermath sequence, you can pick 2 friendly *Champion* or *Henchmen* fighters that were not taken down in the battle to fight in the pits. Resolve the fight as follows:

Pick 1 of the fighters to command and let your opponent command the other. The 2 fighters are placed engaged in melee. Roll off and start alternating melee attack actions starting with the winner. The fighters cannot make any other actions or moves. Alternate making melee attack actions until 1 fighter is taken down. That fighter suffers an injury as normal. The other fighter is the winner and earns 10 bonus experience.



STRONGHOLD UPGRADES

During the campaign, Verminkin warbands will be able to upgrade their stronghold with the following **stronghold upgrades**. You can find out more about stronghold upgrades on page xx:

Captured Poisoner



You take captive a rival assassin, who is shackled in the dungeon beneath your stronghold and put to work brewing poisons for the warband. Though they resent their captivity, they are wise enough to know that disobedience will be met with a grisly end.

Lethal Concoctions: In step six of the aftermath sequence, you receive 1 Vial of Poison (pg xx).

Warlock's Den



You construct a second warlock's den enabling you to bring another to your domain. Unsurprisingly, the two warlocks despise each other and are always trying to one-up the other.

Arcane Rivalry: Your warband can include 0-2 Verminkin Warlocks. In addition, once per battle, when a friendly Verminkin Warlock activates while they are within 6" of another friendly Verminkin Warlock, they can attempt to one-up the other. If they do so, you can re-roll casting rolls for them that activation.

Rooftop Ratways



Your Verminkin construct a network of wooden beams, rope bridges and iron bars between the surrounding rooftops. These precarious walkways allow them to explore the City with ease, far above the streets below.

Scour the City: Each aftermath sequence, you gain 1 **exploration re-roll**.

Breeding Pens



You order your underlings to construct pens beneath the stronghold, where giant rats are kept and bred in great numbers. The young are soon ready to join the warband.

Raised Rat: In step 6 of the aftermath sequence, you can roll a dice. On a 5+, you can recruit 1 Giant Rat to your warband for 0 silver.

Splicer



A deranged Sparkseer, known for conducting strange experiments upon Rat Mutants, is taken captive by your warband. They beg for mercy and promise to "enhance" your own creatures, provided they are supplied with the necessary materials...

Stitch and Splice: In step 6 of the aftermath sequence, for each friendly *non-Beast* fighter that was killed in the same aftermath sequence you can pick 1 of the following:

- *Stitched-limbs:* Pick a friendly Rat Mutant, remove an injury from it (temporary or permanent).
- *Spliced-brains:* Pick a friendly Rat Mutant, it earns 5 bonus experience.

Smuggler's Den



You expand your network of thieves and smugglers throughout the City, establishing a hidden den where stolen goods and illicit wares are bought and sold. Before long, all manner of curious treasures begin to find their way into your possession.

Black Market Wares: In step 6 of the aftermath sequence, roll a dice. On a 4+, you can roll once on the Curiosity table (pg xx).

Verminkin Fighters List



LEADERS (1)

Pox Priest	170s
Nightfang Assassin	140s
Ironfang Warlord	135s
Sparkseer	130s

CHAMPIONS (0-3)

0-1 Verminkin Warlock	125s
0-1 Pox Priest's Apprentice	125s
Assassin's Apprentice	90s
Verminkin Champion	95s
0-2 Sparkseer's Apprentice	85s

HENCHMEN (5+)

Verminkin Warrior	40s

BRUTES (0-2)

Rat Mutant	105s
0-1 Rolling-Contraption	150s

BEASTS (0-3)

Giant Rat	20s

Vermin Armoury

MAIN LIST

MELEE WEAPONS

Axe	16s
Club/Mace/Hammer	14s
Dagger/Punch Dagger	10s
Flail	14s
Halberd	34s
Heavy-Flail	38s
Iron Claw	12s
Spear	16s
Sword	18s

RANGED WEAPONS

Orb Bombs	32s
Sling	12s
Throwing Stars	10s

ITEMS

Gas Mask	10s
Grappling Hook	5s
Net	30s
Shield	10s
Smoke Bomb	20s

RAT-MUTANT LIST

MELEE WEAPONS

Rat-Mutant Blade	36s
Spark-Drill	62s
Spark-Powered Fists	60s

RANGED WEAPONS

Heavy Gatling Gun	110s
Orb Launcher	100s
Flame-Canister	50s

ARMOUR

Heavy Plating	30s

CHAMPION LIST

MELEE WEAPONS

Ensorcelled Halberd	48s
Poison Blade	20s

RANGED WEAPONS

Blackpowder Pistol	18s
Repeater Pistol	30s

ARMOUR

Full-plate	40s

ITEMS

Bomb Rat	25s
Clan Banner	25s

SPARKSEER LIST

MELEE WEAPONS

Spark-Drill	62s

RANGED WEAPONS

Arc-Lightning Gun	90s
Rocket Launcher	75s
Flame-Canister	50s
Long Rifle	70s

ITEMS

Periscope	20s

CONTRAPTION LIST

MELEE WEAPONS

Dagger/Punch Dagger	10s

RANGED WEAPONS

Arc-Lightning Gun	90s
Flame-Canister	50s

ITEMS

Wheel-Spikes	50s

PRACTITIONER LIST

MELEE WEAPONS

Arcane Staff	10s
Ensorcelled Weapon	26s

Designer's Note: *You can use any weapon to represent the Ensorcelled Weapon.*

ARMOUR

Warded Robes	10s

ITEMS

Grimoire	15s
Ensorcelled Bell	10s

Vermin Armoury - Melee Weapons

Name	Attacks	Rend	Damage	Critical Damage	Weapon Traits	Silver
Arcane Staff	2	-	1	d3	*Arcane, Off-hand*	10s
Axe	3	-1	1	d3	*Off-hand*	16s
Club/Mace/ Hammer	3	-	1	d3	*Bludgeon, Off-hand*	14s
Crushing Bulk	3	-1	2	d3+1	*Bludgeon, Natural Weapon*	-
Dagger/ Punch Dagger	3	-	1	d3	*Off-hand*	10s
Ensorcelled Halberd	3	-1	1	d3+1	*Arcane, Brace, Polearm, Two-handed*	48s
Ensorcelled Weapon	3	-1	1	d3	*Arcane*	26s
Flail	3	-	1	d3	*Off-hand, Wrap*	14s
Halberd	3	-1	1	d3+1	*Brace, Polearm, Two-handed*	34s
Heavy-Flail	3	-1	2	d3+1	*Two-handed, Unwieldy, Wrap*	38s
Iron Claw	4	-	1	1	*Off-hand*	12s
Nasty Bite	4	-	1	1	*Natural Weapon, Poison*	-
Oversized Claw	3	-	2	d3+1	*Bludgeon, Natural Weapon*	-
Poison Blade	3	-1	1	d3	*Guard, Off-hand, Poison*	20s
Rat-Mutant Blade	3	-1	2	d3+1	*Off-hand*	36s
Spark-Drill	3	-3	1	d3+1	*Arcane, Two-handed*	62s
Spark-Powered Fists	3	-2	2	d3+1	*Arcane, Bludgeon, Two-handed*	60s
Spear	3	-	1	d3	*Brace, Polearm, Two-handed*	16s
Sword	3	-	1	d3	*Guard, Off-hand*	18s



Weapon Trait Reminders

See the full rules on pages xx-xx.

Arcane	*Critical hits on 5+*
Bludgeon	*Critical hits deal 1 damage when saved*
Brace	*Initiative vs charging fighters*
Guard	*1 miss can parry a hit*
Natural Weapon	*Cannot parry*
Off-hand	*Can be used off-hand: 1 attack*
Poison	*Critical hits poison. Suffer 1 damage when activated. Ends when healed or 1 life remains*
Polearm	*Can be equipped with a Held Item, gains Unwieldy*
Two-handed	*1 per fighter. No off-hand attack*
Unwieldy	*-1 to attack rolls*
Wrap	*Cannot parry or be parried*

Vermin Armoury - Ranged Weapons

Name	Range	Attacks	Rend	Damage	Critical Damage	Weapon Traits	Silver
Arc-Lightning Gun	18"	6	-	1	d3	*Arcane, Heavy, Misfire, Rare 0-1, Two-handed, Volley*	90s
Blackpowder Pistol	12"	1	-1	2	d6+1	*Misfire, Reload*	18s
Flame-Canister	Flame	1	-	d3+1	-	*Flame, One-use, Rare 0-2, Scare*	50s
Heavy Gatling Gun	16"	3	-1	2	d6+1	*Heavy, Misfire, Rare 0-1, Two-handed, Volley*	110s
Long Rifle	30"	1	-2	2	d6+2	*Heavy, Misfire, Two-handed*	70s
Orb Bombs	8"	1	-	d3+1	-	*Blast, One-use, Rare 0-5*	32s
Orb Launcher	20"	1	-	d3+1	-	*Blast, Misfire, Rare 0-1, Reload, Two-handed*	100s
Repeater Pistol	12"	1	-1	2	d6+1	*Misfire*	30s
Rocket Launcher	30"	1	-1	d6+1	-	*Blast, Heavy, Misfire, One-use, Rare 0-1, Two-handed*	75s
Sling	16"	1	-	1	d3	-	12s
Throwing Stars	8"	1	-	1	d3	*Poison*	10s

Weapon Trait Reminders

See the full rules on pages xx-xx.

Arcane	*Critical hits on 5+*
Blast	*Blast template. Miss scatters d6x2"*
Flame	*Flame template. Auto-hits*
Heavy	*Move or Attack*
Misfire	*On a natural 1*
One-use	*1 attack per battle*
Poison	*Critical hits poison. Suffer 1 damage when activated. Ends when healed or 1 life remains*
Rare	*Limited by the number listed*
Reload	*Forgo a Move or Action to reload*
Scare	*Unengaged fighters pass Willpower test or scatter d6"*
Two-handed	*1 per fighter. No off-hand attack*
Volley	*Multiple targets within 3"*

Heavy Plating

Armour (5+), 30 silver

Subtract 1 from the Move value of fighters equipped with this armour.

Warded Robes

Armour (6+), 10 silver

Roll a dice each time a fighter equipped with this armour is targeted by a spell cast by an enemy fighter. On a 4+, the spell has no effect on this fighter.

Full-Plate

Armour (4+), 40 silver

Fighters equipped with this armour cannot be equipped with two-handed ranged weapons with the exception of a Brace of Pistols.



Bomb Rat

Item, Rare 0-1, 25 silver

Once per battle, while this fighter is not engaged in melee, they can make the following bonus action:

Set Up Bomb Rat [Bonus Action]: A Giant Rat is summoned and added to the commanding player's warband. Set up the Giant Rat fighter within 3" of the fighter and choose a number between 1 and 6. This number is the **fuse length**. Use a dice placed next to the Giant Rat to track the fuse length.

Each time that Giant Rat activates, roll a dice. If the roll is greater than the fuse length, the bomb detonates. If the roll is equal or less than the fuse length, the Giant Rat is activated as normal and the fuse length is reduced by 1 (to a minimum of 1).

When the bomb detonates, the blast template is centred on the Giant Rat. Each other fighter in the template it is hit with the following attack, then the Giant Rat is taken down (it does not count towards flee tests):

Rend	Damage
-2	d3

If the Giant Rat is taken down and the bomb has not yet detonated, roll a dice as above to see if it detonates or not.

Clan Banner

Held Item, Rare: 0-1, 25 silver

While this fighter is on the battlefield, you can re-roll flee tests.

You can re-roll Willpower tests made by friendly fighters while they are within 12" of this fighter and this fighter is visible to them.

Ensorcelled Bell

Item, Rare: 0-1, 10 silver

Once per battle, you can re-roll a **miscast roll** made for this fighter.

Gas Mask

Item, Rare: 0-6, 10 silver

This fighter cannot be *poisoned*.

Grappling Hook

Item, Rare: 0-2, 5 silver

This fighter can climb high walls in the same manner as ladders.

Grimoire

Item, Rare: 0-1, 15 silver

Once per battle, after this fighter has made a casting roll, you can re-roll the casting roll.

Net

Held Item, Rare: 0-3, 30 silver

Once per battle, at the start of a melee attack action in which this fighter is either the attacking or defending fighter, they can throw the net. To do so, they take an Initiative test. If passed, the enemy fighter becomes *entwined*.

While a fighter is entwined, subtract 1 from the Attacks value of their melee weapons (off-hand attacks are unaffected). Each time an entwined fighter is activated, they can take an Initiative test, if passed, they are no longer entwined.

Periscope

Item, Rare: 0-1, 20 silver

While this fighter hasn't made a move in the same activation, add 5" to the Range value of their two-handed ranged weapons (excluding those with the *Flame* weapon trait).

Shield

Held Item, 10 silver

Improve this fighter's Armour value by 1, to a maximum of 2+. (For example, 6+ becomes 5+).

Smoke Bomb

Item, Rare: 0-3, 20 silver

Once per battle, while this fighter is engaged in melee, they can use the following bonus action:

Drop Smoke Bomb [Bonus Action]: Remove this fighter from the battlefield and set it up again wholly within 6" of its previous position and not engaged in melee.

Wheel-Spikes

Item, 50 silver

Improve the Rend value by 1 on this fighter's Crushing Bulk melee weapon and the attack dealt by the 'Splat!' special rule.



Held Items

Some items have the *Held Item* keyword (eg. Shields). These items count towards the number of melee weapons a fighter can be equipped with instead of the number of items. In addition, they have the following rule:

Two-Handed Weapons and Held Items: A fighter cannot be equipped with a *held item* and a *two-handed* weapon, unless the weapon is a *polearm,* (eg. a Spear and Shield).

Verminkin Spell Lores

Lore of the Under-Tunnels (d6)

1 - Shadow Leap

Cantrip Spell

Casting Value [7+]

Pick a visible friendly fighter within 3" of the caster, remove them from the battlefield and set them up again, anywhere on the battlefield within 9" of the caster and not engaged in melee, (if you pick the caster themselves, mark their location before removing them from the battlefield).

Critical Cast [10+]: Increase the range the fighter can be set up from 9" to 12".

2 - Doom

Hex Spell

Casting Value [6+]

Pick a visible enemy fighter within 12" of the caster to be the target. That enemy fighter is *doomed* . While an enemy fighter is *doomed* you can make them re-roll one of the following: an attack roll, a parry roll, an armour roll.

Once you do so, the fighter is no longer *doomed*.

Critical Cast [10+]: Increase the range to 18".

3 - Chain Lightning

Attack Spell

Casting Value [8+]

The closest visible enemy fighter within 12" is targeted and hit with the following attack:

Rend	Damage
-1	d3

Then, pick another enemy fighter that is within 3" of the previous target and visible to it to be the new target. It is hit with the same attack.

Critical Cast [12+]: After the attack on the second target is resolved, pick another enemy fighter within 3" of the first two and visible to them, to be the third target. They are hit with the same attack.

4 - Tunnel from Below

Cantrip Spell

Casting Value [8+]

Place the blast template centred on the battlefield floor within 12" of the caster. Then scatter the blast template d6". You can pick d3 friendly fighters in Reserve to be set up on the battlefield floor, in the template and not engaged in melee.

Critical Cast [12+]: Increase the range from 12" to 15"

5 - Gathering Shadows

Aura Spell

Casting Value [7+]

Until the end of the round, the caster has a 6" aura of shadows. Friendly fighters are in cover while they are within 6" of the caster.

Critical Cast [10+]: Increase the range of the aura from 6" to 9".

6 - Bouncing Blast

Attack Spell

Casting Value [9+]

Place the blast template centred on a visible point within 15" of the caster, it then scatters d6".

Each fighter in its area is hit with the following attack:

Rend	Damage
-1	d3

Then, the blast scatters d6" again, and every fighter in its area is targeted and hit with the above attack, (it is possible for the same fighter to be hit with an attack both times).

Critical Cast [12+]: When the blast template is first placed, it does not scatter.

Lore of Poxes (d6)

1 - Spray of Vomit

Attack Spell

Casting Value [7+]

Place the flame template from the caster. Each fighter in its area is targeted and hit with the following attack:

Rend	Damage
-1	1

Critical Cast [10+]: The Damage value is d3 instead of 1.

2 - Fetid Blades

Enchant Spell

Casting Value [7+]

Pick a friendly fighter within 6" of the caster to be the target, then pick 1 of the target's melee weapons to be *fetid* until the end of the round. While a weapon is *fetid* it gains the *Arcane and Poison* weapon traits.

Critical Cast [10+]: Increase the range of the spell from 6" to 12".

3 - Rabid Fervour

Aura Spell

Casting Value [7+]

Until the end of the round, the caster has a 6" aura of *rabid fervour*. Add 1 to attack rolls for melee attacks made by friendly fighters while they are within the aura.

Critical Cast [10+]: Increase the range of the aura from 6" to 9".

Weapon Trait Reminders

See the full rules on pages xx-xx.

Arcane	*Critical hits on 5+*
Poison	*Critical hits poison. Suffer 1 damage when activated. Ends when healed or 1 life remains*

4 - Rotten Armour

Hex Spell

Casting Value [7+]

Pick a visible enemy fighter within 18" of the caster. That enemy fighter has *rotten armour* for the rest of the round. While a fighter has rotten armour worsen their Armour value by 1 (to a minimum of '-').

Critical Cast [12+]: The target fighter has *rotten armour* for the rest of the battle.

5 - Dark Vitality

Healing Spell

Casting Value [6+]

Each friendly fighter within 3" of the caster heals 1 life.

Critical Cast [10+]: Increase the range from 3" to 6".

6 - Plague Bomb

Attack Spell

Casting Value [8+]

Place the blast template centred on a visible point within 12" of the caster, it then scatters d6".

Each fighter in its area is hit with the following attack:

Rend	Damage
-	d3

Each fighter hit by the spell becomes *poisoned*, (see *Poison* weapon trait).

Critical Cast [12+]: It does not scatter.

Verminkin Skills

Masterful Schemes

Verminkin Leaders and *Champions* only

Purveyor of Poisons

This fighter's melee weapons gain the *Poison* weapon trait. If a weapon already has the *Poison* weapon trait, improve the Rend value of that weapon by 1 instead.

Dirty Fighter

Subtract 1 from parry rolls made by enemy fighters against attacks made by this fighter. In addition, each time an enemy fighter fails such a parry roll, that enemy fighter suffers 1 damage.

Attack! Attack!

Once per battle, this fighter can use the following bonus action:

Attack! Attack! [Bonus Action]: Until the end of the round, add 1 to attack rolls for melee attacks made by friendly fighters, while they are within 9" of this fighter.

Too Cunning to Die

Each time you roll on the Injury table for this fighter, you can roll twice and pick either result.

Master of Dark Science

Add 3" to the Range value of ranged weapons friendly fighters are equipped with while they are within 6" of this fighter. In addition, you can re-roll misfire rolls made for friendly fighters while they are within 6" of this fighter.

From Unseen Quarter

If this fighter starts the battle in reserve, when it is set up on the battlefield for the first time they can be set up anywhere on the battlefield more than 9" away from all enemy fighters. Then, up to 2 friendly *Henchmen* that are also in reserve and will be set up in the same round, can be set up anywhere on the battlefield that is within 3" of this fighter and more than 9" away from all enemy fighters.

Tunnel Runners

Any *Verminkin* fighter

Impetuous

The first time this fighter makes a Move in battle, it can move an additional d6".

Wall Scrambler

This fighter can climb **high terrain** in the same manner as ladders. In addition, it can **jump** as far as its maximum move distance.

Ambush

Add 1 to the Attacks value of this fighter's melee weapons while they have made a Charge Move in the same activation.

Escape Artist

Once per battle, if this fighter is engaged in melee, this fighter can use the following bonus action:

Escape Artist [Bonus Action]: Remove this fighter from the battlefield and set it up again wholly within 2d6" of its previous position and not engaged in melee.

Back Stabber

Improve the Rend value of this fighter's melee weapons by 1 while it is engaged in melee with an enemy fighter that is engaged in melee with multiple fighters.

Shadow Lurker

While this fighter is within ½" of any terrain, it is not visible to enemy fighters more than 9" away.

Verminkin Names

You can use the table below to quickly generate a name for a Verminkin fighter:

d66	1	2	3	4	5	6
10	*Bizzrecht*	*Bratzik*	*Chitterik*	*Diebrik*	*Dietskrit*	*Fritznik*
20	*Gnashrik*	*Gnibbel*	*Huzzik*	*Klauzik*	*Klinkrik*	*Kratcher*
30	*Kratzik*	*Krik-Krik*	*Kriknar*	*Nibbrecht*	*Pestnik*	*Pilfrik*
40	*Ratta-tat*	*Ratterik*	*Raubrik*	*Rikkerskit*	*Rittch*	*Scabbrecht*
50	*Skrabbs*	*Skrik*	*Skrittitch*	*Skrott*	*Skurrik*	*Snatchzit*
60	*Snikk*	*Snivvel*	*Theivik*	*Tik-Tik*	*Vritch*	*Zikkrik*

Verminkin Fighter Scrolls

Leaders

Pox Priest

Leader, Verminkin, Priest

170 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
6"	4+	6+	6+	4	5	5

Wargear: This fighter can be equipped with wargear from the **Practitioner List** from the **Verminkin Armoury**.

Starting Experience: 60+d6.

Special Rules

Master of Plague Magic: This fighter knows the **Lore of Poxes**. When they are recruited, pick 2 spells from it to be their signature spells. In addition, at the start of each battle they prepare 1 random spell from it.

"Scurry forth, and bear the Black Rot!"

Nightfang Assassin

Leader, Verminkin, Assassin

140 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
6"	3+	4+	6+	4	3	6

Wargear: This fighter can be equipped with wargear from the **Main List** and **Champion List** from the **Verminkin Armoury**.

Starting Experience: 60+d6.

Special Rules

Skilled Killer: When this fighter is recruited, pick 1 skill for them.

One-cut, One-kill: While this fighter has made a Charge Move in the same activation, its melee attack rolls score a critical hit on a natural roll of a 5 or 6.

"Splatter the cobbles with their blood!"

Ironfang Warlord

Leader, Verminkin

135 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
6"	3+	4+	6+	4	3	6

Wargear: This fighter can be equipped with wargear from the **Main List** and **Champion List** from the **Verminkin Armoury**.

Starting Experience: 60+d6.

Special Rules

Ambitious Warlord: When this fighter is recruited, pick 2 skills for them.

"Bring me the head of a Guilder, or I'll take yours!"

Sparkseer

Leader, Verminkin

130 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
6"	4+	4+	6+	4	3	5

Wargear: This fighter can be equipped with wargear from the **Main List**, **Champion List** and **Sparkseer List** from the **Verminkin Armoury**.

Starting Experience: 60+d6.

Special Rules

Tinkerer's Know-how: When this fighter is recruited, pick 1 skill for them.

Mad Engineering: This fighter begins the battle with **d3 engineering points**. Once per activation, if this fighter is not engaged in melee, they can spend one of their engineering points to make the following bonus action:

Engineer [Bonus Action]: Pick a friendly fighter within 1" of this fighter, that is not engaged in melee, to be the target and then pick one of the following options:

- *Patch-up:* If the target is a *Contraption*, it heals d3 life.
- *Soup-up:* Pick 1 of the target's ranged weapons to be s*ouped-up* until the end of the round. While a weapon is *souped-up*, increase its Rend value by 1. However if it misfires, treat the result as 'backfire' (do not roll on the table).

"One more adjustment... just one..."

Champions



0-1 Verminkin Warlock

Champion, Verminkin, Wizard

125 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
6"	4+	6+	6+	4	4	4

Wargear: This fighter can be equipped with wargear from the **Practitioner List** from the **Verminkin Armoury**.

Starting Experience: 40+d6.

Special Rules

Spellcaster: This fighter knows the **Lore of the Under-Tunnels**. When they are recruited, pick 1 spell from it to be their signature spell. In addition, at the start of each battle they prepare 1 random spell from it.

"The void-chasm whispers to me..."

0-1 Pox Priest's Apprentice

Champion, Verminkin, Priest

125 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
6"	4+	6+	6+	4	4	4

Wargear: This fighter can be equipped with wargear from the **Practitioner List** from the **Verminkin Armoury**.

Starting Experience: 40+d6.

Special Rules

Holy Magic: This fighter knows the **Lore of Poxes**. When they are recruited, pick 1 spell from it to be their signature spell. In addition, at the start of each battle they prepare 1 random spell from it.

"Bring them boils! Bring them death!"



Verminkin Champion

Champion, Verminkin

95 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
6"	3+	4+	6+	4	3	5

Wargear: This fighter can be equipped with wargear from the **Main List** and **Champion List** from the **Verminkin Armoury**.

Starting Experience: 40+d6.

Special Rules

Seasoned Warrior: When this fighter is recruited, pick 1 skill for them.

"Let not a manling live!"



Assassin's Apprentice

Champion, Verminkin, Assassin

90 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
6"	4+	4+	6+	4	3	5

Wargear: This fighter can be equipped with wargear from the **Main List** and **Champion List** from the **Verminkin Armoury**.

Starting Experience: 40+d6.

Special Rules

One-cut, One-kill: While this fighter has made a Charge Move in the same activation, its melee attack rolls score a critical hit on a natural roll of a 5 or 6.

"You won't see me coming, Guilder..."





0-2 Sparkseer's Apprentice

Champion, Verminkin

85 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
6"	4+	4+	6+	4	3	4

Wargear: This fighter can be equipped with wargear from the **Main List**, **Champion List** and **Sparkseer List** from the **Verminkin Armoury**.

Starting Experience: 40+d6.

Special Rules

Mad Engineering: This fighter begins the battle with **d3 engineering points**. Once per activation, if this fighter is not engaged in melee, they can spend one of their engineering points to make the following bonus action:

Engineer [Bonus Action]: Pick a friendly fighter within 1" of this fighter, that is not engaged in melee, to be the target and then pick one of the following options:

- *Patch-up:* If the target is a *Contraption*, it heals d3 life.
- *Soup-up:* Pick 1 of the target's ranged weapons to be s*ouped-up* until the end of the round. While a weapon is *souped-up*, increase its Rend value by 1. However if it misfires, treat the result as 'backfire' (do not roll on the table).

"Hmmm... this screw is probably unnecessary..."



Henchmen

Verminkin Warrior

Henchman, Verminkin

40 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
6"	5+	5+	6+	4	2	4

Wargear: This fighter can be equipped with wargear from the **Main List** from the **Verminkin Armoury**.

Starting Experience: d6.

"We rise from below!"

Brutes

Rat-Mutant

Brute, Verminkin, Ogre

105 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	4+	4+	6+	2	2	8

Wargear: This fighter is equipped with an Oversized Claw melee weapon. In addition, it can be equipped with wargear from the **Rat-Mutant List** from the **Verminkin Armoury**.

Starting Experience: 20+d6.

Name	Attacks	Rend	Damage	Critical Damage	Weapon Traits
Oversized Claw	3	-	2	d3+1	*Bludgeon, Natural Weapon*

"Head... hurts..."

0-1 Rolling-Contraption

Brute, Verminkin, Contraption

150 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
2d6"	4+	4+	4+	1	3	8

Wargear: This fighter is equipped with a Crushing Bulk melee weapon. In addition, it can be equipped with wargear from the **Contraption List** from the **Verminkin Armoury**.

Starting Experience: 20+d6.

Special Rules

Unpredictable Movement: This fighter has a Move value of 2d6". Each time it makes a move, roll the dice to determine its Move value for that move, (for example, if this fighter makes a Run Move, first roll 2d6" to determine its Move value, then roll an additional d6 and add it to the Move value as normal).

Splat!: After this fighter finishes a Charge move, pick 1 enemy fighter they are engaged with. That fighter is hit with the following attack 3 times:

Rend	Damage
-1	1

Large and Heavy: This fighter cannot climb or jump. In addition, each time this fighter is set up, they must be set up on the battlefield floor and they must finish each move on the battlefield floor.

Name	Attacks	Rend	Damage	Critical Damage	Weapon Traits
Crushing Bulk	3	-1	2	d3+1	*Bludgeon, Natural Weapon*

"screeeeeeeeeeee-!"

Beasts

Giant Rat

Beast, Verminkin, Rat

20 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
8"	5+	-	6+	4	1	2

Wargear: This fighter is equipped with a nasty bite melee weapon (see below) they cannot be equipped with any other wargear.

Starting Experience: 0

Name	Attacks	Rend	Damage	Critical Damage	Weapon Traits
Nasty Bite	4	-	1	1	*Natural Weapon, Poison*



Death Covens

The City is a place of death. The Black Rot has left the population decimated, with bodies piled high in the streets or cast into mass graves. Their stench now permeates the very soil where it has taken on a dark will of its own.

Each night, as the sun sinks beneath the western horizon and the moon rises in its stead, the long dead awaken from their slumber. Ancient barrows beyond the City's eastern limits stir once more, while the soil of the City's many cemeteries churns with the rising dead.

Such a forsaken place has become a haven for the creatures of the night. Vampyres, once forced to conceal their cursed lineage, now stalk the streets openly. Necromancers, exiled from the lands of Men for their blasphemous craft, find not only sanctuary within the City but an endless supply of corpses to swell their ranks.

Then there are those drawn from the far north, nobles with the blood of wolves coursing through their veins. They come seeking the thrill of the hunt amidst the City's ruin, and will not rest until they have had their fill.

This section includes all the rules for recruiting a **Death Covens** warband. On the following pages you can find the following:

- **Origins** (pg xx)
- **Strongholds** (pg xx)
- **Stronghold Upgrades** (pg xx)
- **Death Covens Fighter List** (pg xx)
- **The Coven Armoury** (pg xx-xx)
- **Death Covens Spell Lores** (pg xx)
- **Death Covens Skills** (pg xx)
- **Death Covens Fighter Scrolls** (pg xx-xx)

ORIGINS

Before hiring any fighters, pick an origin for your warband and make a note on your warband roster. Each origin comes with different special rules and restrictions. You can find the strongholds on the following page.

Aristocrats of Blood

For centuries, this noble house concealed its vampyric curse behind titles and wealth. With the City's fall, there is no longer any need for pretence. Their masquerade has ended. Now the revelry begins.

Leader

You must recruit a **Bloodcursed Noble** to lead your warband at the start of the campaign.

Stronghold

You begin the campaign with the **Opulent Manor** stronghold.

Special Rules

Your warband can include 0-3 Bloodcursed Knights.

Rogue Necromancer

Outlawed and relentlessly pursued by the Witch Hunters Guild, this powerful Necromancer has sought refuge within the City, where the recent dead provide an endless supply of 'specimens'.

Leader

You must recruit a **Necromancer** to lead your warband at the start of the campaign.

Stronghold

You begin the campaign with the **Embalmer's Hall** stronghold.



The Hunt Descends

From the snow-capped peaks and dark forests of the north, word has reached an ancient aristocrat of fresh hunting grounds.

Leader

You must recruit a **Lycanfell Noble** to lead your warband at the start of the campaign.

Stronghold

You begin the campaign with the **Woodland Estate** stronghold.

Special Rules

Your warband can include any number of Dire Wolves (they do not count towards your Beasts limit).

Awakened Lord

The City's fall stirred this ancient lord from his long slumber. To his banner gather clansmen still bound by oaths sworn in life. He vows to reclaim his former domain.

Leader

You must recruit a **Barrow Lord** to lead your warband at the start of the campaign.

Stronghold

You begin the campaign with the **Ancient Barrows** stronghold.



STRONGHOLDS

Every Death Covens warband controls one of the following **strongholds** during the campaign. The stronghold is determined by the origin picked for the warband. You can find out more about strongholds in Chapter 5 on page xx.

Opulent Manor



Situated in the noble's district, this estate has seemingly survived the plague untouched. Behind its high walls can be seen the glimmer of firelight, and the sounds of decadent feasting.

Special Rules

Banquet of Blood: In step 3 of the Aftermath sequence pick up to 3 friendly *Vampyre* fighters to sit at the table. Each of those fighters earns d6 bonus experience. If you won the battle, each of those fighters earns 2d6 bonus experience instead.

Embalmer's Hall



Shelves laden with fragrant herbs, posies, and hardened pine resin fill the Embalmers' Hall with a sweet aroma. Beneath it lingers the unmistakable stench of corpses.

Special Rules

Necromantic Study: In each Aftermath sequence, pick 1 of the following:

- *Read Forbidden Scrolls:* In step 3, your Leader gains 5 bonus experience.
- *Create a Zombie:* In step 6, roll a dice. On a 5+, your Leader has successfully created a Zombie from one of the hall's corpses. You can recruit a Zombie to your warband for 0 silver.

Woodland Estate



Hidden amongst the northern forests, the Lycanfell Noble's woodland estate serves as the heart of his hunting court. Faded tapestries and grisly trophies adorn its walls, while iron braziers light its cold halls. Beyond the estate, the howls of gathering wolves echo through the trees.

Special Rules

Trophy Room: Each time a *Beast* or *Brute* that was taken down by your Leader is killed, your Leader earns 10 bonus experience.

A Howl in the Night: In step 6 of the Aftermath sequence, roll a dice. On a 6, a Dire Wolf emerges from the forest. You can recruit a Dire Wolf to your warband for 0 silver.

Ancient Barrows



Set beneath the eastern hills on the City's outskirts, these ancient barrows have long stood silent. Now, rumours spread of the restless dead and an undead lord gathering his forgotten host, preparing to march upon the City once more.

Special Rules

Barrow Offering: In step 6 of the aftermath sequence, roll a dice. On a 6, mortals from the City have left an offering. Roll once on the **Curiosities table** (pg xx).

Immortal Slumber: If your Leader is 'Laid to Rest' (pg xx), they are not removed from your warband. Instead they miss the next d3 battles as they slumber. You can pick a Champion to *assume command* until they return (pg xx).

STRONGHOLD UPGRADES

During the campaign, Death Covens warbands will be able to upgrade their stronghold with the following **stronghold upgrades**. You can find out more about stronghold upgrades on page xx:

Blackrose Orchard

Around the grounds of your stronghold grow tangled thickets that flower with black-petaled roses.

Dark Harvest: In step six of the aftermath sequence, roll a dice. On a 5+, you receive 1 Blackrose Balm (pg xx).

Exhumed Crypt

Deep beneath your stronghold lie the remains of an ancient and powerful warrior. You exhume their crypt in the hopes of finding a powerful relic within...

Treasure of the Crypt: When this upgrade is picked, you can roll once on the Relics table (pg xx).

Gargoyle's Tower

This lofted tower is one no mortal would dare ascend, for its battlements are home to a gathering of gargoyles. From here, they take to the skies, circling high above the City before descending upon their prey.

Circle the Skies Above: If a friendly Gargoyle starts the battle in reserve, instead of making a reinforcement roll for them, you can say they are circling the skies above. If you do so, they arrive in the Start of Round step of the **next round,** before any reinforcement rolls are made. They can be set up anywhere on the battlefield more than 9" away from all enemy fighters.

Ossuary

The bones of generations past are gathered within this morbid chamber, stacked in great piles and arranged in alcoves along its walls. There is no shortage of remains from which to fashion new skeletal thralls.

Ossified Remains: Reduce the cost of recruiting *Skeleton* fighters to your warband by 10 silver.

Household Poisoner

You take a manservant with knowledge of various toxins under your employ. As each night draws to a close, they prepare a fresh vial of poison.

A Night's Work: In step six of the aftermath sequence, you receive 1 Vial of Poison (pg xx).

Necromancer's Mausoleum

The remains of a powerful necromancer are brought to your Stronghold and enshrined within a mausoleum. This conduit of necromantic sorcery bolsters your own magical prowess.

Nexus of Dark Magic: Each battle, you can ignore the first miscast by a friendly *Wizard*.





Death Covens Fighters List

LEADERS (1)

Bloodcursed Noble	185s
Necromancer	165s
Lycanfell Noble	170s
Barrow Lord	130s

CHAMPIONS (0-3)

0-1 Bloodcursed Courtesan	125s
0-1 Bloodcursed Knight	95s
0-1 Misbegotten	65s
0-1 Necromancer's Apprentice	120s
Barrow Champion	85s

HENCHMEN (5+)

0-3 Manservant	45s
Skeleton Warrior	40s
Zombie	35s

BRUTES (0-2)

Zombie Ogre	95s
Gargoyle	150s

BEASTS (0-3)

Dire Wolf	50s
Dire Bat	60s

Coven Armoury

MAIN LIST

MELEE WEAPONS

Axe	16s
Club/Mace/Hammer	14s
Dagger	10s
Flail	14s
Halberd	34s
Spear	16s
Sword	18s

ARMOUR

Cuirass	20s

ITEMS

Shield	10s

SKELETON WARRIOR LIST

RANGED WEAPONS

Longbow	26s
Shortbow	16s

ITEMS

Ancient Banner	25s

CHAMPION LIST

MELEE WEAPONS

Cursed Blade	40s
Great Mace	38s
Heavy Axe	40s

ARMOUR

Full-plate	40s

ITEMS

Ancient Banner	25s
Bestial Companion	30s
Spirit Guardian	45s
Winged Familiar	12s

ZOMBIE OGRE LIST

MELEE WEAPONS

Ogre Blade	36s
Ogre Great Weapon	50s
Ogre Mace	38s

ITEMS

Shield	10s

PRACTITIONER LIST

MELEE WEAPONS

Arcane Staff	10s
Ensorcelled Weapon	26s
Sword	18s
Cursed Blade	40s

Designer's Note: *You can use any weapon to represent the Ensorcelled Weapon.*

ARMOUR

Warded Robes	10s

ITEMS

Grimoire	15s
Bestial Companion	30s
Winged Familiar	12s
Spirit Guardian	45s



Coven Armoury - Melee Weapons

Name	Attacks	Rend	Damage	Critical Damage	Weapon Traits	Silver
Arcane Staff	2	-	1	d3	*Arcane, Off-hand*	10s
Axe	3	-1	1	d3	*Off-hand*	16s
Club/Mace/ Hammer	3	-	1	d3	*Bludgeon, Off-hand*	14s
Cursed Blade	3	-1	1	d3	*Arcane, Guard, Off-hand, Poison*	40s
Dagger	3	-	1	d3	*Off-hand*	10s
Ensorcelled Weapon	3	-1	1	d3	*Arcane*	26s
Flail	3	-	1	d3	*Off-hand, Wrap*	14s
Great Mace	3	-1	2	d3+1	*Bludgeon, Two-handed, Unwieldy*	38s
Halberd	3	-1	1	d3+1	*Brace, Polearm, Two-handed*	34s
Heavy Axe	3	-2	2	d3+1	*Two-handed, Unwieldy*	40s
Ogre Blade	3	-1	2	d3+1	*Off-hand*	36s
Ogre Great Weapon	3	-2	3	d3+2	*Two-handed*	50s
Ogre Mace	3	-1	2	d3+1	*Bludgeon, Off-hand*	38s
Spear	3	-	1	d3	*Brace, Polearm, Two-handed*	16s
Sword	3	-	1	d3	*Guard, Off-hand*	18s

Coven Armoury - Ranged Weapons

Name	Range	Attacks	Rend	Damage	Critical Damage	Weapon Traits	Silver
Longbow	28"	1	-1	d3	d6	*Heavy, Two-handed*	26s
Shortbow	16"	1	-	1	d6	*Two-handed*	16s

Weapon Trait Reminders

See the full rules on pages xx-xx.

Arcane	*Critical hits on 5+*
Bludgeon	*Critical hits deal 1 damage when saved*
Brace	*Initiative vs charging fighters*
Guard	*1 miss can parry a hit*
Heavy	*Move or Attack*
Natural Weapon	*Cannot parry*
Off-hand	*Can be used off-hand: 1 attack*
Poison	*Critical hits poison. Suffer 1 damage when activated. Ends when healed or 1 life remains*
Polearm	*Can be equipped with a Held Item, gains Unwieldy*
Two-handed	*1 per fighter. No off-hand attack*
Unwieldy	*-1 to attack rolls*
Wrap	*Cannot parry or be parried*

Coven Armoury - Armour & Items

Cuirass

Armour value 5+, 20 silver

Warded Robes

Armour value 6+, 10 silver

Roll a dice each time a fighter equipped with this armour is targeted by a spell cast by an enemy fighter. On a 4+, the spell has no effect on this fighter.

Full-Plate

Armour value 4+, 40 silver

Fighters equipped with this armour cannot be equipped with two-handed ranged weapons with the exception of a Brace of Pistols.



Ancient Banner

Held Item, Rare: 0-1, 25 silver

While this fighter is on the battlefield, you can re-roll flee tests.

You can re-roll Willpower tests made by friendly fighters while they are within 12" of this fighter and this fighter is visible to them.

Bestial Companion

Item, Rare: 0-1, 30 silver

Each time this fighter makes a melee attack, they can make 1 additional attack with the following weapon:

Rend	Damage	Critical Damage	Weapon Traits
-1	2	d3+1	*Natural Weapon*

Designer's Note: *This item is designed for miniatures that feature other creatures such as dire wolves on the same base. The Bestial Companion is not considered a separate fighter for any rules.*

Grimoire

Item, Rare: 0-1, 15 silver

Once per battle, after this fighter has made a casting roll, you can re-roll the casting roll.

Spirit Guardian

Item, Rare: 0-1, 45 silver

Once per battle this fighter can use the following bonus action:

Invoke Ethereal Protection [Bonus Action]: Until the end of the round, this fighter ignores Rend for attacks that target them. In addition, each time they make a successful armour roll against a melee attack, the attacking fighter suffers 1 damage.

Designer's Note: *This item is designed for miniatures that feature other creatures such as spirits and ghosts on the same base. The Spirit Guardian is not considered a separate fighter for any rules.*

Shield

Held Item, 10 silver

Improve this fighter's Armour value by 1, to a maximum of 2+. (For example, 6+ becomes 5+).

Winged Familiar

Item, Rare 0-1, 12 silver

Once per battle fighter can use the following bonus action:

Harry [Bonus Action]: Pick a visible enemy fighter within 24". Until the end of the round, that enemy fighter is *harried*. While a fighter is *harried*, each time they make a Move or Action they must pass a Willpower test, else they lose that Move or Action.

Lore of Necromancy (d6)

1 - Witchfire

Attack Spell

Casting Value [8+]

Place d3 witchfire tokens by the caster, to a maximum of 3. Once per activation, the caster can spend a witchfire token to make the following bonus action:

Witchfire Attack [Bonus Action]: The closest visible enemy fighter within 12" is targeted and hit with the following attack:

Rend	Damage
-	d3

Critical Cast [12+]: Place 3 witchfire tokens by the caster (to a maximum of 3) instead of d3.

2 - Ethereal Armour

Enchant Spell

Casting Value [8+]

Pick a visible friendly fighter within 6" of the caster to be the target, that fighter becomes *ethereal* until the end of the round. While a fighter is *ethereal*, Improve its Armour value by 1 (to a maximum of 2+).

Critical Cast [12+]: Increase the range of the spell from 6" to 12".

3 - Raise Zombie

Summon Spell

Casting Value [9+]

A *summoned* **Zombie** fighter (pg xx), is added to the caster's warband until it is taken down. Set up the fighter within 3" of the caster and not engaged in melee.

A warband cannot have more than 3 *summoned* fighters at any time. If the caster's warband already has 3 *summoned* fighters, they cannot cast this spell.

Critical Cast [12+]: The fighter can be set up within 9" of the caster and not engaged in melee.

4 - Twilight Translocation

Cantrip Spell

Casting Value [7+]

Pick another visible friendly fighter within 6" of the caster to be the target, remove them from the battlefield and set them up again, anywhere on the battlefield within 15" of the caster and not engaged in melee.

Critical Cast [12+]: When setting up the fighter, increase the range to 18".

5 - Death Blast

Attack Spell

Casting Value [9+]

Place the blast template centred on a point within 12" of the caster, it then scatters d6".

Each fighter in the template is targeted and hit with the following attack:

Rend	Damage
-1	d3+1

Critical Cast [12+]: It does not scatter.

6 - Balefire

Attack Spell

Casting Value [9+]

Place the flame template from the caster. Each fighter in the template is targeted and hit with the following attack:

Rend	Damage
-2	d3

Critical Cast [13+]: Add 1 to the Damage value.

Lore of Blood (d6)

1 - Draw Blood

Attack Spell

Casting Value [7+]

Pick the closest visible enemy fighter within 9" of the casting fighter to be the target. That fighter suffers 1 damage and the caster heals 1 point of life.

Critical Cast [10+]: The target suffers 2 damage and the caster heals 2 points of life instead.

2 - Cursed Blades

Enchant Spell

Casting Value [7+]

Pick a friendly fighter within 6" of the caster to be the target, then pick 1 of the target's melee weapons to be *cursed* until the end of the round. While a weapon is *cursed* it gains the *Arcane and Poison* weapon traits.

Critical Cast [10+]: Increase the range of the spell from 6" to 12".

3 - Raise Skeleton

Summon Spell

Casting Value [10+]

A *summoned* **Skeleton** fighter (pg xx), is added to the caster's warband until it is taken down. Set up the fighter within 3" of the caster and not engaged in melee.

The Skeleton is equipped with a Cuirass and a Shield as well as 1 of the following melee weapons; Club, Spear or Sword.

A warband cannot have more than 3 *summoned* fighters at any time. If the caster's warband already has 3 *summoned* fighters, they cannot cast this spell.

Critical Cast [14+]: The fighter can be set up within 9" of the caster and not engaged in melee.

4 - Recall

Cantrip Spell

Casting Value [7+]

Pick a friendly *Thrall* on the battlefield to be the target. Remove them from the battlefield and set them up again within 3" of the caster and not engaged in melee.

Critical Cast [10+]: You can pick up to 2 friendly *Thralls* instead of 1.

5 - Bat Scream

Hex Spell

Casting Value [8+]

Place the flame template from the caster. Each fighter in its area is targeted. Each targeted fighter suffers 1 damage. In addition they must pass a Willpower test else they become *disorientated* until the end of the round. While a fighter is *disorientated* , subtract 1 from their Attack and Parry rolls.

Critical Cast [10+]: Subtract 1 from the Willpower tests targeted fighters make.

6 - Sanguine Spear

Attack Spell

Casting Value [10+]

Draw a line from the caster, 12" long and 1" wide. Each visible enemy fighter the line passes through is hit by the following attack:

Rend	Damage
-2	d3

For each point of damage a target suffers, heal the caster 1 life point.

Critical Cast [14+]: Increase the range to 15".

Weapon Trait Reminders

See the full rules on pages xx-xx.

Arcane	*Critical hits on 5+*
Poison	*Critical hits poison. Suffer 1 damage when activated. Ends when healed or 1 life remains*

Death Covens Skills

Dark Aristocracy

Undead Aristocrat Leaders and *Champions* only

Cloud of Bats

Once per battle, this fighter can use the following bonus action:

Cloud of Bats [Bonus Action]: Remove the fighter from the battlefield, set them up again anywhere on the battlefield, wholly within 9" horizontally of their previous location. They cannot be set up engaged in melee.

Mesmeric Gaze

Once per battle, when this fighter makes a Melee Attack action, it can attempt to *mesmerise* the defending fighter. If they do so, the commanding players each roll a dice and add their fighter's Willpower value to the score. If this fighter's total exceeds the defending fighter's total, they are *mesmerised* for that action. While they are mesmerised, subtract 1 from the Attacks value of their melee weapons (off-hand attacks are not affected).

Unholy Strength

This fighter's melee weapons gain the *Bludgeon* weapon trait.

Supernatural Healing

This fighter cannot suffer permanent injuries. If they suffer an injury it is always temporary (pg xx).

In addition, if this fighter is killed, you can immediately make a Willpower test for them. If passed, they are not killed but miss the next d3 battles as they slumber. If they are your Leader, pick a Champion in your warband to *assume command* in their absence (pg xx).

Leech Blood

Once per battle, this fighter can use the following bonus action:

Leech Blood [Bonus Action]: Each enemy fighter within 9" of this fighter must take a Willpower test. If they fail, they suffer 1 damage and this fighter heals 1 life.

Relentless Attacker

Subtract 1 from parry rolls made against attacks made by this fighter.



Undying Lords

Undead Skeleton Leaders and *Champions* only

Death March

Once per battle, this fighter can use the following bonus action:

Death March [Bonus Action]: Until the end of the round, add 2 to the Move value of friendly *Thralls* who begin a move while they are within 9" of this fighter.

Rise Again

When this fighter is taken down for the first time in battle, mark its location with a token. At the start of each subsequent round you can roll a dice, on a 6 the fighter returns.

If the fighter returns, set them up on the battlefield as close to the marked location as possible. They heal d3 life points. A fighter can only return once per battle in this manner.

Chill Touch

Add 1 to the Critical Damage value of this fighter's melee weapons.

Dread Aura

This fighter *causes fear*. Enemy fighters that start their activation engaged in melee with a fighter that causes fear must pass a Willpower test. If they fail, their activation immediately ends.

Enemy fighters that also cause fear can ignore this rule.

Drag Down Into the Earth

When this fighter is taken down while engaged in melee, pick 1 fighter it is engaged with, they suffer d3 damage.

Kingsguard

This skill can only be picked for a *Champion*.

If an enemy fighter finishes a Charge Move engaged in melee with a friendly Leader, and this fighter is not engaged, this fighter can make a Charge Move. This fighter must finish that Charge Move engaged in melee with that enemy fighter. If it does so, the enemy fighter must target this fighter with any melee attack actions it makes this activation.

Death Coven Names

You can use the table below to quickly generate a name for a Death Coven fighter. These can also be used to create a 'House', (eg. *House Dragul*). Lastly, you can make a name sound more feminine by adding '-a' to a name ending in a consonant (eg. *Barovyr* becomes *Barovyra*).

d66	1	2	3	4	5	6
10	*Alaric*	*Barovyr*	*Casimir*	*Dargoi*	*Dragomir*	*Dragul*
20	*Garganov*	*Gavril*	*Grigor*	*Ilvar*	*Karstig*	*Kostan*
30	*Lazar*	*Lucian*	*Marek*	*Matei*	*Mausar*	*Mircea*
40	*Morovin*	*Morvane*	*Nicolai*	*Noskar*	*Oleg*	*Ossrik*
50	*Radimir*	*Radovan*	*Sorin*	*Stevrik*	*Strigan*	*Strigor*
60	*Valek*	*Vargoi*	*Vasile*	*Viktor*	*Vrykan*	*Zorvyr*

Death Covens Fighter Scrolls

Leaders

Bloodcursed Noble

Leader, Undead, Wizard, Vampyre, Aristocrat

185 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	3+	5+	6+	5	4	6

Wargear: This fighter can be equipped with wargear from the **Main List** and **Champion List** from the **Coven Armoury**.

Starting Experience: 60+d6.

Special Rules

Noble Blood: When this fighter is recruited, pick 1 skill for them.

Spellcraft: This fighter knows the **Lore of Blood**. When they are recruited, pick 1 spell from it to be their signature spell. In addition, at the start of each battle they prepare 1 random spell from it.

"The City belongs to the night."

Necromancer

Leader, Human, Wizard

165 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	4+	6+	6+	3	5	5

Wargear: This fighter can be equipped with wargear from the **Practitioner List** from the **Coven Armoury**.

Starting Experience: 60+d6.

Special Rules

Master of Necromancy: This fighter knows the **Lore of Necromancy**. When they are recruited, pick 2 spells from it to be their signature spells. In addition, at the start of each battle they prepare 1 random spell from it.

"I have studied the art of death longer than you have drawn breath."

Lycanfell Noble

Leader, Undead, Werwulf, Aristocrat

170 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	3+	4+	6+	4	4	6

Wargear: This fighter can be equipped with wargear from the **Main List** and **Champion List** from the **Coven Armoury**.

Starting Experience: 60+d6.

Special Rules

Noble Blood: When this fighter is recruited, pick 1 skill for them.

Bestial Transformation: Once per battle, at the start of this fighter's activation it can *transform*. If it does so, remove this fighter from the battlefield and set up the Lycanfell Beast at the same location (or as close to it as possible). Any damage the Lycanfell Noble has suffered, the Lycanfell Beast has also suffered.

The Lycanfell Beast immediately makes its activation.

"The wind bears the scent of blood. The hunt calls me once more."

Lycanfell Beast

Leader, Undead, Werwulf

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	2+	6+	5+	5	4	8

Wargear: This fighter comes equipped with Wulfen Claws (see below).

Special Rules

Temperamental Transformation: Each time this fighter activates, at the end of its activation it must pass a Willpower test else the *transformation ends*.

When the transformation ends, remove this fighter from the battlefield then set up the Lycanfell Noble at the same location (or as close to it as possible). Any damage the Lycanfell Beast has suffered, the Lycanfell Noble has also suffered. If this would reduce the Lycanfell Noble to zero life, they are taken down.

Vestiges of the Noble: While this fighter is on the battlefield, it is treated as a new fighter that is added to the warband. It has none of the Lycanfell Noble's Wargear, Skills or Injuries etc. If the Lycanfell Noble was under the effects of a spell or another rule, this fighter is not affected. In addition, the following rules apply:

- **Scenarios:** If the scenario gave the Lycanfell Noble a mark (such as being the 'Hit' in Street of Death), this fighter has that mark.
- **Treasure:** If the Lycanfell Noble was carrying treasure when it transformed, this fighter is carrying the treasure. Likewise, if this fighter is carrying treasure when the transformation ends, the Lycanfell Noble is now carrying that treasure.
- **Taken Down:** If this fighter is taken down, the Lycanfell Noble is also taken down, (together they count as 1 for the purposes of Flee Tests).
- **Experience:** Any bonus experience this fighter would have earned is granted to the Lycanfell Noble instead.

Name	Attacks	Rend	Damage	Critical Damage	Weapon Traits
Wulfen Claws	3	-1	2	d3+1	*Bludgeon, Natural Weapon*

"Flesh... blood... marrow..."

Barrow Lord

Leader, Undead, Skeleton

130 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
4"	3+	6+	6+	3	4	6

Wargear: This fighter can be equipped with wargear from the **Main List** and **Champion List** from the **Coven Armoury**.

Starting Experience: 60+d6.

Special Rules

Noble Lineage: When this fighter is recruited, pick 2 skills for them.

Unshakeable: This fighter ignores the *Fear* special rule and all rules that would make them scatter (eg. the *Scare* weapon trait).

"I command thee to rise again."

Champions

0-1 Bloodcursed Courtesan

Champion, Undead, Wizard, Vampyre, Aristocrat

125 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	4+	6+	6+	5	4	4

Wargear: This fighter can be equipped with wargear from the **Practitioner List** from the **Coven Armoury**.

Starting Experience: 40+d6.

Special Rules

Blood Magic: This fighter knows the **Lore of Blood**. When they are recruited, pick 1 spell from it to be their signature spell. In addition, at the start of each battle they prepare 1 random spell from it.

"Come hither... I insist."



0-1 Bloodcursed Knight

Champion, Undead, Vampyre, Aristocrat

95 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	3+	5+	6+	5	4	5

Wargear: This fighter can be equipped with wargear from the **Main List** and **Champion List** from the **Coven Armoury**.

Starting Experience: 40+d6.

Special Rules

Martial Lineage: When this fighter is recruited, pick 1 skill for them.

"Kneel, and I may grant you a swift death."





0-1 Misbegotten

Champion, Undead, Vampyre

65 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	4+	5+	6+	5	2	4

Wargear: This fighter can be equipped with wargear from the **Main List** and **Champion List** from the **Coven Armoury**.

Starting Experience: 30+d6.

Special Rules

Bloodline Mutations: When this fighter is recruited, you can pick 1 of the following bloodline mutations, (each comes with a silver cost):

- *Bat Wings (+15 silver):* This fighter has the *Fly* keyword.
- *Wulfen Legs (+10 silver):* This fighter's Move value is 7".
- *Hulking Form (+30 silver):* This fighter's Life value is 8.

"No... look not upon me..."





0-1 Necromancer's Apprentice

Champion, Human, Wizard

120 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	4+	6+	6+	3	4	4

Wargear: This fighter can be equipped with wargear from the **Practitioner List** from the **Coven Armoury**.

Starting Experience: 40+d6.

Special Rules

Spellcraft: This fighter knows the **Lore of Necromancy**. When they are recruited, pick 1 spell from it to be their signature spell. In addition, at the start of each battle they prepare 1 random spell from it.

"The secrets of the grave shall be mine in time."



Barrow Champion

Champion, Undead, Skeleton

85 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
4"	3+	6+	6+	3	4	5

Wargear: This fighter can be equipped with wargear from the **Main List** and **Champion List** from the **Coven Armoury**.

Starting Experience: 40+d6.

Special Rules

Veteran in Life: When this fighter is recruited, pick 1 skill for them.

Unshakeable: This fighter ignores the *Fear* special rule and all rules that would make them scatter (eg. the *Scare* weapon trait).

"Death does not relinquish duty."

Weapon Trait Reminders

See the full rules on pages xx-xx.

Natural Weapon	*Cannot parry*
Poison	*Critical hits poison. Suffer 1 damage when activated. Ends when healed or 1 life remains*

Henchmen

0-3 Manservant

Henchman, Demi-human

45 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	4+	6+	6+	3	3	4

Wargear: This fighter can be equipped with wargear from the **Main List** from the **Coven Armoury**.

Starting Experience: 20+d6.

"Yes, m'lord?"

Skeleton Warrior

Henchman, Undead, Skeleton, Thrall

40 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
4"	4+	4+	6+	3	2	4

Wargear: This fighter can be equipped with wargear from the **Main List** and the **Skeleton Warrior List** from the **Coven Armoury**.

Starting Experience: 0

Special Rules

Unshakeable: This fighter ignores the *Fear* special rule and all rules that would make them scatter (eg. the *Scare* weapon trait).

Zombie

Henchman, Undead, Zombie, Thrall

35 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
4"	5+	6+	6+	1	2	4

Wargear: This fighter is equipped with a zombie bite (see below) they cannot be equipped with any other wargear.

Starting Experience: 0

Special Rules

Unshakeable: This fighter ignores the *Fear* special rule and all rules that would make them scatter (eg. the *Scare* weapon trait).

Name	Attacks	Rend	Damage	Critical Damage	Weapon Traits
Zombie Bite	3	-	1	d3	*Natural Weapon, Poison*

Brutes

Zombie Ogre

Brute, Undead, Zombie, Thrall

95 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
4"	4+	6+	6+	1	2	8

Wargear: This fighter can be equipped with wargear from the **Zombie Ogre List** from the **Coven Armoury**.

Starting Experience: 0

Special Rules

Unshakeable: This fighter ignores the *Fear* special rule and all rules that would make them scatter (eg. the *Scare* weapon trait).

Gargoyle

Brute, Undead, Gargoyle, Thrall, Fly

150 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
6"	3+	6+	6+	3	3	8

Wargear: This fighter is equipped with stone talons (see below) they cannot be equipped with any other wargear.

Starting Experience: 0

Special Rules

Unshakeable: This fighter ignores the *Fear* special rule and all rules that would make them scatter (eg. the *Scare* weapon trait).

Name	Attacks	Rend	Damage	Critical Damage	Weapon Traits
Stone Talons	3	-1	2	d3+1	*Bludgeon, Natural Weapon*

Weapon Trait Reminders

See the full rules on pages xx-xx.

Bludgeon	*Critical hits deal 1 damage when saved*
Natural Weapon	*Cannot parry*

Dire Bat

Beast, Undead, Bat, Fly

60 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
10"	5+	-	6+	3	1	3

Wargear: This fighter is equipped with biting fangs bite (see below) they cannot be equipped with any other wargear.

Starting Experience: 0

Special Rules

Vampyric Bite: Each time an enemy suffers 1 or more damage from a melee attack made by this fighter, heal this fighter 1 life point.

Name	Attacks	Rend	Damage	Critical Damage	Weapon Traits
Biting Fangs	4	-	1	1	*Natural Weapon*

Dire Wolf

Beast, Undead, Dog

50 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
7"	3+	-	6+	4	1	5

Wargear: This fighter is equipped with a necrotic bite (see below) they cannot be equipped with any other wargear.

Starting Experience: 0

Special Rules

Sniff 'em Out: Enemy fighters that are hidden are not hidden while they are within 9" of this fighter.

Trackers: When exploring the city (pg xx). If your scouting party includes a Hunting Dog, you gain 1 **exploration re-roll** (units dice only).

Name	Attacks	Rend	Damage	Critical Damage	Weapon Traits
Necrotic Bite	3	-1	1	d3	*Natural Weapon*



The Blighted Cloister

The Blighted Cloister are a secretive monastic order of knights and sorcerer-priests who believe the Black Rot to be not a curse but a blessing bestowed upon the City. Behind the high stone-walls of their abbeys they nurse the sick and disease-ridden with no intention to cure them. Instead, they are nurtured into swollen vessels of pestilence and venerated as living saints.

Within the Cloister's innermost circles, their creed has descended further into blasphemy. Prayers have given way to dark pacts, and hymns to whispered invocations. The Black Rot has drawn the eyes of demonic entities who seek to walk the mortal world to sow plague and disease. These demons grant strength to the knights of the Cloister, transforming them into bloated and rotten creatures that tower over lesser men. The price is their soul, and as the demonic corruption twists their insides there are few who retain their sanity for long.

This section includes all the rules for recruiting a **Blighted Cloister** warband. On the following pages you can find the following:

- **Origins** (pg xx)
- **Strongholds** (pg xx)
- **Stronghold Upgrades** (pg xx)
- **Blighted Cloister Fighter List** (pg xx)
- **The Cloister Armoury** (pg xx-xx)
- **Blighted Cloister Spell Lores** (pg xx)
- **Blighted Cloister Skills** (pg xx)
- **Blighted Cloister Fighter Scrolls** (pg xx-xx)

ORIGINS

Before hiring any fighters, pick an origin for your warband and make a note on your warband roster. Each origin comes with different special rules and restrictions. You can find the strongholds on the following page.



Knights-Militant

This band of knights have claimed an old keep deep within the City for the Cloister. From here they launch crusades into the ruins, bringing a swift death to any who do not venerate the Living Saints.

Leader

You must recruit a **Knight-Abbot** to lead your warband at the start of the campaign.

Stronghold

You begin the campaign with the **Fortified Keep** stronghold.

Special Rules

Your warband can recruit any number of Cloister Knights.



Priesthood of Sorcerers

Once renowned for illuminating manuscripts of great beauty, this corrupted priesthood now pores over the ancient scrolls preserved within their abbey, uncovering plagues and afflictions of yore so they may be unleashed upon the world anew.

Leader

You must recruit a **High Sorcerer** to lead your warband at the start of the campaign.

Stronghold

You begin the campaign with the **Secluded Scriptorium** stronghold.

Special Rules

Your warband can recruit 0-2 Cloister Sorcerers.



The Anointed One

From the Cloister's innermost circles comes forth a warrior bearing the mark of a demonic patron. In return for carrying out its dark designs within the City, he is bestowed with unholy gifts that warp both flesh and soul.

Leader

You must recruit a **Knight-Abbot** to lead your warband at the start of the campaign.

Stronghold

You begin the campaign with the **Unholy Altar** stronghold.

Special Rules

Your warband can recruit any number of Rot Demons.



Blessed Rabble

Led by one who speaks for the Living Saints, a swelling congregation gather on the streets of the City to hear his sermons. Ignited with fervour, they venture forth into the city believing themselves blessed with divine purpose.

Leader

You must recruit a **High Sorcerer** to lead your warband at the start of the campaign.

Stronghold

You begin the campaign with the **Street Pulpit** stronghold.



STRONGHOLDS

Every Blighted Cloister warband controls one of the following **strongholds** during the campaign. The stronghold is determined by the origin picked for the warband. You can find out more about strongholds in Chapter 5 on page xx.

Fortified Keep



Once abandoned, this timeworn keep has been reclaimed by the Cloister and fortified against the dangers of the City. Here, its knights drill tirelessly in the arts of war, ever preparing for the next crusade into the ruins.

Special Rules

Martial Training: In step 3 of the aftermath sequence you can pick up to 3 friendly *Knight* fighters to take part in martial training. Each of those fighters earns d6 bonus experience.

Search the City: In step 4 of the aftermath sequence, if you won the battle, you gain 1 **exploration re-roll**.

Unholy Altar



The walls of this hidden sanctum are covered with profane sigils, each daubed in dried blood. The Anointed One enters alone and kneels before the altar in silent communion, awaiting the judgement of the demon that lays claim to his soul.

Special Rules

Demonic Communion: In step 6 of the aftermath sequence, roll on the table below. If you won the battle, roll 3d6. If you lost, roll 2d6:

2	**Damnation:** Your leader is killed. You can add a Demonic Rotspawn to your warband for 0 silver. It bears the name of your former leader.
3-8	**Silence:** No effect.
9-12	**Minor Boon:** Your leader earns 5 bonus experience.
13-15	**Demonic Ally:** You can add a Rot Demon or a Rotling to your warband for 0 silver.
16+	**Major Boon:** Your leader earns 20 bonus experience.

Secluded Scriptorium



By candlelight, the High Sorcerer oversees a host of hooded scribes as they translate forgotten manuscripts and corrupt works of medicine into foul treatises on plague and poison.

Special Rules

Blasphemous Study: In step 6 of the aftermath sequence, you can pick 1 of the following:

- *Scry Ancient Scrolls:* Roll a dice for each *Wizard* in your warband. Record an ongoing tally on your Warband Roster. Each time the tally exceeds a multiple of 20, you can pick a Wizard in your warband to earn enough experience to receive their next advancement.
- *Brew Concoctions:* Roll a dice for each *Wizard* in your warband. For each roll of 5+, you can add 1 Vial of Poison (pg xx) to your stash.

Street Pulpit



Each night, beneath this weathered pulpit, those afflicted with the Black Rot gather before the congregation to receive the Cloister's blessing. Those who have fallen in battle are brought forth and raised upon wooden crosses, where they are left to fester, their decaying bodies venerated as holy martyrs.

Special Rules

Venerate Living Saints: Each time a Dreg Cultist in this warband gains a level of Black Rot, they earn 5 bonus experience.

Canonise the Fallen: Each time a fighter in this warband is killed, every Dreg Cultist in this warband earns 10 additional bonus experience in step 3 of the aftermath sequence.



STRONGHOLD UPGRADES

During the campaign, Blighted Cloister warbands will be able to upgrade their stronghold with the following **stronghold upgrades**. You can find out more about stronghold upgrades on page xx:

Hospice



You establish a hospice where the sick and afflicted are brought to receive care from the Cloister's devoted attendants. Here, wounds are tended and suffering eased, although where the Black Rot is found, it is nurtured.

Nurture Sickness: In step six of the aftermath sequence, you can pick 1 friendly fighter with any temporary injuries. Remove 1 of their temporary injuries, they gain 1 level of Black Rot.

Ritual Chamber



Deep within the Cloister you consecrate a chamber to the unholy powers. Blasphemous sigils and runes are etched into its stone walls, and from here your sorcerer-priests conduct dark rituals.

Unholy Pacts: In step 3 of the aftermath sequence you can pick 1 friendly *Demon* to earn d6 bonus experience.

Flykeeper



You bring a Flykeeper into your employ who begins to nurture a hive of Bloat Flies. Before long the air around the Cloister fills with an onerous buzzing.

Hive-spawn: In step 6 of the aftermath sequence, you can roll a dice. On a 5+, you can recruit 1 Bloat Fly to your warband for 0 silver.

Herbalist's Garden



An allotment within the Cloister grounds is set aside for a herbalist, who cultivates medicinal herbs and prepares tonics and remedies for the Cloister.

Medicinal Remedies: In step six of the aftermath sequence, you receive 1 Healing Tonic (pg xx).

Bell Tower



You construct a colossal bell tower above your stronghold. When its bell chimes, the sound can be heard all over the City.

The Bell Tolls: Once per battle, when you activate your Leader, you can say the Bell Tower tolls. If you do so, friendly fighters gain the Unshakeable rule until the end of the round:

> **Unshakeable:** This fighter ignores the Fear special rule and all rules that would make them scatter (eg. the Scare weapon trait).

Alms Box



An alms box of blackened oak is fitted beneath the pulpit. In times of peril for the Cloister, it fills with the weight of silver, offered freely by the congregation as they pray for the City's salvation.

Congregation Collection: When you collect income from your stronghold, if you lost the battle, you receive an additional 3d6 silver.

Blighted Cloister Fighters List



LEADERS (1)

Knight-Abbot	190s
High Sorcerer	175s

CHAMPIONS (0-3)

0-1 Cloister Sorcerer	140s
Cloister Champion	145s
0-1 Darkcloven Shaman	145s
0-1 Demonic Rot-Herald	175s

HENCHMEN (5+)

0-3 Cloister Knight	95s
Dreg Cultist	30s
Darkcloven Beastmen	55s
0-3 Rot Demon	120s

BRUTES (0-2)

Demonic Rotspawn	130s
Demonic Rot-Colossal	200s

BEASTS (0-3)

Bloat Fly	50s
Rotling	25s

Cloister Armoury

MAIN LIST

MELEE WEAPONS

Axe	16s
Club/Mace/Hammer	14s
Dagger	10s
Flail	14s
Halberd	34s
Spear	16s
Sword	18s
Great Club	38s
Heavy Axe	40s

ITEMS

Shield	10s
Cloister Icon	25s

CHAMPION LIST

MELEE WEAPONS

Demonic Rot Blade	45s
Great Demonic Rot Blade	70s

ARMOUR

Full-plate	40s

DREG LIST

RANGED WEAPONS

Blowpipe	16s
Sling	14s

PRACTITIONER LIST

MELEE WEAPONS

Arcane Staff	10s
Ensorcelled Weapon	26s
Sword	18s

Designer's Note: *You can use any weapon to represent the Ensorcelled Weapon.*

ARMOUR

Warded Robes	10s

PRACTITIONER ITEM LIST

ITEMS

Grimoire	15s
Cauldron	40s
Demonic Familiar	30s
Ensorcelled Bell	10s

Cloister Armoury - Melee Weapons

Name	Attacks	Rend	Damage	Critical Damage	Weapon Traits	Silver
Arcane Staff	2	-	1	d3	*Arcane, Off-hand*	10s
Axe	3	-1	1	d3	*Off-hand*	16s
Club/Mace/ Hammer	3	-	1	d3	*Bludgeon, Off-hand*	14s
Dagger	3	-	1	d3	*Off-hand*	10s
Demonic Rot Blade	3	-1	1	d3	*Arcane, Guard, Poison*	45s
Demonic Rot Maw	3	-1	2	d3+1	*Arcane, Bludgeon, Natural Weapon, Poison*	-
Demonic Rot Strike	3	-1	1	d3	*Arcane, Natural Weapon, Poison*	-
Ensorcelled Weapon	3	-1	1	d3	*Arcane*	26s
Flail	3	-	1	d3	*Off-hand, Wrap*	14s
Great Demonic Rot Blade	3	-2	3	d3+2	*Arcane, Bludgeon, Poison, Two-handed, Unwieldy*	70s
Great Club	3	-1	2	d3+1	*Bludgeon, Two-handed, Unwieldy*	38s
Halberd	3	-1	1	d3+1	*Brace, Polearm, Two-handed*	34s
Heavy Axe	3	-2	2	d3+1	*Two-handed, Unwieldy*	40s
Proboscis	3	-	1	1	*Natural Weapon, Poison*	-
Spear	3	-	1	d3	*Brace, Polearm, Two-handed*	16s
Sword	3	-	1	d3	*Guard, Off-hand*	18s

Cloister Armoury - Ranged Weapons

Name	Range	Attacks	Rend	Damage	Critical Damage	Weapon Traits	Silver
Sling	16"	1	-	1	d3	-	14s
Blowpipe	12"	1	-	1	d3	*Poison*	16s

Weapon Trait Reminders

See the full rules on pages xx-xx.

Arcane	*Critical hits on 5+*
Bludgeon	*Critical hits deal 1 damage when saved*
Brace	*Initiative vs charging fighters*
Guard	*1 miss can parry a hit*
Heavy	*Move or Attack*
Natural Weapon	*Cannot parry*
Off-hand	*Can be used off-hand: 1 attack*
Poison	*Critical hits poison. Suffer 1 damage when activated. Ends when healed or 1 life remains*
Polearm	*Can be equipped with a Held Item, gains Unwieldy*
Two-handed	*1 per fighter. No off-hand attack*
Unwieldy	*-1 to Attack Rolls*
Wrap	*Cannot parry or be parried*

Cloister Armoury - Armour & Items

Cuirass

Armour value 5+, 20 silver

Warded Robes

Armour value 6+, 10 silver

Roll a dice each time a fighter equipped with this armour is targeted by a spell cast by an enemy fighter. On a 4+, the spell has no effect on this fighter.

Full-Plate

Armour value 4+, 40 silver

Fighters equipped with this armour cannot be equipped with two-handed ranged weapons with the exception of a Brace of Pistols.



Cauldron

Held Item, Rare: 0-1, 40 silver

[Action] This fighter can use this item as an action. The fighter takes a Willpower test. If they pass, pick a spell from a spell lore they know to be prepared.

Cloister Icon

Held Item, Rare: 0-1, 25 silver

While this fighter is on the battlefield, you can re-roll flee tests.

You can re-roll Willpower tests made by friendly fighters while they are within 12" of this fighter and this fighter is visible to them.

Demonic Familiar

Item, Rare: 0-1, 30 silver

Each time this fighter makes a melee attack, they can make 1 additional attack with the following weapon:

Rend	Damage	Critical Damage	Weapon Traits
-	1	d3	*Arcane, Natural Weapon, Poison*

Designer's Note: *This item is designed for miniatures that feature other small demonic creatures on the same base. The demonic familiar is not considered a separate fighter for any rules.*

Ensorcelled Bell

Item, Rare: 0-1, 10 silver

Once per battle, you can re-roll a **miscast roll** made for this fighter.

Grimoire

Item, Rare: 0-1, 15 silver

Once per battle, after this fighter has made a casting roll, you can re-roll the casting roll.

Shield

Held Item, 10 silver

Improve this fighter's Armour value by 1, to a maximum of 2+. (For example, 6+ becomes 5+).

Held Items

Some items have the *Held Item* keyword (eg. Shields). These items count towards the number of melee weapons a fighter can be equipped with instead of the number of items. In addition, they have the following rule:

Two-Handed Weapons and Held Items: A fighter cannot be equipped with a *held item* and a *two-handed* weapon, unless the weapon is a *polearm,* (eg. a Spear and Shield).

Blighted Cloister Spell Lores

Lore of Blessed Maggots (d6)

1 - Swollen Form

Enchant Spell

Casting Value [7+]

Pick a visible friendly fighter within 9" of the caster to be the target. That fighter is *swollen* until the end of the round. While a fighter is *swollen*, they can ignore the first 3 points of damage they suffer.

Critical Cast [10+]: Increase the range to 12"

2 - Black Mire

Hex Spell

Casting Value [8+]

Pick a visible point on the battlefield floor within 6" of the caster. Until the end of the round, the battlefield floor within 6" of that point is a *mire*. Subtract 2 from the maximum distance a non-*Cloister* fighter can move each time they move across the mire.

Critical Cast [12+]: The battlefield floor within 9" of that point is a *mire*, instead of 6".

3 - Erupting Sores

Attack Spell

Casting Value [8+]

The closest visible enemy fighter within 9" is targeted and suffers d3 damage. If they are not taken down, they must pass a Willpower test, else scatter d6".

Critical Cast [12+]: Increase the range to 12"

4 - Rain of Filth

Healing Spell

Casting Value [7+]

Place the blast template centred on a point within 12" of the caster, it then scatters d6".

Each fighter in the template is targeted and heals d3 life.

Critical Cast [12+]: It does not scatter.

5 - Putrid Blessing

Enchant Spell

Casting Value [8+]

Pick a friendly fighter within 6" of the casting fighter to be the target. That fighter has a *putrid blessing* until the end of the round. While a fighter has a *putrid blessing*, their Melee Weapons gain the *Arcane* and *Poison* weapon traits.

Critical Cast [10+]: Increase the range of the spell from 6" to 12".

6 - Black Bile

Attack Spell

Casting Value [9+]

Place the flame template from the caster. Each fighter in the template is targeted and hit with the following attack:

Rend	Damage
-1	d3

Critical Cast [14+]: Each fighter hit by the attack must pass a Willpower test else they become *poisoned*, (see the *Poison* weapon trait).

Weapon Trait Reminders

See the full rules on pages xx-xx.

Arcane	*Critical hits on 5+*
Poison	*Critical hits poison. Suffer 1 damage when activated. Ends when healed or 1 life remains*

Demonic Lore of Rot (d6)

1 - Summon Rotling

Summon Spell

Casting Value [9+]

A *summoned* Rotling fighter (pg xx), is added to the caster's warband until it is taken down. Set up the fighter within 3" of the caster and not engaged in melee.

A warband cannot have more than 3 *summoned* fighters at any time. If the caster's warband already has 3 *summoned* fighters, they cannot cast this spell.

Critical Cast [14+]: The fighter can be set up within 9" of the caster and not engaged in melee.

2 - Demonic Strength

Enchant Spell

Casting Value [8+]

Pick a friendly *Demon* or *Beastman* fighter within 6" of the caster to be the target. That fighter has *demonic strength* until the end of the round. While a fighter has *demonic strength*, add 1 to the Damage and Critical Damage values of their Melee Weapons.

Critical Cast [12+]: You can pick 2 fighters to be targets instead of 1.

3 - Rotten Insides

Hex Spell

Casting Value [6+]

The closest visible enemy fighter within 9" is targeted and suffers 1 damage. If they are not taken down, they have *rotten insides*. While a fighter has *rotten insides*, their Move value is 2". At the end of their activation, a fighter with *rotten insides* takes a Willpower test. If they pass, they no longer have rotten insides.

Critical Cast [12+]: Increase the range to 12"

4 - Plague Wind

Hex Spell

Casting Value [6+]

Place the blast template centred on a point within 15" of the caster. Each enemy fighter in the template is targeted and must pass a Willpower test else they become *poisoned*, (see the *Poison* weapon trait).

Critical Cast [10+]: Subtract 1 from any Willpower tests made for this spell.

5 - Protective Shroud

Enchant Spell

Casting Value [8+]

Pick a friendly *Demon* or *Beastman* fighter within 6" of the caster to be the target. That fighter has a *protective shroud* until the end of the round. While a fighter has a *protective shroud*, improve their Armour value by 1.

Critical Cast [12+]: Increase the range to 12"

6 - Plague Pit

Cantrip Spell

Casting Value [9+]

Place the blast template centred on a visible point on the battlefield floor within 9" of the caster. A pit opens here. In an order chosen by the commanding player of the caster, each fighter in the template is removed from the battlefield and set up again at the edge of the pit by its commanding player, not engaged in melee. If there is no space, they are set up as close to the edge of the pit as possible, not engaged in melee.

After being set up, the fighter must pass an Initiative test else suffer d3 damage and become *poisoned* (see the Poison weapon trait).

The pit remains in play until the end of the round. Fighters cannot move across the pit while they are on the battlefield floor. Any treasure tokens on the pit are destroyed.

Critical Cast [14+]: Increase the range from 9" to 12".

Blighted Cloister Skills

Ordained of the Cloister

Cloister Leaders and *Champions* only

Shepherd the Afflicted

Add 1 to the maximum distance other friendly fighters can move if they started the move within 6" of this fighter.

Demonic Conduit

Once per battle, when a friendly *Demon* fighter would be set up from reserve, they can instead be set up within 3" of this fighter, not engaged in melee with any enemy fighters.

Rite of Contagion

Once per battle, if this fighter is not engaged, this fighter can use the following bonus action:

Rite of Contagion [Bonus Action]: Each enemy fighter within 12" of this fighter must pass a Willpower test else suffer 1 point of damage and be *poisoned* (See the Poison weapon trait).

Last Rites

Each time another fighter is taken down within 6" of this fighter, this fighter can heal 1 life point.

Unholy Sermon

Once per battle, if this fighter is not engaged, this fighter can use the following bonus action:

Unholy Sermon [Bonus Action]: Until the end of the round, add 1 to Attack rolls for melee attacks made by friendly fighters while they are within 6" of this fighter.

The Black Benediction

Subtract 1 from the Damage and Critical Damage values of weapons while they target this fighter (to a minimum of 1).

Blessings of Saint Rot

Any *Cloister* fighter

Infested with Maggots

Each time this fighter activates, if it has suffered any damage, roll a dice. On a 4+, they heal 1 life point.

Black Blood

This fighter cannot be *poisoned*.

Toxic Miasma

Each time an enemy fighter activates while they are engaged in melee with this fighter, they must pass a Willpower test or suffer 1 point of damage.

Shroud of Flies

Subtract 1 from attack rolls that target this fighter.

Vessel of Black Rot

When this fighter is taken down, roll a dice for each enemy fighter within 6". On a 4+, they become *poisoned* (see Poison weapon trait).

Vector of Entropy

Worsen the Armour value of enemy fighters by 1 (to a minimum of '-') while they are engaged in melee with this fighter.



The Blighted Cloister Fighter Scrolls

Leaders

Knight-Abbot

Leader, Cloister, Human, Knight

190 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	3+	4+	4+	4	4	7

Wargear: This fighter is equipped with Full-Plate armour, (included in their recruit cost). They can be equipped with additional wargear from the **Main List** and **Champion List** from the **Cloister Armoury**.

Starting Experience: 60+d6.

Special Rules

Lord of the Cloister: When this fighter is recruited, pick 2 skills for them.

"Blessed are they whom the Black Rot hath chosen."

High Sorcerer

Leader, Cloister, Human, Wizard

175 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	4+	6+	6+	3	5	6

Wargear: This fighter can be equipped with wargear from the **Practitioner List** and **Practitioner Item List** from the **Cloister Armoury**.

Starting Experience: 60+d6.

Special Rules

Master of Dark Spellcraft: This fighter knows the **Lore of Blessed Maggots**. When they are recruited, pick 2 spells from it to be their signature spells. In addition, at the start of each battle they prepare 1 random spell from it.

"Count thy afflictions as blessings."



0-1 Cloister Sorcerer

Champion, Cloister, Human, Wizard

140 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	4+	6+	6+	3	4	5

Wargear: This fighter can be equipped with wargear from the **Practitioner List** and **Practitioner Item List** from the **Cloister Armoury**.

Starting Experience: 40+d6.

Special Rules

Dark Spellcraft: This fighter knows the **Lore of Blessed Maggots**. When they are recruited, pick 1 spell from it to be their signature spell. In addition, at the start of each battle they prepare 1 random spell from it.

"I'll see thy flesh boil and burn."



Cloister Champion

Champion, Cloister, Human, Knight

145 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	3+	4+	4+	4	4	6

Wargear: This fighter is equipped with Full-Plate armour, (included in their recruit cost). They can be equipped with additional wargear from the **Main List** and **Champion List** from the **Cloister Armoury**.

Starting Experience: 40+d6.

Special Rules

Lord of the Cloister: When this fighter is recruited, pick 1 skill for them.

"Corruption grants me strength."



0-1 Darkcloven Shaman

Champion, Cloister, Beastman, Wizard

145 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
6"	4+	6+	6+	4	4	5

Wargear: This fighter can be equipped with wargear from the **Practitioner List** and **Practitioner Item List** from the **Cloister Armoury**.

Starting Experience: 40+d6.

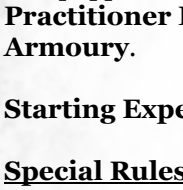
Special Rules

Darkcloven Magic: This fighter knows the **Lore of Blessed Maggots** and the **Demonic Lore of Rot**. However, when they are recruited they have no signature spells. At the start of each battle they prepare 1 random spell from each lore.

Ram Horns: After this fighter finishes a Charge Move, pick 1 enemy fighter engaged in melee with them to be the target. The target is hit by 2 attacks as follows:

Rend	Damage
-1	1

"Tonight the herd shall feast on blood and marrow."



0-1 Demonic Rot-Herald

Champion, Cloister, Demon, Wizard

175 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
4"	3+	6+	5+	4	4	6

Wargear: This fighter is equipped with a Demonic Rot Blade, (included in their recruit cost). They can be equipped with additional wargear from the **Practitioner Item List** from the **Cloister Armoury**.

Starting Experience: 40+d6.

Special Rules

Demonic Spellcraft: This fighter knows the **Demonic Lore of Rot**. When they are recruited, pick 1 spell from it to be their signature spell. In addition, at the start of each battle they prepare 1 random spell from it.

Demonic Wards: This fighter ignores Rend when making armour rolls.

Fear: This fighter *causes fear*. Enemy fighters that start their activation engaged in melee with a fighter that causes fear must pass a Willpower test. If they fail, their activation immediately ends.

Enemy fighters that also cause fear can ignore this rule.

"Thy flesh and thy soul shall know corruption, mortal."

Henchmen



0-3 Cloister Knight

Henchman, Cloister, Human, Knight

95 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	4+	6+	4+	3	3	5

Wargear: This fighter is equipped with Full-Plate armour, (included in their recruit cost). They can be equipped with additional wargear from the **Main List** from the **Cloister Armoury**.

Starting Experience: 30+d6.

"My blade serves the Living Saints."



Dreg Cultist

Henchman, Cloister, Human

30 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	5+	5+	6+	2	2	3

Wargear: This fighter can be equipped with wargear from the **Main List** and **Dreg List** from the **Cloister Armoury**.

Starting Experience: d6.

"The afflicted shall inherit the City."

Darkcloven Beastman

Henchman, Cloister, Beastman

55 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	4+	5+	6+	3	3	4

Wargear: This fighter can be equipped with wargear from the **Main List** from the **Cloister Armoury**.

Starting Experience: 20+d6.

Special Rules

Ram Horns: After this fighter finishes a Charge Move, pick 1 enemy fighter engaged in melee with them to be the target. The target is hit by 2 attacks as follows:

Rend	Damage
-1	1

"Feast on flesh!"

0-3 Rot Demon

Henchman, Cloister, Demon

120 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
4"	3+	6+	5+	4	4	5

Wargear: This fighter is equipped with a Demonic Rot Blade, (included in their recruit cost). They cannot be equipped with any other wargear.

Starting Experience: 30+d6.

Special Rules

Demonic Wards: This fighter ignores Rend when making armour rolls.

Fear: This fighter *causes fear*. Enemy fighters that start their activation engaged in melee with a fighter that causes fear must pass a Willpower test. If they fail, their activation immediately ends.

Enemy fighters that also cause fear can ignore this rule.

"Once more do I tread the mortal plane."

Weapon Trait Reminders

See the full rules on pages xx-xx.

Arcane	*Critical hits on 5+*
Bludgeon	*Critical hits deal 1 damage when saved*
Natural Weapon	*Cannot parry*
Poison	*Critical hits poison. Suffer 1 damage when activated. Ends when healed or 1 life remains*

Demonic Rotspawn

Brute, Cloister, Demon

130 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	3+	6+	5+	4	4	8

Wargear: This fighter is equipped with a Demonic Rot Maw (see below) they cannot be equipped with any other wargear.

Starting Experience: 30+d6.

Special Rules

Demonic Wards: This fighter ignores Rend when making armour rolls.

Fear: This fighter *causes fear*. Enemy fighters that start their activation engaged in melee with a fighter that causes fear must pass a Willpower test. If they fail, their activation immediately ends.

Enemy fighters that also cause fear can ignore this rule.

Name	Attacks	Rend	Damage	Critical Damage	Weapon Traits
Demonic Rot Maw	3	-1	2	d3+1	*Arcane, Bludgeon, Natural Weapon, Poison*

"Sate... my... hunger..."

Demonic Rot-Colossal

Brute, Cloister, Demon

200 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	4+	6+	5+	4	4	10

Wargear: This fighter is equipped with a Great Demonic Rot Blade, (included in their recruit cost). They cannot be equipped with any other wargear.

Starting Experience: 30+d6.

Special Rules

Demonic Wards: This fighter ignores Rend when making armour rolls.

Fear: This fighter *causes fear*. Enemy fighters that start their activation engaged in melee with a fighter that causes fear must pass a Willpower test. If they fail, their activation immediately ends.

Enemy fighters that also cause fear can ignore this rule.

Demonic Strength: This fighter ignores the *Unwieldy* weapon trait on its Demonic Rot Blade.

"Come hither, little mortal."

Bloat Fly

Beast, Cloister, Fly

50 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
10"	5+	-	6+	4	1	2

Wargear: This fighter is equipped with a proboscis (see below) they cannot be equipped with any other wargear.

Starting Experience: 0

Name	Attacks	Rend	Damage	Critical Damage	Weapon Traits
Proboscis	3	-	1	1	*Natural Weapon, Poison*

Rotling

Beast, Cloister, Demon

25 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
4"	4+	-	5+	3	2	3

Wargear: This fighter is equipped with a demonic rot strike (see below) they cannot be equipped with any other wargear.

Starting Experience: 0

Name	Attacks	Rend	Damage	Critical Damage	Weapon Traits
Demonic Rot Strike	3	-	1	d3	*Arcane, Natural Weapon, Poison*

Weapon Trait Reminders

See the full rules on pages xx-xx.

Arcane	*Critical hits on 5+*
Natural Weapon	*Cannot parry*
Poison	*Critical hits poison. Suffer 1 damage when activated. Ends when healed or 1 life remains*

Blighted Cloister Names

You can use the table below to quickly generate a name for a Blighted Cloister fighter.

d66	1	2	3	4	5	6
10	*Agabus*	*Anselm*	*Balthus*	*Blasius*	*Cadmus*	*Cassian*
20	*Corvinus*	*Dismas*	*Eleazar*	*Erasmus*	*Festian*	*Gideon*
30	*Ignatius*	*Isidor*	*Lazarus*	*Lucien*	*Malach*	*Morthus*
40	*Nicodem*	*Othmar*	*Paschal*	*Pestian*	*Pestor*	*Phocas*
50	*Pusian*	*Putrian*	*Raban*	*Remigius*	*Rotmar*	*Septimus*
60	*Severin*	*Silvan*	*Tertius*	*Theophilus*	*Vermian*	*Zacharias*

Blighted Cloister Epithets

You can use the table below to quickly generate an epithet for a Blighted Cloister fighter of renown or demon.

d66	1	2	3	4	5	6
10	*Acolyte of the Black Breath*	*Anointed of Corruption*	*Apostle of Miasma*	*Ashen One*	*Bearer of the Seventh Pox*	*Father of Maggots*
20	*Fly-Crowned*	*Giver of Blessed Sores*	*He of the Festering Throne*	*He Who Withereth All*	*He Whose Breath Befouleth*	*Keeper of the Ninth Sore*
30	*Mire-Born*	*O' the Thousand-Flies*	*O' the Unclean Miracle*	*Prince of Worms*	*Rot Incarnate*	*Scion of the Black Pox*
40	*Shepherd of Carrion*	*the Bloated Pastor*	*the Crawling Host*	*the Defiler of Altars*	*the Devourer of Flesh*	*the Ever-Hungry*
50	*the Festering Apostle*	*the Herald of the Last Plague*	*the Hollow-Eyed*	*the Mock Redeemer*	*the Page of Poxes*	*the Pale Reckoning*
60	*the Saint Defiled*	*the Unclean*	*the Unhallowed One*	*the Unshriven*	*the Withered Posie*	*Warden of the Festering Covenant*

Chapter Five

Campaigns

For every warband that enters the City, a tale is spun. A thread woven through battles fought, wounds suffered and fortunes found. What will the fate of your warband be? Do they have the grit, luck, or providence of the Saints to survive where others have perished?

It is time to enter the City and decide their fate.

This chapter covers playing through a **campaign** in Black Death City. A campaign is a framework that links individual battles into an ongoing narrative and challenges players to take their warband from humble beginnings to overcome their rivals and carve out a domain within the City.

A campaign has the following key elements:



Strongholds & Holdings

Every warband starts the campaign with a **stronghold**. As the campaign progresses they will get to pick from different stronghold upgrades to improve it.

In addition, warbands vie for control of **holdings** within the City. These include intact buildings, sites of interest and other assets, including powerful allies such as alchemists and leechmongers.

At the start of the campaign, warbands do not control any holdings. After each battle, a new holding is discovered. The winner has the chance to take control of this new holding or seize one of their opponent's holdings, (leaving their opponent the new holding in consolation).



The Aftermath Sequence

After each battle in the campaign both players will resolve a sequence of seven steps referred to as the **aftermath sequence**. Each step covers something different, from determining the holding the winner takes control of, to rolling for the injuries fighters suffer, and so on.



Injuries

Fighters taken down in battle are not necessarily killed outright. Instead, players make **injury rolls** for each fighter taken down at the end of battle. If lucky, the fighter will make a full recovery. Those less fortunate will suffer from a range of injuries including losing an eye, succumbing to the Black Rot or even being killed outright (in which case the fighter is permanently removed from the warband for the rest of the campaign).



Experience & Advances

Fighters that survive battle and perform feats of valour will be rewarded with **experience**. As fighters gain experience they will earn new ranks, and each time they do so, you will be able to roll on the **advancement table** for them, awarding them with either a permanent increase to one of their values (such as their Blade or Bow values), or granting them a skill.



Explore the City

In the fourth step of the aftermath sequence you will be able to dispatch a **scouting party** to explore the city. What they find is determined by the roll of a dice. They could return to your stronghold with treasure in hand, or perhaps they will suffer a misfortune as they search through the ruins.



Earn Silver & Upgrade Your Warband

As the campaign progresses your warband will earn more silver. Silver can be earned by collecting income from holdings, by claiming treasure in battle, and by finding stashes of treasure when exploring the city.

With this earned silver, the warband is able to recruit new fighters and upgrade their weapons and wargear.



Curiosities & Relics

There are many esoteric items available in the campaign. Curiosities are trinkets with minor effects, but if used well can turn the tide of battle. Relics are weapons and items of legend, fit for the Leader and Champions of your warband to wield.



A Climactic End

Once the players are ready to draw the campaign to a close, there are different ending arcs that can be played through, each bringing the tale of Black Death City to close in dramatic fashion and crowning the overall winner of the campaign.



Playing the Campaign

ORGANISING THE CAMPAIGN

Campaigns are played through with a group of players. Each player commands their own warband. To play through a campaign there will need to be at least 2 players in the group. Ideally there will be 4 or more players to allow for a variety of opponents.

There is no upper limit on the number of players that can participate in a campaign, but the larger the group the more difficult it becomes to organise and manage.

When organising the campaign the players should agree on the following:

- The start date of the campaign.
- Which optional rules will be used (if any).
- The end date of the campaign.

Once agreed, each player recruits a warband with 1000 silver as detailed in Chapter 4 (pg xx).

FIGHTING BATTLES

Once the campaign begins, battles are arranged between the players at their discretion. Warbands in the campaign can only fight other warbands in the campaign. Battles in the campaign are fought using the standard rules with the following additions:

- Underdog Bonuses
- The Aftermath Sequence



Underdog Bonuses

As the campaign progresses, warbands will grow in size. Some faster than others. If the difference in warband rating between the two warbands is greater than 100, the underdog will be granted one or more underdog bonuses (see next page).

The Aftermath Sequence

After every campaign battle, there is a sequence of steps that must be followed called the aftermath sequence. This is detailed beginning on page xx.

ENDING THE CAMPAIGN

Playtest Note: Rules for ending the campaign will be added to the playtest document in the future. For now, the players agree on an end date for the campaign (eg. three months after the start date), and when the end date is reached, the warband with the highest Warband Rating is crowned the overall winner.

OPTIONAL CAMPAIGN RULES

When organising the campaign, players in the group can agree to use any of the following optional rules:

Optional Rule I - Multiple Warbands

If the number of players in the group is few, each player can recruit a second warband to help fill out the roster.

Optional Rule II - Limiting Battles

If players are worried about some being able to play more battles than others, the group can limit the number of battles. For example, the group may decide that warbands cannot fight more than 1 battle a week.

Optional Rule III - Battle Schedule

Instead of allowing players to schedule their own battles, the players may wish to set a battle schedule. For example a 4 player campaign could use the following:

Schedule		
Week 1	Warband A vs Warband B	Warband C vs Warband D
Week 2	Warband A vs Warband C	Warband B vs Warband D
Week 3	Warband A vs Warband D	Warband B vs Warband C

Optional Rule IV - Perpetual Campaigns

Some groups may not like the idea of the campaign ending. A campaign could potentially last for years, perhaps with campaign battles becoming an annual tradition for the group. In such cases, the group should feel free to ignore ending the campaign.

Underdog Bonuses

Each campaign battle, if the underdog's warband rating is lower than their opponent's by 100 or more they will be awarded with a number of **Underdog Bonuses**.

Underdog Bonuses represent the leader of the underdog warband calling upon their allies on the eve of battle, after all, the bigger the warband the more enemies it has, and a cunning leader faced with a more powerful foe will find ways to even the odds.

Underdog Bonuses work as follows:

When setting up the battle, after the underdog has been determined (step 1), if the underdog's warband rating is lower than their opponent's warband rating by 100 or more, they will receive underdog bonuses.

If they do so, the underdog rolls on the Underdog Bonus table (see right) once for every 100 points of difference between the Warband Ratings, to a maximum of 5 times. Any duplicate results are discarded.

Difference in Warband Rating	Underdog Bonuses
0-99	No Underdog Bonus
100-199	1 Underdog Bonus
200-299	2 Underdog Bonuses
300-399	3 Underdog Bonuses
400-499	4 Underdog Bonuses
500+	5 Underdog Bonuses

For example if the underdog's warband has a Warband Rating of 1,001 and their opponent's Warband Rating is 1,508 there is a difference of 507 meaning the underdog rolls on the table the maximum of 5 times.

If they roll 1, 3, 3, 4, 6, they receive the following Underdog Bonuses: A Poison Package, A Tincture of Choice and The Hidden Holding. The result of 1 gives no bonus and the second result of 3 is discarded.

d6	Underdog Bonus Table
1	**On Your Own...:** *Your allies have not answered your call for help this time.* No bonus
2	**Whispers and Spies:** *You hear rumours of your enemy's location and move to encircle them.* You can re-roll **reinforcement rolls** for friendly fighters this battle.
3	**A Poison Package:** *Vials of poison are delivered to your warband from an unknown sender.* You receive d3 Vials of Poison (pg xx) that you can immediately equip to friendly fighters (any you do not equip are placed in your stash).
4	**A Tincture of Choice:** *A powerful benefactor arranges an alchemist to brew a potion to aid you in the battle to come.* Pick 1 of the following items and either equip it to a friendly fighter or place it in your stash: • Tonic of Speed • Tonic of Strength • Tonic of Steady Aim • Tonic of Fortitude • Tonic of Mind • Tonic of Levitation These items can be found on pg xx.
5	**Silver Bounty:** *An enemy of your enemy contacts you on the eve of battle. They will pay good silver to see the other warband defeated and driven away.* In step 5 of the Aftermath Sequence, your warband earns d6 silver for each enemy fighter taken down during the battle. For each enemy fighter killed in the Aftermath sequence, your warband earns an additional 25 silver.
6	**The Hidden Holding:** *You learn of a holding in this area of the City, if you can drive away your rivals it is yours for the taking.* Find 2 differently coloured dice and nominate 1 to be tens and the other to be units. Then, make a d66 roll using those dice and keep it hidden from your opponent, (for example, by placing it under a cup). The result of this dice roll is another Holding. Its location known only to you. If you win this battle and pick 'Seize the Prize' (pg xx) you can take control of this holding instead of the prize holding.

Strongholds & Holdings



During the campaign each warband has a **stronghold**. In addition, the warbands will fight for control of **holdings** across the City. This section explains the rules for strongholds and holdings.

STRONGHOLDS

A warband's stronghold represents their base of operations within the City. The origin picked for a warband will determine which stronghold they have.

A stronghold provides the warband with **income**, and has one or more special rules. As the campaign progresses, the stronghold will gain **levels** and can be **upgraded**.

Stronghold Levels

Strongholds have a **level** ranging from 1st to 3rd. The level is determined by the number of battles the warband has fought in the campaign. At the start of the campaign, a warband's stronghold is **1st level**.

After a warband has fought 3 battles in a campaign, the stronghold becomes 2nd level. After a warband has fought 8 battles in a campaign, the stronghold becomes 3rd level.

Designer's Note: *On the Warband Roster there is a tracker to keep track of how many battles the warband has fought in the campaign.*

Each time the stronghold becomes a new level, the amount of income it provides increases and the commanding player can pick 1 upgrade for it.

Income

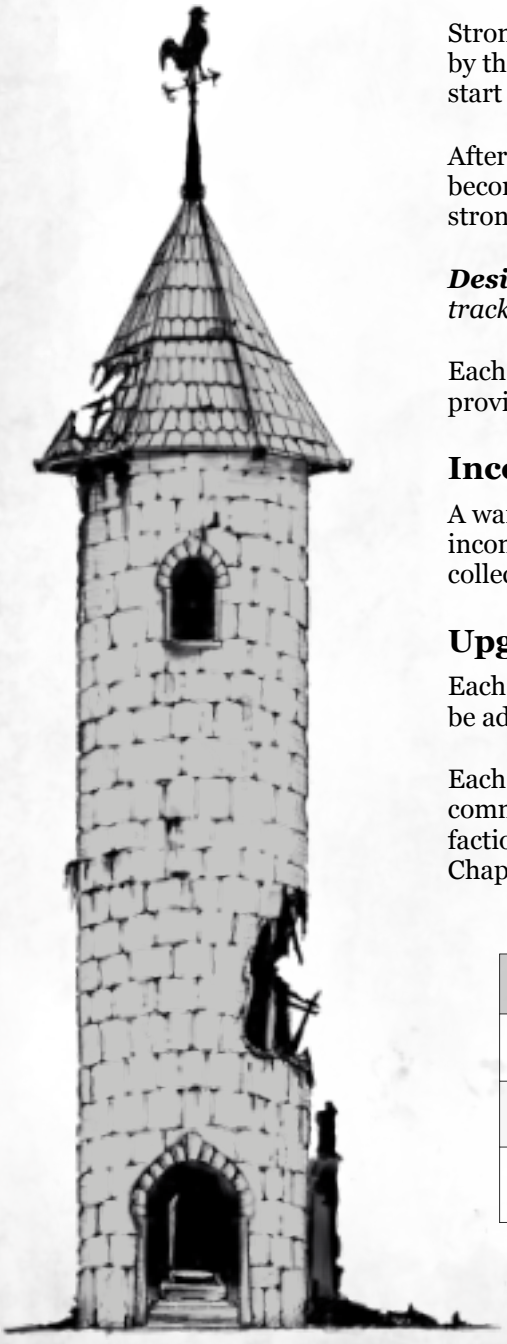
A warband's stronghold provides it with an income of silver. The amount of income is determined by the stronghold's level (see below). Income is collected in step 5 of the aftermath sequence (pg xx).

Upgrading Your Stronghold



Each faction has many stronghold upgrades which can be added to a warband's stronghold.

Each time the stronghold becomes a new level, the commanding player picks an upgrade for it. Each faction includes a list of upgrades for strongholds (see Chapter 4). Each upgrade can only be picked once.



Battles Fought	Stronghold Level	Income	Upgrades
0-2	1st	3d6x5 silver	No Upgrades
3-7	2nd	4d6x5 silver	1st Upgrade
8+	3rd	5d6x5 silver	2nd Upgrade

HOLDINGS



Holdings are places within the City of importance. They might be intact buildings, sites of interest or other assets such as powerful allies within and around the City.

The different holdings are detailed over the following pages.

Most holdings provide an additional **income** to the warband that controls them. This is usually silver, but it might include items or other wargear. Some holdings can be **ransacked**, providing a one-time boon to the warband that controls them. Other holdings grant special rules to the warband that controls them.

CONTROLLING HOLDINGS

A warband can control up to 5 other holdings at any one time. The most common way to take control of a holding is to win a battle.

Whenever a warband takes control of a holding, it is added to their Warband Roster. If a warband already controls 5 holdings, to take control of a new holding they must first forfeit one of their existing holdings (a warband cannot forfeit its stronghold). The forfeited holding is removed from their warband roster, and then the new one is added.

Holdings Table (d66)
• 11-16 Ruined Hovel
• 21-22 Rat-catcher's Shack
• 23-24 Intact Town House
• 25-26 Dilapidated Guild Shoppe
• 31-32 Burnt Down Smithy
• 33-34 Old Tavern
• 35 - Moneylender's House
• 36 - Jewelsmith
• 41 - Eel-farm
• 42 - Tainted Well
• 43 - Ruined Tower
• 44 - Collapsed Mine
• 45 - Leechmonger
• 46 - Drawbridge Crossing
• 51 - Old Cemetery
• 52 - Herbalist's Shoppe
• 53 - Salt Cellar
• 54 - Auction House
• 55 - Insidious Alchemist
• 56 - Catacombs Tunnel
• 61 - Saint's Well
• 62 - Blackdrop Widow
• 63 - Merchant's Warehouse
• 64 - Ye Olde Curiosity Shoppe
• 65 - Silver Mine
• 66 - Wizard's Tower





INCOME

In step 5 of the aftermath sequence, warbands will be able to collect income from their holdings (pg xx).

Ransack Holdings



Some holdings are marked with the **ransack icon**.

These are holdings with valuable contents inside that warbands will quickly loot rather than trying to defend.

The first time you collect income from these holdings, your warband *ransacks* it, (see pg xx).

11-16 - Ruined Hovel

A burnt out husk of a building. Digging through the detritus might offer up a few scraps of worth.

Income: d6 silver.

21-22 - Rat-catcher's Shack



At the plague's onset, rat-catchers made good coin. There might still be some silver inside.

Ransack: 2d6+10 silver.

23-24 - Intact Town House



With its windows and doors still barred, there might be something of worth inside.

Ransack: 3d6+10 silver.

25-26 - Dilapidated Guild Shoppe



While the storefront has long been picked clean, you find a hidden storeroom beneath a trap door hidden by a rug.

Ransack: 2d6x5 silver. In addition, roll once on the **Curiosities table** (pg xx).



31-32 - Burnt Down Smithy



Beneath the charred black rubble, you find a few scraps of metal and armour.

Ransack: 2d6x5 silver. In addition, roll once on the table below:

d6	Burnt Down Smithy
1-2	**Pile of Daggers:** Add d3 Daggers to your stash.
3-4	**Shield Rack:** Add d3 Shields to your stash.
5-6	**Wall of Swords:** Add d3 Swords to your stash.

33-34 - Old Tavern



The ales have long fouled, but a stash of spirits and wines remain, ready to be sold. After your fighters have drunk their share of course...

Ransack: 3d6+20 silver.

Drink Deep: When you ransack this holding, every fighter in your warband earns 5 bonus experience.

35 - Moneylender's House



Skeletal remains of the moneylender hang at the building's entrance. Inside you find an unopened coin chest.

Ransack: 3d6x5 silver.

36 - Jewelsmith



Hidden behind barricaded windows and doors of an unassuming building, you find a trove of rare stones.

Ransack: 3d6x10 silver.

41 - Eel-farm

A shack stooped above a canal, holes cut into the damp wooden floor reveal cages set in the brown waters below, filled with writhing eels.

Income: d6x5 silver.

Run Dry: If the d6 roll to determine the income is a 1, the supply of eels runs out. After the income is collected, this holding becomes a *Ruined Hovel*.

42 - Tainted Well

The water here is brackish and foul, only the desperate would drink from it. Yet, most in the City are indeed desperate...

Income: 3d6 silver

Drink Unclean Waters: Once in step 6 of the aftermath sequence, a fighter can drink from the well. If they do so, you can remove 1 of their **temporary injuries,** but they gain 1 level of Black Rot.

43 - Ruined Tower

While there is nothing of worth to be found within this old tower, ascending to the top gives a vantage over the surrounding City.

Income: none

Spy the City: This holding grants 1 **exploration re-roll** when the controlling warband explores the City (pg xx).

44 - Collapsed Mine

While most of the valuable silver ore has long been worked out, there are still veins of tin, copper and lead to be extracted.

Income: d6x5 silver.

Depleted: If the d6 roll to determine the income is a 1, the remaining tunnels are exhausted. After the income is collected, this holding is removed.

45 - Leechmonger



With jars of leeches freshly caught from the canals, this peddler wanders the City's streets and offers a small amount to any warband who will protect him.

Income: 10 silver

Fresh from the Canals: Each time you collect income from this holding, you receive 1 Jar of Canal Leeches (pg xx).

46 - Drawbridge Crossing

This small drawbridge spans one of the City's many canals, and those who wish to cross must pay its toll.

Income: d3x5 silver.



51 - Old Cemetery

Filled with buried remains from long before the Black Rot befell the city, these old graves are safe to dig through, turning up a few coin and sometimes something a little more valuable.

Income: 3d6 silver.

Grave Digging: Each time you collect income from this holding, if you roll one or more 6's you can roll on the Curiosity Table (pg xx).

52 - Herbalist's Shoppe

This apothecary tends to a cluttered shop filled with dried herbs, glass bottles and curious preparations. For protection, he will supply the warband with potions to mend their wounds.

Income: 12 silver

Apothecary's Wares: Each time you collect income from this holding, you receive 1 Healing Tonic (pg xx).

53 - Salt Cellar

An old basement storehouse lined with barrels and sacks of precious salt. With the City's food stores dwindling, there are always those willing to pay a good price for it.

Income: d6x5 silver.



54 - Auction House

You take control of an auction house in the City's outer districts, (fronted by human lackeys if necessary). From here, the treasures you recover can fetch a higher price.

Income: d3x5 silver.

"Going, Going, Gone": Whenever you sell a *Curiosity* you receive an additional d6 silver. Whenever you sell a *Relic* you receive an additional 2d6 silver.

55 - Insidious Alchemist

This unscrupulous individual supplies your warband with strange tonics and concoctions in exchange for protection and discretion.

Income: 10 silver

Alchemist's Wares: Each time you collect income from this holding, roll a dice on the table below:

d6	**Insidious Alchemist**
1	You receive nothing extra.
2	You receive 1 Tonic of Speed (pg xx)
3	You receive 1 Tonic of Strength (pg xx)
4	You receive 1 Tonic of Fortitude (pg xx)
5	You receive 1 Blinding Powder (pg xx)
6	You receive 1 Alchemist's Fire (pg xx)

56 - Catacombs Tunnel

You have mapped out a small section of the catacombs beneath the City, enabling you to encircle your rivals.

Income: d6 silver

Arrival by Tunnel: Once per battle, when a fighter from the warband that controls this holding gets the Outflank result on the reinforcement table, they can emerge from the tunnels. If they do so, set up the fighter anywhere on the battlefield floor, more than 6" from all enemy fighters.

61 - Saint's Well

A statue of a City Saint stands vigil, blessing the water that rises from deep below.

Income: 3d6+10 silver

Drink Pure Waters: Once in step 6 of the aftermath sequence, a fighter can drink from the well. If they do so, you can remove 1 of their **temporary injuries**.

The Water Blackens: If the income roll for this territory is a triple (eg. a 3d6 roll of 4, 4, 4), after the income is collected, this holding becomes a *Tainted Well*.

62 - Blackdrop Widow

A black droplet is painted on the sign that hangs above the door of this ill-favoured establishment. The widow who runs it offers ten silver and a few drops of poison to any warband that offers protection.

Income: 15 silver

Poisonous Wares: Each time you collect income from this holding, you receive d3 Vials of Poison (pg xx).

63 - Merchant's Warehouse

Down by canal-side, you find a storehouse filled with cloth and spices. You'll need to move its wares quickly before it is discovered and stripped bare by thieves and rivals.

Income: 2d6x5 silver

Discovered: If the income roll for this territory is a double (eg. a 2d6 roll of 4 and 4), after the income is collected, this holding becomes a *Ruined Hovel*.

64 - Ye Olde Curiosity Shoppe

The blind proprietor of this establishment offers twenty silver for protection, and a choice of one curiosity from the piles of antiques that fill every corner of this dusty shop.

Income: 20 silver

Curious Wares: Each time you collect income from this holding, you can roll once on the Curiosity Table (pg xx)

65 - Silver Mine

On the Eastern outskirts of the City, hidden between the crags, lies an old mine that tunnels deep into the silver-rich mountains. With a small investment to hire workers you will be able to turn a tidy profit.

Income: 3d6x5 silver

Hiring Workers: You cannot collect income from this territory until you have hired workers. Hiring workers costs 10 silver and is done once in step 6 of the aftermath sequence. Once workers are hired, income can be collected from the following aftermath sequence onwards. Make a note on your warband roster.

If another warband gains control of this holding, the workers need to be hired once more.

Collapse: If the income roll for this territory is a triple (eg. a 3d6 roll of 4, 4, 4), after the income is collected, this holding becomes a *Collapsed Mine*.

66 - Wizard's Tower

Long has this tower stood tall in this district of the City. While the lower levels have long been plundered and mostly stripped bare, it's true treasure remains sealed away at the tower's top behind a series of arcane wards and traps put in place by the Wizard who once resided here.

Income: none

The Trials of the Tower: When a warband first takes control of this holding, it has **3 wards** remaining. During the campaign, keep track of how many wards remain on this holding, including if another warband takes control of this holding.

Once in step 6 of the aftermath sequence, the warband that controls this holding can send its Leader or a Champion to attempt to bypass a ward. If they do so, make a Willpower test for that fighter. If passed, 1 ward is removed from the holding. If failed, make an **injury roll** for the fighter.

When all wards have been removed, the warband that controls this holding claims its treasure. They roll once on the Relic table (pg xx). Then, this Holding becomes a *Ruined Tower*.



Aftermath Sequence

After every battle fought in the campaign, there is a sequence of steps that both players resolve for their warband. This is called the **aftermath sequence** and its steps are as follows:

1. Seize Holdings & Upgrade Stronghold
2. Determine Injuries
3. Earn Experience and Advances
4. Explore the City
5. Collect Income
6. Downtime
7. Update your Warband Roster



STEP ONE - SEIZE HOLDINGS & UPGRADE STRONGHOLD



Every battle in the campaign reveals a new holding in the City and gives the winning warband the chance to take control of it or to seize one of their opponent's holdings instead.

The winner of the battle first rolls on the **Holdings table** (pg xx). The resulting holding is referred to as the **prize holding**. Then, they pick 1 of the following options:

- **Seize the Prize**
- **Seize Enemy Holding**
- **Stand Ground**

Seize the Prize

The winner takes control of the prize holding.

Seize Enemy Holding

The winner can pick 1 of the holdings the enemy warband controls. The enemy warband loses control of that holding and the winner takes control of that holding.

Then, the enemy warband can decide to take control of the prize holding or not.

Stand Ground

The winner does not take control of either the prize holding or an opponent's holding. This option is more likely to be picked later in the campaign once a warband has a full set of 5 holdings.

If the winner picks this option, their opponent can decide if their warband will take control of the prize holding or not.

Upgrade Stronghold

Once the fate of the prize holding has been determined, if this battle was either warband's **3rd** or **8th** battle in the campaign, their stronghold gains a level and the commanding player can pick a stronghold upgrade (see pg xx).

Example Step One

The Grey Lanterns are a Guild Mercenaries warband who have defeated the Death Covens warband, the Solemn Hymn, in battle.

In this step, they roll on the Holdings Table to determine the prize holding, rolling a 31, ***Burnt Down Smithy****.*

They look over the holdings of the Solemn Hymn to see if they have a better holding to seize.

The Solemn Hymn have the ***Saint's Well*** *holding. The Grey Lanterns decide to seize control of it. Saint's Well is removed from the Solemn Hymn's warband roster and added to the Grey Lanterns warband roster.*

As the Grey Lanterns seized one of their opponent's holdings instead of the prize holding, their opponent, the Solemn Hymn, can decide to take control of the prize holding or not.

They do so. The Burnt Down Smithy is a ransack holding, so when they take control of it, they ransack it and add a Ruined Hovel to their warband roster.

STEP TWO - DETERMINE INJURIES



Any fighters taken down during the battle may have suffered permanent injuries, or worse, been killed outright.

For each fighter taken down in the battle, make an **injury roll** by rolling on the Injury Table.

Killed

When a fighter is **killed**, they are removed from your warband and all their wargear is lost.

Full Recovery

A fighter that makes a **full recovery** suffers no effects.

Injuries

Many results on the Injury Table are marked as **[Injury]**. These are lasting effects that fighters will suffer from in future battles.

When a fighter rolls an **[Injury]** result, determine if the injury is **temporary** or **permanent** by rolling a dice. On a 1, it is **permanent** on a 2+ it is **temporary**.

Fighters will eventually recover from temporary injuries (pg xx).

Duplicate Injuries

A fighter can only suffer from each type of injury once at any time. Treat any further rolls of the same injury as 'Full Recovery' instead.

For example, if a fighter has a temporary Head Injury. While they have that injury, any additional rolls of 24 are treated as 'Full Recovery'. Once the Head Injury is removed, they can suffer from it again.

Black Rot

During the campaign, fighters can gain levels of **Black Rot**.

Black Rot has no immediate effect on a fighter, but once a fighter gains their **4th level of Black Rot**, they succumb to the plague and are **killed**.

Levels of Black Rot can be removed from a fighter through various means, the most common being blood leeching (pg xx).

Immune to Black Rot

Beast, *Demon* and *Undead* fighters are immune to Black Rot. If a rule states they gain a level of Black Rot, ignore it.

Injury Table (d66)

11-15 - Killed

The fighter is killed.

16 - Gut Wound

[Injury] Halve the fighter's Life value (rounding up).

21 - Blinded In One Eye

[Injury] The fighter's Bow value is reduced by 1.

22 - Fractured Arm

[Injury] The fighter's Blade value is reduced by 1.

23 - Broken Leg

[Injury] Halve the fighter's Move value (rounding up).

24 - Head Injury

[Injury] Halve the fighter's Initiative value (rounding up).

25 - Frayed Nerves

[Injury] Halve the fighter's Willpower value (rounding up).

26 - Chronic Black Rot

The fighter gains 2 levels of Black Rot.

31-46 - Black Rot

The fighter gains 1 level of Black Rot.

51-65 - Full Recovery

The fighter is found by their allies unconscious with only minor injuries. They make a full recovery.

66 - Heroic Escape

The fighter makes a full recovery. In addition, they earn 10 bonus experience in Step Three of the aftermath.



Other Injury Tables

Beasts, Skeletons, Thralls and Demons do not make injury rolls on the normal Injury Table, instead roll on the appropriate table opposite.

Injury Rolls Later in the Aftermath Sequence

In later steps of the aftermath sequence, it is possible for a fighter to suffer an injury roll (for example when exploring the City). Make the injury roll as normal.

If they receive a result that would grant them bonus experience in step 3 of the aftermath sequence, and step 3 has already passed, they receive that experience immediately.

DEATH OF A LEADER

In the event of a warband's leader being killed, the following happens:

Assume Command

Pick a Champion in the warband to *assume command*. While a Champion is assuming command, replace that fighter's *Champion* keyword with the *Leader* keyword. In addition, they gain the 'Burden of Command' special rule (see below). If the warband recruits a new *Leader*, the *Champion* is no longer assuming command.

> **The Burden of Command:** This fighter earns d6 bonus experience in step 3 of the aftermath sequence.

Leaderless and Championless

If the warband has no *Champion* to assume command, the warband must recruit a *Leader* or *Champion* before it can recruit any other fighter (see pg xx).

Beast Injury Table (d6)

1-2 - Killed

The fighter is killed.

3-6 - Full Recovery

The fighter makes a full recovery.

Skeleton & Thrall Injury Table (d6)

1 - Laid to Rest

The undead creature is undone. Treat this result as killed.



2-6 - Full Recovery

The fighter suffers no lasting effects. Treat this result as full recovery.

Demon Injury Table (d6)

1 - Banished

The demon is banished from the mortal world for 666 years. Treat this result as killed.



2-3 - Fractured Essence

The demon's grip on its corporeal form is momentarily unravelled. The demon misses the next battle.

4-6 - Unharmed

Mortal weapons are not enough to deal lasting harm to a creature such as this. Treat this result as full recovery.



STEP THREE - EARN EXPERIENCE AND ADVANCES



In this step fighters in your warband earn experience and gain ranks. Each time they gain a rank, you can make an advancement roll for them.

Starting Experience

When a fighter is recruited to your warband they have an amount of starting experience that determines their rank. Use the chart opposite to determine a fighter's rank.

For example, the Guild Captain has 60+d6 starting experience and begins the campaign at rank 8 (as do most Leaders).

Earning Experience

Each fighter earns experience in this step as follows:

- **+d6 Surviving:** Each fighter who took part in the battle earns d6 experience.
- **+d6 Lessons Learned:** Each fighter in the warband that lost the battle earns an additional d6 experience.
- **+5 Taking an Enemy Down:** A fighter earns 5 experience for each enemy fighter that was taken down in battle during their activation or in a melee attack where they were the defending fighter.

Bonus Experience

Fighters can earn bonus experience from many different sources, the most common being the Scenario Rules. Each time a fighter earns bonus experience, the rules will state who is eligible and how much experience they earn.

Thralls & Beasts

Thralls and *Beasts* do not earn experience and as such never gain ranks. Ignore any experience a *Thrall* or *Beast* would earn.

Advancement Rolls

Each time a fighter gains a new rank, they can make an advancement roll on the table opposite.

If a fighter earns enough experience in a single aftermath sequence to gain multiple ranks, make 1 advancement roll for each rank they gain.

Earning Experience Later in the Aftermath Sequence

In later steps it is possible for a fighter to earn more experience. If they earn enough to gain a new rank, make an advancement roll for them.

Rank	Experience Points (Exp)
1	0-6
2	7-12
3	13-19
4	20-29
5	30-39
6	40-49
7	50-59
8	60-79
9	80-99
10	100-119
11	120-139
12	140-159
13	160-179
14	180-199
15	200-239
16	240-279
17	280-319
18	320-359
19	360-399
20	400+



d6	Advancement Roll
1	**Wits:** Increase the fighter's Initiative value or Willpower value by 1.
2	**Speed:** Increase the fighter's Move value by 1.
3-4	**Constitution:** Increase the fighter's Life value by 1.
5	**Combat Prowess:** Increase the fighter's Blade value or Bow value by 1 (to a maximum of 2+).
6	**Fated:** Pick 1 of the following: • Skill: Pick a skill for the fighter. • Spell: If the fighter is a Wizard or Priest, pick a spell from a spell lore they know to be a signature spell. • Pick 1 of the other results on this table.



STEP FOUR - EXPLORE THE CITY

As the dust from battle settles and darkness descends upon the City, the warbands have an opportunity to scout deeper into the ruins.

In this step of the aftermath sequence, you can send out a **scouting party** to **explore the City**.

Sending out a scouting party is optional. They may find silver, treasure, or even a holding, but they also risk being ambushed in the dark or beset by another misfortune.

The Scouting Party

First, assemble your scouting party from fighters in your warband that were **not taken down** at the end of the battle.

The Scouting Party has the following requirements:

1 Leader or Champion: Pick either your Leader or a Champion from your warband to lead the scouting party.

1-3 Henchmen: Pick 1-3 henchmen to join the scouting party.

0-1 Beast: You can include up to 1 Beast in the scouting party. Many beasts have special rules that make them useful additions.

No other fighters (for example, Brutes) can join the scouting party.

The Exploration Roll

With your scouting party assembled, make an **exploration roll** by rolling a d66 on the Exploration Table. Each result is detailed on the following pages:

Exploration Table (d66)
• 11-13 - Danger Lies Ahead...
• 14 - Dead-end
• 15-16 - Crossroads
• 21-36 - A Curious Find
• 41 - Swarm of Rats
• 42-43 - A Shallow Grave
• 44 - Quiet Night
• 45-46 - Leech Pools
• 51-52 - The Belfry
• 53-54 - A Hidden Stash
• 55-56 - Secluded Holding
• 61 - Hunted in Darkness...
• 62-64 - A Treasure Hoard
• 65 - Hallowed Ground
• 66 - Into the Catacombs...

Exploration Re-rolls

The exploration roll differs from other rolls in that it can be re-rolled multiple times. There are many rules that grant an **exploration re-roll**.

In addition, some exploration re-rolls may stipulate you can re-roll only the **tens dice** or the **units dice** of the roll.

If you have multiple re-rolls, you can use them in any order. The final result, after any re-rolls have been made must be accepted and resolved.

Returning Empty Handed

Some results state the scouting party *returns empty handed*. In these cases, the scouting party finds nothing but also does not suffer any misfortune.

11-13 - Danger Lies Ahead...

Down a darkened alleyway, you spy shadows ahead. Perhaps it is a rival warband also searching this part of the City, perhaps it is something worse. You must decide how to proceed.

Pick 1 of the following options:

- Confront them Head On
- Attempt to Sneak Past
- Turn Back

Confront them Head On: Roll a dice for each fighter in the scouting party and total the score. If the total is 15 or more, you drive off the assailants and are *victorious* (see below). Otherwise you are *defeated* (see below)

Victorious: Each fighter in the scouting party earns 5 experience.

Defeated: Roll a dice for each fighter in the scouting party. On a 1-2, make an injury roll for them.

Attempt to Sneak Past: Roll a dice. If the roll is equal to or greater than the number of fighters in the scouting party, you *sneak past* (see below), otherwise you are *detected* (see below).

Sneak Past: Roll on the Curiosity table (pg xx).

Detected: Roll a dice for each fighter in the scouting party. On a 1, make an injury roll for them.

Turn Back: The scouting party returns empty handed.

14 - Dead-end

The trail goes cold. You find nothing of note this night.

The scouting party returns empty handed.

15-16 - Crossroads

You have heard rumours of something of value hidden in the City nearby. You encounter a fork in the road and must decide which of you will go left, and which of you will go right.

Crossroads: Divide the scouting party into 2 groups as evenly sized as possible. Then, make a new exploration roll for each group, treating each group as its own scouting party. You can use exploration re-rolls with either group unless they are granted by a specific fighter. Any further rolls of 'Crossroads' are ignored, the scouting party returns empty handed instead.

21-36 - A Curious Find

As you pass through the husk of a burnt-out ruin, a glimmer in the dark catches your eye.

Roll on the Curiosity table (pg xx).

41 - Swarm of Rats

A distant thrum of chittering grows louder by the second. You have little time to react before a swarm of rats pours down the street towards you.

Battle the Swarm: Roll once on the table below for each fighter in the scouting party.

d6	**Swarm of Rats**
1	**Overrun:** Make an injury roll for the fighter.
2-3	**Bitten:** The fighter gains 1 level of Black Rot.
4+	**Repelled:** The fighter earns 10 experience.

Brethren to the Verminkin: Verminkin Warbands ignore this result, instead re-roll the exploration roll.

42-43 - A Shallow Grave

You find a recently dug grave in the courtyard of an old manor house. There may be something of value buried below...

Pick 1 of the following options:

- Exhume the Grave
- Turn Back

Exhume the Grave: Roll on the table below. Add 1 to the result if the scouting party includes any *Priests*.

d6	**Exhume the Grave**
1-2	**Rotten Remains:** Each fighter in the scouting party gains 1 level of Black Rot.
3-5	**Buried Silver:** You find d6x5 silver.
6+	**Grave Offerings:** You find 2d6x5 silver. In addition, roll once on the Curiosity table (pg xx).

Turn Back: The scouting party returns empty handed.

44 - Quiet Night

You search this district high and low, through smoke-blackened ruins and down cramped streets, but on this night the City is quiet and you find nothing of note.

The scouting party returns empty handed.

45-46 - Leech Pools

You descend a set of cobblestone steps down to one of the City's many canals. Here the waters teem with thousands of writhing leeches.

Pick 1 of the following options:

- Bathe
- Harvest

Bathe: You can remove 1 level of Black Rot from each fighter in the scouting party.

Harvest: Roll a dice for each non-Beast fighter in the scouting party. For each 4+, you receive 1 Jar of Canal Leeches (pg xx).

Example Exploration Roll



The Grey Lanterns are a Guild Mercenaries warband. They decide to explore the city.

The scouting party is led by the warband's leader, the Witch Hunter, Albrecht von Krähen. It also includes 2 Guild Mercenaries and a Hunting Dog.

The last battle was 'Deadly Encounter' (pg xx) and the twist was 'Battle For the Tower'. As the Grey Lanterns were the victors they have 1 exploration re-roll.

As they control a Ruined Tower holding (pg xx), they have a 2nd exploration re-roll.

*Lastly, as the scouting party includes a Hunting Dog they have 1 exploration re-roll of the **units dice** only.*

*The exploration roll is a 34, **Quiet Night**. Albrecht chooses to re-roll. This time the roll is 53, **Leech Pools**.*

*Albrecht could use the 2nd full re-roll, however there are many good finds between 51-56. As such he re-rolls only the **units dice** using the re-roll from the Hunting Dog. The dice rolled is 5, giving a new roll of 55, **A Hidden Stash**.*

Albrecht still has 1 re-roll remaining, but decides not to gamble. The Hidden Stash earns them 35 silver and a Tonic of Strength from the Curiosities table.

51-52 - The Belfry

Amidst the rubble and ruins, an old belfry stands in defiance. Scaling this tower will grant an impressive view of the City beyond.

You can pick 1 non-Beast fighter in the scouting party to scale the belfry. If you do so, roll a dice. On a 1 the fighter falls while scaling the belfry, make an injury roll for them.

On a 2+, add their Initiative value to the dice roll to create a **climbing score** and consult the table below. You receive each result that the climbing score equals or exceeds (eg. with a climbing score of 10+, you receive all 3 results).

Climbing Score	The Belfry
6+	**Gargoyle Eyes:** *The many stone gargoyles have silver coins wedged into their eye sockets. An ancient superstition.* You receive d6x2 silver.
8+	**Vantage Point:** *The fighter ascends high enough to get a good look at the City beyond and spies a site of interest yonder.* You can make an additional exploration roll for the scouting party. Any further rolls of 'The Belfry' are ignored, the scouting party returns empty handed instead.
10+	**The Top:** *A small chest resides beneath the bell. It is locked but can be easily opened with brute force.* Roll on the Curiosity table (pg xx).

53-54 - A Hidden Stash

Hidden between the floorboards of a two-storied town house, you discover a stash of valuables left behind by its former occupants.

You find 2d6x5 silver. In addition, roll on the Curiosity table (pg xx).

55-56 - Secluded Holding

Down a twisting side street flanked by ruined towers that cast long shadows, you come across a building that has thus far escaped the ravages of war and plague.

Roll once on the Holdings Table (pg xx). You can take control of that holding.

Re-roll results of *Ruined Hovel* (11-16) until you get a different result.

61 - Hunted in Darkness...

As you descend deeper into the shadowed ruins, an ominous feeling fills the air. Is something down here with you?

Put the fighters in the scouting party in an order of your choosing, and then begin rolling a dice for each fighter one at a time, in order.

If you roll a 1 for a fighter they are lost in the dark (see below) and you stop rolling dice.

Lost in the Dark: *The fighter is momentarily separated from the rest of the party. A bloodcurdling scream sounds and they are never seen again.*

The fighter is killed.

62-64 - A Treasure Hoard

You find a latched trapdoor hidden beneath the debris of a ruined house. After breaking the lock, you discover a large stash of silver coins in the compartment below. You take as much as you can carry.

For each non-Beast fighter in the scouting party, you find d6x5 silver.

65 - Hallowed Ground

Hidden amongst the ruins you discover a small chapel untouched by the Black Rot. Inside, its pews are thick with dust that is stirred into the air with your arrival.

Roll a dice on the following table to see what you find:

d6	Hallowed Ground
1-2	**Alms Box:** You find 6d6 silver.
3-5	**Reliquary:** You find 2d6 silver. In addition, roll on the Curiosity table (pg xx).
6	**Saint's Tomb:** You find d6x5 silver. In addition, roll on the Relics table (pg xx).

Then, pick 1 of the following options:

- Take Sanctuary (Guild Mercenaries only)
- Exhume Graves (Death Covens only)
- Desecrate

Take Sanctuary: Roll a dice for each fighter in the scouting party. On a 4+ you can remove 1 injury or 1 level of Black Rot from that fighter.

Exhume Graves: Roll a dice for each fighter in the scouting party. If you roll any 6s, you can recruit a Skeleton Warrior or Zombie to your warband for 0 silver.

Desecrate: Leaders or Champions in the scouting party earn 10 experience. Each other fighter in the scouting party earns d6 experience.



66 - Into the Catacombs...

After searching extensively through the ruins you at last discover what you have been seeking: a hidden stairwell leading down to the catacombs below. What will you find beneath the City?

Start rolling dice, one at a time, and keep a total of the score. Stop when you roll a 1, or the total is 10 or more (whichever happens first), then consult the table below.

Leader's Intuition: If your scouting party includes your warband's Leader, you can re-roll the first roll of 1.

Score	Into the Catacombs
1	**Beset By Ghouls:** Roll a dice for each fighter. On a 1-3, make an injury roll for that fighter. On a 4+, that fighter earns 10 experience.
3	**Stagnant Water:** Roll a dice for each fighter. On a 1-3, they gain 1 level of Black Rot.
4-5	**Dead End:** The scouting party returns empty handed.
6-9	**Lesser Tomb:** You find d6x5 silver. In addition, roll on the Curiosity table (pg xx).
10+	**Grand Tomb:** You find 2d6x5 silver. In addition, roll on the Relics table (pg xx).

STEP FIVE - COLLECT INCOME



In this step warbands earn silver from their stronghold and other holdings.

In addition they earn silver from treasure they claimed during battle.

Collecting Income

You can collect income from your stronghold and each of your holdings. Add the silver and any other wargear received to your stash.

You do not need to dispatch fighters to collect the income. It is presumed that you have underlings or street urchins that can run the errands for your warband, or those that dwell in the holdings come to you to pay their tithe.

Ransacking Holdings

If you control any holdings marked with the Ransack icon, in this step you **ransack** them. Collect the Ransack income and then replace the holding with a *Ruined Hovel* (pg xx). Do not collect income from that Ruined Hovel until the following aftermath sequence.

Claimed Treasure

If you claimed any treasure in battle, each treasure claimed is worth **d3x5 silver** (unless the rules for the scenario state otherwise).

STEP SIX - DOWNTIME



In this step of the aftermath sequence your fighters can recuperate from their injuries. In addition, you can recruit new fighters to your warband, buy and sell wargear, retire injured fighters and many other activities. You can do as many of these activities as you wish, in any order you wish.

- **Recuperate Injuries**
- **Recruit Fighters**
- **Retire Fighters**
- **Buy/Sell/Change Wargear and Items**
- **Leech fighters**
- **Other Activities**

Recuperate Injuries

Roll a dice for each **temporary injury** a fighter has that they did not receive in this aftermath sequence. On a 1-4 the injury persists, on a 5-6 the injury is removed.

Recruit Fighters

You can spend silver to recruit new fighters to your warband, following the rules as outlined in Chapter 4, with the following additions:

No Leader or Champions

If your warband has no Leader or Champions, the next fighter your warband recruits must be a Leader or Champion. If it is a Leader, it must be a Leader that matches the origin of your warband. If it is a Champion, they assume command (pg xx).

Less than 5 Henchmen

If your warband has a Leader (or a Champion who has assumed command), but has fewer than 5 Henchmen, the only fighters you can recruit are Henchmen until your warband once more have 5 or more.

Retire Fighters

You can retire any fighters from your warband during this step. Retired fighters are removed from your warband.

You may wish to do this in the later stages of the campaign, to make room for fresh fighters without injuries.

When you retire a fighter you can put any of their wargear and items in your stash with the exception of wargear the fighter came equipped with when they were first recruited, (for example, the full-plate of a Cloister Knight).



Buy/Sell/Change Wargear

You can buy, sell and change wargear (including items) for your fighters as follows:

Buying Wargear

To buy wargear for your fighters, use the wargear lists as detailed in Chapter 4.

Selling Wargear

Any wargear in your stash can be sold. When you sell wargear you receive silver equal to half their cost (rounding up). The exception to this are *Curiosities* and *Relics* which are sold for their full price:

Sold Wargear = 50% silver cost (rounding up)

Sold Curiosities & Relics = full silver cost

Changing Wargear

You can remove any wargear or items from a fighter and place them in your stash, with the exception of wargear the fighter came equipped with when they were first hired, (for example, the full-plate of a Cloister Knight).

Wargear and Items in your stash can then be given to another fighter if they can be equipped with it. Or they can be sold (see above).

Leech Fighters



As the Black Rot festers in your fighters, you will want to start leeching their blood to cleanse them.

In this step you can use Jars of Canal Leeches to leech the blood of fighters. You can use as many Jars of Canal Leeches as you wish. Each time you do so, pick a friendly fighter to have their blood leeched and make a **leeching roll** by rolling a dice. On a 4+, you can remove 1 level of Black Rot from that fighter.

Each fighter can only be picked once in this step to have their blood leeched.

Other Activities

You will find many other activities that can be conducted in this step. For example, Death Covens warbands with the xx stronghold can attempt to raise a zombie in this step (pg xx).

STEP SEVEN - UPDATE WARBAND ROSTER



Once all downtime activities have been completed, the final step of the aftermath sequence is to update your **warband roster**.

The warband rating is the combined silver cost of all the fighters in your warband, the cost of their wargear, combined with the total experience points of all the fighters in the warband. Do not include anything in the stash.

Curiosities & Relics

When calculating the warband rating, *relics* **are** included in the cost of a fighter's wargear, however *curiosities* **are not**.

Warband Rating = Silver Cost Of All Fighters (And Their Wargear) + Experience





Curiosities

There are many peculiar and esoteric items to be found within the ruins of the City.

This section includes the **Curiosities Table** (see opposite) and rules for all the items to be found on it.

The rules may prompt you to roll on this table when you **explore the City** (pg xx) or due to the twists of a scenario. Alternatively your warband may receive items from this table from their holdings.

Consumable Items

Many of the items in this section have the C*onsumable* keyword. Consumable items are removed from a fighter after they are used.

Stash Items

Certain items have the *Stash Item* keyword. Stash items are not wargear and fighters cannot be equipped with them. Instead, stash items are placed in your Warband's stash until they are sold or **used**.

Using Stash Items: Each stash item will state if and how it can be used. Remove the item from your stash after using it.

Curiosities and Warband Rating

Do not include the cost of curiosities a fighter is equipped with when calculating the Warband Rating of your warband.

Designer's Note: This differs to relics which are included in the cost.

Curiosities Table (d66)

11-16 Trinkets

- 11 - Blackened Silver Spoon
- 12 - Broken Von Zikmund Pocketwatch
- 13 - Bronze Saint Statuette
- 14 - Amber Pendant
- 15 - Pewter Tankard with Silver Lid
- 16 - Silver Locket

21-26 Jar of Canal Leeches

You find a number of Jars of Canal Leeches equal to the units of the d66 roll (for example, a roll of 26 finds 6 jars).

31-36 Healing Tonic

You find a number of Healing Tonics equal to the units of the d66 roll (for example, a roll of 36 finds 6 Healing Tonics).

41-46 Wondrous Tonics

- 41 - Tonic of Speed
- 42 - Tonic of Strength
- 43 - Tonic of Steady Aim
- 44 - Tonic of Fortitude
- 45 - Tonic of Mind
- 46 - Tonic of Levitation

51-56 Curious Items

- 51 - Book of Funeral Rites
- 52 - Gunsmith's Kit
- 53 - Physician's Kit
- 54 - Blinding Powder
- 55 - Vial of Poison
- 56 - Blackrose Balm

61-66 Prized Finds

- 61 - Writ of Sorcery
- 62 - Ivory Memento Mori
- 63 - Alchemist's Fire
- 64 - Treasure Map
- 65 - Dwarven Bomb
- 66 - Etched Silver Bullets



11 - Blackened Silver Spoon

Curiosity, Stash Item, d6 silver

You try to clean off the soot and mould as best you can before selling it.

This item has no use except to be sold.

12 - Broken Von Zikmund Pocketwatch

Curiosity, Stash Item, 2d6 silver

Before the City's fall, the wares of its Watchmakers Guild were highly sought.

This item has no use except to be sold.

13 - Bronze Saint Statuette

Curiosity, Stash Item, 3d6 silver

A small bronze figure of a saint, worn by years of handling.

This item has no use except to be sold.

14 - Amber Pendant

Curiosity, Stash Item, d6x5 silver

A piece of polished amber set in a simple silver mount.

This item has no use except to be sold.

15 - Pewter Tankard with Silver Lid

Curiosity, Stash Item, 2d6x5 silver

A sturdy pewter tankard fitted with an ornate silver lid, bearing the initials of its former owner.

This item has no use except to be sold.

16 - Silver Locket

Curiosity, Stash Item, 3d6x5 silver

A small silver locket containing a finely painted portrait of a beautiful young lady.

This item has no use except to be sold.

21-26 - Jar of Canal Leeches



Curiosity, Stash Item, d6 silver

You try to clean off the soot and mould as best you can before selling it.

This item can be used to leech blood (pg xx).

31-36 - Healing Tonic

Curiosity, Item, Consumable, d6 silver

While this fighter is not engaged in melee, they can use this item to make the following bonus action:

Drink Tonic [Bonus Action]: Heal this fighter d6 life.



41 - Tonic of Speed

Curiosity, Item, Consumable, 2d6 silver

While this fighter is not engaged in melee, they can use this item to make the following bonus action:

Drink Tonic [Bonus Action]: For the rest of the battle, add 1 to this fighter's Move value.

42 - Tonic of Strength

Curiosity, Item, Consumable, 2d6 silver

While this fighter is not engaged in melee, they can use this item to make the following bonus action:

Drink Tonic [Bonus Action]: For the rest of the battle, improve this fighter's Blade value by 1.

43 - Tonic of Steady Aim

Curiosity, Item, Consumable, 2d6 silver

While this fighter is not engaged in melee, they can use this item to make the following bonus action:

Drink Tonic [Bonus Action]: For the rest of the battle, improve this fighter's Bow value by 1.



44 - Tonic of Fortitude

Curiosity, Item, Consumable, 2d6 silver

While this fighter is not engaged in melee, they can use this item to make the following bonus action:

Drink Tonic [Bonus Action]: For the rest of the battle, improve this fighter's Armour value by 1.

45 - Tonic of Mind

Curiosity, Item, Consumable, 2d6 silver

While this fighter is not engaged in melee, they can use this item to make the following bonus action:

Drink Tonic [Bonus Action]: For the rest of the battle, add 1 to this fighter's Initiative and Willpower values.

46 - Tonic of Levitation

Curiosity, Item, Consumable, 2d6 silver

While this fighter is not engaged in melee, they can use this item to make the following bonus action:

Drink Tonic [Bonus Action]: This fighter can fly.

At the start of each of this fighter's subsequent activations, roll a dice. On a 1-3, the effect ends. On a 4+ the effect continues.

51 - Book of Funeral Rites

Curiosity, Item, Rare 0-1, 2d6 silver

This leather-bound book details psalms to be read aloud to bring a fallen soul peace.

Each time another friendly fighter is killed, this fighter earns 5 bonus experience.

52 - Gunsmith's Kit

Curiosity, Item, 2d6 silver

A leather pouch that holds an oiled rag and a small wooden pick to be used to clean a fouled weapon.

While this fighter is not engaged in melee, they can use this item to make the following bonus action:

Unclog [Bonus Action]: Pick a weapon the fighter is armed with that has suffered the 'Clogged' result on the misfire table. That weapon is no longer clogged and can be used to make attacks with once more.

53 - Physician's Kit

Curiosity, Stash Item, 2d6 silver

A leather satchel containing clean linen bandages, remedies and dried herbs.

You can use this item after making an injury roll for a friendly fighter. Re-roll the injury roll.

54 - Blinding Powder

Curiosity, Item, Consumable, 2d6 silver

A small pouch containing ground ghost-pepper and other rare irritants.

While this fighter is engaged in melee, they can use this item to make the following bonus action:

Throw Powder [Bonus Action]: Pick an enemy fighter engaged in melee with this fighter and roll a dice. On a 2+, that fighter is *blinded* until the end of the activation. While a fighter is *blinded*, subtract 1 from their attack rolls.

55 - Vial of Poison

Curiosity, Item, Consumable, d6 silver

While this fighter is not engaged in melee, they can use this item to make the following bonus action:

Apply Poison [Bonus Action]: Pick 1 of this fighter's melee weapons, for the rest of the battle it has the *Poison* weapon trait.

56 - Blackrose Balm

Curiosity, Stash Item, 3d6 silver

You can use this item in step 6 of the aftermath sequence. Pick a friendly fighter that has a **temporary injury** and roll a dice. On a 2+ they no longer have that temporary injury.

61 - Writ of Sorcery

Curiosity, Item, Consumable, 3d6 silver

A sheet of parchment inscribed with arcane symbols and an incantation. When read aloud, a spell is conjured and the parchment turns to ash.

When a fighter is given this item, pick one of your faction's spell lores and randomly determine a spell from it. The fighter can use an Arcane Action to cast this spell even if they are not a *Wizard* or *Priest*. In addition, do not make a casting roll. Instead roll a dice: On a 1, the spell miscasts, on a 2-5 it casts, and on a 6 it critically casts.

62 - Ivory Memento Mori

Curiosity, Item, 3d6 silver

A small ivory pendant carved into the likeness of a skull.

The next time an injury roll for this fighter is 'killed', you can treat the injury roll as 'full recovery'. Then, this item is removed.

63 - Alchemist's Fire

Curiosity, Item, Consumable, 3d6 silver

A sour-smelling alchemical concoction that, when spat, erupts from the mouth in a burst of fire.

While this fighter is not engaged in melee, they can use this item to make a ranged attack action with the following weapon:

Range	Attacks	Rend	Damage	Critical Damage	Weapon Traits
Flame	1	-	d3	-	*Flame, Scare*

Weapon Trait Reminders

See the full rules on pages xx-xx.

Flame	*Flame template. Auto-hits*
Scare	*Unengaged fighters pass Willpower test or scatter d6"*

64 - Treasure Map

Curiosity, Stash Item, 2d6x5 silver

You can use this item when exploring the City. Instead of making an exploration roll, roll on the table below:

d6	Treasure Map
1	**Forgery:** After circling for hours, you conclude this map leads nowhere. You find nothing.
2+	**X Marks the Spot:** You receive 3d6x5 silver. In addition, roll once on the **Relics table** (pg xx)

65 - Dwarven Bomb

Curiosity, Item, Consumable, 4d6 silver

A metal device with no fuse; pressing the top starts a hidden mechanism ticking with an ominous sound.

While this fighter is not engaged in melee, they can use this item to make a ranged attack action with the following weapon:

Range	Attacks	Rend	Damage	Critical Damage	Weapon Traits
8"	1	-1	d3+1	-	*Blast*

66 - Etched Silver Bullets

Curiosity, Item, Consumable, d6 silver per bullet

The item has 3+d3 silver bullets. Keep track of how many remain during the campaign. While a fighter is equipped with this item and is equipped with an eligible weapon (see below), they can use 1 silver bullet to make the bonus action below. The item is removed when no silver bullets remain.

Eligible weapons: *Blackpowder Pistol, Blackpowder Rifle, Brace of Pistols, Heirloom Duelling Pistol, Long Rifle, Repeater Pistol.*

Load Silver Bullet [Bonus Action]: For the next ranged attack this fighter makes this activation with an eligible weapon the following applies:

- Improve the Rend value by 1.
- It has the *Arcane* weapon trait.

Weapon Trait Reminders

See the full rules on pages xx-xx.

Arcane	*Critical hits on 5+*
Blast	*Blast template. Miss scatters d6x2"*



Relics

There are many peculiar and esoteric items to be found within the ruins of the City.

This section includes the **Relics Table** (see opposite) and rules for all the weapons and items to be found on it.

In a similar manner to curiosities, the rules may prompt you to roll on this table when you **Explore the City** (pg xx) or due to the twists of a scenario. Relics are rare and powerful. As such, so you will roll on this table fewer times during the campaign than the curiosities table.

Stash Items

Certain relics have the *Stash Item* keyword. Stash items are not wargear and fighters cannot be equipped with them. Instead, stash items are placed in your Warband's stash until they are **sold** or **used**.

Using Stash Items: Certain stash items can be used. Each stash item will state if and how they can be used. Remove the item from your stash after using it.

Relic Weapons

Certain relics are melee weapons or ranged weapons. The entry will detail which fighters can be equipped with it.

Relics and Warband Rating

Do include the cost of *relics* a fighter is equipped with when calculating the Warband Rating of your warband.

Designer's Note: This differs to curiosities which are not included in the cost.

Relics Table (d66)
11-36 Minor Relics
• 11-12 - Saint Trickster's Charm • 13-14 - Enchanted Coin Purse • 15-16 - Von Zikmund Pocketwatch • 23-24 - Pilgrim's Eye • 25-26 - Saint Restoria's Charm • 31-32 - Dwarven Whetstone • 33-34 - Blackrose Candle • 35-36 - Peculiar Flask
41-46 Major Relics
• 41 - Deepwood Boots • 42 - Saint Fortuna's Charm • 43 - Banner of Lost Souls • 44 - Golden Newt • 45 - Shield of Thorns • 46 - Talisman of Protection
51-66 Relic Weapons
• 51 - Heirloom Duelling Pistol • 52 - Poison Quiver & Bow • 53 - Repeater Crossbow • 54 - Poison Needle • 55 - Dwarven Axe • 56 - Noble's Rapier • 61 - Black Flail • 62 - Headsman's Axe • 63 - Halberd of the City • 64-66 - Legendary Blade

11-12 - Saint Trickster's Charm

Item, Relic, 15 silver

The patron Saint of pickpockets and thieves, one who bears this can pull off elaborate sleight of hand.

At the end of this fighter's activation, if they do not hold treasure and are engaged in melee with an enemy fighter that does, you can roll a dice. On a 4+, that enemy fighter is no longer holding that treasure, this fighter is holding it instead.

13-14 - Enchanted Coin Purse

Item, Relic, 15 silver

While it will never amount to a noble's ransom, each sunset a handful of silver coins appear within this unassuming coin purse.

In step 3 of the Aftermath sequence, if this fighter took part in the battle, their warband earns an additional **2d6 silver**.

15-16 - Von Zikmund Pocketwatch

Item, Relic, 20 silver

This finely crafted timepiece bears the mark of the Von Zikmund workshop, once renowned throughout the City and beyond.

You can re-roll reinforcement rolls made for this fighter.

21-22 - Ring of Roses

Item, Relic, 25 silver

Made from silver fashioned in the shape of rose petals, this ring is a charm that can keep the Black Rot at bay.

This fighter cannot be Poisoned. In addition, in step 7 of each aftermath sequence, you can remove 1 level of Black Rot from this fighter.

23-24 - Pilgrim's Eye

Item, Relic, 25 silver

When this strange porcelain eye is rolled upon the ground, its gaze falls upon its next destination, or so they say.

This item grants 1 exploration re-roll (tens dice only) if this fighter is included in the scouting party.

If the re-rolled dice is a 1, the item shatters.

25-26 - Saint Restoria's Charm

Item, Relic, 25 silver

This charm is warm to the touch, and wounds begin to mend when it is held. Soon it grows cold, remaining so until the following morn.

Once per battle, while this fighter is not engaged in melee, they can use this item to make the following bonus action:

Hold Charm [Bonus Action]: Heal this fighter d6 life.

31-32 - Dwarven Whetstone

Stash Item, Relic, 30 silver

Etched with strange geometric runes, this whetstone can sharpen the edge of a blade far beyond what a common one can achieve.

At the start of each battle, pick a melee weapon a friendly fighter is armed with and roll a dice. On a 1, the whetstone has worn down, remove the Dwarven Whetstone from your stash. On a 2+, increase the Rend value of that weapon for the rest of the battle.

33-34 - Blackrose Candle

Stash Item, Relic, 30 silver

These black candles are highly sought, as it is said that breathing in its fumes can cure one of any ailment.

You can use this item in step 6 of the aftermath sequence. Pick a friendly fighter that has an **injury** and roll a dice. On a 2+ they no longer have that injury.

35-36 - Peculiar Flask

Item, Relic, 20 silver

Each dawn this flask is found refilled with an unknown concoction.

The first time this fighter activates each battle, roll on the table opposite to determine which tonic the Wondrous Tonic becomes.

The rules for each tonic can be found on pages xx-xx.

d6	Peculiar Flask
1	Tonic of Speed
2	Tonic of Strength
3	Tonic of Steady Aim
4	Tonic of Fortitude
5	Tonic of Mind
6	Tonic of Levitation

41 - Deepwood Boots

Item, Relic, 15 silver

The craftsmanship of these leather boots is beyond anything found in the City's workshops. Their supple leather and sturdy soles carry the wearer over rough ground with uncanny ease.

Add 1" to this fighter's Move value.

42 - Saint Fortuna's Charm

Item, Relic, 25 silver

Saint Fortuna is said to smile at times upon those who carry her likeness. Those who bear this charm find luck turning their way at the most unlikely moments.

Each time this fighter makes a ranged attack or a melee attack, you can re-roll 1 attack dice.

43 - Banner of Lost Souls

Held Item, Relic, 40 silver

A strange wind stirs this tattered banner. When it is raised, lost souls stir, and those fallen may yet return to the fight.

[Action] Once per battle, while the bearer is not engaged in melee, they can use this held item as an action. If they do so, roll a dice. On a 1, nothing happens. On a 2+, pick a friendly fighter that is taken down. Set up that friendly fighter within 1" of this fighter, not engaged in melee. That fighter is healed d3 life.

44 - Golden Newt

Item, Relic, 35 silver

Said to have the remains of a real newt within, this golden husk is ensorcelled with powerful magics.

Only *Wizards* and *Priests* can be equipped with this item.

Once per battle, when this fighter makes an Arcane Action to Cast a Spell, they can use the Golden Newt. If they do so, they are considered to have drawn power.

45 - Shield of Thorns

Held Item, Relic, 20 silver

Gnarled and twisting thorns sprout from the wood of this shield. Those foolish enough to strike its bearer may find their own flesh pierced in return.

Improve this fighter's Armour value by 1, to a maximum of 2+. (For example, 6+ becomes 5+).

In addition, each time this fighter makes an armour roll of a natural 6 against a melee attack, the attacking fighter suffers 1 damage.

46 - Iron Ward

Item, Relic, 50 silver

Engraved with ancient wards and worn smooth by generations of use, this talisman is said to turn aside blows that would otherwise prove fatal. Its protection is subtle, but those who carry it rarely part with it willingly.

Add 1 to the fighter's Armour value (to a maximum of 2+).



51 - Heirloom Duelling Pistol

Ranged Weapon, Relic, 30 silver

Emblazoned with the heraldry of a noble house and fitted with a weighted pommel, this finely crafted blackpowder pistol is a cut above common firearms.

Any fighter that can be equipped with a blackpowder pistol can be equipped with an Heirloom Duelling Pistol.

52 - Poison Quiver & Bow

Ranged Weapon, Relic, 35 silver

The arrows kept within this quiver are coated in a deadly toxin, prepared to bring down even the hardiest of foes.

Any fighter that can be equipped with a ranged weapon (they have access to one or more ranged weapons on their wargear lists) can be equipped with a Poison Quiver & Bow.

53 - Repeater Crossbow

Ranged Weapon, Relic, 40 silver

This ingenious contraption hails from the East, and is designed to loose a rapid succession of bolts. A magazine mounted above the stock feeds bolts into the mechanism, allowing the wielder to fire again and again without pausing to reload after each shot.

See opposite.

Any fighter that can be equipped with a ranged weapon (they have access to one or more ranged weapons on their wargear lists) can be equipped with a Repeater Crossbow.

Weapon Trait Reminders

See the full rules on pages xx-xx.

Poison	*Critical hits poison. Suffer 1 damage when activated. Ends when healed or 1 life remains*
Reload	*Forgo a Move or Action to reload*
Two-handed	*1 per fighter. No off-hand attack*
Volley	*Multiple targets within 3"*

Relic Ranged Weapons

Name	Range	Attacks	Rend	Damage	Critical Damage	Weapon Traits	Silver
Heirloom Duelling Pistol	16"	1	-1	2	d6+2	*Reload*	30s
Poison Quiver & Bow	16"	1	-	1	d6	*Poison, Two-handed*	35s
Repeater Crossbow	20"	3	-1	1	d3+1	*Two-handed, Volley*	40s

54 - Poison Needle

Melee Weapon, Relic, 25 silver

Once favoured by the Assassins' Guild, a viscous black fluid runs down the stiletto blade of this small yet deadly weapon.

See next page.

Any *Leader* or *Champion* can be equipped with a Poison Needle.

55 - Dwarven Axe

Melee Weapon, Relic, 30 silver

Forged from a steel that never rusts, this small yet sturdy axe can bite through even the thickest armour.

See next page.

Any *Leader* or *Champion* can be equipped with a Dwarven Axe.

56 - Noble's Rapier

Melee Weapon, Relic, 40 silver

Duelling was common among the City's nobility, and this finely wrought blade has retained both its balance and keen edge.

See next page.

Any *Leader* or *Champion* can be equipped with a Noble's Rapier.

61 - Black Flail

Melee Weapon, Relic, 45 silver

The three heads of this brutal weapon are forged from blackened iron. Incredibly heavy, this flail can crush an ogre's skull when swung with sufficient momentum.

See next page.

Any *Leader* or *Champion* can be equipped with a Black Flail.

62 - Headsman's Axe

Melee Weapon, Relic, 60 silver

This mighty, broad-headed axe bears the sigil of the Executioners' Guild. No doubt it has ended the life of many a condemned soul.

See next page.

Any *Leader* or *Champion* can be equipped with a Headsman's Axe.

63 - Halberd of the City

Melee Weapon, Relic, 50 silver

Inscribed with the City's insignia, this polearm was once wielded by an officer of the City Watch, charged with keeping order in its streets.

See next page.

Any *Leader* or *Champion* can be equipped with a Halberd of the City.



Relic Melee Weapons

Name	Attacks	Rend	Damage	Critical Damage	Weapon Traits	Silver
Black Flail	3	-1	2	d3+2	*Bludgeon, Two-handed, Unwieldy, Wrap*	45s
Dwarven Axe	3	-2	1	d3+1	*Off-hand*	30s
Halberd of the City	3	-1	1	d3+1	*Brace, Guard, Polearm, Two-handed*	50s
Headsman's Axe	3	-2	2	d6+2	*Two-handed, Unwieldy*	60s
Noble's Rapier	4	-1	1	d3	*Guard, Off-hand*	40s
Poison Needle	3	-1	1	d3	*Off-hand, Poison*	25s

Weapon Trait Reminders

See the full rules on pages xx-xx.

Bludgeon	*Critical hits deal 1 damage when saved*
Brace	*Initiative vs charging fighters*
Guard	*1 miss can parry a hit*
Off-hand	*Can be used off-hand: 1 attack*
Poison	*Critical hits poison. Suffer 1 damage when activated. Ends when healed or 1 life remains*
Polearm	*Can be equipped with a held item, gains Unwieldy*
Two-handed	*1 per fighter. No off-hand attack*
Unwieldy	*-1 to attack rolls*
Wrap	*Cannot parry or be parried*



64-66 - Legendary Blade

Melee Weapon, Relic, 80 silver

There are many storied weapons of the City, some once carried by the Saints of yore, others wielded by those who sought the City's ruin. Now one of these blades has passed into your hands, to carve the fate of the City as you see fit.

Any *Leader* or *Champion* can be equipped with a Legendary Blade.

Every Legendary Blade is different. A Legendary Blade begins with the profile shown below and is modified by its **properties**.

Name	Attacks	Rend	Damage	Critical Damage	Weapon Traits	Silver
Legendary Blade	3	-1	2	d3+1	*Arcane*	80s

The Properties of the Blade

The properties of a Legendary Blade are randomly determined when you receive it. There are 2 tables to roll on; Guild Mercenaries roll on the 'Blades of the Saints' table. All other warbands roll on the 'Blades of Ruination' table, (see next page).

To determine its properties roll twice on the appropriate table. The first roll determines the 1st property, the second roll determines the 2nd property.

The Blade's Name

In addition to determining the properties, the two rolls on the table also give a Legendary Blade its name.

For example, if you rolled a 3 and then a 1 on the 'Blades of the Saints' table, the Legendary Blade would be named 'The Argent Defender' and would have the following properties:

- *Increase the Rend value by 1*
- *It has the Brace weapon trait.*

Weapon Trait Reminders

See the full rules on pages xx-xx.

Arcane	*Critical hits on 5+*
Bludgeon	*Critical hits deal 1 damage when saved*
Brace	*Initiative vs charging fighters*
Guard	*1 miss can parry a hit*
Natural Weapon	*Cannot parry*
Off-hand	*Can be used off-hand: 1 attack*
Poison	*Critical hits poison. Suffer 1 damage when activated. Ends when healed or 1 life remains*
Two-handed	*1 per fighter. No off-hand attack*
Unwieldy	*-1 to attack rolls*
Wrap	*Cannot parry or be parried*

Blades of the Saints

d6	Name: Prefix	1st Property	Name: Suffix	2nd Property
1	**The Hallowed**	It has the *Guard* weapon trait.	**Defender**	It has the Brace weapon trait.
2	**The Quicksilver**	Increase the Attacks value to 4	**Smiter**	It has the Bludgeon weapon trait.
3	**The Argent**	Increase the Rend value by 1	**Greatblade**	• It has the *Two-handed* and *Unwieldy* weapon traits. • Increase the Damage and Critical Damage values by 1.
4	**The Righteous**	Increase the Critical Damage value by 1.	**Exorcism**	Special rule: **Exorcism:** You can re-roll attack rolls of a natural 1 for attacks that target an *Undead*.
5	**The Pious**	Special rule: **Pious:** A fighter cannot be poisoned while they are equipped with this weapon.	**Demonsbane**	Special rule: **Demonsbane:** You can re-roll attack rolls of a natural 1 for attacks that target a *Demon*.
6	**The Saint-blessed**	Special rule: **Saint-blessed:** Each time a fighter equipped with this weapon activates, they can heal 1 life.	**Martyr**	Special rule: **Martyr:** If a fighter equipped with this weapon is taken down during a melee attack action, they are not taken down until the action ends and can continue to make attacks and parry.

Blades of Ruination

d6	Name: Prefix	1st Property	Name: Suffix	2nd Property
1	**The Spectral**	It has the *Wrap* weapon trait.	**Mace**	It has the *Bludgeon* weapon trait.
2	**The Accursed**	It has the *Poison* weapon trait.	**Reaper**	Increase the Attacks value to 4.
3	**The Unholy**	Increase the Rend value by 1	**Greatblade**	• It has the *Two-handed* and *Unwieldy* weapon traits. • Increase the Damage and Critical Damage values by 1.
4	**The Frenzied**	Special rule: **Frenzied:** Add 3 to charge rolls for fighters equipped with this weapon.	**Blasphemy**	Increase the Critical Damage value by 1.
5	**The Shrouded**	Special rule: **Shrouded:** Subtract 1 from melee attack rolls that target a fighter equipped with this weapon.	**Witchslayer**	Special rule: **Witchslayer:** You can re-roll attack rolls of a natural 1 for attacks that target a *Wizard* or *Priest*.
6	**The Plaguewrought**	Special rule: **Plaguewrought:** When making injury rolls for a fighter taken down with this weapon, they gain 1 level of Black Rot in addition to the injury roll.	**Soul-drinker**	Special rule: **Soul-drinker:** Each time an attack made with this weapon scores a critical hit, the fighter equipped with this weapon heals 1 life.