

SECOND EDITION

BURROWS & BADGERS

A SKIRMISH GAME OF
ANTHROPOMORPHIC ANIMALS



MICHAEL LOVEJOY
ILLUSTRATED BY PETER JOHNSTON



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CONTENTS

INTRODUCTION.....	8	Action - Cast.....	30
The Beasts of Burrows & Badgers.....	9	Height Advantage.....	31
TABLETOP SKIRMISH		Casting Spells at Fighting Models.....	32
MINIATURES GAMING.....	12	Action - Search.....	32
What You Will Need.....	12	Searching for Sneaking Models.....	32
Dice.....	12	Height Advantage.....	34
Miniature Figures.....	13	Searching for Hidden Items.....	34
Playing Surface.....	14	Action - Interact.....	35
Terrain.....	14	Wounds.....	35
Tape measure.....	14	Heroic Sacrifice.....	35
Other Equipment.....	14	Routing.....	35
THE RULES.....	15	Voluntary Routing.....	36
Gameplay Principles.....	15	Fate points.....	36
Re-Rolling Dice.....	15	Conditions.....	36
Letting the Dice Decide.....	15	Sneaking.....	36
Line of Sight.....	15	Berserk.....	36
Measuring Distances.....	16	Stunned.....	37
Leaving the Table.....	16	Paralysed.....	37
The Core MechanicThe Roll-off.....	18	Burning.....	37
Perfect Rolls and Disastrous Rolls.....	18	Blinded.....	37
Unit Statistics.....	19	CREATING A BAND.....	38
The Turn Sequence.....	20	The Band Roster.....	38
Initiative.....	20	Creating a New Band.....	38
Actions.....	21	Allegiance.....	39
Action - Focus.....	22	Models.....	39
Action - Move.....	22	Levels.....	40
Jumping.....	22	Band Rating.....	40
Movement and Terrain.....	23	Band Creation Summary.....	41
Moving out of Base Contact with Enemy.....		Species Tables.....	43
Models.....	25	Allegiances.....	47
Falling.....	25	Royalists.....	47
Action - Barge.....	25	Rogues.....	48
Action - Charge.....	26	Freebeasts.....	50
Jumping Charge.....	26	Kindred.....	52
Action - Sneak.....	27	Witch Hunters.....	53
Action - Attack.....	28	Wildlings - Servants of the Old Ones.....	54
Outnumbering.....	28	Arcane Conclave.....	55
Action - Guard.....	29	Undead.....	56
Action - Shoot.....	29	Routiers.....	59
Height Advantage.....	29	Hillfolk.....	60
Shooting at Fighting Models.....	29		

MAGIC	62	Magical Archetype - Divine.....	79
Magical Archetype - Natural	62	1. Circle of Protection	79
1. Haste	63	2. Healing Hands	79
2. Curse	63	3. Blessing	79
3. Cure	63	4. Holy Zeal	80
4. Luck	63	5. Smite the Unholy	80
5. Lightning	64	6. Light of our Lord/Lady	80
6. Push	64	Magical Archetype - Channelling.....	82
Magical Archetype - Light	65	1. Crush	82
1. Bless	65	2. Regrowth	82
2. Heal	65	3. Plague	83
3. Hearts of Oak	65	4. The Marsh	83
4. Purifying Flames	66	5. Surge	83
5. Purge Witch	66	6. The Mists	84
6. Invulnerable	66	Magical Archetype - Fate-weaving.....	85
Magical Archetype - Dark	68	1. Fate's Twist	85
1. Pain	68	2. Fate's Path	85
2. Control	68	3. Delay	85
3. Paralyse	69	4. Evade	86
4. The Horror	69	5. Fate's Ebb	86
5. Rage	70	6. Bright Path	86
6. Life Eater	70	Magical Archetype - Illusionism	88
Magical Archetype - Wild.....	71	1. Lure of Gold	88
1. Stag's Leap	71	2. Swarms	88
2. Bear's Strength	71	3. Terrify	88
3. Oakflesh	71	4. Mortal Wound	89
4. Earth Shaker	72	5. Duplicate	89
5. Tangleweed	72	6. Friend or Foe	89
6. Creeping Things	72	Magical Archetype - Elementalism.....	90
Magical Archetype - Unbound	73	Fire Specialism Spells	90
1. Bletchly's Cloak of Concealment	73	Water Specialism Spells	91
2. Van Rubal's Acceleration	75	Earth Specialism Spells	92
3. Morglum's Fiery Blast	75	Air Specialism Spells	92
4. Burramor's Distant Fracturing	75	Magical Archetype - Necromancy	93
5. Sangram's Portable Protector	76	1. Danse Macabre	93
6. Mangarr's Mystical Blade	76	2. Leeching Grasp	95
Magical Archetype - Noble	77	3. Uncontrollable Fear	95
1. The Gate	77	4. Doom Bolt	96
2. Transpose	77	5. Invigorate	96
3. Channelling	77	6. Curse of the Centuries	97
4. Dampening	78	7. Drain Thrall	97
5. Radiance	78	8. Raise	97
6. Revelation	78		

EQUIPMENT.....	98	SKILLS.....	123
Weapons.....	98	Fighting Skills.....	124
Melee Weapons	98	Killing Blow	124
Missile Weapons	99	Melee Master	124
Missile Weapon Special Rules	103	Parry	124
Weapon Upgrades	103	Born in Harness	124
Armour and Shields.....	105	Furious Charge	124
Armour	105	Witch Slayer	126
Shields	106	Close Quarters	126
Items.....	106	Weaponskill	126
Special Ammunition	106	Shield Master	126
Mage's Focus	107	Lance Strike	126
Rope & Hook	108	Feint	127
Poisons	108	Dual-Wielder	127
Lucky charm	108	Zweihander	127
Talisman	108	Shield Bash	127
Healing Potion	110	Focused Strike	127
Mage's Pouch and Ingredients	110	All-out Attack	128
Camouflage Cloak	110	Unarmed Fighter	128
Scent Masker	110	Shooting Skills.....	129
Materials	110	Expert Shot	129
Torch	111	Fast Shot	129
Lantern	111	Lethal Volley	129
Silk Undershirt	112	Eagle Eyes	129
Caltrops	112	Targeteer	129
Dispel Scroll	112	Rock Steady	130
Shielding Talisman	112	Wounding Shot	130
Mirroring Talisman	112	Crippling Shot	130
Blind Dust	112	Kill Shot	130
Inspiring Object	113	Spot the Weak Point	130
Bonded Critter	113	Pistolier	131
Berserker Seeds	114	Cunning Skills.....	131
Old One Brews	114	Apothecary	131
Tangle Net	114	Bloodhound	131
Signature Item	114	Hedge Magic	131
Telescope	115	Fearless	133
Stag Beetle Grubs	115	Ambusher	133
Relic	117	Adept Ambusher	133
Anti-venom	117	Deadly Ambusher	134
Arcane Tome	117	Opportunist	134
Magic Items.....	118	The Lady's Favour	134
Special Magic Equipment Table	118	Critter Boss	135
Enchanted Equipment Creation Tables	120	Witch Smeller	135
Magical Equipment Effects	122	Lucky	135
		Resist Magic	135
		Spell Breaker	135
		Spell Eater	136

Battlemage	136	Fighting Mount	145
Healing Aura	136	Otherworldly	145
Far Reacher	136	Unreliable	146
Aether Sight	136	Armless	146
Herbal Brewer	137	Darksense	147
Brew Master	137	Uncanny	147
Taunt	137	Poisonous	147
Beguile	137		
Gifted	137	CAMPAIGNS.....	149
Strength Skills	138	Starting the Campaign	149
Strong (X)	138	Playing a Campaign Game	149
Tough (X)	138	Pre-Battle Phase in Detail	150
Weak (X)	138	Step 1 - Determine Main Quest	150
Delicate (X)	138	Step 2 - Terrain	150
Born Survivor	138	Step 3 - Table Corners	150
Beast of Burden	140	Step 4 - Side Quests	151
Fearsome	140	Step 5 - Fate Points and Band Ratings	151
Berserker	140	Step 6 - Deployment	151
Enduring	140	Battle Phase in Detail	151
Stunning Blow	141	Post-Battle Phase in Detail	153
Knockout Blow	141	Step 1 - Treasure	153
Paladin	141	Step 2 - Allocate Experience	153
Pushback	141	Step 3 - Recovery	153
Martial Code	142	Step 4 - Off-Duty Tasks	154
Movement Skills	142	Step 5 - Spend Experience	155
Dodge	142	Step 6 - Hire	155
Light Feet	142	Step 7 - Trade	155
Burst of Speed	142	Step 8 - Upkeep	156
Strider	142	Step 9 - Labour and Materials	156
Freeze	143	Step 10 - Reallocate Equipment	157
Climber	143	Injuries	157
Leaper	143	Major Injuries	157
Slippery	143	Minor Injuries	160
Swim	143	Wanderings	163
Innate Skills	144	Wanderings - Local	163
Natural Hunter	144	Wanderings - Farther Afield	167
Flight	144	Wanderings - Into the Wilds	170
Tunneller	144	Advances	175
Slow	145	Advance Table	175
Spines	145	General Store	176
Short-sighted	145	Den Upgrades	180

QUESTS	185	Main Quest 15	
Main Quests	185	Lost and Alone.....	227
Main Quests Table.....	185	Main Quest 16	
Main Quest 1		Interrogate.....	231
Open Battle.....	186	Main Quest 17	
Main Quest 2		Thief-takers.....	233
Ambush the Camp.....	188	Main Quest 18	
Main Quest 3		Cult Raid.....	237
Ambushed by the Camp!.....	190	Main Quest 19	
Main Quest 4		The Runaway.....	240
Defend the Haul.....	195	Main Quest 20	
Main Quest 5		A Dangerous Journey.....	243
Surprise Attack.....	197	Side Quests	245
Main Quest 6		Side Quests Table.....	245
Take and Hold.....	199	APPENDIX	257
Main Quest 7		Darkness	257
Recover the Paychest.....	202	Quest Special Rule - Total Darkness.....	257
Main Quest 8		Breaking Down Locked Doors	257
Witch Hunt.....	205	Freelancers	257
Main Quest 9		Hiring Fees.....	258
Lost in the Fog.....	208	Horrendous Luck.....	258
Main Quest 10		Band Rating.....	258
Demolition.....	212	Freelancer List.....	259
Main Quest 11		Bombards and Falconets	268
The Rescue.....	215	Misfire Table.....	269
Main Quest 12		BAND ROSTER	270
The Caravan.....	218	CREDITS	272
Main Quest 13			
Mole Hunt.....	220		
Main Quest 14			
Den Raid.....	224		



INTRODUCTION

THE YEAR IS 799, AS RECKONED FROM THE founding of Albion, largest of the Prytannic Isles. No single ruler has ever brought the entire land under their sway; instead, it is broken up into various countries, which strive endlessly against each other.

In the north, proud Northymbra stretches from the River Tweed down to the Hymbre estuary. Once, the royal house of Othyr ruled the entire Kingdom, and exercised control over much of the Borders territory to the north as well.

However, recent years have seen the iron grip of the Othyrs weakening...

To the south lies the 'Freebeast' Republic of Myrce. There, the fox families have been gradually extending their sphere of influence, promising equal opportunities for all. For many beasts from lowly backgrounds, who have chafed under the rule of the King, a life where all are valued for their own worth is appealing. But many fear that they are simply swapping one yoke for another; regardless, towns as far north as Catrick are now, to all intents and purposes, under Freebeast control.

The Border regions in the north have long had a bloody reputation, and increasing raids by the wild Hillfolk clanbeasts of Strath Clota have only served to worsen the situation. The King maintains many small fortified towers in the region; but they are in real danger of being overwhelmed.

Even within the fortress capital of Bebbanburg, the situation is dangerous and confused. The King, Redwulf Othyr, has not been seen for three years, and his son Prince Reinert rules as Regent in his stead. To begin with, there was talk that the King had received a vision, and had immediately set out on a pilgrimage. But other, darker rumours now circulate; tales of madness, disease, and even assassination. Who knows what really happened? Many hint darkly at the involvement of Freebeast plotters; while still others go so far as to suggest that the Prince himself might have had a paw in the disappearance of his father...

For the common beasts of Northymbra, these are dark days. The War of Storms left vast swathes of the country devastated. The towns are crowded with the homeless and the hungry. Rogues and vagabonds prey on the weak. Unquiet spirits stalk the moors. The authorities seek to tighten their grip on the people. And, as the year 800 approaches, apocalyptic cults are increasing in influence, demanding sacrifices to the old gods as the only path to salvation.

But in spite of the widespread suffering and fear, many remain hopeful that the good times will return; it is always darkest before the dawn, after all...

THE BEASTS OF BURROWS & BADGERS

There are many different races of beast in Northymbra; ranging from tiny mammals, through scaly reptiles, to huge predatory birds.

Mice are numerous and can be found in almost all villages and towns. Also abundant are shrews; they are small, tenacious, and short-tempered, often found taking on creatures much larger than themselves. Hedgehogs can be as spiky of temperament as they are physically but make for loyal companions.

The trees of Northymbra are home to many squirrels, who are nimble and stealthy. They share the leaves and branches with a wide variety of birds, both seed-eating songbirds and predatory raptors, such as barn owls, who are deadly aerial hunters; swooping silently from the night sky, they have been the end of many a small, scurrying beast. Sparrows are one of the most common birds in Northymbra, and can be found in towns and cities, as well as the wild places; they are nervous creatures and always on the lookout for both danger and their next meal. The birds share the skies with bats who, while short-sighted, weak, slow and ungainly on the ground, become agile, lightning-fast hunters and magic-users when night comes and darkness falls.

Many other beasts live below ground, in burrows and tunnels. Moles are small and compact in build, but what they lack in agility they make up with tenacity and great physical strength; being short-sighted, they are poor with bows and other missile weapons. Badgers are among the largest, deadliest creatures in the Kingdom. They range from proud, noble knightly beasts to savage brigands, and even the friendliest badger is viewed with wary respect by creatures of the other races. Rabbits are a common sight across Northymbra, often bolting for the safety of their burrows when danger threatens. Hares are often reckoned to be the best natural warriors in the land; although lacking the brute power of the larger beasts, they are noted for their skill with weapons and high speed.



By the riverbanks, you will find many otters; they are cheerful beasts who are tough and strong, capable fighters and with a love of adventure. Both quick and determined, even wildcats and hares have to show otters respect.

In the towns and cities, a visitor will see many hounds, of all different shapes and sizes; they make excellent trackers and are good all-round warriors. Hounds are strong, and loyal to their comrades, whether good or evil. Many of the southern towns are the domains of foxes. Foxes are strong, cunning, and dangerous, and few beasts will happily turn their backs to one. Although the wealthy fox families have an uneasy truce with Prince Reinert's court, they are always working in the shadows to advance their own causes. Fortunately for the Royalists, foxes tend to spend much of their time plotting against each other...

Many rats live happily in the towns and cities, but in the Ironstone Hills, some rat clans have begun organising, effectively carving out their own small kingdom, and are believed to be tunnelling beneath many towns and cities. Among them are many brown rats, who tend to take the lead in rat society – bigger, stronger, and tougher than their black rat cousins. They can grow to enormous size and, among rats, might is right.

Often seen as a bit unstable by the other beasts, stoats and weasels are dangerous despite their relatively small size. They are quick and nimble, and known for their courage, as they willingly attack much larger foes. Ferrets and polecats are similar to weasels in many ways but are bigger and generally better at most things. They can often be found running criminal gangs in Northymbra's cities.

Adders are venomous snakes; limbless, they cannot use any weapons, but sometimes wear armour, and use a variety of equipment that they have adapted for themselves.

Wildcats are a rare but terrifying sight. Powerful fighters who are skilled, strong, and resilient, they are also excellent ambushers that most creatures find terrifying. Wildcats eschew ranged combat in favour of closing rapidly with their prey, where they can use their strength and size to overwhelm most beasts.

The lakes and marshes of the west are home to many toads, who are cold-blooded, and slow in thought and deed. However, they are very difficult to spot, and their hide is tough, giving them natural protection. Male toads make excellent magic-users, while the females are larger and more belligerent, often leading war-parties. Similar in appearance to toads, frogs are smaller and weaker, and less inclined to use magic. They often become bodyguards for toad nobles. Frogs are also more sociable and civilised than toads and are more likely to be found in towns and cities, as well as to wear clothing.

The towns of Albion are also home to many visitors from other lands; whether from the far reaches of the island, or even from distant places over the seas. Although such beasts are rare, you may see lizards, marmots, and even such strange creatures as armadillos and the platypus...

Welcome

...to the Kingdom of Northymbra



TABLETOP SKIRMISH MINIATURES GAMING

BURROWS & BADGERS IS A MINIATURES SKIRMISH game. In *Burrows & Badgers*, the opposing factions – known as Bands – are made up of model figures, assembled and painted by you, with each model representing a single hero.

Your tabletop becomes part of Albion, the scene of the action, with ruined buildings, haunted forests, and misty marshes for the battles to take place in. The aim is to defeat your opponent, and how you do this will vary from game to game, as you play through different quests. You'll soon learn how to choose your Band effectively, and how to make use of the tabletop terrain to your advantage.

Fair warning – *Burrows & Badgers* is a game that doesn't take itself too seriously; it's meant to be fun for all players, rather than overly competitive. If you are looking for a tournament game, this probably isn't it. If you want to enjoy a full Campaign, where your models can change and develop over the course of your adventures, then you've picked up the right book!

WHAT YOU WILL NEED

As well as these rules, you will need the following items to play a game of *Burrows & Badgers*.

DICE

You will need a number of special dice to play *Burrows & Badgers*. The dice most people are familiar with have six sides, but *Burrows & Badgers* uses dice with four sides, six sides, eight sides, ten sides, twelve sides, and twenty sides. Dice of this sort can be found at your local game store or various online retailers. These dice are commonly referred to by abbreviations; a four-sided dice is known as a d4, a six-sided dice as a d6, and so on. Often you will be asked to modify the result of a dice roll. This is noted as a plus or minus number, such as +1 or -2. Roll the dice and add or subtract the number indicated to get the final result.

Note that no dice roll can be taken below 0 by modifiers.

You may have to roll more than one dice at a time. For example, 2d6 means roll two six-sided dice and add the scores together.

Occasionally, you may need to roll a d3... and you probably don't have one of those! Just roll a d6 and halve the roll, rounding up: a roll of 1 or 2 counts as 1, a 3 or 4 as 2, and a 5 or 6 as 3.

We will also sometimes mention a d100; but don't worry, you don't need to find a hundred-sided dice! When you have to roll a d100, simply roll two d10s, counting the first as the 'tens' and the second as the 'units'. For example, if your first dice rolled a 5 and the second a 3, that would be a d100 roll of 53. A roll of two 0s counts as 100.

One thing that you may find when rolling d10s is that, because they are also used for d100 rolls, the number 10 is sometimes shown as a 0 instead. When rolling a d10, count any rolls of 0 as a roll of 10.

MINIATURE FIGURES

You will need enough miniatures of the appropriate race/type to represent the members of your Band. As well as their Band, each player will need to provide three Objective markers – ideally around 30mm across, these can be made from whatever you like. *The Burrows & Badgers* miniatures range is available from Oathsworn Miniatures.



PLAYING SURFACE

You will also need something to play your battles on. Any firm, level surface is best, such as a tabletop or an area of floor. You can make a gaming board from MDF, chipboard, or other similar material, or printed mats are available from various suppliers. In terms of size, a 36" x 36" board is used by many; although we've also used 48" x 24", 30" x 44", and 48" x 48". Different board sizes can suit different Bands; it can be good to play games on various sizes of board to mix things up a bit! If you're playing with more than two players (ideally, no more than four players, or it all gets a bit complicated!), you may need a 48"x48" or even bigger table.

TERRAIN

The bitter struggles of a *Burrows & Badgers* skirmish take place in the troubled lands of Albion; whether in a village, a ruined town, a wood, or simply in the fields and hedgerows of the open countryside. You can represent the scenery with commercially available products, although many gamers enjoy making their own. As a rule, a gaming table with lots of terrain and scenery will lead to closer and more exciting games. Sometimes, a specific scenario will suggest the terrain best for that game. A quick Google search on 'wargames terrain' will give a good source of ideas and practical hints on making and painting terrain.

TAPE MEASURE

You will need a tape measure marked in inches (").

OTHER EQUIPMENT

Each player needs a Band Roster, see [page 270](#) for a Roster sheet. It is also available online from <https://burrowsandbadgers.com/downloads>.



THE RULES

GAMEPLAY PRINCIPLES

RE-ROLLING DICE

DURING THE GAME, YOU MAY OCCASIONALLY BE allowed to re-roll one of your dice or to force your opponent to re-roll one of their dice due to various special rules, such as Skills or Magic. If you re-roll a dice for any reason, you must accept the new score, even if the roll is worse than the previous roll.

A dice can be re-rolled more than once if multiple special rules apply, such as spending additional Fate points.

LETTING THE DICE DECIDE

We have tried to cover as much as possible in the rules; however, if looking through the rulebook to find a solution to a problem is slowing the game down, then decide between the players what 'feels' right.

Sometimes, during a game, a situation may arise that isn't covered by the rules; or where the players are unable to follow the rules as they are written. In such cases, let the dice decide – both players should roll a d12, and the player with the higher roll chooses how the game should proceed. Re-roll ties.

LINE OF SIGHT

During a game of *Burrows & Badgers*, you will often have to decide whether or not one model has Line of Sight to another model. You can determine this by getting your eye-level down to the tabletop, behind your model and simply looking to see if the model you want to target is visible. Alternatively, some people use a laser pointer, or a long, thin piece of dowel.

If you can clearly see the whole of the target model and the whole of the model's base and there is nothing in the way, then you have Clear Line of Sight.

If you can see part of the target model (or its base) but some portion of it is blocked by either Terrain or other models, then you have Partial Line of Sight.

If you cannot see the model at all, then you do not have Line of Sight.

Note: Line of Sight extends from the full 360 degrees of the model's base. All models are assumed to be able to look in any direction, regardless of the model's facing.

MEASURING DISTANCES

You measure distances, for movement, weapons ranges, etc., in inches. The rules use the symbol for inches (""), so if we say that a weapon has a range of eighteen inches, we will express that like this: 18".

It is worth mentioning at this moment that, in *Burrows & Badgers*, you are allowed to measure distances at any time. Measurements are taken from and to the edge of a model's base.

LEAVING THE TABLE

A model that Leaves the Table as part of an Action it is making cannot come back on to the table. A model that is forced to Leave the Table, such as by being Barged or the Push Spell, may return to the table at the start of the next Turn. Place the model touching the table edge at the same point it left.





THE CORE MECHANIC

THE ROLL-OFF

The rules of *Burrows & Badgers* are based around Roll-offs. When player carries out an Action with one of their models, they will often have to make a Roll-off.

A Roll-off involves one of the model's Statistics. Which one will vary depending on the type of Action being carried out. The acting player rolls the type of dice assigned to the model's Statistic, plus or minus any modifiers that may apply. This is the acting player's Total.

Typically, the opposing player will also roll one of their Statistics, plus or minus any modifiers that may apply. This is the defending player's Total.

If the acting player's Total is equal to or lower than the opposing player's Total, the Action fails. If it is higher, the Action succeeds.

Sometimes, the acting player will instead roll against a Difficulty value, with the acting player's Total is compared to the Difficulty. If the Total is equal to or lower than the Difficulty, the Action fails. If it is higher, the Action succeeds.

To determine how well an Action succeeds, subtract the defending player's Total or the Difficulty (whichever applies) from the acting player's Total. This number is the Result – the higher it is, the more successful the Action is.

Example 1

Fleabite Hardpad is searching a ruined building for a hidden chest. His Awareness statistic is d6, so he rolls a d6, scoring a 5. There are no modifiers applicable, so his Total is 5.

The hidden chest has a Difficulty of 3. Fleabite's Action succeeds, with a Result of 2 (5 - 3).

Example 2

Fleabite Hardpad Attacks Garrick Longear. His Strike statistic is d8, so he rolls a d8, scoring a 4. He has no modifiers to add or subtract, so his Total is 4. Garrick Longear has a Block statistic of d6, so he rolls a d6, scoring a 3. He is carrying a buckler, which gives him +1 to Block rolls, so Garrick adds 1 to his dice roll of 3, for a Total of 4. The Result is 0, so Fleabite's Attack fails.

PERFECT ROLLS AND DISASTROUS ROLLS

When rolling dice for a Roll-off, you will sometimes get a 'Perfect' roll. We define this as when you roll the highest possible number on your dice; for example, a roll of a 4 on a d4, or 10 on a d10, etc.

If you score a 'Perfect', then luck is with you; the Roll-off has gone unusually well, and you may add +7 to your Total. In this way, even the weakest of warriors can, with luck, defeat the most powerful of enemies.

When rolling dice for a Roll-off, as well as 'Perfects', you will sometimes get a 'Disastrous' roll. We define this as when you roll a 1.

If you score a 'Disastrous', then luck has deserted you; the Roll-off has gone unusually badly. However, the model that rolled the 1 receives one extra Fate point.

Note – the 'Perfect' and 'Disastrous' rule applies only to dice rolled for Roll-offs; **not** to dice rolled for any other reasons.

UNIT STATISTICS

In *Burrows & Badgers* each player controls a Band made up of a small number of models. See [page 38](#) for creating your band.

Each model is represented on the tabletop by a miniature, and the model's abilities in the game are determined by nine Statistics. These Statistics are:

- | | |
|--------------|---------------|
| ◇ Movement | ◇ Concealment |
| ◇ Strike | ◇ Awareness |
| ◇ Block | ◇ Fortitude |
| ◇ Ranged | ◇ Presence |
| ◇ Nimbleness | |

All of a model's Statistics are assigned a dice value – the higher the number, the better the Statistic. So a model with a Strike Stat of d10 would be a better fighter than one with a Strike Stat of d6, for example. No Statistic may be reduced below d4 by any means, and no Statistic may be increased above d20 by any means.

- ◇ **Movement** is used to determine how far in inches the model can move horizontally.
- ◇ **Strike** is used when fighting an opponent in melee.
- ◇ **Block** is used to defend against enemy attacks.
- ◇ **Ranged** determines how well the model shoots with missile weapons.
- ◇ **Nimbleness** allows the model to avoid missile attacks and is used for vertical movement.
- ◇ **Concealment** is used when the model tries to avoid being noticed.
- ◇ **Awareness** is for searching for hidden items and spotting sneaking enemies.
- ◇ **Fortitude** is a measure of willpower, courage, and determination.
- ◇ **Presence** relates to the model's influence on the world around them, whether through intimidating physical characteristics or a strong personal aura.



THE TURN SEQUENCE

A game of *Burrows & Badgers* is divided into Turns, with each Turn of the game broken up into two phases: the Activation Phase and the End Phase.

When a model is chosen to do something during the Turn, it is called an Activation, which will consist of a number of Actions.

INITIATIVE

To decide which player can take the first Activation of the Turn, you must determine who has the Initiative. To do so, each player chooses one of their models and makes a Roll-off with that model's Nimbleness Stat. If the Roll-off is a draw, roll again. The player with the higher Total wins the Initiative. They may Activate a model, which **must** be the model whose Nimbleness Stat they rolled.

Once that model's Actions have been performed, their Activation is over, and the model cannot be Activated again this Turn.

Play then continues in a clockwise pattern, with the player to the right choosing one of their models to Activate. Once that model's Actions have been performed, their Activation is over, and the model cannot be Activated again this Turn.

Play continues again in a clockwise pattern; so, if there are two players, the first player will now choose another of their models to Activate. If there are more than two players, the next player to the right will now choose one of their models to Activate.

Play continues in this manner until all models on the table have been Activated.

Often, Bands will have different numbers of models. When this happens, after the Band with the smallest number of models has run out of models to Activate, the other players will continue Activating their models until all models on the tabletop have been Activated.

In summary, the Activation Phase begins with all the models ready to be Activated. It ends when all the models have been Activated. Then the End Phase begins.

✂ Seizing the Initiative

A player may interrupt the usual Activation sequence and 'Seize the Initiative' by spending one of their models' Fate points. The interrupting model cannot have Activated yet this Turn. The model that has spent the Fate point will now Activate and perform their Actions. Play then returns to the interrupted player.

If two or more players try to Seize the Initiative at the same time, or if the first player decides to try and hang on to the Initiative by also spending a Fate point, they all spend their Fate points, then make a Roll-off with their model's Nimbleness Stats. If the Roll-off is a draw, roll again. The player with the highest Total Seizes the Initiative. The model will now Activate and perform their Actions. Play then returns to the normal Activation sequence.

ACTIONS

When a model is Activated, they may choose and perform **two** Actions. Models may perform the following Actions:

- | | |
|----------|------------|
| ◇ Focus | ◇ Shoot |
| ◇ Move | ◇ Cast |
| ◇ Barge | ◇ Sneak |
| ◇ Charge | ◇ Search |
| ◇ Attack | ◇ Interact |
| ◇ Guard | |

✂ Declaring an Action

When declaring an Action, the player must state which model they are using to perform the Action. Then they state which Action will be performed and indicate which, if any, enemy models are targeted by the Action. Once all players are clear on what is planned, then the Acting player may begin performing their Action, rolling any dice required.

The model's first Action may be declared and completed before the second Action is declared.

A model may perform the same Action twice in the same Turn. However, if a model makes the same Action twice, any Roll-offs the model makes during the second Action have a -2 modifier.

For example, a model that makes two Attack Actions would make the first normally, then the second Attack Action would have a -2 modifier to the model's Strike roll in the Roll-off.



≡ ACTION – FOCUS ≡

A model performing a Focus Action does nothing, but readies themselves to perform whatever Action they perform next. Any Stat dice that the model rolls during the next Action they take, whenever that occurs, gains a +2 modifier.

≡ ACTION – MOVE ≡

1. A model making a Move Action that begins in Normal Terrain may turn freely and may be moved horizontally a distance equal to the model's Move Stat in inches, or vertically up a ladder, rope, or similar a distance equal to the model's Nimbleness Stat in inches. The Move Action may include both horizontal and vertical movement. If it does, use whichever Stat is **lower**.
2. There is no need to roll dice; the model may move up to the maximum value the dice could roll (i.e. 8" for a model with a Move Stat of d8, or 12" for a model with a Move Stat of d12).
3. If the Move reaches Base Contact with Difficult Terrain, then the model's Stat dice must be rolled. Use the Move Stat for horizontal movement, and the Nimbleness Stat for vertical movement. Subtract the distance already moved (rounding down) from the dice roll; the result is the remaining distance that can be moved as part of this Action.
4. If the Move begins in Difficult Terrain, then the model's Stat dice must be rolled. Use the Move Stat for horizontal movement, and the Nimbleness Stat for vertical movement. The number rolled is the distance that can be moved in this Action.
5. If a model moving vertically cannot physically be placed at the point it would stop, place it as near as possible, and keep a note of their true position.

JUMPING

A model that reaches Base Contact with an edge and wants to jump down from a higher level to a lower one, or that reaches a gap it wishes to jump across, must roll their Nimbleness Stat. The model's roll must beat the jump's Difficulty; the Difficulty is the distance jumped in whole inches, either across or down.

A success means that the model has landed safely and may use any remaining Movement (the distance jumped does not need to be subtracted).

A failure means that the model fell, and may suffer damage (see [Falling page 25](#)). Place the fallen model on the lower level, as close to where it began the jump as possible, and their Action ends.

A model successfully jumping down from a higher level to a lower one does not need to be placed directly below their starting position; they may be placed up to 2" away from it. They may land in Base Contact with an enemy model.

MOVEMENT AND TERRAIN

✂ What Counts as Normal and Difficult Terrain?

Flat, level ground would be Normal horizontal Terrain. A rope, ladder, or stairway would be Normal vertical Terrain.

If the Terrain piece features a broken or irregular surface, or represents water or vegetation, then it is Difficult horizontal Terrain. Any vertical surface that does not have a rope, ladder, handholds, stairs, or similar counts as Difficult vertical Terrain.

✂ What Counts as Horizontal and Vertical?

Terrain pieces are rarely totally flat or totally upright. If the angle of the Terrain is shallower than 45 degrees, count it as horizontal; if it is steeper than 45 degrees, count it as vertical.

If you have trouble visualising 45 degrees, just ask yourself whether you could walk up it without needing to use your hands as well as your feet; if you would need to use your hands, then it counts as vertical.

✂ Blocked Movement

Impassable Terrain and enemy models block movement. A model may only move past Impassable Terrain or enemy models if there is sufficient space for the full width of the model's base to pass through any gaps.

Friendly models do not block movement.

Doorways on buildings can be moved through freely and do not have to be wide enough for the model's base.

✂ Narrow Gaps

Models may move normally where there is sufficient width for their base to pass through. Where the gap is too narrow for the model's base to pass through, the model may attempt to squeeze through anyway. If the gap is narrower than the model's base size, roll the Nimbleness Stat dice **and** the Movement Stat dice, and use whichever roll is lower. If either roll is a 1, then the model has gotten stuck! They are jammed in the gap, cannot move for the rest of the Turn, and count as Impassable Terrain (so no models, friendly or enemy, may move through them). They have the Condition 'Paralysed' for the rest of the Turn.

Models with the Flight Skill may only use it if the space they are flying through is double or more the width of their base. So a Small Bird could only fly in a room/corridor 60mm or more wide, whereas a Massive Bird could only fly in a room/corridor 100mm or more wide.

✂ Low Terrain Features

Games will often feature low, narrow items of Terrain, such as stone walls and hedges. A model may move straight over a low Terrain piece that is less than 2" wide and is no more than half the model's height. If the Terrain is wider or higher, it counts as Difficult Terrain.

If two models are in Base Contact with a low Terrain piece on opposite sides from each other, they may make Attack Actions as if they were in Base Contact with each other, provided the Terrain piece is less than 2" wide and is no more than half the Attacking model's height.



MOVING OUT OF BASE CONTACT WITH ENEMY MODELS

Any model that begins a Move, Barge, or Charge Action in Base Contact with one or more enemy models may only move a distance of 2" or less safely. If they move more than 2", then each enemy model that was in Base Contact may make an immediate free Attack Action against the moving model. The moving model **must** Defend using their Nimbleness Stat.

FALLING

If a model suffers one or more Wounds while within 1" of an edge, or while on a vertical surface, there is a chance that they will slip and fall off. Make a Nimbleness Stat roll against a Difficulty of 3 (i.e. a roll of 4+ is required to succeed). A failure means that the model has fallen.

A model may also fall as a result of failing a Jump, being Barged, or being affected by certain Skills and Spells.

A model that falls suffers one Wound for every inch or partial inch of height fallen. Tough Skills do not apply to Wounds sustained by falling.

≡ ACTION – BARGE ≡

A model declaring a Barge Action against an enemy model must be the same size or larger than the enemy model. So, a Massive model may Barge Massive, Large, Medium, and Small models. A Large model may Barge Large, Medium, and Small models. A Medium model may Barge Medium and Small models. Small models may only Barge other Small models.

A model that Barges must move towards an enemy model via the shortest and most direct route possible and cannot be in Base Contact with that enemy model when the Action is declared. The model moves exactly as if they were performing a Move Action but counting as if they are always in Difficult Terrain (i.e. the Move Stat must be rolled), even if they do not move through Difficult Terrain.

This applies to models with the Flight Skill too; they must roll their d12 when making Barge Actions using Flight.

If the distance rolled is not enough to reach Base Contact with the enemy, the model **must** still move the distance rolled. The Barge Action then fails and the Action ends.

If the model reaches Base Contact with the enemy model, then you may move the enemy model up to 2". This movement may be forward or to the side of the Barging model, but not behind it. This movement will not trigger a free Attack Action if it moves the model out of Base Contact with other models. If a model is Barged off a Terrain piece, they may suffer damage (see Falling on [page 25](#)). A model can be Barged off the table but, as noted in Leaving the Table on [page 16](#), the model may return to the table at the start of the next Turn.

❧ ACTION - CHARGE ❧

A model that Charges must move towards an enemy model via the shortest and most direct route possible, and cannot be in Base Contact with that enemy model when the Action is declared. The model moves exactly as if it was performing a Move Action but counting as if they are always in Difficult Terrain (i.e. the Move Stat must be rolled), even if it does not move through Difficult Terrain (see [page 23](#) for Difficult Terrain). This applies to models with the Flight Skill too; they must roll their d12 when making Charge Actions using Flight.

If the distance rolled is not enough to reach Base Contact with the enemy model, the model **must** still move the distance rolled. The Charge Action fails and the Action ends.

If the model reaches Base Contact with the enemy, they make an immediate attack, exactly as if they were performing an Attack Action; if the model has moved more than 3" towards the enemy model, their Strike roll gains a +2 modifier. This is considered part of the Charge Action and does not use up another Action. However, if the model makes another Action this Turn, they are treated as having already performed an Attack Action, so a second Attack Action would have a -2 modifier.

JUMPING CHARGE

If a model has made a Move Action that ended in a jump and landed in Base Contact with an enemy model, then they make an immediate attack, exactly as if they were performing an Attack Action; if the model has moved more than 3" towards the enemy, their Strike roll gains a +2 modifier. This is considered part of the Move Action and does not use up another Action. However, if the model makes another Action this Turn, they are treated as having already performed an Attack Action, so a second Attack Action would have a -2 modifier.



Note - Charging from more than 3" away from the target enemy is risky, as you could well fail the Charge. However, it's more powerful than just using a Move Action to get into Base Contact, then making an Attack Action.

❧ ACTION - SNEAK ❧

A model that Sneaks hugs the terrain, ducks into the grass, covers itself with a cloak, or just generally tries to conceal itself while slowly creeping along.

A model cannot declare a Sneak Action if any enemy models are within 2" of them. The model may move exactly as if it was performing a Move Action, but counting as if they are always in Difficult Terrain (i.e. the Move Stat must be rolled), even if it does not move through Difficult Terrain.

The model receives the Condition 'Sneaking'. This Condition lasts until the model makes its next Action.

A model with the Condition 'Sneaking' has the following benefits: any Shoot or Cast Actions against a model that is Sneaking have a -2 modifier, provided that the Sneaking model is more than 6" away from the Shooting/Casting enemy. In addition, the model may choose to use their Concealment Stat for any Defend rolls they make while Sneaking.

A model that chooses Sneak as the first Action in their Activation may choose to delay performing their second Action. Play continues as if they had completed both Actions but, at any point before their next Activation, they may interrupt the game and perform their second Action. This can cross into the following Turn.

This interruption breaks the normal Initiative sequence; and can either follow a friendly model's Action or interrupt the enemy's Activation. When interrupting an enemy, the Action may happen either before an enemy model declares an Action, or after an enemy model has declared an Action but before any dice are rolled or movement is made. The interrupted enemy model may continue their Activation afterwards, if they are still able to.

If the model loses the Condition 'Sneaking' before they have made their second Action, they lose that Action.

If the Sneaking model performs their second Action in the following Turn, they may still Activate as normal later in the Turn.

If the second Action is a Charge or Shoot Action, then that Action counts as an Ambush Charge or Ambush Shoot. A model making a Defend roll against an Ambush Charge/ Shoot **must** use their Awareness Stat, rather than the usual Block/Nimbleness Stat or any alternatives.

≡ ACTION - ATTACK ≡

1. A model making an Attack Action must declare which enemy model they are targeting.
2. The Attacking model must be in Base Contact with the enemy model targeted.
3. Make a Roll-off; the Attacking model rolls their Strike Stat, plus and/or minus any modifiers that apply.
4. The target model will Defend; they will roll their Block Stat, (unless any other options are available due to Skills, Spells or Equipment etc.), plus and/or minus any modifiers that apply.
5. If the Attacking model's Total does not beat the target model's Defence Total, the Attack has failed, and the Attack Action ends.
If the Attacking model's Total beats the target model's Defence Total, the Attack has succeeded; go to 6.
6. Work out the Result of the Roll-off (i.e. subtract the target model's Total from the Attacking model's Total). The target model suffers a number of Wounds equal to the Result.
7. The number of Wounds caused is increased by any Strong Skill the Attacking model can apply, and reduced by any Tough the target model can apply. The Attack Action ends.

OUTNUMBERING

When a model declares an Attack Action against an enemy model, they can check to see if they will receive an Outnumbering bonus. They will receive this bonus if there are any additional friendly models in Base Contact with the target enemy model when the Attack Action is declared. For each friendly model in Base Contact with the target enemy model, including the Attacking model, the Attacking model gains a +1 modifier to their Strike roll.



≡ ACTION - GUARD ≡

A model performing a Guard Action hunkers down and readies themselves for incoming threats. All Defend rolls the model makes for the rest of the Turn gain a +2 modifier.

≡ ACTION - SHOOT ≡

1. A model making a Shoot Action cannot be within 2" of an enemy model, and must declare which enemy model they are targeting.
2. Then they must check if they have Line of Sight to their target model. If they have Clear Line of Sight, they may continue with the Shoot Action. If they have Partial Line of Sight, they may continue with the Shoot Action, but their roll will have a -2 modifier.
3. Next they must check that their target model is within the maximum Range of the weapon they are using. If they are out of Range, the Shoot Action ends.
4. Make a Roll-off; the Shooting model rolls their Ranged Stat, plus and/or minus any modifiers that apply.
5. The target model will Defend. They will roll their Nimbleness Stat to Defend (unless any other options are available due to Skills, Spells or Equipment etc.), plus and/or minus any modifiers that apply.
6. If the Shooting model's Total does not beat the target model's Defend Total, the Shoot Action has failed, and the Action ends.
If the Shooting model's Total beats the target model's Defend Total, the Shoot Action has succeeded; go to 7.
7. Work out the Result of the Roll-off (i.e. subtract the target model's Total from the Shooting model's Total). The target model suffers a number of Wounds equal to the Result.
8. The number of Wounds caused is increased by any Strong Skill the Shooting model can apply, and reduced by any Tough the target model can apply. The Shoot Action ends.

HEIGHT ADVANTAGE

If a model making a Shoot Action has an elevated position, they gain an advantage. For every full 2" that the Shooting model's base is higher than the target model's base, the Shooting model gains a +1 bonus to the Shoot Roll-off, to a maximum of +3.

SHOOTING AT FIGHTING MODELS

If the target model is in base contact with one or more of the Shooting player's models, they may be targeted, but the Shooting player must roll a d6. On a roll of 3 to 6, perform the Shoot Action as normal. On a roll of 1 or 2, the shot has gone astray; the targeted player may choose which of the models in Base Contact is now the target. Continue the Shoot Action as normal with the new target and apply any Wounds caused.

ACTION - CAST

A model making a Cast Action must declare which Spell they are attempting. If the Spell is listed as a Shooting Spell, the Casting model cannot be within 2" of an enemy model; all other Spells may be Cast without regard to the proximity of enemy models.

If the Spell targets any model other than the caster themselves, then they must check if they have Line of Sight to their target model. If they have Clear Line of Sight, they may continue with the Cast Action. If they have Partial Line of Sight, they may continue with the Cast Action, but their roll will have a -2 modifier. If they have no Line of Sight, the Cast Action ends. See [page 15](#) for Line of Sight.

If the Spell's description has a Range listed, they must check that their target model is within Range of the Spell they are using.

Note: For Spells that affect multiple models, or a whole Band, only one of the models needs to be within Line of Sight and Range.

If the Spell lists Ingredients that provide benefits and the caster wishes to use one or more, or if the caster wishes to use a Fate point to cast a more powerful version, that must be declared. Whether the Spell is cast successfully or not, any Ingredients or Fate points declared are considered used and must be removed from the model's Roster.

Note: you can use multiple Ingredients on a single Cast, if you wish to.

Make a Roll-off. The Casting model rolls the appropriate Stat (either Fortitude or Presence, depending on the Magical Archetype they are using), plus and/or minus any modifiers that apply.

All Spells have a Difficulty value; compare the Casting model's Cast Total to the Spell's Difficulty and, if the Total is equal to or lower than the Difficulty, the Cast Action fails.

If the Cast Total is higher, the Cast Action succeeds. Work out the Result of the Roll-off if needed; this will depend on the Spell being cast (i.e. subtract the Spell's Difficulty from the Casting model's Cast Total). Apply the effects of the Spell as given in the Spell's description.

Armour and Magic Use

Armour interferes with a beast's ability to cast spells; although Northymbra is a dangerous place, most Magic-users eschew armour so as to get the best use of their spellcasting abilities. A Magic-user wearing Armour suffers a penalty to all magic related Fortitude and Presence Roll-Offs equal to the Armour's Tough bonus. For example, a wizard wearing Light Armour gains Tough (1) but suffers a -1 penalty to magic-related Roll-Offs as a result.

HEIGHT ADVANTAGE

For most Spells, there is no benefit to being higher than the target model. If the Spell is listed as a Shooting Spell, however, then it is treated the same as any other missile.

If a model making a Cast Action using a Shooting Spell has an elevated position, they gain an advantage. For every full 2" that the Casting model's base is higher than the target model's base, the Casting model gains a +1 bonus to the Cast Roll-off, to a maximum of +3.



CASTING SPELLS AT FIGHTING MODELS

For most Spells, you may cast freely at any model, subject to the usual Range and Line of Sight requirements.

If the Spell is listed as a Shooting Spell, however, then it is treated the same as any other missile.

So, if the target model is in base contact with one or more of the Casting player's models, they may be targeted, but the Casting player must roll a d6. On a roll of 3 to 6, cast as normal. On a roll of 1 or 2, the Spell has gone astray; the targeted player may choose which of the models in Base Contact is now the target. Roll the Roll-off as normal and apply any damage caused.

ACTION – SEARCH

There are two ways to use a Search Action. Firstly, you can Search for a model that is Sneaking and attempt to spot them, removing the benefits of the Sneaking Condition from them. Secondly, various Quests may require the players to find items Hidden within Terrain pieces, Objectives, or fallen models. These will have various Difficulty values; the Quest will specify the Difficulty.

SEARCHING FOR SNEAKING MODELS

A model making a Search Action must declare which enemy model they are attempting to spot.

Then, they must check if they have Line of Sight to the target model. If they have Clear Line of Sight, and are within 6", the Search Action automatically succeeds. The Sneaking model has been spotted. It loses the Condition 'Sneaking' and no longer receives the benefits of that Condition.

If they have Clear Line of Sight, but are over 6" away, they may continue with the Search Action. If they have Partial Line of Sight, regardless of range, they may continue with the Search Action, but their roll will have a -2 modifier. If they do not have Line of Sight, the Search Action ends. See [page 15](#) for Line of Sight.

Make a Roll-off; the Searching model rolls their Awareness Stat, plus and/or minus any modifiers that apply.

The target model rolls their Concealment Stat (unless any other options are available due to Skills, Spells, Equipment, etc.), plus and/or minus any modifiers that apply.

If the Searching model's Total beats the target model's Total, the Search Action succeeds. The Sneaking model has been spotted. It loses the Condition 'Sneaking' and no longer receives the benefits of that Condition.

If the Searching model's Total does not beat the target model's Total, the Search Action fails and the Action ends.



HEIGHT ADVANTAGE

If a model making a Search Action for a Sneaking model has an elevated position, they gain an advantage. For every full 2" that the Searching model's base is higher than the target model's base, the Searching model gains a +1 bonus to the Search Roll-off, to a maximum of +3.

SEARCHING FOR HIDDEN ITEMS

A model making a Search Action must declare which Terrain piece, objective, etc. they are searching. They must be in Base Contact with the piece to be searched.

Make a Roll-off; the Searching model rolls their Awareness Stat, plus and/or minus any modifiers that apply.

If the Searching model's Total beats the Difficulty, the Search succeeds. The item is found; follow the directions provided by the Quest.

If the Searching model's Total is lower than or equal to the Difficulty, the Search fails, and the Search Action ends.

Persistence Pays Off

If the model fails a Search Action and makes another Search Action on the same Terrain piece in the following Turn, they gain a +1 bonus to the Roll-off.



⚔ ACTION – INTERACT ⚔

Certain pieces of Equipment are marked as 'Requires an Interact Action to use'. Other pieces of Equipment, and some Spells, are marked as 'Requires an Interact Action to prepare'.

- ❖ A model performing an Interact Action can use one piece of Equipment marked as 'Requires an Interact Action to use'.
- ❖ The Interact Action can instead be used to prepare any piece of Equipment or Spell that 'Requires an Interact Action to prepare', such as Weapons marked as Slow. That piece of Equipment or Spell will then be ready for use.
- ❖ The Interact Action can instead be used to perform a task specified in a Quest.

⚔ WOUNDS ⚔

A model who suffers one or more Wounds must mark them off on their Band Roster. There are seventeen Wound boxes. Mark them off starting from the top at number 1, then go from left to right. For each shaded Wound box crossed off (numbers 4, 7, 10, and 13), the model suffers a -1 penalty to all Roll-offs.

When a model crosses off their seventeenth box, marked 'OoA', the model has suffered significant injuries and is no longer fighting fit. They immediately go Out of Action and take no further part in the game. Remove the model from the tabletop.

HEROIC SACRIFICE

At any time after a model has taken enough Wounds to suffer penalties to Roll-offs, they may declare a Heroic Sacrifice when declaring an Action. Their next Roll-off is made as normal but, instead of suffering penalties equal to the number of shaded Wound boxes crossed off, they instead gain a +7 bonus.

However, this supreme effort overcomes them and they go Out of Action as soon as they have completed the Action. The model counts as being taken Out of Action by the enemy Band. The model must roll on the Major Injuries Table after the game (see [page 157](#)); they do not get to make a Fortitude roll to avoid this, and it cannot be avoided by any other means, including Den or Wandering benefits.

⚔ ROUTING ⚔

If, at any time, a Band has a total of 50% or more of its models taken Out of Action or having Left the Table, then the Band must check for Routing at the end of the Turn. Round fractions up, so a nine-member Band would need to check for Routing after losing five models. Any extra models added to a Band as part of a Quest do not count towards this.

If the Band's Leader or Second are still in action and on the table, then they check for Routing by making a Roll-off using their Fortitude Stat against the enemy's highest Presence Stat. If the Roll-off is a success, the Band does not Rout this Turn, and the game

continues. If the Roll-off is failed, or if the Band's Leader and Second are Out of Action or have Left the Table, the Band must Rout.

If multiple Bands have to Roll-off for Routing, then take the Roll-offs in whichever order you wish, but treat them as happening simultaneously; any Band that fails must Rout.

VOLUNTARY ROUTING

Sometimes during a Campaign, there are times when it is better to run away and live than risk fighting on and maybe lose the lives of your heroes. To allow for this, after at least three Turns of a game have been played, a Band may Rout at any time the player chooses, without needing to be below 50% strength. However, in the next Battle played, the Band's Leader starts with 0 Fate points and cannot be given any extra through Band Rating balancing, Wandering results, Allegiance bonuses, etc.

FATE POINTS

At the start of every Battle, each model gets Fate points. Leaders start with three Fate points. Seconds start with two Fate points. All other models start with one Fate point. These cannot be carried over from game to game. A model will gain an extra Fate point whenever they roll a 1 during a Roll-off (but not if that 1 is re-rolled; only if the final roll is a 1!). A model can have a maximum of five Fate points at any time; any extra Fate points earned are lost.

Models can use their Fate points in three ways. Firstly, a model can spend a Fate point after any dice roll or Roll-off to immediately re-roll one dice, either during the Battle or in the Post-Battle Phase. You can re-roll a dice multiple times, provided you have the Fate to spend.

Secondly, a model can spend a Fate point to activate certain Skills or Spell bonuses. The descriptions of those Skills and Spells will explain what the bonus entails.

Thirdly, a Fate point may be used to Seize the Initiative.

CONDITION

SNEAKING

A model with the Condition 'Sneaking' has the following benefits: any Shoot or Cast Spell Actions against a model that is Sneaking have a -2 modifier, provided that the Sneaking model is more than 6" away from the Shooting/Casting enemy. In addition, the model may choose to use their Concealment Stat for any Defend rolls they make while Sneaking.

BERSERK

A model with the Condition 'Berserk' can only make Move, Charge, and Attack Actions. Any Strike rolls they make have a +6 modifier. Any 'Defend' rolls they make have a -3 modifier. They also count as having the Skills 'Fearless' and 'Enduring'.

STUNNED

A model with the Condition 'Stunned' that makes any dice rolls also rolls their Fortitude Stat dice and must use whichever roll is lowest. If the roll is a Fortitude roll, use two dice and take the lowest.

PARALYSED

A model with the Condition 'Paralysed' cannot declare Actions or roll dice for any reason. Any rolls they would be required to make, such as Defend rolls, count as 0.

BURNING

A model with the Condition 'Burning' suffers d6 Wounds, not reduced by Tough Skills or Armour, at the start of each Turn. On a roll of 6, the model suffers no Wounds and the fire goes out. The fire may be put out and the Condition removed by a total of two Interact Actions, which may be made by the Burning model, and/or any other models in Base Contact.

BLINDED

A model with the Condition 'Blinded' acts as normal but, whenever they roll a Statistic dice for any reason (such as rolling Strike in an Attack Action, or rolling Move in a Charge Action), the model must also roll their Awareness and use whichever roll is lower. If the roll is an Awareness roll, use two dice and take the lowest.



CREATING A BAND

THE BAND ROSTER



WHEN CREATING A BAND, THE FIRST THING you'll need is a Band Roster. You'll use that to record all the information about your various models: their Stats, Skills, Equipment, and so on. Let's take a look at the Band Roster.

The Band Roster is divided up into twelve sections; two to record general information about your Band and ten to record the details of each of your heroes. You're unlikely to need all ten to start with; Bands rarely begin with more than half a dozen models, and often less!

The first section has space to record your Band's name, its Rating (the higher this is, the more powerful the Band), its Allegiance (the social or political direction they lean in), and its Treasury (space to record your stashed earnings!). There are also boxes to record any Pensions, Labour, and Materials the Band has; these will be discussed later (see [pages 153, 154, and 110](#)).

The second section has space to record twelve pieces of Stashed Equipment; gear your Band has collected, but that your heroes are not currently using. Then there's space to record up to twelve Upgrades to your Den; you'll start with one, and add more as the Campaign progresses.

The third section is for the first of your heroes, your Leader.

The fourth section is for your Band's Second, who serves as the Leader's assistant.

The fifth through twelfth sections are for the other heroes recruited to your Band.

All these sections have spaces to record your hero's Name, Species, Level, Statistics, Skills & Spells, and any Equipment that they carry.

Finally, there are boxes to keep track of Wounds suffered, Fate points, and Experience points (we'll talk about those later on, see [pages 35, 36, and 155](#)).

CREATING A NEW BAND

You'll need a blank Roster, and ideally a pencil, an eraser, and some scrap paper; you may need to change things as you go along!

A Band starts with **350 Pennies** to spend. Pennies are the in-game currency you'll use to hire and equip your models. All models **must** have at least one piece of Equipment or a Spell.

ALLEGIANCE

Your Band can choose an **Allegiance**, which represents the ideals and politics that it is sworn to. There are ten Allegiances to choose from:

- | | |
|-----------------|-------------------|
| ◇ Royalists | ◇ Wildlings |
| ◇ Rogues | ◇ Arcane Conclave |
| ◇ Freebeasts | ◇ Undead |
| ◇ Kindred | ◇ Routiers |
| ◇ Witch Hunters | ◇ Hillfolk |

Each has certain benefits and restrictions. New players should ideally stick to the first four Allegiances (Royalists, Rogues, Freebeasts, and Kindred); the rest are best saved until you're fully familiar with the game.

Each Allegiance has a Starting Bonus; this is something that applies at Band creation.

All Bands have a **Den**; the Allegiance chosen will also decide what starting Den Upgrade they begin with (see [page 180](#) for Den Upgrades).

Each Allegiance has an **Allegiance Archetype** – either Warrior, Ranger, All-rounder, or Cunning Folk. This determines which Advance table the models in the Band will roll on when gaining Experience Advances (see [page 175](#) for the Advance Table).

Allegiances also have a restricted choice of **Magical Archetypes**. Any Magic-users in the Band must choose an Archetype from that list. If the Band contains more than one Magic-user, they do not have to choose the same Magical Archetype but must still choose from the list allowed by their Allegiance (see [page 62](#) for Magical Archetypes).

Each Allegiance also has a Support Quest; these are Quests that may be fulfilled to gain Fate and Experience points in Battles, in addition to the normal Main and Side Quests.

The choice of Allegiance will also affect the Equipment options and prices that the models in the Band can take at Band creation. Each Allegiance may purchase any Equipment from the Common Equipment in the General Store (see [page 176](#)) but any Rare Equipment they have access to at Band creation, and the price it costs, will be listed in their Allegiance description. Any Rare Equipment **not** listed in an Allegiance's description cannot be purchased at Band creation; you can only access that Equipment during the Post-Battle Phase in a Campaign (see [page 149](#) for Campaigns).

MODELS

A new Band must have a minimum of two models and a Band can have a maximum of ten models. Choose the Species for each model and pay the Pennies cost listed (see [page 43–46](#) for the Species Tables).

This limit of 10 applies even during Campaign play.

No more than eight models may be Large (40mm bases) and no more than six Massive (50mm bases). Again, this applies during Campaign play as well as to a new Band.

Any Species listed as Rare may only be taken once. So, for example, a Band could have a Platypus and a Tortoise, but not two Tortoises.

✂ Leaders

Your Leader may choose one Skill and can increase one Statistic by one dice level (e.g. a d4 Stat would become a d6 Stat). However, no Stat may be raised higher than d12 in a starting Band.

✂ Seconds

Every Leader has a Second to back them up, a capable beast who is always ready to help direct the Band. They may choose one Skill.

✂ Magic-users

Any model may be a Magic-user. They choose one of the Magical Archetypes available to their Allegiance. They may then choose any of the Spells from that Magical Archetype. They do not need to be paid for with Pennies, but the model receives the Delicate (1) and Weak (1) Skills for each Spell they take. For example, a Magic-user starting with three Spells will also be Delicate (3) and Weak (3). All that time spent in the library has weakened them dramatically!

A Magic-user cannot choose Spells from multiple Magical Archetypes; they must pick one. Opportunities to add more Magical Archetypes may arise during a Campaign, however. If you have more than one Magic-user in your Band, they do not all have to pick the same Magical Archetype.

✂ Other models

Apart from the Leader and Second, all other models in your Band start without any Skills, other than those their Species naturally begins with.

LEVELS

Small models start at Level 1, Medium models at Level 2, Large models at Level 3, and Massive models start at Level 4. Every Experience Advance increases the model's Level by one; some Major Injuries reduce the model's Level by one.

Leaders start with a Skill and a Stat increase, which are effectively two free Experience Advances, and thus start two Levels higher. For example, a starting Hare (Large) Leader would be Level 5.

Seconds start with a Skill, which is effectively a free Experience Advance, so start one Level higher. A starting Mouse (Small) Second would be Level 2.

Magic-users can take Spells, and Spells would normally come through Experience Advances. But starting Magic-users do not increase their Level based on the Spells they have taken; this is because Spells taken at Band creation cause Weak and Delicate penalties.

Leaders may reach a maximum of Level 15. Seconds may reach Level 13. All other models may reach a maximum of Level 12.

BAND RATING

Your Band's Rating is a measure of its current power level. To work it out, simply add together the total Levels of all the models in the Band. That total is the Band's Rating.

BAND CREATION SUMMARY

1. A new Band starts with 350 Pennies to spend.
2. Pick an Allegiance and record the Den Upgrade it gives you on your Roster.
3. A new Band must have a minimum of two models.
4. A Band can have a maximum of ten models, even during Campaign play. No more than eight models may be Large (40mm bases) and no more than six Massive (50mm bases).
5. Any Species listed as Rare may only be taken once.
6. All models must be given at least one piece of Equipment (a Weapon, Armour, or an Item) or at least one Spell. Which Equipment and Spells are available to you will depend on your Allegiance.
7. Your Leader may upgrade one Stat by one dice level, up to a maximum of d12, and choose one Skill. This adds two to the model's Level.
8. Your Second may choose one Skill. This adds one to the model's Level.
9. A model may be made into a Magic-user by simply choosing at least one Spell from a Magical Archetype available to your Allegiance. Then they receive the Weak (1) and Delicate (1) Skills for every Spell they have.
10. Small models start at Level 1, Medium models at Level 2, Large models at Level 3, and Massive models start at Level 4.
11. Your Band Rating is the total of the Levels of all your models.
12. As well as miniatures to represent your Band, you must also have three Objective markers, around 30mm across.





SPECIES TABLES

SMALL BEASTS (30mm Base)												
TYPE	LEVEL	M	S	B	R	N	C	A	F	P	FEE	SKILLS
Mouse/ Dormouse	1	d6	d6	d4	d6	d6	d6	d6	d6	d6	24	
Shrew	1	d6	d6	d6	d6	d6	d6	d6	d8	d6	29	
Bird (Small)	1	d6	d6	d6	d6	d6	d6	d6	d4	d4	26	Flight
Noctule Bat	1	d4	d6	d4	d4	d6	d6	d6	d6	d6	28	Flight, Unarmed Fighter, Natural Hunter, Gifted, Delicate (2), Darksense
Great Crested Newt	1	d6	d6	d6	d6	d6	d6	d6	d6	d6	26	Swim
Shrew Knight Errant	1	d8	d6	d6	d4	d6	d4	d8	d10	d8	52	Fighting Mount, Fearless
Mist Ghast (Small/ Medium)	1	d6	d8	d6	d6	d8	d6	d10	d6	d6	37	Otherworldly, Uncanny
Stag Beetle Grubs												
Tracker Grub	1	d6	d6	d6	d4	d6	d8	d6	d6	d6	27	Bloodhound, Unarmed Fighter, Armless
Attack Grub	1	d6	d6	d6	d4	d6	d8	d6	d6	d6	28	Strong (1), Unarmed Fighter, Armless
Damping Grub	1	d6	d6	d6	d4	d6	d8	d6	d6	d6	25	Resist Magic, Unarmed Fighter, Armless

MEDIUM BEASTS (zomm Base)												
TYPE	LEVEL	M	S	B	R	N	C	A	F	P	FEE	SKILLS
Hedgehog	2	d6	d6	d6	d6	d6	d6	d6	d6	d8	31	Spines
Squirrel	2	d6	d6	d6	d6	d8	d8	d8	d8	d6	42	Climber
Mole	2	d4	d6	d6	d4	d6	d6	d4	d8	d6	29	Strong (1), Tunneller, Short Sighted
Weasel / Stoat	2	d8	d8	d6	d6	d8	d6	d6	d6	d6	36	Fearless
Black Rat	2	d6	d8	d6	d6	d6	d8	d6	d6	d6	31	
Ferret / Polecat	2	d8	d8	d6	d6	d8	d6	d8	d8	d8	49	Fearless
Cat	2	d6	d8	d6	d6	d8	d6	d6	d6	d8	34	
Rabbit	2	d8	d6	d6	d6	d6	d6	d6	d6	d6	28	
Toad	2	d6	d6	d6	d4	d6	d10	d6	d8	d8	48	Strong (1), Tough (2), Natural Hunter
Frog	2	d6	d6	d6	d6	d6	d6	d6	d6	d6	28	Leaper, Swim
Adder	2	d6	d8	d4	d4	d4	d8	d8	d8	d8	43	Poison, Unarmed Fighter, Armless
Marmot	2	d6	d6	d6	d6	d6	d4	d6	d6	d6	25	
Water Vole	2	d8	d6	d6	d6	d8	d6	d6	d8	d6	36	Swim
Bird (Medium)	2	d6	d6	d6	d6	d8	d6	d6	d6	d6	33	Flight
Raptor (Medium)	2	d6	d8	d6	d4	d8	d6	d8	d6	d6	43	Flight, Unarmed Fighter, Strong (1), Natural Hunter
Hound (Medium)	2	d6	d8	d6	d6	d6	d4	d6	d6	d6	31	Strong (1)
Green Lizard (Rare)	2	d6	d6	d4	d6	d6	d8	d6	d6	d6		27
Siamese Cat (Rare)	2	d6	d8	d6	d6	d6	d6	d6	d8	d8		36
Tortoise (Rare)	2	d4	d8	d6	d6	d6	d6	d6	d6	d6	38	Tough (2)
Platypus (Rare)	2	d6	d6	d4	d6	d6	d6	d6	d6	d6	26	Swim

LARGE BEASTS (40mm Base)												
TYPE	LEVEL	M	S	B	R	N	C	A	F	P	FEE	SKILLS
Hare	3	d8	d10	d8	d6	d6	d6	d6	d8	d8	50	Leaper, Strong (1)
Wildcat	3	d8	d10	d6	d4	d8	d8	d8	d8	d8	64	Strong (2), Tough (1), Fearsome, Natural Hunter
Great Brown Rat	3	d8	d8	d6	d6	d6	d6	d6	d6	d8	39	Strong (1)
Fox	3	d8	d8	d6	d8	d6	d6	d6	d6	d8	42	Strong (1)
Otter	3	d8	d8	d6	d8	d8	d6	d6	d8	d8	49	Strong (1), Swim
Bird (Large)	3	d6	d6	d6	d6	d8	d4	d6	d8	d6	37	Flight
Raptor (Large)	3	d6	d8	d6	d4	d8	d4	d8	d8	d8	53	Flight, Strong (2), Unarmed Fighter, Natural Hunter
Hound (Large)	3	d6	d8	d6	d6	d6	d4	d6	d6	d8	43	Strong (2), Tough (1)
Raccoon (Rare)	3	d6	d8	d6	d6	d6	d6	d6	d8	d8	40	Strong (1)
Armadillo (Rare)	3	d8	d8	d6	d6	d8	d6	d6	d8	d8	61	Strong (1), Tough (3), Leap
Fennec Fox (Rare)	3	d6	d8	d6	d6	d8	d6	d8	d6	d6	40	Bloodhound
Mist Ghast (Large)	3	d6	d8	d8	d6	d8	d6	d10	d6	d8	51	Strong (2), Otherworldly, Uncanny



MASSIVE BEASTS (50mm Base)												
TYPE	LEVEL	M	S	B	R	N	C	A	F	P	FEE	SKILLS
Badger	4	d8	d8	d6	d6	d6	d4	d6	d8	d10	67	Strong (3), Tough (2), Fearsome
Beaver	4	d6	d8	d6	d6	d4	d4	d6	d10	d8	61	Strong (2), Tough (3), Swim
Bird (Massive)	4	d6	d8	d6	d6	d6	d4	d6	d8	d8	42	Flight
Raptor (Massive)	4	d6	d10	d6	d4	d6	d4	d8	d10	d10	65	Flight, Strong (3), Unarmed Fighter, Natural Hunter
Hound (Massive)	4	d8	d10	d6	d4	d6	d6	d6	d8	d8	59	Strong(3), Tough (2), Natural Hunter
Mist Ghast (Massive)	4	d8	d10	d8	d6	d8	d6	d10	d8	d10	72	Strong(4), Otherworldly, Uncanny



ALLEGIANCES

ROYALISTS

The Kingdom of Northymbra faces difficult times. King Redwulf has not been seen for some time and his whereabouts are a source of much rumour. His unpopular but venomously ambitious son, Prince Reinert, rules as regent in his stead, struggling to hold the Kingdom together as the Lords and Barons smell opportunity and jockey for advantage. Faced with endless politicking and covert operations by the Freebeasts, and with the possibility of attacks by Wildlings and the Hillfolk Clans, Prince Reinert relies heavily on the support of his many small but loyal bands. Effectively members of the Royal Army, but acting on detached duty, they carry out dangerous and deniable missions across the land. A Royalist Band might be made up of noble knights, weary veterans, a religious order, or even convicts doing public service in lieu of prison time.

A Royalist Band has the benefit of the Kingdom's organised military structure and will be better trained fighters than other Bands.

- ❖ **Starting Bonus – Expert Training:** Two of your models may improve their Strike dice by one level, to a maximum of d12. This increases the models' Levels by one.
- ❖ **Den:** Your Den begins with the 'Pells & Training Ground' Upgrade.
- ❖ **Allegiance Archetype:** Warrior
- ❖ **Magical Archetypes:** Royalist Magic-users may choose from Natural, Light, Noble, Unbound, Divine, and Elementalism.
- ❖ **Support Quest – The King Wills It!** Any model who takes an enemy model Out of Action using an Attack Action (including the bonus Attack from Charging, or the free Attack when an enemy moves out of Base Contact) gains 1 Fate point and 1 Experience point.

Royalist Starting Rare Equipment Options

ROYALIST STARTING RARE EQUIPMENT OPTIONS TABLE		
NAME	TYPE	PRICE
Weapon (Master-smithed)	Weapon	12 + cost of the weapon
War Bow	Weapon	20
Heavy Crossbow	Weapon	27
Caliver	Weapon	20
Very Heavy Armour	Armour	40
Silk Undershirt	Varies	5
Telescope	Item	10
Relic	Item	4
Anti-venom	Item	3

ROGUES

Truly, the Kingdom of Northymbra is rife with trouble and the days are dark. War threatens in the east, the King is missing, the foxes are stirring up unrest, and three years of bad harvests are taking their toll... but some beasts thrive in such unsettled times. Happiest when living outside of normal society, bands of rogues haunt Northymbra. Whether living in the woods, surviving by hunting, raiding, and banditry; reiving the coasts in a life of piracy; or running scams and rackets in the streets of the big cities, rogues infest the Kingdom, and the sternest measures by the Crown have done little to limit their numbers. In fact, the harshest measures only seem to create more even more rogues. In the courts of the nobles, such beasts are viewed as the scum of the earth; but in society's underworld, they are kings.

A Rogue Band relies on stealth and movement rather than raw combat power.

- ❖ **Starting Bonus – Quick and Quiet:** Two of your models may improve their Move **or** Nimbleness **or** Concealment dice by one level, to a maximum of d12. This increases the models' Levels by one.
- ❖ **Special Rule – Born Lucky:** You start each game with three extra Fate points, which you can distribute freely between your models.
- ❖ **Den:** Your Den begins with the 'Obstacle Course' Upgrade.
- ❖ **Allegiance Archetype:** Ranger
- ❖ **Magical Archetypes:** Rogue Magic-users may choose from Natural, Wild, Noble, Unbound, Fate-weaver, and Illusionism.
- ❖ **Support Quest – Strip the Area:** Perform a Search Action with a Difficulty of 5 on one or more Terrain pieces that are at least 12" from your Table Corner. For every Terrain piece successfully Searched, the Searching model gains 1 Fate point and 1 Experience point.
- ❖ Each Terrain piece can only be successfully Searched once, and only Terrain pieces at least 50mm wide/long count!

⚔ Rogue Starting Rare Equipment Options

ROGUE STARTING RARE EQUIPMENT OPTIONS		
NAME	TYPE	PRICE
Caliver	Weapon	25
Silk Undershirt	Varies	5
Dispel Scroll	Item	10
Blind Dust	Item	7
Telescope	Item	10
Paralysing Poison	Item	4
Pain Poison	Item	2
Mortal Poison	Item	5
Anti-venom	Item	3



FREEBEASTS

The Freebeast Republic of Myrce borders the southern edge of Northymbra, although the exact line of that border is in a constant state of flux. Even in undisputed Northymbran territory, there are many beasts who identify as Freebeasts and refuse to submit to the rule of King Redwulf. They are mostly found in the south-west of the Kingdom, where many of the towns and villages are controlled by the noble fox families, who form a ruling elite, controlling both legitimate trade and much of the criminal activity.

The claim is that Freebeast society is a meritocracy, with everyone valued for their contribution, rather than their race or position. The reality is somewhat different; the ruling class are mostly defined by inherited wealth, ruthlessness, and a certain moral flexibility. Simply doing your best is not a ticket to success among the Freebeasts, despite their rhetoric. But, if you're always ready to grab an opportunity, you can climb to the top of the pile. Just don't be too concerned about who you're treading on.

A Freebeast Band will be wealthier and have access to better equipment than other Bands.

- ❖ **Starting Bonus – One to Watch:** Two of your models may improve their Presence **or** Awareness dice by one level, to a maximum of d12. This increases the models' Levels by one.
- ❖ **Special Rule – Deep Pockets:** You have an extra 25 Pennies to spend at Band creation, for a total of 375 Pennies.
- ❖ In addition, in the Post-Battle Phase when checking for Availability of Rare Equipment in the General Store (see [page 176](#)), you may roll 3d6, rather than the usual 2d6.
- ❖ **Den:** Your Den begins with the 'Study' Upgrade.
- ❖ **Allegiance Archetype:** All-rounder
- ❖ **Magical Archetypes:** Freebeast Magic-users may choose from Natural, Dark, Noble, Unbound, Fate-weaver, and Illusionism.
- ❖ **Support Quest – Look After Yourself:** Every model that does not go Out of Action during the Battle gains 1 Experience point, in addition to any normally awarded by the Main Quest being played. Each model still in Action on Turn 3 gains 1 Fate point. Each model still in Action on Turn 6 gains 1 Fate point.

Freebeast Starting Rare Equipment Options

Freebeast Starting Rare Equipment Options Table		
Name	Type	Price
Heavy Crossbow	Weapon	25
Caliver	Weapon	20
Very Heavy Armour	Armour	42
Silk Undershirt	Varies	5
Dispel Scroll	Item	10
Shielding Talisman	Item	7
Mirroring Talisman	Item	10
Blind Dust	Item	7
Telescope	Item	10
Paralysing Poison	Item	4
Pain Poison	Item	2
Mortal Poison	Item	5
Relic	Item	4
Anti-venom	Item	3
Arcane Tome	Item	20



KINDRED

The Kindred are the militant arm of the Children of the Green Mother and defend the woods and forests of Northymbra against all foes. They despise those who promote industrialisation and the use of advanced technology. The Kindred are divided into Chapters, each assigned to different areas of the country. Each Chapter is further divided into Troops of up to a dozen or so, who will often operate covertly in enemy territory. Although a knightly order, the Kindred specialise in volleys of bow fire, preferring to travel light, moving through the forests and valleys of Northymbra at a rapid pace, ready to strike wherever the Children of the Green Mother order them.

Kindred Bands can be glass cannons, dealing out lots of damage, but their lack of armour leaves them vulnerable.

- ❖ **Starting Bonus – Expert Training:** Three of your models may improve their Strike **or** Ranged dice by one level, to a maximum of d12. This increases the models’ Levels by one.
- ❖ **Special Rule – Travel Light:** No model in a Kindred Band may wear Heavy Armour, Very Heavy Armour, or use a Heavy Shield. No model in a Kindred Band may use a Heavy Crossbow or any Black Powder weapons.
- ❖ **Den:** Your Den begins with the ‘Archery Range’ Upgrade.
- ❖ **Allegiance Archetype:** Ranger
- ❖ **Magical Archetypes:** Kindred Magic-users may choose from Natural, Light, Noble, Wild, Divine, and Elementalism.
- ❖ **Support Quest – Scout:** Reach Base Contact with the enemy’s Objectives and mark them by performing an Interact Action. Any model who marks an enemy Objective gains 1 Fate Point and 1 Experience point. If all the enemy’s Objectives are Marked, all your models gain 1 Fate point. Each Objective can only be marked once.

Kindred Starting Rare Equipment Options

KINDRED STARTING RARE EQUIPMENT OPTIONS TABLE		
NAME	TYPE	PRICE
Weapon (Master-smithed)	Weapon	12 + Weapon Cost
War Bow	Weapon	20
Silk Undershirt	Varies	5
Telescope	Item	10
Relic	Item	4
Anti-venom	Item	3

WITCH HUNTERS

The Office of Heresy, commanded by the High Church of All Divine in Roma, controls the De Bouan Order of Witch Hunters. Despatched from Roma in small numbers to carry out specific assignments, the De Bouan Witch Hunters seek out necromancy, Dark magic-users, and often simply anyone they suspect of dabbling with 'unholy' powers. While several great evils have been successfully ended by the De Bouans' intervention, many an innocent village wisebeast has also met an untimely end at their paws...

Witch Hunter Bands are commonly led by a De Bouan Captain, accompanied by various witch hunters, priests, and monks, as well as soldiers seconded from local Royal Army and town guard companies. It's not unusual to have a representative or two from the Houses of Illumination tagging along as well. Witch Hunters also frequently make use of specially trained Stag Beetle Grubs for tracking and in combat.

Witch Hunter Bands are very specialised; they do well against enemies who rely on magic, but may struggle against more conventional foes.

- ❖ **Starting Bonus – Armoured by Faith:** Two of your models may improve their Fortitude dice by one level, to a maximum of d12. This increases the models' Levels by one.
- ❖ **Special Rule – Well-funded :** You also have an extra 25 Pennies to spend at Band creation, for a total of 375 Pennies.
- ❖ **Den:** Your Den begins with the 'Gymnasium' Upgrade.
- ❖ **Allegiance Archetype:** Cunning Folk
- ❖ **Magical Archetypes:** Witch Hunter Magic-users may choose from Light, Noble, and Divine.
- ❖ **Support Quest – Purify:** Any model that takes an enemy Leader, Second, Magic-user, or enemy with the Uncanny Skill Out of Action gains 1 Fate point and 1 Experience point.

Witch Hunter Starting Rare Equipment Options

WITCH HUNTER STARTING RARE EQUIPMENT OPTIONS TABLE

NAME	TYPE	PRICE
Malleus Maleficarum	Varies	10 + Weapon Cost
Heavy Crossbow	Weapon	28
Caliver	Weapon	22
Very Heavy Armour	Armour	40
Silk Undershirt	Varies	5
Dispel Scroll	Item	8
Shielding Talisman	Item	7

Mirroring Talisman	Item	10
Telescope	Item	10
Relic	Item	4
Bonded Beetle Grub	Item	25
Stag Beetle Grubs		
Tracker Grub	Item	23
Attack Grub	Item	26
Damping Grub	Item	24

WILDLINGS – SERVANTS OF THE OLD ONES

Wildling society is one of tribalism, shamanism, and a ruthless disdain for the ‘civilisation’ of town-beasts; Wildlings respect strength and determination rather than rank and breeding. The Wildlings see themselves as both the descendants and the servants of the mysterious Old Ones. The identity of these Old Ones is unclear; some say that the gods Mortay, the Green Mother, and the Horned God are among their number, but this is not certain. Only the inner circle of the highest-ranking shamans knows the truth.

Wildlings see the advancement of civilisation as a great evil, with the development of technology severing beasts’ connections to the land and the nature spirits tied to it. They are more in tune with the natural world, with the old magic of root and branch. But don’t be fooled – they are not peace-loving, gentle creatures any more than a thunderstorm is gentle.

Uniquely, Wildling Bands are able to combine powerful magic with strength and toughness.

- ❖ **Starting Bonus – Born to be Wild:** Three of your models may take either the Strong (1) Skill **or** the Tough (1) Skill. These are cumulative with any existing Strong/Tough Skills they have due to their Species. This increases the models’ Levels by one.
- ❖ **Special Rule – Stay Pure:** No model in a Wildling Band may use any Black Powder weapons.
- ❖ **Den:** Your Den begins with the ‘Obstacle Course’ Upgrade.
- ❖ **Allegiance Archetype:** All-rounder
- ❖ **Magical Archetypes:** Wildling Magic-users may choose from Natural, Wild, Dark, Fate-Weaver, Channelling and Elementalism
- ❖ **Support Quest – Back to Nature:** Reach Base Contact with the enemy’s Objectives and make an Interact Action to plant them with magically enhanced seeds; any model who seeds an enemy Objective gains 1 Fate point and 1 Experience point. Each Objective can only be seeded once.

Wildling Starting Rare Equipment Options

WILDLING STARTING RARE EQUIPMENT OPTIONS TABLE

NAME	TYPE	PRICE
Very Heavy Armour	Armour	45
Dispel Scroll	Item	10
Shielding Talisman	Item	7
Mirroring Talisman	Item	10
Blind Dust	Item	7
Berserker Seeds	Item	8
Old One Brews	Item	13
Paralysing Poison	Item	4
Pain Poison	Item	2
Mortal Poison	Item	5
Relic	Item	4
Anti-venom	Item	3
Bonded Critters		
Hunting Hornet	Item	32
Centipede	Item	23
Cave Spider	Item	20
Beetle	Item	23
Bonded Beetle Grub	Item	23
Stag Beetle Grubs		
Tracker Grub	Item	20
Attack Grub	Item	23
Damping Grub	Item	21

ARCANE CONCLAVE

Arcane Conclaves are groups of Magic-users who band together to pursue their art, learning from one another and developing their powers faster and further than most mages can achieve. Well-funded groups may start an esoteric order in one of the larger cities and begin training apprentices; but most Conclaves are itinerant bands, wandering the lands to seek knowledge wherever it can be found. Working closely together allows the mages to develop new types of magic, directing fate, casting illusions, and controlling the elements. Although not illegal, such Conclaves are often viewed askance by commonbeasts and are likely to attract the vigilant eye of the witch hunters.

Arcane Conclave Bands rely entirely on magic, and can be challenging to use. But played with finesse, they can be effective.

- ◇ **Starting Bonus – Mental Prowess:** Two of your models may improve their Fortitude **or** Presence dice by one level, up to a maximum of d12. This increases the models’ Levels by one.
- ◇ **Special Rule – Magical Studies:** All models in an Arcane Conclave Band **must** be Magic-users, and start with at least one Spell.
- ◇ **Allegiance Archetype:** Cunning Folk
- ◇ **Magical Archetypes:** Arcane Conclave Magic-users may choose from the Natural, Wild, Light, Dark, Noble, Unbound, Fate-weaver, Illusionist, and Elementalist Spell lists.
- ◇ **Den:** Your Den begins with the ‘Study’ Upgrade.
- ◇ **Support Quest – Perform the Ritual:** Place some kind of ritual marker within 24” of the enemy’s Table Corner; something like a standing stone, statue, or altar, on a 50mm base or similar (use whatever you have, really!).
- ◇ Any of your models in Base Contact with the ritual marker may declare an Interact Action, then make a Presence Roll-off against a Difficulty of 0. Make a note of the Result, adding it to any Results of other ‘Perform the Ritual’ Interact Actions your Band has made. Any model who rolls a Result of 8 or more gains 1 Fate point and 1 Experience point.
- ◇ If your Band manages to roll a combined Result of over 50 before the game ends, all models receive 1 Experience point.

✂ **Arcane Conclave Starting Rare Equipment Options**

ARCANE CONCLAVE STARTING RARE EQUIPMENT OPTIONS TABLE		
NAME	TYPE	PRICE
Dispel Scroll	Item	10
Shielding Talisman	Item	10
Mirroring Talisman	Item	13
Arcane Tome	Item	17

UNDEAD

With three years of devastating weather ruining the harvests, followed by the sudden violence of the War of Storms, Northymbra and Myrce have both suffered terrible loss of life with thousands of beasts dying before their time.

In a land already awash with magical energies, many of the dead have remained as spirits – shades and ghosts barely capable of anything more than wandering lost and confused through the wild places. However, such unquiet souls are sought after by those who practice the dark magical arts of Necromancy, for such souls are the raw ingredients they need to perform their blasphemous spells...

An Undead Band is made up of Stable Ghosts and Mist Ghosts, and can also take normal Magic-users and other models who are not actually undead!

- ◇ **Starting Bonus – Relics of a Past Life:** Two of your models may improve any one Stat by one level, to a maximum of d12. This does not have to be the same Stat for each model. This increases the models' Levels by one.
- ◇ The Band's Leader and Second **must** be a Magic-user or Stable Ghost. If the Leader is a Stable Ghost, that model does not have the Skill Otherworldly, but the Band may only include Stable Ghosts and Mist Ghosts.
- ◇ **Special Rule – Restless Spirits:** At least half the models in the Band must be Mist Ghosts, but the Band may include 13 models rather than the normal limit of 10.
- ◇ During the Off-Duty section of the Post-Battle Phase, Stable Ghosts and Mist Ghosts may not Wander, but can Labour, Train, or Rest as normal.
 - ❖ **Stable Ghosts:** Signing-on Fee: As the living Species, plus 15 Pennies. An ancient champion. This model can increase one Statistic by one dice level (e.g. a d4 Stat would become a d6 Stat). However, no Stat may be higher than d12 in a starting Band. They may also choose one extra Skill. They count as two Levels higher than their Species (which cannot be a Mist Ghost) would normally be at Band creation. They also have the Skills Otherworldly and Uncanny.
 - ❖ **Mist Ghosts:** Mist Ghosts gain Experience and suffer injuries like any other model. However, they count as always being equipped with a single one-handed weapon and cannot be given any other Equipment. They cannot use Spells. Re-roll any Experience Advances that refer to the Ranged Stat or Shooting Skills.
 - ❖ **Living Band Members:** In addition to Stable Ghosts and Mist Ghosts, you can hire any normal models too (unless your Leader is a Stable Ghost, as noted above). Any you choose to be Magic-users are hired normally. Any non-Magic-users you hire are instead hired for half the normal Signing-on Fee but receive the Innate Skill 'Unreliable'.
- ◇ **Upkeep:** An Undead Band pays Upkeep like any other Band. Just think of it as needing ectoplasm rather than food!
- ◇ **Den:** Your Den begins with the 'Library' Upgrade.
- ◇ **Allegiance Archetype:** Cunning Folk
- ◇ **Magical Archetypes:** Undead Magic-users may choose from Natural, Dark, and Necromancy.
- ◇ **Support Quest – Bringers of Ruin:** Any model who takes an enemy model Out of Action gains 1 Fate point. Any model still on the table on Turn 3 gains 1 Fate point. Any model still on the table on Turn 6 gains 1 Fate point and 1 Experience point.

✂ Undead Starting Rare Equipment Options

UNDEAD STARTING RARE EQUIPMENT OPTIONS		
NAME	TYPE	PRICE
Dispel Scroll	Item	10
Shielding Talisman	Item	10
Mirroring Talisman	Item	13
Arcane Tome	Item	20



ROUTIERS

The Royal Army is made up of the retinues of the King, his Lords, and his Barons. They are trained, well-equipped soldiers, but are relatively few in number. When you need to fight a war, clear out a nest of angry grubs, or even just guard a city, you turn to the routiers – soldiers who fight for coin. The skills and equipment they bring to the field are varied; they rarely display the parade-ground snap of the retinues, but they know how to fight. And how to stop fighting, if the coin stops flowing.

A Routier Band may be professional mercenaries who have fought across the Continent, a group of down-at-heel Tunneljacks, or even a Town Watch.

Routier Bands rely strongly on their combat skills and are good in a fight, but have limited access to magic.

- ❖ **Starting Bonus – Expert Training:** Two of your models may improve their Strike dice **or** Ranged dice by one level, to a maximum of d12. This increases the models' Levels by one.
- ❖ **Special Rule – Old Campaigners & Raw Recruits:** Up to six members of your starting Band may be Old Campaigners. They may improve any Stat by one or more dice levels, up to a maximum of d12. They may also take any number of Skills. These upgrades do not increase the model's Level.
 - ❖ For each Stat upgrade and Skill selected, the model must make a roll of d12+3 (i.e. possible results of 4 to 15) on the Major Injuries Table (see [page 157](#)). They suffer that Injury, but do not reduce their Level if normally required, nor do they receive the Pennies that would normally be added to the Band's Pension.
 - ❖ Up to six members of your starting Band may be Raw Recruits. They must reduce both their Fortitude and Presence Stats by one dice level, but they begin with a One-handed Weapon, a Sling, and a Light Shield for free.
 - ❖ When creating a Band, or when hiring new Band members, all models must be either Old Campaigners or Raw Recruits.
- ❖ **Special Rule – Martial Pride:** A Routier Band may have a maximum of one Magic-user.
- ❖ **Den:** Your Den begins with the 'Pells & Training Ground' Upgrade.
- ❖ **Allegiance Archetype:** Warrior
- ❖ **Magical Archetypes:** Routier Magic-users may choose from Natural, Light, Noble, and Unbound.
- ❖ **Support Quests – Protect your Assets:** Have a model in Base Contact with one or more of your Objectives. Once per Turn, one of your models who is in Base Contact with one of your Objectives gains 1 Fate Point. In addition, if there are no enemy models within 12" of that Objective, one of your models on the table gains 1 Fate point.
- ❖ Only the survivors get paid. If your Band suffers fewer models Out of Action than the opposing Band at the end of the Battle, all models receive 1 Experience (see [page 150](#) for opposing players in multiplayer games).

✚ Routiers Starting Rare Equipment Options

ROUTIERS STARTING RARE EQUIPMENT OPTIONS TABLE		
NAME	TYPE	PRICE
War Bow	Weapon	20
Heavy Crossbow	Weapon	27
Caliver	Weapon	20
Very Heavy Armour	Armour	40
Relic	Item	5

HILLFOLK

In the north of Albion lie the lands of Strath Clota; a harsh and unforgiving but beautiful place. It does not support a large population, and the Hillfolk Clanbeasts that make Strath Clota their home tend to be tough and hardy. They make a living from their herds of insects and grubs, from fishing in the lochs, and from frequent raids on their neighbours and the surrounding kingdoms.

Whether attacking or defending, they favour speed over holding their ground and are capable of rapidly changing tactics mid-fight, thanks to the inspiring skirling of their fabled Pipers.

- ❖ **Starting Bonus – Fast and Furious:** Two of your models may improve their Move **or** Nimbleness **or** Fortitude dice by one level, to a maximum of d12. This increases the model’s Level by one.
- ❖ **Special Rules – Fabled Pipers:** One model may purchase Bagpipes (Item) for 20 Pennies and will be considered a Piper. You may only have one Piper in a Band at any time. The Piper may use an Interact Action to play the Bagpipes. Pick one of the following tunes and apply the effects until the end of the Turn. Note, models will not benefit from the tune’s effects if they are equipped with Heavy Armour, Very Heavy Armour, or a Heavy Shield.
 - ❖ **Strathspey:** All models in the Band count as having the Skill ‘All-out Attack’ until the end of the Turn. However, they do not have to spend a Fate point to use that Skill.
 - ❖ **Hornpipe:** All models in the Band count as having the Skill ‘Rock Steady’ until the end of the Turn. However, they do not have to spend a Fate point to use that Skill.
 - ❖ **Jig:** All models in the Band count as having the Skill ‘Dodge’ until the end of the Turn.
 - ❖ **March:** All models in the Band count as having the Skill ‘Burst of Speed’ until the end of the Turn. However, they do not have to spend a Fate point to use that Skill.
 - ❖ **Reel:** All models in the Band count as having the Skill ‘Slippery’ until the end of the Turn. However, they do not have to spend a Fate point to use that Skill.

- ◇ **Den:** Your Den begins with the ‘Obstacle Course’ Upgrade.
- ◇ **Allegiance Archetype:** All-rounder
- ◇ **Magical Archetypes:** Hillfolk Magic-users may choose from Natural, Light, Wild, and Elementalism.
- ◇ **Support Quest – Raid:** You must choose and then reach one of the enemy’s Objectives, then drag it off the table at your Table Corner. Dragging the Objective will slow the model holding it; all movement is treated as Difficult Terrain while moving it. The model dragging the Objective may stop doing so at any time. As the Objective is large and heavy, Spells such as The Gate or Transpose will not affect it; the dragging models would be moved but the Objective would remain in place. Each Turn that the enemy Objective is being dragged, any single Hillfolk model may be given 1 Fate point. When the Objective has been moved to within 12” of your Table Corner, all your models receive 1 Fate point. If the Objective is dragged off at your Table Corner, all models in your Band gain 1 Experience point.

Note: Objectives are not normally moved, this Quest is an exception! Only one Objective may be moved.

🦋 **Hillfolk Starting Rare Equipment Options**

HILLFOLK STARTING RARE EQUIPMENT OPTIONS		
NAME	TYPE	PRICE
Bagpipes	Item	20
Bonded Critters		
Hunting Hornet	Item	30
Centipede	Item	23
Cave Spider	Item	20
Beetle	Item	23
Bonded Beetle Grub	Item	23
Stag Beetle Grubs		
Tracker Grub	Item	21
Attack Grub	Item	24
Damping Grub	Item	22

MAGIC



HERE HAVE ALWAYS BEEN THOSE WHO TAKE AN interest in magic: wizards, witches, cunning folk, and their ilk. But, as beasts in every inn and alehouse will tell you, all magic is dangerous and unpredictable, for it operates according to rules that mortals don't understand. Magic-users are often viewed with suspicion, or even outright hostility. Despite this, the allure of easy power draws many to begin learning spells and, once begun, it is a difficult path to escape. Of course, some have little say in whether to dabble in magic or not – they are born with the gift upon them and could no more avoid it than a normal creature could avoid eating.

There are many forms of magic, ranging from Light, often used by priests and clerics, through to Dark, generally the preserve of evil sorcerers and necromancers. Each of these is referred to as a Magical Archetype.

When creating a Band or hiring a new recruit who is a Magic-user, each Spell the model begins with will impose the Delicate (1) and Weak (1) Skills. For example, a Magic-user starting with three Spells will also be Delicate (3) and Weak (3).

When new Spells are learned by taking an Experience Advance, they do **not** impose the Weak and Delicate Skills; only Spells taken when the model is first created impose Weak and Delicate.

Spells that give bonuses stack. For example, if a model has the Bless Spell cast upon it twice, then the model's next dice roll would have a +6 modifier.

☯ MAGICAL ARCHETYPE – NATURAL ☯

Natural magic is based on the intrinsic energy of the living world. It is the most common form of magic among those born with the gift.

Natural Magic is Fortitude-based and Cast Roll-offs are made using the caster's Fortitude Stat versus the Spell's Difficulty.

1. HASTE

Infused with energy of an early Spring, the target of this spell moves faster than seems possible.

- ◇ **Difficulty:** 5
- ◇ **Range:** 18"
- ◇ **Effects:** The target of the spell can perform an extra Action the next time they act.
- ◇ **Ingredients:**
 - ❖ Thyme Leaves – The spell is automatically cast without a Roll-off.

2. CURSE

Bad luck and ill omens pour forth from the caster, spelling disaster for their foes.

- ◇ **Difficulty:** 3
- ◇ **Range:** 18"
- ◇ **Effects:** The target's next Roll-off has a -2 Modifier.
- ◇ **Ingredients:**
 - ❖ Bloodwort – The target's next Roll-off has a -3 Modifier instead of -2.
 - ❖ Mandrake – The modifier lasts for the rest of the Turn.

3. CURE

A wave of healing energy flows from the caster.

- ◇ **Difficulty:** 3
- ◇ **Range:** 12"
- ◇ **Effects:** The target heals Wounds equal to the Roll-off Result – 'uncross' the boxes on the Roster.
- ◇ **Ingredients:**
 - ❖ Lugwort – Add +2 to the caster's roll.
 - ❖ Henbane – Any Conditions caused by Poison are also removed.

4. LUCK

Fortune smiles, and the recipient of this spell can do no wrong.

- ◇ **Difficulty:** 3
- ◇ **Range:** 24"
- ◇ **Effects:** The target gains a +3 modifier to their next Roll-off.
- ◇ **Ingredients:**
 - ❖ Galingale – the target gains a +3 modifier to all rolls for the rest of the Turn.

5. LIGHTNING

Calling forth the potent energies of the charged clouds, the caster launches a bolt of lightning at their enemy.

- ◇ **Difficulty:** 2
- ◇ **Range:** 18", Shooting Spell
- ◇ **Effects:** The target is blasted by a lightning bolt and takes Wounds equal to the Result of the Roll-off. These are **not** reduced by Armour but **are** reduced by Skills in the normal way.
- ◇ **Ingredients:**
 - ❖ Copper Strip – The target takes 2 extra Wounds.
 - ❖ Elf-bolt – The target takes 3 extra Wounds.
- ◇ **Fate Point:** The caster may spend a Fate point to add +5 to the Cast Action Fortitude roll.

6. PUSH

Using sheer will, the caster unleashes a blast of energy, forcing an enemy away.

- ◇ **Difficulty:** 4
- ◇ **Range:** 12", Shooting Spell
- ◇ **Effects:** The target model is moved d6 inches directly away from the caster. If the model is pushed into an obstruction, such as a Terrain piece, they stop and suffer d6 Wounds; these are reduced by Armour and Skills in the normal way. If the model is pushed into another model, they stop and both models suffer d6 Wounds; these are reduced by Armour and Skills in the normal way. If the model is pushed off a raised area, they will suffer falling damage in the normal way.
 - ❖ If the casting model is at least 3" higher up than the target model, reduce the distance they are pushed by 2" and add 2 to any Wounds caused.
- ◇ **Ingredients:**
 - ❖ Dragonfly Wings – The target model is Pushed an extra 2", and any Wounds caused by the spell are increased by 2.
- ◇ **Fate Point:** The caster may spend a Fate point to push the target model 2d6" instead of d6", and increase any Wounds caused to 2d6.

MAGICAL ARCHETYPE – LIGHT

Light magic is typically used by priests, monks, and other holy or noble warriors. It is mostly concerned with protection and defence. Light Magic is Presence-based and Cast Roll-offs are made using the caster's Presence Stat.

1. BLESS

The caster calls upon the gods to bless a friend in need.

- ◇ **Difficulty:** 2
- ◇ **Range:** 12"
- ◇ **Effects:** The target adds +3 to their next dice roll.
- ◇ **Ingredients:**
 - ❖ Blessed Water – The target adds +3 to their next dice roll, and may re-roll the dice.

2. HEAL

Wounds close, bones re-knit, and blood clots when the caster commands.

- ◇ **Difficulty:** 4
- ◇ **Range:** 12"
- ◇ **Effects:** The target model heals d12 Wounds.
- ◇ **Ingredients:**
 - ❖ Blessed Water – The spell is automatically cast without a Roll-off.
 - ❖ Henbane – Any Conditions caused by Poison are also removed.
 - ❖ Heal-alle – The spell affects all friendly models within 2" of the Spell's target model. Roll Wounds healed separately for each.
- ◇ **Fate Point:** The caster may spend a Fate point to have the Spell effect all friendly models within 6" of the Spell's target model.

3. HEARTS OF OAK

Calling upon the righteousness of their cause, the whole Band are filled with zeal and will battle fearlessly no matter the odds.

- ◇ **Difficulty:** 3
- ◇ **Range:** Unlimited
- ◇ **Effects:** All models in the caster's Band ignore the Skills 'Fearsome' and 'Uncanny'. Lasts until the caster suffers a Wound.
- ◇ **Ingredients:**
 - ❖ Blessed Water – The spell is automatically cast without a Roll-off, and the Band does not have to check for Routing, even if below 50%.

4. PURIFYING FLAMES

Overcome with wrath, the caster bursts into vengeful flames.

- ❖ **Difficulty:** 5
- ❖ **Range:** Can only be Cast onto self
- ❖ **Effects:** The caster becomes wreathed in holy fire. Any models (friendly or enemy) in Base Contact or within 2" of the caster suffer d6 Wounds; these are reduced by Armour and Skills in the normal way. The spell lasts d4 Turns, including the Turn in which the Spell is Cast. Wounds are inflicted at the time the spell is Cast and then when the caster Activates on subsequent Turns.
- ❖ **Ingredients:**
 - ❖ Blessed Water – The spell does not affect friendly models.
 - ❖ Saltpetre – All targets also gain the Condition 'Burning'.

5. PURGE WITCH

Using their will, faith, and courage, the caster's soul battles with a heretical enemy.

- ❖ **Difficulty:** 0
- ❖ **Range:** 24"
- ❖ **Effects:** The target must be an enemy Magic-user. This Spell is automatically cast, but the target of the Spell will try to Resist; make a Presence versus Presence Roll-off. If the target model wins the Roll-off or the Roll-off is drawn, the Spell is resisted and fails. If the caster wins, the target model suffers Wounds equal to the Result. Armour does not reduce this, but Tough Skills do.
- ❖ **Ingredients:**
 - ❖ Blessed Water – Add +2 to the caster's Roll.
- ❖ **Fate Point:** The caster may spend a Fate point to add +5 to the Cast Presence roll.

6. INVULNERABLE

Faith and purity are a shield against harm.

- ❖ **Difficulty:** 5
- ❖ **Range:** 12"
- ❖ **Effects:** The target model gains Tough (3) for d4 Turns, including the Turn in which the Spell is cast.
- ❖ **Ingredients:**
 - ❖ Blessed Water – The target model becomes immune to enemy Spells whilst Invulnerable is in effect.



MAGICAL ARCHETYPE - DARK

Dark magic is forbidden in many civilised places, but it is powerful and cruel, and there will always be certain beasts attracted by that. It is mostly used to exercise power over another's life-force. Dark Magic is Fortitude-based and Cast Roll-offs are made using the caster's Fortitude Stat.

1. PAIN

The caster wracks their foe's body with waves of agony.

- ◇ **Difficulty:** 4
- ◇ **Range:** 24"
- ◇ **Effects:** The target model has the Condition 'Stunned'. Lasts until the caster takes a Wound.
- ◇ **Ingredients:**
 - ❖ Mandrake – The target model also has a -2 modifier to all Roll-offs while the Spell is in effect.
 - ❖ Bone Meal – The spell also causes an immediate d4 Wounds. This is **not** affected by Armour but is reduced by Tough Skills as normal.

2. CONTROL

Taking over another beast's body, the caster forces them to do as they please.

- ◇ **Difficulty:** 0
- ◇ **Range:** 12", Target must be an enemy model.
- ◇ **Effects:** This Spell is automatically cast but the target of the Spell will try to Resist; make a Fortitude versus Fortitude Roll-off. If the target model wins the Roll-off or the Roll-off is drawn, the Spell is resisted and fails. If the caster wins, the Spell succeeds.
 - ❖ The target is forced to perform an Action immediately, decided by the caster's player. This Action may not be a Cast Action or use any single-use equipment, and may not use any of the target's Fate points or Skills; for example, an Attack Action by a Controlled hare would not benefit from the hare's Strong (1). Being Controlled does **not** use up the Controlled model's normal Actions for the Turn.
- ◇ **Ingredients:** Lotus Flowers –Add +3 to the caster's roll.
- ◇ **Fate Point:** The caster may spend a Fate point to have the Controlled model perform two Actions instead of one.

3. PARALYSE

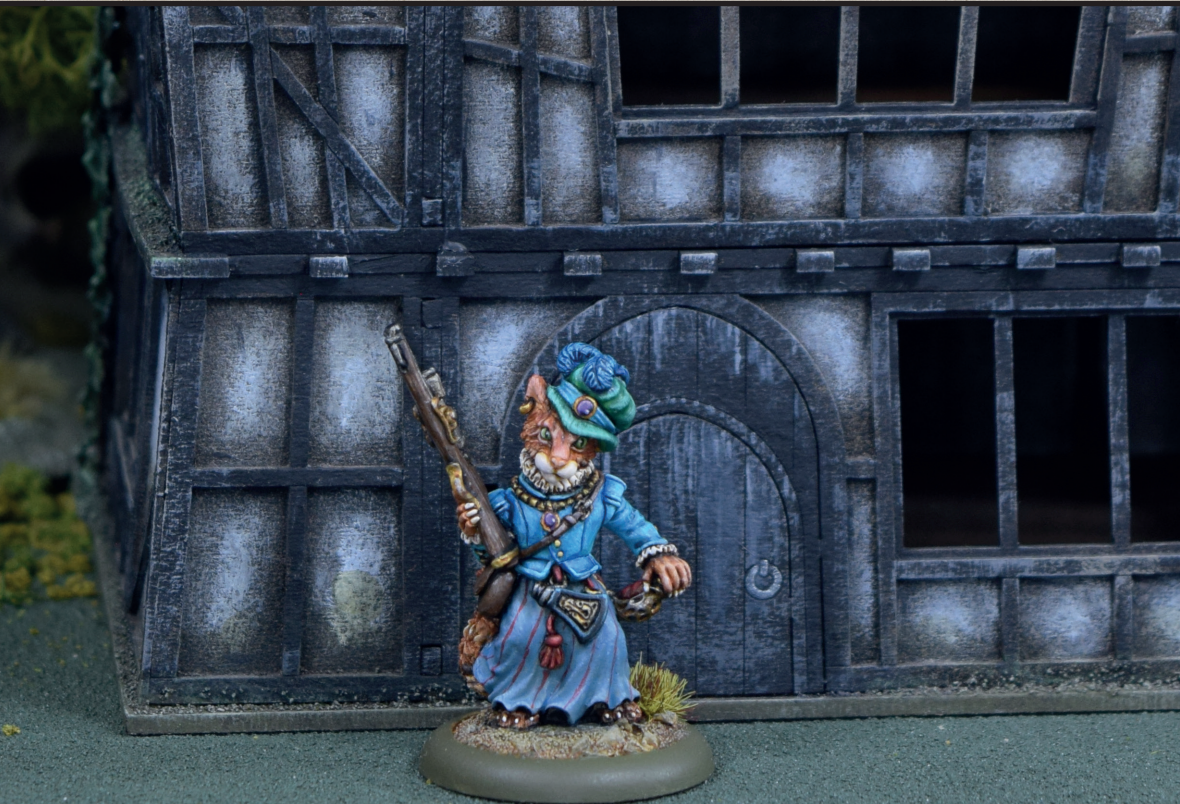
Separating the victim's mind from their body, the caster locks them in place, unable to move.

- ◇ **Difficulty:** 6
- ◇ **Range:** 6"
- ◇ **Effects:** The target model is unable to move, and has the Condition 'Paralysed' until the end of the Turn.
- ◇ **Ingredients:** None

4. THE HORROR

An enemy is tricked into seeing terrifying monsters.

- ◇ **Difficulty:** 3
- ◇ **Range:** 24"
- ◇ **Effects:** The target views all enemy models as having the Skill 'Fearsome'. Lasts until the caster takes a Wound.
- ◇ **Ingredients:**
 - ❖ **Badger's Blood** – The target trembles uncontrollably for the duration of the Spell; roll a d6 before every Action. On a roll of 1, they miss that Action.



5. RAGE

Mind clouded with bloodlust and battle-fury, the target erupts into uncontrolled violence.

- ◇ **Difficulty:** 4
- ◇ **Range:** 18"
- ◇ **Effects:** The target becomes subject to the Berserk Skill.
- ◇ **Ingredients:**
 - ❖ Badger's Claws – The target model immediately has the Condition 'Berserk'.

6. LIFE EATER

The caster draws life-force from a foe and absorbs it.

- ◇ **Difficulty:** 2
- ◇ **Range:** 18", Shooting Spell
- ◇ **Effects:** The target model suffers Wounds equal to the Result. Armour does **not** reduce this, but Tough Skills do. The target model may roll their Fortitude and reduce the Wounds taken by the amount rolled.
- ◇ If Wounds are caused, the caster may heal an equal number of their own Wounds.
- ◇ If no Wounds are caused, the caster suffers d4 Wounds from magical feedback, unaffected by Armour or Tough Skills.
- ◇ **Ingredients:**
 - ❖ Amanitas – Add +1 to the caster's roll.
 - ❖ Belladonna – The Wounds absorbed may be transferred to another Wounded model within Clear Line of Sight, which does not have to be within range, instead of absorbed by the caster.
- ◇ **Fate Point:** The caster may spend a Fate point to add +5 to the Cast Fortitude roll.



≡ MAGICAL ARCHETYPE – WILD ≡

Wild magic is derived from the power of ancient forests, misty marshes, and the deep, dark places of the world. Wild Magic is Fortitude-based and Cast Roll-offs are made using the caster's Fortitude Stat.

1. STAG'S LEAP

Channelling the power of the Lord of the Wood, movement is quickened.

- ◇ **Difficulty:** 4
- ◇ **Range:** 24"
- ◇ **Effects:** The target may immediately move up to 12". This may include vertical movement. If the target of the spell ends in Base Contact with an enemy, they may make an Attack action. If this spell is cast on a model other than the caster, it counts as one of their Actions – they must not have Activated already this Turn and, when they do, they will only take one further Action.
- ◇ **Ingredients:**
 - ❖ Powdered Acorns – The spell is automatically cast without a Roll-off.

2. BEAR'S STRENGTH

Gaining the power of the giant beasts of old, the muscles strengthen.

- ◇ **Difficulty:** 3
- ◇ **Range:** 18"
- ◇ **Effects:** The target model gains the Strong (2) Skill. Lasts until the caster takes a Wound or the distance between the Caster and the target model is greater than 18".
- ◇ **Ingredients:**
 - ❖ Bear Bone Fragments – The target gains Strong (4) instead of Strong (2).

3. OAKFLESH

The resilience of ancient oaks is imbued into a beast's hide.

- ◇ **Difficulty:** 3
- ◇ **Range:** 18"
- ◇ **Effects:** The target gains the Tough (2) Skill. Lasts until the Caster takes a Wound or the distance between the Caster and the target model is greater than 18".
- ◇ **Ingredients:**
 - ❖ Antler Dust – The target gains Tough (4) instead of Tough (2).

4. EARTH SHAKER

Reaching to the bones of the earth, magic tears the land asunder.

- ◇ **Difficulty:** 5
- ◇ **Range:** 24"
- ◇ **Effects:** Choose a Terrain piece; any model in Base Contact with it suffers d8 Wounds and any model within 2" of the Terrain piece suffers d6 Wounds. Armour and Skills reduce this as normal.
- ◇ Measure the largest dimension of the Terrain piece in inches. If the Cast Roll-off Result is higher than that number, the Terrain piece is destroyed – remove it from the tabletop.
- ◇ **Ingredients:**
 - ❖ Thunderbird Feather - Add +2 to the caster's roll.

5. TANGLEWEED

The quickening sap of Spring calls brambles and creepers to life.

- ◇ **Difficulty:** 4
- ◇ **Range:** 36"
- ◇ **Effects:** The target model must reduce all movement by 3". Lasts until the caster takes a Wound.
- ◇ **Ingredients:**
 - ❖ Powdered Acorns – The target must reduce all Movement by 4" instead of 3".

6. CREEPING THINGS

Spiders and bugs are summoned and bound to the will of the caster.

- ◇ **Difficulty:** 4
- ◇ **Range:** 18"
- ◇ **Effects:** A swarm of worms, maggots, beetles, spiders, and wasps attacks the target. The target model immediately suffers 1 Wound not reduced by Armour or Skills, then another every Turn when they Activate. The spell ends when the caster takes a Wound or performs another Cast Action.
- ◇ **Ingredients:**
 - ❖ Cave Spider Venom – The swarm's stings and bites are poisonous; the target also has the Condition 'Stunned'.
 - ❖ Scarab Shells – The swarm increases in size; the target suffers an extra Wound for each Scarab shell used, up to a maximum of three Scarab Shells for a total of 4 Wounds.

❧ MAGICAL ARCHETYPE – UNBOUND ❧

Unbound magic is not tied to any particular source of power; it is the result of study and testing over many years by inquisitive mages. It is viewed as a civilised, scientific form of magic. Unbound Magic is Presence-based and Cast Roll-offs are made using the caster's Presence Stat.

1. BLETCHLY'S CLOAK OF CONCEALMENT

Enveloped in mystical energies, the spell hides you from all sight.

- ❖ **Difficulty:** 4
- ❖ **Range:** 24"
- ❖ **Effects:** The target model has the Condition 'Sneaking' for the rest of the Turn and it cannot be removed by Search Actions. It ends if they perform another Action, as normal.
- ❖ **Ingredients:** Silk Fibres – The target model maintains the Condition 'Sneaking' for the rest of the Turn, even if they perform other Actions.





2. VAN RUBAL'S ACCELERATION

The world seems to slow around you as you move with lightning speed.

- ◇ **Difficulty:** 5
- ◇ **Range:** 24"
- ◇ **Effects:** The target model adds 2" to any Move, Charge, or Barge Actions, and adds +2 to all Strike, Block, and Nimbleness rolls. Lasts until the end of the Turn.
- ◇ **Ingredients:**
 - ❖ Wax Candle – The Spell is automatically cast without a Roll-off.
- ◇ **Fate Point:** The caster may spend a Fate Point to increase the bonus to 4 instead of 2.

3. MORGLUM'S FIERY BLAST

Gathering a ball of fire in your hands, you launch it at your foes.

- ◇ **Difficulty:** 2
- ◇ **Range:** 18", Shooting Spell
- ◇ **Effects:** The target takes Wounds equal to the Cast Roll-off Result. These are reduced by Armour and Skills in the normal way.
- ◇ **Ingredients:**
 - ❖ Saltpetre – The target model gains the Condition 'Burning', see [page 37](#).
 - ❖ Brimstone – The Spell affects the target model and any models within 2" of the target.
- ◇ **Fate Point:** The caster may spend a Fate point to have the spell affect all models within 4" of the target model.

4. BURRAMORR'S DISTANT FRACTURING

The power of magic is focused on a single point, building up pressure until it breaks.

- ◇ **Difficulty:** 6
- ◇ **Range:** 12"
- ◇ **Effects:** One piece of Equipment chosen by the caster is damaged and cannot be used for the rest of the game. The affected piece of Equipment is considered to be repaired after the game and may be used normally in the next game. This Spell can affect anything in the Equipment section, with the exception of Bonded Critters, Stag Beetle Grubs, Special Magic Equipment, and Enchanted Equipment.
- ◇ **Ingredients:**
 - ❖ Haematite – The Spell can also affect Enchanted Equipment.

5. SANGRAM'S PORTABLE PROTECTOR

Clear, weightless and yet virtually impenetrable, a shield appears

- ◇ **Difficulty:** 4
- ◇ **Range:** Unlimited
- ◇ **Effects:** The caster gains Tough (5) until the end of the Turn.
- ◇ **Ingredients:**
 - ❖ Amber Bead – The Spell may be cast onto a model other than the caster; the caster must have Line of Sight to the target model.

6. MANGARR'S MYSTICAL BLADE

A magical sword is summoned from the aether.

- ◇ **Difficulty:** 2
- ◇ **Range:** Unlimited
- ◇ **Effects:** The caster gains a one-handed magical blade that adds +1 to Strike Roll-offs. Tough bonuses from Armour do **not** have an effect on Wounds inflicted by this weapon. Lasts until the end of the Battle.
- ◇ **Ingredients:**
 - ❖ Ground Obsidian – The blade also adds +1 to the user's Block Roll-offs.
- ◇ **Fate Point:** The caster may spend a Fate point to have the Spell affect a friendly model instead of the caster; the caster must have Line of Sight to the target model.



⚡ MAGICAL ARCHETYPE – NOBLE ⚡

Noble, or 'High', magic is widely regarded as magic in its purest form. It is entirely non-destructive and is focused on transforming the world and the things in it. Noble Magic is Presence-based and Cast Roll-offs are made using the caster's Presence Stat.

1. THE GATE

All the world's spaces become joined, letting the caster travel without moving.

- ◇ **Difficulty:** 5
- ◇ **Range:** Unlimited
- ◇ **Effects:** The caster immediately moves to any point on the table.
- ◇ **Ingredients:**
 - ❖ Haematite – The spell may be cast on any friendly model instead of the caster; the caster must have Line of Sight to the target model.

2. TRANSDUCE

Two beasts suddenly trade places.

- ◇ **Difficulty:** 5
- ◇ **Range:** Unlimited, Needs Line of Sight to both affected models
- ◇ **Effects:** Two friendly models may switch places with each other. Alternatively, one or both of the transposed models may be enemy models; if so, they may roll their Fortitude against the Spell's Difficulty. If any affected enemy beats the Difficulty, the Spell fails.
- ◇ **Ingredients:**
 - ❖ Dragonfly Wings – Add +2 to the caster's roll.

3. CHANNELLING

Matter twists and warps; what was wounded becomes whole and what was whole, wounded.

- ◇ **Difficulty:** 1
- ◇ **Range:** 18"
- ◇ **Effects:** The caster may transfer any number of Wounds suffered from one friendly model to themselves.
- ◇ **Ingredients:**
 - ❖ Saltpetre – Two friendly models within range may transfer any number of Wounds suffered between themselves.

4. DAMPENING

The natural background magic of the world is dampened, making spellcasting difficult.

- ◇ **Difficulty:** 5
- ◇ **Range:** Unlimited
- ◇ **Effects:** All Cast Actions made by any model have a -3 modifier. Lasts d4 Turns, including the Turn on which the Spell is cast, or until the caster is Wounded.
- ◇ **Ingredients:**
 - ❖ Copper Strip – The Spell is automatically cast without a Roll-off.
- ◇ **Fate Point:** The caster may spend a Fate point so that no Magic-user may add any bonuses to their Cast Roll-offs while the spell lasts (things like a Mage's Focus or the Gifted Skill do not work!).

5. RADIANCE

The caster shines with the blinding brilliance of a star.

- ◇ **Difficulty:** 5
- ◇ **Range:** Unlimited
- ◇ **Effects:** Enemy models struggle to look at the magical light. All models who declare Actions against the caster count as having the Condition 'Blinded' for that Action. Lasts d3 Turns, including the Turn on which the Spell is cast, or until the caster is Wounded.
- ◇ **Ingredients:**
 - ❖ Amber Bead – The Spell may be cast onto a model other than the caster; the caster must have Line of Sight to the target model.

6. REVELATION

The world is revealed as it truly is, not merely as it appears.

- ◇ **Difficulty:** 5
- ◇ **Range:** Unlimited
- ◇ **Effects:** All enemy models with the Condition 'Sneaking' lose it immediately and no enemy models can make Sneak Actions for the rest of the Turn.
- ◇ **Ingredients:** None

MAGICAL ARCHETYPE - DIVINE

Divine magic is typically used by priests, monks, and witch hunters. Rather than being true magic, it is instead linked to faith in the user's chosen deity. It functions just like magic, using the Cast Action, and Roll-offs are affected by the caster wearing Armour just like any other magic (see [page 105](#)).

Unlike all the other Magical Archetypes, each Spell chosen from the Divine Archetype at Band creation or when hiring new recruits does **not** inflict the Weak (1) and Delicate (1) Skills. However, each Spell must instead be paid for with Pennies; they cost 5 Pennies each.

Divine magic is Fortitude-based and Cast Roll-Offs are made using the caster's Fortitude Stat.

1. CIRCLE OF PROTECTION

The gods' blessings shine out from you, sweeping away evil.

- ◇ **Difficulty:** 2
- ◇ **Range:** 3"
- ◇ **Effects:** All friendly models within 3" of the caster's Base may re-roll any Fortitude or Presence rolls they make against Spells and may reduce any Wounds they take from Spells or from models with the Uncanny Skill by 2 for the rest of the Turn.
- ◇ **Ingredients:** None

2. HEALING HANDS

Wounds seal and flesh re-knits as healing power flows.

- ◇ **Difficulty:** 2
- ◇ **Range:** Base Contact
- ◇ **Effects:** Restore d6 lost Wounds and stop the effects of Poisons on one model in Base Contact, or on the caster themselves.
- ◇ **Ingredients:** None

3. BLESSING

The caster calls upon the gods to bless a friend in need.

- ◇ **Difficulty:** 3
- ◇ **Range:** 12"
- ◇ **Effects:** The target model adds +3 to their next Roll-Off score.
- ◇ **Ingredients:**
 - ❖ Blessed Water – The target model adds +3 to one dice roll of their choice and may re-roll the dice.

4. HOLY ZEAL

Righteous rage floods a warrior, giving them the power of true faith!

- ◇ **Difficulty:** 2
- ◇ **Range:** 12"
- ◇ **Effects:** The target model may add 2" to their next move **or** +2 to their next Strike roll **or** +2 to their next Ranged roll.
- ◇ **Ingredients:** None

5. SMITE THE UNHOLY

Fire from the heavens strikes those who consort with mystical powers.

- ◇ **Difficulty:** 3
- ◇ **Range:** 12", Shooting Spell
- ◇ **Effects:** This Spell causes d6 Wounds, ignoring any Tough from Armour, and causes the Condition 'Burning' (see [page 37](#)) to one Magic-user or a model with the Uncanny Skill.
- ◇ **Ingredients:** None

6. LIGHT OF OUR LORD/LADY

Divine light infuses the caster, shining out and blinding their foes.

- ◇ **Difficulty:** 2
- ◇ **Range:** Can only be Cast onto self
- ◇ **Effects:** All models within 2" of the caster are unable to make Sneak Actions and any model making Shoot Actions against them count as having the Condition 'Blinded'. Any models with the Uncanny Skill within 2" of the caster reduce their Strong and Tough Skills by 1. Lasts until the caster takes a Wound.
- ◇ **Ingredients:** None



MAGICAL ARCHETYPE – CHANNELLING

Channelling Magic works by tapping into the power of the land and the nature spirits that dwell within. Channelling Magic is Fortitude-based and Cast Roll-Offs are made using the caster's Fortitude Stat.

Channelling Magic Spells are split into Shallow Workings and Deep Workings. A Shallow Working is exactly the same as a normal Spell; a successful Roll-off versus the Spell's Difficulty value results in a successful Cast. A Deep Working is different; the caster must make a successful Roll-off versus the Spell's Difficulty **and** spend one Fate point before the Spell is cast. The player must declare whether they are using the Shallow or Deep Working when they declare their Cast Spell Action, **before** they roll. If using a Deep Working, and the Cast Spell Roll-off fails, the Fate point is lost.

Note: Casting the Deep Working **only** casts the Deep Working version, not both the Shallow and the Deep versions.

1. CRUSH

The very spirits of the earth reach out and crush your foes.

- ✧ **Difficulty:** 5
- ✧ **Range:** 18"
- ✧ **Shallow Working:** The target model is crushed by the earth they stand on and takes d8 Wounds. These are **not** reduced by Armour but are reduced by Skills in the normal way.
- ✧ **Deep Working:** Every member of the enemy Band in range and that the caster has Line of Sight to, even those with the Condition 'Sneaking', is crushed and takes d8 Wounds (rolled separately for each model). These are not reduced by Armour but are reduced by Skills in the normal way.
- ✧ **Ingredients:**
 - ❖ Bear Bone Fragments – The target model(s) suffer an additional 3 Wounds.

2. REGROWTH

Injuries fade and vitality returns, as the life-force is drawn from the other world.

- ✧ **Difficulty:** 4
- ✧ **Range:** 12"
- ✧ **Shallow Working:** Restore d8 lost Wounds and stop the effects of Poisons on one model in Base Contact, or on the caster themselves.
- ✧ **Deep Working:** Restore d8 lost Wounds (rolled separately for each model) and stop the effects of Poisons on all friendly models within 12" of the caster's Base, including the caster themselves.
- ✧ **Ingredients:** None

3. PLAGUE

The tiniest parts of the natural world are at the caster's control, as bacteria and moulds assault their enemies.

- ◇ **Difficulty:** 4
- ◇ **Range:** 12"
- ◇ **Shallow Working:** Racked with pain and nausea, the target model gains the Condition 'Stunned'. Lasts until the caster takes a Wound or the distance between the caster and the target model is greater than 18".
- ◇ **Deep Working:** All enemy models within 12" gain the Condition 'Stunned'. Lasts until the caster takes a Wound.
- ◇ **Ingredients:**
 - ❖ Bone Meal – Add +2 to the caster's roll.

4. THE MARSH

The fens and bogs are being drained by 'civilised' beasts, but the caster can return them to their natural state.

- ◇ **Difficulty:** 5
- ◇ **Range:** Unlimited
- ◇ **Shallow Working:** The target model must treat all Move Actions as if in Difficult Terrain. Does not affect the Flight Skill. Ends when the caster takes a Wound.
- ◇ **Deep Working:** All enemies on the table must treat all Move, Charge, and Barge Actions as if in Difficult Terrain. Does not affect the Flight Skill. Ends when the caster takes a Wound.
- ◇ **Ingredients:**
 - ❖ Scarab Shells – Any affected model who rolls a 1 for any Move, Charge, or Barge Action suffers d4 Wounds (not affected by Armour or Skills) from attacks by bog critters.

5. SURGE

The energy of life surges through the veins of the caster's allies.

- ◇ **Difficulty:** 5
- ◇ **Range:** 18"
- ◇ **Shallow Working:** One model in your Band may immediately move up to 6". If the target model ends in Base Contact with an enemy model, they may make a free Attack Action, even if they have already Activated this Turn.
- ◇ **Deep Working:** Three models in your Band may move up to 6" immediately. If the target models end in Base Contact with an enemy model, they may make free Attack Actions, even if they have already Activated this Turn.
- ◇ **Ingredients:**
 - ❖ Antler Dust – The target models may move up to 9" instead of 6".

6. THE MISTS

Drifting skeins of magical fog flow across the battlefield, hiding the caster's allies and choking their enemies.

- ◇ **Difficulty:** 6
- ◇ **Range:** Unlimited
- ◇ **Shallow Working:** All enemy models have a -2 penalty to all Search and Shooting Roll-offs until the end of the Turn. In addition, any enemy model that moves more than 6" during this Turn suffers 1 Wound as they breath the toxic miasma (unaffected by Armour and Skills).
- ◇ **Deep Working:** All enemy models have a -2 penalty to all Search and Shooting Roll-offs. In addition, any enemy model that moves more than 6" during a Turn suffers d4 Wounds as they breath the toxic miasma (unaffected by Armour and Skills). Lasts d3 Turns (counting the Turn it is cast on as the first).
- ◇ **Ingredients:**
 - ❖ Cave Spider Venom – The Mist's toxic effects are enhanced; any models that suffer 1 or more Wounds from breathing the Mist suffer an extra Wound (i.e. Shallow working causes 2 Wounds, Deep working causes d4+1).



MAGICAL ARCHETYPE – FATE-WEAVING

Fate-weaving Magic is used to control and alter the natural flow of events. Fate-weaving Magic is Presence-based and Cast Roll-Offs are made using the caster's Presence Stat.

1. FATE'S TWIST

The caster twists and distorts the strands of Fate.

- ◇ **Difficulty:** 5
- ◇ **Range:** Unlimited
- ◇ **Effects:** You may make your opponent re-roll up to three dice this Turn.
- ◇ **Ingredients:** None

2. FATE'S PATH

The caster can see the path Fate has laid out.

- ◇ **Difficulty:** 4
- ◇ **Range:** Unlimited
- ◇ **Effects:** Roll a d4, a d6, a d8, a d10, and a d12. Next time you have to roll any dice, rather than rolling any dice you may instead use the ones you rolled for this spell (for example, if you have to roll d6 Nimbleness to dodge an arrow, you could use the result on the d6 you rolled for this Spell instead).
- ◇ The dice stay until you have used them all, or you Cast this spell again.
- ◇ **Ingredients:**
 - ❖ Bear Bone Fragments – You may force your opponent to use any of the dice instead of using them yourself (for example, if they have to roll d6 Nimbleness to dodge an arrow, you could make them use the result on the d6 you rolled for this Spell instead).

3. DELAY

The caster forces their enemies to misjudge the passage of events; causing them to fail to move aside quickly enough.

- ◇ **Difficulty:** 5
- ◇ **Range:** 18"
- ◇ **Effects:** Select one enemy model; the next time they suffer Wounds, increase them by d8.
- ◇ **Ingredients:**
 - ❖ Haematite – The target model suffers an additional d10 Wounds instead of d8.
 - ❖ Amber Bead – The target model suffers an additional d12 Wounds instead of d8.

4. EVADE

The caster's insight into Fate allows them to avoid the worst dangers coming their way.

- ◇ **Difficulty:** 4
- ◇ **Range:** 18"
- ◇ **Effects:** The next time the caster suffers Wounds, reduce them by d8.
- ◇ **Ingredients:**
 - ❖ Haematite – Reduce the Wounds suffered by d10 instead of d8.
 - ❖ Amber Bead – Reduce the Wounds suffered by d12 instead of d8.
 - ❖ Amanitas – The spell may be cast on any friendly model instead of the caster; the caster must have Line of Sight to the target model.

5. FATE'S EBB

The winds of Fate die to a breeze.

- ◇ **Difficulty:** 2
- ◇ **Range:** Unlimited
- ◇ **Effects:** No Fate Points may be spent or gained this Turn by any models.
- ◇ **Ingredients:** Copper Strip – Only enemy models are unable to spend or gain Fate Points; your Band may use them normally.

6. BRIGHT PATH

One particular event is highlighted for you, allowing you to influence it.

- ◇ **Difficulty:** 4
- ◇ **Range:** Unlimited
- ◇ **Effects:** When the caster makes a dice roll for any reason, they may also roll their Presence dice and add it to the roll. This Spell ends when the bonus is used, or the caster Casts another spell.
- ◇ **Ingredients:**
 - ❖ Mandrake – The caster may use their Presence roll to modify a roll by any friendly model; the caster must have Line of Sight to the target model.
 - ❖ Galingale – The may use their Presence roll as a negative modifier to a roll by any enemy model; the caster must have Line of Sight to the target model.



MAGICAL ARCHETYPE – ILLUSIONISM

Illusionist Magic is used to alter a beast's perception of the world, giving them a false sense of reality. Illusionist Magic is Presence-based and Cast Roll-Offs are made using the caster's Presence Stat.

1. LURE OF GOLD

Visions of golden hoards fill the caster's foes' heads and they are drawn towards the treasure!

- ◇ **Difficulty:** 5
- ◇ **Range:** 18"
- ◇ **Effects:** The target model moves $d6+2$ " in a direction of your choice.
- ◇ **Ingredients:**
 - ✧ Dragonfly Wings – The target model moves $2d6+2$ " instead of $d6+2$ ".

2. SWARMS

The caster's enemies see themselves buried in a tide of creeping beasts and desperately try to fend them off.

- ◇ **Difficulty:** 3
- ◇ **Range:** 18"
- ◇ **Effects:** The target model loses their next Action.
- ◇ **Ingredients:** None
- ◇ **Fate Point:** The caster may spend a Fate point to make the target model lose their next two Actions instead of one.

3. TERRIFY

The caster appears to be a horrifying mythical beast, and their foes flee in terror.

- ◇ **Difficulty:** 0
- ◇ **Range:** 6"
- ◇ **Effects:** Every enemy model within 6" of the caster is a target of this Spell. This Spell is automatically cast, but the targets of the Spell will try to Resist; make a Roll-off of the caster's Presence versus the target's Fortitude. For each target model, if the target model wins the Roll-off or the Roll-off is a draw, the Spell is resisted and fails. If the caster wins, the enemy model must move $2d6$ " directly away from the caster. This does not count as their Activation but may trigger free Attacks if they move out of Base Contact with opponents. If they reach the edge of the table, they stop. If any of the target models are unable to move (for example, due to being surrounded), they gain the Condition 'Paralysed' until the end of the Turn.
- ◇ **Ingredients:** None.

4. MORTAL WOUND

The caster's foe sees themselves suffering grisly wounds and is overcome by pain and horror.

- ◇ **Difficulty:** 0
- ◇ **Range:** 6"
- ◇ **Effects:** This Spell is automatically cast, but the target of the Spell will try to Resist; make a Roll-off of the caster's Presence versus the target's Fortitude. If the target model wins the Roll-off or the Roll-off is a draw, the Spell is resisted and fails. If the caster wins, the Spell succeeds and the target model must roll a d12 on the Major Injuries Table (see [page 157](#)). They suffer that result immediately; the effects last until the end of the game (don't reduce Levels, receive Pensions funds etc.). Results of 'Dead' aren't really death; the target model just goes Out of Action instead – it's all an illusion!
- ◇ **Ingredients:** None

5. DUPLICATE

The caster produces a doppelgänger of themselves; their enemies do not know who to attack.

- ◇ **Difficulty:** 2
- ◇ **Range:** Unlimited
- ◇ **Effects:** Any Charge, Barge, Attack, Shoot, or Cast Actions directed at the caster this Turn must roll a d6; on a 1 to 3 they attack the caster's mirror image by mistake and fail immediately. The Action is wasted and the model remains where it was when the Action was declared.
- ◇ **Ingredients:**
 - ❖ Saltpetre – The Spell may be Cast onto any friendly model; the caster must have Line of Sight to the target model.
 - ❖ Amber Bead – The Spell affects all models in your Band within 12" of the caster's base (including the caster).

6. FRIEND OR FOE

The caster confuses their enemies, making them wonder who is on their side.

- ◇ **Difficulty:** 6
- ◇ **Range:** Unlimited
- ◇ **Effects:** Every enemy model that declares a Charge, Barge, Attack, or Shoot Action against any model in your Band this Turn must first make a Roll-off of their Fortitude versus the caster's Presence. If they fail, they may not perform the declared Action. The Action is wasted; the model remains where it was when the Action was declared.
- ◇ **Ingredients:** None

MAGICAL ARCHETYPE - ELEMENTALISM

Elementalist Magic is used to influence and control the elemental spirits that exist unseen throughout the natural world.

It is unusual in that there are eight Spells, rather than the more usual six. They are broken up into pairs based on the element they effect: Fire, Earth, Air, or Water. The Magic-user must choose one of these Elements as their Specialism. When casting any Elementalist Spell that is not from their chosen Element Specialism, they have a -2 modifier to the Roll-off.

For example, a Fire Elementalist would have a -2 modifier to Cast Roll-Offs when Casting Water, Earth, or Air Spells.

Elementalist Magic is Fortitude-based and Cast Roll-Offs are made using the caster's Fortitude Stat.

FIRE SPECIALISM SPELLS

✂ 1. Firebolt

A dart of superheated flame is launched at the caster's enemy.

- ◇ **Difficulty:** 0
- ◇ **Range:** 24", Shooting Spell
- ◇ **Effects:** The target takes Wounds equal to the Cast Roll-off Result. These are reduced by Armour and Skills in the normal way.
- ◇ **Ingredients:**
 - ❖ Saltpetre – The target model takes an additional d4 Wounds.
 - ❖ Brimstone – The target model also gains the Condition 'Burning', see [page 37](#).

✂ 2. The Burning

The caster's magic heats up the metallic elements within their enemy's equipment, burning them.

- ◇ **Difficulty:** 4
- ◇ **Range:** 18"
- ◇ **Effects:** The target model suffers d6 Wounds, **not** reduced by Armour or Tough Skills. In fact, add the value of any Tough from Armour to the Wounds inflicted!
- ◇ **Ingredients:**
 - ❖ Saltpetre – The Spell is automatically Cast without a Roll-off.
 - ❖ Brimstone – The spell an additional +2 Wounds.

WATER SPECIALISM SPELLS

✦ 3. Downpour

The caster summons a violent rainstorm, with water cascading from the sky... over a very small area!

- ◇ **Difficulty:** 5
- ◇ **Range:** 24", Shooting Spell
- ◇ **Effects:** The target model is utterly soaked and any Bow, War Bow, Light Crossbow, Heavy Crossbow, or Black Powder weapons they have are useless for the rest of the game.
- ◇ **Ingredients:** None

✦ 4. Desiccate

The caster draws the moisture from their enemy, leaving them a dry and lifeless husk.

- ◇ **Difficulty:** 5
- ◇ **Range:** 18", Shooting Spell
- ◇ **Effects:** This Spell inflicts d6 Wounds, unmodified by Armour or Tough Skills, on a single enemy model. This enemy model suffers a further d6 Wounds at the start of every Turn. This Spell ends if the Line of Sight between the two models is broken by Terrain (not by other models).
- ◇ **Ingredients:** None



EARTH SPECIALISM SPELLS

✂ 5. Wall of Stone

The earth bursts forth, forming a barrier between the caster and their enemies.

- ◇ **Difficulty:** 3
- ◇ **Range:** Unlimited
- ◇ **Effects:** Any Block or Nimbleness dice that the caster, or any friendly model within 4" of the caster's base, rolls to Defend this Turn have a +2 modifier.
- ◇ **Ingredients:**
 - ❖ Ground Obsidian – The spell may be cast on any friendly model, and will affect them and any friendly model within 4" of them; the caster must have Line of Sight to the target model.

✂ 6. Earth's Maw

The ground opens and swallows the caster's foes, crushing them.

- ◇ **Difficulty:** 3
- ◇ **Range:** 18"
- ◇ **Effects:** The target model takes d8 Wounds. These are **not** reduced by Armour but are reduced by Skills in the normal way.
- ◇ **Ingredients:**
 - ❖ Amber Bead – The spell affects the target and any enemy within 4" of them.
 - ❖ Haematite – The target(s) suffer an additional +3 Wounds.

AIR SPECIALISM SPELLS

✂ 7. Storm Call

A raging electrical storm is summoned, and lightning blasts forth!

- ◇ **Difficulty:** 5
- ◇ **Range:** Unlimited
- ◇ **Effects:** Every model on the table, both friend and foe, rolls a dice (a d8 for friends, a d6 for enemies) and subtracts any Tough gained from Armour or Skills. If the result is 1 or less, they have been struck by lightning! Any models struck by lightning take d8 Wounds; these are **not** reduced by Armour but are reduced by Skills in the normal way.
- ◇ **Ingredients:** None

✂ 8. Twister

The winds howl, and twisting currents of air swirl around the battlefield.

- ◇ **Difficulty:** 5
- ◇ **Range:** Unlimited
- ◇ **Effects:** All Shoot Actions have a -2 modifier and any movement using the Flight Skill is treated as in Difficult Terrain (i.e. roll a d12, rather than just moving 12"). Lasts until the caster takes a Wound.
- ◇ **Ingredients:** None

❧ MAGICAL ARCHETYPE – NECROMANCY ❧

Necromantic Magic is used to summon and control spirits and ghosts. Necromantic Magic is Fortitude-based and Cast Roll-Offs are made using the caster's Fortitude Stat.

1. DANSE MACABRE

The caster's own power flows through the skeletal frames of the undead, giving a surge of vitality.

- ❖ **Difficulty:** 5
- ❖ **Range:** Unlimited
- ❖ **Effects:** All friendly Mist Ghast models on the table may make an immediate 6" move or **one** may make an immediate Action, even if they have already been Activated this Turn.
- ❖ **Ingredients:**
 - ❖ Bone Meal – The Spell adds an extra Strong (1) for the rest of the Turn to all models in your Band with the Uncanny Skill.





2. LEECHING GRASP

The touch of the caster's claws sucks the very life essence from their foes.

- ◇ **Difficulty:** 0
- ◇ **Range:** Base Contact
- ◇ **Effects:** This Spell is automatically cast, but the target of the Spell will try to Resist; make a Fortitude versus Fortitude Roll-off. If the target model wins the Roll-off or the Roll-off is a draw, the Spell is resisted and fails. If the caster wins, the Spell succeeds. The target model suffers Wounds equal to the Result, ignoring any Armour or Skills. The caster may restore one Wound to themselves for every two Wounds caused.
- ◇ **Ingredients:**
 - ❖ Mandrake – Add +2 to the caster's roll.
 - ❖ Blood Wort – The caster may restore one Wound to themselves for every Wound caused.

3. UNCONTROLLABLE FEAR

Horried by visions of impending doom, the foe flee in terror...

- ◇ **Difficulty:** 0
- ◇ **Range:** 18"
- ◇ **Effects:** This Spell is automatically cast, but the target of the Spell will try to Resist; make a Fortitude versus Fortitude Roll-off. If the target model wins the Roll-off or the Roll-off is a draw, the Spell is resisted and fails. If the caster wins, the Spell succeeds and the target model must move 6" directly away from the caster. This does not count as their Activation but may trigger free Attacks if they move out of Base Contact with opponents. If they reach the edge of the table, they stop. If the target is unable to move, due to being surrounded for example, then they gain the Condition 'Paralysed' until the end of the Turn.
- ◇ **Ingredients:**
 - ❖ Dragonfly Wings – Add +2 to the caster's roll.
 - ❖ Badger's Claws – The target model counts all models in your Band as having the 'Fearsome' Skill until the end of the Turn.

4. DOOM BOLT

The caster unleashes a blast of pestilence and decay.

- ◇ **Difficulty:** 0
- ◇ **Range:** 18", Shooting Spell
- ◇ **Effects:** This Spell is automatically cast, but the target of the Spell will try to Resist; make a Fortitude versus Fortitude Roll-off. If the target model wins the Roll-off or the Roll-off is a draw, the Spell is resisted and fails. If the caster wins, the Spell succeeds. The target model suffers Wounds equal to the Roll-off Result, modified by Armour or Skills in the usual way.
- ◇ **Ingredients:** None
- ◇ **Fate Point:** The caster may spend a Fate point to add +5 to their roll.

5. INVIGORATE

A wave of power flows through the spirits the caster commands.

- ◇ **Difficulty:** 3
- ◇ **Range:** Unlimited
- ◇ **Effects:** All friendly Mist Ghast models within 6" of the caster gain +2 to all Roll-offs they make for the rest of the Turn.
- ◇ **Ingredients:**
 - ❖ Belladonna – The Spell affects all friendly Mist Ghast models on the table.
 - ❖ Brimstone – The Spell also makes all friendly Stable Ghast models gain +2 to all Roll-offs they make for the rest of the Turn.



6. CURSE OF THE CENTURIES

Aeons of entropy flow across the caster's foes, desiccating them in moments.

- ◇ **Difficulty:** 4
- ◇ **Range:** Unlimited
- ◇ **Effects:** The target enemy model suffers 6 Wounds this Turn, unaffected by Armour or Skills, but they may roll their Fortitude Stat and reduce the Wounds suffered by the amount rolled, down to a minimum of 1 Wound. At the start of the next Turn they suffer another 6 Wounds, then on the following Turn another 6 Wounds, and so on. The Spell ends if the caster suffers a Wound, is taken Out of Action, or if the target model uses (or has used upon them) a Healing Potion.
- ◇ **Ingredients:** None

7 DRAIN THRALL

The caster draws life-force from their minions.

- ◇ **Difficulty:** 2
- ◇ **Range:** Unlimited
- ◇ **Effects:** The target model **must** be a model in your Band. The target model suffers Wounds equal to the Cast Roll-off Result, ignoring any Armour or Skills. Then the caster may restore one Wound to themselves for every Wound caused **or** use the total as a bonus to their next Cast Roll-off.
- ◇ **Ingredients:** None.

8. RAISE

The barriers between the realms are torn, and a lost soul is reborn.

- ◇ **Difficulty:** 4
- ◇ **Range:** Unlimited
- ◇ **Effects:** If the Roll-off is successful, one Mist Ghast who has been taken Out of Action, Left the table, or suffered a Fade Away result on the Otherworldly Table (see [page 145–146](#)) is immediately returned to the tabletop with no Wounds marked off their profile. They must be placed in Base Contact with the caster.
- ◇ **Ingredients:**
 - ❖ Badger's Claws – The Raised Mist Ghast may be placed anywhere within 6" of the caster.

EQUIPMENT



ACH MEMBER OF YOUR BAND MAY CARRY UP TO six pieces of Equipment; there's space on the Band Roster for this. You can also purchase extra Equipment and leave it at your Den; there's also space on the Band Roster for this.

Equipment with the Type 'Weapon' goes in Weapon slots, Equipment with the Type 'Armour' goes into Armour slots, Equipment with the Type 'Item' goes in the Item slot, and the Special slot can be used for one of any Type; either a Weapon, a piece of Armour, or an Item. Some pieces of Equipment, such as Heavy Armour, take up two Equipment slots.

This means you have to make choices about what to take – if you want Very Heavy Armour and a Shield, you wouldn't also be able to take a Talisman and a Healing Potion, for example.

Because the Special slot can be used for anything, it gives you more options; you could take two One-handed weapons and a crossbow, for example.

WEAPONS

Weapons are divided into two categories – melee weapons and missile weapons. Melee weapons are used for Charge and Attack Actions; missile weapons are used for Shoot Actions.

MELEE WEAPONS

✂ One-handed Weapon

One-handed weapons cover a broad range of types – from simple clubs and staves, through daggers, swords, and axes, to maces, hammers, and even the shorter kinds of spears. In game terms, all One-handed Weapons have the same effect; they do not apply any modifiers to the combat rules and may be used with a Buckler, Light Shield, or Heavy Shield.

✂ Two-handed Weapon

A blow from a two-handed axe or sword can cleave through armour and bone with equal ease. And a double handed blow from a cudgel will flatten most opponents.

Two-handed Weapons are difficult to use and all Block rolls have a -2 modifier while using one. However, Two-handed weapons are deadly, and a model using this weapon has Strong (3).

Two-Handed Weapons cannot be used with a Buckler, Light Shield, or Heavy Shield.

✂ Polearm

Halberds, poleaxes, and glaives are versatile weapons; a model using a Polearm adds +1 to all Strike Roll-offs and counts as having the Strong (1) skill. This Weapon cannot be used with a Buckler, Light Shield, or Heavy Shield.

✂ Spear

A model armed with a Spear adds +1 to Strike rolls. This Weapon may be used with a Buckler, Light Shield, or Heavy Shield, but, if so, it becomes unwieldy and the model may not make Charge or Barge Actions.

✂ Unarmed

Sometimes a model may find themselves without a One- or Two-handed Weapon and have to fight with teeth and claws. All Strike and Block rolls have a -2 penalty while fighting Unarmed.

✂ Rondel dagger

A Rondel dagger is short and difficult to wield effectively. All Strike and Block rolls made while using a Rondel dagger count as Unarmed, even for models with the Unarmed Fighter Skill, so have a -2 penalty, but have Strong (1), and ignore Tough bonuses from Armour.

MISSILE WEAPONS

All missile weapons are assumed to be supplied with plenty of ammunition, so a model will not run out of arrows, bullets, or throwing knives.

✂ Bow

Range: 18"

The bow is used regularly by most species in Northymbra for hunting and fighting. It is a compact yet effective weapon that is relatively cheap to make and easy to maintain.

✂ War Bow

Range: 36"

Requires Strong (2) to use

War Bows are used by trained military archers; they have far greater range than the more common hunting bows. However, a model must have at least Strong (2) to use one.

✂ Light Crossbow – Slow

Range: 24"

A crossbow consists of a short, powerful bow-stave mounted on a wooden, or occasionally steel, stock. Crossbows have excellent range and can penetrate armour easily. Shots from a Light Crossbow count as having the Strong (2) Skill, but do not benefit from any other Strong Skills the model may have. They also ignore 1 point of Tough provided by Armour. For example, a model wearing Heavy Armour would only receive Tough (1) from their Armour against shots from a Light Crossbow.

✂ Heavy Crossbow – Slow

Range: 36"

Requires Strong (1) to use

Heavy Crossbows are more powerful and have greater range than most other missile weapons. Shots from a Heavy Crossbow count as having the Strong (4) skill, but do not benefit from any other Strong skills the model may have. They also ignore up to 2 points of Tough provided by Armour. For example, a model wearing Heavy Armour and carrying a Heavy Shield would only receive Tough (1) from their Armour against shots from a Heavy Crossbow.

A model must have at least Strong (1) before they can use this weapon.

A model carrying this weapon has a -1 penalty to all Nimbleness rolls.



✂ Caliver – Slow, Temperamental, Black Powder

Range: 36"

A Caliver is a very simple black powder weapon, firing a single lead ball; it has good armour penetration and power.

Shots from a Caliver count as having the Strong (3) skill, but do not benefit from any other Strong skills the model may have. They also ignore up to 2 points of Tough provided by Armour. For example, a model wearing Heavy Armour and carrying a Heavy Shield would only receive Tough (1) from their Armour against shots from a Caliver.

✂ Blunderbuss – Slow, Temperamental, Black Powder

Range: 8"

A Blunderbuss is a primitive black powder weapon with an expanded muzzle that fires a blast of lead shot. The spread of shot makes it very difficult to dodge; all Ranged rolls made using a Blunderbuss receive a +3 bonus. Wounds caused are not affected by any other Strong Skills that the model may have.

In addition, any model within 1" of the targeted enemy model may also be hit; they roll their Nimbleness against the Shooting model's Total as well.

✂ Sling

Range: 12"

Slings are little more than a looped strip of cloth or leather into which a stone or sling bullet is placed. The sling is swung about the slinger's head and the stone is then hurled towards the target. Although they lack the range of a bow or the power of a crossbow, the Slings' very low cost makes it a popular choice.

✂ Throwing Knives/Stars

Range: 6"

Throwing Knives are useful at close quarters; a properly balanced knife thrown from the shadows has brought low many beasts. Throwing Knives cannot be used in close combat, as they are balanced for throwing, not fighting. Although short-ranged, they are accurate and deadly; any Ranged rolls using Throwing Knives gain a +1 bonus.

✂ Pistol – Slow, Temperamental, Black Powder

Range: 12"

Pistols are a relatively new invention and are usually of the matchlock pattern, although some flintlocks have been produced by the most skilled gunsmiths. A pistol is a small black powder weapon that fires a single lead ball. Shots from a pistol count as having the Strong (1) skill but are not affected by any other Strong Skills that the model may have.

✂ Cheirosiphon – Weapon, Missile

Range: Varies

This weapon may **not** be created in a Den's Smithy

Invented by Tarrin Crum, the Cheirosiphon was based on ancient accounts of flame weapons discovered in the Royal archives. Using a pressurised system to pump a volatile chemical sludge out from a tube and igniting it, the cheirosiphon makes an effective flame thrower. It is, unfortunately, almost as dangerous to the user as it is to the intended target.

A model **must** have the Fearless Skill before being equipped with a Cheirosiphon. Shooting Skills do not apply to this weapon.

When a model equipped with a Cheirosiphon makes a Shoot Action, ignore the usual Shoot Action rules. Instead, the Shooting model must decide how long to hold the trigger; Short, Medium, or Sustained:

- ❖ A Short burst has a Range of 8", uses a Ranged Stat of d8 and a d6 Misfire dice.
- ❖ A Medium burst has a Range of 12", uses a Ranged Stat of d12 and 2d6 Misfire dice.
- ❖ A Sustained burst has a Range of 18", uses a Ranged Stat of d20 and 3d6 Misfire dice.

Roll the Ranged Stat dice for the Shooting Roll-off, and roll the Misfire dice at the same time. If any of the dice rolled (including the Ranged Stat dice) are a 1, then a Misfire has occurred. Roll on the Cheirosiphon Misfire Table.

Making a straight line between the Shooting model and the target model, **all** models within 1" of that line are potentially hit. The Shooting model only rolls once; but each potential target model rolls to Defend and compares their Total to the Shooting model's Total.

If a target model rolls a 1 on their Defend Nimbleness Roll, they take damage as normal but also gain the Condition 'Burning'.

CHEIROSIPHON MISFIRE TABLE	
D6 ROLL	RESULT
1	Detonation!: The cheirosiphon does not fire – instead, it explodes. The user and any models in Base Contact immediately go Out of Action, with all Wound boxes crossed off; any models within 6" suffer d12 Wounds, ignoring Armour. The cheirosiphon is destroyed and cannot be repaired.
2	Blowback: The cheirosiphon does not fire – instead, the flame mix is blown back across the user. The user and any models in Base Contact suffer d20 Wounds, ignoring Armour.
3–5	Overheating and Sputtering: The user and any models in Base Contact suffer d12 Wounds, ignoring Armour, from overspill of burning fuel.
6	Surge: The weapon's valve sticks open and it empties the full load of fuel in one go! Regardless of whether the player chose a Short, Medium, or Sustained burst, roll again, using a Range Stat of d20+7 (do not roll further Misfire dice). After this, the weapon may not be used for the rest of the game.



MISSILE WEAPON SPECIAL RULES

⚔ **Slow**

Some powerful weapons, such as Crossbows and Calivers, are slow to load and, once fired, require the model to perform an Interact Action before they can be fired again. .

⚔ **Temperamental**

All Black Powder Weapons (Pistols, Calivers, and Blunderbusses) use new and relatively untested technology and are complicated devices, often poorly understood. Prone to jams, misfires, and breakages, only the most skilled shooters can get the best out of them. If a model making a Shoot Action with a Black Powder Weapon rolls a 1 on their Ranged roll, the weapon has suffered a misfire; it is considered to be jammed and will require an Interact Action to clear, followed by the usual Interact Action to reload before it can be fired again.

WEAPON UPGRADES

⚔ **Weapon (Master-smithed)**

This expertly crafted weapon was fashioned by a master weapon-smith; it adds +1 to the model's Strike rolls for melee weapons or it adds +1 to the model's Ranged rolls for missile weapons. This is in addition to the weapon's normal rules.

⚔ **Malleus Maleficarum**

Weapons that have been blessed and imbued with divine power are known as Malleus Maleficarum Weapons. A Malleus Maleficarum Weapon has Strong (2) when used against Magic-users or any model with the Uncanny Skill. This is in addition to the Weapon's normal rules.





ARMOUR AND SHIELDS

When the fighting gets fierce, a good set of armour can make the difference between life and death. Armour ranges from basic hardened leather jerkins and quilted jackets through to heavy mail coats and steel plate. Armour is often accompanied by a shield, for extra protection. For all rules purposes, Bucklers, Light Shields, and Heavy Shields are considered Armour.

A model with the Tough Skill and using Armour combines the Skill levels. For example, a Badger with Tough (2) wearing Heavy Armour (2) and carrying a Heavy Shield (1) has Tough (5).

Armour and Magic Use

Armour interferes with a beast's ability to cast spells; although Northymbra is a dangerous place, most Magic-users eschew armour so as to get the best use of their spellcasting abilities. A Magic-user wearing Armour suffers a penalty to all magic related Fortitude and Presence Roll-Offs equal to the Armour's Tough bonus. For example, a wizard wearing Light Armour gains Tough (1) but suffers a -1 penalty to magic-related Roll-Offs as a result.

ARMOUR

✂ Light Armour – Armour

Light Armour covers a wide variety of materials, from hardened leather jerkins and pauldrons to steel breastplates and the like. One or two pieces of heavy armour will count as light armour if the rest of the body is uncovered. Light Armour does not offer complete protection against the enemy's weapons but it is better than just fur. A model equipped with Light Armour counts as having the Tough (1) Skill.

✂ Heavy Armour – Armour

A common type of Heavy Armour is mail, whether chain or scale. There are other types of heavy armour as well, such as the iron or steel breastplates, pauldrons, and greaves worn by Prince Reinert's knights.

A model equipped with Heavy Armour counts as having the Tough (2) Skill. Heavy Armour counts as two items for carrying purposes, so a model equipped with Heavy Armour uses up both Armour Equipment slots. However, all the model's Nimbleness rolls suffer a -1 penalty.

✂ Very Heavy Armour – Armour

Full plate armour with a helmet is a rare sight even among wealthy beasts; typically, only those born to knightly duties will be so equipped.

A model equipped with Very Heavy Armour counts as having the Tough (4) Skill. Very Heavy Armour counts as two items for carrying purposes, so a model equipped with Very Heavy Armour uses up both Armour Equipment slots. However, all the model's Nimbleness rolls suffer a -2 penalty.

SHIELDS

Shields come in a variety of forms and are a common item in many bands – cheap to make and effective, they are inevitably popular, especially among poorer beasts. A model equipped with a shield may not use Two-handed Weapons or Polearms.

✂ Buckler – Armour

A model equipped with a Buckler adds +1 to all Defend rolls that use Block.

✂ Light Shield – Armour

A model equipped with a Light Shield adds +2 to all Defend rolls that use Block and may choose to use Block for Defend rolls against Shoot Actions (but **not** Ambush Shoot Actions).

✂ Heavy Shield – Armour

A model equipped with a Heavy Shield gains Tough (1), adds +3 to all Defend rolls that use Block, and may choose to use Block for Defend rolls against Shoot Actions (but **not** Ambush Shoot Actions). However, all the model's Nimbleness rolls suffer a -1 penalty.

ITEMS

SPECIAL AMMUNITION

When you buy any of these, there is enough for a single Shoot Action; you must state you are using it before the Roll-off. Any number may be carried as a single Item of Equipment, but you may not mix different types in the same Equipment slot. Delete them from the Band Roster as they are used.

✂ Broadhead Arrows

Broadhead Arrows have wide, barbed arrowheads that cause dangerous wounds. Any model using a Bow or War Bow may use these arrows. Any shots with them count as having the Strong (1) Skill.

✂ **Bodkin Arrows**

Bodkin Arrows have narrow, pointed arrowheads that are designed to penetrate armour. Any model using a Bow or War Bow may use these arrows. They ignore up to 2 points of Tough provided by Armour; a model wearing Heavy Armour and carrying a Heavy Shield would only receive Tough (1) from their Armour against shots from a Bodkin arrow.

✂ **Lead Slingshot**

Lead Slingshot is specially shaped and cast, making it more effective than ordinary stones. Any model with a Sling may use them. They add Strong (1) to any Shoot Actions made with a Sling.

✂ **Superior Black Powder**

Carefully ground and mixed by an experienced alchemist, superior black powder adds Strong (1) to any Shoot Actions made with Black Powder weaponry.

MAGE'S FOCUS

Casters often benefit from having a focus item that helps them to gather and control the eldritch powers they use. Although generally in the form of a staff or wand, they can be any sort of item, such as a ring or a book, for example. A caster equipped with one adds +1 to all Fortitude or Presence Roll-offs for their Cast Actions.



ROPE & HOOK

A model using a Rope & Hook will find it much easier to move around when having to climb. Any model equipped with a Rope & Hook may add +2 to their Nimbleness roll when moving vertically in Difficult Terrain.

POISONS

Although the use of poisons is frowned upon by most noble beasts, it is often the only way that the smaller races can take on the bigger creatures. Envenomed blades and arrows can be a great leveller. When you buy a vial of poison, there is enough for a single Attack or Shoot Action; you must state you are using it before the Roll-off. Poisons cannot be applied to Black Powder weapons. Any number of portions of a poison may be carried as a single Item of Equipment; but you cannot carry a mix of different types in the same Equipment slot. Delete them from the Band Roster as they are used.

☞ Paralysing Poison

Often made from a distillation of bull-rushes and cow-wheat, Paralysing Poison is useful for subduing a large opponent. If a weapon coated with Paralysing Poison causes one or more Wounds, the target model gains the Condition 'Paralysed' until the end of the Turn.

☞ Pain Poison

Alchemists often use a concoction of mede saffron and hemlock to create a virulent poison. The slightest wound infected by it causes excruciating pain, incapacitating even the largest and fiercest beasts. If a weapon coated with Pain Poison causes any Wounds, the target model gains the Condition 'Stunned' until the end of the Turn.

☞ Mortal Poison

Often made from deadly nightshade, ammonitas, and leopardsbane, Mortal Poison is one of the most lethal concoctions available. It requires great care while handling and is very expensive. If a model takes any Wounds from a weapon coated with Mortal Poison, they immediately take 6 additional Wounds, which are **not** reduced by Armour or Tough skills.

LUCKY CHARM

These come in many shapes and sizes, such as brooches, rings, and special stones, among others. Once per game, a model carrying a Lucky charm may re-roll one dice.

TALISMAN

A talisman is a protective spell written onto holy parchment or birch bark and worn somewhere on the body. The first time a model with a Talisman takes one or more Wounds, they may reduce them by d8 Wounds. A Talisman is a single use Item and is discarded from the Band Roster after use.



HEALING POTION

Interact Action required to use.

Certain herbs and mosses that grow in the woods of Northymbra have curative properties. When gathered and prepared by a skilled herbalist or alchemist they can be used to create healing potions. A model with a Healing potion can use it by making an Interact Action. They restore d8+2 lost Wounds and stop the effects of Poisons, removing any ill effects or Conditions caused by them. They can be used on another Wounded model if the user is in Base Contact with them. Each Healing Potion is a single use Item and is discarded from the Band Roster after use.

MAGE'S POUCH AND INGREDIENTS

There are a wide variety of physical components used in magic that make spells easier to cast or more effective. Some are rarer than others and their availability is reflected by their price. They must be carried in a Mage's Pouch. A model with a Mage's Pouch may carry up to 6 Ingredients in it. They do not have to all be the same Ingredient. Each Ingredient is a single use Item, as described in the Cast Action description, and is discarded from the Band Roster after use.

CAMOUFLAGE CLOAK

Some beasts excel at fieldcraft and moving unseen. They often wear cloaks, sometimes with foliage attached or coloured to match their surroundings. A model with a Camouflage Cloak gains +1 to all Concealment rolls, or +3 if they are not wearing Armour.

This bonus may also be applied to Strike rolls made during Ambush Charge Actions and to Ranged rolls made during Ambush Shoot Actions.

SCENT MASKER

Interact Action required to use.

Many beasts have sensitive noses – they can smell an ambush from 30 yards away. So certain cunning alchemists created Scent Maskers; salves and ointments that can be smeared on the fur to block a beast's tell-tale aroma. A model that has used a Scent Masker gains a +3 bonus to all Concealment Roll-offs until the end of the following Turn. Each Scent masker is a single use Item and is discarded from the Band Roster after use.

MATERIALS

Materials is a generic term for the lumber, stone, nails, and fittings needed to build Upgrades to a Band's Den.

TORCH

A model using a Torch may ignore the effects of Darkness, and so may any models, friend or foe, within 3" of the Torch user. A Torch user starts the game with the Torch lit. A Torch user cannot perform Sneak Actions with the Torch lit.

A Torch may go out; any time the Torch user rolls a 1, the Torch goes out. A Torch may also be put out deliberately, if desired.

A Torch can be relit by making an Interact Action. This will only work once, however; if the Torch goes out a second time, it is useless.

A Torch cannot be used with Two-handed Weapons, Polearms, Bucklers, Light Shields, Heavy Shields, any Bows, any Crossbows, Calivers, or Blunderbusses. It can be used as a One-handed Weapon with Strong (1) for the effects of the flame; however, the Torch goes out on a roll of 1, 2, or 3, if used as a weapon. An unlit Torch cannot be used as a weapon.

LANTERN

A model using a Lantern may ignore the effects of Darkness, and so may any models, friend or foe, within 3" of the Lantern user. A Lantern user starts the game with the Lantern lit. A Lantern user cannot perform Sneak Actions with the Lantern lit.

A Lantern may be put out deliberately, if desired.

A Lantern can be relit by making an Interact Action.

A Lantern cannot be used with Two-handed Weapons, Polearms, Bucklers, Light Shields, or Heavy Shields. It can be used with Missile weapons, as it is assumed the model places the Lantern on the ground when shooting.



SILK UNDERSHIRT

May be Equipped as Armour, Item, or Special.

Silk garments allow easier removal of missiles from a wounded beast's body. A model with a Silk Undershirt may reduce any Wounds suffered from Shoot Actions using Bows, War Bows, Light Crossbows, or Heavy Crossbows by 1.

CALTROPS

Caltrops are made from two or more sharp metal spikes, arranged so that one spike always points up, and are scattered on the ground to impale a pursuer's feet. A model with Caltrops may use them as part of any Action. When used, the model counts as having the 'Slippery' Skill for the rest of the Turn but does not need to spend Fate to activate it. Caltrops are a single use Item and are discarded from the Band Roster after use.

DISPEL SCROLL

May only be used by Magic-users.

Interact Action required to use

The acting model may automatically end one Spell that is currently in play or store the power to automatically cause one Spell that is Cast during the current Turn to fail. After use, the model makes a Fortitude Roll-off against a Target of 5; if the Roll-off is failed, the Scroll crumbles to dust and is removed from the model's Equipment.

SHIELDING TALISMAN

The first enemy Spell that is successfully cast upon a model with a Shielding Talisman is absorbed by the talisman and fails. A Shielding Talisman is a single use Item and is discarded from the Band Roster after use.

MIRRORING TALISMAN

The first enemy Spell that is successfully cast upon a model with a Mirroring Talisman is absorbed by the talisman and fails. Roll the model's Fortitude against a Target of 3; if they succeed, the Spell affects the Casting model instead! A Mirroring Talisman is a single use Item and is discarded from the Band Roster after use.

BLIND DUST

A handful of Blind Dust may be thrown into an enemy's eyes during an Attack Action; that enemy has the Condition 'Blinded' for the rest of the Turn. Cannot be used with a Two-handed Weapon, a Polearm, or any Shields. Blind Dust is a single use Item and is discarded from the Band Roster after use.

INSPIRING OBJECT

Only one per Band.

Banners, flags, musical instruments, icons, and relics all count as Inspiring Objects. Any model in the Band with Clear Line of Sight to the model carrying an Inspiring Object may re-roll Fortitude rolls. The model carrying the Inspiring Object does not benefit from this effect. If the model with the Inspiring Object has the Condition 'Sneaking', the Fortitude re-roll does not apply.

BONDED CRITTER

A Bonded Critter stays attached to the model it is associated with, and is counted as part of the same model. The cost and the effect they have depends on the type of Critter.

Note: Bonded Critters **do not** get the Perfect Roll bonus on any Roll-offs that they make.

🦋 Hunting Hornet

Once per Turn, when the model takes any Action, they may also make a Shooting Attack (Even if in Base Contact with an enemy) against any model within 12". This does not need Line of Sight, is made with a Ranged Stat of d6, and counts as having Mortal Poison.

🦋 Centipede

Once per Turn, if the model makes an Attack Action, the centipede will make an additional Attack on the same enemy immediately after the model's Attack Action resolves with a Strike Stat of d6, counting as having Paralysing Poison.

🦋 Cave Spider

Once per Turn, if the model makes an Attack Action, the spider will make an additional Attack on the same enemy immediately after the model's Attack Action resolves with a Strike Stat of d6, counting as having Pain Poison.

🦋 Beetle

Once per Turn, if the model is targeted by an enemy making an Attack Action, the model receives a +1 Block bonus and the beetle will make an Attack on the enemy immediately after their Attack Action resolves, with a Strike Stat of d6.

🦋 Bonded Stag Beetle Grub

Once per Turn, if the model makes an Attack Action, the bonded grub will make an Attack on the same enemy immediately after the model's Attack Action resolves, with a Strike Stat of d8 and Strong (2).

BERSERKER SEEDS

Seeds of Henbane, treated with ritual magic, that cause psychotic rages in those who swallow them. Interact Action required to use, Single use; remove from Roster when used. The model immediately has the Condition 'Berserk'.

However, any time the model rolls a 1 on any dice roll, they gain the Condition 'Paralysed' for the rest of the Turn.

OLD ONE BREWS

Old One Brews are secret combinations of herbs, seeds, minerals and ritual magic that have been passed down from shaman to shaman since the ancient times; any beast that swallows a brew becomes resistant to pain and gains increased speed and power. However, this only lasts a short time and the come-down can be deadly!

Interact Action required to use, Single use; remove from Roster when used.

A model who takes an Old One Brew rolls d4+1 to see how many Turns the effect lasts. While the effect lasts, the model ignores all negative penalties caused by Wounds and will not go Out of Action, even if they have suffered more Wounds than they have on their Roster Sheet. Also, on the first Turn, the model adds +1 to all Roll-offs they make, on the second Turn, they add +2 to all Roll-offs they make, and so on, until the Brew effects wear off.

Once the Brew wears off, the model has a -2 penalty to all Roll-offs for the rest of the Battle, is no longer immune to negative penalties caused by Wounds, and will go Out of Action if they have suffered more Wounds than they have on their Roster Sheet.

Any time the model rolls a 1 on any dice roll while the effects of the brew last, they gain the Condition 'Paralysed' for the rest of the Turn.

TANGLE NET

May only be used successfully once per game (may be reused after a failure).

A Tangle Net may be thrown over an opponent in Base Contact by making an Attack Action. The enemy model must use Nimbleness to Defend; if the Attack Action is successful, no Wounds are applied, but your enemy is entangled and has the Condition 'Paralysed' for the rest of the Turn.

Cannot be used with a Two-handed Weapon or a Polearm.

SIGNATURE ITEM

Whether a fancy hat, a flamboyant feather, an impressive pipe, or anything else, a Signature Item allows the model to re-roll a Presence dice once per game.

TELESCOPE

A model with a Telescope counts as having the Bloodhound Skill, so the model may re-roll the dice during any Awareness Roll-offs.

STAG BEETLE GRUBS

These are listed as 'Equipment', but really they're Band models; you recruit them by buying them at Band creation if your Allegiance allows, or from the General Store (see [page 176](#)). Once hired, treat them exactly as you would any Band model.

Grubs cannot use Spells or be a Band's Leader or Second. Grubs can only Wander in the Off-Duty Post-Battle Phase if they are accompanying one or more non-Grub models. They may Labour, Rest, or Train normally. Grubs count as half a model for Band size purposes; so, four Grubs would count as two models for working out the maximum Band size.

✂ Tracker Grub

Has the Unreliable Skill, the Bloodhound Skill, and the Unarmed Fighter Skill.

✂ Attack Grub

Has the Unreliable Skill, the Strong (1) Skill, and the Unarmed Fighter Skill.

✂ Damping Grub

Has the Unreliable Skill, the Resist Magic Skill, and the Unarmed Fighter Skill.





RELIC

Relics abound in Northymbra – hairs from the Horned God, leaves from the Green Mother, teeth of a Great Cave Bear, all are sold to beasts needing encouragement before battle and as charms against evil magic. Once per game, a model with a Relic can replace one of their Roll-off Totals (i.e. the Stat dice roll +/- any modifiers that apply) with a 13.

ANTI-VENOM

Interact Action required to use.

A flask of Anti-venom will allow the model carrying it to ignore the effects of any Poisons through one Battle. Each Anti-venom is a single use Item and is discarded from the Band Roster after use.

ARCANE TOME

Roll a d12. The Tome contains a random spell from the Magical Archetype indicated.

RANDOM MAGICAL ARCHETYPE TABLE

D12 ROLL	RESULT
1	Natural, page 62 (Roll a d6 to determine the Spell)
2	Light, page 65 (Roll a d6 to determine the Spell)
3	Dark, page 68 (Roll a d6 to determine the Spell)
4	Wild, page 71 (Roll a d6 to determine the Spell)
5	Unbound, page 73 (Roll a d6 to determine the Spell)
6	Noble, page 77 (Roll a d6 to determine the Spell)
7	Divine, page 79 (Roll a d6 to determine the Spell)
8	Channelling, page 82 (Roll a d6 to determine the Spell)
9	Fate-weaving, page 85 (Roll a d6 to determine the Spell)
10	Illusionism, page 88 (Roll a d6 to determine the Spell)
11	Elementalism, page 90 (Roll a d8 to determine the Spell)
12	Necromancy, page 93 (Roll a d8 to determine the Spell)

A single Magic-user may learn the Spell from the Tome; however, the Tome is destroyed in the process so can only be used once.

MAGIC ITEMS

Magical Equipment comes in two types: Special Magic Equipment and Enchanted Equipment. Pieces of Special Magic Equipment are unique and powerful, whereas pieces of Enchanted Equipment are generally weaker and created randomly. Such unusual and rare items are difficult to price; as a result their costs vary widely. In addition, sellers may often be unaware of the power of the item and try to sell it for less (or more!) than its true worth. Regardless of the item type or power, it costs 3d20 Pennies. Each piece of Special Magic Equipment increases your Band Rating by 2. Each piece of Enchanted Equipment increases your Band Rating by the Bonus Level or, if it has no Bonus Level, by +2.

SPECIAL MAGIC EQUIPMENT TABLE

Roll a d12 and consult the Special Magic Equipment Table below.

SPECIAL MAGIC EQUIPMENT TABLE	
D12 ROLL	MAGIC ITEM
1	The Armour of Ultimate Protection – This Light Armour gives Tough (6) instead of the usual bonus. However, the user’s Move and Nimbleness Stats are reduced to d3 while they are wearing it (to roll a d3, roll a d6 and halve it, rounding up).
2	The Thirsting Blade – A One-handed sword that endlessly thirsts for blood. Any time this Weapon causes one or more Wounds to an enemy, heal Wounds equal to those caused to the user (provided they have Wounds that need healing). However, at the start of each and every Turn, the user suffers 2 Wounds, ignoring Armour and Tough Skills.
3	The Axe of Slaughter – A Two-handed axe, containing a bound spirit of violence and bloodshed; this Weapon doesn’t care who’s hurt, so long as somebeast is! This Weapon gives a +5 bonus to Strike rolls, but all Defend rolls have a -3 penalty.
4	The Belt of Balmorr – This Item adds +3 to any Nimbleness rolls the user makes and adds 3” to any Move actions. However, the user must move at least 3” per Turn and cannot remain stationary. If it is impossible to move, due to Conditions, Impassable Terrain, enemy models, etc., then the user suffers d12 Wounds, not reduced by Armour.
5	The Master’s Bow – This Bow adds +5 to any Ranged rolls. However, this Weapon doesn’t like poor archers – if you roll a 1 when making a Shoot Action, the Bow causes you d12 Wounds, ignoring Armour and Tough Skills.
6	Haldyn’s Staff – This Item, used by the great mage Haldyn the Dominant, adds +5 to any Cast Roll-off. However, if any of those rolls are a 1, then the remnant of Haldyn’s spirit takes control of the user; your opponent may immediately use your model to perform one Action!
7	The Tome of All-knowing – A Magic-user carrying this Item may make Cast Actions using Spells they do not know and from Magical Archetypes they do not normally have access to (meaning they have access to any spell). However, when casting a spell they don’t know, a roll of 1 on the Cast Roll-off results in the model going immediately Out of Action, with all Wound boxes crossed off.
8	The Father of Swords – A mighty Two-handed blade forged of meteoric iron, this Weapon adds +4 to any Strike Roll-offs, as well as giving the usual Strong (3), and ignores any Tough gained from Armour or enchantments. However, the user cannot use any Armour at all.

- 9 The Serpent's Ring – This Item contains the bound spirits of several rare and exotic serpents. Every time the wearer inflicts one or more Wounds upon an enemy, roll a d4. On a roll of 4, add the effects of Mortal Poison to the Wounds inflicted. On a roll of 3, add the effects of Paralysing Poison to the Wounds inflicted. On a roll of 2, add the effects of Pain Poison to the Wounds inflicted. On a roll of 1, the user suffers d6 Wounds, ignoring Armour and Tough Skills, and gains the Condition 'Paralysed' for the rest of the Turn.
- 10 Selnab's Necklace of Might and Frailty – When the user declares any Action, they may roll a d6 and increase their Strong Skill by that amount. However, they also receive the same amount of the Delicate Skill. Both effects last until the end of the Turn.
- 11 The Shield of Attraction – This Shield functions as a normal Light Shield and also gives a +4 bonus to Nimbleness rolls made to Defend against Shoot Actions. However, any Shoot Action targeted at a model (of any Band) within 6" of the user is automatically redirected to target the user instead!
- 12 The Ring of Resistance – This ring makes the user totally invulnerable to any Spell effects during the game. However, they are immune to all Spell effects, even those cast by their own Band. They are also not able to benefit from any Talismans, Lucky Charms, or Healing Potions.



Enchanted Equipment Creation Tables

Use these tables to create a random Enchanted Item. The type of Item obtained is determined using three dice rolls. The first roll determines the type, the second its magic ability, and where needed, the third determines any Bonus Level.

☞ Type of Item

TYPE OF ENCHANTED EQUIPMENT TABLE	
D20 ROLL	TYPE
1–2	Staff (Item)
3–4	Ring, Necklace, or Brooch (Item)
5–7	One-handed Weapon (Weapon)
8–9	Two-handed Weapon (Weapon)
10	Polearm (Weapon)
11	Bow (Weapon)
12	War Bow (Weapon)
13	Light Crossbow (Weapon)
14	Light Armour (Armour)
15–16	Heavy Armour (Armour)
17	Very Heavy Armour (Armour)
18	Buckler (Armour)
19	Light Shield (Armour)
20	Heavy Shield (Armour)

☞ Item Effects

ITEM EFFECTS TABLE	
D12 ROLL	EFFECT
1	Protection
2	Shielding
3	Blocking
4	Eyes
5–6	Casting
7	Smiting
8	Hiding
9	Agility
10	Speed
11	Fear
12	Eyes

⚔️ Weapon Effects

Weapon Effects Table	
D12 Roll	Effect
1–2	Leeching
3–4	Venom
5–8	Smiting
9–10	Wounding
11–12	Flame

⚔️ Armour Effects

Armour Effects Table	
D12 Roll	Effect
1	Eyes
2	Hiding
3–5	Protection
6–7	Shielding
8–9	Blocking
10	Agility
11	Speed
12	Fear

⚔️ Bonus Level

Bonus Level Table	
D8 Roll	Effect
1–4	+1
5–7	+2
8	+3

MAGICAL EQUIPMENT EFFECTS

✂ Agility

Roll for the Bonus level. Adds the Bonus to any Nimbleness Rolls the user makes.

✂ Protection

Roll for the Bonus level. Adds the Bonus as if it were the Tough Skill to the user.

✂ Blocking

Roll for the Bonus level. Adds the Bonus to any Block Rolls the user makes.

✂ Casting

Roll for the Bonus level. Adds the Bonus to any Cast Roll-Offs the user makes when casting Spells.

✂ Speed

Roll for the Bonus level. Adds the Bonus in inches to any Move, Charge, or Barge actions.

✂ Eyes

Roll for the Bonus level. Adds the Bonus to any Awareness Rolls the user makes.

✂ Shielding

Roll for the Bonus level. Adds the Bonus to any Fortitude or Presence Rolls the user makes against Spell Attacks.

✂ Fear

Roll for the Bonus level. Adds the Bonus to any Presence Rolls the user makes and the user also has the Fearsome Skill.

✂ Smiting

Roll for the Bonus level. For melee Weapons, adds the Bonus to any Strike Roll-Offs the user makes. For missile Weapons, adds the Bonus to any Ranged Roll-Offs the user makes.

✂ Flame

Any model that suffers any Wounds from this weapon gains the Condition 'Burning'.

✂ Venom

The weapon counts as always being Poisoned with Mortal Poison.

✂ Hiding

Roll for the Bonus level. Adds the Bonus to any Concealment Rolls the user makes.

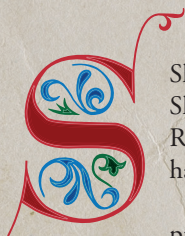
✂ Wounding

Roll for the Bonus level. Adds the Bonus to any Wounds the user inflicts with this weapon.

✂ Leeching

Any time this weapon causes one or more Wounds, the user heals d3 Wounds (provided they have Wounds which need healing).

SKILLS



Skills have the following descriptions: Name, Type (Fighting, Shooting, Cunning, Strength, Movement, and Innate), and any Requirements for use (such as, needing another Skill first or having to spend a Fate point to use the Skill.)

Four of the Skills are slightly different to the rest; these Skills provide positive or negative modifiers to Wounds caused or taken. These Skills will have a number in parentheses after the name of the Skill, which is the amount of the modifier. The first time such a Skill is given to a model, the number would be a 1; if the Skill is taken again, its level increases by 1 each time – for example, if you had taken the Strong (X) skill three times, you would have Strong (3). The four Skills that work in this way are Strong, Weak, Tough, and Delicate.

Most Skills do not have any parentheses; they may provide modifiers to dice rolls, give the model extra abilities to use, or allow them to ignore certain rules. For example, a model with the Enduring Skill can ignore the negative penalties caused by any Wounds that they have suffered. Multiple Skills may be combined in a single Action. For example, a model with Expert Shot and Eagle Eyes would benefit from both while making a Shoot Action.

Cancelling Out

Note that Strong and Weak cancel each other out. For example, if you have a model who is Weak (1) and they gain Strong (1), it would just erase the Weak, and they would count as not having either Skill.

Tough and Delicate also cancel each other out. For example, if you have a model who is Tough (3) and they gain Delicate (1), it would just remove one point of Tough, and they would count as having Tough (2).

Negative Skills

Some of the Skills listed are negative and cause penalties and disadvantages rather than provide benefits. They are usually given to a model as a result of an injury or other misfortune, rather than earned by experience. However, because they work in the same way as normal Skills, they all fit under the catch-all title 'Skills'.

≡ FIGHTING SKILLS ≡

KILLING BLOW

Type: Fighting

Requirements: None

This model has learned patience and knows exactly when to put all their energy into one devastating strike. Once per Battle, this model may add +7 to a Strike Roll-off. You may declare this after rolling the dice for the Roll-off.

MELEE MASTER

Type: Fighting

Requirements: None

This model has learned to remain calm in the crush of battle. They never count as being Outnumbered in combat and models making Attack Actions against them do not receive the bonus for Outnumbering.

PARRY

Type: Fighting

Requirements: None

Timing a response to enemy strikes to perfection, this Skill allows the model to block and misdirect their attacks easily. The model may add +2 to any Block rolls they make.

BORN IN HARNESS

Type: Fighting

Requirements: None

This model has spent a lifetime training to move in heavy armour. They do not suffer penalties to Nimbleness rolls for wearing Heavy or Very Heavy Armour, or while carrying a Heavy Shield. In addition, Heavy or Very Heavy Armour only takes up one Armour slot in the model's Equipment.

FURIOUS CHARGE

Type: Fighting

Requirements: None

Quick and deadly, this model can rush their enemies so fast that they cannot prepare a solid defence. The model always adds +2 to their Strike roll when making a Charge Action, even when the distance is less than 3".



WITCH SLAYER

Type: Fighting

Requirements: None

This model's hatred of heretics is like a finely honed blade. This model adds +3 to all Strike Roll-offs made against Magic-users and models with the Uncanny Skill.

CLOSE QUARTERS

Type: Fighting

Requirements: None

Many warriors need open space to correctly utilise their weaponry, but this model has learned how to fight in confined spaces. In combat where they are in Base Contact with a Terrain piece, or are inside a building or a tunnel, the model may add +2 to their Strike and Block Rolls.

WEAPONSKILL

Type: Fighting

Requirements: None

This model trains repeatedly with weapons, practicing timing and specialist blows. The model may add +1 to all their Strike and Block rolls.

SHIELD MASTER

Type: Fighting

Requirements: The model must be equipped with and using a Buckler, Light Shield, or Heavy Shield to use this Skill

A shield is more than just a lump of wood and iron to this model – it is an extension of their body and they are expert at using it to block and deflect attacks. The model may re-roll the dice during any Block rolls.

LANCE STRIKE

Type: Fighting

Requirements: Must be a Shrew Knight Errant

The model carries a lance and, when it makes a successful Charge Action of over 3", the model's Attack gains Strong (3) and ignores Tough bonuses from Armour. The lance is used instead of any other weapons in that Turn and is not considered Equipment.

FEINT

Type: Fighting

Requirements: None

This model has developed exceptional duelling skills; when fighting a single opponent, they may roll two dice for Strike Roll-offs and choose which one to use. This Skill may not be used if in Base Contact with more than one other model, friend or foe.

DUALWIELDER

Type: Fighting

Requirements: None

This model has trained in obscure Continental duelling forms and can use two One-handed Weapons at once if they wish. This gives the model a +2 to Strike Rolls during Attack Actions, but precludes the use of a Buckler, Light Shield, or Heavy Shield.

ZWEIHANDER

Type: Fighting

Requirements: None

This model has practiced long and hard with Two-handed Weapons and can wield them as if they were weightless. The model does not suffer the -2 penalty to Block rolls while using a Two-handed weapon.

SHIELD BASH

Type: Fighting

Requirements: The model must be equipped with and using a Buckler, Light Shield, or Heavy Shield to use this Skill.

This model can use their shield as a second weapon, bludgeoning their opponents with it. When the model's Block Roll-off score beats an Attacker's Strike Roll-off score, the Attacker suffers one Wound. This is **not** reduced by Tough bonuses from Skills or Armour.

FOCUSED STRIKE

Type: Fighting

Requirements: Costs one Fate point to use

This model has trained long and hard at locating the weak areas in their enemy's armour. Any Wounds caused by this model during Attack Actions ignore Armour and are not reduced by the Armour's Tough bonuses.

ALL-OUT ATTACK

Type: Fighting

Requirements: Costs one Fate point to use

This model can put all of its efforts into destroying its foes, at the cost of ignoring all defence. The model may roll both their Strike dice and their Block dice during an Attack Action Roll-off, adding them together. For the rest of the Turn, the model cannot roll any dice to Defend.

UNARMED FIGHTER

Type: Fighting

Requirements: None

This model is ferocious in the use of tooth and claw. When fighting without a Melee Weapon, their Strike and Block Rolls do not suffer the usual -2 penalty.



SHOOTING SKILLS

EXPERT SHOT

Type: Shooting

Requirements: None

Years of experience have made this model an exceptional marksman. The model adds +2 to Ranged Rolls during Shoot Actions.

FAST SHOT

Type: Shooting

Requirements: Costs one Fate point to use

Focusing on quick loading and aiming practice, this model can fire a volley of missiles at their foes. When this model makes a Shoot Action, they may shoot twice, rolling separately for each. Both shots must be at the same enemy model or at a second enemy model within 2" of the first. Both shots have a -2 modifier. The model may not use this Skill with Weapons marked as 'Slow'.

LETHAL VOLLEY

Type: Shooting

Requirements: Must have Fast Shot; Costs one Fate point to use.

When this model makes a Shoot Action, they may fire two shots in that Action instead of one. Both shots must be at the same enemy model or at a second enemy model within 6" of the first.

The model may not use this Skill with Weapons marked as 'Slow'.

EAGLE EYES

Type: Shooting

Requirements: None

With excellent distance vision, this model can pick out targets further away than is usual. All ranged weapons gain an extra 6" range.

TARGETEER

Type: Shooting

Requirements: None

Able to spot the smallest part of a target regardless of cover, this model can hit enemies that would be impossible for others. The model counts Partial Line of Sight as Clear Line of Sight when making Shoot Actions.

ROCK STEADY

Type: Shooting

Requirements: Costs one Fate point to use

This model can hold their aim even on the move. When the model makes a Shoot Action, they may make a free Move Action immediately before. The Shoot Action has a -2 modifier.

WOUNDING SHOT

Type: Shooting

Requirements: None

Capable of sending a shot straight to their target's most vulnerable parts, this model adds +2 to any Wounds caused with any Shoot Action.

CRIPPLING SHOT

Type: Shooting

Requirements: Must have Wounding Shot

Capable of sending a shot straight to their target's most vulnerable parts, this model adds +2 to Wounds caused with any Shoot Action. This combines with the +2 from Wounding Shot for a total +4 to any Wounds caused with any Shoot Action.

KILL SHOT

Type: Shooting

Requirements: Must have Crippling Shot; Costs one Fate point to use

Capable of sending a shot straight to their target's most vulnerable parts, this model adds +3 to Wounds caused with any Shoot Action. This combines with the +2 from Wounding Shot and the +2 from Crippling Shot for a total +7 to any Wounds caused with any Shoot Action. Wounding Shot and Crippling Shot may still be used instead without spending a Fate point.

SPOT THE WEAK POINT

Type: Shooting

Requirements: Costs one Fate point to use

This model has trained long and hard at targeting the weak spots and joints in their enemy's armour. Any Wounds caused by this model's Shoot Actions ignore Armour and are not reduced by the Armour's Tough bonuses.

PISTOLIER

Type: Shooting

Requirements: None

This model is an expert with the smallest of the Black Powder Weapons: the Pistol. They may still make Shoot Actions with a Pistol, even if in Base Contact or within 2" of an enemy model. Also, if the model is equipped with two Pistols, they may use both during a single Shoot Action, either at the same target or at two targets within 2" of each other.

≡ CUNNING SKILLS ≡

APOTHECARY

Type: Cunning

Requirements: None

Skilled in the healing arts, this model knows the best ways to gather and use herbs to heal the injured. They may roll d8+3 instead of d8+2 when using a Healing Potion and may re-roll the dice roll. If they have no Healing Potions, they may render basic medical care to a model in Base Contact by using an Interact Action, provided that neither model are in Base Contact with an enemy. This heals d6 Wounds.

BLOODHOUND

Type: Cunning

Requirements: None

This model is an exceptional tracker, able to spot signs others would miss. The model may re-roll the dice during any Awareness Roll-offs.

HEDGE MAGIC

Type: Cunning

Requirements: None

Naturally inclined to magic, this model has the potential to be a Magic-user. Roll a d12. The model gains a random spell from the Magical Archetype indicated and can learn Spells from that Archetype in the future. If that Archetype is not one their Allegiance normally has access to, they may also learn Spells from one other Archetype available to their Allegiance as normal.



RANDOM MAGICAL ARCHETYPE TABLE

D12 ROLL	RESULT
1	Natural, page 62 (Roll a d6 to determine the Spell)
2	Light, page 65 (Roll a d6 to determine the Spell)
3	Dark, page 68 (Roll a d6 to determine the Spell)
4	Wild, page 71 (Roll a d6 to determine the Spell)
5	Unbound, page 73 (Roll a d6 to determine the Spell)
6	Noble, page 77 (Roll a d6 to determine the Spell)
7	Divine, page 79 (Roll a d6 to determine the Spell)
8	Channelling, page 82 (Roll a d6 to determine the Spell)
9	Fate-weaving, page 85 (Roll a d6 to determine the Spell)
10	Illusionism, page 88 (Roll a d6 to determine the Spell)
11	Elementalism, page 90 (Roll a d8 to determine the Spell)
12	Necromancy, page 93 (Roll a d8 to determine the Spell)

FEARLESS

Type: Cunning

Requirements: None

This model has nerves of steel and fears no foe. The model is unaffected by the Skills 'Fearsome' and 'Uncanny'.

AMBUSHER

Type: Cunning

Requirements: None

Adept at delivering a hidden blow, this model excels at stealthy killing. Any 'Defend' rolls made against this model's Ambush Charge or Ambush Shoot Actions have a -2 modifier.

ADEPT AMBUSHER

Type: Cunning

Requirements: Must have Ambusher; Costs one Fate point to use

When an enemy model is the target of an Ambush Charge or Ambush Shoot Action by this model, that enemy model may not roll dice to 'Defend'. Ambusher may still be used instead without spending Fate.

DEADLY AMBUSER

Type: Cunning

Requirements: Must have Adept Ambusher; Costs one Fate point to use

When this model makes an Ambush Charge or Ambush Shoot Action, they may also roll their Concealment Stat and add it to their Roll-off Total. Ambusher may still be used instead without spending Fate.

OPPORTUNIST

Type: Cunning

Requirements: None

This model is always ready to take advantage of their opponent's mistakes; any time that they are subject to a Charge, Barge, Attack, Shoot, or Cast Action by an enemy model and that enemy model rolls a '1' on their dice (before modifiers) then the Opportunist can take a free bonus Action next. This does not affect their usual Activation. If several models attacked them and all rolled 1s, this model gets an extra Action for each of them!

THE LADY'S FAVOUR

Type: Cunning

Requirements: None

Those on the Path of Errantry or serving in Knightly Orders often make a pilgrimage to Brocolita, near Carrowburgh, by the Old Wall. After three days and nights of fasting and vigil, those found worthy receive a vision of the Goddess Coventina, the Lady of the Lake, along with her blessing.

The model gains Tough (3) against any Shoot Actions.



CRITTER BOSS

Type: Cunning

Requirements: None

This model is an expert in training and controlling Stag Beetle Grubs. If your Band contains a model with this Skill, then any Stag Beetle Grubs in the Band do not have the 'Unreliable' Skill.

WITCH SMELLER

Type: Cunning

Requirements: None

This model has a nose for evil magic. Any Magic-users with the Condition 'Sneaking' are visible to this model (but not to the rest of their Band) and any Search Actions they make against 'Sneaking' Magic-users automatically succeed.

LUCKY

Type: Cunning

Requirements: Costs one Fate point to use

Some beasts just seem blessed with good fortune; this model is one of them. The model can replace any of their Roll-off Totals (i.e. the Stat dice roll +/- any modifiers that apply) with a 13.

RESIST MAGIC

Type: Cunning

Requirements: None

This model has a natural resistance to arcane powers. The model may re-roll the dice during any Fortitude / Presence Roll-offs to resist magic, and may reduce any Wounds they take from spells by 2.

SPELL BREAKER

Type: Cunning

Requirements: Must have Resist Magic

Once per Turn, this model may attempt to stop a Spell that has been successfully cast within 12"; make a Fortitude Roll-off versus the caster's Fortitude. If the model wins the Roll-off, the Spell fails.

SPELL EATER

Type: Cunning

Requirements: Must have Spell Breaker, Costs one Fate point to use

Once per Turn, this model may attempt to stop a Spell that has been successfully cast within 12"; make a Fortitude Roll-off versus the caster's Fortitude. If the model wins the Roll-off, the Spell fails and the enemy model may no longer use that Spell for the rest of the Battle. Spell Breaker may still be used instead without spending Fate.

BATTLEMAGE

Type: Cunning

Requirements: None

This model has a natural affinity for destructive magic; any damage they cause with a Spell on the Turn that it is cast is increased by an additional d4 Wounds.

HEALING AURA

Type: Cunning

Requirements: None

This model has a natural affinity for healing magic; increase the number of any Wounds they heal with a Spell by an additional d6.

FAR REACHER

Type: Cunning

Requirements: None

This model can control the aethereal forces at greater distances than most; they may add 6" to the Range of any Spells they cast.

AETHER SIGHT

Type: Cunning

Requirements: None

This model can 'see' in the aethereal and does not need to rely on physical vision. No enemies count as having the Condition 'Sneaking' to this model and they count Partial Line of Sight as Clear Line of Sight when making Cast Actions.

HERBAL BREWER

Type: Cunning

Requirements: None

This model can concoct powerful potions that give great power to those who imbibe them. All models in your Band may ignore the risk of Berserker Seeds and Old One Brews causing the Condition 'Paralysed'.

BREW MASTER

Type: Cunning

Requirements: Must have Herbal Brewer

This model has greatly refined their brewing abilities, harking back to the original recipes of the Old Ones themselves. Any Old One Brews the Band uses last for d6+2 Turns, rather than the usual d4+1.

TAUNT

Type: Cunning

Requirements: None

Some beasts know just what to say to get under another's skin, be it the right turn of phrase or the perfect insult. Once per Turn, this model may taunt one enemy model that they are in Base Contact with. You may pick one of that enemy model's dice rolls and they must re-roll it.

BEGUILE

Type: Cunning

Requirements: None

This model has almost supernatural levels of charm and persuasiveness. When they roll to Defend against Attack Actions, they may choose to roll Presence rather than Block.

GIFTED

Type: Cunning

Requirements: None

This model has a natural affinity for a particular school of magic; pick one Magical Archetype (Dark, Wild etc.) and add +1 to all Fortitude or Presence Roll-offs using spells from that Magical Archetype. The skill can be taken multiple times, but only once for each Magical Archetype.

STRENGTH SKILLS

STRONG (X)

Type: Strength

Requirements: None

This model is unusually powerful and muscular; they may add the Skill level to any Wounds they inflict with Attack or Shoot Actions, with the exception of Light Crossbows, Heavy Crossbows, and Black Powder weapons.

Note: This does not add to or subtract from the Roll, only the Wounds inflicted – so Strong does not alter the chance of succeeding at a Roll-off, only the number of Wounds inflicted after a successful Roll-off.

TOUGH (X)

Type: Strength

Requirements: None

This model has a resistance to pain and injury that is well above the average; they may reduce any Wounds they suffer by the Skill number.

WEAK (X)

Type: Strength

Requirements: None

This model is feeble and lacking strength; they must subtract the Skill level from any Wounds they inflict with Attack or Shoot Actions, with the exception of Light Crossbows, Heavy Crossbows, and Black Powder weapons.

DELICATE (X)

Type: Strength

Requirements: None

This model has a weak constitution and is vulnerable to damage; they must add the Skill level to any Wounds they suffer.

BORN SURVIVOR

Type: Strength

Requirements: None

There are certain beasts who heal quickly; injuries that would incapacitate others leave no lasting damage on them. The roll for Recovery at Step 3 of the Post-Battle Phase may be re-rolled.



BEAST OF BURDEN

Type: Strength

Requirements: None

Deep reserves of stamina and endurance, combined with a powerful frame, let this model carry more than usual; the model may carry three items in the Special Equipment slot, rather than the usual one.

FEARSOME

Type: Strength

Requirements: None

Whether through dint of their size, scars, or attitude, this model exudes menace; other creatures find them terrifying. Whenever a model declares an Action against a Fearsome creature, or is Attacked by one, they must first Roll-off their Fortitude against the Fearsome model's Presence. If the Roll-off is passed, they make all rolls as normal. If it is failed, they suffer a -2 penalty to all Roll-offs against the Fearsome model for the rest of the Turn. If the Fortitude roll is Perfect, they have overcome their fear and count as Fearless for the rest of the Battle (see [page 133](#)), ignoring the effects of Fearsome from any source.

BERSERKER

Type: Strength

Requirements: None

Some animals are driven into a violent frenzy by the smell of blood; they become uncontrollable in battle. A model that is Berserker must make a Fortitude Roll-off every Turn before their Action, with a Difficulty of 2 and with a -1 penalty to their Roll for **each** Wound they have received.

If the Roll-off is passed, the model may act normally.

If it is failed, the model receives the Condition 'Berserk' for the rest of the Battle.

ENDURING

Type: Strength

Requirements: None

This model has a great resistance to pain and an untiring constitution. They do not suffer penalties to Roll-offs from Wounds.

STUNNING BLOW

Type: Strength

Requirements: None

A well-timed and well-aimed blow, with just the right amount of force behind it, can knock an opponent senseless and leave them reeling. During an Attack Action against an enemy model, this model can choose to stun their target. If the Attack Action is successful (i.e. would inflict one or more Wounds), the enemy model suffers no Wounds but, for the rest of the Turn, they receive the Condition 'Stunned'.

KNOCKOUT BLOW

Type: Strength

Requirements: Must have Stunning Blow; Costs one Fate point to use

During an Attack Action against an enemy model, this model can choose to incapacitate their target. If the Attack Action is successful (i.e. would inflict one or more Wounds), the enemy model suffers no Wounds but, for the rest of the Turn, they receive the Condition 'Paralysed'. Stunning Blow may still be used instead without spending Fate.

PALADIN

Type: Strength

Requirements: None

This model is capable of combining the arts of war with the arts of magic; Armour does not cause penalties to this model's Cast Roll-offs.

PUSHBACK

Type: Strength

Requirements: Costs one Fate point to use

Capable of forceful blows, this model can shove their opponents back during combat. Any time an Attack by this model inflicts Wounds, you may convert some or all of them into a Pushback. For every Wound converted, the enemy model is moved directly away 1/2", up to a maximum of six Wounds converted to 3". Any extra Wounds are applied as normal.

If the enemy is pushed over 2", the Attacking model cannot take the free Attack for disengaging; but any other models that were in Base Contact may still do so.

MARTIAL CODE

Type: Strength

Requirements: Must have Fearless

Courage is a defining part of the Path of Errantry. If an enemy model with the Fearsome Skill is within 6" when it is their turn to take an Action, this model **must** make a Charge or Attack Action against the Fearsome enemy.

However, all rolls this model makes in any Charge or Attack Actions involving Fearsome enemy models gain a +2 bonus, even if those Actions were declared by the enemy model.

MOVEMENT SKILLS

DODGE

Type: Movement

Requirements: None

Some heroes have the ability to sidestep incoming arrows and slingshots; the model may add +2 to any Nimbleness Roll-offs when fired at with ranged weapons.

LIGHT FEET

Type: Movement

Requirements: None

There are beasts who know the tricks to walking silently, to creeping unheard. The model may add +2 to any Concealment rolls.

BURST OF SPEED

Type: Movement

Requirements: Costs one Fate point to use

Some beasts are built for distance running, while others are sprinters – this model is a sprinter. The model may add 4" to a Move Action or 2" to a Charge Action.

STRIDER

Type: Movement

Requirements: None

This model has powerful limbs and is capable of rapid movement. They may add 1" to every Move, Charge, or Barge Action they make.

FREEZE

Type: Movement

Requirements: None

Hunters spot movement; this model knows that and knows when to become motionless. This model cannot be spotted by Searches if they have not moved this Turn.

CLIMBER

Type: Movement

Requirements: None

Some beasts are naturals on vertical surfaces. When making vertical Move Actions, this model may always move the full distance of their Nimbleness Stat in inches.

LEAPER

Type: Movement

Requirements: None

Some beasts have powerful hindlimbs and are expert jumpers. When making a jump during a Move Action, this model may re-roll their Nimbleness dice.

SLIPPERY

Type: Movement

Requirements: Costs one Fate point to use

An expert at ducking and weaving, this model can get clear without their opponent getting the usual free strike. When making a Move, Barge, or Charge Action while in Base Contact with one or more enemy models, they may move more than 2" safely; no enemy models gain the free Attack action that would normally be allowed.

SWIM

Type: Movement

Requirements: None

This model is a natural at moving in water; they don't treat water Terrain pieces as Difficult Terrain and any Move Actions they make in water will always move the full distance of their Move Stat in inches.

INNATE SKILLS

These skills are inherent to particular types of beast and cannot be learned, although Slow may be acquired as a result of injury.

NATURAL HUNTER

Type: Innate

Requirements: None

For some beasts, the thrill of the hunt and the lust for blood mean they want nothing more than to despatch their enemies up close and personal. When making Ranged Roll-offs, this model does not benefit from the 'Perfect' or 'Disastrous' rolls rule.

FLIGHT

Type: Innate

Requirements: None

The model may move by flying and may count their Move Stat as d12 when they make Move, Barge, or Charge Actions. They may pass directly over any models or Terrain in their path. They may not use Equipment for the rest of the Turn if they choose to use Flight. A model may not use the Flight Skill if wearing Very Heavy Armour or carrying a Heavy Shield.

TUNNELLER

Type: Innate

Requirements: None

This model has powerful digging claws and can burrow through the ground as fast as other beasts can walk. The model may begin the game underground and be placed anywhere on the table when they take their first Action during the first Turn, provided that no enemy is within 2" of that position and there is no Terrain piece at that position. This counts as a Move Action, so the model will only have one Action remaining in its Activation.

The model does not have to deploy on the first Turn but can instead wait and deploy later. However, if they choose to wait, it becomes harder to judge where they will pop up and the model will scatter. Place the model, then roll a d8 and add the Turn number (i.e. on Turn three, add +3 to the dice roll) to determine how far in inches they scatter. Move the model in the direction the tip of the dice is pointing.

If the model would be placed in a space occupied by another model or a Terrain piece as a result of scattering, place it next to it and the Tunnelling model suffers d6 Wounds; these Wounds are not affected by Tough or Delicate Skills of any kind.

SLOW

Type: Innate

Requirements: None

Some beasts are just slow. This model is treated as always being in Difficult Terrain for all Move Actions, except when using Flight.

SPINES

Type: Innate

Requirements: None

This beast has a covering of tough spines and is difficult to hit; they add +1 to any Block Roll-offs.

SHORT-SIGHTED

Type: Innate

Requirements: None

Some beasts spend so much time underground that their eyesight is very poor; any Ranged Weapons or Spells that this model uses that have a Range of over 12" instead count as having a maximum Range of 12".

FIGHTING MOUNT

Type: Innate

Requirements: None

The Knight's Stag Beetle mount is incredibly strong and aggressive; once per Turn, when a Shrew Knight Errant makes an Attack Action, the Stag Beetle may also make an Attack, either against the same target or another in Base Contact, using a Strike Stat of d8 and with Strong (3).

OTHERWORLDLY

Type: Innate

Requirements: None

When this model declares an Action and is within 12" of the Band's Leader, then they perform their Action normally. When they declare an Action but are more than 12" away from the Band's Leader, they must first roll their Fortitude on the following table. If they are more than 18" from the Leader, or if the Leader has been taken Out of Action, then they roll a d6 on this table instead.

Mist Ghosts may add +1 to the roll for every other Mist Ghost model within 6", up to a maximum of +3.

Stable Ghosts always add +1 to the roll.

OTHERWORLDLY TABLE	
ROLL	RESULT
1	Fade Away: The model's connection to the material world is severed. The model goes Out of Action; however, it does not cross any additional Wound boxes off.
2	Catatonia: The model loses control over itself. The model gains the Condition 'Paralysed' for the rest of the Turn.
3	Confusion: The model wanders randomly. Roll a d8 and move the model a number of inches equal to the dice roll in the direction that the tip of the dice points. If, at any point, they reach Base Contact with another model or Terrain piece, they stop. If they reach Base Contact with an enemy model, they may make one Attack Action, then their Activation ends.
4	Unsure: The model may act normally but receives the Condition 'Stunned' for the rest of this Turn.
5+	No Effect: The model may act normally.

UNRELIABLE

Type: Innate
Requirements: None

When this model declares an Action, you must first roll the Band's Leader's Presence on the following table. If the Leader has been taken Out of Action, roll a d6 on this table instead.

UNRELIABLE TABLE	
D6 ROLL	RESULT
1	Leg It – The model runs away from the fighting and is removed from the tabletop. They count as having Left the Table.
2	Hunker Down – The model does nothing, but may still roll dice to 'Defend'.
3	Play it Safe – The model may only perform Move and Sneak Actions this Turn.
4+	No Effect – The model may act normally.

ARMLESS

Type: Innate
Requirements: None

A model with this Skill cannot use any Weapons at all. Other pieces of Equipment are fine however – it seems a bit harsh to take away all their toys! Re-roll any Experience Advances that refer to the Ranged Stat or Shooting Skills.

DARKSENSE

Type: Innate

Requirements: None

A model with this Skill ignores the Condition 'Blinded'.

UNCANNY

Type: Innate

Requirements: None

Uncanny models are strange and unsettling, and cause feelings of panic and horror. Any model making an Action within 6" of an Uncanny model must first make a Fortitude Roll-off. The Difficulty to be rolled against is the total number of enemy Uncanny models within 6". If the Roll-off is a success, the model may act normally. If it is failed, the model takes a -2 penalty to all Roll-offs for the rest of the Turn.

POISONOUS

Type: Innate

Requirements: None

Any time this model inflicts one or more Wounds on an enemy model with an Attack Action made using the Unarmed Fighter Skill, that enemy model also receives the Condition 'Stunned' until the end of the Turn.





CAMPAIGNS

BURROWS & BADGERS IS DESIGNED TO BE PLAYED as a Campaign, using the same Band over several games. This gives you the opportunity to watch your Band develop and see your starting models gain new Skills while new warriors join and the Band grows ever more famous, progressing from humble beginnings to fame, riches, and glory – or maybe ignominious failure and death...

STARTING THE CAMPAIGN

To start a Campaign, you'll need two or more players. Each player should have their own Band and you can start the Campaign as soon as two players have chosen their Bands. New players can join the campaign at any time thereafter. Although new Bands will be less developed, they will soon learn new Skills and gain treasure and Equipment.

PLAYING A CAMPAIGN GAME

Each game is divided into three Phases; the Pre-Battle Phase, the Battle Phase, and the Post-Battle Phase.

Here's an outline of those phases, followed by a detailed look.

Pre-Battle Phase Outline

1. Make a roll on the Main Quests Table
2. Place Terrain
3. Assign each player a Table Corner
4. Make any required rolls on the Side Quests Tables
5. Assign Fate points and compare Band Ratings
6. Deploy models

✂ Battle Phase Outline

1. Fight the Battle!

✂ Post-Battle Phase Outline

1. Add any Pennies earned in the Battle to players' Treasuries, and any Equipment collected to their Stashed Equipment.
2. Allocate any Experience earned
3. Recovery
4. Off Duty: all models choose what they will do between Battles
5. Experience Advances
6. Hire new recruits
7. Trade at the General Store
8. Pay Upkeep costs for the Band.
9. Spend Labour points and Materials on building new Den Upgrades
10. Reallocate Equipment

PRE-BATTLE PHASE IN DETAIL

STEP 1 – DETERMINE MAIN QUEST

Make a roll on the Main Quests Table.

STEP 2 – TERRAIN

Place Terrain on the table as directed in the Main Quest.

STEP 3 – TABLE CORNERS

Each player must be assigned one corner of the table for Deployment and Quests. The player with the lower Band Rating chooses which Table Corner they want. The other player will use the Table Corner diagonally opposite.

In multiplayer games, when you receive a Quest that refers to the enemy or an enemy's Table Corner, this means the player diagonally opposite you.

Even in Main Quests where the Bands deploy in the centre of the table, all around the edges, or in some other way, the Bands must still be assigned a Table Corner!

STEP 4 – SIDE QUESTS

Make rolls on the Side Quests Table – the Main Quest will state how many rolls each player should make.

STEP 5 – FATE POINTS AND BAND RATINGS

Assign Fate points and compare Band Ratings. Leaders start with three Fate points, Seconds start with two Fate points, and all other models start with one Fate point. Your Allegiance or other bonuses, such as certain Wandering results, may also provide additional Fate points.

Make a note of the highest Band Rating and have all other Bands subtract their Band Rating from it. For every two full points of difference, the lower rated Band gains one bonus Fate point. So, if one Band has a Rating of 21 and the other a Rating of 14, that is a difference of 7 and the lower Rated band would take three bonus Fate points. The player may distribute these among the Band's models however they choose, bearing in mind that no model may have more than five Fate points at any time.

STEP 6 – DEPLOYMENT

Each player deploys their models and objectives, in accordance with the instructions in the Main Quest. When deploying, each player takes it in turns to place one model until all have been placed on the table. In all cases, follow the deployment requirements as closely as possible, but make allowances for Terrain pieces and other table features.

Some Main Quests will have a fixed end point, whereas others will have a variable length; if the Main Quest states the Battle has Variable Length, follow this procedure:

- ❖ In the End Phase of Turn 4, roll a d6. On a roll of 6, the game ends. On a roll of 1 to 5, the game continues.
- ❖ If the game has continued, then in the End Phase of Turn 5, roll a d6. On a roll of 5 or 6, the game ends. On a roll of 1 to 4, the game continues.
- ❖ If the game has continued, then in the End Phase of Turn 6, roll a d6. On a roll of 4, 5, or 6, the game ends. On a roll of 1, 2, or 3, the game continues.
- ❖ If the game has continued, then in the End Phase of Turn 7, the game ends.

BATTLE PHASE IN DETAIL

Fight the battle! Be aware that while some Main Quests will have a definite winner and a loser, many of them will simply end. It's up to the players to get as much out of their Main, Side, and Support Quests as they can before the game ends.



POST-BATTLE PHASE IN DETAIL

STEP 1 – TREASURE

Add any Pennies earned in the Battle to your Treasury and any Equipment collected to your Stashed Equipment.

STEP 2 – ALLOCATE EXPERIENCE

Allocate any Experience earned. No model can have more than five Experience points at a time; any extras are lost.

STEP 3 – RECOVERY

All models that ended the game with one or more Wound boxes crossed off on their Roster must roll a d8 or their Fortitude Stat (whichever is higher), minus any negative modifiers caused by shaded Wound boxes that they have crossed off. This is not a Roll-off, so does not benefit from the Perfect or Disastrous rolls rule.

If the roll, with any modifiers applied, is a 0, then the model must make one roll on the Major Injuries Table (see [page 157](#)).

If the roll, with any modifiers applied, is a 1 or 2, then the model must make one roll on the Minor Injuries Table (see [page 160](#)).

If the roll, with any modifiers applied, is a 3 or more, then the model has recovered fully.

Whatever the result, reset all Wounds suffered to 0, with no Wound boxes crossed off the Roster.

Update the Band Rating to reflect any changes that have occurred. If your models have suffered any Injuries that add Pennies to the Band's Pension, add those Pennies to the 'Pension' space on your Band Roster. These Pennies are free and are not taken from your Treasury. However, they can only be withdrawn and added to your Treasury during Step 6, 'Hire new recruits and retire Band members', if one or more of your models have died or are retired from the Band during this Post-Battle Phase.

Pensions

When models suffer Major Injuries, you will often be told to add a certain number of Pennies to your Pension. This money is to help your Band when models die or retire. You can think of it as contributions from the Royal Army's Veterans Fund, donations from charitable societies, the local Clan rallying around to help, or just a blessing from whatever deity your model follows. The source doesn't really matter; it's just a pot of money that helps get new recruits into your Band when older, injured ones leave!

STEP 4 – OFF-DUTY TASKS

All models choose an option from the following list. They may:

- ◇ Labour
- ◇ Wander
- ◇ Train
- ◇ Rest

✂ Labour

For each model that Labours, roll a d6 and add or subtract the model's Strong/Weak Skill value (add for Strong, subtract for Weak) to see how many Labour points they produce. Keep a running total of your Labour points; you can spend them in Step 9 of the Post-Battle Phase, or they may be saved between games.

Note: Only the model's inherent Strong Skill; not any added by Weapons!

✂ Wander

For each model that Wanders, decide if they will stay Local, go Farther Afield, or go Into the Wilds. Roll a d12 on the appropriate Wanderings Table (see [pages 163, 167 and 170](#)) and apply the result. Models may join forces while Wandering; you roll a single d12 for each group that Wanders together but, for every extra model, you may modify the d12 roll by +1 or -1. One model must be designated as the leader of the group; any negative or positive effects only apply to that model.

For example, if a player decides that three of their models will Wander together and that they will go Into the Wilds, they make one d12 roll and may then modify the roll by up to +2 or -2. They choose one of those models as the group's leader, and that model receives any bonuses or penalties from the Wandering result.



✂ Train

Each model that chooses to Train gains +1 Experience point.

✂ Rest

Some results on the Minor Injuries Table can be negated by resting; a model that chooses to Rest may ignore the effects of one of those Injuries.

STEP 5 – SPEND EXPERIENCE

Any model with 5 Experience points may spend them to make a roll on the Advance Table (see [page 175](#)). When they are spent, erase them from the Roster. Update the Band Rating to reflect any changes that have occurred.

Which section of the Advance Table you use will depend on your Allegiance's Archetype.

STEP 6 – HIRE

Hire new recruits and retire Band members. If you want to hire new recruits, you may add them to your Roster by paying the Signing-on Fee, provided that you have space for them in your Band. They do not start with any Equipment and cannot buy from the Allegiance's Rare Equipment list; you will either have to buy them Equipment in Step 7 or give them Equipment from your other models or your Stashed Equipment in Step 10.

If you want a new recruit to be a Magic-user, then use the same procedure as when creating a Band; choose a Magical Archetype that your Allegiance has access to and at least one Spell. The model will gain the Weak (1) and Delicate (1) Skills for each Spell taken.

Any model you recruit may instead be hired for half the normal Signing-on Fee, but will receive the Innate Skill: Unreliable if so.

If you wish to retire any members of your Band due to injuries or for any other reason, you can. Remove them from your Band Roster. You may keep their Equipment. For each model that retired or rolled a result of 'Dead' on the Major Injuries Table in Step 3, you may withdraw up to 50 Pennies from your Pension to spend as you wish. Reduce your Pension by the amount withdrawn.

If your Leader retires or dies, either your Second or one of your other models must be promoted to fill that position. They do not gain any Stat increases or Skills, but they do gain +1 Experience.

If your Second is promoted, retires, or dies, one of your other models must be promoted to fill that position. They do not gain any Stat increases or Skills, but they do gain +1 Experience.

Update the Band Rating to reflect any changes that have occurred.

STEP 7 – TRADE

Trade at the General Store. Players may purchase as many of the Common Items on the General Store Table (see [page 176](#)) as they want (and can afford!), paying the prices listed.

All Common Equipment is always available and you do not have to check for availability.

However, for each piece of Rare Equipment you wish to purchase, you must first roll 2d6. If the roll is **higher** than the Equipment's Availability value, you may purchase **one** of it, if you wish. If the roll is equal to or lower than the Item's Availability value, then that item cannot be purchased at the moment. You may try to purchase that piece of Rare Equipment again in the Post-Battle Phase of the next game.

You may only check the Availability of six pieces of Rare Equipment per Post-Battle Phase; the shopkeeper's time and patience has limits!

If the Rare Item is available, you must then roll to see what the current market price is. The values are marked on the General Store Table (see [page 176](#)). If you wish to buy the Item, you must pay the current market price.

A player may also sell Weapons and Equipment at the same time they buy new ones. After all, as Bands become richer and more powerful, they often abandon their earlier gear in favour of something better. Unfortunately, you can't get as much back for second-hand equipment, due to the wear and tear inflicted on it by your warriors. If you decide to sell Common Equipment, check the price listed; you may then sell it for **half** that amount, rounding down. If you decide to sell Rare Equipment, roll the random price listed; you may then sell it for **half** that amount, rounding down.

Alternatively, Weapons, Armour, and Equipment may be hoarded for future use (make a note in the Stashed Equipment box on the Band Roster) or switched between models in your Band in Step 10.

STEP 8 – UPKEEP

Pay Upkeep costs for the Band. For every model in the Band, you must spend money on general Upkeep at the end of each game, for things such as food, drink, and other living supplies. This cost is 1 Penny for each Small model, 2 Pennies for each Medium model, 3 Pennies for each Large model, and 4 Pennies for each Massive model. For example, if your Band contains 3 Small models, 1 Medium models, 2 Large models, and 1 Massive model, then you need to spend 15 Pennies. If you cannot do so, your Band will go hungry all your models must start the next game with one Wound already marked off on their Roster, but you do not have to spend any money on Upkeep.

STEP 9 – LABOUR AND MATERIALS

Spend Labour points and Materials on building new Den Upgrades (see [page 180](#)). Each Den Upgrade may only be built **once** – you cannot build multiples of a particular Den Upgrade.

Also, at this point, any Den Upgrades built in the previous or earlier Post-Battle Phases will provide their benefits to the Band (follow the instructions on the Den Upgrade Table, [page 180](#)).

STEP 10 – REALLOCATE EQUIPMENT

Reallocate Equipment. Weapons, Armour, and other Equipment may be hoarded for future use; add it to the Stashed Equipment box on the Band Roster. Equipment may also be swapped freely between models at this point, or taken from the Stashed Equipment and given to models.

INJURIES

MAJOR INJURIES

Roll a d20. If you roll a result that is impossible to apply (such as reducing a Stat that is already a d4) then count that result as a roll of (9) – Enfeebled.

MAJOR INJURIES TABLE

D20 ROLL	RESULT	D20 ROLL	RESULT
1	Dead	11	Grotesque Appearance
2	Multiple injuries	12	Sinus Damage
3	Upper Leg Trauma	13	Serious Arm Wound
4	Brain Trauma	14	Lower Leg Trauma
5	Nervous Condition	15	Head Wound
6	Chest Wound	16	Recurring Injury
7	Blinded in One Eye	17	Niggling Wound
8	Traumatised	18	Deep Lacerations
9	Enfeebled	19–20	Not as Bad as it Looked
10	Shoulder Injury		

☠ Dead

The model has succumbed to their injuries and died on the battlefield, their body lost in the wilds. All the weapons and equipment they carried are lost. Remove them from the Band Roster. Add 40 Pennies to your Band's Pension.

☠ Multiple Injuries

The model is not dead but has suffered many wounds. Roll three times on this table, with any further 'Multiple Injuries' results counting as 'Dead'!

☠ Upper Leg Trauma

The model's femur has been broken, and tendons severed. Their Move Statistic is reduced by one dice level (e.g. d8 becomes d6). If their Move is already d4, they now have the Slow skill. This reduces the model's Level by 1. The model may only choose to Rest in Step 4 of this Post-Battle Phase. Add 15 Pennies to your Band's Pension.

✂ Brain Trauma

Roll a d6.

On a 1 or 2, the model suffers forgetfulness and a loss of focus; reduce their Presence Stat by one dice level (e.g. d8 becomes d6). This reduces the model's Level by 1. Add 15 Pennies to your Band's Pension.

On a 3 or 4, the model struggles to keep track of those around it; reduce their Awareness Stat by one dice level. This reduces the model's Level by 1. Add 15 Pennies to your Band's Pension.

On a 5 or 6 the warrior suffers from violent rages; they gain the Berserker Skill now on. The model may only choose to Rest in Step 4 of this Post-Battle Phase.

✂ Nervous Condition

The model has taken damage to their nervous system and suffers a loss of motor control. Their Nimbleness Stat is reduced by one dice level (e.g. d8 becomes d6). This reduces the model's Level by 1. The model may only choose to Rest in Step 4 of this Post-Battle Phase.

Add 20 Pennies to your Band's Pension.

✂ Chest Wound

The model has been badly wounded in the upper body; they recover but are permanently weakened by the injury and suffer the Delicate (1) Skill. This reduces the model's Level by 1. The model may only choose to Rest in Step 4 of this Post-Battle Phase. Add 15 Pennies to your Band's Pension.

✂ Blinded in One Eye

The model survives but loses the sight in one eye; reduce their Ranged Stat by one dice level (e.g. d8 becomes d6). This reduces the model's Level by 1. The model may only choose to Rest in Step 4 of this Post-Battle Phase. Add 20 Pennies to your Band's Pension. If the model suffers this result a second time, they are blinded, and permanently gain the Condition 'Blinded'.

✂ Traumatised

The injuries they have suffered, combined with the horrors that they've witnessed, leave the model mentally scarred. Reduce their Fortitude Stat by one dice level (e.g. d8 becomes d6). This reduces the model's Level by 1. The model may only choose to Rest in Step 4 of this Post-Battle Phase. Add 20 Pennies to your Band's Pension.

✂ Unfeebled

The wounds the model has suffered leave them feeble and puny; they gain the Delicate (1) Skill. This reduces the model's Level by 1. The model may only choose to Rest in Step 4 of this Post-Battle Phase. Add 20 Pennies to your Band's Pension.

✂ Shoulder Injury

The model's shoulder is badly injured, reducing their mobility and range; their Strike Stat is reduced by one dice level (e.g. d8 becomes d6). If the model is a Bat, Bird, or Raptor, then they must also reduce any Flight moves by 2". This reduces the model's Level by 1. The model may only choose to Rest in Step 4 of this Post-Battle Phase. Add 25 Pennies to your Band's Pension.

✂ Grotesque Appearance

The model has suffered disfiguring facial injuries, leaving them scarred and damaged in appearance. Reduce their Presence Stat by one dice level (e.g. d8 becomes d6). This reduces the model's Level by 1. The model may only choose to Rest in step 4 of this Post-Battle Phase. Add 15 Pennies to your Band's Pension.

✂ Sinus Damage

The model has taken injuries to the nose and ears, limiting their senses. Reduce their Awareness Stat by one dice level (e.g. d8 becomes d6). This reduces the model's Level by 1. The model may only choose to Rest in Step 4 of this Post-Battle Phase. Add 15 Pennies to your Band's Pension.

✂ Serious Arm Wound

This model has suffered a broken arm that has healed poorly. The model may only use a single One-handed Weapon or Rondel Dagger from now on and may not use any other Weapons or any Shields. This reduces the model's Level by 1. The model may only choose to Rest in Step 4 of this Post-Battle Phase. Add 20 Pennies to your Band's Pension.

✂ Lower Leg Trauma

The model has suffered damage to the muscles and ligaments in their legs. They now have the Slow Skill. Add 10 Pennies to your Band's Pension.

✂ Head Wound

A serious blow to the head has left the model confused and unsure of what is going on around them. Whenever they roll a 1, they have the Condition 'Stunned' for the rest of the Turn. Add 5 Pennies to your Band's Pension.



⚔ **Recurring Injury**

The model has injuries that have never fully healed and can flare up at the worst possible moments. Whenever the model rolls a 1 during a Roll-off, they suffer d3 Wounds, not modified by Skills or Armour. Add 5 Pennies to your Band's Pension.

⚔ **Rigging Wound**

The model suffers a recurring injury; at the start of every game, roll a d6 – on a roll of 1, the model must miss the game, which temporarily reduces your Band Rating. Add 5 Pennies to your Band's Pension.

⚔ **Deep Lacerations**

The model has suffered serious cuts and must lay up to recover; they miss the next game. They may do nothing at all while recovering, so must choose to Rest during Step 4 of this Post-Battle Phase. This temporarily reduces your Band Rating.

⚔ **Not as Bad as it Looked**

The model's injuries are less severe than they thought. Make a roll on the Minor Injuries Table.

MINOR INJURIES

MINOR INJURIES TABLE			
D12 ROLL	RESULT	D12 ROLL	RESULT
1	Laid Up	7	Scared
2	Took a Real Beating	8	Stiff Limbs
3	Bad Wound	9	Groggy
4	Slow Recovery	10	Dodgy Shoulder
5	Blurred Vision	11	Pulled a Muscle
6	Shaken	12	Heavy Bruising

⚔ **Laid Up**

The model may only choose to Rest in Step 4 of this Post-Battle Phase and must miss the next Battle while they recover. This temporarily reduces your Band Rating.

⚔ **Took a Real Beating**

The model has the Condition 'Stunned' for the whole of the next Battle.

⚔ **Bad Wound**

The model may only choose to Rest in Step 4 of this Post-Battle Phase and rolls d4+3 (i.e. possible results of 4 to 7) on the Major Injuries Table and suffers that Injury for the next Battle **only**; it's a temporary injury.



✂ Slow Recovery

The model rolls a d8 and starts the next Battle with that many Wounds already marked off on their Roster.

✂ Blurred Vision

During the next Battle, any time the model declares an Action targeted on a model, they must roll their Awareness Stat and add +6. This is their current visual range and is the maximum distance in inches that they can see at that time. If the target model is further away, they cannot be seen, and the Action fails and is lost.

✂ Shaken

During the next Battle, any time this model rolls a 1, they gain the Condition 'Paralysed' for the rest of the Turn.

✂ Scared

During the next Battle, this model views all enemies as having the Skill 'Fearsome' for the whole of the Battle.

✂ Stiff Limbs

During the next Battle, all movement by this model is treated as if in Difficult Terrain. This may be ignored if the model chooses to Rest in Step 4 of the Post-Battle Phase.

✂ Groggy

During the next Battle, both of the model's Fortitude and Presence are reduced to d6. This may be ignored if the model chooses to Rest in Step 4 of the Post-Battle Phase.

✂ Dodgy Shoulder

During the next Battle, the model counts all Ranged rolls as having a -2 modifier. This may be ignored if the model chooses to Rest in Step 4 of the Post-Battle Phase.

✂ Pulled a Muscle

During the next Battle, the model counts all Strike rolls as having a -2 modifier. This may be ignored if the model chooses to Rest in Step 4 of the Post-Battle Phase.

✂ Heavy Bruising

The model rolls a d4 and starts the next Battle with that many Wounds already marked off on their Roster. This may be ignored if the model chooses to Rest in Step 4 of the Post-Battle Phase.

WANDERINGS

WANDERINGS – LOCAL

You take a wander around the local area. Risks are low, but rewards are limited. Roll a D12 and consult the Wanderings – Local Table below.

WANDERINGS – LOCAL TABLE	
D12 ROLL	RESULT
1	Gambling Den – Low Stakes
2	Gunsmith – Favour
3	Inn – Errands
4	Farm Labour – Meagre Harvest
5	Well – Light Work
6	Hamlet – Distrustful
7	Gambling Den – High Stakes
8	Gunsmith – Friend
9	Inn – Bouncer
10	Farm Labour – Bountiful Harvest
11	Well – Blessed
12	Hamlet – Welcoming

✂ Gambling Den – Low Stakes

You have found a local house of vice and gambling, and made some small bets. Roll a d8 and add that many Pennies to your Treasury.

✂ Gunsmith – Favour

You have done a favour for a Gunsmith, and he gives you 1 portion of Superior Black Powder.

✂ Inn – Errands

You run some errands and get given free food. Reduce the Band's Upkeep by d12 Pennies for this Post-Battle Phase.

✂ Farm Labour – Meagre Harvest

You help out harvesting crops; you receive 2d6 Pennies in payment.

✂ Well – Light Work

You find a well, and help the locals draw water. Roll a d6:

- ◇ 1 or 2 – The grateful locals offer you their thanks, but nothing else.
- ◇ 2 or 4 – A few coppers for your trouble; you receive 2d6 Pennies in payment.
- ◇ 5 or 6 – A slap-up feast; your Band does not have to pay Upkeep in this Post-Battle Phase.

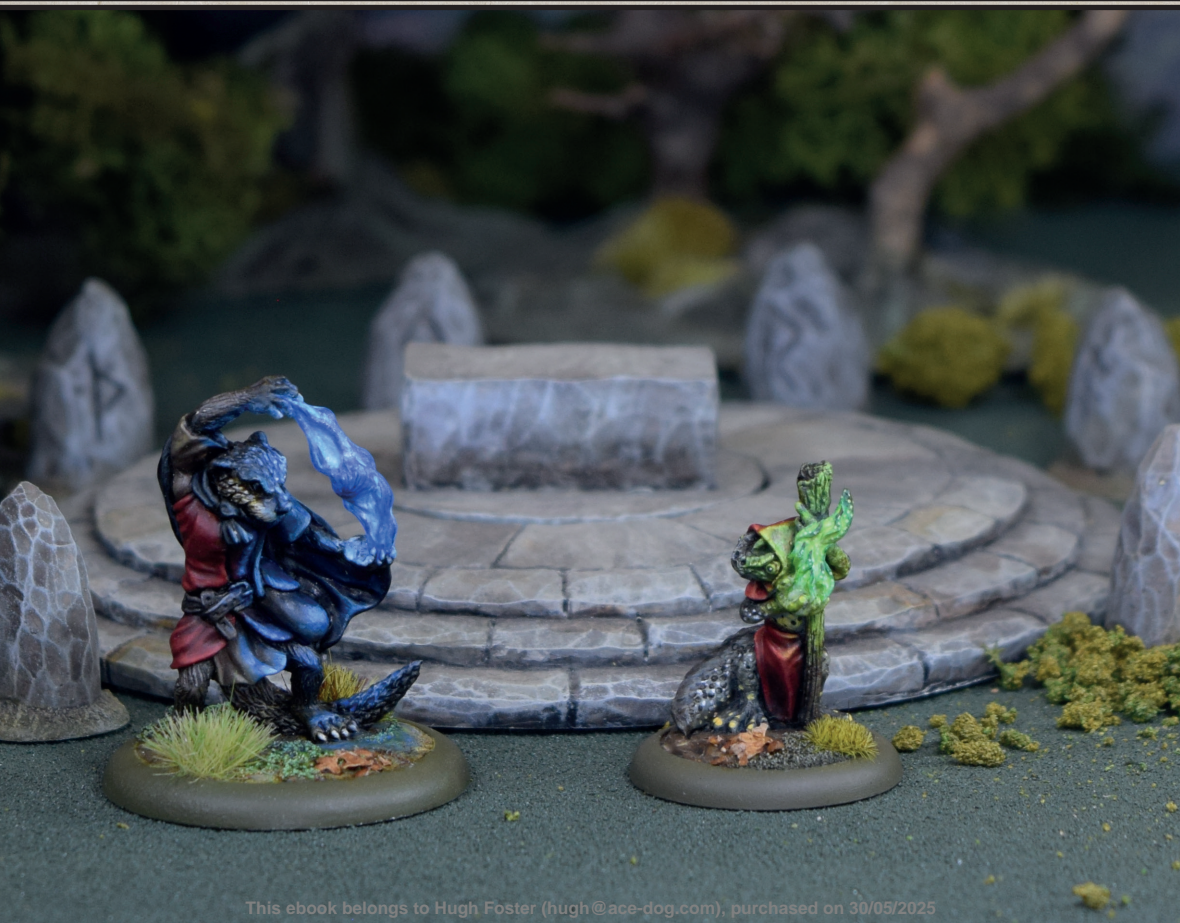
✂ Hamlet – Distrustful

You visit a small hamlet, but the locals are a little unsure of you. Roll a d6:

- ◇ 1 or 2 – Mistaken for a wanted criminal, you are chased out of town!
- ◇ 3 or 4 – You perform odd jobs to win them around. They pay you 2d6 Pennies for your work.
- ◇ 5 or 6 – Charmed by your ready wit and noble countenance, they give you a discount at their market. You may reduce the price of any Equipment you buy d4 Pennies each, down to a minimum price of 1 Penny.

✂ Gambling Den – High Stakes

You have found a local house of vice and gambling; you can wager, which could be a good earner, but not without risk. Roll any number of d8s; you win that number of Pennies but, if you roll any 1s, you win nothing at all.



✂ Gunsmith – Friend

You have befriended a skilled Gunsmith who gives you a Caliver or a Blunderbuss; your choice.

✂ Inn – Bouncer

You spend a few nights working as a bouncer at a local inn; you receive pay of 3d6 Pennies.

You might also get to hear rumours from the patrons – before the next game, roll a d6; on a 4, 5, or 6, you can choose your Side Quests rather than rolling for them.

✂ Farm Labour – Bountiful Harvest

You put in work harvesting crops for a local farmer; if this model is Small or Medium, you receive payment of 3d6 Pennies; if Large, 4d6 Pennies; if Massive, 5d6 Pennies.

✂ Well – Blessed

You find a well that has been blessed by Coventina and take a drink. Roll a d6:

- ◇ 1 or 2 – Strengthening; this model has the Strong (1) Skill for the next Battle.
- ◇ 2 or 4 – Invigorating; this model has the Enduring Skill for the next Battle.
- ◇ 5 or 6 – Water of the Gods; this model has an extra Fate point for the next Battle.

✂ Hamlet – Welcoming

You visit a small hamlet and the locals are unusually pleased to see you. Roll a d6:

- ◇ 1 or 2 – Mistaken for a famous sporting hero, you are given a slap-up meal and various small gifts. Gain 2d6 Pennies.
- ◇ 3 or 4 – Keen to thank you for the protection your Band has provided, they give you supplies. Your Band does not have to pay Upkeep in Step 9 of this Post-Battle Phase. You also receive 2d6 Pennies.
- ◇ 5 or 6 – You get some help from the village's hardier beasts; gain 2d6+3 Labour points.





WANDERINGS – FARTHER AFIELD

Wandering farther afield, you visit unfamiliar places, and must expect dangers. But it might be a good earner! Roll a d12 and consult the Wanderings – Farther Afield table below.

WANDERINGS – FARTHER AFIELD TABLE			
D12 ROLL	RESULT	D12 ROLL	RESULT
1	Toll Road – Large	7	Toll Road – Small
2	Black Market – Offended	8	Black Market – Friendly
3	Chapel – Evil	9	Chapel – Good
4	Fresh Corpses – Clearing	10	Fresh Corpses – Loot
5	Wanderers – Rumours	11	Wanderers – Friends in Need
6	Wagons – Some Risk	12	Wagons – A Good Payout

⚔ Toll Road – Large

You reach a ford, but a band of beasts have set up a toll booth and all travellers must pay a toll. If this model is Small or Medium, you must pay 3d6 Pennies, if Large, 2d6 Pennies, and, if Massive, d6 Pennies.

⚔ Black Market – Offended

You have offended a contact in the black market. You must increase the price of anything you buy in Step 7 of this Post-Battle Phase by d4 Pennies and take a -1 penalty to the dice roll for checking Availability.

⚔ Chapel – Evil

You have stumbled across an ancient chapel nearby, dedicated to an unknown god – but, whoever they are, they're clearly evil! You suffer their curse; roll a d6:

- ◇ 1 – Mysterious sickness; this model must immediately roll on the Major Injury Table, but with a +5 modifier. Ignore results of 21+.
- ◇ 2 – Lingering curse; this model has the Condition 'Stunned' in the next Battle.
- ◇ 3 – Fairy gold; your Pennies turn to dust! Lose 3d6 Pennies from your Treasury.
- ◇ 4 – This model is filled with divine rage and attacks their own Leader – the Leader must start the next Battle with d6 Wounds crossed off.
- ◇ 5 – This model starts with no Fate points in the next Battle.
- ◇ 6 – You escape the area before the curse can take effect.

✂ Fresh Corpses – Clearing

You stumble across a clearing, strewn with dead bodies. Roll a d6:

- ◇ 1 or 2 – Plague! The beasts have died of plague. This model must make a Fortitude Roll-off against a Difficulty of 3. If it fails, they must roll on the Minor Injuries Table (see [page 160](#)) to see how the disease has affected them.
- ◇ 3 or 4 – Unquiet dead! The corpses rise up and attack. This model starts the next Battle with d6 Wounds marked off. But they win the fight and gain 2d6 Pennies in loot.
- ◇ 5 or 6 – Memento Mori. This model is reminded of their inevitable demise and the need to seize the day! They start the next Battle with two extra Fate points.

✂ Wanderers – Rumours

You encounter a group of mendicant friars who share rumours and gossip with you. You may choose your Side Quests in the next Battle instead of rolling for them.

✂ Wagons – Some Risk

You encounter a train of wagons on the road. Roll a d6:

- ◇ 1 or 2 – The wagons are militia recruiters and they ‘persuade’ this model to join up! They eventually escape, but must miss the next Battle.
- ◇ 3 or 4 – The wagons belong to a noblebeast, who hires you as a guard for his journey. You receive 3d6 Pennies in payment.
- ◇ 5 or 6 The wagons belong to rich merchants and are well guarded. The guards mistake you for brigands and open fire. This model must immediately roll on the Minor Injury Table, but they pay you 4d6 Pennies in compensation!

✂ Toll Road – Small

You set up camp at a ford and all travellers wishing to pass by must pay you a toll. If this model is Small or Medium, you receive 2d6 Pennies, if Large 3d6 Pennies, and, if Massive, 4d6 Pennies.

✂ Black Market – Friendly

You go to visit a contact in the black market. You may reduce the price of anything you buy in Step 7 of this Post-Battle Phase by d6 Pennies, down to a minimum price of 1 Penny, and gain a +1 bonus to the dice roll for checking Availability.

✂ Chapel – Good

You have stumbled across an ancient chapel nearby, dedicated to an unknown god. You pray for a blessing; roll a d6:

- ◇ 1 – There are no benefits.
- ◇ 2 – This model may add +1 to all rolls in the next Battle.
- ◇ 3 – You receive an unexpected windfall; gain 4d6 Pennies.
- ◇ 4 – This model is filled with divine wrath and gains +2 to all rolls in the next game.
- ◇ 5 or 6 – Fated for greatness, this model starts with three extra Fate points in the next Battle.

✂ Fresh Corpses – Loot

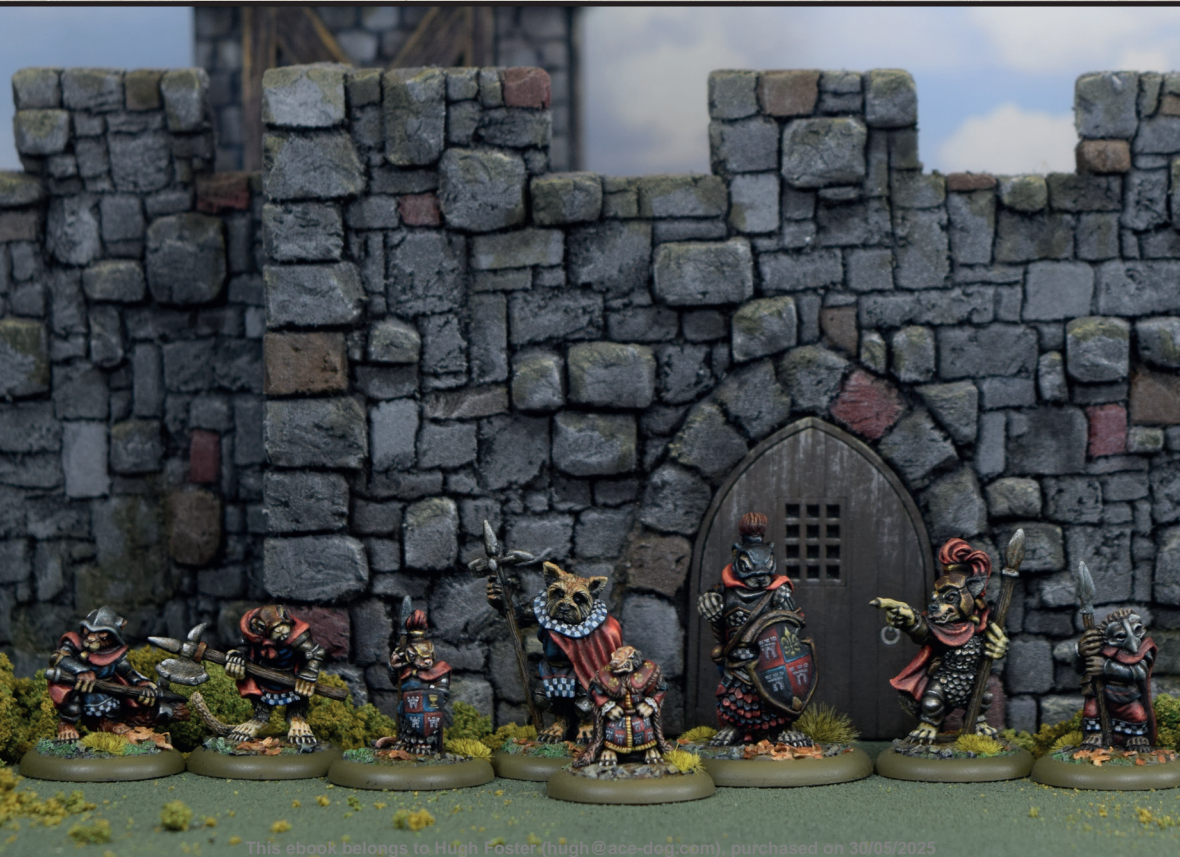
You stumble across a clearing, strewn with dead bodies. Roll a d6:

- ◇ 1 or 2 – You recover 2d6 Pennies, two One-handed Weapons, and a Rondel Dagger.
- ◇ 3 or 4 – You recover 3d6 Pennies, a suit of Heavy Armour, and two Healing Potions.
- ◇ 5 or 6 – You recover 4d6 Pennies, a Lucky Charm, and an Arcane Tome.

✂ Wanderers – Friends in Need

You meet a fellow wanderer. Roll a d6:

- ◇ 1 to 3 – You have saved an alchemist from brigands. They will give you four Healing Potions or six portions of Superior Black Powder.
- ◇ 4 to 6 – You befriend a down-on-their-luck beast, and they decide to join you. Treat them exactly as a new recruit from Step 6 of the Post-Battle Phase, but you do not have to pay the Signing-on Fee (if your Band Roster is already full then you may either retire a Band member to fit them in, or not take the new recruit). Roll a d6:
 - ❖ 1 to 3 – Choose a Small beast.
 - ❖ 4 or 5 – Choose a Medium beast.
 - ❖ 6 – Choose a Large beast.



Wagons – A Good Payout

You see wagons ahead, and decide to investigate. Roll a d6:

- 1 or 2 – The wagons are militia recruiters; you join them in a raid against a gang of brigands and receive 3d6 Pennies in payment.
- 3 or 4 – The wagons belong to a wealthy noblebeast, who is on pilgrimage and seeking to do good works to atone for a life of sin; you receive 4d6 Pennies.
- 5 or 6 – The wagons belong to a wizard travelling to the college. You assist them with a broken wheel and they offer you payment of 5d6 Pennies or an Arcane Tome.

WANDERINGS – INTO THE WILDS

Roaming far from your den, you enter the wild places. You may find great rewards; but there are serious dangers too! Not every beast returns alive from such wandering... Roll a d12 and consult the Wanderings – Into the Wilds table below.

WANDERINGS - INTO THE WILDS TABLE			
D12 ROLL	RESULT	D12 ROLL	RESULT
1	Den – Deadly	7	Den – Loot
2	Temple – Dark	8	Temple – Light
3	Barrows – Evil	9	Barrows – Good
4	Ancient Stones – Tainted	10	Ancient Stones – Blessed
5	Sunken Ship – High Tide	11	Sunken Ship – Low Tide
6	Abandoned Mine – Dangerous	12	Abandoned Mine – Treasure

Den – Deadly

High in the hills, you spy a cave. Roll a d6:

- 1 or 2 – You find a remote, mysterious den and disturb one of the almost-mythical Great Cave Bears! Make a roll on the Major Injuries Table (see page 157)!
- 3 or 4 – The den belongs to a dark cult and they sap your essence; you start with zero Fate points in the next Battle and cannot gain more from Disastrous Rolls
- 5 or 6 – The den is empty but, while you are there, foes raid your den! One of your Den Upgrades is destroyed (player’s choice); remove it from the Band Roster.

✂ Temple – Dark

In the Deepwoods, you stumble upon a temple. Roll a d6:

- ❖ 1 or 2 – The temple belongs to the Horned God, and the priests attempt to sacrifice you! This model must make a roll on the Major Injuries Table (see [page 157](#)), but with a +3 modifier. Ignore results of 21+.
- ❖ 3 or 4 – The temple is abandoned, but filled with dark energy. You start with 0 Fate in the next Battle, and all Fortitude rolls have a -2 modifier.
- ❖ 5 or 6 – The temple belongs to the Green Mother, but something evil has infiltrated. This model increases their Tough Skill by 1 for every upcoming Battle but, when they reach Tough (8) (not including Armour), they must make a roll on the Major Injuries Table (see [page 157](#)). If they survive, their Tough is reduced to 0.

✂ Barrows – Evil

You've found an ancient tomb. Roll a d6:

- ❖ 1 or 3 – The barrow is the resting place of an ancient hero of evil; your life energy is sucked out! If this model has any Tough Skill, reduce it by 1. If they have no Tough Skill, reduce their Fortitude Stat by one dice level. Also reduce your Level by 1 as a result.
- ❖ 4 or 6 – The barrow contains the corpse (and spirit!) of legendary thief; this model loses all their Equipment!





✂ Ancient Stones – Tainted

No one knows who built the Stones, but they are a place of mystical power, albeit not always wholesome power. Roll a d6:

- ◇ 1 – This model starts with zero Fate points in the next Battle.
- ◇ 2 – Every model in your Band loses one Fate point at the start of the next Battle.
- ◇ 3 to 6 – Every model in your Band gains one extra Fate point at the start of the next Battle.

✂ Sunken Ship – High Tide

You have discovered the location of a wrecked trading ship and dive down, but it's risky. Roll a d6:

- ◇ 1 – You are grabbed by a cephalopod! This model must roll on the Major Injuries Table (see [page 157](#)).
- ◇ 2 to 4 – You almost drown; during the next Battle, this model has the Weak (1) and Delicate (1) Skills.
- ◇ 5 – There are only slim pickings; you find d6 Pennies.
- ◇ 6 – You find 3d6 Pennies.

✂ Abandoned Mine – Dangerous

You find an abandoned mine, but exploring it is risky. Roll a d6:

- ◇ 1 to 2 – Collapse! Roll on the Major Injuries Table (see [page 157](#)), but with a +3 modifier. Ignore results of 21+.
- ◇ 3 to 5 – You get lost in the dark. This model wanders for days, and eventually finds the way out. They start the next game with d6 Wounds crossed off.
- ◇ 6 – You strike lucky and uncover d6 Materials and 3d6 Pennies.

✂ Den – Loot

You have discovered a remote den. Roll a d6:

- ◇ 1 to 3 – You find a remote, mysterious den, and sleeping in it is one of the almost-mythical Great Cave Bears! You see a glint of gold, grab it, and make a run for it. The treasure is worth 5d6 Pennies.
- ◇ 4 to 6 – The den is empty, but still contains useful gear and fittings. You gain one free Den Upgrade of your choice; add it to your Band Roster.

✂ Temple – Right

A wholesome light spills forth from a temple's doorway. Roll a d6:

- ◇ 1 or 2 – The temple belongs to Moritasgus and the priests offer you miraculous healing. This model may ignore their next roll on the Major Injuries Table (see [page 157](#)).
- ◇ 3 or 4 – The temple is abandoned, but filled with great energy. You start with a total of five Fate points in the next Battle and this model gains +1 Experience point.
- ◇ 5 or 6 – The temple belongs to your patron deity and they are pleased with your worship; this model gains one free Experience Advance (see [page 175](#)). This increases their Level by 1 and does not use up any Experience they currently have.

✂ Barrows – Light

A wholesome light spills forth from a temple's doorway. Roll a d6:

- ◇ 1 to 3 – The barrow is the resting place of an ancient hero, famed for their luck. This model gains the 'Lucky' Skill. This does not increase their Level.
- ◇ 4 to 6 – The barrow contains ancient treasures. You find 6d6 Pennies and roll a d6:
 - ❖ 1 to 3 – You find an Arcane Tome and a Lucky Charm.
 - ❖ 4 to 6 – You find a Magic Item; roll on the Special Magic Equipment Table.

✂ Ancient Stones – Blessed

No one knows who built the Stones, but they are a place of mystical power. Roll a d6:

- ◇ 1 to 4 – This model starts with two extra Fate points in the next Battle.
- ◇ 5 – You start with five extra Fate points, which can be distributed among the models in your Band at the start of the next Battle.
- ◇ 6 – This model becomes a Magic-user; choose one from the Magical Archetypes your Band's Allegiance has access to. If the model is already a Magic-user, they may choose a new Spell from **any** Magical Archetype.

✂ Sunken Ship – Low Tide

You have discovered the location of a wrecked trading ship and can dive down to loot its hold at low tide. Roll a d6:

- ◇ 1 – You find 3d6 Pennies.
- ◇ 2 to 4 – You find 5d6 Pennies.
- ◇ 5 – You find jewels and treasure worth 5d12 Pennies.
- ◇ 6 – You find 5d12 Pennies' worth of treasure and a random magical item. Roll once on the Enchanted Equipment Table.

✂ Abandoned Mine – Treasure

You find an abandoned mine; it has mostly been worked out but you manage to dig and smelt some ore. You gain a number of Materials equal to 2d6 plus this model's Strong Skill. While removing the Materials, you uncover hidden treasure; you find 3d12 Pennies' worth of treasure and a random magical item. Roll once on the Special Magic Equipment Table.



ADVANCES

ADVANCE TABLE

Roll a d12 and consult the Advance chart below. If you roll a result that cannot be applied, re-roll.

RESULT	ARCHETYPES (D12 RESULTS)			
	WARRIOR	RANGER	ALL-ROUNDER	CUNNING FOLK
New Skill: Choose a Strength skill; A Magic-user may choose a new Spell from their Magical Archetype instead if they wish.	1-2	1	1	1
New Skill: Choose a Movement skill; A Magic-user may choose a new Spell from their Magical Archetype instead if they wish.	3	2-3	2	2
New Skill: Choose a Fighting skill; A Magic-user may choose a new Spell from their Magical Archetype instead if they wish.	4-5	4	3	3
New Skill: Choose a Shooting skill; A Magic-user may choose a new Spell from their Magical Archetype instead if they wish.	6	5-6	4	4
New Skill: Choose a Cunning skill; A Magic-user may choose a new Spell from their Magical Archetype instead if they wish.	7	7	5	5-7
Statistic Increase: A statistic will increase by one die level, to a maximum of d12. Roll again: 1-3 = Strike 4-6 = Block 7-9 = Nimbleness 10-12 = You choose from those three options.	8-9	8	6	8
Statistic Increase: A statistic will increase by one die level, to a maximum of d12. Roll again: 1-3 = Ranged 4-6 = Concealment 7-9 = Movement 10-12 = You choose from those three options.	10	9-10	7	9
Statistic Increase: A statistic will increase by one die level, to a maximum of d12. Roll again: 1-3 = Fortitude 4-6 = Presence 7-9 Awareness 10-12 = You choose from those three options.	11	11	8	10-11
Statistic Increase: A statistic will increase by one die level, to a maximum of d12. You choose which. Or choose any Skill.	12	12	9-12	12
Heroic Statistic Increase: Increase a Statistic by one die level; you can increase a d12 Statistic to d20 with this result, but no character may have more than one Stat at the d20 level. A Magic-user may choose a new Spell from any Magical Archetype instead if they wish, and will also be able to learn Spells from that Archetype in the future.	13	13	13	13

GENERAL STORE

WEAPONS					
NAME	RANGE	RARITY	AVAILABILITY	PRICE	NOTES
One-handed weapon	-	Common	-	8	
Two-handed weapon	-	Common	-	14	
Pole-arm	-	Common	-	14	
Spear	-	Common	-	8	
Rondel dagger	-	Common	-	7	
Bow	18"	Common	-	14	
Light Crossbow	24"	Common	-	20	Slow
Sling	12"	Common	-	5	
Throwing knives	6"	Common	-	8	
Pistol	12"	Common	-	15	Slow, Temperamental, Black Powder
Blunderbuss	8"	Common	-	18	Slow, Temperamental, Black Powder
War Bow	36"	Rare	8	3d6+8	
Heavy Crossbow	36"	Rare	9	3d6+20	Slow
Cheirosiphon	Varies	Rare	10	3d6+20	
Caliver	36"	Rare	8	3d6+10	Slow, Temperamental, Black Powder
Weapon (Master-smithed)	-	Rare	9	3d8+weapon cost	
Malleus Maleficarum	-	Rare	10	3d6+weapon cost	

ARMOUR				
NAME	RANGE	RARITY	AVAILABILITY	PRICE
Light armour	-	Common	-	14
Heavy armour	-	Common	-	27
Buckler	-	Common	-	8
Light Shield	-	Common	-	12
Heavy Shield	-	Common	-	20
Very heavy armour	-	Rare	8	3d6+30

ITEMS				
NAME	RANGE	RARITY	AVAILABILITY	PRICE
Rope & hook	-	Common	-	6
Lucky charm	-	Common	-	10
Talisman	-	Common	-	5
Mage's focus	-	Common	-	15
Mage's Pouch	-	Common	-	12
Camouflage Cloak	-	Common	-	15
Scent Masker	-	Common	-	6
Healing potion	-	Common	-	8
Broadhead arrows	-	Common	-	1 per arrow *
Bodkin arrows	-	Common	-	1 per arrow*
Lead slingshot	-	Common	-	1 per shot*
Superior Black Powder	-	Common	-	1 per shot*
Torch	-	Common	-	1
Lantern	-	Common	-	7
Caltrops	-	Common	-	5
Inspiring Object	-	Common	-	20
Tangle Net	-	Common	-	10
Signature Item	-	Common	-	3
Materials	-	Common	-	5
Enchanted Equipment	-	Rare	10	3d20
Silk Undershirt	-	Rare	8	d6+3
Dispel Scroll	-	Rare	7	2d6+3
Shielding Talisman	-	Rare	6	d6+3
Mirroring Talisman	-	Rare	6	d6+6
Blind Dust	-	Rare	7	d6+3
Telescope	-	Rare	8	2d6+3
Berserker Seeds	-	Rare	10	d6+7
Old One Brews	-	Rare	10	2d6+8
Paralysing Poison	-	Rare	7	d6+3
Pain Poison	-	Rare	7	d4
Mortal Poison	-	Rare	7	
Relic	-	Rare	9	d8+3
Anti-Venom	-	Rare	9	d6
Arcane Tome	-	Rare	9	d4

ITEMS - INGREDIENTS				
NAME	RANGE	RARITY	AVAILABILITY	PRICE
Amber bead	-	Common	-	6
Amanitas	-	Common	-	3
Antler dust	-	Common	-	6
Blessed Water	-	Common	-	4
Bloodwort	-	Common	-	3
Bone meal	-	Common	-	3
Badger's blood	-	Common	-	6
Badger's claws	-	Common	-	5
Belladonna	-	Common	-	3
Bear bone fragments	-	Common	-	3
Brimstone	-	Common	-	5
Cave spider venom	-	Common	-	3
Copper strip	-	Common	-	4
Dragonfly wings	-	Common	-	3
Elf-bolt	-	Common	-	6
Galingale	-	Common	-	3
Ground obsidian	-	Common	-	3
Henbane	-	Common	-	3
Heal-alle	-	Common	-	5
Haematite	-	Common	-	3
Lugwort	-	Common	-	3
Lotus flowers	-	Common	-	3
Mandrake	-	Common	-	6
Petrified wood	-	Common	-	3
Powdered acorns	-	Common	-	3
Scarab shells	-	Common	-	5
Silk fibres	-	Common	-	3
Saltpetre	-	Common	-	4
Thunderbird feather	-	Common	-	3
Thyme leaves	-	Common	-	3
Wax candle	-	Common	-	3

ITEMS - BONDED CRITTERS				
NAME	RANGE	RARITY	AVAILABILITY	PRICE
Hunting Hornet	-	Rare	10	3d6+23
Centipede	-	Rare	10	2d6+18
Cave Spider	-	Rare	10	2d6+13
Beetle	-	Rare	10	2d6+18
Bonded Beetle Grub	-	Rare	10	2d6+18

ITEMS - STAG BEETLE GRUBS				
NAME	RANGE	RARITY	AVAILABILITY	PRICE
Tracker Grub	-	Rare	9	2d6+16
Attack Grub	-	Rare	9	2d6+19
Damping Grub	-	Rare	9	2d6+17



DEN UPGRADES

✚ Alchemy Laboratory

Labour: 12

Materials: 4

You have built an Alchemy lab. You may distil potions and poisons at will. You gain any three of the following at the start of each Battle: Healing Potion, Pain Poison (2 uses), Paralysing Poison (1 use), or Mortal Poison (1 use).

✚ Apothecarium

Labour: 10

Materials: 4

You have built a hospital area to give treatment to your Band's injured. You may re-roll one roll on the Major Injuries Table (see [page 157](#)) **or** ignore one roll on the Minor Injuries Table per game.

✚ Archery Range

Labour: 8

Materials: 2

You have built an area to practice shooting. When making Experience Advance rolls (see [page 175](#)), regardless of the result, you may choose to take a Shooting Skill instead.

✚ Chapel

Labour: 15

Materials: 5

You have built a chapel within your den, dedicated to Moritasgus, the Great Badger, ancient god of healing and protection. You may pray for a blessing before each Battle; roll a d6.

- ◇ 1 or 2 – One model may add +1 to all Roll-Offs during the next Battle.
- ◇ 3 – You receive an unexpected windfall; gain 3d6 Pennies.
- ◇ 4 – Your Leader is filled with divine wrath and gains +2 to all Roll-Offs during the next Battle.
- ◇ 5 or 6 – Fated for greatness, all your models start with an extra Fate in the next Battle.

✚ Fletcher

Labour: 6

Materials: 3

You have set up an area to perform fletching work. Two of your models may be equipped with Bodkins (6 arrows) **or** Broadheads (6 arrows) for free at the start of every Battle.



✂ Gambling Den

Labour: 8

Materials: 3

You have built an area of your den dedicated to vice and gambling. The profits are good but not without risk. You may roll up to seven d6s; you gain that many Pennies. However, if you roll any triples (e.g. three 2s), then a fight has broken out – your models may be injured. Roll a d4 for each model. On a roll of 1, they are injured and must make a roll on the Minor Injuries Table (see [page 160](#))

✂ Gymnasium

Labour: 8

Materials: 2

You have built a training area equipped with weights and heavy objects. When making Experience Advance rolls (see [page 175](#)), regardless of the result, you may choose to take a Strength Skill instead.

✂ Jewellers Workshop

Labour: 8

Materials: 2

You have built a jeweller's workshop; you receive an income of 4d6 Pennies.

✂ Library

Labour: 8

Materials: 6

You have built and stocked an excellent library, filled with the gathered knowledge of Northymbra and the extensive wisdom and learning of the ancients. You may modify all Experience Advance rolls by +1 or -1 (see [page 175](#)).

✂ Magical Garden

Labour: 12

Materials: 3

You have created a well-stocked and tended magical garden, with rare herbs and unusual arcane devices. You may take any three magical Ingredients for free per game. You also sell herbs to the locals, earning you 2d6 Pennies.

✂ Obstacle Course

Labour: 8

Materials: 2

You have set up an obstacle course so that your beasts can train to be fast and nimble. When making Experience Advance rolls, regardless of the result, you may choose to take a Movement Skill instead (see [page 142](#)).

✠ Occult Laboratory

Labour: 16

Materials: 5

You have built a laboratory to do research into the esoteric and mystical. Roll a d6:

- ◇ 1 to 4 – Your Leader starts the next Battle with five Fate Points, instead of the usual three.
- ◇ 5 – Every model in your Band starts the next Battle with three Fate Points, instead of the usual amount.
- ◇ 6 – A Magic-user in your Band gains a new Spell; choose one from the Magical Archetypes your Allegiance has access to.

✠ Pells and Training Ground

Labour: 8

Materials: 2

You have set up an area for combat practice and your warriors train regularly. When making an Experience Advance roll (see [page 175](#)), regardless of the result, you may choose to take a Fighting Skill instead.

✠ Shrine

Labour: 14

Materials: 3

You have built a shrine. Choose either:

- ◇ A shrine to the Lords of the Woods and the Shadows; all your models gain +1 to all Concealment rolls
- ◇ A Shrine to the Spirits of the Aethereal Realms; all your Magic-users gain +1 to all Cast Roll-Offs.



✂️ Smithy

Labour: 12

Materials: 4

You have built a forge and can make your own weapons and armour. If you assign one or more models to smithy duty instead of Labouring, Wandering, Resting, or Training, you may create 12 Pennies' worth of Weapons or Armour for every model assigned. For example, assigning three models could make 36 Pennies' worth of Weapons or Armour. This may be spent on Common Weapons and Armour, or on Rare Weapons and Armour from your Allegiance's Starting Equipment Options Table.

✂️ Study

Labour: 8

Materials: 3

You have a collection of university literature and an office to peruse it in. When making Experience Advance rolls (see [page 175](#)), regardless of the result, you may choose to take a Cunning Skill instead.

✂️ Secret Tunnels

Labour: 14

Materials: 3

You have a network of secret tunnels and burrows that has entrances and exits all over the area. Whenever you deploy your Band for a Battle, you may set up two of your models anywhere on the tabletop, ignoring the normal deployment restrictions. They must be at least 8" away from any enemy models.

✂️ Smallholding

Labour: 10

Materials: 3

Your Band has set up facilities to breed invertebrates for food and to regularly gather crops from the surrounding fields; your Band does not have to pay Upkeep costs.



QUESTS

MAIN QUESTS

HERE ARE TWENTY MAIN QUESTS, AND YOU can randomly determine one by rolling a d20. Some are more complicated than others, however, or require additional models. So, if you're new to the game, it would be best to start with Open Battle, and maybe even ignore the Side Quests for the first game or two. Once you're familiar with the basics, try Take and Hold or Defend the Haul. Once you're comfortable with the rules, use the random table.

MAIN QUESTS TABLE

Roll a d20 and consult the Main Quests table below.

MAIN QUESTS TABLE			
D20 ROLL	QUEST	D20 ROLL	QUEST
1	Open Battle	11	The Rescue
2	Ambush the Camp	12	The Caravan
3	Ambushed by the Camp!	13	Mole Hunt
4	Defend the Haul	14	Den Raid
5	Surprise Attack	15	Lost and Alone
6	Take and Hold	16	Interrogate
7	Recover the Paychest	17	Thief-takers
8	Witch Hunt	18	Cult Raid
9	Lost in the Fog	19	The Runaway
10	Demolition	20	A Dangerous Journey

MAIN QUEST 1

OPEN BATTLE

Even in the wide, open spaces of the Northymbran wilderness there is always the risk of running into an enemy Band. While Bands will sometimes pass each other without trouble brewing, more often than not, one side will seize the chance to attack the other.

AIM

Defeat the enemy Band in battle!

TERRAIN

Each player takes it in turns to place a piece of Terrain, ideally at least one piece of Terrain per square foot – the more the better.

SIDE QUESTS

Both players make three rolls on the Side Quests Table and choose two of them to carry out.

BANDS AND DEPLOYMENT ZONES

The player with the lowest Band rating chooses a Table Corner and sets up their first model within 6" of their Table Corner. The other player then sets up their first model within 6" of the opposite Table Corner. Repeat until all models are placed. Next the players take it in turns to deploy their Objectives. Players may place them anywhere on the table, but they must be at least 12" from their own Table Corner and at least 2" apart.

STARTING THE GAME

Follow the normal Initiative rules.

ENDING THE GAME

The game has Variable Length.

In addition, if only one Band is left on the table due to other Bands Routing, the game ends.

REWARDS

✦ Experience

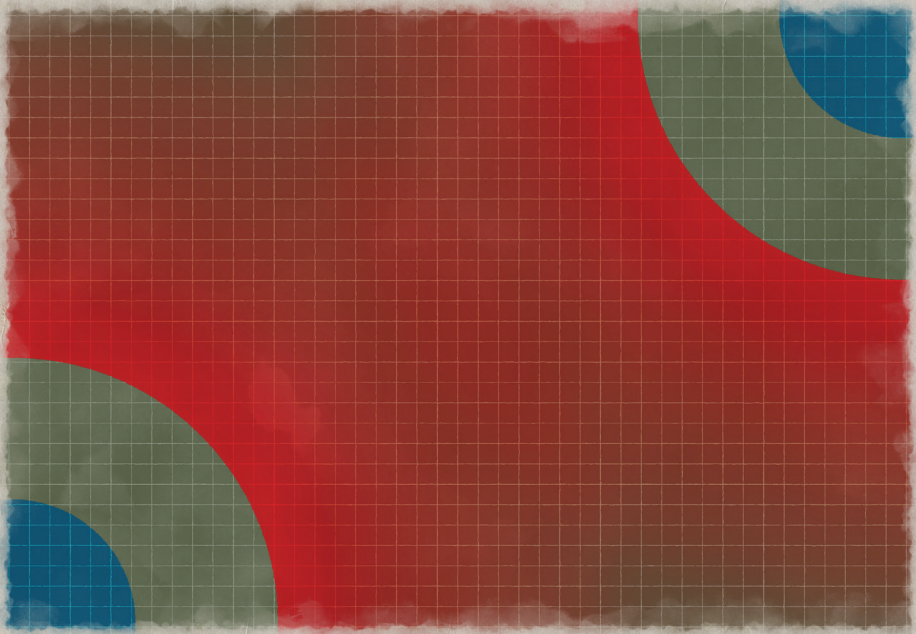
- ◇ +1 Taking Part – Every model that takes part in the Battle gains +1 Experience.

✦ Treasure

- ◇ Each Band that takes parts gains 3d6+10 Pennies in loot scavenged from the battlefield.

MULTIPLE PLAYERS

For games involving three or four players, assign each player a Table Corner, and play as normal. You may want to use a larger table for multiple players.



Blue areas show where the Band's models are deployed, and the Red areas show where Objectives can be deployed.

The table shown is a 30"x44", but the basics remain the same whatever table you use; Bands deploy up to 6" from their Table Corner, and Objectives, anywhere at least 12" from their Table Corner.

MAIN QUEST 2

≡ AMBUSH THE CAMP ≡

A group of beasts has set up an overnight camp in a ruined farm building. With a concealed position, water, firewood, and all their weapons to hand, they should be able to sleep safe and sound. But enemies are closing in on all sides, and this may be their last night alive...

AIM

The Defender's Band must escape via their Table Corner. The Attacker must try to take them Out of Action!

TERRAIN

Set up some ruins, walls, bushes, or similar in the centre of the table – no more than 12" square. There should be clear space around the central camp area, but the rest of the table should have Terrain pieces added, particularly around the edges.

SIDE QUESTS

Both players make one roll on the Side Quests Table.

BANDS AND DEPLOYMENT ZONES

The Band with the lowest Band Rating is the Defender. The Defender must place all their models within the central 12" square area and place one of their Objectives in the centre of the table. Their remaining Objectives must be placed within 12" of their Table Corner.

The Attacker's models may start anywhere within 1" of the Table Edges and may be split freely between them, although no model can be within 10" of the Defender's Table Corner. The Attacker's Objectives must all be placed within 12" of the central 12" square area.

SPECIAL RULES

The Defender's models are surprised and unprepared; they count as having no Equipment during the first Turn. The Defenders may fight or attempt to escape by Leaving the Table via their Table Corner.

STARTING THE GAME

The Attacker starts first and may Activate three models before play passes to the Defender.

ENDING THE GAME

The Battle ends when either Band Routs, or after at least four members of the Defender's Band have Left the Table via their Table Corner (or all remaining models, if there are less than four still in Action!).

If one Band Routs or is wiped out, the other Band is the winner. If four or more of the Defender's models Leave the Table via their Table Corner, the Defenders win.

REWARDS

✠ Experience

- ◇ +1 Defender – Every model the Defender had on the table at the start of the Battle gains +1 Experience.
- ◇ +1 No Defenders Escape – If none of the Defender's models Leave the Table via their Table Corner, all the Attacker's models that took part in the Battle gain +1 Experience.
- ◇ +1 Attacker Wins – If the Attacker wins, all their models that took part in the Battle gain +1 Experience.
- ◇ +1 Defender Wins – If the Defender wins, all their surviving models gain +1 Experience.

✠ Treasure

The winner gains 3d6+10 Pennies in loot; the loser gains 2d6+10 Pennies.

Any Attacking model that makes Base Contact with the central Objective gains d6 Pennies.

MULTIPLE PLAYERS

For games involving three or four players, assign each player a Table Corner. In a three-player game, two of the players are Attackers and work together. Add their Band Ratings together when comparing to the Defender's Rating to work out balancing Fate Points. The Attackers get to Activate one model each, rather than three, before the Defender gets a go.

In a four-player game, have two Bands attacking, and two defending in the Camp.

MAIN QUEST 3

≡ AMBUSHED BY THE CAMP! ≡

A group of beasts has set up an overnight camp in a ruined farm building. Enemies are closing in on all sides, but the intended victims are ready and waiting!

AIM

The Defenders must try and take as many of the Attackers Out of Action as they can. The Attackers must try to survive, and escape!

TERRAIN

Set up some ruins, walls, bushes, or similar in the centre of the table (or just use barricades) – no more than 12" square. There should be clear space around the central camp area, but the rest of the table should have Terrain pieces added, particularly around the edges.



SIDE QUESTS

Both players make one roll on the Side Quests Table.

BANDS AND DEPLOYMENT ZONES

The Band with the highest Band Rating is the Defender. The Defender must place all their models within the central 12" square area and also place their Objectives within or touching the central 12" square area.

The Attacker's models may start anywhere within 1" of the Table Edges and may be split freely between them, although no model can be within 6" of any Table Corner. The Attacker's Objectives must be placed anywhere on the table, but at least 6" from any Table Edge and at least 2" apart.

SPECIAL RULES

✂ Unaware

The Attackers are unaware that the Defenders are ready and waiting for them, and it's dark. At least two of the Attacker's models must reach Base Contact with a Barricade before any of their models are allowed to Leave the Table.

✂ Barricades

During table setup, the Defender receives three Barricades.

Regardless of how long the Barricade models you're using are physically, if they are placed between two pieces of Terrain, they are assumed to fill the gap, up to a maximum of 10".

Barricades have two sides; front and rear. A model in Base Contact with the rear of a Barricade (the defended bit) gets +4 to Block and Nimbleness Roll-offs against Attacks and Shooting from the front of the Barricade.

Spears and Polearms gain an additional +2 bonus to Strike Roll-offs when Attacking from **either** side of a Barricade.

If a model is in Base Contact with the rear of a Barricade, then an enemy model **cannot** cross over it by any Movement except Flight. If there are no models in Base Contact with the rear of a Barricade, then an enemy model can cross it, but it is treated as Difficult Terrain.

Barricades do not block or impede Line of Sight for Shoot Actions made by a model in Base Contact with the rear of the Barricade.

STARTING THE GAME

Follow the normal Initiative rules. —



ENDING THE GAME

The Battle ends when either Band Routs, or after at least four members of the Attacker's Band have Left the Table via their Table Corner (or all remaining models, if there is less than four still in Action!).

If one Band Routs or is wiped out, the other Band is the winner. If four or more of the Defender's models are taken Out of Action, the Attackers win.

REWARDS

✦ Experience

- ✦ +1 Attacker – Every model the Attacker had on the table at the start of the Battle gains +1 Experience.
- ✦ +1 No Defenders Survive – If the Defenders are all taken Out of Action, all the Attacker's models that took part in the Battle gain +1 Experience.
- ✦ +1 Attacker Wins – If the Attacker wins, all their models that took part in the Battle gain +1 Experience.
- ✦ +1 Attackers Escape – Any Attacking model that Leaves the Table via their Table Corner gains +1 Experience.
- ✦ +1 Defender Wins – If the Defender wins, all their models that are on the table when the game ends gain +1 Experience.



✂ Treasure

The winner gains 3d6+10 Pennies in loot; the loser gains 2d6+10 Pennies.

MULTIPLE PLAYERS

For games involving three or four players, assign each player a Table Corner. The player with the highest Band Rating is the Defender. All other players are the Attackers and work together. Add their Band Ratings together when comparing to the Defender's Rating to work out balancing Fate Points.

The Attackers may have a maximum of six models each; any extra models in their Bands are assumed to stay behind at their Dens. This will temporarily reduce their Band Ratings.



MAIN QUEST 4

DEFEND THE HAUL

Years of warfare and raiding in Northymbra have resulted in too many abandoned or destroyed farms and villages. Sometimes a Band will get a lead on money or other treasure at such sites, only to be challenged by a rival Band. This usually leads to conflict, as it is unlikely that either side will be willing to give up the uncovered wealth easily.

AIM

Both Attacker and Defender must try to control the central Terrain Piece, by having models close to it when the game ends.

TERRAIN

Each player takes it in turn to place a piece of Terrain, ideally at least one or two ruined buildings, towers, or the like, and other items of Terrain. The first building should be placed in the centre of the table – the purpose of this Quest is for one Band to take control of this building. Ideally, make it fairly open, so that you can fit a number of models inside. Even just a couple of corner wall pieces will do!

SIDE QUESTS

Both players make two rolls on the Side Quests Table and choose one of them to carry out.

BANDS AND DEPLOYMENT ZONES

The players Roll-off their Leader's Fortitude Stats. The winner chooses whether to be the Attacker or the Defender.

The Defender's models must be deployed inside or within 6" of the central building. The Attacking Band must deploy all their models along the two Table Edges that join their Table Corner, with each model being within 2" of the Table Edge. Take it in turns to place models.

Both players must deploy their Objectives within 6" of their Table Corner.

SPECIAL RULES

⚔ Prepared in Advance

The Bands are aware that the haul is worth fighting for and have come prepared. Any model in Base Contact with their Band's Objectives may avail themselves of the medical supplies they have brought and heal themselves for d8+2 Wounds by using an Interact Action.

STARTING THE GAME

Follow the normal Initiative rules.

ENDING THE GAME

The game has Variable Length.

Whichever Band has the most models in Base Contact with or within 2" of the central building when the game ends is the winner. If the numbers of models are equal, it is a draw.

In addition, if only one Band is left on the table due to other Bands Routing, the game ends.

REWARDS

✠ Experience

- ✧ +1 In the Fight – Every model that caused one or more Wounds during the Battle gains +1 Experience.
- ✧ +1 In at the Kill – +1 For each model within 2" of the central building, either Attacker or Defender, and not Out of Action when the game ends.
- ✧ +1 Winner – All of the winner's models that took part in the Battle gain +1 Experience.

✠ Treasure

Any model that reached Base Contact with the central building gains d6 Pennies worth of treasure. The winning Band also gains 3d6+10 Pennies.

In the event of a draw, each model in Base Contact with the central building when the game ends earns an additional d6 Pennies.

MULTIPLE PLAYERS

For games involving three or four players, assign each player a Table Corner. Treat all players as Attackers, so none will deploy within the central ruined building.

Each Attacker must deploy all their models and Objectives within 6" of their Table Corner.

MAIN QUEST 5

≡ SURPRISE ATTACK ≡

A Band will often send out scouts to gather information and to locate enemies. However, this time, the scouts have already been spotted themselves and an enemy Band is preparing to launch a surprise attack. Can the scouts survive long enough for the rest of their Band to arrive?

AIM

The Attacker must destroy the Defender's Band. The Defender must try to survive until the game ends!

TERRAIN

Each player takes it in turn to place a piece of Terrain, ideally at least one piece of Terrain per square foot – the more the better.

SIDE QUESTS

Each player makes one roll on the Side Quests Table.

BANDS AND DEPLOYMENT ZONES

The Band with the highest Band Rating is the Defender. The Defender picks half of the models in their Band, rounding up, to deploy. All the Defender's models must be at least 8" away from any Table Edge. Place one model first; the next must be placed no closer than 2" to that model. Continue until all are placed, with no models closer than 2" to any other, and there must be at least 10" between the first and last models placed.

The Defender's remaining models are left to one side and will join the Battle later.

The Attacker then deploys their models anywhere touching any of the Table Edges. The models may be freely split between all Table Edges, although no model can be within 6" of any Table Corner.

Both Band's Objectives are placed anywhere on the table, at least 6" away from any Table Edge and at least 2" apart.

SPECIAL RULES

At the start of Turn 2 and Turn 3, the Defender rolls a d6 for each of their models that are off-table. On a roll of 4+, the model arrives; place the model touching a Table Edge. They may be Activated as normal. Any models that haven't appeared by the start of Turn 4 automatically arrive; they do not have to be rolled for.

STARTING THE GAME

Follow the normal Initiative rules.

ENDING THE GAME

The game has Variable Length.

If at any time there are no Defending models on the table, the Attacker wins.

If there are still Defending models on the table when the game ends, the Defender wins. In addition, if only one Band is left on the table due to other Bands Routing, the game ends, with the remaining Band the winner.

REWARDS

✂ Experience

- ♦ +1 Taking Part – Every model that takes part in the Battle gains +1 Experience.
- ♦ +1 Attacker Wins – If the Attacker wins, all their models gain +1 Experience.
- ♦ +2 Defender Wins – If the Defender wins, all their models gain +2 Experience.

✂ Treasure

The winner gains 4d6+10 Pennies in loot; the loser gains 2d6+10 Pennies.

MULTIPLE PLAYERS

For games involving three or four players, assign each player a Table Corner. The player with the highest Band Rating is the Defender. All other players are the Attackers and work together. Add their Band Ratings together when comparing to the Defender's Rating to work out balancing Fate points.

The Attackers may have a maximum of six models each; any extra models in their Bands are assumed to stay behind at their Dens. This will temporarily reduce their Band Ratings.

If the Defender is facing two enemy Bands, all the Defender's models gain +2 Experience for Taking Part, rather than +1. If the Defender is facing three enemy Bands, all the Defender's models gain +3 Experience for Taking Part, rather than +1.

MAIN QUEST 6

TAKE AND HOLD

There are many areas in the Wilds of Northymbra that are unoccupied; but the powers that be are always looking to secure more territory. Often, a Band will be sent out to occupy an area and hold it for their masters. However, sometimes, two Bands are sent to the same place at the same time, and conflict is inevitable...

AIM

Both players must take control of the battlefield, by occupying important Terrain pieces, and holding them until the game ends.

TERRAIN

Each player takes it in turn to place a piece of Terrain, ideally at least one piece of Terrain per square foot – more, if the pieces are small. Decide between the players which of the Terrain pieces on the table are Objectives; it should be between four and eight, ideally.

Note: These Objective Terrain pieces are not the same as the Band's Objectives!

SIDE QUESTS

Both players make two rolls on the Side Quests Table and choose one of them to carry out.





BANDS AND DEPLOYMENT ZONES

The player with the largest Band sets up their first model within 6" of their Table Corner. The other player then sets up their first model within 6" of the opposite Table Corner. Repeat until all models are placed. Next, the players take it in turns to deploy their Objectives. Players may place them anywhere on the table, but they must be at least 12" from their own Table Corner and at least 2" apart.

SPECIAL RULES

✂ Take and Hold

Bands must try and Occupy Objective Terrain pieces on the table. To Occupy a piece of Terrain, a model must be in Base Contact with it, with no enemy models within 1" of the Terrain piece, at the end of the Turn.

STARTING THE GAME

Follow the normal Initiative rules.

ENDING THE GAME

The game ends either when one Band occupies three more Terrain pieces than the other Band and at least four Turns have been played. In addition, if only one Band is left on the table due to other Bands Routing, the game ends.

REWARDS

✂ Experience

- ◇ +1 Occupied Terrain – If a model is occupying a Terrain piece at the end of the Battle, they receive +1 Experience.
- ◇ +1 Smallest Band Wins – If the Band with the lowest number of models wins the game, then all their models receive +1 Experience.

✂ Treasure

The winner gains 4d6+10 Pennies in loot; the loser gains 2d6+10 Pennies. The winner also receives d4 Materials, scavenged from the area.

MULTIPLE PLAYERS

For games involving three or four players, assign each player a Table Corner and play as normal. You may want to use a larger table for multiple players, and it's probably best to use eight to twelve objective Terrain pieces for a four-player game.

MAIN QUEST 7

RECOVER THE PAYCHEST

During the War of Storms, many armies clashed in central Northymbra and many were slain or routed. Rumours abound of retreating armies being forced to hide their loot and paychests in the hopes of recovering them later. Sometimes the rumours are true...

But more than one beast can follow the clues, and two Bands have arrived at the same time.

AIM

Both Bands must try to find the lost Paychest, and drag it off the table.

TERRAIN

Each player takes it in turn to place a piece of Terrain, ideally at least one piece of Terrain per square foot – the more the better. One (preferably large!) piece of Terrain must be placed in the centre of the table.

SIDE QUESTS

Both players make two rolls on the Side Quests Table and choose one of them to carry out.

BANDS AND DEPLOYMENT ZONES

The player with the lower Band Rating sets up their first model within 6" of their Table Corner. The other player then sets up their first model within 6" of the opposite Table Corner. Repeat until all models are placed. Next, the players take it in turns to deploy their Objectives. Players may place them anywhere on the table, but they must be at least 12" from the player's Table Corner and at least 2" apart.

SPECIAL RULES

The Paychest

All the models in each Band are aware that the hidden Paychest is in the large central piece of Terrain. Any model may search for the Paychest by the usual method of being in Base Contact with the Terrain piece and performing a Search action.

The Paychest is well hidden, requiring an Awareness Roll-off against a Difficulty of 6.

As soon as a model succeeds at the Search Roll-off, the Paychest is discovered. Use a marker, or a suitable chest model if you have one, to show which model has the Paychest; place it in Base Contact with them.

That model must then take it to safety by Leaving the Table via their Table Corner. Carrying the Paychest will slow the model holding it; all Move Actions are treated as if in Difficult Terrain and all the model's Nimbleness rolls take a -2 modifier. The model carrying the Paychest may drop it at any time. Also, if the carrier is taken Out of Action, place the Paychest on the spot where they fell; another model may pick it up by moving into Base Contact with it.

The Paychest is large and heavy, so movement Spells such as The Gate or Transpose will not affect it; the carrying models will be moved but the Paychest would remain in place.

STARTING THE GAME

Follow the normal Initiative rules.

ENDING THE GAME

The game has Variable Length. Whichever Band has the most models in Base Contact with the Paychest when the game ends wins.

Alternatively, if one Band gets the Paychest to safety, that Band wins and the game ends.

In addition, if only one Band is left on the table due to other Bands Routing, the game ends. The remaining Band then gains the Paychest.



REWARDS

✦ Experience

- ✧ +1 Taking Part – Every model that takes part in the Battle gains +1 Experience.
- ✧ +1 Finding the Paychest – If a model finds the Paychest they earn +1 Experience.
- ✧ +1 Escaping with the Paychest – If a model Leaves the Table with the Paychest, they gain +1 Experience.

✦ Treasure

The winning Band gets the contents of the Paychest.

Contents of the Paychest

The Paychest contains 4d12 Pennies. It may also contain other items; roll a d6 and consult the Paychest table below.

PAYCHEST TABLE	
D6 ROLL	RESULT
1–2	Nothing else.
3	Jewels worth 3d6 Pennies.
4	An Arcane Tome (see page 117)
5	A random enchanted item; roll on the Enchanted Equipment creation tables (see page 120)
6	A magic item; roll on the Special Magic Equipment Table (see page 118)

If one or more members of the losing Band touched the Paychest during the game, they manage to loot a handful of coins; their Band gains a total of 4d6+10 Pennies.

MULTIPLE PLAYERS

For games involving three or four players, assign each player a Table Corner and play as normal. You may want to use a larger table for multiple players.



MAIN QUEST 8

WITCH HUNT

A powerful wizard has taken up residence in a nearby ruin. The local Lord has placed a bounty on his head; a bounty two Bands are keen to collect...

AIM

Both Bands must try to take the Mage Out of Action, then try to defeat each other!

TERRAIN

Each player takes it in turn to place a piece of Terrain. The first Terrain piece should be placed in the centre of the table and represents the Mage's lair.

SIDE QUESTS

Both players make one roll on the Side Quests Table.

BANDS AND DEPLOYMENT ZONES

The player with the lower Band Rating sets up their first model within 6" of their Table Corner. The other player then sets up their first model within 6" of the opposite Table Corner. Repeat until all models are placed. Next, the players take it in turns to deploy their Objectives. Players may place them anywhere on the table, but they must be at least 12" from their own Table Corner and at least 2" apart. Place a spare model in the centre of the table to represent the Mage.

SPECIAL RULES

✂ The Mage

The Mage is powerful and will try to fight back against both the Bands; the Mage can make two Actions at the beginning of the Turn and two more Actions at the end of the Turn.

Whenever the Mage takes an Action, both players roll a d6; the player who rolls highest controls the Mage for that Action (not the whole Activation – just that Action. Roll again for the second Action!). If the roll is a draw, the Mage instead heals themselves for 7 Wounds, assuming they are injured.

The Mage may move, but they must remain in base contact with the central Terrain piece. The Mage has an uncanny awareness of the area – they cannot be Ambushed.

THE MAGE								
M	S	B	R	N	C	A	F	P
D6	D6	D6	D6	D8	D6	D8	D12	D12
SPELLS								
Elementalism; Fire specialist								
Firebolt								
The Burning								
EQUIPMENT								
Magical Shielding:								
Tough (3) against Attack Actions								
Tough (6) against Shoot Actions and Spells								

Note: Both these effects apply even against Spells and Skills that normally ignore such things!



STARTING THE GAME

Follow the normal Initiative rules.

ENDING THE GAME

The game has Variable Length.

If one Band Routs while the Mage is still alive, the Routed player controls the Mage for the rest of the game. As a result, it is possible for both Bands to rout with no-one winning the game.

If one Band succeeds in taking the Mage Out of Action, they are the Winner. However, the game will continue until ended by Variable Length.

REWARDS

✠ Experience

- ◇ +1 Taking Part – Every model that takes part in the Battle gains +1 Experience.
- ◇ +1 Got the Job Done – Every model that is still on the table when the mage goes Out of Action gains +1 Experience.

✠ Treasure

Both Bands receive 25 Pennies for making the attempt to defeat the Mage; the Winning Band also claims the extra bounty of 3d10 Pennies.

MULTIPLE PLAYERS

For games involving three or four players, assign each player a Table Corner and play as normal.

In a three player game, the Mage's Magical Shielding gives Tough (4)/(7) and the Mage makes three Actions each time it Activates.

In a four player game, the Mage's Magical Shielding gives Tough (5)/(8) and the Mage makes four Actions each time it Activates.

MAIN QUEST 9

❧ LOST IN THE FOG ❧

Two Bands are seeking each other through the bleak landscape of Northymbra. Unbeknownst to them, they have wandered into the last resting place of a long-dead necromancer; his evil magic still taints the area, and the dread mists are rising. Will anyone make it out alive?

AIM

Survive until the fog lifts, or you manage to safely leave the table.

TERRAIN

Each player takes it in turn to place a piece of Terrain –the area is relatively open, so just a few small pieces will be fine.

SIDE QUESTS

There are no Side Quests in this scenario.

BANDS AND DEPLOYMENT ZONES

Instead of setting up near their Table Corner, Bands set up along opposite Table Edges. Models may be placed up to 10" from the edge. Take it in turns to place models. No Objectives are placed on the table for this Quest!

If you're using a rectangular board, use the long edges for deployment, not the short ones; this will reduce the risk of models dying while lost in the fog!

STARTING THE GAME

Follow the normal Initiative rules.

ENDING THE GAME

The game has Variable Length.

Both Bands must attempt to cross the board and escape from the opposite Table Edge (**not** Table Corner – anywhere on the opposite Table Edge will do!). The game ends when one Band gets at least half their models safely off the board, when one of the Bands is wiped out, or when it ends due to Variable Length (that's when the fog lifts!).

There is no Routing of any kind allowed.

SPECIAL RULES

✂ Mystic Mist

The whole table is shrouded in magical fog; visibility is very limited. At the start of each Turn, the starting player should roll 3d6 to determine the distance in inches that models can see that Turn. Also, before each model is Activated, roll a d6:

- ◇ 1 – The model becomes subject to The Fear.
- ◇ 2 or 3 – The model becomes Lost and Alone.
- ◇ 4 to 6 – The model may perform their Actions normally.

Roll again every time a model is Activated.

✂ The Fear

The model may do nothing at all this Turn; they are frozen with terror. They count as having the Condition ‘Paralysed’ until the end of the Turn.

✂ Lost and Alone

The model is completely surrounded by mist and can see no further than the end of their nose. They wander randomly, seeking their friends; roll a d8 to determine how far they wander and move the model in the direction the tip of the dice is pointing.

If the model bumps into an enemy model, they may make an Attack Action. If the model wanders off the Table Edges, they have been taken by the Mist Ghosts. Either they’re dead, and you must remove them from your Band Roster, or the next Main Quest you play must be ‘Lost and Alone’, giving you the chance to rescue them – your choice!



REWARDS

✦ Experience

- ◇ +2 Survived – Every model that does not wander off the table while Lost and Alone gains +2 Experience.
- ◇ +1 Escaped – Each model that escaped via the opposite Table Edge when the game ends gains +1 Experience.

✦ Treasure

Miraculous Rewards – Those who survive the foul mists appear to be blessed; each survivor finds themselves with a handful of fairy-gold. Both Bands receive 2d6 Pennies for each surviving model.

MULTIPLE PLAYERS

For games involving three or four players, assign each player a Table Corner (and an edge, for deployment) and play as normal – use a square table!





MAIN QUEST 10

DEMOLITION

A Band has been hired to clear up some incriminating evidence and been told to do it fast, and thoroughly. They have been given lots of barrels, full of the finest Black Powder. What could possibly go wrong?

AIM

The Defender must fill a building with Black Powder, and blow it up. The Attacker must try to stop them!

TERRAIN

Each player takes it in turn to place a piece of Terrain, ideally at least one piece of Terrain per square foot – the more the better. Ensure there is a (preferably fairly large!) building near the middle of the table. You will also need several barrel models, or tokens, to represent the black powder barrels.

SIDE QUESTS

Both players make one roll on the Side Quests Table.

BANDS AND DEPLOYMENT ZONES

The Band with the higher Rating is the Defender; they must place all their models within 2" of the central building. All three of their Objectives must be placed within 6" of their Table Corner.

The Attacker's Band must be deployed no more than 8" from their Table Corner and all their models must be in Base Contact with the table edge. They can place their Objectives anywhere on the table, but they must be at least 12" from their Table Corner.

SPECIAL RULES

A Bit of Fetching and Carrying

The Barrels of Black Powder are assumed to be with the Defender's Objectives.

Any model that makes Base Contact with one of the Defender's Objectives can pick up a Barrel. They can continue moving after if they have any Movement left in that Action. After that, a model carrying a Barrel may only make Move or Barge Actions and may not use Flight or Tunneller. They may drop the Barrel at any point.

The Defender must take the Barrels to the central building and any model that makes Base Contact with the doorway of the building while carrying a Barrel puts it inside. They can continue moving after if they have any Movement left in that Action.

The Attackers can remove Barrels that have been put into the building in the same way, if they wish!

Barrels are heavy, and movement Spells such as The Gate or Transpose will not affect them; the carrying models will be moved, but the Barrel will remain in place.

✂ **Flaming Arrows**

The Attackers may use Flaming Arrows. These may only be used with Bows and War Bows. Flaming Arrows are poorly balanced and not much use, especially when firing at a small target like a Barrel. A Flaming Arrow may be shot at a model carrying a Barrel or at an unattended Barrel; however, the arrow will only hit if the Roll-off Result is a 10 or more – any other Result counts as a miss.

✂ **Dangerous Cargo**

If a Barrel or a model carrying a Barrel is hit by a shot from a Black Powder weapon, a Magical Weapon with the Flame effect, or a Lightning spell, roll a d6: on a 5 or 6, the Barrel explodes.

If a Barrel or a model carrying a Barrel is hit by the Purifying Flames Spell, Firebolt Spell, The Burning Spell, or the Morglum's Fiery Blast Spell, roll a d6: the on a 4, 5, or 6, the Barrel explodes.

If a Barrel or a model carrying a Barrel is hit by a Flaming Arrow, the Barrel explodes automatically.

A model that is within 1" of an exploding Barrel takes d20 Wounds, not reduced by Tough in any way.

A model that is within 2" of an exploding Barrel takes d12 Wounds, not reduced by Tough in any way.

If a Barrel (carried or unattended) is within 2" of an exploding Barrel or exploding building, roll a d6: on a 4, 5, or 6, it also explodes.

✂ **Fire in the Hole!**

Whenever the central building has three or more barrels in it, the Defender may light the fuse. Choose a model to light the fuse:

If the model is within 6" of the central building, the building explodes immediately.

If the model is between 6" and 12" of the central building, the building explodes at the end of the Turn.

If the model is over 12" from the central building, the building explodes at the end of the following Turn.

Barrels may be added or removed at any point before the explosion and, if all Barrels are removed from the central building, the explosion doesn't happen.

When the building explodes, any model within the blast radius takes d20 Wounds, not reduced by Tough in any way. The blast radius is 2" for every barrel in the building. For example, if there were four Barrels in the building when it blew, the blast radius would be 8"; measure out from the edges of the building.

STARTING THE GAME

Follow the normal Initiative rules.

ENDING THE GAME

Ignore Routing for this game. The game ends at the start of the Turn when one Band is completely Out of Action, or at the end of the Turn when the central building explodes. If the Defenders are wiped out, the Attacker wins. If the building explodes, the Defender wins.

REWARDS

✠ Experience

- ◇ +1 Takes a Defender Out of Action – Any Attacking model that takes a Defending model Out of Action gains +1 Experience.
- ◇ +1 Barrel Delivered – Any model that puts a barrel into the central building gains +1 Exp for each Barrel they deliver (or each Barrel they remove, if on the other side).

✠ Treasure

- ◇ If the Defender wins, they gain 3d6+32 Pennies payment for doing the demolition.
- ◇ If the Attacker wins, they sell the evidence to the highest bidder for 3d6+32 Pennies.
- ◇ The losing Band searches the area and sells what they scavenge for 3d6+10 Pennies.

MULTIPLE PLAYERS

This Quest is not really designed for multiple players, but having four players, all as Defenders, and all with a building to blow up, could be very anarchic and fun – especially if they all got the Flaming Arrows rule too.

MAIN QUEST 11

THE RESCUE

One of your heroic beasts has been captured by vile, snivelling vermin. Time to go to the rescue.

AIM

The Defender has taken a captive, and must hold on to them. The Attacker must set them free!

TERRAIN

Each player takes it in turns to place a piece of Terrain, ideally at least one piece of Terrain per square foot – the more the better. Place one piece within 4" of one Table Corner; this will be the Defender's Table Corner.

SIDE QUESTS

Both players make one roll on the Side Quests Table.

BANDS AND DEPLOYMENT ZONES

The Band with the lower Band Rating is the Defender. They are aware that a rescue attempt is a possibility, but some of the Band's members are away wandering and so not every model may be available at the start of the game. The Band is also spread out, in open order, in the hopes of spotting any rescuers before they get too close.

The Defender rolls a d6 for each of their models; if the roll is a 4–6, they deploy that model anywhere on the table, but at least 4" away from any other model and at least 6" away from any Table Edge; if the roll is 1–3, they begin the game off the table.

At least one Defending model must be on the table. If all the rolls are 1–3, then the Defender may choose one model to begin on the table.

Note: The Defender cannot use any special set-up rules for this game.

The Attacker then randomly selects one of their models to be the Prisoner.

The Prisoner's model is then placed in Base Contact with the Terrain piece nearest the Defender's Table Corner. This model is considered to be tied up and cannot take any Actions until freed. Place a chest or similar marker 3" from the Terrain piece to represent the Captured model's Equipment.

The Attacker then deploys their remaining models within 6" of their own Table Corner.

Next, the players take it in turns to deploy their Objectives. Players may place them anywhere on the table, but they must be at least 12" away from their own Table Corner and at least 2" apart.

SPECIAL RULES

✂ The Prisoner

The Prisoner and their gear are set up as described above. The Prisoner may not be Activated until they are freed. The Defender is not allowed to attack or execute the tied-up Prisoner, but must attempt to defeat the rescuers. Once freed, however, the Prisoner may be attacked as normal.

Any friendly model that moves into Base Contact with the Prisoner and makes an Interact Action is considered to have cut the Prisoner's bonds – the Prisoner is then free to Act normally in the following Turn. Note that the Prisoner has no Weapons or other Equipment until they reclaim them by moving into Base Contact with the chest marker. The Prisoner must make an Interact Action to equip themselves.

✂ Keeping Watch

Until the Alarm is raised, the Defender's models are moving about in a somewhat random pattern, keeping watch for intruders. Each sentry moves separately; roll a d8 and subtract 3 to determine how far in inches they wander. Move the model in the direction the tip of the dice is pointing. Roll separately for each model. If the distance is 0 or less, the model doesn't move. After each random move, Sentries may only make a single Action; the random move counts as their first Action. The second Action **must** be a Search Action. After the Alarm is raised, the sentries no longer move randomly and may make Actions as normal.



⚔ Raising the Alarm

Any time a Defending model makes a successful Search Action or survives an Ambush Charge or Ambush Shoot Action, they will Raise the Alarm at the start of the next Turn, provided that they are not taken Out of Action first.

The Alarm will also be raised at the start of the Turn after any Attacking model performs any Action other than Sneak, Ambush Charge, or Ambush Shoot.

⚔ Reinforcements

Once the Alarm has been raised, the Defender may attempt to bring on the rest of their Band. For each model not on the table, roll a d6; on a roll of 3+, the model arrives that Turn. Place the arriving model touching one of the Table Edges. They may be Activated as normal. Any models that don't appear that Turn may roll again next Turn and so on until Turn 6, when any remaining off-the-table models will automatically arrive, without needing to roll.

STARTING THE GAME

The Attacking player starts the game. Their objective is to rescue the Prisoner, who must Leave the Table via the Attacker's Table Corner. All Attacking models have the Condition 'Sneaking' at the start of the game.

ENDING THE GAME

Do not use the normal Routing rules. The game ends when either Band Voluntarily Routs or the Attacker gets the Prisoner off the table. The Attacker wins if the Prisoner successfully escapes or the Defenders Voluntarily Rout. Otherwise, the Defender wins. If the Defender wins, the Prisoner model is ransomed and returns to their Band.

REWARDS

⚔ Experience

- ♦ +1 Taking Part – If a model takes part in the Battle they gain +1 Experience.
- ♦ +1 Freeing the Prisoner – If a model frees the Prisoner, they gain +1 Experience.
- ♦ +1 Taking the Prisoner Out of Action – If a model takes the Prisoner Out of Action, they gain +1 Experience.
- ♦ +1 Defender Wins – If the Defender wins, any of their models that were on the table during the game gain +1.

⚔ Treasure

If the Attacker wins, they gain 3d6+10 Pennies in loot. If the Defender wins they receive 4d6+10 Pennies as a ransom.

MAIN QUEST 12

THE CARAVAN

During the War of Storms, many baggage trains and merchant caravans were lost or destroyed in the wilds and the goods they carried scattered; time to gather some loot!

AIM

Both Bands must scour the table for Loot markers, and search them to uncover treasure!

TERRAIN

Each player takes it in turns to place a piece of Terrain, ideally at least one piece of Terrain per square foot – the more the better. In addition, place five small ‘Loot’ markers per Band. These should be at least 6” from any Table Edge, and try to avoid them being within 6” of another Loot marker as much as possible.

SIDE QUESTS

Both players make one roll on the Side Quests Table.

BANDS AND DEPLOYMENT ZONES

The player with the lowest Band Rating chooses a Table Corner and places a model within 6” of their Table Corner. The other player then sets up their first model within 6” of the opposite Table Corner. Repeat until all models are placed. Next the players take it in turns to deploy their Objectives. Players may place them anywhere on the table, but they must be at least 12” from their own Table Corner and at least 2” apart.

SPECIAL RULES

✂ Loot

Any model in Base Contact with a Loot marker may make a Search Action with a Difficulty of 0. The model finds Pennies equal to the Search Roll-off Result and gains 1 Fate point. Each Loot marker can only be Searched once, then it is removed from the table.

✂ Optional Paychests

As an optional rule, if the Search Roll-off is a Perfect Roll, instead of gaining Pennies, the model has found a Paychest. Treat this exactly like the Paychest in the Main Quest ‘Recover the Paychest’. This can only happen to each Band once!

STARTING THE GAME

Follow the normal Initiative rules.

ENDING THE GAME

The game has Variable Length.

In addition, if only one Band is left on the table due to other Bands Routing, the game ends.

REWARDS

✠ Experience

- ✧ +1 Taking Part – Every model that takes part in the Battle gains +1 Experience.
- ✧ +1 Making Out Like a Bandit – If a model finds 10 or more Pennies, they gain +1 Experience.

✠ Treasure

In addition to the Pennies found in the Loot markers, each Band gains 3d6 Pennies.

MULTIPLE PLAYERS

For games involving three or four players, assign each player a Table Corner, then simply place five Loot markers per Band.



MAIN QUEST 13

MOLE HUNT

A courier mole carrying vital documents on behalf of the Reynard fox family is burrowing northwards; and a lot of beasts want to get their paws on those documents! Two Bands have managed to locate the rough area the mole is in, but catching him may prove more difficult than expected...

AIM

Both Bands must track down the mole, give him a sound thrashing, and take the documents!

TERRAIN

It's easier to track the mole on an empty field – no Terrain is used in this Main Quest.

SIDE QUESTS

Both players make two rolls on the Side Quests Table and choose one of them to carry out.

BANDS AND DEPLOYMENT ZONES

The player with the lowest Band rating sets up their first model within 6" of their Table Corner. The other player then sets up their first model within 6" of the opposite Table Corner. Repeat until all models are placed. Next the players take it in turns to deploy their Objectives. Players may place them anywhere on the table, but they must be at least 12" from their own Table Corner and at least 2" apart.

SPECIAL RULES

Tracking the Mole

Both Bands have a rough idea of where the Mole is, and where he's likely to pop up for air.

Both players need three small markers to mark where the Mole will come up; take it in turns to place markers on the tabletop. Each of the 'pop up' markers must be within 12" of the centre point of the table, but ideally at least 4" to 6" away from any others – preferably 6".

The player with the lower Band Rating places the first marker.

At the start of the second Turn, the player who loses the Initiative Roll-off chooses two of the markers and removes them.



At the start of the third Turn, the player who loses the Initiative Roll-off chooses two of the markers and removes them.

There will then only be two markers left.

At the start of the fourth Turn, before Initiative is decided, two things happen. Firstly, the mole pops up, right where one of the remaining markers is and, secondly, the casket of black powder they've left as a decoy explodes right where the other marker is!

To decide which marker is which, both players pick one of their models and roll their Awareness Stat. There is a +2 bonus to this roll if the model is within 4" of one of the markers; so the closer they are, the better! There's also a +1 bonus to this roll for each friendly model within 2" of the model making the roll. Whichever player scores the highest has done the better job of tracking; they decide which marker is the Mole and which is the bomb! If both players draw, then decide which is the bomb randomly.

✂ The Mole

The Mole pops up – place a model or something to represent them on the tabletop. Any model that was in Base Contact with the marker is now in Base Contact with the Mole. The Mole has a Block of 7 (there's no need to roll dice, their Block Roll is always 7). They're exhausted after tunnelling for three days straight; causing a single Wound will take them Out of Action.

The mole has barely come clear of the ground, so cannot be targeted by Shoot Actions or Spells. They can only be targeted by Attack Actions and, even then, that Block Roll of 7 makes them hard to hit!

If they are not taken Out of Action by the end of the Turn, move them 4" towards the nearest Table Edge. This does not trigger the free Attack for moving out of Base Contact!

Do this every Turn, until they are taken Out of Action or escape off the Table Edge.

The model that takes the Mole Out of Action claims the documents and must Leave the Table via their Band's Table Corner. The model carrying the documents may pass them to any model in Base Contact or may drop them at any time; place a marker in Base Contact with them.



Another model may pick them up by moving into Base Contact with the marker. If the carrier is taken Out of Action, place a marker at the spot where they fell. Any model may pick up the documents by moving into Base Contact with them.

The Bomb

When the cask of black powder explodes, the blast stretches d6+4" from the marker in all directions.

Any model within range (except the Mole – they're protected by being under the ground) takes 3d6 Wounds, reduced by Tough and Armour as normal.

STARTING THE GAME

Follow the normal Initiative rules.

ENDING THE GAME

The game has Variable Length.

In addition, if only one Band is left on the table due to other Bands Routing, the game ends.

The game also ends if one of the Bands manages to Leave the Table with the Mole's documents; that Band wins. The game will end in a draw if the Mole escapes off a Table Edge.

REWARDS

Experience

- ♦ +1 Taking Part – Every model that takes part in the Battle gains +1 Experience.
- ♦ +1 Whacked the Mole – If a model took the Mole Out of Action, they gain +1 Experience.
- ♦ +1 Survived the Blast – If a model got caught in the explosion, they gain +1 Experience, even if it took them Out of Action.
- ♦ +1 Escaped with the Documents – If a model Left the Table carrying the documents, they gain +1 Experience.

Treasure

All Bands gain 2d6+10 Pennies for taking on the contract to hunt the Mole, and the winning Band gets an extra 2d6+10 in payment for the documents.

MULTIPLE PLAYERS

For games involving three or four players, assign each player a Table Corner. Still use 6 markers; have whichever player is going last in the Turn choose which markers to remove.

MAIN QUEST 14

DEN RAID

One Band's scouts have located their foe's Den and are about to launch a raid upon it. Will they devastate the enemy's home or be fought off?

AIM

The Attacker needs to move their models into the Defender's Den. The Defender must try to stop them!

TERRAIN

You will need something to represent the Den entrance and something to represent an arcane circle or shrine. The Den entrance should be around 6" from one Table Corner. The circle/shrine should be around 18" away from the Den entrance. Add more Terrain as you wish.

SIDE QUESTS

Both players make two rolls on the Side Quests Table and choose one of them to carry out.

BANDS AND DEPLOYMENT ZONES

The player with the higher Band Rating is the Defender and has the Table Corner nearest the Den entrance. They then place a model within 18" of the Table Corner. Their opponent is the Attacker; they set up a model within 18" of the opposite Table Corner. Keep on until all models are on the table. Next, the players take it in turns to deploy their Objectives. Players may place them anywhere on the table, but they must be at least 12" from their own Table Corner and at least 2" apart.

SPECIAL RULES

✠ The Altar of the Unknown God

Any model that is in Base Contact with the circle/shrine Terrain piece may make an offering. At least 5 Pennies, or equipment worth at least that much, must be given. Remove the offering from your Roster and roll a d10 on the Table below. You may boost your chances with a blood sacrifice; for every 3 Wounds the model voluntarily crosses off, they gain +1 to the roll.

ALTAR TABLE

D10 ROLL	RESULT
1	The model suffers horrible palpitations; they have the Condition 'Paralysed' until the end of the Turn.
2	Nothing happens.
3	This model may add +1 to their next Roll-off.
4	This model may add +3 to their next Roll-off.
5	This model is filled with divine wrath and gains +2 to all Strike rolls for the rest of the Battle.
6	This model receives divine protection and gains +2 to all Block rolls for the rest of the Battle.
7	This model miraculously has all crossed-off Wounds healed; if they have no Wounds crossed off, roll again, and add +1.
8	Blessed by fate, this model gains an extra three Fate points (up to the usual maximum of 5).
9	Fated for greatness, this model receives five Fate Points (up to the usual maximum of 5).
10	Filled with arcane energy, this model becomes a Magic-user – choose one Spell from the Magical Archetypes your Band access to. If the model is already a Magic-user, they may choose a new Spell from any Magical Archetype.

Demolition

Any Attacking model that Moves into Base Contact with the Den entrance will automatically move inside and Leave the Table; remove them from the board. For each model that enters the Den, roll a d6 and add or subtract the model's Strong/Weak Skill value (add for Strong, subtract for Weak) to see how many Demolition points they produce. Make a note of these. The model then leaves via another exit and is no longer used in this game.



✂ Optional Barricades

If the Defending Band's Rating is no more than 5 points higher than the Attacker's, they may use the Barricades rule from the Main Quest 'Ambushed by the Camp' (see [page 190](#)).

STARTING THE GAME

Follow the normal Initiative rules.

ENDING THE GAME

The game ends when the Attacking Band Routs or has no models left on the table. The Defending Band ignores Routing for this game; they are already home and have nowhere to run!

REWARDS

✂ Experience

- ◇ +1 Takes Part – Every model that takes part in the Battle gains +1 Experience.
- ◇ +1 Enters the Den – If an Attacking model enters the Den, they gain +1 Experience.
- ◇ +1 Protects the Den – If a Defending model takes an Attacker Out of Action, they gain +1 Experience.

✂ Labour

Once the game ends, total up all the Demolition points that the Attacking player scored. The Defending player must spend that many Labour points before they can gain the benefits of any of their Den Upgrades again.



MAIN QUEST 15

❧ LOST AND ALONE ❧

Ever had a model taken by the Mist Ghosts when playing Lost in the Fog? Some players like the level of risk involved, but others just get annoyed that their precious hero has been so arbitrarily taken from them – if that's you, then this Quest is here to help! Any time that one of your heroes is Lost and Alone and wanders off the table while playing Lost in the Fog, make this the next scenario to be played. You might just get that missing hero back!

If you roll this randomly instead, both players pick one of their models to be The Lost and Alone.

AIM

One or more beasts have been taken by Mist Ghosts and are magically frozen! Both Bands must try to rescue them, and take them off their Table Corner.

TERRAIN

Set up four standing stones, or something similar, to form the corners of a roughly 12" square in the centre of the table. In the centre of the square, place any models from both Bands that wandered off the table during the Lost in the Fog game. You'll also need something to represent up to ten Mist Ghosts.

SIDE QUESTS

Both players make one roll on the Side Quests Table.

BANDS AND DEPLOYMENT ZONES

Both Bands count as the Attacker for this scenario. The player with the lower Band Rating chooses a Table Corner and places a model within 6" of it. Their opponent then sets up a model within 6" of the opposite Table Corner. Keep on until all models are on the table. Next, the players take it in turns to deploy their Objectives. Players may place them anywhere on the table, but they must be at least 12" from their own Table Corner and at least 2" apart.

As previously stated, any models that were lost by either Band in the previous game, or that have been picked as the 'Lost and Alone', should be set up in the centre of the table.

SPECIAL RULES

✂ The Lost and Alone

The models that were taken by the Mist Ghosts are alive, but totally insensible and unaware of their surroundings. They may not take any Actions and have the Condition 'Paralysed'. Any model (friend or foe) that moves into Base Contact with one of the Lost and Alone and makes an Interact Action is considered to have woken the model enough to get them moving. In the following Turn, they may be Led Away.

✂ Leading Away

Any Lost and Alone models that have been woken may be Led Away by any model (friend or foe) that is in Base Contact with them. When the Leading model takes a Move Action, the Lost and Alone model will Move with them, remaining in Base Contact. They will not do anything else. A model Leading Away may not use Tunneller or Flight, but may otherwise act normally. The Lost and Alone must be Led Away Off the Table via the Leading figure's Table Corner.

✂ Mist Ghosts

At the start of each Turn, roll a d6; that many Mist Ghosts then spawn from the Standing Stones. Go round each Stone in turn, placing one Mist Ghost in contact with each Stone until all are placed. There may never be more than ten Mist Ghosts on the table at any one time.

All the Mist Ghosts on the table Activate before the players. They will either Move randomly or Attack the Band members if they are close enough, as described below.



✂ Random Movement

If the Mist Ghast is more than 6" away from any model (The Lost and Alone do not count, even after being Woken) then the Mist Ghast drifts randomly. Roll a d8 and subtract 3 from the roll; the Mist Ghast moves that many inches in the direction the d8 is pointing. If the number is 0 or lower, then Mist Ghast does not move. If the move would take the Mist Ghast off the table, move in the opposite direction instead. The Mist Ghosts will drift right through the Stones if they are in the way, but will stop immediately if they enter Base Contact with a model and carry out an Attack (again, the Lost and Alone do not count, even after being Woken).

✂ Attacks

If a Mist Ghast starts the Turn within 6" of a model, they will move immediately into Base Contact with the nearest model and Attack. Similarly, if a Mist Ghast drifts into a model during random movement, they will immediately Attack that model. Attacking Mist Ghosts do not roll dice; the Stats shown below are the actual rolls they always use. So, whenever they Attack, their Strike Roll is a 6 and, whenever they Block, their Block Roll is a 4, and so on.

MIST GHAST								
M	S	B	R	N	C	A	F	P
-	6	4	0	5	0	10	2	7
SKILLS								
Tough(6), Strong (3)								

✂ Fighting Mist Ghosts

Mist Ghosts are destroyed automatically as soon as they take a single Wound, although that Tough (6) might take some getting past! Spells that cause damage, Magic weapons, and Mangarr's Mystical Blade all inflict +3 Wounds when used against a Mist Ghast.

Mist Ghosts do **not** make a free strike at an enemy when they move out of Base Contact.

✂ Destroying the Standing Stones

Any model that successfully casts Heal, Cure, Bless, or Purge Witch on a Standing Stone while in Base Contact with it will destroy the Stone's enchantment, causing it to crumble into dust. No more Mist Ghosts may spawn from it, and reduce the number that appear each Turn by 1 for each Stone destroyed. Only three Stones may be destroyed; when only one remains, it is imbued with all the Necromancer's evil power and cannot be destroyed. Any model that destroys a Standing Stone gains 1 Fate point.

STARTING THE GAME

Roll for Initiative to determine which player starts the game. Both player's objective is to Lead Away the Lost and Alone model(s); either their own models, or even those of the enemy Band!

ENDING THE GAME

Do not use the normal Routing rules. The game ends when either Band Voluntarily Routs or all Lost and Alone models are Led Away off the table. If a player successfully rescues their Lost and Alone model(s), they are considered part of the Band again. If a player 'rescues' an enemy Lost and Alone model, then that model will fight as part of their Band in the next Battle.

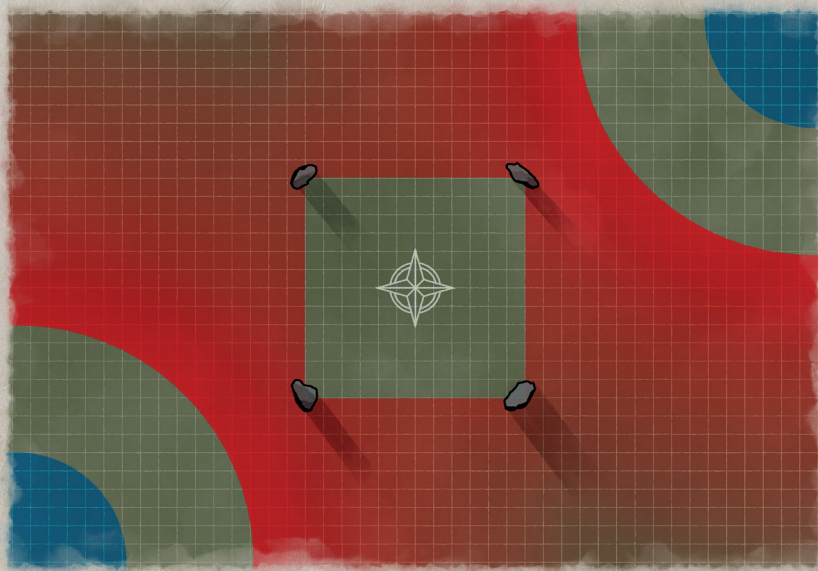
During that Battle, they may be 'reclaimed' by their own Band – a friendly model in Base Contact with them may attempt to bring them to their senses. Make an Interact Action; roll off the friendly model's Presence against the enemy Leader's Fortitude; if successful, the model manages to shake off the last effects of the Mist Ghosts and will immediately rejoin their Band.

If the model is not successfully reclaimed by the end of the Battle, they return to their Band but must miss the next Battle as they slowly come back to their senses.

REWARDS

✠ Experience

- ✧ +1 Taking Part – Every model who takes part in the Battle gains +1 Experience.
- ✧ +1 Waking a Lost and Alone Model. If a model Wakes a Lost and Alone model, they gain +1 Experience.
- ✧ +1 Leading Away – If a model Leads a Lost and Alone model off the table, they gain +1 Experience.
- ✧ +1 Destroy a Standing Stone – If a model destroys a Standing Stone, they gain +1 Experience.



Blue areas show where the Band's models are deployed, and the Red areas show where Objectives can be deployed.

The 12" square in the centre is where the Lost and Alone are placed, right in the middle. The four Standing Stones are where the Mist ghosts appear.

MAIN QUEST 16

INTERROGATE

The Bands have heard rumours – rumours that need investigating! The inhabitants of a small hamlet must be persuaded to tell what they know.

AIM

Both Bands must visit all the houses, and question the inhabitants. The Band who gathers the most information wins!

TERRAIN

Each player takes it in turns to place a piece of Terrain, ideally at least one piece of Terrain per square foot. There should be six or more houses of some kind.

SIDE QUESTS

Both players make one roll on the Side Quests Table.

BANDS AND DEPLOYMENT ZONES

The player with the largest Band sets up their first model, within 6" of their Table Corner. The other player then sets up their first model within 6" of the opposite Table Corner. Repeat until all models are placed. Next, the players take it in turns to deploy their Objectives. Players may place them anywhere on the table, but they must be at least 12" from their own Table Corner and at least 2" apart.

SPECIAL RULES

House to House

Each house can only be visited once by each Band, but both Bands may visit each house.

Any model in Base Contact with a house's door may try to Extract Info from the inhabitants.

Extract Info

Make an Interact Action and Roll-off the model's Presence against a Difficulty of 3; the Result is the number of Info points gained. Models may add any Strong Skill they naturally have, and models with the Fearsome or Beguile Skills may re-roll the dice.

Keep a running total of the Info points each Band collects.

STARTING THE GAME

Follow the normal Initiative rules.

ENDING THE GAME

The game has Variable Length.

Also, if every house has been visited by both Bands, the game ends.

In addition, if only one Band is left on the table due to other Bands Routing, the game ends.

The Band with the highest total Info points is the winner.

REWARDS

✂ Experience

- ◇ +1 Taking Part Every model who takes part in the Battle gains +1 Experience.
- ◇ +1 Interrogate – Every model that collects 5 or more Info points gains +1 Experience.

✂ Treasure

Each Band gains Pennies equal to the total number of Info points they have collected plus 10. The winner also sells the information for an extra 3d6 Pennies.

MULTIPLE PLAYERS

For games involving three or four players, assign each player a Table Corner and play as normal. Ideally, use a larger table for multiple players and increase the number of houses.



MAIN QUEST 17

THIEF-TAKERS

A thief-for-hire is making their escape, with one Band hard on their trail. However, another Band has been hired to ensure the thief gets away...

AIM

The Attackers are hunting a thief; they must locate them, and take them Out of Action. But the Defenders must help the thief escape via their Table Corner!

TERRAIN

Each player takes it in turn to place a piece of Terrain, ideally at least one piece of Terrain per square foot – more, if the pieces are small. Decide between the players which of the Terrain pieces on the table are Hiding Places for the Thief; it should be 6 to 8, ideally.

SIDE QUESTS

Both players make two rolls on the Side Quests Table and choose one of them to carry out.

BANDS AND DEPLOYMENT ZONES

The player with the largest Band sets up their first model within 6" of their Table Corner. The other player then sets up their first model within 6" of the opposite Table Corner. Repeat until all models are placed. Next, the players take it in turns to deploy their Objectives. Players may place them anywhere on the table, but they must be at least 12" from their own Table Corner and at least 2" apart.

SPECIAL RULES

✂ Hiding Places

Any model in Base Contact with one of the Terrain pieces that are Hiding Places may search for the Thief. They must make a Search Action, making an Awareness Roll-off against a Difficulty of 0. There is a +1 bonus to the roll for every other Hiding Place that currently has a friendly model in Base Contact. Check the Result of the Roll-off against this Table:

Roll-off Result:

HIDING PLACES TABLE	
ROLL-OFF RESULT	EFFECT
1–2	Faint Traces – the Thief was here, but has left.
3–4	Dropped Loot – The thief dropped loot in their haste. You find d6 Pennies.
5–6	A Clue – This model gains a +1 to any further Search Actions for locating the Thief.
7–8	A Knife is Thrown – The model suffers 6 Wounds, not reduced by any Tough Skill. Make a Nimbleness roll and reduce the Wounds by that amount.
9+	Discovered! – The Thief is found. The Defending player places the Thief in Base Contact with the Terrain piece they were discovered in.

Note: Each Hiding Place can only be Searched once, until all friendly models in Base Contact with it have moved at least 6” away. Then, the Thief might return to the Hiding Place and it becomes eligible to Search again.

✂ The Thief

Once discovered, the Thief will join the Defender’s Band for the rest of the Battle and must Leave the Table via the Defender’s Table Corner.

THIEF								
M	S	B	R	N	C	A	F	P
D6	D6	D8	D8	D8	D10	D10	D6	D6
SKILLS								
Dodge, Light Feet, Slippery								
EQUIPMENT								
Short sword (One-handed Weapon), Throwing Knives								
FATE POINTS								
3								

Either track the Thief’s Wounds normally on a piece of paper or, whenever they take any Wounds, Roll-off their Fortitude against a Difficulty of 2. If they succeed, ignore the Wounds. If they fail, they go Out of Action.

STARTING THE GAME

Follow the normal Initiative rules.

ENDING THE GAME

The game has Variable Length.

If the Attackers take the Thief Out of Action, they win.

If the Thief Leaves the Table via the Defender's Table Corner, the Defender wins.

In addition, if only one Band is left on the table due to other Bands Routing, the game ends and the remaining Band wins.

REWARDS

✠ Experience

- ✧ +1 Taking Part – Every model that takes part in the Battle gains +1 Experience.
- ✧ +1 Discovered the Thief – The model that discovers the Thief gains +1 Experience.
- ✧ +1 Took the Thief Out – The model that takes the Thief Out of Action gains +1 Experience.
- ✧ +1 Winning – All models in the winning Band gain +1 Experience.

✠ Treasure

The winning Band earns $4d6+10$ Pennies for fulfilling their contract. The losing Band earns $2d6+10$ as their hiring fee.

MULTIPLE PLAYERS

For games involving three or four players, assign each player a Table Corner. The player with the highest Band Rating will be the Defender. All others are Attackers, but the Attackers are not working together!

You may want to use a larger table for multiple players and increase the number of Hiding Places by three for each extra Attacker.





MAIN QUEST 18

≡ CULT RAID ≡

A small community belonging to a dark Cult has been located by the High Church. The Bands are recruited to make an example of them and face the anger of the cultists.

AIM

Both Bands must burn down the Cult buildings – the winner is the Band who burns the most!

TERRAIN

Each player takes it in turns to place a piece of Terrain, ideally at least one piece of Terrain per square foot. There should be six or more houses of some kind to serve as Cult Buildings.

SIDE QUESTS

Both players make one roll on the Side Quests Table.

BANDS AND DEPLOYMENT ZONES

The player with the largest Band sets up their first model within 6" of their Table Corner. The other player then sets up their first model within 6" of the opposite Table Corner. Repeat until all models are placed. Next, the players take it in turns to deploy their Objectives. Players may place them anywhere on the table, but they must be at least 12" from their own Table Corner and at least 2" apart.

SPECIAL RULES

✂ The Cultists

When a model makes an Action that leaves it within 3" of a Cult Building, d3 Cultists come out to defend the building. Place them in Base Contact with the building, as close to the door as possible. Once the d3 Cultists have emerged, no more will come from that Cult Building, even if more models move within 3" of it.

The Cultists are Activated last of all in the Turn and will move directly towards the nearest Band model. If they reach Base Contact, they make an Attack Action. They will not move more than 6" away from their building, however.

CULTIST								
M	S	B	R	N	C	A	F	P
D6	D8	D6	D6	D6	D6	D6	D8	D8
EQUIPMENT								
One-handed weapon								

When a Cultist takes one or more Wounds, they make a Fortitude Roll-off against a Difficulty of 4. If they fail, they go immediately Out of Action.

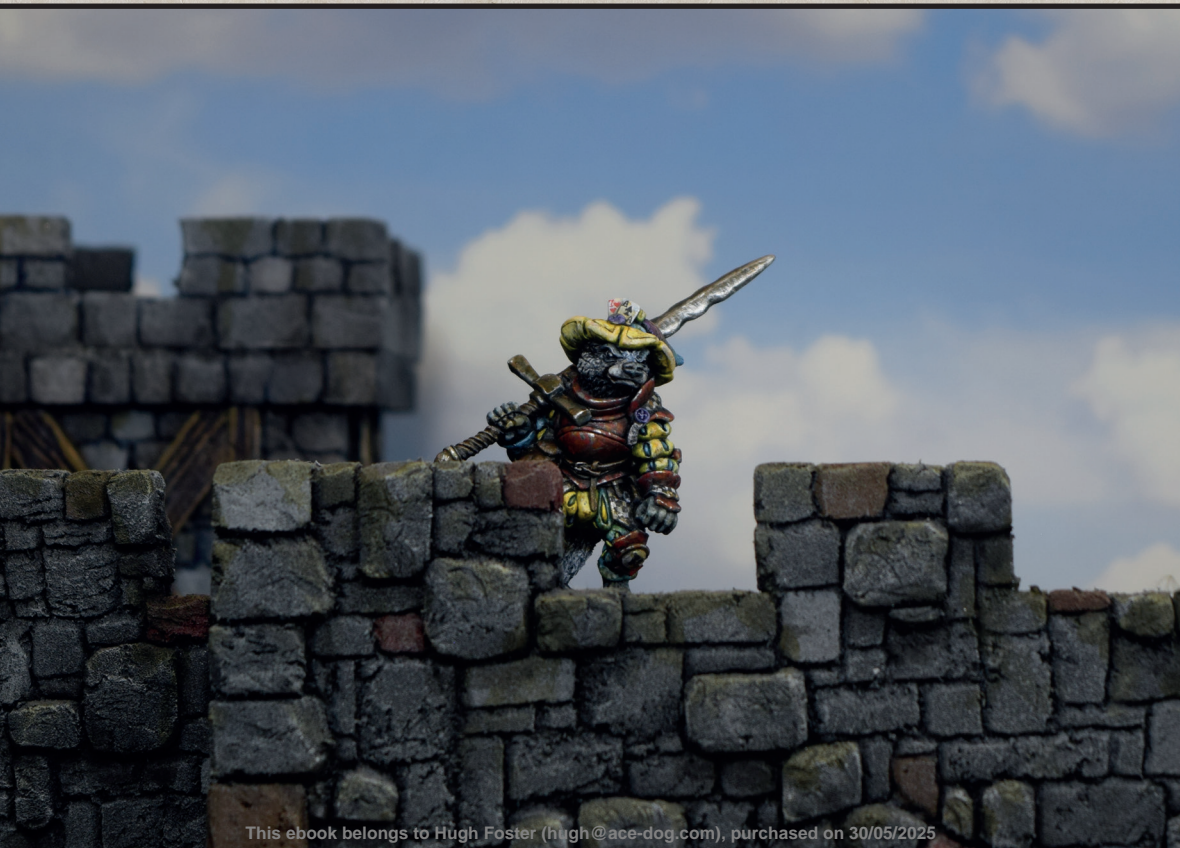
✂ Looting

If there are no Cultists within 6” of a Cult Building, a model in Base Contact with the building may Loot it. To do so, they must make an Interact Action and roll their Awareness Stat. They find that many Pennies worth of loot. A building may be Looted more than once.

✂ Scorched Earth

If there are no Cultists within 6” of a Cult Building, a model in Base Contact with the building may Burn it. They must make an Interact Action and Roll-off their Strike Stat against a Difficulty of 4. Each Turn spent trying adds +2 to the roll.

After the fire-starting model has moved away, any model that passes within 2” of the burning Terrain piece suffers d8 Wounds, reduced by Toughness in the normal way.



STARTING THE GAME

Follow the normal Initiative rules.

ENDING THE GAME

The game has Variable Length.

In addition, if only one Band is left on the table due to other Bands Routing, the game ends.

Whichever Band has Burnt the most Cult Buildings is the winner.

REWARDS

✂ Experience

- ✧ +1 Taking Part – Every model that takes part in the Battle gains +1 Experience.
- ✧ +1 Burning – Each model that burns a building gains +1 Experience per building burnt.
- ✧ +1 Winner – The winning Band may give +1 Experience to three of their models.

✂ Treasure

Each Band that takes parts gains 4d6+10 Pennies in payment from their employer.

MULTIPLE PLAYERS

For games involving three or four players, assign each player a Table Corner and play as normal. Ideally, use a larger table for multiple players and increase the number of Cult Buildings.



MAIN QUEST 19

THE RUNAWAY

The word is out that a noblebeast's only son has run away and is now wandering lost and alone, and that there's cash to be earned by bringing him back...

AIM

There's a lost beast at the middle off the table; both Bands must try and rescue them, taking them of the table via their Table Corner.

TERRAIN

Each player takes it in turn to place a piece of Terrain, ideally at least one piece of Terrain per square foot – more, if the pieces are small. The Runaway is placed in the centre of the table.

SIDE QUESTS

Both players make two rolls on the Side Quests Table and choose one of them to carry out.



BANDS AND DEPLOYMENT ZONES

The player with the largest Band sets up their first model within 6" of their Table Corner. The other player then sets up their first model within 6" of the opposite Table Corner. Repeat until all models are placed. Next the players take it in turns to deploy their Objectives. Players may place them anywhere on the table, but they must be at least 12" from their own Table Corner and at least 2" apart.

SPECIAL RULES

✂ The Runaway

At the start of each Turn, the Runaway will wander randomly. Roll a d8 and subtract 3 to determine how far in inches they wander. Move the model in the direction the tip of the dice is pointing. If the distance is 0 or less, the model doesn't move.

Once any model reaches Base Contact with the Runaway, they stop wandering randomly. The Runaway will remain in Base Contact with that model as it moves around the board and views that model as friendly, but will make no Actions of their own.

If the model controlling the Runaway moves using any Spells or Skills, such as Flight, Tunneller, or Burst of Speed, is Barged out of the way, or is taken Out of Action, then the Runaway reverts to random wandering. The Runaway may then be collected by the next model to make Base Contact with them.

CULTIST								
M	S	B	R	N	C	A	F	P
D6	D6	D6	D6	D6	D6	D6	D6	D6
EQUIPMENT								
Short sword (One-handed Weapon)								

If anyone decides to harm the Runaway (perhaps to stop the enemy escaping with him) they may do so. Whenever the Runaway takes any Wounds, Roll-off their Fortitude against a Difficulty of 3. If they succeed, ignore the Wounds. If they fail, they go Out of Action.

Each time a model takes control of the Runaway, they gain one Fate point.

STARTING THE GAME

Follow the normal Initiative rules.

ENDING THE GAME

The game ends when the Runaway Leaves the Table via a Band's Table Corner.

If the Runaway is taken Out of Action, the game ends in a draw.

In addition, if only one Band is left on the table due to other Bands Routing, the game ends and the remaining Band is the winner.

REWARDS

✦ Experience

- ◇ +1 Taking Part – Every model that takes part in the Battle gains +1 Experience.
- ◇ +1 Rescuer – The model that Leaves the Table with the Runaway gains +1 Experience.
- ◇ +1 Takes Control – Any model that took control of the Runaway gains +1 Experience.

✦ Treasure

Both Bands receive 3d6+10 Pennies as a hiring fee, with the winning Band gaining an extra 2d6 Pennies in payment.

MULTIPLE PLAYERS

For games involving three or four players, assign each player a Table Corner and play as normal. You may want to use a larger table for multiple players.



MAIN QUEST 20

≡ A DANGEROUS JOURNEY ≡

The King's Highway is generally the safest route through Northymbra. However, in places, it travels through ancient forest, dark and forbidding – the perfect place for an ambush!

AIM

The Defender must leave the table via their Table Corner, but the Attacker will be trying to stop them!

TERRAIN

This one's a bit unusual; you'll need something to represent a road, which runs from one player's Table Corner right to the other Table Corner. The rest of the table is deep woods; but don't worry, you don't need hundreds of trees! Just assume that every part of the table that isn't road is trees.

The Attackers want to take as many of the Defenders Out of Action as possible; the Defenders want to Leave the Table via their Table Corner.

SIDE QUESTS

There are no Side Quests. Support Quests still apply, however!

BANDS AND DEPLOYMENT ZONES

The Band with the higher Rating is the Defender. They must place all their models on the road, within 10" of the Table Corner opposite their own (i.e. the enemy's Corner!). Their Objectives must be placed on the road, with at least 8" between them.

The Attacker must deploy all their models in the trees, anywhere they like. Their Objectives may be placed anywhere on the table, at least 10" from any Table Edge and at least 2" apart.

SPECIAL RULES

✂ Ready and Waiting

The Attacking Band is already in position; they all begin the game with the Condition 'Sneaking'.

✂ The Deep Woods

Every part of the table that is not the Road counts as Woods and is Difficult Terrain. In addition, it is dark and cramped; visibility is low. Any model that makes an Action that targets a model in the Woods must first roll their Awareness +6. The result is the distance that they can currently see in inches. If the target of their Action is further away than that, the Action fails and is lost.

Models on the road are in daylight, and easier to spot, so a model in the Woods targeting a model on the Road rolls their Awareness +10 instead.

✂ The Road Warden

From the start of Turn 2, and every Turn after until the Road Warden arrives, the Defender rolls a d6; on a roll of 5 or 6, they arrive. Place a model representing the Road Warden touching the Attacker's Table Corner. They will join the Defender's Band for the rest of the Battle.

ROAD WARDEN								
M	S	B	R	N	C	A	F	P
D8	D8	D6	D10	D6	D6	D10	D10	D8
SKILLS								
Tough(2), Strong (2)								
EQUIPMENT								
Sword (One-handed Weapon), Light Shield, Light Crossbow								

Either track the Road Warden's Wounds on a piece of paper or, whenever they take any Wounds, Roll-off their Fortitude against a Difficulty of 2. If they succeed, ignore the Wounds. If they fail, they go Out of Action.

STARTING THE GAME

Follow the normal Initiative rules.

ENDING THE GAME

- The game has Variable Length.
- In addition, if only one Band is left on the table due to other Bands Routing or being wiped out, the game ends.
- If the Defenders have no models left on the table, the game ends.

REWARDS

✦ Experience

- ✦ +1 Taking Part – Every model that takes part in the Battle gains +1 Experience.
- ✦ +1 Escapes – Every Defending model that Leaves the Table via their Table Corner gains +1 Experience.
- ✦ +1 Takes Out an Enemy – Any model that takes an enemy Out of Action gains +1 Experience.

SIDE QUESTS

Most scenarios will require you to roll one or more Side Quests; roll a d100 on the table below and make a note of the Quest rolled. These Side Quests give you additional things to do, outside of the scope of the Main Quest being played. They also provide more opportunities to earn Experience points, and often Pennies, too.

If you need to roll more than one Side Quest, re-roll any duplicates.

SIDE QUESTS TABLE

Roll a d100 and consult the Side Quests Table below.



SIDE QUESTS TABLE

D100 ROLL	RESULT
01–03	Deliver the Message
04–05	Secure
06–07	Assassinate
08–10	Invade
11–12	Devastate
13–15	Deny
16–17	Capture
18–19	Purge
20–22	Bring Down the Beast
23–24	Defend
25–26	Scavenger Run
27–28	Blockade
29–30	Conserve
31–32	Push Through
33–34	Break Them
35–37	Isolate
38–40	Attrition
41–42	Split Them Up
43–45	Escort
46–48	Reclaim
49–51	Rescue
52–54	Destroy
55–57	Locate
58–60	Mark
61–63	Test a Spell
64–65	Test some Armour
66–68	Bounty Hunt
69–71	Test a Weapon
72–74	Survey
75–77	Loot
78–80	Showdown
81–83	Scorched Earth
84–86	Pierce the Veil
87–89	Second Sight
90–92	Imbibe
93–94	Intoxicating Gas
95–97	Serve a Notice
98–99	Habeas Corpus
100	Wild Card

Deliver the Message

Sometimes a vital message must get through. Choose one model to carry the message. That model must Leave the Table via the enemy's Table Corner. If you succeed, the Messenger gains +2 Exp, all other friendly models still on the table when the Battle ends gain +1 Exp, and you receive 2d6 Pennies as payment.

Secure

A strongpoint needs to be taken and held. Occupy the largest piece of Terrain on the table by having a model in Base Contact with it and no enemy models within 1" of the Terrain piece at the end of the Battle. If you succeed, all of your models in Base Contact with the Terrain piece gain +1 Exp. You will also gain 2d6 Pennies as payment.

Assassinate

Cut off the head and the body will die. The enemy's Leader must be taken Out of Action. If you succeed, all friendly models still on the table when the Battle ends gain +1 Exp and you may claim a 4d6 Pennies bounty.

Invade

Hit the enemy on their home turf. Have three or more of your models within 6" of your opponent's Table Corner when the Battle ends. If you succeed, any of your models within 6" of your opponent's Table Corner gain +2 Exp and all other friendly models still on the table gain +1 Exp.



⚔ Devastate

Crush your foes. At least four or more of the enemy must be taken Out of Action. If the enemy Band has less than 4 models, take them all Out of Action. If you succeed, all friendly models still on the table when the Battle ends gain +1 Exp.

⚔ Deny

Take control of the enemy's resources. Occupy two enemy Objectives by having a model in Base Contact with them and no enemy models within 1" of the Objectives when the Battle ends. If you succeed, all friendly models still on the table gain +1 Exp.

⚔ Capture

Take control of the battlefield. Occupy three or more pieces of Terrain on the table by having a model in Base Contact with them and no enemy models within 1" of the Terrain pieces at the end of the game. If you succeed, any of your models occupying those terrain pieces gain +1 Exp. You also receive 2d6 Pennies from scavenging.

⚔ Purge

Burn the witch! For every enemy Magic-user taken Out of Action, all of your friendly models still on the table at the time gain +1 Exp. You also gain d6 Pennies from a local Witch Hunter for every enemy Magic-user taken Out of Action.

⚔ Bring Down the Beast

Slay the giant. Take the enemy model with the largest base size Out of Action. Where there is more than one model with that base size, you achieve this Quest if you take the one with the highest Tough Skill Out of Action or, if there are more with the same Tough, any one of them. If you succeed, all friendly models that caused at least one Wound to that model gain +1 Exp. There is also a bounty of 2d6 Pennies if you succeed.

⚔ Defend

Hold your ground and protect your assets. You achieve this Quest if have a model in Base Contact with all three of your Objectives and there are no enemy models within 2" of them when the Battle ends. If you succeed, all friendly models still on the table gain +1 Exp.

⚔ Scavenger Run

Finders keepers, losers weepers. Perform a Search action on any Terrain piece, with a Difficulty of 5; for every Terrain piece successfully Searched, you gain d6 Pennies, and the Searching model gain +1 Exp. Note; each Terrain piece can only be successfully Searched once.

⚔ Blockade

Hold your ground, no-one gets through. You achieve this Quest if there are no enemy models within 12" of your Table Corner when the Battle ends. If you succeed, then all friendly models still on the table gain +1 Exp. If you succeed with no enemy models in within 24" of your Table Corner, then all friendly models still on the table gain +2 Exp instead.

Conserve

Never leave a beast behind. You achieve this Quest if none of your models are taken Out of Action during the game. If you succeed, then all Band members gain +2 Exp.

Push Through

Through the mud and the blood, to the green fields beyond. You achieve this Quest if three or more of your models Leave the Table via your opponent's Table Corner. If you succeed, each model that Leaves the Table that way gains +1 Exp.

Break Them

Crush the enemy's spirit, make them scurry for their holes. You achieve this Quest by Routing the opposing Band. If you succeed, all friendly models gain +1 Exp. You also gain 2d6 Pennies from the local populace; either from gratitude or out of fear.

Isolate

Separate the enemy from their assets. You achieve this Quest if there are two enemy Objectives at least 12" away from any enemy models and with one or more of your models closer than 8" when the Battle ends. If you succeed, all friendly models still on the table gain +1 Exp.

Attrition

Welcome to the meat-grinder. You achieve this Quest if your Band suffers fewer models Out of Action than the opposing Band. If you succeed, all friendly models still on the table gain +1 Exp.

Split Them Up

Cut one from the herd. You achieve this Quest if you end the game with an enemy model at least 12" away from any other enemy models and with one or more of your models closer than 8" to it when the Battle ends. If you succeed, all friendly models still on the table gain +2 Exp.

Escort

Get them home safe. You're responsible for the safety of an important Traveller; use a spare model to represent the Traveller. They start in Base Contact with your Leader and Activate just like any other model. However, they can only perform a single Move (M: d8) Action when they Activate and may not perform any other Actions. They must Leave the Table via your opponent's Table Corner. They may not be targeted by any enemy, but will be considered to have been killed if they are not within 4" of one of your Band members at the end of any Turn. If they successfully Leave the Table, all your models gain +1 Exp.

✂ Reclaim

The enemy have taken something of yours; take it back! You must reach one of the enemy's Objectives and drag it off via your Table Corner. Dragging the Objective will slow the model holding it; all their movement is treated as Difficult Terrain and all their Nimbleness Roll-Offs have a -2 modifier. The model dragging the Objective may stop doing so at any time. As the Objective is large and heavy, Spells such as The Gate or Transpose will not affect it; the dragging models will be moved but the Objective will remain in place. The model that drags the Objective off the table gains +2 Exp, and all other Band members gain +1 Exp.

Note: Objectives are not normally moved, this Quest is an exception!

✂ Rescue

One of your heroes has been captured; get them back! Choose one of your models; they start the game Off the Table. They are being held in whatever Terrain piece is nearest your opponent's Table Corner. You must get a model into Base Contact with the Terrain piece and make an Interact Action to cut their bonds. Then, place your captured model in Base Contact with their rescuer at the start of the next Turn; they can then Act normally. The rescuing model and the captive model each gain +2 Exp. All other friendly models still on the table at the end of the Battle gain +1 Exp.



✂ Destroy

Smash up the enemy's stuff! Reach Base Contact with the enemy's Objectives and make an Attack Action against them; the Objective counts as having a Block Roll of 0. Objectives count as having Tough (7), but a single Wound will destroy them. Each Turn spent attempting to Attack an Objective adds +2 to the Attacking model's Strike Roll against it. A model that destroys an Objective gains +1 Exp.

✂ Locate

A secret message has been placed on the battlefield. The message is hidden in the enemy Objective nearest the enemy's Table Corner. Any of your models may search for the message by the usual method of being in Base Contact with the Objective and performing a Search Action, requiring an Awareness Roll-off against a Difficulty of 4. As soon as a model succeeds at the Search Roll-off, the message is discovered; the model must then take the message off table via their Table Corner. A model that finds the message gains +1 Exp. If the model succeeds in Leaving the Table via their Table Corner with the message, they gain an extra +1 Exp.

✂ Mark

You're scouting the area; place scent marks on any important discoveries..

Reach Base Contact with the enemy's Objectives and make an Interact Action. Any model that marks an enemy Objective gains +1 Exp **or** two Fate points.

✂ Test a Spell

If your Band does not have a Magic-user, re-roll this Quest.

You've been given a new spell to try out; cast it at an enemy, then report back! The Spell has a range of 6" and a Difficulty of 3. Only one Magic-user may test it.

When you cast the Spell, roll a d6 and consult the Test a Spell table to see what happens.

TEST A SPELL TABLE	
D6 ROLL	RESULT
1	Feedback! – The spell causes magical burns; the caster suffers 3 Wounds.
2	Gravity Increase! – The Spell's target treats all Movement as Difficult Terrain and may not Fly until the end of the next Turn.
3	Fire! – The Spell's target bursts into flames, briefly. They must miss their next Action as they beat out the flames.
4	Clang! – Any Armour that the target is wearing becomes magnetic. Any Strike or Shoot Actions directed at them for the rest of the Turn gain a +3 bonus.
5	Explosion! – The Spell causes a huge blast; any model within 6" of the target (including the caster!) suffers d8 Wounds, not reduced by Armour.
6	Petrification! – The target of the spell turns to stone. They cross off no Wounds but count as Out of Action; remove them from the table. After the game, they recover normally.

Note: Each time the model casts the Spell, roll again to see what happens. When you have cast the Spell at least once, the caster gains +1 Exp.

✂ Test Some Armour

You’ve been given a new piece of Armour to try out; test it on the battlefield, then report back! Only one model may test it. The Experimental Armour is worn in addition to any other Armour that the model has and provides no additional Tough bonuses. To test it, you must suffer at least one Wound! Roll a d6 to see what happens:

TEST SOME ARMOUR TABLE	
D6 ROLL	RESULT
1	Worse than Useless – The Armour causes this model to suffer 3 extra Wounds, not reduced by Armour or Skills.
2	Shatter! – The Armour throws off splinters; this model takes 2 additional Wounds and so does any model within 2” (not reduced by Armour or Skills).
3	Crack! – The Armour fails, and tangles the model up; this model may not Move, Charge, or Barge for the rest of the Turn.
4	Sparks! – There’s a shower of sparks and all models within 2” gain the Condition ‘Stunned’ for the rest of the Turn.
5	Super Tough – The Armour works brilliantly; ignore the Wounds this model suffered during this Attack.
6	Boing! – The Armour rebounds the damage caused; ignore the Wounds this model suffered during this Attack and instead inflict them on the Attacking model.

Note: Each time the model suffers Wounds while wearing the Experimental Armour, roll again to see what happens.
The first time you roll to see what the Armour does, the model testing the Armour gains +1 Exp.



Bounty Hunt

There's a price on their head; collect it! The enemy's Second is a wanted beast and cannot be killed; they must be taken alive. They cannot be Shot or Wounded by Spells; all Attacks against them must be non-lethal and count as Unarmed. If you manage to take them Out of Action, the model that Took them Out gains +2 Exp and all your other models gain +1 Exp.

Test a Weapon

You've been given a new weapon to try out; test it on the battlefield, then report back! Only one model may test it. Make an Attack Action using the Experimental Weapon. If you inflict 1 or more Wounds, roll a d6 and consult the Test a Weapon table to see what else happens:

TEST A WEAPON TABLE	
D6 ROLL	RESULT
1	Flop – The Weapon bends like rubber. The Wounds caused don't count!
2	Shatter! – The Weapon throws off splinters; the target takes two additional Wounds and so does the attacking model (not reduced by Armour or Skills).
3	Sharper than a Razor – The Weapon slices straight through Armour; if any Wounds were reduced by Armour, add them back on!
4	Bang! – The Weapon gives off a massively loud noise on impact; both models gain the Condition 'Stunned' for the rest of the Turn.
5	Vampire Blade – The Weapon sucks blood from the wound; the target suffers an extra d6 Wounds (not reduced by Armour or Skills).
6	Devastator! – The weapon causes an immediate Major Injury to the target model!

Note: Each time the model chooses to use the Experimental Weapon, roll again to see what happens.

Once you have made at least one Attack Action, the model testing the weapon gains +1 Exp.

Survey

Map the battlefield. To achieve this Quest your models must get to within 1" of each Table Corner. Once your models have reached all four Table Corners, all your models receive +1 Exp.

Note: This does not need to be done by the same model!

Loot

You can't take it with you. To achieve this Quest, you must have a model in Base Contact with an enemy model that has gone Out of Action and make an Interact Action as their next Action, whenever that is taken. Each enemy model can only be Looted once. For every enemy model successfully looted in this way, you gain 2d6 Pennies and the Looting model gains +1 Exp.



⚔ Showdown

This time it's personal. You achieve this Quest if your Leader makes a successful Attack Action against the enemy Band's Leader. If you succeed, your Leader gains +1 Exp. In addition, if your Leader is in Base Contact with the enemy Leader and takes them Out of Action, your Leader gains +1 Exp and all other friendly models still on the table gain +1 Exp.

⚔ Scorched Earth

Destroy it all, leave nothing for the foe. Reach any Terrain piece at least 15" from your table corner and set it on fire with a flint and tinder by moving a model into Base Contact with the Terrain piece and having them make an Interact Action; Roll-off the model's Strike against a Difficulty of 4. Each Turn spent trying adds +2 to the roll.

After the fire-starting model has moved away, any model that passes within 2" of the burning Terrain piece suffers d8 Wounds, reduced by Toughness in the normal way.

Each model that burns one or more Terrain pieces gains +1 Exp.

⚔ Pierce the Veil

Contact with the Otherworld is clouded. The enemy's Objectives have magic-dampening auras attached to them. To achieve this Quest, a Magic-user must reach Base Contact with an enemy Objective and cast a special Spell to cleanse the aura (all Magic-users know it automatically):

Cleanse

Fortitude-based

Range: Base Contact

Difficulty: 4.

For each enemy Objective cleansed, the cleansing Magic-user gains +1 Exp.

Note: If your Band does not have a Magic-user, re-roll this Quest.

⚔ Second Sight

Reach into the enemy's mind and draw out their secrets. To achieve this Quest, a Magic-user must cast a special Spell on the enemy's Leader and/or Second (all Magic-users know it automatically):

Mind Delve

Fortitude-based

Range: 6"

Roll-off caster's Fortitude against target's Fortitude. A successful Roll-off counts as the Quest being fulfilled.

For each Leader or Second you successfully cast Mind Delve on, the casting Magic-user gains +2 Exp.

Note: If your Band does not have a Magic-user, re-roll this Quest.

✂ **Imbibe**

A batch of Slowhop Super-Special has been stolen and is being taken to a mage who will use it to magically uncover the secret recipe; you must stop its secrets being uncovered. The brew is in the enemy Objective nearest the enemy's Table Corner. Any of your models that reach the Objective may attempt to safeguard the recipe by drinking the ale! Each model in Base Contact with the Objective may drink by making an Interact Action. Each Interact Action gains the model a Fate point. However, each Interact Action also reduces their Presence and Fortitude by one dice level until the end of the Battle. Each model that makes at least one Interact Action in this way gains +1 Exp.

✂ **Intoxicating Gas**

You have been given a supply of a new type of gas in air-tight bladders and you must test it on the enemy. Up to three of your models may be equipped with the gas bladders. The gas bladders are squirted at the foe and are treated as a Missile Weapon with a Range of 6", that gains a +3 bonus to the Ranged Roll-off, ignores any Tough from Armour, and does not benefit from any Strong that the Shooter has.

If a Shoot Action would cause Wounds, instead of marking them off, the enemy must make a Fortitude Roll-off against a Difficulty equal to the number of Wounds that would have been inflicted (for example, if 5 Wounds would have been inflicted, the enemy must Roll-off their Fortitude against a Difficulty of 5). If they fail, the target is intoxicated by the gas. They treat all movement for the rest of the game as if in Difficult Terrain. For each enemy intoxicated in this way, the shooting model gains +1 Exp.

✂ **Serve a Notice**

A Crown official has hired you to serve notice on the enemy's Leader. One of your models is given a piece of enchanted parchment that contains a tracking spell. They must perform a successful Attack Action against the enemy's Leader – if it would cause Wounds, do not apply those Wounds; instead, half of the parchment is magically attached to the enemy Leader. The other half must be taken back to the Crown official; your model must Leave the Table via your Table Corner. A model that serves the notice gains +1 Exp. If the model succeeds in Leaving the Table via their Table Corner, they gain an extra +1 Exp.

✂ **Habeas Corpus**

You're being paid to recover a test subject. Whenever an enemy is taken Out of Action, instead of removing the model, either lay it down or replace it with a suitable marker. Any model that reaches Base Contact with the body can attempt to drag it off the table via their Table Corner. Dragging the body will slow the model down; all movement is treated as Difficult Terrain and any Movement or Innate Skills may not be used. The model dragging the body/marker may drop it at any time. As the body is large and heavy, Spells such as The Gate or Transpose will not affect it. Taking a body off the table via your Table Corner gains all your models +1 Exp. In addition, the model that took that enemy Out of Action gains an extra +1 Exp and the model that Leaves the Table with the body gains an extra +1 Exp.

✂ **Wild Card**

Choose any other Side Quest from this list.

APPENDIX

IN THIS FINAL SECTION, YOU'LL FIND A FEW OPTIONAL rules that experienced players might like to add into their Battles for increased variety.

≡ DARKNESS ≡

Many underground locations might be unlit, leaving your models in total darkness! Although many beasts have reasonable night-sight, the total absence of light leaves everyone totally blind. If you decide to play a battle in an underground location, this could be a good rule to use:

QUEST SPECIAL RULE – TOTAL DARKNESS

In the total darkness of the world below, sight is useless and a beast must rely on their other senses for survival. All areas of the table are assumed to be in Darkness, unless the Quest states otherwise.

Any model in Darkness has the Condition 'Blinded'.

≡ BREAKING DOWN LOCKED DOORS ≡

If you decide to have some locked doors in your games, you'll need a way to get through them. To break down a door, make an Attack Action against the door; the Attack will hit automatically (i.e. the door has a Block roll of 0). The door counts as having Tough (7), but a single Wound will break it down. Each Turn spent Attacking the door adds +2 to the Attacking model's Strike Roll.

You could also have a model try to pick the lock by making an Interact Action and a Nimbleness Roll-off against a Difficulty of 6.

≡ FREELANCERS ≡

Some Bands elect to take advantage of Freelances – professional mercenaries. Below, you will find the rules enabling you to include them in your

Burrows & Badgers campaigns. Freelances are special characters who hire out their services to the highest bidder. The Freelance special characters all have miniatures available to represent them; players can also use these miniatures as normal members of their Bands too if they wish, so it's important to make it clear to your opponent if you're using them as Freelances or not.

A player can recruit Freelances during the Pre-Battle Phase of a campaign game. There are three ways of paying for them; Pennies, Fate Points, or via Horrendous Luck!

Freelances count as part of the Band for purposes of Rout tests, Quest victory conditions, etc. whilst in Battle. A player cannot buy extra weapons or equipment for a Freelance and you cannot sell the Freelance's weapons or equipment. Freelances do not gain Experience points and cannot be given new Skills or Spells. They also do not ever roll for Injuries during the Post-Battle Phase. Freelances count towards your Band's size, so if you are at the ten-model maximum, you can only take Freelances if other models remain in your Den for the game. If they are hired via Horrendous Luck, however, they do NOT count towards your Band size!

HIRING FEES

When a Band recruits a Freelance, you must pay their Fee in money or Fate points (reduce the Fate points you have for each model until you have paid enough). The Fees for each Freelance are indicated in their character entries. The Freelance will fight for your Band during the game and will leave after the game is completed. Each Freelance is a unique individual; if both Bands have Hired the same Freelance, then they will have to roll a d8 each – the higher roll wins. The player with the lower Band Rating adds +1 to the roll for every full 5 points of difference. In the event of a tie, the Freelance fails to show up for either player. Regardless of the result, no refunds are given! If the Freelance was hired via Horrendous Luck, that player automatically wins the roll.

HORRENDOUS LUCK

Sometimes a player will suffer an appalling run of luck and lose games again and again. If a player has lost their last three games in a row, they may take 40 Pennies' worth of Freelance support for free in their next game. If they lose again, they may take 60 Pennies' worth of Freelance support for free in the next game. Hopefully, this will give them a bit of an edge!

Note: This is an arbitrary way of balancing things, but sometimes a campaign needs a bit of 're-adjusting' to keep everyone interested.

BAND RATING

Each Freelance you hire will temporarily increase your Band Rating by the amount listed in their entry if hired using Pennies or Fate Points. If you got them through Horrendous Luck, then they do not add to your Band Rating.

FREELANCER LIST

✂ Rosalee Quickpaw, Mouse Battle-dancer

Rosalee Quickpaw has always lived the life of a traveller. Born in the caravan of a travelling troupe of players and entertainers, she grew up on the road, learning skills from those around her. From her aunt, she learned to be an incredible dancer. From her uncle, she learned to be a formidable duellist. Then, she spent years combining the two skills...

She was away buying supplies at market when the caravans were overwhelmed by the advancing Rat army as the War of Storms began. By the time she returned, none were left alive. Broken-hearted, she set out on the road, living the only way she had ever known.

Now, Rosalee travels alone, sometimes earning her coin by dancing, sometimes by hiring out to Bands and fighting. It's often hard to tell the difference. Many's the beast who has stood entranced by the grace and speed of Rosalee's dancing, only to find themselves bleeding from a dozen cuts inflicted by the razor-sharp steel edges of her whirling fans.

ROSALEE QUICKPAW								
M	S	B	R	N	C	A	F	P
D8	D10	D10	D6	D10	D6	D8	D8	D8
FEE			FATE POINTS			BAND RATING		
25 Pennies or 3 Fate Points			2			Band Rating increases by 12		
SKILLS								
Furious Charge, Focused Strike, Melee Master								
EQUIPMENT								
Fighting Fans (One-handed Weapon)								



 Von Wodr, Otter Mercenary

The mysterious and deadly Otter mercenary known as Von Wodr has become something of a legend in Northymbra. Clad in heavy armour, wearing the flamboyant clothing of the Continental mercenary bands, and wielding an enormous double-pawed sword, he is a distinctive beast and one to be feared. No beast knows what motivates him; he has fought for many very different groups, in all kinds of strange locations, often fighting against those he was fighting for a week earlier.

Some say he is the last survivor of his murdered Otter clan and is emotionally dead inside, driven on only by loneliness and a desire for revenge. Others say he fights purely for the love of perfecting his martial skills, honing himself into the greatest swordbeast Northymbra has ever known. But some whisper that he is really Prince Reinert Othyr, travelling in disguise, following clues and joining Bands in the hope of gathering information on the whereabouts of his missing father.

No beast knows for sure, and none have the nerve to ask him...

VON WODR (LARGE BEAST)								
M	S	B	R	N	C	A	F	P
D8	D12	D8	D6	D8	D6	D6	D10	D8
FEE			FATE POINTS			BAND RATING		
35 Pennies or four Fate points			2			Band Rating increases by 13		
SKILLS								
Strong (2), Tough (1), Furious, Charge, Born in Harness, Zweihander								
EQUIPMENT								
Heavy Armour, Two-handed Weapon (Sword)								

 Gromley the Mouse-burglar

The life of a Dormouse is not an easy one; most other beasts are more powerful than them and making your way in the world takes commitment and hard work. And Gromley just hates hard work...

Sneaking around, pinching valuables, and occasionally chucking a knife at someone if there's no other option; then back to an inn for a slap-up dinner at someone else's expense. That's the Gromley way.

But, from time to time, when his money runs out, he just might be prepared to join your Band. For a modest fee, obviously.

GROMLEY (SMALL BEAST)								
M	S	B	R	N	C	A	F	P
D6	D6	D6	D8	D8	D10	D8	D6	D6
FEE			FATE POINTS			BAND RATING		
15 Pennies or two Fate points			2			Band Rating increases by 7		
SKILLS								
Expert Shot, Dodge, Light Feet, Burst of Speed								
EQUIPMENT								
Throwing Knives, Dagger, Light Armour								

❧ Lady Jayne De’Ath, Fox Noble

Charm, poise, and beauty can be disarming and deadly weapons, as Lady Jayne De’Ath has shown many times throughout her glittering career. She is also considered somewhat eccentric, even among the De’Ath family, who are generally regarded as a little odd, and even less trustworthy than most Foxes.

Having made one too many enemies in the courts of the Fox nobles, Lady Jayne has now taken to hiring herself out to various Bands. Not for the money, of course; she just loves to meet interesting new beasts, and maybe slip a poisoned knife or two into them. A girl needs a hobby, after all.

LADY JAYNE DE'ATH (LARGE BEAST)								
M	S	B	R	N	C	A	F	P
D8	D8	D6	D8	D6	D8	D8	D8	D12
FEE			FATE POINTS			BAND RATING		
20 Pennies or three Fate points			2			Band Rating increases by 10		
SKILLS								
Strong (1), Taunt, Beguile								
EQUIPMENT								
Dagger, Throwing Knives, Paralysing Poison(3), Mortal Poison, Pain Poison (2)								

❧ Weekah Tegalega, Raccoon Huntress

Weekah Tegalega or, in her own Dakota-Sioux tongue, ‘The magic one with the painted face’, is a Raccoon who has travelled from the New World, seeking to gain a deeper understanding of the spirits and deep magic through new experiences.

She is very independent and self-sufficient, a true loner. But her confidence in her abilities can make her seem arrogant to others.

Weekah’s fieldcraft and hunting skills are respected by all. Many an unwary beast has fallen to an arrow hurtling silently out of the darkness...

WEEKAH TEGALEGA (LARGE BEAST)								
M	S	B	R	N	C	A	F	P
D8	D8	D6	D10	D8	D10	D8	D8	D8
FEE			FATE POINTS			BAND RATING		
25 Pennies or four Fate Points			2			Band Rating increases by 13		
SKILLS								
Expert Shot, Targeteer, Rock Steady, Freeze, Ambusher								
SPELLS								
Wild Magic; Bear's Strength, Tangleweed								
EQUIPMENT								
Bow, Dagger, Broadhead Arrows								

✂ Recalli, Nine-banded Armadillo

The fabled Cities of Gold have been the object of many a sea captain’s fantasies for hundreds of years. But few have ever made the journey to the New World, and fewer still have returned to tell the tale. One brave but foolhardy crew, escaping a deadly storm by steering their ship, the *Foamrider*, into a welcome cove, ventured into the jungle, looking for supplies. They found a fabulous temple, filled with golden relics...

Their luck held, as the temple’s guards were in the process of communing with the spirits and, with their reactions dulled by the plants and potions they had taken, were easy to defeat. Grabbing as much treasure as they could carry, along with a captured native warrior-priest, they rushed back onto their ship, before setting sail for home.

It took Necalli five weeks to work his way free of his bonds, recover his equipment, and slaughter the *Foamrider*’s crew. It was another two weeks before the drifting ship fetched up on the shores of Northymbra. Necalli has been surviving by his wits in this strange new world ever since.

NECALLI (LARGE BEAST)								
M	S	B	R	N	C	A	F	P
D10	D10	D8	D4	D10	D6	D6	D10	D10
FEE			FATE POINTS			BAND RATING		
35 Pennies or five Fate points			2			Band Rating increases by 15		
SKILLS								
Tough (4), Dual Wielder, Furious Charge, Strider								
EQUIPMENT								
Two One-handed Weapons (swords)								

✂ Gwasila, Kennec Fox

When the trading caravans cross the sands of the Great Desert, they are always at risk from thieves, bandits, and wild beasts. So the merchants hire guards from the nomadic tribes that call the desert home. Gwasila is one such guard; his fantastic hearing makes him almost impossible to surprise, and his skill with his Takoba sword is second to none. However, his time with the caravans has given him a taste for wandering, and now he has found his way to Northymbra.

With his coin running short, Gwasila is available for hire to any Band looking for the best guard in the business.

GWASILA (LARGE BEAST)								
M	S	B	R	N	C	A	F	P
D8	D12	D8	D6	D8	D6	D12	D8	D8
FEE			FATE POINTS			BAND RATING		
25 Pennies or three Fate points			2			Band Rating increases by 12		
SKILLS								
Bloodhound, Parry, Resist Magic								
EQUIPMENT								
One-handed Weapon (sword)								

✂ Apinya, Siamese Cat Seeress

Apinya is absolutely dedicated to the craft of magic; there are no depths she will not plumb to learn another spell or enchantment. Her early years in the Courts of the Sukhothai kingdom gave her access to books and scrolls collected by hundreds of years of philosophers and sages, and from them she gleaned much knowledge of the esoteric arts.

Having absorbed all she could in Siam, Apinya set out by ship, following the trade routes around the world to uncover magical secrets wherever they may be found. In Roma, she gained much knowledge of dark and forbidden rites in the Grand Library of the High Church of the Almighty, while dodging the attentions of the DeBouan Witch Hunters. Now, she has arrived in Northymbra to learn all she can of the local Natural magic.

Completely focused, she cares nothing for those around her; only the pursuit of magical knowledge matters. Cross her at your peril.

APINYA (MEDIUM BEAST)								
M	S	B	R	N	C	A	F	P
D8	D6	D4	D4	D6	D6	D8	D12	D12
FEE			FATE POINTS			BAND RATING		
35 Pennies or four Fate Points			2			Band Rating increases by 10		
SKILLS								
Weak (2), Delicate (2), Resist Magic								
SPELLS								
All Dark Magic and Unbound Magic Spells								
EQUIPMENT								
Mask of Andabaar (counts as a Focus, but adds +2 to Casting Rolls)								



✂ Brutus Testudo, Hermann’s Tortoise

The Old Empire is a dangerous place; with its days of riches and power fading, rife with civil war, and with every noble having one eye on the throne, alliances constantly shift and splinter as betrayal becomes the fastest path to success. The 18th Legion was a casualty of this treachery; sold out and slaughtered to the last soldier... or so it was thought.

Brutus Testudo, First Centurion of the 18th Legion, survived his wounds and slowly crawled his way out from the piled corpses. Now he works as a mercenary, slowly earning the coin he needs to raise an army.

One day he’ll return home to wreak his vengeance. However long it takes.

BRUTUS TESTUDO (MEDIUM BEAST)								
M	S	B	R	N	C	A	F	P
D4	D10	D8	D4	D4	D6	D6	D12	D8
FEE			FATE POINTS			BAND RATING		
25 Pennies or three Fate points			2			Band Rating increases by 8		
SKILLS								
Tough (3), Shield Master, Enduring								
EQUIPMENT								
One-handed Weapon (sword), Light Armour, Heavy Shield								

✂ Bila Durang, Platypus

Bila Durang is on Walkabout. And he’s been walking a long way; right across the country to the coast, onto a boat, across the sea, across more countries, more seas, and finally to Northymbra. He reckons if he keeps walking long enough, he’ll get back to where he started.

On the way, he’s seen all manner of strange and interesting things, expanded his mind, and tried out all kinds of new and tasty tucker. And he’s met loads of really weird looking animals...

If you meet him, maybe you can convince him to join your Band for a while. He’ll always help out a mate.

BILA DURANG (MEDIUM BEAST)								
M	S	B	R	N	C	A	F	P
D8	D8	D6	D12	D10	D10	D8	D8	D8
FEE			FATE POINTS			BAND RATING		
25 Pennies or three Fate Points			2			Band Rating increases by 12		
SKILLS								
Tough (2), Killing Blow, Targeteer, Rock Steady								
SPELLS								
Wild Magic; Stag's Leap								
EQUIPMENT								
One-handed Weapon (club), Killer Boomerang (adds +2 to any Wounds caused but, after throwing, Bila must move to the target's position to recover the boomerang before it can be thrown again; Range: 8")								

✂ Gnarls and ‘Thug’

Gnarls and Thug are hired as a pair; the fee in Pennies or Fate pays for them both. Fee: 40 Pennies or five Fate points for both Gnarls and Thug. Band Rating increases by 25.

Gnarls the Cruel is not a very nice Shrew; there’s nothing that he wouldn’t do for a silver penny – including stealing a baby badger and raising it in fear and torment to breed a lethal killing machine that Gnarls can hire out to the highest bidder.

There are few beasts as vile as Gnarls and there’s little he won’t do for coin. It’s a filthy business but, when muscle is required, it’s surprising how many Bands are ready to overlook their principles and put their money into Gnarls’ grasping claws.

Thug’ has been a slave his whole life; beaten, starved, whipped, and treated like filth by his Shrew master. His anger is bone-deep; his hatred for Gnarls is only matched by the fear that the Slavemaster has bred into him. He doesn’t even know his real name. Forced to fight, ‘Thug’ takes out his rage on whoever Gnarls orders him to. But, however sorry you feel for him, take care – pitiable he may be, but he is a danger to all those around him.

Gnarls the Cruel, Shrew

GNARLS (SMALL BEAST)								
M	S	B	R	N	C	A	F	P
D6	D8	D6	D6	D8	D6	D8	D10	D8
FEE			FATE POINTS			BAND RATING		
it should be: 40 Pennies or five Fate points for both			2			Band Rating increases by 25		
SKILLS								
Tough (1), Lucky, Taunt								
EQUIPMENT								
One-handed Weapon (barbed whip)								

‘Thug’ the Slave Badger

'THUG' (MASSIVE BEAST)								
M	S	B	R	N	C	A	F	P
D8	D12	D4	D4	D6	D4	D8	D8	D12
FEE			FATE POINTS			BAND RATING		
n/a			0			n/a		
SKILLS								
Tough (5), Strong (3), Fearsome, Berserker, Unarmed Fighter, Furious Charge								
EQUIPMENT								
None								
NOTES								
If Gnarl's is taken Out of Action, 'Thug' gains the condition Berserk immediately and treats all models on the tabletop as enemies.								

⚔ Reddry Hardstriker, Stoat Shinty Star

Neddry’s had a glittering career on both the Shinty and Hurling fields of Northymbra, leading the Gisburgh Hammers to victory on a regular basis. But the sporting season only lasts for half the year, and the wily Stoat needs an outlet for his pent-up energy and aggression! As such, he can often be found roaming the wilds, fighting for various Bands and taking the opportunity to work on his mighty swing. And the swing that can send a ball flying into the net at breakneck speed can also break a neck or two!

NEDDRY HARDSTRIKER (MEDIUM BEAST)								
M	S	B	R	N	C	A	F	P
D10	D10	D6	D8	D10	D6	D10	D8	D8
FEE			FATE POINTS			BAND RATING		
20 Pennies or three Fate points			2			Band Rating increases by 12		
SKILLS								
Strong (2), Tough (2), Feint, Killing Blow, Fearless								
EQUIPMENT								
One-handed Weapon (hurley)								

⚔ Tarrin Crum, Mole Alchemist & Engineer

Tarrin Crum, the chief alchemist and engineer of the Noble Fellowship of Most Scientific Artisans, has developed new and devastating weaponry on behalf of the Royal Army. Of course, it’s not entirely stable yet, and may just be more dangerous to the user than to the enemy. So Tarrin’s always happy for the opportunity to do some field-testing...

Tarrin Crum can be hired with either: a single Cannon (either a Falconet or a Bombard, see [page 268](#)) and a crew of two Weasel Conscripts; or with two Cannon, both with a crew of two Weasel Conscripts. Tarrin Crum and the Weasel Conscripts are all treated as separate models, each of them Activates like any other models in your Band.

Tarrin Crum

TARRIN CRUM (MEDIUM BEAST)								
M	S	B	R	N	C	A	F	P
D4	D6	D6	D8	D6	D6	D6	D12	D8
FEE			FATE POINTS			BAND RATING		
40 Pennies or four Fate points for a single Cannon and crew. 60 Pennies or eight Fate points for two Cannons and crew			2			Band Rating increases by 25 for single cannon and crew; 50 for two cannon and crew		
SKILLS								
Strong (2), Tough (2), Fearless								
EQUIPMENT								
One-handed Weapon (tools)								

Weasel Consript

WEASEL CONSCRIPT (MEDIUM BEAST)								
M	S	B	R	N	C	A	F	P
D8	D8	D6	D8	D6	D6	D6	D8	D8
FEE			FATE POINTS			BAND RATING		
n/a			0			n/a		
SKILLS								
Fearless								
EQUIPMENT								
One-handed Weapon (tools)								



BOMBARDS AND FALCONETS

Note: Although these rules apply to the Freelancer Tarrin Crum, they can also be used in Quests of your own devising, such as a siege, a Battle on board a ship, or something similar.

Cannons are represented on the table as individual models; however, Cannons do not Activate or operate like normal models – they must be operated by other models using Interact Actions. Whenever Tarrin or the Weasels are in Base Contact with a Cannon, they may make Interact Actions. This allows them to do the following things:

- ❖ **Move a Cannon (Interact Action):** A Bombard may be turned on the spot to face a new direction. A Falconet may be turned on the spot to face a new direction or moved 6" in a straight line on its current facing. If a Cannon is moved, all crew models in Base Contact are moved with it.
- ❖ **Fire a Cannon (Interact Action):** Unlike normal models in *Burrows & Badgers*, Cannons do not benefit from 360 degree Line of Sight. Instead, they can only shoot something the barrel is pointing at. Look from behind the cannon's barrel at the target model; if the target model lines up, you can shoot them.

Cannons have unlimited range; they are assumed to be able to fire right across the tabletop. In fact, any model in the path of the Cannon's shot will be a possible target and will have to roll their Nimbleness to avoid being hit!

Roll one of the crew's Ranged dice, along with a single d6; the d6 is a Misfire dice.

If **either** of the dice rolled are a 1, then a Misfire has occurred. Roll on the Misfire Table. If Tarrin Crum is in Base Contact with the Cannon, you can re-roll a result on the Misfire Table.

Compare the Ranged dice roll to the target's Nimbleness roll as usual; if the Ranged roll beats the Nimbleness roll, then the cannon shot has hit. Apply Wounds as normal.

All Cannon shots ignore Tough gained from Armour.

- ❖ Falconets count as Strong (8).
- ❖ Bombards count as Strong (12).

To prepare for firing again a series of three Interact Actions must be made:

- ❖ Sponging after firing (Interact Action)
- ❖ Loading (Interact Action)
- ❖ Ramming (Interact Action); the cannon is now ready to fire.

MISFIRE TABLE

Bombards – roll a d8; Falconets – roll a d10 and consult the Misfire table below.

MISFIRE TABLE	
DIE ROLL	RESULT
1–2	Detonation! The Cannon explodes. All models in Base Contact immediately go Out of Action; any models within 6" suffer d12 Wounds. The Cannon is destroyed. Remove the model from the table.
3	Fracture. The barrel ruptures and the crew are caught in the blast of exploding black powder. All models in Base Contact with the Cannon suffer d12 Wounds. Remove the model from the table.
4	Unseated. The Cannon's barrel bucks with the recoil and the shot goes wild. The cannon must be dragged back into position and secured. This will require four Interact Actions to perform; then the cannon can be sponged, loaded, and rammed as normal.
5–6	Dodgy Powder. The cannon fizzles and fails to fire. The barrel will require two Interact Actions to clear; then the cannon can be sponged, loaded, and rammed as normal.
7+	The Cannon fails to fire. It cannot be fired this Turn; but still counts as being loaded and ready to shoot, so may fire next Turn.



BAND NAME

ALLEGIANCE

RATING

ARCHETYPE

PENSION

LABOUR

MATERIALS

TREASURY

NOTES

STASHED EQUIPMENT

1

2

3

4

5

6

7

8

9

10

11

12

DEN UPGRADES

1

2

3

4

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11

12

NAME

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7

8

E

X

P

SPECIES

9

10

11

12

13

14

15

16

SKILLS, SPELLS ETC

LEVEL

MOVE

STRIKE

BLOCK

EQUIPMENT

WEAPON 1

1

RANGED

WEAPON 2

2

NIMBLENESS

ARMOUR 1

3

CONCEALMENT

ARMOUR 2

4

AWARENESS

ITEM

5

FORTITUDE

SPECIAL

6

PRESENCE

NAME

1

2

3

4

F

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7

8

E

X

P

SPECIES

9

10

11

12

13

14

15

16

SKILLS, SPELLS ETC

LEVEL

MOVE

STRIKE

BLOCK

EQUIPMENT

WEAPON 1

1

RANGED

WEAPON 2

2

NIMBLENESS

ARMOUR 1

3

CONCEALMENT

ARMOUR 2

4

AWARENESS

ITEM

5

FORTITUDE

SPECIAL

6

PRESENCE

NAME	1	2	3	4	F	A	T	E
	5	6	7	8	E	X	P	
SPECIES	9	10	11	12				
	13	14	15	16				
LEVEL					SKILLS, SPELLS ETC			
MOVE								
STRIKE								
BLOCK					EQUIPMENT			
RANGED					WEAPON 1	1		
					WEAPON 2	2		
NIMBLENESS					ARMOUR 1	3		
CONCEALMENT					ARMOUR 2	4		
AWARENESS					ITEM	5		
FORTITUDE					SPECIAL	6		
PRESENCE								

NAME	1	2	3	4	F	A	T	E
	5	6	7	8	E	X	P	
SPECIES	9	10	11	12				
	13	14	15	16				
LEVEL					SKILLS, SPELLS ETC			
MOVE								
STRIKE								
BLOCK					EQUIPMENT			
RANGED					WEAPON 1	1		
					WEAPON 2	2		
NIMBLENESS					ARMOUR 1	3		
CONCEALMENT					ARMOUR 2	4		
AWARENESS					ITEM	5		
FORTITUDE					SPECIAL	6		
PRESENCE								

NAME	1	2	3	4	F	A	T	E
	5	6	7	8	E	X	P	
SPECIES	9	10	11	12				
	13	14	15	16				
LEVEL					SKILLS, SPELLS ETC			
MOVE								
STRIKE								
BLOCK					EQUIPMENT			
RANGED					WEAPON 1	1		
					WEAPON 2	2		
NIMBLENESS					ARMOUR 1	3		
CONCEALMENT					ARMOUR 2	4		
AWARENESS					ITEM	5		
FORTITUDE					SPECIAL	6		
PRESENCE								

NAME	1	2	3	4	F	A	T	E
	5	6	7	8	E	X	P	
SPECIES	9	10	11	12				
	13	14	15	16				
LEVEL					SKILLS, SPELLS ETC			
MOVE								
STRIKE								
BLOCK					EQUIPMENT			
RANGED					WEAPON 1	1		
					WEAPON 2	2		
NIMBLENESS					ARMOUR 1	3		
CONCEALMENT					ARMOUR 2	4		
AWARENESS					ITEM	5		
FORTITUDE					SPECIAL	6		
PRESENCE								

CREDITS

ABOUT THE AUTHOR

Michael Lovejoy is one half of Oathsworn, a tiny company that produces miniatures, terrain and games. He has been a professional sculptor since 2001, and has worked on historical, fantasy and sci-fi projects in all scales and sizes. His main areas of interest are Science Fiction and Fantasy, with regular diversions into Early Imperial Rome and the Vikings. He also has a slightly unhealthy obsession with mid-14th century England...

ABOUT THE ILLUSTRATOR

Peter Johnston was born in Tooting, London, and was raised on a diet of military history, Greek mythology, and comic books. His earliest drawings were strange reimaginings of the battle of Hastings with Normans fighting the Avengers. He studied visual art and printmaking in Wales, learning the traditional techniques of etching and mezzotint. He has now replaced the printing press with Photoshop and has been a digital artist for more than ten years, designing Steampunk, Sci-Fi, and Fantasy figures and scenes for books, games, and software.

ABOUT THE PHOTOS

All miniatures photographed in this book are the work of Michael and Jo Lovejoy. The terrain is either scratch-built and painted by Michael and Jo Lovejoy, or constructed from MDF kits designed by Sarissa Precision Terrain, and painted by Michael and Jo Lovejoy.

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