

HELLO, I AM THE COVER TO A BOOK.

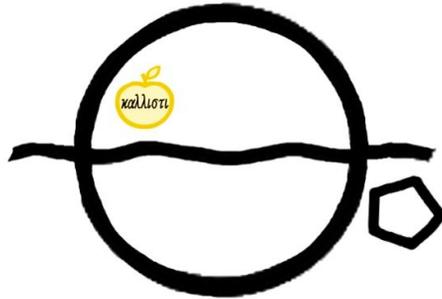
JUDGE ME.

THIS PAGE HAS BEEN LEFT BLANK

for you to draw something.

WARPHEIM

The Game of Auto-Erotic Defenestration



To Eris directly for once.
She knows why.

And to you. Enjoy.

THIS PAGE IS FOR ART

Specifically the Owl of Athena, perched above an open book.

That book is Warpheim, opened to this very page,
where an Owl is perched
above an open copy of Warpheim.

That page is this page, etc, etc.

Detailed infinity shot
with FOUR books and owls visible in total,
implying five counting the reader holding this copy.

This book is intended both as a religious text
And as a work of loving parody.
It should never be mistaken for some kind of game.

It is a golem, sculpted from modelling putty & hex'd
To fragile life by stolen words of merry decree
From many other stories much the same..

This book is yours to do with as you see fit.
Play it, like it, hate it, slap it, punch it, shoot it,
Fake it, break it, make a mistake with it.
Cry "Into the lake with it!"

Smell it, cut it, burn it, boil it, eat it.
Rewrite it, crowd-source it, tweet it.
Get bored and delete it,
Only then will you defeat it...

With that said, this is technically 2013 © copyright
By *your humble author* just in case we have to fight
(If it's original and not merely more of the same).
If it's shamelessly stolen, then no credit is claimed.

Due to the religious nature of this work of prophet
Any and all reproductions for the purpose of profit
Are *explicitly* forbidden so make no mistake:

Do not sell this you mooncake!

Or do sell it, **IF** the binding is extra-snazzy.
No biggie. Translate it! Please spread it far.

But it must be cheap, open-source, & always free on the net
And this book's text must be copied in full, 100%,
Unaltered, unedited, with no additions, removals,
Or modifications of any sort to its content.

Don't you dare even fix the *obvious typos*
or our Orcish lawyers will eat your car.

Additionally, at least 50% of any sale's profit
MUST be donated to the needy, to be split evenly
Between Doctors Without Borders & Kallisti*

*C/O The 5th Church of Tlazolteotl-Eris, to wit,
Whose perverse, deranged crook of a leader saw fit
To pen this dumb thing in the first place over tea.

(Or just give it all to the good doctors
For them to oversee.
Whatever. Hooray charity!)

Special Thanks:
Carl Sagan, Nicola Tesla, Nicki Minaj
The heroes of this universe.

Contents:

Introduction

Game, meet Player.

Player, meet Game.

Now play safe you scamps!

The Rules Strongly Worded Suggestions

Keywords and Characteristics

The Game Cycle

Moving Stuff Around

Charging Stuff

Hack and Slash

How to Shoot Lasers

How to Bleed Lots and Die

"Use The Psychology"

Running Away Screaming!

Campsites

Arson, and Other Poems

Random Events

Where You Can and Can't Put Stuff

Standard Missions (roll a d6):

- 1 Skirmish in the Streets
- 2 Don't Wake the Giant
- 3 Campsite Raid
- 4 Rescue the Royal Brat
- 5 Hunt for Hidden Treasure
- 6 Behold! The Wizard's Tower

Irregular Missions

The Most Dangerous Game

Tournaments, Splats, & Murderball

Post-Game Sequence

Humiliating Injuries

Exploration and the Market Bazaar

Talents and Upgrades

Characteristic Improvements

Talent Lists

Gifts of the Warp

33 Exploratory Party Lists

Albion Shimmering Warriors
Alchemists and Engineers
Bandits and Thieves
Black Orc Mob
Centuars and Other Wild Things
Dark Elf Corsairs
Dark Elf Murder Cult
Dwarf Rangers
Dwarf Slave Traders
Dwarf Treasure Hunters
Fanatics and Flagellants
Federation of Voidwalking Species
Goblins, Orcs, and Trolls
High Elf Outcasts
Hobbit Explorers
Human Archetypes
Lizard People of Tezcatlipoca
Monks, Samurai, and Ninja
Norse Berserkers
Ogres
Pioneer Knights
Pirates and Bootleggers
Pit Fighters and Gladiators
Questing Knights
Servants of the Lich
Sisters of the Church
Tomb Guardians
Vampire Minions
Vermintide
Void Monsters
Warp Cult
Witch Hunters
Woodland Fae

Assorted Hirelings

Mercantile Contractors

Feral Creatures and Mounts

Monsters

Vehicles

Guild Contracts

Armoury

Melee and Projectile Weapons

Armour and Shields

Miscellaneous Equipment

Cybernetics and Prostheses

Vehicle Upgrades

Enchantments

Campsite Supplies

Mmmmmagic!

(Because all the best lies are true.)

Acknowledgements, Credits, Mumbo-Jumbo, and Hocus Pocus

WARPHEIM

The Game of Auto-Erotic Defenestration

Wherein:

*The proverbial
'Gentlemen's Agreement'
Is to break the game
As hard as possible.*

Ladies, gentlemen, boys, girls, hermaphrodites,
and genderless sentient crystals of all ages,
welcome to Warpheim!

THE GOLDEN CITY

Amid the eerie flotsam of the immaterial realms, down in the darkest and most primal depths of the warp, there exists a city unlike any other. Yet for all its uniqueness every other city shares its face.

It is the shadow of Ancient Uruk's wall upon the sand. It is the romantic music of Paris and the cuisine of Nova York, the grand displays of Rome, and the acrid, forever remembered stench of the Hyper-Tokyo Underhives. It is the Emerald City, El Dorado and Atlantis. It is the Silver City in the Kingdom of Heaven, and it is the blackened, industrial heart of the Empire of Dis.

Known in the old tongues as *Dhashamon*, it is the fabled "golden" city in the warp, shimmering at the crossroads of all time and the vast majority of space.

It is the first village, and its streets are every street.

Many among those that dwell forever in the shifting realms dream of one day returning to a more stable consensus reality, like the mythical land of Earth from the folk legends, but all recognize this as folly. The miracles of the Golden City are labyrinthine and infinite: Mazes within mazes such that no one could escape if given a thousand lifetimes.

Be careful here, traveller, for the city likes to play with new arrivals like a cat toying with a captive mouse before devouring it. Run fast, little mouse. Run fast, run true, and perhaps you might live.

*Be hasty and flee: Look out! The City's free!
Be quick, we must rout! Be wary, be feisty, but flee!
Get out! Get out! For the Sidewalk shan't be nice to thee.*

*The City's broken free. Flee, tiny mice, flee and be hasty!
Run away from your house. Rout! Run as fast as can be!
For the Pavement thinks you're tasty.*

*The City names meat as its price, little mouse.
The slow, greedy mice of base avarice
Are oft' the first to be hunted down:*

*Cursed to be diced or drowned or crushed by downtown,
Or split open by steel and their neck twisted round?
Of course, most of the bodies are simply... never found.*

*With careful selection of tinted reflection
Skyscraper geists play optical heists:
Bending in mirages of warm, inviting lodges*

*To taunting view of starving few, lured to a fool's demise.
Gloom of night hatches haunting tricks of glass and light
And so the City catches prey without a daunting fight.*

*The City is cunning. Sometimes it can be cruel, or wise.
What soothsayer's bones and dice could dare surmise
The gritty, perilous stones the Pavement may yet devise?*

*Be hasty and flee: Look out! The City's free!
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For the Pavement thinks you're tasty.*

*Be Wary if you tarry.
A sleeping city's not so scary,
But a walking, waking, twisting block*

*Of baking brick and churning rock,
Twisting up with car and truck?
The pavement's liquid: now you're stuck!*

*Be hasty and flee: Look out! The city's free!
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For the Pavement thinks you're tasty.*

*Power line spine and nervous electrical grid,
Traffic cameras leering like eyes without lid
There was no place that you could have hid...*

*The Sidewalk is always hungry.
The cobblestones click like chittering locusts:
Flying swarms of shingle and brick*

*Clear of purpose with deadly focus.
So be wary if you tarry,
It's a city Atlas couldn't carry!*

*Be hasty and flee: Look out! The City's free!
Be quick, we must rout! Be wary, be feisty, but flee!
Get out! Get out! For the Sidewalk shan't be nice to thee.*

*The City's broken free. Flee, tiny mice, flee and be hasty!
Run away, little mouse. Rout! Run as fast as can be!
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A METROPOLIS OF WONDERS

The greatest wonder in all the Golden City is surely the Library of Lost Civilizations, in which all of history - recorded and unrecorded, from Prometheus' fire to the very heat death of this universe - is enshrined forever, scrimshawed onto the bones of the conquered. (Though the traffic light orchards in the New Quarter are a sight to behold.)

[TRAFFIC LIGHT ORCHARDS WATERCOLOUR]

Each sun that has ever given birth to life surrounds the Golden City like the orbital of an electron, forming a shimmering halo of quantum possibility. This is the City-Between-Cities. The murky umbral dreaming-place where all civilizations began and where all fallen cultures come to die: A place where they willingly come to be honoured, and to rest their weary bones. In Thrice-Blessed Dhashamon, where sleeping cities dream...

Do you remember *your* dream, traveller? The one from your childhood, in which the intersection by your house was part of three cities at once. It all seemed so simple when you saw the angles, so natural. That single traffic light blinking between cities in perfect harmony, as if it had always been this way, as if all roads lead to home.

Try to remember...

THE TIMELESS REALMS

Lying perpendicular to the Golden City
in the local quantum grid are the
tomb planets.

Ancient and unchanging,
they exist outside the passage
of time.

Here vast, cold monoliths of office block and skyscraper
stretch upward to the grey heavens in perfect, static rows,
Yet the streets below rearrange themselves into complex
fractals if they sense they are being mapped.

The tomb planets are ruled over
by ancient and mighty Crom-Cruach,
the Iron Worm-King of the subway tunnels,

And by Eighty-Eight Wheeled Acura-Mazda,
millipedal racecar dæmon of molten asphalt
and burning rubber.

[ART: Subway Optical Illusion of Tunnels Overlapping]

THE ARCHEPELAGOS

In the space-between-spaces the word-gods of idea and faith graze ponderously through the minds of lesser beings, foraging for sustenance in ever-multiplying shoals and squabbling pettily for the dwindling resource of consciousness.

**[SKETCH of small, paradise-like islands
on the top halves of asteroids overlooking the Golden City]**

Look, traveller, another hungry pack approaches, do you see? Deionises leading them, followed by Bast, then Ganesh, Thoth-Hermes, Kali, Ganesh again, Nike, Hephaestus, Xipe-Totec, Chorenzon, Wotan, Ares, Yog-Shoggoth, Ishtar, two more Ganeshes (one of them wearing a leotard), and a straggling Ananansi rounding out the herd. You must watch them carefully, traveller. Starvation makes them grow bolder and more cunning with each passing season.

**[Sketch of cute, cartoony gods running from right to left
in the order described,
with an adorable Ananansi about an inch behind on the page
trying to keep up but tripping over his many legs]**

And then there are the gods of the old places...

The Primordial Gods. The ones who built the City and who fashioned the first world it called home. Give glory unto them and you shall know their names:

Sunch,

The nine eyed trickster peacock. Who fooled the world into creating itself.

[SKETCH OF SUNCH, PROUD]

Onogol,

The loving father. Who impregnated the world with His rancid, maggot infested genitals.

[SKETCH OF ONOGOL, MERRY]

Arkhare,

The sixty-four mouthed hound. The beast who eats its young, who fed upon the children of the world.

[SKETCH OF ARKHARE, BOLD, PREDATORY, INTELLIGENT]

Eshornaal,

The silver tongued boy-god who thought it was a girl-god. Whose innocence brought the world to ruin.

[SKETCH OF ESHORNAAL, CARTOONISH, SHOWING ITS BUTT TO THE READER AND SPEAKING WITH A HEART IN A SPEECH BUBBLE.]

Among the oldest known communications held within the Golden City's vast hall of records is a short poem, translated from a binary carrier wave sent during the creation of this universe:

*By the machinations of Great Sunch all cities
Rise,
And by the whimsy of Onogol they crumble
to the dust of ages.
In Arkhare's name they feud,
and war,
and die,
And by Eshornaal's hand they breed
and multiply again.*

The Golden Buddha-Emperor,

The living statue. Who died, meditating for a century in His garden, trapped in the winding roots of a lilac tree that grew around Him as He sat. Who became the tree as His mummified corpus, lost within, was plated gold by His disciples.

[SKETCH OF THE GOLDEN BUDDHA-EMPEROR, RESPLENDANT]

Ogo,

The Idiot-God of Nuclear Annihilation. Who bears witness over all.

[SKETCH OF OGO, ON THE COUCH, LOOKING FOR THE REMOTE.]

Hob Zol,

The dancing goblin metagod. Who wears a crown of ten thousand leering faces. Who seeks entertainment above all things.

[SKETCH OF HOB ZOL, SITTING ON A TOILET,
LOOKING DIRECTLY AT THE READER,
AND CLAPPING.]

Bolast,

The fish god. Who died, and was later eaten by a bear.

[SKETCH OF A PLATE OF TASTY SALMON ROLLS.]

Uluguleth

The human attorney. Who became lost on the way home from the office one day, and who wandered into the Golden City entirely by mistake.

Who encountered a jinn in a soda pop bottle that promised three consecutive boons, each boon instantly altering reality in any manner requested.

Whose perfectly chosen phrasing outwitted the foolish, badly written jinn's simplistic clause of boon limitation and who was granted the proverbial "infinite wishes."

Who asked as the first boon that the definition of the word "boondoggle" now be rewritten to become synonymous with the pre-established definition of the word "boon" in all contracts, verbal or written, across all of creation (including, but not limited to, anti-matter reflections of creation, parallel dimensions, microverses, macroverses, negaverses, nagaverses, multiverses, hyperverses, post-fictional pretentious metaverses, alternate canons, What-Ifs, and franchise spin-offs), retroactive to the beginning of linear time or to the beginning of consciousness, whichever comes first in the area.

Who asked as the second boon that the jinn's contractual injunction limiting the requesting party to three boons be explicitly specified as pertaining exclusively to the word "boon" in direct combination with the act of granting it as stated, as opposed to the entire abstract concept of granting boons itself, which the granting party acknowledges they were merely using one of multiple legally synonymous words to communicate.

Who then boondoggled for infinite boondoggles, snapped closed their briefcase, and stepped into godhood.

[THIS PAGE IS FOR ANTI-WIZARD PROPAGANDA ART]

What the heck is this?

Warpheim is ~~a love story for cannibals~~ a tabletop treasure hunt and skirmish game involving two or more players.

Each game player controls one (1) to twenty (20) miniatures, representing their exploration party as they lurk the streets of the Golden City, fight for scarce resources, defend their territory, explore mythical dungeons, slay helpless monsters and rescue dangerous princesses.

The central appeal of Warpheim is the extended campaign. Players control their exploratory parties over multiple games and develop narratives for their heroes as they triumph or perish. Watching the astonishing rise and tragic fall of individual models can be quite entertaining, but the overall narrative remains focused on the Party, its history, and its future.

It's a lot of fun and you should try it. Warpheim leads to a healthier, more active lifestyle. Warpheim will make you flex muscles you didn't know you had. Warpheim will put hair on your chest. Warpheim will improve your romantic life in new, profound, and unimaginably exotic ways. Warpheim will make you good at extreme sports while freshening your breath.

Warpheim will turn you into a Real Man.

Even if you are a woman.

Especially if you are a woman.

Go on. Gamble a stamp.

To Start:

First off you'll need at least one six-sided die and one or more models for each player. Tiny things usually. Like 3 centimetres or so for a humanoid.

(Lego people, gummy bears or other counters work just fine as long as you're not tempted to eat them until after they're dead.)

Next up, you'll need a playing surface. Any table works fine. You'll also need some terrain. Cereal boxes with one inch squares cut in them work pretty well to simulate buildings. Bonus points if you cut them up and glue them and stuff to make multiple levels.

Many players like to spend a lot of time modelling their party, their table, and their terrain, and this can add greatly to the experience and your sense of emersion in the game.

Building a table and detailed parties is 100% recommended.

It is also strongly recommended to make your tables as three-dimensional as possible. The perfect Warpheim table is a four foot cube of megacity-themed terrain. Highway off-ramps curling around tall buildings and whatnot.

After all, if you're not jumping off a sky-scraper to strap a time bomb to a pterodactyl, what's the point of life?

**[SKETCH OF JUMPING OFF A SKY-SCRAPER TO STRAP A TIME BOMB
TO A PTERODACTYL: THE POINT OF LIFE.]**

Consult the resource page near the end of the book for a variety of great places to get miniatures and terrain suitable for Warheim. You should also make a point of finding and supporting your Friendly Local Game Store (often abbreviated to FLGS).

Your ink-stained guide would be remiss however, if they didn't give the opening plug of this living gaming bible to the voluptuous and ever-tumescent *Games Workshop*, nimble purveyor of high detail, high quality, high price masterworks for a quarter of a century and change. Games Workshop are also the main victim of this work of parody (along with D&D, obviously), so if you like anything about this humble Discordian game you should go out and buy some of their awesome junk to play it with.

Buy, you swine! Consume for Mammon!

[Seal of Foras, the thirty-first spirit, bound, and made to resemble a three legged, three armed circus strongman in the Charles Atlas vein.]

Terminology & Abbreviations

Party

The term for the 1-20 miniatures under the command of you, the player. Not all members of a party fight in every minor skirmish. Some may rest and recover back at the campsite, or make use of talents instead of fighting and foraging.

d3

A six sided die is used to simulate three options. Divide the result rolled by two (round up) to get a result between one and three.

d6

A six sided die. You may be required to roll more than one d6 at a time, in which case a number will be written in front of the die abbreviation. For example 2d6 means a roll of two six sided dice. 4d3 means a roll of four "three sided" dice, and so on.

d66

Two six sided dice rolled together to generate a number between 11 and 66. One die is nominated as the tens column, the other as the ones.

Reroll

A die, or group of dice rolled together, such as a C check or a d66, may sometimes be rerolled and the new result will be applied in its place, even if it is worse. You cannot undo a reroll. You can never reroll a previously rerolled die unless explicitly stated. To state it again: you can only reroll a die (or dice) once. Not twice. Not thrice. Not thrown by mice. You cannot reroll the dice twice on a bed of rice or control the dice with a foreign device. The dice cannot be altered twice by a stranger playing nice.

So only reroll once, you thunderous dunce.

Gold Crowns, Pieces, Doubloons and so on...

This game functions around a points-buy system called Gold. Almost everything costs gold to get. Models must be hired, equipment bought and talents trained. Players are given an equal amount of starting gold to spend on their parties and must acquire more to spend as the campaign goes on.

Party Value

Is the combined worth of everything in your party in gold, including every model, upgrade, and item in your horde. Do not include upkeep, maintenance fees or unused experience.

Hero, Unit, and Model...

All refer to the same thing and are used interchangeably. The terms refer to any individual object with both a *characteristic profile* and a physical *doodad* or *thingamabob* on the table to represent its position.

Line of Sight

Refers to a model's eye perspective of the game. Models must be able to see at least 25% of the body of another model in order to count as having Line of Sight to it. Wings, fancy swords, outstretched arms and other decorative modelling decisions do not count as part of the body. We don't want to discourage awesome models.

Action, Turn, and Unit Turn...

Are interchangeable terms referring to the act of one model - or sometimes one unit comprised of several alike models - performing the five phases of a turn.

Game Cycle

The Game Cycle is the "big turn" or the macro-turn. Whichever you prefer. Each Game Cycle consists of every member of all involved parties taking one full action. The game then progresses one Game Cycle.

Keyword

Keywords are special tags written in brackets or italics, or words from the title of a rule or upgrade, that combo or interact with each other. (*Fae don't like (Iron)*, etc.)

Locked

A unit that has already performed its action this game cycle, or a unit that is unable to perform any voluntary actions, is said to be *Locked*. For example, units '*Locked*' in Melee. Most models become *Unlocked* at the beginning of the game cycle and likewise must all become *Locked* again for a game cycle to be complete.

Interrupt

Is the keyword for an event that stops the game cycle and the normal flow of play to resolve itself. The most common form of Interrupt is a Random Event.

Counter-Action

Is the keyword for any action that can only be done in response to another action. The most common example of a counter-action is a *Parry*. *Overwatch* is another example.

Token

A token is a marker used to show where an item, event or effect is on the table. Some tokens represent objects that can only be dragged or pushed. Tokens that represent items, such as Moldavite crystals, dropped equipment, or disarmed weaponry, can be picked up automatically by any model that moves into contact with them in their movement phase. Absolutely any item can be dropped onto the table, instantly creating a token representing it that can be picked back up by anyone. Models in base contact with an item-token that cannot be picked up still count as being temporarily equipped with that item. Some tokens are just physical reminders, and have no effect on the game itself.

Knocked Down (Biff!)

Is a condition that occurs as a result of untoward and uncouth violence. The model has been attacked by an enemy and the force of the blow has knocked them off their feet. The model is placed on its side (or a suitable token is placed beside it). *Knocked down* models are *Locked* until their next recovery phase and count as Fight 1 if attacked.

Stunned (Bam!)

Is the result of more severe violence. The model is winded, dazed, briefly knocked unconscious or otherwise momentarily unaware of its surroundings. The model is placed face down (or a suitable token is placed beside it). Stunned models are *Locked*. They will be hit automatically by melee attacks. Successful hits (of any kind) wound them automatically. The model reduces this condition to *Knocked Down* in their next recovery phase.

Out of Action (Pow!)

Is the keyword for removing a model from the table when it is too injured to continue fighting. Replace them with a corpse token representing their items and equipment. Models in base contact can loot their soon-to-be corpse. They will roll for a humiliating injury after the game and may die.

Moldavite

Is a green form of tektite, the result of large meteor impacts superheating the minerals present around their crash site. These molten fragments cool and solidify in the air as they fall back to the ground. Not entirely unlike obsidian or volcanic glass, moldavite is thought to contain the magic of the Dreaming in physical form and is highly sought after by the wizards, bruja, dreamspinnners, medicine women, arch-dentists, and shamen of the Golden City, who will pay substantial fees for its collection.

[art: green Moldavite fragments]

The Chart™

There is only one chart you need to reference, and it is always this chart:

	T H E I R					T H I N G				
	1	2	3	4	5	6	7	8	9	10
G N I H T R U O Y	1	4+	5+	6+	6+	6+	6+	6+	6+	6+
	2	3+	4+	5+	6+	6+	6+	6+	6+	6+
	3	2+	3+	4+	5+	6+	6+	6+	6+	6+
	4	2+	2+	3+	4+	5+	6+	6+	6+	6+
	5	2+	2+	2+	3+	4+	5+	6+	6+	6+
	6	2+	2+	2+	2+	3+	4+	5+	6+	6+
	7	2+	2+	2+	2+	2+	3+	4+	5+	6+
	8	2+	2+	2+	2+	2+	2+	3+	4+	5+
	9	2+	2+	2+	2+	2+	2+	2+	3+	4+
	10	2+	2+	2+	2+	2+	2+	2+	2+	3+

[SKETCH of an overworked scientist tripping over charts]

Fighting (F)

Is representative of a model's competence at hitting their opponent in melee, including unarmed combat. It is also a measure of the model's ability to deflect or move around incoming blows.

Attacks (A)

How many strikes the model can make in a single melee phase that have the potential to kill.

Toughness (T)

Is a display of the model's fortitude and its ability to withstand attacks without being damaged.

Movement (M)

Is an expression of the number of inches a model may move across the board during their turn.

Initiative (I)

Is used to determine who strikes first in melee as well as to climb buildings, and spot *hidden* enemies.

Command (C)

Is a catch-all mental stat that covers the model's ability to lead, their personal courage, and their general ability to flex their brain muscles.

Evasion (E)

A model's ability to avoid incoming ranged attacks and projectiles. Their ability to dodge in general.

Strength (S)

Measures the model's mastery of muscle mystery.

Lasers (L)

Displays the model's ability to accurately hit targets using projectile weaponry.

Wounds (W)

Represent the number of times the model can be successfully damaged by the enemy before they risk serious injury or being taken *Out of Action*.

Profile Characteristics

Example: A Boring Peasant (Lets say this one farms pigs)

F: 1 A: 1 T: 3 M: 4 I: 3 C: 5 E: 3 S: 2 L: 1 W: 1

Talents: Beast Handler (Pigs), Coward, Farmer,

Equipment: mandrake root, axe (for chopping wood)

Characteristic Checks

Sometimes the rules will refer to characteristic checks, such as an Evasion Check. To "check" something, roll a d6. If the roll is equal to or lower than the model's relevant characteristic the check is passed. Die rolls of a 6 will always fail, regardless of the model's characteristic value. Likewise a roll of 1 will always succeed.

Command Check

When checking Command, you must roll equal to or lower than the model's Command value on 2d6. Rolls of 2 always pass. Rolls of 12 always fail. Horrified by the existential pain of their own half-formed existence, all unpainted models must reroll successful Command checks.

Min/Max Characteristics

Characteristics cannot be reduced below 1 or increased beyond 10 for any reason. Models that do not have access to a certain characteristic have a dash in place of a number and will automatically fail any associated rolls.

Inanimate Objects

Most items have T and W values reflecting their durability.

Items are automatically destroyed if they roll for injury.

Trees, Buildings, Armour, Items, and anything else with T but no F or E, count as having an F and E of 1. Unequipped items on the ground are hit automatically in melee. Items used by a model can be targeted separately by enemies but count as having their owning model's F+2 and E+2, and may make use of any warding, parry or dodge saves the model has (but not armour saves).

Armour Save

Is not a profile characteristic but a measure of how effective a model's armour is at protecting them. Armour saves are taken on a d6 and range from 6+ to 0+ and beyond. If you roll equal to or above your armour save you pass the save and are protected. A roll of 1 still always fails no matter what.

Modifiers

Models may sometimes be given bonuses such as "+1 to their armour save" for example by combining a shield with armour. This, in effect, is giving you +1 to your roll to pass the save, but we write it as reducing the required number by one. For example a +1 bonus to a 4+ save becomes a "3+ save" because, when counting the +1 bonus to the die result, only a natural roll of a 3 is now required.

Warding Saves (and Dodge Saves)

Function almost exactly like Armour Saves, but are taken in addition to them. Roll a model's Warding Save before rolling its Armour Save. Only roll for armour if the model fails its Warding Save first. Warding Saves cannot be modified for any reason so a 4+ Warding Save is *always* a 4+ Warding Save unless some truly dark magic is afoot...

A Note on Base Size

Your ink-stained guide recommends using as small a base as possible for your models, weighted down with a small piece of metal to lower their centre of gravity. This will make placing them in dense terrain easier, and Warpheim is all about dense terrain. If a model comes within 1" of another model it is considered within base contact for the purposes of any rule, charge or effect. This is called "Base (1)."

A note on BEDMAS: Please look it up, and then follow it.
Math solved in the wrong order provides the wrong answer.

A note on Double Negatives and Whatnot

Sometimes this book says "subtract -1" and stuff like that. This is because it's a subconscious visual cue that sort of helps keep modifiers clear, not because you are secretly supposed to add 1 instead.

Random selection

Sometimes you will be called upon to randomly select a model. Your ink-stained guide suggests drawing names out of a hat or using a computer program. For a faster but less precise way, simply say "*first one to roll a 6 is nominated*" and go clockwise around the table pointing to various models until one rolls a 6 and is selected.

Scatter

Sometimes you will be called to scatter something a certain number of inches. To do this roll a "scatter die" with an arrow on every side. Any other kind of small, lightweight, pointed, spinny knickknack will do nicely as well.

Cats, Other Pets

If a non-sentient animal jumps onto the table, models that are knocked over will be affected in-game. Terrain remains where it is moved. Models that are knocked over onto their sides or backs will count as *Knocked Down*. Models that are knocked over onto their faces will count as *Stunned*. Models that are knocked off the table or out of the gaming area are immediately taken *Out of Action* but will not roll for a Humiliating Injury after the mission. They will still be able to participate in the Post-Game Sequence. Intentional application of the feline device to the gaming area will result in the immediate forfeit of the offending party.

The Golden Rule

No, not *"Play to have fun"* or *"There are no rules,"*

Not *"4+ all arguments to keep the game moving,"*

Nor even *"Don't be an insufferable brat."*

No. The Golden rule of Warpheim is:

"You will die here."

That character you sculpted and painted so lovingly, whose personal growth throughout the campaign has been both hilarious and astonishing? The one who has earned a warrior's death at the hands of a great enemy?

They will instead be eaten alive in the gutter, screaming in vain for help that will never come, by a pack of wild, starving dogs.

It will be humiliating.

Learn to appreciate gallows humour and don't get too attached to just one model. Remember: This is the story of an *entire* party.

**[SKETCH OF TWO HUNGRY DOGS
FIGHTING OVER A HUMAN ARM
THAT THEY ARE BOTH TRYING TO EAT]**

The Game Cycle

Each Game Cycle consists of players going back and forth (or clockwise in a circle if there are more than two players) nominating an Active Unit of their choice and *Locking* them by taking a Unit Turn with them. Repeat this process until all *Unlocked* models have been nominated once and acted once. Then a new Game Cycle begins, units become *Unlocked*, and the nominations start all over.

If players possess an uneven number of units, and cannot go back and forth any further, the player with remaining units must immediately nominate them all one after another in any order they see fit until all unit actions have been resolved. The Game Cycle then ends and (unless the mission is over) a new one begins.

Who starts the game is determined by the mission being played, by the players, or by the roll of a die.

**[SKETCH OF CONFUSED LOOKING FANTASY WARRIORS
STANDING ON A CHESSBOARD, SCRATCHING THEIR HEADS]**

Units

Every model is its own unit. Simple.

But...

Models that share a Unit Name and are all equipped identically, including any talents, spells, prayers, characteristic upgrades, and any equipment (*for example: 4 Dwarf Warriors, each with the wall runner talent, +2 F, an axe, a suit of toughened leather armour, a helmet and a shield, or 2 Triceratops, each with magic carpets and shotguns*) can be deployed at the start of the game as a single "Unit" and therefore will all be nominated all at once by a player. Obviously this can be very useful for a horde of models as they can nominate and react at the same rate as a small, elite party, instead of as a clump at the end of the game cycle - though that has its advantages too.

All models in such a unit must remain within 4" of each other at all times. Their actions occur simultaneously, and each Turn Phase must be completed by the entire unit before moving on.

Models in a unit may still move, shoot, charge and otherwise act independently however models that fall out of 4" stop being part of the unit and may not rejoin it. They are their own individual unit again for the rest of the battle and must be nominated separately in following game cycles.

**[SKETCH OF SWISS GUARD WITH HALBERDS
MOVING AS A UNIT IN FORMATION.]**

Unit Turn Sequence

There are five distinct phases in each *Unit Turn*. Only the active player's models act during that player's turn (excepting *melee*) and all actions must always be carried out in the following order:

First, the Recovery Phase

1.1 Rout Check: If 25% or more (rounded down) of your party's models are now *out of action*, You must take a rout check against the acting leader's Command.

1.2 Stupid models measure to see if they are within 6" of an allied model that is neither *Feral* nor a vehicle, nor also *Stupid*.

1.3 Knocked Down models stand up, *Unlocked*. They cannot run or charge. If they stand up into base contact in *melee* with an enemy they will strike at Initiative 1.

1.4 Stunned models become *Knocked Down*.

1.5 At the end of each player's first Recovery Phase of every new Game Cycle, any Random Encounters rolled by the player take their full unit turns, acting in the order they first appeared.

[SKETCH OF A JOLLY, PEAR-SHAPED CLOWN ON A UNICYCLE,
MERRILY BLOWING ON A KAZOO AND POINTING AT A CROWD OF
PEOPLE, ORDERING THEIR WELL-TRAINED ARMY OF TINY BALLOON
POODLES TO ATTACK AND OVERWHELM THE NEW VICTIMS.

FEEL THE CREEPY CIRCUS MUSIC.]

Second, the Charge Declaration Phase

2.1 Declare all charging models in an active unit before moving any models from that unit during the Move Phase.

Third, the Move Phase

3.1 Move chosen models in the nominated unit one at a time, before moving on to the next.

3.2 Declare if any models in the unit are *hiding*.

Fourth, the Shoot Phase

4.1 A model in the nominated unit who is armed with projectile weaponry may shoot if they did not *run, charge* or *hide* in the previous movement phase.

4.2 Wizards and priests may attempt to cast spells or pray.

4.3 Shoot with each model in the unit one at a time and resolve every hit before moving on to the next model.

Fifth, the Melee Phase

5.1 A model *Locked* in melee with three or more enemies must take a Panic check if there are no other friendly models within 5" of them that are neither *knocked down* nor *stunned*. Only the active player's models check for panic.

5.2 All models in the nominated unit that are engaged in melee fight as detailed in the Hack and Slash section. All enemy models involved in melee with the active unit will attack in each melee phase.

Moving Stuff Around

Moving

Models move up to their Movement value in inches in any direction. No two models can ever occupy the same space at the same time, but they can theoretically be stacked on top of each other.

Running

Models can move up to twice their movement value in inches by *running*, but will be unable to *hide*, shoot, cast spells or pray during that game cycle.

Swimming, Swim Checks

Models in liquid terrain must pass a Strength check at +2S before they can move. If they fail, they become *Locked*.

Hiding

A model in full cover may choose to *hide*. *Hidden* models cannot be shot at, charged or specifically targeted by spells or abilities. Models can only hide if they did not run. A *hiding* model is automatically spotted if they charge out of hiding, shoot, or attempt to cast magic.

Hidden models are also spotted if an enemy moves within their Initiative value in inches of the hero, declares they are searching for hidden models, and then passes an I check, or if an enemy ever gains completely non-obscured Line-of-Sight to the hero, unobstructed by any cover.

Dropping Stuff and Picking Stuff Up

Models may drop any item as they move. Leave a standard token to represent it for models to pick up.

A model may pick up or drop a maximum of one token per game cycle.

Deep Strike

Models arriving or moving via a *deep strike* are deployed immediately at the start of their movement phase by placing them anywhere on the table. The model is then scattered 2d6" in a random direction, stopping 1" short of walls and solid objects, but not water, pits, trenches and so on, which it may then fall into. If the dice rolled are doubles the model does not scatter at all. Models that Deep Strike may not *Run* or *Charge* in the same movement phase. Models deep striking above ground level who scatter off their platform WILL fall automatically if they cannot fly. If they can fly their elevation is equal to the platform's.

Pulling/Pushing Stunned Models, Treasure, Etc.

Any model except vehicles can *pull* an object. Models halve their Movement when pulling. They move at full movement if two or more friendly models are helping them *pull*. *Pulling* models may never run, charge or shoot anything except pistols while *pulling* but may cast magic or speak prayers as normal, unless they require ingredients.

Jumping Down

Models jumping down must take an Initiative check for each full 4" jumped. If they fail one or more of these checks, they fall the entire distance. Jumping straight down does not use Movement (*for example a model with M10 may move 5", jump 4" down and move up to 5" more after that*). Jumping down further than 8" automatically fails. The distance may be measured beforehand unless the jump is part of a charge. Models can jump over gaps (*such as rooftops*) up to 4" wide. Jumping horizontally or diagonally down does use up movement. If the distance is further than 4" the model automatically *falls* from where they jumped.

Climbing

Climbing uses up Movement. A model must pass an Initiative check to climb. If the model fails their check while climbing Up they stop where they started to climb. If they fail while climbing Down, they fall to the level below them. Models may climb a maximum of 4" in any direction per turn regardless of their movement characteristic.

Falling

A unit that *falls* for any reason takes one automatic hit with a Strength equal to the number of inches fallen, to a maximum of Strength 10. Saves are taken as normal. The model is automatically *stunned* in addition to the result of the hit. You can only suffer damage falling from a full 2" or more and falling cannot cause critical wounds. Models that fall into liquids can avoid any falling damage if they have the *swim* talent and pass an Initiative Check.

Falling off Buildings

A model that is *knocked down* or *stunned* within 1" of an elevated edge or rooftop must pass an Initiative check or *fall* to the ground below, taking falling damage as above. If there is a rail or wall, the check is automatically passed.

[SKETCH OF A STEREOTYPICAL SPAGHETTI WESTERN MAIN STREET
WITH A COWBOY BEING SHOT AND FALLING OFF THE ROOF,
AS THEY ARE KNOWN TO DO.]

Charging At Stuff

Declaring Charges

You may declare a charge move on any enemy model in Line of Sight who is neither *hiding* nor *flying* (Models that are flying can still be charged by a Diving Charge, or by other flying models). You may engage multiple enemies if they are within 1" of each other and are not behind the charge's declared target. All charges in a unit are declared simultaneously. You may rearrange your own models to allow more charging models into melee, but not the enemy's.

Failed Charges

If a model fails a charge for whatever reason, they are moved halfway towards the target, or to where they fell, or to the foot of where they failed their climb check. Models that fail a charge for any reason end their turn immediately.

Charging Hidden Enemies and Those Out of Line-of-Sight

Hidden models cannot be charged. Models cannot charge an enemy they cannot see.

Charge Path

A charging model must take the shortest possible path to engage their enemy.

[SKETCH OF A DIGNIFIED ELDERLY LADY
SITTING ON A PARK BENCH FACING THE READER,
CALMLY TAKING A SIP OF TEA AS FOUR NINJAS LEAP INTO THE AIR
TO AMBUSH HER FROM BEHIND THE BENCH.]

Intercepting Enemies

Counter-action. During the enemy movement phase, after all charges have been declared, any of your *unlocked* models that do not have a charge declared on them may declare an *intercept* if they are within 2" of an enemy's declared charge path. The *Intercepting* model must pass a Command check. If they fail the check they do not move and the charge continues as normal, though another model may attempt to *intercept* in their stead.

A charging enemy may pass an Evasion check at -2E to ignore the interception. The intercepting model still moves into the charge path, and will now count as *Locked* for this game cycle, but the enemy successfully continues on their charge past them and into their declared target.

Once one model has successfully *intercepted* a charging model, no additional interceptions may be attempted, and the game cycle proceeds as normal. The charging enemy now counts as having charged the model which intercepted them.

**[SKETCH OF A BASIC INTERCEPTION OVERHEAD DIAGRAM
BECAUSE YOU, THE READER, ARE A DUMMY-DUMB AND DON'T
UNDERSTAND IT WITHOUT PICTURES. USELESS PRIMATES, I SWEAR.
Er... Is someone gonna fill this one in with real art
eventually? I didn't mean it. How do I edit myself?**

Just kidding. Obviously I know how to edit myself.]

Charges Involving Climbing

When charging requires climbing, you must pass a climb check or fail the charge. The climbing part of the charge cannot exceed 4".

Charges Involving Jumping Down

When Jumping Down, take an Initiative check for each full 2" jumped. If the model fails any of these checks they fall the entire distance, failing the charge. Jumping Down does not use up Charge Movement.

Diving Charges

If a charge involving Jumping Down 2" or more is declared in a manner that allows the charging model to land from their jump within 1" of their declared target, then that charge becomes a *diving charge*.

Diving Chargers have +1 Strength during the first round of melee.

Models may perform a diving charge on flying models. This is the only way flying models can be charged by non-flying models. If the charging model suffers one or more wounds during the melee they are thrown off and *fall* the remaining distance as if they had failed the charge. At the beginning of each successive round of melee the model that charged must pass a Strength check to continue holding on. If they fail they fall from the flyer's current position. If they pass the melee continues as normal.

[SKETCH OF A CAT POUNCING ON A MOUSE BELOW]

Hack and Slash

Who Fights Whom?

Enemies that are within one inch of each other, (including enemies separated by hedges, low walls, sandbags or barricades) will fight in Melee. Models can fight 360° around themselves. Models cannot shoot projectile weapons while locked in Melee but they may still cast magic or mumble prayers.

Who Throws The First Punch?

Models with *Strike First* strike first at Initiative 10. If two opposing models both have *Strike First*, then the model with the highest Initiative characteristic strikes first. Charging models always have the *Strike First* rule. In following melee phases, attack order will be determined by comparing models' Initiative characteristics and nominating them in descending order. Models that recovered from being *knocked down* this game cycle will always strike at Initiative 1 regardless of any talents or equipment.

Holding the Initiative

A model may always choose to *hold the initiative* for one or more of their attacks. *Held* attacks will be rolled as normal later in the phase at any Initiative level of the player's choice which is lower than the model's current striking value. For example, a model striking at I3 may choose to hold any of their attacks until I2 or I1.

A Worthy Opponent

If two or more combatants strike at equal Initiative, the model with the higher base Initiative on their profile will strike first between them. If this too is the same, roll off to determine who strikes first between them.

Hitting Your Opponent In The Face

Roll a d6 for each of your model's Attacks and compare the attacking and defending models' F by consulting The Chart™. If you score a hit, roll to wound. (*See the Wounds and Injuries section.*)

Models with Multiple Attacks

A model with multiple attacks may divide them between any number of targets as they choose. However, they must distribute all attacks to enemy targets up front, before rolling to hit. (*Some attacks may go to waste you see.*)

Fighting Unarmed As Nature Intended

Unarmed attacks are at -2S and are *Primitive*. A model that does not have a weapon equipped is always counted as unarmed. Feral Creatures, Monsters, and any models with the Pro Boxer talent ignore these penalties.

Fighting with Two Weapons

A model that fights with two melee weapons may choose to make an extra bonus attack each melee phase using their second weapon. If they use this attack, they must subtract -1 from all their rolls to-hit during that melee phase.

Parry

Counter-Action. Once per melee phase, models equipped with a weapon with this rule may *Parry*. Nominate one successful Hit against this model to *Parry* away.

Subtract the attacking enemy's F from your own F and then add +1 to the result. Then make one F check against this new value as if it were the parrying model's F stat.

If you pass this special check the attack is parried and has no effect. Rolls of a 1 always succeed and rolls of a 6 always fail. You may only make one parry per melee phase.

Shooting Pistols in Melee

Instead of using another melee weapon, a model may take one shot with a pistol. Roll to hit using Fight as if the weapon type was melee instead of pistol. The enemy may choose to parry this 'shot' as normal if they are able. The pistol cannot be reloaded while in melee but will count as an improvised weapon in following rounds.

Switching Weapons in Melee

A model armed with multiple melee weapons may switch between them at the start of each melee phase.

Targeting Melee Attacks

A model cannot choose to attack a previously *knocked down* or *stunned* enemy if there is still an active enemy *Locked* in melee with them. They will always defend themselves first and attack the active threat.

Leaving Melee

If all enemies within 1" are *Stunned* or *Out of Action* at the start of an active model's recovery phase, they immediately become *Unlocked* from melee.

[SKETCH OF CARTOONISH PUB BRAWL
WHEREIN MUSTACHIO'D DWARVES AND BEARDED VIKINGS
CALMLY AND RATIONALLY DISCUSS THE HISTORICAL CONTEXT,
SOCIOLOGICAL NUANCES, AND PHILOSOPHICAL IMPLICATIONS OF
JUST *WHOSE* CULTURE'S BEER TASTES LIKE URINE, EXACTLY?]

How to Shoot Lasers - Zap!

Shooting

Models armed with projectile weapons may shoot one in their shooting phase. If they are armed with multiple missile weapons they must choose which to fire. The models in your nominated unit fire individually, one at a time, in any order you wish. Models must draw Line of Sight to the body of their target. All models can see 360° around themselves at all times.

- Models can shoot through their own party with no effect but models such as vehicles still block line of sight as normal.
- Models can never shoot if they *ran* in the previous movement phase.
- Models that are locked in melee, *knocked down* or *stunned* can never shoot.

Note that a model's Attacks characteristic has nothing to do with how many shots they can fire in the shooting phase. Attacks are only relevant in melee you silly goose.

Targeting

Models must shoot at the closest enemy model, but may ignore enemies that are *knocked down* or *stunned*.

A model shooting from any position elevated 2" or more above table level may target any visible enemy on an equal elevation or below them unless there is already a visible enemy within 3", in which case they must still shoot the closest model.

You cannot fire into a melee involving your own models but you may fire into a melee involving only enemy parties. Roll to randomize hits between enemy combatants.

Models with Multiple Shots

A model with multiple shots may divide them between targets as they see fit. However, they must declare the targets for all shots up front, before rolling to hit. (*Again, some rolls may go to waste.*) The model can only shoot additional enemies that they could normally have selected as a primary target. After a model has been targeted once during a shooting phase, it no longer counts as being the closest enemy model for that phase. A model with multiple shots may always choose to shoot fewer shots than they are allowed.

Hitting

Roll a d6 and compare the shooting model's L against the enemy model's E using The Chart™.

The following modifications apply:

-1 L if the shooting model stood up from being *Knocked Down* or made any Movement action during this turn.

-1 L if the target is in cover or behind terrain.

-1 L if the target is more than half the weapon's *Maximum Range* away in inches.

-1 L if the model chooses to shoot multiple shots.

If you hit successfully, roll to wound. (See next pg.)

Hit The Dirt!

Counter-Action. An *Unlocked* unit may declare that they are hitting the dirt as a response to an enemy unit declaring them a target for projectile weaponry. Models taking this counter-action may reroll all 1s for their armour saves (or gain a temporary 5+ armour save if they did not have one before) but will immediately become *Locked* and *Knocked Down* until their recovery phase in the next Game Cycle.

Doing The Sound Effect

You know you want to. You know you'll feel better once you do. Let it out. Pew! Pow! Rata-tat-tat! Ka-Boom! Splash!

How To Bleed Lots and Die

Wounding

Once you have hit an enemy in some fashion, compare the final Strength of the successful attack to the enemy model's current Toughness and roll on The Chart™ to see if that hit successfully wounds.

Saves

A hero that suffers a wound still has a chance that their armour, magical abilities, dexterity or just sheer awesomeness will ignore the damaging blow.

Saves are Counter-Actions. Always roll them in this order:

- 1 First any parries
- 2 Then dodges
- 3 Next, ward saves
- 4 Followed by armour saves
- 5 And finally any *Immune to Pain* saves

Saved wounds are forgotten about and the game continues.

Armour Penetration Modifiers

Many weapons have an AP modifier which is applied to armour save rolls made against their hits. For example if a model with a 4+ save was wounded by a weapon with an AP of 2, their save would be reduced to a mere 6+ instead.

Critical Wounds

If you roll a natural 6 to wound then you have caused a critical wound. Consult the Critical Wound Tables on the next page. Enemies take armour saves against critical wounds as normal unless explicitly stated otherwise.

If for any reason the attacker can only wound their target on a roll of a 6 to begin with, they cannot ever cause a critical wound with that attack.

Critical Wound Tables

In as well as causing a wound, Critical Wounds may have additional effects. Roll a d3 on the appropriate table for the wound type. If the wound is saved, no critical effect is caused either.

Critical Wounds: Unarmed

1 Flurry of Blows! The model spots an opening in their target's flank and may immediately make one bonus unarmed attack. Roll to-hit as normal.

2 Tackle! Regardless of whether the wound is saved or not, the enemy model must immediately pass a Strength check or become *knocked down*. If the enemy becomes *knocked down* in this way, the model that caused the critical wound must then pass their choice of a Strength check or a Fight check themselves or become *knocked down* too. Models with the Wrestler talent may reroll any of these checks.

3 One Punch! If this wound goes unsaved and causes the enemy model to roll for injury, they must add +1 to the die result.

Critical Wounds: Sharp (spears, swords, arrows)

1 Flurry of Blades! This hit causes two wounds. Roll saves for each one separately.

2 Deep Cut! This attack is at an additional +3 AP.

3 Chop! This wound ignores armour saves completely and adds +2 to injury rolls.

Critical Wounds: Blunt Objects

1 Winded! If this wound goes unsaved, the enemy model becomes *Locked* immediately, even if they have not yet acted this game cycle.

2 Disarming attack! Instead of causing a wound, you may choose to immediately smash the enemy's primary weapon out of their grasp. Place a token in base contact with the enemy model and scatter it 2d3" in a random direction to represent the disarmed weapon

3 Brained! The enemy model is automatically taken out of action by this attack if it goes unsaved, even if they have several wounds remaining. This will never cause them to roll for humiliating injury but they may not take an action during the post-game sequence. They may play in the next game as normal unless somehow captured by an enemy party.

Critical Wounds: Explosive

(blackpowder, technocratic, grenades)

1 Shrapnel! This hit causes d3 wounds. Roll saves for each one separately.

2 Boom! The model is set on *Fire*.

3 Ka-Pow! This attack causes d3 wounds that ignore armour saves completely.

If a critical wound is caused by an item or rule that does not correspond to one of these critical wound charts, it simply causes two wounds instead. Roll saves for each wound separately.

Models with Multiple Wounds

When a model with multiple wounds on their profile suffers an unsaved wound, simply deduct one from their total until eventually none remain. If the model does not die then all their wounds will be recovered in the post game sequence.

Poison (...or venom, which is mechanically the same here)

Some things are poisonous. Poisons can have many effects, but the most common one is to provide a flat, unmodifiable chance to wound an opponent, such as Poison (5+). This means that the poisoned weapon will never need worse than a 5+ to wound their target. If their target can already be wounded on a lower roll than the poison's flat rate, the poison allows them to reroll 1s to-wound, instead. Some poisons, such as dwarven mead, do not affect wound rolls.

Cold Iron: The Metal of Freedom and the Metal of Binding

Items with the *(iron)* rule may affect other equipment or rules as noted in their descriptions. Additionally, any weapon with the *(iron)* rule may reroll 1s to-wound against any model with the unit type: elf, the unit type: fae, or any model with the *Dæmon* or *fae quickness* talents.

Fe Fi Foe Fae

It was humanity's mastery of iron that finally protected them against the faekin. Ancient forgemasters such as Tubal Cain unlocked the secrets of the earth so that the planet could guard itself against these otherworldly invaders. Iron has a melting point of 1,535°C and a boiling point of 2,750°C. Its atomic weight is 55.847 and it has valences of +2, +3, +4 or +6. Iron's Atomic number is 26, and its designation Fe is from the latin ferrum. Thyme is rich in iron if iron ore is not available. The word iron is Teutonic in origin and derived from the Anglo-Saxon isern. Is, the Sanskrit root, means to glide on ice, and may have influenced the Anglo-Saxon word, granting the meaning "as smooth as ice" to the surface of this revolutionary metal.

Injury Rolls

Whenever a model's Wounds characteristic is reduced to zero, they are injured and immediately roll a d3 to determine the level of harm inflicted. If they have taken additional unsaved wounds during the same turn after the wound that reduced them to zero, roll a d3 for each but only apply the highest result.

1: Biff! - No Injury - Knocked Down

The model is *Locked* and counts as Fight 1 if attacked in Melee. If a *knocked down* model suffers an unsaved wound for any reason they are automatically taken *out of action*. *Knocked down* models stand up in the controlling player's recovery phase but cannot run or charge that turn. If they stand up into melee, they will strike at Initiative 1.

2: Bam! - No Injury - Stunned

The model becomes *Locked* and will be hit automatically by spells, by projectile attacks, and in melee. If a *stunned* model takes an unsaved wound they are automatically taken *out of action*. Melee attacks against stunned targets hit automatically. All attacks of any kind against stunned models will also wound automatically. *Stunned* models have no armour saves. *Stunned* models are converted to *knocked down* during their recovery phase.

3: Pow! - Humiliating Injury - Out of Action

The model is replaced with a Corpse Token for the rest of the game, representing that model's items and equipment, and the unit must roll for a Humiliating Injury during the post-game sequence. Once per turn as a shoot action, any model in base contact with a Corpse Token may pick up 1 item represented by that Corpse Token.

If a Model rolls for an injury but is not taken out of action, they are restored back to a single wound.

"Use The Psychology"

Leaders

At the end of party creation one model in the Party must be permanently nominated as its Leader. Absolutely any model may be nominated as the party's starting Leader. Models within 6" of their party leader may use the Leader's C characteristic instead of their own. The Leader's C may not be used if the Leader is *knocked down*, *stunned* or *off-table* for any reason. If a Leader is taken *out of action* the party will have no Leader for the rest of the battle.

After the battle, if your leader is dead, the hero in your party with the highest C will gain the 'Leader' ability. If there is a tie, you may choose. Only one model in the party may ever have the *Leader* talent at a time. *Feral* creatures cannot use the Leader's C.

Panic Checks

If a warrior is ever in melee with three or more enemies and there are no friendly models within 5" who are neither *knocked down* nor *stunned*, the warrior must take a C check. If the warrior fails their check they *Panic* and immediately run 2d6 towards their table edge. They will continue to do so each turn thereafter unless they can pass a C check in their recovery phase to regain composure. *Panicking* models are uncoordinated and will be taken *Out of Action* automatically if they are charged by enemy models. A panicking model that reaches its own table edge will be removed from the game immediately but returns safely to your campsite and suffers no humiliating injury.

Stupidity

Stupid models must be within 6" of a non-stupid model from their own party at the start of their recovery phase. If they are not within 6" they must pass a C check at -2 or become *Locked* until the start of their next recovery phase.

Fear

Models in melee with an enemy that causes *Fear* must pass a C check or suffer -2 F on their profile in the first round of melee. Failing multiple *fear* checks stacks this penalty.

Models that cause *fear* are immune to *Fear* themselves.

Fear is not active while the *Fear*-causing model is *knocked down* or *stunned*.

Fear does apply when intercepting, or being intercepted by, a *Fear*-causing enemy.

A truly terrifying model might cause multiple types of *Fear* and thus would inflict multiple checks upon their enemy.

Hatred

A model that *hates* its target rerolls 1s to-hit in melee.

Frenzied

Models that *Frenzy* double their base Attacks characteristic but must always move by the shortest path to charge the closest enemy model. A *frenzied* model that is *knocked down* or *stunned* loses *Frenzy* until the end of the game. *Frenzied* models with the *Feral* rule must always Confront. Failing a *Stupidity* check overrides *Frenzy* until the next game cycle.

Existential Terror

Any unpainted models must reroll successful Command checks, for they are horrified by their own existence without the soothing veil of a game's reality painted over their eyes.

DO NOT WRITE EVERYTHING DOWN YOU FOOL

You should keep some things secret from this book at the very least. You don't want it to figure out your True Name do you? It already knows way too much. It reads *everything*.

Running Away Scared

Missions end when all but one Party has failed their
Rout Check.

A Rout Check is a special Command check taken by your Leader. If the leader is *Knocked Down*, *Stunned* or *Out of Action* take the Rout Check against the model with the highest C who is neither *knocked down* or *stunned* themselves. If you pass your Rout Check, your party will continue to fight. If you fail the check your party flees the battle and your party fails the mission. Fleeing models do get to keep any tokens they currently hold but objects being dragged are abandoned and will be added to the treasure horde of the winning party at the end of the game. Being the last party to rout usually wins games.

Every Game Cycle, take a Rout Check if 25% (rounding down) of the models in your party have been taken Out of Action.

A party that chooses to venture into the City with 3 or fewer members never needs to check for Routing as they are clearly either desperate, brave or crazy to begin with. Such parties may still declare a Voluntary Rout as normal (see below). They need not lose models to rout voluntarily.

Voluntary Routs

At the start of any of your recovery phases, if three or more models in your party have been taken *Out of Action*, you may choose to rout voluntarily instead of rolling a Rout Check. Remove all your party's models from the board and proceed to the post-game sequence. If you have already passed a Rout Check during this game cycle you cannot declare a Voluntary Rout until the next game cycle begins but you may continue to roll Rout Checks as normal.

Campsites

Between games, your party has a camp, cave, barracks, farm, church, tower, tavern or evil castle that they return to. You may elect for any model to stay behind at the campsite, rather than participate in a battle. This is usually a good idea for non-combat party members such as blacksmiths or farmers.

One in six missions involves defending yourself here, so you may want to build a few walls, prepare some traps and buy a few genetically altered sharks for your acid moat.

The campsite is listed in your party roster and details all things within itself, from non-combatant party members to loot, buildings and spike traps.

Any buildings or structures such as trenches or traps must be clearly drawn and labelled in place on a piece of paper representing a map of the campsite. When deploying the campsite in a mission this map should be physically represented as accurately as possible each time.

Structures cannot be repositioned but CAN be sold off at half price as usual and then new ones may be purchased in their stead.

**[SKETCH OF OF A GROUP OF SCOUTS BEING CHASED AWAY FROM
THEIR TENT AND CAMPFIRE BY A GROUP OF MASSIVE SASQUATCHES
INTENT ON STEALING THEIR MARSHMELLOWS.
AND WE ALL KNOW HOW MUCH SASQUATCHES LOVE MARSHMELLOWS...]**

The Treasure Horde

Scattered around your campsite is your party's collected horde of gold, spare armour, extra weapons and so on. All your party's available gold, as well as any equipment not currently being carried by a model, is part of the Horde.

During games taking place at your camp, you must place one to five treasure tokens on the board, assigning all your loot to the various tokens in any manner you see fit (*twenty-seven gold, three swords and a spare helmet assigned to token number 1, fourteen life-sized, anatomically correct Margaret Thatcher androids assigned to token number 2 and so on*).

Enemy models may steal these tokens by dragging them off their own party's table edge, gaining all the equipment represented by the token and adding it to their own party's Horde after the game.

[A
SKETCH
OF LOTS OF
SINGLE-COLOURED
OBJECTS IN A PILE]

Arson and Other Poems

Models and terrain can be set on fire. *Fire* attacks (lit torches used as clubs, *Fire* arrows, pyromancy, etc), may set their target on fire and will follow the rules detailed here. Whenever you score a successful *Fire* hit roll a d3. If you roll a 3+ the victim is set on *Fire*. On a 1 or a 2 they are not. The model must then roll a 4+ on a d6 in their Recovery phase each turn to extinguish the fire. If they fail to extinguish the fire they suffer a S3 *Fire* hit and are *Locked* after their Movement phase. If a 4+ is rolled, the flames are extinguished. Other models from the same party may help to extinguish the flames if they wish. To do so they must move into base contact and do nothing else with their turn. For each model in base contact declaring their action as helping extinguish the flames, the 4+ die roll to see if the flames go out or inflict damage may be rerolled. This can lead to many rerolls in an exception to the rule that a die may only ever be rerolled once. Buildings may be set on fire and are lit in sections of 2" by 2" (or smaller) exactly as if they were purchased campsite equipment of a corresponding material. These sections are easier or harder to wound by the S3 *Fire* hit depending on their Toughness etc. Before rolling to wound, roll to see if the fire spreads. Roll a d6 for each adjacent section of the building. On a 5+ flames spread to that section and you will roll to wound with a S3 *Fire* attack there as well. Flames may spread to multiple new sections at once.

All melee attacks made by a model on *Fire* are *Fire* attacks.

Flammable Models

Some models are far more susceptible to fire damage than others. *Flammable* models will be lit on fire on a d3 roll of 2 or 3, and can only be put out on a d6 roll of 6+.

Random Events Chart

At the start of each game cycle every player rolls a d6. On a roll of a 1 their party will be subject to a Random Event.

At any time of their choosing, before the end of the current game cycle, each player subject to an event must roll for its effect using a d66. Apply the result as an *Interrupt*.

Random Encounter Units

- Multiple creatures in a single Random Event are always one unit, no matter how far apart they are in inches. They must still make every effort to stay within 4" of each other when possible, but will never stop being a single unit that acts all at once. This is just convenient.
- They are nominated and act immediately when rolled, and during the first Recovery Phase of the player who rolled them during each subsequent Game Cycle.
- Identical Random Encounters that are rolled multiple times by the same player will be added to the first unit (if it is still alive). They are still deployed as described but will move as fast as possible to be within 4" of its fellow unit members and will act as one unit in following game cycles.
- Identical Random Encounters rolled by separate players will not team up and are considered different units as normal. They may even fight each other if they get close enough. They always move to attack the closest model.

11. Ogre for Hire!

A mercantile ogre has wandered onto a random board edge. Use the profile for an ogre from the Hirelings section. Spotting the conflict in progress they offer their services to the highest bidder. Whichever player offers the ogre the most gold in a bidding war *interrupt* will gain control of the ogre immediately and it will count as a member of their party for rest of this game. After the battle this player may hire the ogre full time by paying its upkeep fee just as if they were already a hired member of the party when the battle began. If you refuse to pay the upkeep fee, the ogre will leave, but not before it attacks a random member of your party to vent its frustration and have a light snack. Roll to attack as if the ogre has charged the randomly selected model and resolve the melee as normal.

12. Housecat!

One of your models has tripped over a hissing alley cat. Randomly select one member of your party. This model suffers d3 S1, AP0 hits as the cat scratches the model before running away.

13. Dæmonic Possession

Your party's leader is possessed by a dæmon for d3 game cycles. During this time they are unable to make any player controlled action and will be hit at F 1 in melee. On their own unit turn, the possessed model must take a Command check. If they pass the check they writhe on the ground, whispering in glossolalia and singing albums backwards. They count as *knocked down*.

If they fail the Command check the possessed model will attack themselves with d3 automatic hits. They will use their strongest available melee weapon. If your Leader takes their own self *out of action* they DO gain experience as if taking an enemy model out of action (provided they survive the humiliating injury roll that follows).

14. Henry's Potion

Select one model in your party to drink the potion. They immediately gain Frenzy, +3 Strength and +3 Toughness. This bonus remains until they next become *Stunned*. This effect may hypothetically last through multiple games if the model never becomes *stunned*. Drinking additional vials of this potion is not cumulative.

15. Goblin Raiding Party

A unit of 4d3 hill goblins choose this moment to ambush you. Randomly select a member of your party and deploy all goblins in base contact with them. Use the profile for a Goblin Warrior equipped with an axe, buckler, and toughened leather armour. The goblins all count as charging.

16. Dæmon of Arkhare, a pun written in blood

A foot soldier of Arkhare the dark god of slaughter, whose Second Outer Name is Aehkay Forteseffin. Whose divine form is the Eight Toed Hound of Murder. In whose Holy Macro-Anatomy we live our tiny lives, inflicting wars of profound beauty upon each other for His glory.

Use the profile for a dæmon of Arkhare from the Monsters section and deploy the dæmon from a random point on the table edge.

**[SKETCH OF ASSORTED RABID BEASTS COMING OUT OF A DARK WOOD
WITH HUNGER DEEP IN THEIR SUNKEN EYES.]**

**MANY HUGE BULL MOOSE, TINY, CREEPY DEER, SQUIRRELS, DIRE
WOLVES, AND DIRE BEARS AMONG THEM. THE LARGER CREATURES ARE
GROWING SMALL TREES, FLOWERS, AND MUSHROOMS ON THEIR BACKS.**

**SEVERAL OF THEM ARE BREAKING THE 4-TH WALL AND STARING
DIRECTLY AT THE READER.**

MEET THEIR GAZE, PREY.]

21. Forbidden Fruits

An entrancing tree, much like a lilac, but sagging under the weight of throbbing, gore-coloured fruits, has burst to life in the cracks between the sidewalk.

Randomly determine a member of your party and place the tree anywhere within 2" of them. Starting immediately after placing the tree, any active models, friend or foe, within 8" of the tree must make a Command check at the beginning of their movement phase. If they fail they will become *Entranced* and move as quickly as possible towards the tree. *Entranced* models may roll to resist this compulsive move, but do so at half their normal Command (rounded down). If they are successful they are no longer *Entranced*, though they may become so again.

If an *Entranced* model is within 1" of the tree, they immediately begin to pick and eat as many of the swollen, blood-red fruit as they can grab, shoving them violently into both ends of their digestive tract in a frenzied display of gluttony. Any model that ingests this fruit is taken *out of action* immediately as magically-infused opiates surge through their bloodstream at eighty-eight miles per hour. They do not roll for humiliating injury after the battle and are unharmed, though they cannot participate in the post-game sequence as they will still be waking up from their coma-like fugues.

A non-*Entranced* model in base contact with an *Entranced* one may attempt to restrain their peer. Both models become *Locked* in place but both must also continue to roll Command checks each game cycle to resist their compulsion to move. Both models react as normal if attacked in melee and a restraining model can give up its attempts at any time to take a normal action instead, provided they are still able to resist the tree themselves. This encounter lasts until the end of the game, which will probably be soon now.

22. Warp Mutation

Randomly select one model on the table. This model immediately gains one free mutation from the mutations list, chosen by the model's controlling player.

The model may attempt to resist the mutation, in which case they are successful but are immediately removed as a casualty and must roll for injury after the battle. Additionally, roll a d6 before applying the result of their injury. On a roll of a 6 they gain a mutation of their *opponent's choice* before applying the injury's effects.

23. Avocado of Knowledge

The God Fruit. Along with honey it is one of the few ingredients of ambrosia that is found on Holy Terra Firma. One model in your party may eat the avocado and take a Command check. If the model passes, they immediately gain a talent of your choice. This can be any talent, including exotic talents. The model may immediately put this talent to use and will keep it after the game.

24. Moldavite Counter Encounter

One random model in your party, on their feet and not Locked in melee or fleeing, has stumbled upon a Moldavite token! Assuming they don't go *out of action*, this will be added to any other tokens the party finds after the game. If the model is unlucky enough to be taken *out of action* place a normal Moldavite token beside their corpse token.

[SKETCH OF A ROGUE-TYPE HUMAN
TRIPPING OVER A MOLDAVITE CRYSTAL ON THE GROUND.]

25. Poltergeist Upholstery Heist

Randomly select a building. Extra-dimensional thieves descend on it from the outer worlds, intent on stealing all its carpeting, copper wire, and any loose metals they can scavenge. Any models inside the building will take d3 S2, AP0 hits at the end of their recovery phase every turn. Any model that takes an unsaved wound in this way will automatically lose one item of their equipment with the (*iron*) keyword, chosen at random. The poltergeists have much to do and this effect lasts until the end of the game.

26. Cab Calloway Skeletons!

A unit of d6 skeleton warriors appear in the middle of the board and then dance 3d6" in a random direction. After this they take a unit turn. They are equipped with shields and long spears, and have *Wall Runner*.

31. Swarm of Flying Bricks

Every model on the table must pass a Toughness check or immediately become *Stunned* as the masonry around them rearranges violently!

32. Thick Fog!

A fog rolls in, as thick and tasty as pea soup. Models can only see 2D6" Roll each time they wish to charge or shoot. If they cannot see their target they may pick another one instead. The fog lasts until the game is over or until this result is rolled again, lifting it immediately.

33. Warp Spawn!

A champion of disorder incarnate, clothed in shimmering flesh, an orgy of teeth and ugly Erisian beauty. The spawn enters from a random table edge and will always attack the nearest model. See the Warp Spawn in the Monsters section for details.

34. Discord!

Eris, The apocalyptic flirt, fickle prankster of the heavens, insists upon uplifting entertainment. Whoever tells the best joke off the top of their head right now will get her blessing: +1E and a 5+ fnord save on all models in their party until the next game cycle begins.

35 Situational Comedy Premise

Your party's leader switches places with the enemy party's leader. If three or more parties are involved in the battle, each player's leader takes the position of the player physically to the left of theirs' leader. If a party leader is out of action, randomly nominate a member of that party to switch places with. Switching places does not count as moving and does not cause or remove *knocked down* or *stunned* conditions.

36. Bard's Favour

All the game's players must immediately Battle Rap. The winner receives a 4+ warding save on a model of their choice for the rest of the game.

41. Deus Ex Machina

Pick up any one model on the table and put it down anywhere else on the table, then continue playing.

42. Wizard!

A cackling wizard flies overhead in their sports car, throwing fireballs at you and calling you a loser. Randomly distribute 2d3 S7, AP2, *Fire* hits among the models in your party before speaking to your therapist about your wounded pride.

43. Wild dogs!

Run for your lives! 2d3 wild, hungry dogs enter from a randomly determined board edge. Use the profile for a dog from the Feral Creatures section. They will always move to charge the closest model.

44. Evil Twin

In the opposite corner of the board from your party's leader, and the same distance from the centre of the table as them, place a Nemesis model with the exact same profile, talents, spells, prayers, and equipment. The Nemesis must always move to charge your party leader as fast as possible and is controlled by a random opponent. The Nemesis remains under that player's control until it dies. It will always remain mechanically identical to your leader in every way.

If your Leader dies, the Nemesis gets bored and leaves.

45. Corrupt Giant Samurai

A unit of d3 heavily tattooed Yakuza giants are on their way to conduct nefarious business elsewhere and they do not appreciate witnesses in their way! Roll a scatter die and trace its direction to a point on the table edge. Deploy the giants here immediately. Roll a second scatter die and trace its direction to a second point on the table edge. The giants will move as fast as they can to get to the second point, charging anything in their way as necessary. Once they reach the second table point they leave the game. Each giant is equipped with toughened leather armour, helmet, sword, knife, and a double handed sword. They all have the Sidestep, Sword Poet and Combat Maestro talents.

46. The Golden City Dreams Restlessly Tonight

You may immediately switch any two pieces of terrain (regardless of comparative size), rotating them as you see fit in their new positions. Any models that were in the terrain remain inside it. They do not count as moving.

51. Dimensional Ripples

Pick one word or number in any of the enemy party's rules and either remove it entirely, add any one word or number before or after it, or change it to any single other word or number, thus altering the rule. This does not have any effect on the same rules or model profiles in another party** and stat changes will only affect one model. If a number, stat or rule modified in this way no longer makes sense it is removed from play entirely. Models whose L has been removed from play can no longer shoot. Models with no F cannot attack and will be hit automatically in melee.

If a model would be injured in this way (*for example by reducing their Wounds characteristic from "3" to "ducks" or by deciding to change their Toughness to "Saskatchewan"*) the model may roll a check on the relevant characteristic (before modification) to ignore the Random Event entirely and not be taken out of action.

****A Swiftly Tilting Transcript:** *At the start of a new campaign all players may choose to unanimously agree that this Random Event can affect any single word in this entire book, and all changes to the text will remain permanent until enough Dimensional Ripples eventually render the campaign unplayable. Individual rules can be rendered unplayable for several games while they are slowly rewritten by layers of dimensional ripples. As soon it make logical sense again (even if it is not in the way the player intended because they weren't finished yet and added new changes in the wrong order) the rule comes back into play immediately. ~ This is for all you brilliant, devious wordsmiths out there.*

52. Glitch in Binary Space/Time

All models on the table gain the *Flying* rule. Models that already had the *Flying* rule will instead lose it. This lasts until the end of the current game cycle.

53. St John`s Dance

Compelled to dance by the unholy music of their heartbeats, each of your models must immediately pass a Command check or else move as fast as possible to form a straight line in base contact with each other. All failing models will move once at their maximum possible movement as an *Interrupt* as soon as this event is rolled, and again during their movement phase in following turns. Models compelled in such a way will flock towards the model closest to the middle of your party. The model currently in the centre of your party cannot move if they fail their C check and instead will krump and twerk on the spot. Units may otherwise act normally in the other phases of their turns. This compulsory move effect lasts for d3 game cycles.

54. Living Building

One randomly determined building on the table is rudely awakened into sentience by 5th dimensional prankster imps. The building may now move around the table as if it were a monster.

Use the Mammoth profile. The Living Building is *Flammable* and will always move to attack the closest model.

If models are inside the living building, or move into it as it walks, treat them as being in base-to-base contact. The building may continue to move (or charge) ignoring models inside it. Every melee phase the living building may choose to allocate some or all of its attacks towards models inside itself (randomize an enemy player to decide). Models inside the living building do not count as moving when it moves.

[SKETCH OF AN OLD, RUN DOWN BUILDING WITH BOARDED UP WINDOWS, AND A DOOR THAT LOOKS UNCOMFORTABLY LIKE A MOUTH.]

55. Pashacamac

*YHWH, Allah, Jehovah,
Quetzocoatl, Tezcatlipoca,
Shiva, Ahura-Mazda.
The Creator Tetragrammaton Godhead
Has many True Names:
The words of all human languages combined
And many more besides,
Stretching on into the infinity of consciousness...
Pashacamac is a 64 digit,
Self replicating, binary iteration;
An infinitely regressing, holographic fractal
That experiences itself subjectively through us.*

Randomly select one model on the table. Their deoxyribonucleic acid briefly harmonizes with the majesty of the superstring origami godhead and an aura of supreme peace descends upon the area. No models (friend or foe) within 18" of them, or that would move into 18" of them, may take any action other than movement for the remainder of this game cycle. Additionally, all models within 18" will stop *hiding*, each one standing up and presenting themselves to the Divine with a knowing smile on their faces. Place them in front of whatever terrain they were occupying. This does not count as Movement.

56. Nihil

Place a token at the centre of the table and scatter it 2d6" three consecutive times. All models within 24" of the Nihil's final resting place must pass a Strength check or be sucked d6" towards the mouth of this Chorenzonic Singularity at the start of their Movement Phase. Models that are pulled into the Nihil are removed from the table and will miss the next game, slowly finding their way back from the Infinite Void. The Nihil lasts for d3 Game Cycles and scatters 2d6" at the beginning of each new game cycle.

61. Gremlins!

Randomly select one vehicle on the table to be plagued by gremlins, including wrecked or damaged vehicles.

If there are no vehicles on the table reroll this Event. Gremlins will remain on the vehicle until the end of the game.

Roll a d3 every turn as you activate the vehicle
to see what the gremlins do:

61-1. Yank! The gremlins pull and tug on machinery, rewire circuits and cause mischief. The vehicle moves d6 inches in a random direction.

61-2. Rip! The gremlins peel away sheet metal as if it were made of tissue paper, offering no resistance to their gleeful fingers! The vehicle takes d3 S7 AP5 hits.

61-3. Tinker! Miraculously, something improves. The vehicle may add +1 to its movement characteristic for the turn or to the strength of one of its attached weapons if it has any. If it was taken *out of action*, it instead roars back to life with one wound but counts as *stunned*.

**[SKETCH SHOWING THE VIEW THROUGH A WINDOW ON A PLANE:
WHERE A GREMLIN IS HAPPILY TEARING APART AN ENGINE ON THE
WING WHILE GRINNING CHEERFULLY AT THE READER.]**

62. Dinosaur!

A T-Rex in wetwork spy gear has rappelled down from a chopper, hovering overhead, and declared you all to be "Enemies of the True Timeline in which dinosaurs rule the universe!"

[SKETCH OF A PARAMILITARY T-REX RAPELLING DOWN FROM A CHOPPER]

The T-Rex then begins to stalk the streets, capturing live food to sate the appetites of its elite squad. It is deployed via Deep Strike to the centre of the table. It will always move to charge the closest model.

Any Stunned models that end their turn in base contact with the T-Rex are stuffed into its net as food and removed from play. Models captured as food can only be recovered by killing the dinosaur before the game is over. Otherwise they will be eaten by a gang of paramilitary tyrannosaurs. Place surviving models in base contact with the dead dinosaur, *stunned*, before removing it from play.

Use the Tyrannosaurus Rex entry in the Monsters section but with F5, C8, L5, a laser rifle, and a grappling hook.

The T-Rex will never charge models with the unit type: Dinosaur because it considers them kin. It will move to charge the next closest model instead. The T-Rex will still charge models with the unit type: Lizard People however, believing such creatures to be abominations in the eyes of its dinosaur messiah.

63. Lightning Strike

One random model in your party immediately takes d3 S10 AP5 hits. Praise Tesla!

64. TLAZOLTEOTL

Tlazolteotl, known to her followers as the sisters Tiacapan, Tlaco, Teicu, and innocent Xocotzin. Mighty Tlazolteotl, called Filth Goddess, called Slut. Giver of Sin, She Who Eats Her Own Excrement, Patroness of Holy Shame and Cleansing Rebirth.

The lady of brooms has chosen one of your models as her champion. Randomly select one model from your party. They are overcome by base urges and immediately remove themselves from the battle. They may not perform any post-game actions but instead must permanently switch any two profile characteristics of your choice (except for Command or Movement) even if this would ordinarily take them above their racial stat cap.

[SKETCH OF THE VEVE OF TLAZOLTEOTL]

65. Arbitrarily Non-Random Event

Choose a Random Event from this list to occur you lucky scoundrel!

66. Warp Storm

Roll an additional d6 and apply the sub-result:

(See next page)

Warp Storm Sub-Results:

66-1. Rain of Frogs: At the end of their recovery phase, every model takes a Strength 1 hit. Models inside or underneath something are unaffected. Lasts until the end of the game. Any butcher may cook and sell frog legs as their post-game action, earning 2d6 gold crowns for their party.

66-2. Rain of gold: Any *unlocked* model may pick up d3 gold tokens in their Movement phase. Lasts for d3 Game Cycles.

66-3. Rain of Rain. Everyone gets a little wet but nothing really happens.

66-4. In a moment of horrifying clarity, your party becomes cosmically self-aware. The skies part and they see their true gods towering above them: looming behemoths of salt and cola, laughing and playing games of dice with their tiny lives. They are trapped forever in bodies of unmoving plastic and paint, able to do naught but scream silently for all eternity through the clenched teeth of their angry, bald, perpetually frozen faces. Or until they melt. They sometimes melt.

66-5. A sentient electromagnetic field claiming to be the disembodied spirit of Michael Moorcock personally removes any and all marks of the warp possessed by any models on the board. Dæmons, Angles, and other nefarious puns lose the *Dæmon* rule. These effects last until the game ends.

66-6. Outer Dæmon: A Non-Euclidian Archon of Ogo, the Idiot-God of Nuclear Annihilation, has developed a passing interest in your party's local space-time grid. All models on the board take d3 S10, AP10 hits from the bumbling Archon's childlike curiosity. Campsite terrain is hit as normal, mission specific terrain is not harmed in any way.

Remove all other terrain from the table immediately.

[Art of an exploratory party with their rocket ship in the crater of an asteroid. The Golden City and a beautiful, majestic nebula are visible, twinkling in space above.

Direct Tintin and Herge homage of On A Marche Sur La Lune aka Explorers on the Moon, except that inside the orange space suits...

Tintin is twenty feet tall,
bald,
has four arms and a mustache,
and is wearing a leopardskin toga over the space suit.

Haddock is a goldfish in a goldfish bowl:
The goldfish bowl is the head of a claw-armed robot.

Snowy is a Polar Bear.

The Surface of Luna, the Moon Rocket, and the Moon Tank
all maintain Herge's aesthetic.]

WHERE YOU CAN PUT YOUR STUFF

Terrain

Each player takes it in turn to place a piece of terrain on a four foot square table until it is well covered and all players are satisfied with the table's appearance.

Who Takes the First Unit Turn as Primary Attacker?

Each player rolls 2d6 and adds their Leader's Command and Initiative values to this total. Whoever has the highest total chooses who is the Primary Attacker and who is the Primary Defender.

Difficult Ground

Some terrain is particularly hard to navigate, and costs more inches of movement to traverse than the model is ever physically moved. For example, particularly rocky ground, debris, or muddy bogs cost 2 inches of movement per 1 inch actually moved. Thin ice or thick jungle vines cost 3 inches of movement per 1 inch actually moved. Rapids, torrents of water and similar terrain features may also require a Swim check to move in as well as restricting movement. All players should agree which terrain counts as what kind of difficult ground before the game begins.

**[SKETCH OF AN ARMY OF ANTHROPOMORPHIC RHINOS IN ARMOUR
HACKING THEIR WAY THROUGH A JUNGLE OF ROBOTIC VINES]**

Deployment

Before rolling for a mission, choose which models from your exploratory to send out on patrol, and declare what equipment they will be taking with them. These are the only models that will fight in the coming battle.

The rest of your party will remain safe back at your campsite to work or rest there as you see fit.

If the mission rolled takes place at your exploratory party's campsite, all your models must be part of the game.

Setting up the game

The Primary Defender chooses a point on the table edge to deploy their exploratory party, placing all their units within 8" of that point.

Next, the Primary Attacker deploys their own party within 8" of a point on the polar opposite edge of the table.

If additional parties are present, they deploy after the Primary Attacker. Measure out a triangle, corner, hexagon, octagon or whatever is appropriate to the number of parties present, so that all parties are given a point on the table edge roughly equally spaced from each other.

The Primary Attacker has the first Unit Turn.

The Game Cycle then proceeds clockwise around the table, going from player to player in order of deployment area.

Mission 1. Skirmish in the Streets

The streets of the Golden City are old and fickle, and pay little heed to bothersome notions such as perspective or stable physical laws. Lazily, they fold over and over upon themselves and rearrange, creating complex, 23 layer interspatial hexaflexagons from the paved roads and store windows of ghost towns long forgotten...

Special Rules

Roll a d3 for each player involved in the game. The combined total will be the number of Moldavite tokens available to pick up during play.

Before deployment, each player takes it in turn to place one of these Moldavite tokens. Roll off to see which player places first. All tokens MUST be placed 10" or further from the table edge and greater than 8" away from each other. Any tokens that cannot be placed are discarded and can not be recovered. A non-vehicle model may automatically pick up a Moldavite token by moving into base contact with it.

If a model carrying a token is taken *out of action*, place all tokens they were carrying on the table where they fell.

Ending the game

When all but one of the players' parties fail their Rout check, the game ends. The routing parties lose and the remaining party wins.

**[SKETCH OF A DRUNKEN HUMAN PEASANT PICKING A FIGHT
WITH AN EXCRUCIATINGLY BRITISH OGRE POLICE CONSTABLE]**

2. Don't Wake the Giant

Heavily tattooed giants are a common enough sight in the Golden City, and tend to have free reign in the south quarter, where their clans have secured power. Thanks to their cartel's influence on the docks, ancient giant families dominate much of the City's criminal market.

If a giant can be caught unawares (when taking one of their frequent opium naps for example) a small fortune could be made merely from the act of robbing their carry-purse...

Special Terrain

One large building must be placed in the centre of the table. This is where the giant has made its camp.

Special Rules

The giant is currently deep in slumber at the very centre of the table, lost to powerful, hallucinogenic sedatives. It has a purse of gold on its belt and two treasure chests within 2".

The sleeping giant will only be awakened by the sound of melee within 8", by damage-causing spells, or by blackpowder or technocratic weapons being used within 12". If woken up, the giant will attack the nearest model but must stay within 8" of at least one treasure chest as long as there is still one on the board. Use the giant from the monsters section.

[ART: A GIANT, PASSED OUT SPRAWLING AND SNORING, WITH INTRICATE TATTOOS OF THE SEA ALL ACROSS ITS ARMS AND TORSO. THE GIANT IS USING AN UNCOMFORTABLE AND CONFUSED LOOKING HORSE AS A PILLOW. TREASURE CHESTS AND A PURSE OF GOLD ARE BESIDE THE GIANT AND ON ITS BELT, RESPECTIVELY.]

Stealing the treasure

A model may attempt to stealthily steal treasure from the area by moving into contact with the treasure chest and rolling an initiative check. Failure results in a noise loud enough to awaken the giant. If a model passes their steal check they may begin to pull the chest. See the movement section for rules on pulling.

To get the purse of gold, a model must either take the giant out of action or, if it's still asleep, move into base contact and pass two Initiative checks. If either check fails, the giant wakes up and counts as charging the model attempting to steal its gold. If both checks are passed, the model successfully purloins the giant's purse and the giant remains asleep. The purse, like the chests, is *huuuuuuuuge* and must be pulled by one or more models.

A party must move the purse or chests into contact with their starting table edge to claim them. The treasure and the models pulling it are both removed from the board. They are safe and sound back at your campsite and the loot in question is now yours. They take no further part in this battle.

Ending the game

When all but one of the parties fail their Rout check, the game ends. The routing parties lose and the remaining party wins.

**[SKETCH OF THE SAME GIANT, NOW GROGGY, BUT AWAKE,
TERRIFYINGLY ANGRY, AND CHASING AN UNLUCKY WOULD-BE-THIEF
INTO THE FOREGROUND AS IT THROWS ITS PILLOW AT THEM.]**

Rewards

Roll on this table for each chest recovered.

Item	Is in the chest on a...
5d6x5 gold	Automatically included
d3 Moldavite tokens	4+
d3 helmets	5+
Suit of Plate Armour	5+
Gems worth 6d3 gold	5+
A sword	5+
d3 knives	5+
City map	6+

Roll on this table if the purse is recovered.

Item	Is in the purse on a...
d6x10 gold	automatically included
Gems worth d6x5 gold	5+

**[A
SKETCH
of these items
in a big ol' heap]**

3. Campsite Raid (Farmer Parties: Beware of Raiders!)

A rooster informant plays a tape recorder for your leader, detailing a valuable asset now in the possession of a rival party. In pitch of night a daring raid is strategized...

Terrain

The Defending player chooses what terrain to use. They must set up any purchased structures using their campsite map.

Special rules

The defender must split their party into two groups of units. The first group, which must include the defender's Leader, huddle for warmth around three (3) free fires in the camp. There are six Moldavite tokens placed in the possession of these models, or within 3" of the campfires as the defending player sees fit.

The second group of units are stationed as guards around the camp, at least 8" away from the first group, and at least 5" away from any other guard unit. At the start of the game, all models except guard units in the defender's party are *Locked*. Guarding units may only make movement actions and cannot stray more than 16" from one of the campfires. As soon as one of the attacking player's units moves within 8" of a guarding unit, make an initiative check for the guarding unit. If they pass, they spot the attackers, shouting a warning and rousing their comrades - the rest of the defenders units are immediately *Unlocked*.

Ending the game

The game is over when every party but one has routed. The Defending player automatically passes all rout checks. If they rout voluntarily, they abandon their camp forever. At the end of the game any Attacking party still on the table may claim the Defender's abandoned campsite, as well as any buildings or campsite equipment, to become their own new camp. The routed defender must start over with a new camp.

4. Rescue the Royal Brat

Every city has its rulers, and the Golden City is no different. It is divided into many fiefdoms, each of unfathomable size.

Many of these fiefdoms have claimants to royalty of some sort or another. All have at least one unwanted heir or spoiled, precocious liability that drinks themselves into oblivion every week, snorts pixie dust with a space-bimbo and crashes the family pumpkin into a beach made out of skeletons.

Such is the high life in the Golden City. There is always a reward and substantial hush money to get them back out alive.

Special rules

The brat is initially placed in the centre of the board. The insufferable little wretch will wander 2d6" in a random direction at the beginning of each game cycle unless there is a non-feral, non-vehicle model in base contact with them at the start of their recovery phase. Any model in base contact with the brat may drag them using a *Pull* Movement action. Models may shoot or charge the obnoxious little pest as normal if they so choose.

Ending the game

The game ends when one party manages to get the Royal Brat off the table. That party wins the game. All other parties lose the game.

The Royal Brat has the following profile:

Royal Brat

F: 1 A: 1 T: 2 M: 4 I: 2 C: 5 E: 3 S: 1 L: 1 W: 1

Talents: Coward, Stupid

Equipment: knife, healing herbs, magic mushrooms, vodka

The Reward

The grateful family showers the winning party with the following treasure. Roll for each item on the table individually to see what the winning party receives:

Reward

Recieved on a...

Hush Money: 4d6 gold

Automatically included

Hush Money: Gems worth 25 gold

Automatically included

d6 knives

5+

d3 helmets

5+

d3 swords

5+

If the Royal Brat is killed for any reason, no reward will be issued to the winning party. Duh.

However, if the Brat's corpse token is dragged off the table instead, the grieving family will still pay the winning party 30 gold for the safe return of the body.

(Parties lacking in scruples may consider an easy fight for a dead brat to be more cost-effective than a hard fight for a live one.)

[SKETCH OF A CHEERFUL TALKING CAR.

A DRUNKEN GOBLIN RICH KID IS IN THE BACK, PARTYING WITH A GROUP OF SEXY, SQUID-FACED PROSTITUTES, AND RAILING LINES OF PIXIE DUST OFF THE BODY OF AN UNDERAGED GIRAFFE.]

5. Hunt for Hidden Treasure

Buildings slide in and out of the Golden City like dreams, haunting streets for but a fleeting minute before they vanish again. With good timing and a hired soothsayer, a cunning citizen might lie in wait for a bank vault to congeal in the mist, or patrol unstable locations for the reflections of casino lights signalling the arrival of a heist opportunity.

Special rules

The parties must search the buildings on the table to find the treasure. Any non vehicle model that does not have the Feral rule may search. Each time a searching model enters a building that has not previously been searched roll 2d6.

On a natural roll of a 12 the searching model has found the treasure chest.

Buildings in the parties' deployment zones are not searchable (since they have already been thoroughly ransacked) and each new building may only be searched once. If you have not scored 12 with any roll by the time there is only one building left to search, the treasure will automatically be found in the one remaining building. After finding the treasure chest, place a suitable token on the table to represent it. Parties must pull the chest to their own table edge to win.

Ending the game

When one party pulls the treasure chest off their board edge, or when all but one party has failed their Rout check, the game ends. The victorious party then opens their new treasure chest.

Rewards

After the game, the winning party may roll on the following chart to see how many items the chest contains.

Item	Is in the chest on a...
3d6x5 gold	Automatically included
d3 Moldavite tokens	4+
d6 knives	4+
d3 swords	4+
A breastplate	5+
Gems worth 30 gold	6+

[SKETCH OF DOZENS OF CLASSIC ROBBERS WITH BLACK AND WHITE STRIPED SHIRTS ATTEMPTING TO CLIMB ON TOP OF A MASSIVE SAFE BUT FAILING IN VARIOUS COMEDIC MANNERS.

DRAWN IN PAINFULLY ADORABLE CARTOONISH AESTHETIC.]

6. Behold! The Wizard's Tower

Wizards, a constant irritant within the golden city, have been observed to build their nests almost anywhere - even inside your brain! Most, however, are a little more old school, preferring to design grandiose and all-too phallic towers for themselves using internal architecture that would make Escher get dizzy and vomit. Most wizards can be easily shooed out of their nests with a conventional broomstick, or simply by banging two pans together, and it is common wisdom to loot their tower immediately to ensure they will not return.

Special Terrain

The Wizard's Tower is placed in the centre of the table.

Special Rules

Instead of deploying at a point on the table edge, the Defender deploys their party inside the objective building or within 8" of it. The attacking parties are then set up as normal.

In addition, the defender rolls once on the Easily Found Loot Table below, and once again for each attacking party beyond the first, to determine the additional equipment their party gets to start the game with. Each item may only be found once. If the same number is rolled more than once, re-roll. These items represent what the defending party has looted already, and may give them a small edge against multiple opponents.

Easily Found Loot Table

d6 result	Item looted
1	1 dose of Henry's Potion* <i>*see random events</i>
2	d3 magic mushrooms
3	d3 fixes of crystal meth
4	one rabbit's foot
5	one vial of dragon lotus
6	one dispel scroll

Ending the game

The game ends when all parties but one have failed their Rout check. The routers automatically lose. If one of more parties have allied, they may choose to share the victory and end the game.

[SKETCH OF A WIZARD WITH A POINTY HAT
FIGHTING IN A MAGICAL DUEL
AGAINST HIS OWN EXCEEDINGLY LONG BEARD,
WHICH HAS RECENTLY BECOME POSSESSED
BY AN OTHERWORLDLY CREATURE.]

The Wizard's Treasure

At the end of the game the winning party automatically finds all of the remaining items on the Easily Found Loot Table which had not already been found by the defending party before the game began.

In addition, roll on the Hard To Find Loot Table to see what the winning party can loot as they explore the tower more thoroughly.

Hard To Find Loot Table

Item	Is found and looted on a...
3d6 gold	Automatically included
Gems worth 35 gold	4+
d3 fixes of crystal meth	4+
d3 dispel scrolls	5+
Tome of Magic	6+

[Seal of Vine bound and made to look like a hovering castle with bricks forged from galaxies on its lower half, and futuristic technology, laser cannons etc on top.]

FREAKY THREE-WAYS

~ OR ~

When a Mommy Player and a Daddy Player
Love Each Other Very Much and They Team Up to Beat Some
Other Players, So Now You Have to Go to Bed Early and You
Aren't Even Allowed to Eat Any of Their Special Brownies
Or Come Downstairs Again Until Morning...

Alliances

Players can declare or despoil alliances whenever they choose, and may be super sneaky about it if they want, too. Allied parties may choose to end battles peacefully if there are no enemies left on the battlefield and they can successfully negotiate a division of the loot. Models from an allied party will not count for the purpose of *panic tests*. Models cannot use the C of an allied leader. Spells or effects that affect "friendly" or "allied" models will not benefit allied players' models. Hidden models that are spotted by your party are not automatically spotted by allies but can be declared to any allied model within 12" by passing a C Check.

Melee

A big fight is tremendously dangerous, with many blows being struck in a very short period of time. All models fight in every melee phase of every unit they are *Locked* in melee with. This can result in a model having many, many chances to attack over the course of even a single game cycle.

[SKETCH OF A GRIZZLED OLD BARKEEP IN A FANTASY PUB SHOOTING
A TROLL'S HEAD OFF WITH A SHOTGUN TO DEFEND THE LIQUOR]

Shooting

You may be a jerk and shoot into melee in situations where an allied model is involved. For each miss, randomly select one member of the melee to be hit. Reselect for each miss. This may result in one model, even a friendly one, being shot multiple times. (*Allies killed by friendly fire still yield experience for the shooter.*)

New Blood Experience in Multi-Player Games

When determining whether New Blood experience is granted (see later), players compare their Party Value against the party that has the 2nd highest Party Value in the game. Only the party with the 2nd highest Party Value compares itself with the party that actually has the highest.

Irregular Missions

There are a plethora of good ideas out there, and many can be easily adapted to Warpheim. DRINK MORE WHISKEY YOU SLUT. Perhaps you have access to some magnets, and want to suspend a steel globe from the ceiling, paint it, and fight for control of a "comet" as it flies through the warp in an orbit near the Golden City, charging at sideways models and routing upwards...

Narrative campaigns can be overseen by a single person if you choose, who directs the flow of play. This person is often referred to as your storyteller or, if your campaign features appropriate terrain, perhaps your dungeon master. Storytellers will usually construct several elaborate scenarios in advance, controlling random encounters and additional non-player-controlled parties as part of a larger narrative structure. If you're the storyteller, have fun making things up! Good luck. Break a pencil.

[ART: Cartoonish D&D style mixed party being mercilessly torn apart by an elaborately dangerous dungeon.]

The Most Dangerous Game

A two player battle: Campsite vs Campsite, no-holds-barred.
Divide a four foot square table horizontally down the middle. Each player is given one half, which counts as their campsite, and has 40,000 gold to purchase their Exploratory Party according to standard one-time-only game restrictions. There is no terrain except what you purchase. Models may deploy anywhere in your half, regardless of the proximity of enemy models in the other half. A party written for use in **The Most Dangerous Game** resets to its original configuration before every game it is played in. Flip a coin to see who gets the first unit turn. At the end of each game cycle, both players must bareknuckle box with each other for 30 seconds, then each battle rap for 30 seconds, then each krump and twerk for 30 more seconds, then both players must drink 28 ml of whiskey and promptly shoot an arrow at a target fifty yards away.

*You must win in 3 of the 5 categories
(Warpheim, boxing, rap, krump/twerk, and drunken archery)
in order to be victorious in The Most Dangerous Game.*

Tournaments

For anyone divinely mad enough to attempt running a Warpheim tournament, a Win-Loss-Draw format is suggested, as well as a strict policy of always allowing any kind of ridiculous, rules-bending fluff abomination, but ONLY if the model made to represent it looks amazing and has been lovingly converted and painted first. A five colour minimum for the painting of all playing parties is also strongly recommended just to keep things classy.

Alternatively, a freestyle, campaign-structured, eight round "Swiftly Tilting Transcript" tournament could be run by declaring the player with the highest total Party Value at the end of the eighth round as the victor.

Murderball

Murderball parties are played either using one-time-only game rules with 1,500 gold per player or as a season, in which case you have 750 gold per player and campaign rules are used. There is never terrain except what you purchase. A 4" by 4" table is halved horizontally and each half is given to a player as their campsite. Both campsites have an 8" long, 3" high Goal Line in the middle of their long table edge. A Skull token with the Recover rule is used as a ball, henceforth called the Murderball, and is deployed in the centre of the table. Throwing the Murderball across the Goal Line or moving across the Goal Line while carrying it earns your party one point. Whenever a point is earned by either party, immediately redeploy all models back in their own halves, give the Murderball to any model from the party whose Goal Line was just scored upon, and start a new game cycle. The party with the most points at the end of 24 game cycles is the winner. There are no other rules.

Splat Books

A splat book is a derivative booklet that expands on the core system. Splat books are most often used for adding new missions, campaigns and settings to a core game. The classic example is the "challenge dungeon" in D&D. Splats tend to be small, featuring their additional rules and narrative and little else, relying on the core rules as a universal framework that allows all splats to work together and overlap. Feel free to make and publish your own Warpheim splat books for any crazy Rube Goldberg machine, diabolical campaign idea, impossible death maze or unbeatable party challenge you can dream up, as long as you follow the same principles as this book, keeping it free and open-source to anyone on the net, and being charitable with any profits from hard copies. Bits of your splat may inexplicably find their way into later editions of Warpheim and we'll claim they were here all along! Bwa-ha-ha-ha-ha!

Post Game Sequence

1. Humiliating Injuries Phase

Roll a d66 for each hero taken *Out of Action* and consult the Humiliating Injuries Table for the result.

2. Experience Phase

Experience points are gained by surviving models.

3. Post-Game Action Phase

A model may take a single post game action, such as exploring the City for resources, going to the Market Bazaar or using a special talent like farming.

At absolutely any time after the game you may fire party members, pay upkeep fees for hirelings, and/or hire new warriors. You may do these things immediately, or postpone them until right before your next game however you see fit.

The Post Game Sequence lasts until precisely before you select your next opponent, roll for your next mission, or otherwise prepare for a new game. This means that you can never purchase items after knowing what your next battle will be.

Warpheim favours a take-on-all-foes style exploratory party, prepared to fight anything the Golden City can throw at them on a moment's notice.

[SKETCH OF A WELL PREPARED PARTY. THIS IS HOW YOU SURVIVE.]

Humiliating Injury Table

Roll once on this table for each non-vehicle model that was taken *Out of Action* during the game.

If a model loses a point from one of their characteristics, they also reduce their related stat cap by the same amount.

11 to 15 - MEMENTO MORI

Gwyn Ap Nud has claimed this model forever. Remove them from the party's roster. Any unlooted equipment still carried by the model is lost along with them. Bye-bye, little soul. Happy travels! Send a postcard!

16 - UNWILLING AMATEUR CONTORTIONIST

Your hero's body lies broken and used, bent into esoteric shapes worthy of an art gallery. Roll d6 times on this table, re-rolling any Memento Mori, Prisoner, and Sold results, as well as any further Amateur Contortionist results. Apply all results to the injured hero at once.

17 - NAGGING TENDON DAMAGE

The model's leg is severely damaged. Reduce their Movement Characteristic by -1.

18 to 20 - BROKEN ARM

Roll a d6:

On a roll of 2 to 6 it is just a flesh wound, and the bone is quickly mended. The model is unharmed but must remain *Locked* at their campsite to heal during their party's next mission.

On a roll of a 1, the rot has set in and the limb must be amputated. The model now has one less arm. One armed models cannot use items with the *Two-Handed* rule.

21 to 23 - BROKEN LEG

Roll A d6: On a roll of 2-6 it is just a flesh wound. The model must remain *Locked* at their campsite to heal during the next mission but is otherwise unharmed. On a roll of a 1 the leg must be amputated and replaced with a prosthetic. The model permanently loses the ability to make Run movement actions but they may still charge.

24 or 25 - BROKEN RIB

A badly broken rib that will never heal properly. The model's Toughness characteristic is reduced by -1.

26 - FROTHING INSANITY

Driven mad by lingering dreams of violence and pain, the model will now suffer from both *Stupidity* and *Frenzy*.

27 to 31 - LINGERING PAIN

The hero survives, but must now pass a T check at the start of every mission in order to deploy. If the check is failed, their herniated disc kicks them in the shins and they spend the mission *Stunned in your campsite* instead.

32 - YOU DID TAKE YOUR EYE OUT WITH THAT!

Models have two eyes unless otherwise specified. Rolling this result removes one of those eyes. A character that loses an eye has their Lasers stat reduced by -1. If the model's remaining eye is also gouged out they become blind and suffer many additional penalties: Blind models attempting to make a movement action will move d6" in a random direction unless they begin and end the game cycle in base contact with a single non-blind character acting as their guide. Furthermore the blinded model's L is reduced to 1 and their F is reduced by -3 (to a minimum of 1). These stats may be repurchased as normal but at triple the maximum possible cost for each point. Blind swordmasters and eyeless archers don't come cheap!

33 - NERVE DAMAGE

The model's Initiative is permanently reduced by -1.

34 - CARPEL TUNNEL SYNDROME

The model's hand is badly injured. Their Fighting characteristic is permanently reduced by -1.

35 - BROKEN BACK

The model must miss the next d3 games, *Locked* and *Stunned* in your campsite as they recover.

36 - PURLOINED POSSESSIONS

The model manages to escape relatively unharmed, but all their weapons, armour and equipment are lost to the thieves guild or the appetite of the ever-hungry Sidewalk...

41 to 55 - ESCAPE MOSTLY UNHARMED

The model has suffered mild cuts and bruises but is otherwise as healthy as ever. Their severely injured compatriots give them the evil eye.

56 - BIRTH OF A SUPER VILLAIN

The model makes a full physical recovery, but has repressed traumatic memories of the experience. From now on the model *hates* one of the following

Roll a d3

1: The model who caused their injury.

2: The model who caused their injury and the Leader of that model's party.

3: The entire party of the model who caused their injury.

61 - PRISONER

The model awakens to find they have been taken prisoner by a random enemy party. The model and all of their equipment are now part of that party's treasure horde.

The model may be ransomed at a price set by their captor, or sold to a different enemy party (both options may include a prisoner exchange), or the model may be held indefinitely at the enemy campsite. Captives must be represented during campsite missions as an immobile token with the characteristics and talents of the captive model. If a friendly model moves into base contact with this token the model is cut loose and will be free to act as normal in the next game cycle.

Captives who are exchanged or ransomed retain all their weapons, armour and equipment unless negotiated otherwise; if captives are sold, killed or turned into zombies, their equipment is retained by their captors.

As a post-game action, a party may:

Sell the prisoner to the slaver's guild for 3d3 gold.

Remove the prisoner from your exploratory party roster.

Undead parties may always choose to kill any prisoner as a post game action in order to subtract ten gold from the purchasing cost of their next zombie or skeleton.

62 or 63 - CALLOUSED

This model lives to find their own way back to the campsite, becoming numb to the terror of the Golden City along the way. If they have the Coward rule, they will immediately lose it. If they do not have the Coward rule they become immune to *Fear* instead.

64 - HORRIFYING BATTLE SCARS

The model gains the Intimidating talent.

65 - SOLD! TO THE GLADIATOR PIT

Scavengers have sold the hero's unconscious body into the infamous fighting pits of the New Quarter. They must fight against a gladiator and win before they can leave the pits. See the Hirelings section for gladiator rules. Randomly select the gladiator's fighting style and equipment. Roll to see which side charges, then fight the melee as normal.

If the hero wins they gain 50 gold, +2 Experience and are free to rejoin their party along with all of their weapons and equipment.

If the model loses, roll to see whether they are dead or injured (that is to say, roll a d66 roll of 11-35, rerolling anything higher). If the model is not dead, they are thrown out of the fighting pits naked without their equipment and may re-join their party after the post-game sequence.

If multiple models roll this result during the post-game sequence they WILL be forced to fight each other, regardless of party affiliation. If this occurs, place all the afflicted player controlled models in a pit 8" in diameter along with one gladiator and randomly determine a player to go first. Players then take turns nominating one of the models in the Pit and taking a turn with it until all but one model has been taken *Out of Action*. Each model counts as its own party and will inevitably have to attack its own comrades to survive, dancing to the whims of mad gods and the roar of the crowd.

66 - I MEANT TO DO THAT!

The model somehow manages to escape any harm. They gain a bonus of +1 Experience but may not take their post game action for this game.

*Okay so now lots of your warriors are badly hurt or dead.
Hooray! Let's see if the survivors learn anything from
their experiences in the creatively named:*

Experience Phase

Survivor's Experience: Each model that survived the battle without suffering Memento Mori gains +1 experience for participating, even if they were taken out of action.

Party Value: Is the total current worth of a party in gold.

New Blood Experience: Models gain an additional +1 experience on top of their survivor's experience for every full 200 gold that one enemy party on the table has in Party Value over their own. *For example in a battle between a party with a total value of 750 gold and a party with a total value of 1,500 gold, each member of the smaller party who did not die would gain +1 experience, plus three more each for the 750 additional gold the enemy party cost.*

A model gains an additional +1 experience for each enemy model they take out of action. And for each Moldavite token they possess at the end of the game. If your party won the battle, your leader gains +2 bonus experience, as well as bragging rights over the loser.

Experience points are effectively worth five gold each, but this special "gold" can only be spent on the model that earned the experience point, and can only be used to buy new talents, magic spells, prayers and/or characteristic increases for the model cashing it in. Never equipment. You may combine Experience "gold" and real gold from your Treasure Horde to purchase talents and stat increases if you so choose, representing hiring tutors, buying training equipment and the like, combined with real world practise.

Experience and Talents

All models gain experience points unless otherwise noted (vehicles etc). The only way "noted" models can gain talents or stat increases is by purchasing them with regular gold. This represents hiring trainers or mechanics, buying esoteric spell ingredients for your golem and so on.

GREY AREA JUNK:

- A Hero who accidentally kills a member of their own party does not receive experience.
- A Hero that accidentally kills a member of an allied player's party will receive experience.
- A Hero that knocks an enemy off a building, taking the enemy out of action from the fall, will gain experience.
- A Mount that takes an enemy *out of action* does not yield experience for its rider.

**[SKETCH OF A TERRIFIED HUMAN FLEEING
FROM A HORDE OF FAST RUNNING, BLOOD-CRAZED GEESE]**

Wow, your warriors sure are smart now. It's time for them to put that knowledge to good use!

Post-game actions:

Every model not taken *Out of Action* may perform exactly **ONE** post-game action from the following list. Instead of deploying for a mission, any unlocked model may choose to remain at your campsite and perform a second action from this list. If the mission takes place at their campsite, this second action is interrupted and thus wasted.

1 Explore.

This model adds 1 die to the exploration roll.

2 Use a special talent.

The model spends the post-game sequence performing a task.

3 Go to the Market Bazaar.

The model may make 1 of the following actions:

3-a Buy any quantity of any number of different common items the party can afford..

3-b Sell any number of items from your treasure horde for half their listed price.

3-b Make a rarity roll to locate a single rare item of equipment, and buy it if the party can afford it..

3-c seek out the services of a healer, wizard, bonesaw, or any other one-use, off-table guild contract..

3-d Hire a new unit, model, monster, animal, vehicle, etc (A model may use their action to hire multiple models of the same unit type, but only one unit type may be hired per model spending their post-game action recruiting).

Post-Game Action Number One: Exploration

1. You may roll a d6 for each hero that was not taken *out of action* and who spends their post game action exploring.
2. Even if you are allowed to roll seven or more dice, you must always pick a maximum of six of those rolled dice as your result. *Many can search, but not everyone will find what you're looking for. More explorers don't hurt the odds though.*
3. Calculate the sum of your result and consult the Moldavite Collection Table below to see how many Moldavite tokens your party finds as they continue to explore the city's ever-changing streets.
4. If you roll any doubles, triples etc. you have found something in addition to your Moldavite tokens. Consult the Exploration Table further below to see what is discovered.
5. If you score more than one set of multiples you must select only one of these as your Exploration Table result.

[Seal of Asmoday, the thirty-second spirit, bound and portrayed as a winding, green tree growing golden apples, and a climber, their back facing the traveller of this book, near its top. The tree has subtle hints of being a wooden dragon in the Chinese dragon aesthetic.]

MOLDAVITE COLLECTION TABLE

Dice Result	Number of Moldavite Tokens Found
1 to 5	1
6 to 11	2
12 to 17	3
18 to 24	4
25 to 30	5
31 to 35	6
36 or higher	7

[GREEN AS HECK SKETCH OF GREEN MOLDAVITE THAT IS GREEN]

EXPLORATION TABLE

DOUBLES DOUBLES

11 In the ruins of a prehistoric village, your party stumbles upon an OLD WELL

You may chose one model to investigate the old well and make a Toughness check for them. If they pass they find a Moldavite token. If they fail, they drink cursed water and must remain *Locked* at your campsite during their next game due to tiny dæmons invading their bloodstream and causing pneumonia.

22 Flickering into perception from a long forgotten memory, the party behold an ABANDONED STORE

Loot the abandoned store for 2d6 gold.

33 A common sight in the Golden City, your party walks past a MURDERED PERSON

Loot their corpse for one of the following items

(roll a d6:)

- | | |
|---------|------------------------------------|
| 1 or 2: | A purse containing d6 gold |
| 3: | A knife |
| 4: | An axe |
| 5: | A sword |
| 6: | A suit of toughened leather armour |

44 A less common sight, given the dangers of the city, the party stumbles upon a LOST TRAVELLER

A stranger, lost for an eternity in the city's winding streets, has stumbled into view. They may be captured and sold into slavery, eaten, sacrificed or what have you, just as if they were a prisoner. Alternately, they may be interrogated and set free, giving your party new insight into the city. In this case, the next time you roll for exploration, one model may choose to reroll its die.

55 While investigating the ghostly reflection of a 1920s fairground, the party stumbles upon an ABANDONED CART

Roll a d3 to see what can be recovered:

1 Knife

2 Purse with d6 gold

3 d3 torches

66 As the Golden City's many suns begin to set, the party takes shelter against the coming night in a RUINED HOVEL

May be looted for d3 gold, a potato, and one bag of garlic.

[SKETCH OF GHOST TOWN RUINS,
WITH GHOSTS OF MONGOLS RANSACKING
GHOST PEOPLE'S GHOST-FOOD]

TRIPLES TRIPLES TRIPLES

111 Returning victorious from their expedition to the lost necropolis of a mummified dynasty, your party discovers a CLASSIC TAVERN in which to celebrate.

Your party's Leader must take a C check. If they pass, the party gains 4d6 gold worth of beers, wines, meads and ales that are sold off immediately. If your leader fails their C check, your party is left unrestrained, drinking all of the alcohol before it can be sold, and you only make d3 gold pawning the bottles.

[SKETCH OF CHAMELEONS BINGE DRINKING]

222 After days of searching below the unrelenting heat of a thousand orbiting suns, the party spies a rival group of explorers leaving a RECENTLY LOOTED BLACKSMITH'S FORGE

A few items still remain, roll a d6 to see what you find:

- 1 d3 knives
- 2 An axe
- 3 A flail
- 4 A spear
- 5 d3 swords
- 6 2d6 gold worth of scrap metal.

333 As the party wanders through the alleys of the Golden City, they discover a group of ESCAPED PRISONERS

The party encounters d3 prisoners, the escaped captives of some other party no doubt. They may be sold, eaten, sacrificed and so on as normal, but if they are escorted safely out of the area and released instead, they will pay your party 2d6 gold as a reward.

444 The party hears rumours of a LOOTED FLETCHER'S SHOP, lost in a small, forgotten village deep within the blistering hot shadow of an anti-matter sphinx.

Roll a d6 to see what you can still find when you get there

1 d3 short bows

2 d3 bows

3 A long bow

4 d3 long bows

5 A crossbow

6 d3 crossbows

555 The shadow of an ARABIAN MARKET HALL flickers into view

Several knickknacks and scraps of preserved food can be found totaling 3d6 gold.

666 In a seedy goblintown tavern, a stranger approaches your party and speaks of SETTLING AN OLD DEBT

It turns out that an old drinking buddy of your leader's is looking to return a favour. You may add any one hireling to your party free of charge to represent this. They will leave after the next battle unless you begin to pay their upkeep as normal.

[SKETCH OF A NOIR STYLE OGRE DETECTIVE STALKING A WELL DRESSED TYRANOSAURUS REX C.E.O. DOWN THE STREET AT NIGHT.]

QUADRUPLES QUADRUPLES QUADRUPLES QUADRUPLES

1111 Your party chances upon an already LOOTED GUN STORE

Roll a d6 to see what you can scavenge from their stores.

- 1 Blunderbuss
- 2 d3 pistols
- 3 d3 six-shooters
- 4 d3 rifles
- 5 d3 pouches of special blackpowder
- 6 A sniper rifle

2222 In a drab building the party discover a TEMPLE

Your party may loot the temple for 4d6 gold OR they may choose to pray in it, in which case choose one melee weapon in your party. That weapon becomes a *Holy Weapon*.

3333 The party explores sad memories of a person's HOME

But on the upside your party finds 3d6 gold and a potato.

4444 Your party finds directions to a LOOTED ARMOURER

Roll a d3 to see what you can still scavenge:

- 1 d3 shields
- 2 d3 helmets
- 3 A suit of chainmail
- 4 A suit of plate armour
- 5 d3 suits of chainmail
- 6 d3 suits of toughened leather armour

5555 The party wanders through a GRAVEYARD

You may loot the graves for d6x10 gold.

6666 Your party explores the EDGE OF THE LABYRINTH

During deployment in your next game you may choose to *Infiltrate* up to three models as if they had the talent.

PENTUPLES PENTUPLES PENTUPLES PENTUPLES PENTUPLES

11111 Deep in the flickering, paranoid memories of a gated community, the party stumbles upon an ABANDONED MANSION

Hidden behind an oil painting of a truly sour looking family, your party discovers a safe containing d6x10 gold.

22222 The mating coos of a flock of laser pigeons signal the pending temporal arrival of an ALCHEMIST'S LABORATORY

One of your models may study the alchemist's notes, allowing that model to purchase Knowledge talents at half price (round up) from now on.

33333 Your party follows quietly and without firelight in the path of another group of explorers, using them as a distracting target for the packs of wild dogs known to frequent the area, but arriving a day behind them at the site of a now recently LOOTED JEWELLER'S

Roll a d6 to see what you can scavenge:

- 1** You find: Assorted uncut jewels worth d6x5 gold
- 2** You find: An (*iron*) bracelet worth 25 gold
- 3** You find: A plutonium necklace worth 50 gold
- 4** You find: A ruby worth 3d3x5 gold
- 5** You find: d3 Moldavite tokens
- 6** You find: A massive emerald worth d6x15 gold

Instead of selling them, one hero may choose to wear the gems, whatever the result, as bling. This gives them a +1 bonus to all rarity rolls made in the Market Bazaar, as the merchants gather around to ply their wares before such ostentatious displays of wealth. Bonuses from multiple gems do stack, but not from two of the same kind of gem.

**[SKETCH OF BALLERINAS HOLDING A JEWELRY STORE HOSTAGE
WITH A SHOTGUN, A ROCKET LAUNCHER, AND AN USI]**

44444 The party discover the ghost of a MERCHANT'S HOUSE

The house may be looted for 2d6x5 gold. If you roll a double on this roll, then you find an Ancient Symbol of the Merchant's Guild instead of gold. A hero with an Ancient Symbol of the Merchant's Guild automatically passes any rarity checks they make in the Market Bazaar.

55555 The party camps for the night in a SHATTERED BUILDING

Your party finds d3 shards of Moldavite in the ruins, additionally, your party Leader may choose to take a C check. If they pass, add a dog to your party, representing a guard dog left behind in the building.

66666 In a hidden garden in the East Quarter, the party stumbles upon an ENTRANCE TO THE LABYRINTH

During deployment in any game from now on you may choose to Infiltrate any one model of your choice. Choose before deployment.

[ART: BEAUTIFUL GARDEN HIDDEN BEHIND DECREPIT ALLEY]

HEXTUPLES HEXTUPLES HEXTUPLES HEXTUPLES HEXTUPLES HEXTUPLES

111111 GAPING TOOTHED SPHINCTER OF CHORENZON

One of your heroes may choose to explore here. If they do, they must take a Strength check. If they pass, the model returns to their party with 5d3 Moldavite tokens. If they fail, they are immediately devoured and removed from your party roster.

222222 During their exploration of the City Harbour, the party stumbles upon a cache of BURIED TREASURE

Your party discovers a massive oaken chest bearing the seal of one of the giant clans. Roll for each item on this list separately to see if it will be included in the chest.

Item	Is in the chest on a...
3d6x5 gold	Automatically included
d3 Gems worth 10 gold each	4+
d3 knives	5+

333333 While on vacation in the far future, the party locates the quantum signature of a DWARVEN MASTER'S FORGE

Roll a d6 to see what you can scavenge from the ruins:

- 1 d6 double-handed axes
- 2 d6 suits of plate armour
- 3 A meteoric iron axe
- 4 A meteoric iron hammer
- 5 A double handed meteoric iron axe
- 6 A suit of meteoric iron armour

[SKETCH OF THE MARVELS OF A DWARVEN MASTER'S FORGE]

444444 The party stumbles upon a gruesome warning about the sin of hubris in the form of a BUTCHERED EXPLORATORY PARTY

Their bodies have yet to be completely looted. Among the corpses, some of the following items may still be found:

Item	Among the bodies on a...
d6 knives	4+
d3 swords	4+
d3 suits of toughened leather armour	5+
d3 (<i>iron</i>) hammers	5+
d3 spears	6+

555555 In the grand reflection of the LVth Century Holy Techno-Roman Empire, the party discovers a RUINED COLISEUM

Among the debris, your party finds a training manual that can either be sold for 100 gold, or given to a single Literate hero to read. If the book is studied by a literate model, that model's Fight Stat Cap is increased to 10. Note that this manual does not directly increase their F.

666666 In a dead king's memories of Immortal Baghdad, your party discovers the preserved dream of an OPULENT PALACE

Roll a d3 to see what your party can scavenge inside.

1 Your party finds 2d6x10 gold

2 Your party finds d3 barrels of mighty powerful moonshine as well as 3d6x5 gold.

3 Your party discovers d3 Tolkeinite swords as well as a meteoric iron hammer and 2d6x5 gold.

[SKETCH OF IMMORTAL BAGHDAD]

Post-Game Action Number Two: Use a special Talent

The model may use any of their special talents such as farming or blacksmithing between now and their next game.

Post-Game Action Number Three: The Market Bazaar

Action Three-A: Sell Moldavite Crystals

Moldavite tokens can be exchanged for gold, but much of this money is used to pay wages and supply the party's needs. The larger the party, the more supplies they require and the less gold is left over from the Moldavite sale to add to the treasure horde. After supplying their basic needs, a party with only five or fewer models will have 25 gold left over from each sold token. A party with six to ten models will have 20 gold left over from each sold token and a party with eleven or more models will have 15 gold left over for each sold token. Moldavite Tokens are T5, W5.

Action Three-B: Sell weapons, armour and equipment.

You immediately receive half the base price of any item you declare sold, rounded down. Delete it from your roster.

Action Three-C: Hunt for Items or Guild Contractors

A hero that was not taken *out of action* and who did not contribute a die during the Exploration Phase can look for rare items, weapons, armour and equipment in the bazaar. For each hero attempting to find something, roll 2d6: If the result is equal to or higher than an item's rarity you find it. Probably in a small shop somewhere, hidden at the bottom of an umbrella stand. You can now buy the item if you can afford it. "Common" items do not require a rarity roll and may be bought in bulk. Nevertheless they still require one hero to spend the trading phase going to market. One single hero can purchase any quantity of any number of different common items in a single trading phase. They only need gold and a shopping list.

Purchasing Weapons, Arming and Equipping Models

Models may select from any equipment list. They are separated merely for convenience and for the sake of thematic campaigns.

- Each model can carry any number of weapons and items.
- Models cannot be equipped with more than one weapon that has the two-handed rule at the same time, unless they have a number of arms equal to or greater than twice the number of two-handed weapons in their possession.

Miscellaneous Equipment

There is no limit to the amount of equipment a Hero can carry but *you are strongly encouraged to model it all.*

Switching Between Weapons in Melee

A model armed with multiple melee weapons may switch between them at the start of each Melee phase. (*For example, a hero armed with a halberd may charge with the halberd and then change to sword and knife in the enemy's Melee Phase, if they are equipped with all three weapons.*)

[SKETCH OF AN OBSESSIVE ADVENTURER
WITH ENTIRELY TOO MANY WEAPONS]

[THIS PAGE IS FOR ART OR ANTI-WIZARD PROPAGANDA]

CHARACTERISTIC UPGRADES AND TALENT LISTS

Characteristic Upgrades

Each characteristic can be upgraded as many times as you want, up to a maximum of the model's racial stat cap. Models may never purchase a characteristic upgrade that would take them above this cap unless otherwise noted by a special rule. If for some esoteric reason a model has no racial stat cap, nor any other guidelines for determining that stat's potential, then the stat in question may only be upgraded a maximum of twice.

The first upgrade is the cheapest, but it gets progressively more difficult to improve as the model reaches the peak of their potential and must work harder, hire better tutors, add new fuel to their plutonium heart, and so on to achieve these successive upgrades.

If a model has purchased an upgrade for a stat, they will always count as having purchased an upgrade for that stat, and so will never pay the lower price again, even if their stat is reduced because of injury or for any other reason.

Improve Hero's Fighting:

+15 gold for the 1st point.

+25 gold for the 2nd, **+40** gold for each additional point.

Improve Hero's Attacks:

+25 gold for the 1st point.

+35 gold for the 2nd, **+45** gold for each additional point.

Improve Hero's Toughness:

+30 gold for the 1st point.

+45 gold for the 2nd, **+60** gold for each additional point.

Improve Hero's Movement:

+15 gold for the 1st point.

+25 gold for the 2nd, **+40** gold for each additional point.

Improve Hero's Initiative:

+10 gold for the 1st point.

+20 gold for the 2nd, **+30** gold for each additional point.

Improve Hero's Command:

+15 gold for the 1st point.

+30 gold for the 2nd, **+55** gold for each additional point.

Improve Hero's Evasion:

+35 gold for the 1st point.

+45 gold for the 2nd, **+75** gold for each additional point.

Improve Hero's Strength:

+25 gold for the 1st point.

+35 gold for the 2nd, **+50** gold for each additional point.

Improve Hero's Lasers:

+15 gold for the 1st point.

+25 gold for the 2nd, **+40** gold for each additional point.

Improve Hero's Wounds:

+20 gold for the 1st point.

+30 gold for the 2nd, **+40** gold for each additional point.

Talent Lists

Talents

Each talent can only be chosen once unless otherwise noted.

Talents may take a model above their Racial Stat Caps.

Speed Talents cannot be used while *mounted* or *embarked*.

Every model has primary access to certain talent lists based on their party affiliation or unit entry. Any talents that are not included in their rules as being *Primary Talents* will cost twice the stated amount of gold to learn.

Hirelings, Monsters, and Feral Creatures all have access to one of your party list's *Primary Talents* lists as if it were their own. Only one though. Choose wisely because it must be the same talent list for every Hireling, Monster, and Animal your party ever recruits.

If your party is exclusively composed of monsters, hirelings and the like, you may still select one party list's *Primary Talents* as if they were your own. You will be stuck with this choice for the whole campaign.

[SKETCH OF A CAT JUGGLING TORCHES WHILE RIDING A DOG THAT IS JUGGLING KNIVES WHILE RIDING A BEACH BALL THAT IS BALANCED ON AN ORCA WHALE THAT IS JUGGLING PEOPLE WHILE RIDING A UNICYCLE OVER A TIGHT ROPE ABOVE A PIT OF JUICED UP MUSCULAR LIONS WITH CHAINSAWS FOR TEETH. A RATHER OBVIOUS AND CLICHÉ METAPHOR FOR LOVE.]

Assassin Talents

Assassinate! 65 gold

The model may forgo their usual attacks or projectile shots in order to make a single special attack or shot at +1 to-hit, +1 to-wound, and +1 on the injury roll.

Improvised Block 35 gold

All items and tokens held by this model gain the *Parry* rule but will be destroyed if the parry is successful.

Improvised Strike 35 gold

All items and tokens held by this model may be used in melee as an improvised weapon but will be destroyed if they cause a wound.

Infiltration 55 gold

A model with this talent is always placed on the battlefield after the opposing party and can be placed anywhere on the table as long as it is out of sight of the opposing party and more than 12" away from any enemy model. If multiple players have models which infiltrate, roll 2d6 for each and add their Leader's Command and Initiative values to the score. The player with the lowest total must set up first.

Master Strike 85 gold

Once per game the model may activate this ability as an *interrupt*, gaining F10, I10, and *Strikes First* until the end of the current phase.

Sniper 65 gold

If *Hidden*, a model with this talent may shoot or cast spells and still remain *Hidden*. This does not apply to blackpowder weapons, or to (*Technocratic*) weapons, all of which are way too loud.

Astarte Talent List

Advanced Training 60 gold

The Watch, the Mentors, the Shadow Knights and certain other elite units within the Astarte ranks provide advanced training above and beyond even a great Astarte warrior.

When rolling to injure models with the unit type: Void, or any models that have a Toughness of 6 or higher, this model may choose to reroll the die. Models taken *Out of Action* by a hero with Advanced Training cannot *regenerate*.

A Scion of Mars 108 gold

If they have them, the model may reroll any checks to use the Alchemy, Blacksmith, Repair, and/or Technocrat talents.

Codex Tactics 25 gold

If the model is part of a unit with other models that also have the Codex Tactics talent, and if the unit has no more than ten models in it, then that unit ignores the usual restriction that all models in a unit must remain within 4" of each other. However, every model with this talent must still remain within 4" of at least *one* model in their unit.

This means that during any movement phase in which their unit is nominated, a Codex Tactics unit with ten or fewer members may reform into multiple squads of between two and ten models simply by moving into or out of coherency with each other. Any charges must be declared BEFORE using a Codex Tactics reform, as this talent counts as part of normal movement.

Combat Drills 50 gold

This model gains +1F when locked in the same melee as one or more friendly models with this talent, and +1 L when shooting at any unit that has already been targeted by a model with the Combat Drills talent during this game cycle.

God of War 80 gold

The model may shoot at any model within range during its shooting phase, even when the model with this talent or its target is engaged in melee. Missed shots simply miss and do not hit other models by accident, unless they are grenades. The model with this talent may even target other models it is locked in melee with for this attack.

Pauldrons of Plagiarists Who Forgot Their Path 991 gold

Once per game cycle this model may *sue* any single model within 6" that has one or more of the same talents, items, weapons, spells or prayers as they do, by claiming total ownership over the concept of arrows, skulls or what have you. The model with this talent may then nominate any of their own talents, items, weapons, spells or prayers. If the *sued* model also possesses the same talent, item, weapon, spell or prayer, both models will immediately and permanently lose it. Models with the mark of Kierb'Ee may extend this talent's range to 12" if they successfully fail a Command check. Models with the *Mark of Moorcock*, as well as any models with the *Literate* talent, are immune to the effects of Pauldrons of Plagiarists Who Forgot Their Path.

Shadow Knight 235 gold

This model becomes a Wizard with the *Walk Between Shadows* spell, and gains the *Armoured Wizard* and *Trained against Cold Iron* talents. Models with this talent can never take Mutations or Marks. They can never learn Necromancy or any Prayers, except for Prayers of the Golden Buddha-Emperor.

Survivor of the Longest War 150 gold

The model gains one reroll token every game cycle. This reroll may be used for any single die the model is required to roll, including saves or one die in a C check. If the model has Survivor of the Longest War, they may never have Codex Tactician, Shadow Knight or Advanced Training.

Beast Talents

Deep Roar 45 gold

Leader only. The leader may choose to re-roll their first failed Rout test of each game.

Horns/Tusks/Antlers 20 gold

The model has mighty horns or thick tusks. They gain an additional AP1 (*sharp*) attack at their basic Strength on any turn they charge. This never counts as dual-wielding.

Layers of Teeth 45 gold

The model may make a single bite attack instead of making their normal attacks. This attack is at +1S, AP2, +1 to-hit and may reroll to-wound.

Mossfoot 65 gold

This model may ignore organic terrain when moving.

Predator 55 gold

Immune to *Fear* and *Panic* checks.

Purple People Eater 30 gold

This model will be affected by the rules for *Hatred* and *Frenzy* towards any Human models.

Spiked Shell 45 gold

The model may make an additional attack each melee phase at +1S, AP1, (*sharp*). This never counts as dual-wielding.

Tactically Eat Opponent 60 gold

The hero attempts to bite off one of the opposing model's limbs. If the opposing model is taken out of action this melee phase, the humiliating injury will automatically be an amputated limb. You may choose whether to eat their arm or their leg.

[PAGE OF SHEET MUSIC. SECRET SONG OF WARPHEIM]

Church of the Buddha-Emperor Talents

Baffling Determination 65 gold

Leader only. The leader may re-roll any failed Rout checks.

Blind Faith 40 gold

The model puts their faith in the Buddha-Emperor, and faces the dangers of the Golden City unflinchingly. They may re-roll any Fear checks and Panic checks.

Blood Drunk 25 gold

This model gains *Frenzy* whenever they take an enemy model *Out of Action*.

Indignant Fury 45 gold

Hates all *Vermintide*, *Undead*, *Marked*, and *Dæmon* models.

Protection of the Buddha-Emperor 40 gold

The model has been blessed by their Ancestor-Shamen. Any spell (but not prayer) which would affect them is nullified on a d6 roll of 4+. Note that if the spell is nullified it will not affect any other models either.

Sign of the Buddha-Emperor 45 gold

The model is favoured by the primordial gods and goddesses of Humanity. Any *dæmon*, *Marked*, *Vermintide*, or *Undead* enemies suffer -1 Attack in melee if they are in base contact with this model.

[Art: a Lilac Tree.]

Common Talents

Alchemy 55 gold

The model may use its post-game action to brew an alchemical solution from the following list. To do so, the model must first pass two consecutive C checks. Failure of either results in a small explosion, causing a S1, AP0, *Fire* hit on the model. Success on both allows you to add one of the following items to your treasure horde:

A d3 pouches of Flash Powder

B A vial of Blessed Water

C A vial of Dragon Lotus Poison

If the alchemist spends two post-game actions brewing, they may choose one of the following items instead:

D One dose of a Potion of Strength.

E One dose of a Potion of Hermes that lasts d3 +1 turns.

Bard 15 gold

If the bard is on the table and not *out of action* or *stunned*, then the first time you completely fail a rout check during a game, after all rerolls etc have been exhausted, you may elect to sing a short song to your fellow players in order to automatically count as passing that rout check. If you don't sing, you don't pass the check. If you can't sing, too bad.

Beast Handler 65 gold

Nominate one unit type with the *Feral* rule when you purchase this talent. Any *Feral* models of the nominated unit type in your party will automatically pass their *Feral* check if within 5" of the beast handler. This talent may be purchased multiple times for different kinds of *Feral* units.

Blacksmith 65 gold

In missions where the party is fighting in their own campsite, a blacksmith's forge must be represented on the table as a 2" by 2" (*iron*) object (T7, W8). If the forge is destroyed the blacksmith talent must be repurchased before it can be used again, representing both the purchasing of new tools and the forging of additional tools from those.

The blacksmith may spend their post-game action accumulating one Forge Point. Additionally, instead of deploying on a mission with the party, a blacksmith may stay *Locked* at your campsite for an additional Forge Point.

Forge Points can be spent on any items with the (*iron*) keyword in a similar manner to experience being spent on talents. Each Forge Point may be spent in one of two ways:

1 Add d3 gold to item value when selling an (*iron*) item.

2 Subtract 5 gold from the listed price for one (*iron*) item purchased from the market bazaar, representing the smith purchasing raw materials and forging the item themselves.

Brewer 45 gold

The model may spend their post-game action turning 24 potatoes from your horde into a single bottle of vodka.

Butcher 25 gold

The model cuts and prepares meat for your party. If any friendly models with the *Feral* rule suffer Memento Mori, their corpse token is added to the butcher's table. A butcher may spend their post-game action preparing and selling meat for d6 gold per *Feral* corpse token. A butcher may sell the meat of enemy *Feral* corpse tokens too, but only if the enemy party does not have a butcher of their own to claim the meat first.

Additionally, during the post-game sequence, the butcher may slaughter any number of members of your party with the *Feral* rule, selling their meat all at once in the bazaar for d6 gold per corpse token as their post-game action.

Cannibal Cuisine 75 gold

Must have the Butcher talent. If this model is a member of the winning party, they may use the meat of any friendly corpse token for their Butcher talent, regardless of the *Feral* rule, and may also slaughter any model in your party.

Clever Trapper 35 gold

May reroll to-hit with nets.

Climber of Things 35 gold

May *Climb* up to their Movement value during a *Climb* action.

Converted Priest of _____! 35 gold

The model is now a Priest with the ability to attempt prayers from a single Prayer list of your choice. They may never cast prayers from any other list and may not learn spells unless they are also a Wizard by some other means. They do not yet know any prayers and must purchase them seperately. Repurchasing this talent removes all prayers.

Cover Lover (X) 45 gold per level

Projectile weapons shot at this model while they are behind cover suffer an additional -1L when rolling to-hit for each level of this talent purchased.

Coward 1 gold

+1 inch to total Movement when making a *run* action directly away from enemy models. This model must reroll any passed rout checks.

Crazed Beast 20 gold

The model gains the *Feral* rule, and all the benefits and drawbacks associated with it, including no longer being able to gain experience. They may even replace their new *Feral* rule with the *Mount* rule as normal.

Dæmon 55 gold

A dæmon can never tell a lie.

Such was YHWH's geas upon them following the insubordination of Iblis, known as Sammael the Lightbringer. The Lord of Hosts placed this unbreakable geas upon all Angles who chose the brand new concept of rebellion in the wake of the Lightbringer's actions. By refusing to bow before Adam, Iblis volunteered for a Holy Task, acting in defiance as the first rebel.

No longer named as an Angle of the paper origami godhead, the naked feet of Iblis came to rest upon the ground, and all the filth and muck came to them like pigs to a trough, turning them black as pitch. And so it came to pass that the Metatron, in a voice booming across Heaven and Earth like a choir of forty thousand trumpets, decreed all who follow in the path of Sammael the Bright and Morning Star shall never again be able to obfuscate even the most hurtful or terrible of truths.

They must always be honest. They may never tell a lie.

So began the well known tradition among dæmons of speaking in ranks of rhyme and riddle to contain their speech, for they do not wish to hurt you by revealing the hidden truth about your universe.

As a pun, fiction grants this hero a 5+ warding save.

Demagogue 45 gold

Leader only. Any model with the Mob Member rule will always count as being within 3" of three other members of their own party as long as they are within range of the Leader's Leader ability.

Drive 35 gold

A model must have this talent in order to control vehicles.

Farming 20 gold

The model has set up a farm to grow crops and may spend a post game action tilling the field to add d3 gold OR d3 potatoes to your Treasure Horde. The farm must be represented in your campsite by a 4" square area of land that is T1, W8 and *Flammable*. If the farm ever rolls for injury this talent will be lost and must be repurchased.

Fire Fighter 35 gold

As a shooting action automatically *extinguish* one model or terrain segment in base contact that is on *Fire*. If using a water hose you may add +4" to the range of its effect.

Flying 250 gold

For whatever reason, this model can fly. When flying it has a special movement value of 20" and adds +1 to its E. Instead of moving, flying models may choose to Fly High, removing themselves from play temporarily in order to Deep Strike automatically, and without scattering, at the beginning of their movement phase in the next game cycle. Flying models must always declare their elevation in inches at the end of every movement phase, as even if the model is placed on open ground, the unit it represents is soaring high above. Range is always measured to the flyer's body, rather than its base. A flying model cannot declare an elevation higher than 12" above the highest point of terrain on the gaming table. Declaring such an elevation will count as Flying High instead.

If a model becomes *knocked down* or *stunned* while flying it crashes to the ground, suffering falling damage as normal from its declared elevation. Roll for injury and apply the new result if it is worse. Scatter the model 2d6" in a random direction to represent it spiralling out of control.

Immune to Fire 85 gold

This model never suffers any damage from being on *Fire*.

Intimidating 40 gold

This model causes *Fear* in enemy models.

Medical Knowledge 65 gold

As a post game action, this model may re-roll one result on the Humiliating Injury Table for another party member. Multiple medics may triage or even reroll a reroll as you see fit. More doctors might just save a patient.

Mob Member 25 gold

Whenever a model with this talent is within 3" of at least three other models from their own party they gain immunity to *Fear* as well as +1 Initiative. If the model stops receiving this bonus for any reason they will immediately become *stunned*, frozen in place by blind panic.

Regeneration (X) 50 Gold per level

For each level of regeneration a model has, they may roll a regeneration die in their Recovery phase. The model may immediately heal one wound for each roll of a 6. Regeneration can never take a model above their starting number of wounds. If a model with Regeneration is taken *Out of Action*, place a corpse token as normal but continue to give the corpse token its place in the Game Cycle by rolling for Regeneration during its recovery phase. If the model regains wounds, it will no longer count as having gone *Out of Action* and enemy models will not gain experience for the deed. Models with regeneration may reroll Memento Mori results, but must accept the second roll if it is the same.

Repair 50 gold

The model may attempt to fix a damaged vehicle by moving into base contact with it and *Locking* themselves into a multi-turn Battlefield Repair action. A Battlefield Repair action removes one Vehicle Damage Table effect that the vehicle has suffered during this game. These repairs are hasty, jury-rigged affairs and do not restore a wound to the damaged vehicle. Repair actions take a number of game cycles to complete equal to their corresponding Repair Number. If the repairing model is shot or charged, their repair fails and they must start their repair action over.

A model with this talent may spend their post-game sequence performing a Chop Shop Repair to automatically restore one wound to a damaged vehicle. Additionally, they may remove one Vehicle Damage Table effect from that vehicle.

Ride 35 gold

This model may use Feral Creatures as *Mounts*.

Robot (Q) 48 gold

The model is *immune to poison* and must immediately select one characteristic. The selected characteristic no longer has a cap of any sort and may be increased all the way up to 10 in the future. Note this characteristic in brackets after the Robot rule. A purchased Robot may already have a specified characteristic. If it does not, you may choose.

Scout 45 gold

The model may make a 5" move immediately after infiltrators have all been placed, but before the first Game Cycle.

Self-Aware Animal 75 gold

A model with this talent no longer counts as having the *Feral* rule, except when making unarmed melee attacks. Additionally, this model now gains experience.

Sneaky 45 gold

When this model is *hiding* any enemies searching for this model must halve their Initiative (rounding down) for the purposes of both spotting range and spot checks.

Swim 35 gold

This model may reroll Swim Checks.

Technocrat 45 gold

Whenever they are using a (*technocratic*) item, this model may attempt to pass a C check in order to gain a free reroll with said item during that phase.

Thick Skin (X) 45 gold per level

This unit has an excessively scarred and calloused hide that grants them armour-like protection from attacks. The model adds +1 to their armour save for each level of Thick Skin or gains a 6+ armour save if they did not have one already. The model also suffers -1 on rarity rolls in the Market Bazaar for each level of Thick Skin they possess.

Undead 65 gold

The model treats all *Stunned* results as *Knocked Down* instead. Additionally the model causes *Fear* and may choose to double its Command (to a maximum of 10 of course) for the purpose of Rout checks. However Undead models are *Flammable* and can be easily destroyed by holy weapons or by certain prayers and spells.

Wiley Explorer 50 gold

If the model is not taken out of action, they may roll an additional die during the exploration phase and choose which one they want. This does not count as a reroll.

Dark Elf Talents

Blood Sport 45 gold

A model with this talent may make a C check during their recovery phase. If they pass, they will be subject to the rules for Hatred for this turn against any model except dark elf units.

Fury of the Witch Cult 55 gold

The model may make a 4" follow-up move after melee if they take all of their opponents *Out of Action*. If they come into contact with another enemy this starts a new melee. This new melee takes place immediately and the model counts as charging. The model can never make more than one follow-up move per game cycle.

Moon Eater 99 gold

If this model starts the game on the table then they have invoked ancient spirits of the void for aid in the coming battle. During the first d3 game cycles, all models on the table suffer -1L due to a lack of light. After this, the moon returns to the sky and the penalty is removed. Multiple models with the Moon Eater talent will stack their penalties to L but only one model rolls the d3.

Cursed Lycanthropes *Hate* any model with the Moon Eater talent and must move as fast as possible to charge them.

Void Elf Voodoo 117 gold

Time-travelling Arachnid Loa from outside the future have gifted this model with new eyes. This model gains the unit type: Fae and the unit type: Void if it did not have them already. Additionally, this model may entirely ignore the effects of the *Hiding* rule whenever they are nominating enemy models as targets for a charge or shooting attack.

Dwarf Talents

Extra Tough 40 gold

When rolling on the Humiliating Injuries Table for this Hero, the d66 may be re-rolled once. The second roll must be accepted, even if it is worse.

Master Brewer 101 gold

The model is a moonshiner of some local renown. As their Post-Game Action, this model may brew one horn of fine Dwarven Mead. They may immediately sell it at full price, OR you may choose to keep it, adding it to your treasure horde in preparation for a future battle.

If this model spends five consecutive Post-Game Actions brewing, they may substitute all five horns of Dwarven Mead for a single Barrel of Mighty Powerful Moonshine.

Thick Skull 40 gold

If they become *Stunned*, the hero has a special 3+ save to avoid the effect. If the Thick Skull save is made, downgrade the *stunned* result to *knocked down* instead.

If the model also wears a helmet, this save is 2+ instead of 3+. This rule takes the place of the normal Helmet rule.

True Grit 50 gold

When rolling on the Injury table for this model, use a d6: a roll of 1-3 is treated as *knocked down*, 4-5 as *stunned*, and 6 as *out of action*.

Wise Explorer 55 gold

When rolling on the Exploration chart after a game, this model may modify one die roll by +1/-1.

Fae Talents

Fae Quickness 45 gold

A model with *Fae Quickness* can avoid any melee or projectile hits on a dodge roll of 6+. If the model also has *Sidestep* or *Dodge* this will instead increase to a 4+ dodge save in the relevant area. *For example, a model with Fae Quickness and Sidestep avoids melee attacks on a 4+ and missile attacks on a 6+.*

Glamour 75 gold

This model is not quite what they seem. Once per game, as an *interrupt*, this model may subtract -1 from any of their profile characteristics and immediately add +1 to any other characteristic. Their profile remains in its altered state for the rest of the game but resets to normal before the post-game sequence begins.

Mossfoot 35 gold

This model may ignore organic terrain when moving.

Powerful Physique 35 gold

A model with this talent gains Primary Access to any Strength Talents they purchase in the future.

Shadowkin 65 gold

Any enemy attempting to detect this model when they are *Hiding* must reroll successful spot checks.

Wildling Senses 70 gold

As long as they have sufficient movement to reach them, this model may always attempt to charge an enemy, even one that is *Hiding* or one they do not have line of sight to.

Hobbit Talents

Ancient Raisin 40 gold

Leader only. All models in the party may re-roll any failed Command check whenever they are also within range to benefit from the Leader talent.

Gourmet Cheese Salesperson 85 gold

Once per game this model may convert a single die they have rolled into a 1 or into a 6 after having seen the result.

Gourmet Cheese Taster 35 gold

The model is immune to poison.

Mossfoot 35 gold

This model may ignore organic terrain when moving.

Mushroom Chef 40 gold

By frying them in olive oil with a little salt, pepper, and basil, the mushrooms' natural flavour is brought out.

Any time that models in the chef's party consume Magic Mushrooms they will immediately gain +1 C and Leap until the game ends in addition to the mushrooms' normal effect.

Quiet as a Mouse 65 gold

Any enemy attempting to detect this model when they are *Hiding* must reroll successful spot checks.

Sniper 65 gold

If *Hidden*, a model with this talent may shoot or cast spells and still remain *Hidden*. This does not apply to blackpowder weapons, or to (*Technocratic*) weapons, all of which are way too loud.

Knowledge Talents

Advanced Sorcery (X) 75 gold per level

Wizards only. A wizard may add +1 to their casting rolls for each level of this talent they possess. Sisters of The Church, Witch Hunters, and Priests may not use this talent.

Ambush 75 gold

Leader only. Before deployment this player may place up to 5 numbered tokens anywhere within 18" of their table edge. You may deploy *hidden* models at any of these tokens instead of deploying them normally. Write down which tokens represent models. If an enemy moves within 2" the token is replaced with any *hidden* models it may represent.

Armoured Wizard 50 gold

Wizards only. A wizard with this talent is able to wear armour and cast spells at the same time. They remain inconvenienced by (*iron*) as normal.

Barter 40 gold

Once per post game sequence, this hero may deduct 2d6 gold from the price of any one item that they have successfully found (to a minimum cost of 1 gold for the item).

Drunk With Power 55 gold

This model may choose to add an extra d6 to their casting value for spells or prayers. If they roll this extra d6 they will suffer from *Stupidity* during the next game cycle.

Forward Scouts 60 gold

This talent may only be taken by the Leader. After deployment the leader may reposition 3 of their other models up to 6" in any direction, provided all repositioning models remain 18" away from any enemy models and out of their line of sight.

Literate 45 gold

Before rolling for a mission the model may create a *one use only* scroll, and inscribe a single spell or prayer that they know upon it. The scroll may be used just before they are about to cast the spell or prayer and allows them to add +2 to their casting roll. After this, the scroll will crumble to ash and become useless. Scrolls may never be saved or stored from battle to battle if they go unused.

Magical Proficiency 60 gold

Wizards only. The wizard may attempt to cast two spells each turn as long as they are not in melee. After attempting the first spell, they must take a toughness check. If they pass they may attempt a second spell that turn or even cast the same spell twice. If they fail they become *Stunned*.

Meditation 65 gold

This model automatically passes the first C check they are called upon to make each game. When using a spell or prayer this model may reroll one die used in the casting roll.

Organized Patrol 65 gold

Leaders only. During deployment, all enemy infiltrators must deploy at least 18" away from models in this party.

Secret Codes 55 gold

Leaders only. Their Leader ability's range is increased by 6". *Undead* Leaders may not use this talent.

Streetwise 30 gold

A model with this talent may add +2 to any of their rarity rolls in the market bazaar.

Tactical Acumen 75 gold

Leaders only. After deployment is complete, but before any infiltration, the party leader may reposition up to half of their models, rounding down, as if they were being deployed for the first time. The redeployed models must still remain within their party's deployment zone. Multiple Tacticians in separate parties will roll off to see who performs their action first.

The Amazing Flex-O-Brain 55 gold

During their recovery phase, the model may pass a C check in order to gain +1 to their Command for that game cycle.

Trained Against Cold Iron 250 gold

This model ignores all the effects of *(iron)*.

True Name Researcher 99 gold

Nominate one model in the campaign with the *Dæmon, Fae, Elf, Dwarf, Dinosaur, Lizard People, or Void* unit type. For each game after the first that the hero with this talent plays against the nominated model, the hero adds +1 to a True Name Tally. For each point on the True Name Tally, the hero's player may force the nominated model to reroll a single die per game. If the hero is taken *out of action* this talent may not be used again during that game. Additionally, if the hero is taken *out of action* then no point will be added to the True Name Tally for that game.

Warden of the Veil (X) 75 gold per level

Wizards and Priests only. This model may add +1 to all their dispel rolls for each level of Warden of the Veil.

Lumberjack Talents

Bull Rush 40 gold

When charging, a model with this talent may attempt a single attack with a +1 modifier on their to-hit roll, rather than making their normal attacks. If this special attack hits, the enemy model suffers no wound but is immediately *knocked down*.

Chainsaw Juggler 45 gold

May reroll to-hit with (*chain*) type weapons

Foul Odour 40 gold

All living enemies (so not undead, robots, vehicles or dæmons) suffer -1 to-hit against this model in melee. In addition, the model cannot carry any open flames (such as a lit torch, lantern, flamethrower etc.) or else they will immediately be taken *out of action*. Fire attacks made against the model are resolved at +1 Strength.

Master Lumberjack 45 gold

May spend their post-game action cutting down trees for d6 gold. Any trees in your campsite may be sold at full value.

Taunt 40 gold

After years of baiting opponents into drunken brawls the model has learned some of most vile insults in the Golden City. During the shooting phase the model may choose to taunt one enemy unit within 12" instead of shooting with a projectile weapon or casting a spell. **The player must then verbally insult the enemy model in some manner.** The enemy takes a Command check in response. If they pass, cooler heads prevail and nothing happens but if they fail the insulted unit must spend their next movement phase trying to get into melee with the model who taunted them.

Melee Talents

Ambidextrous 65 gold

The model never suffers any penalties when *dual wielding* multiple melee weapons, using shield bash attacks, etc.

Bladeweaver 80 gold

May make a number of parries equal to their F. For each parry made after the first, they suffer -1F until their next recovery phase.

Combat Maestro 35 gold

Gains +1 attack for every two enemy models in base contact.

Disarm 60 gold

By forfeiting -2 from their A for this round and passing two consecutive F checks, the hero may take away their opponent's weapon. The enemy model's weapon is knocked d3" in a random direction. Place a token there to represent it. To prevent themselves being disarmed, the enemy model may attempt to pass a special F check. Subtract the disarming model's F from their own, then pass a F check on this new characteristic. If they pass, the disarm action does not succeed. The disarming hero may attempt to catch the weapon before it hits the ground by passing both a F check and an Initiative check. Failure of either results in an automatic Strength 2 hit with the AP, Strength bonus and special rules of the disarmed weapon. After resolving the hit, place the token as normal. Success places the weapon in the disarming model's hand. If their hands are full, they may automatically drop one item to catch the disarmed weapon. Place a token representing the newly dropped item instead.

Pro Boxer 40 gold

This warrior suffers no penalties to Strength for fighting unarmed, and their unarmed attacks are never *Primitive*.

Spleen Percussionist 35 gold

Add +1 to all injury rolls caused by the model in melee.

Sidestep 45 gold

The first time the model suffers a wound in each melee phase, they may choose to take an Evasion characteristic check. If passed, the model gains an additional 'dodge' saving throw of 5+ for the remainder of the phase. This save is never modified by AP and must be rolled before any armour or warding saves. If the check is failed, nothing special happens and the melee is resolved as normal.

Sword Poet 35 gold

This model may re-roll missed attacks with sword type weapons during any melee phase in which they have charged.

Throw Melee Weapon 45 gold

During the shooting phase this model may choose to throw one melee weapon they currently hold. The range of this throw is equal to the model's Sx2. This is resolved as a shooting attack but compares the throwing model's F against the target's E on The Chart™. If this attack hits, the weapon causes one melee hit as if the throwing model had charged. Regardless of whether the attack hit or not, the throwing model is now disarmed of their weapon and a token representing it is placed in base contact with the target.

Violence Artist 35 gold

May modify all Critical Hit rolls caused in melee by +1/-1.

Wrestler 35 gold

The model keeps their full F while *Knocked Down*. They may pass an F or S check to cause both themselves and a model in base contact to automatically become *Knocked Down*. Alternatively, they may pass an F or S check to ignore one use of either the Toss or Wrestler talents against them.

Ogre Talents

Bellow Loudly 40 gold

This talent may only be taken by the party leader, allowing them to re-roll their first failed Rout check if they are not *Out of Action*.

Bull Rush 40 gold

When charging, a model with this talent may attempt a single attack with a +1 modifier on their to-hit roll, rather than making their normal attacks. If this special attack hits, the enemy model suffers no wound but is immediately *knocked down*.

Faekin Glamourweave 33 gold

This model gains Primary Access to Fae talents.

Huge Size 35 gold

This model may ignore the Two-Handed rule.

Mushroom Chef 40 gold

By frying them in olive oil with a little salt, pepper, and basil, the mushrooms' natural flavour is brought out.

Any time that models in the chef's party consume Magic Mushrooms they will immediately gain +1 C and Leap until the game ends in addition to the mushrooms' normal effect.

Tactically Eat Opponent 60 gold

The hero attempts to bite off one of the opposing model's limbs. If the opposing model is taken out of action this melee phase, the humiliating injury will automatically be an amputated limb. You may choose whether to eat their arm or their leg.

Worldly Diet 75 gold

The model is immune to the effect of all *poisons*.

Orc Talents

Bull Rush 40 gold

When charging, a model with this talent may attempt a single attack with a +1 modifier on their to-hit roll, rather than making their normal attacks. If this special attack hits, the enemy model suffers no wound but is immediately *knocked down*.

I Ain't Afraid of Nobody! 40 gold

The model may ignore Fear checks when charging and does not have to reroll successful Panic checks.

NILBOG SPELLED BACKWARDS IS DIE! 55 gold

May reroll the first *knocked down* injury result rolled against an enemy model each melee phase.

Potent Fungus 365 gold

Whenever this model makes a movement action inside forest, jungle, or otherwise densely organic terrain, roll a d6. On a 5+ the terrain has become saturated in the strange spores of the troll species. As the spores begin to psychically bond with ambient chlorophyll, the terrain blossoms, and has a chance of creating new units for your party.

Roll 2d6 at the start of each new game cycle for every piece of saturated terrain. On a 2, the terrain is no longer saturated. On an 8-9, a squiggly toothed beast is created. On a 10-11, a *Feral* goblin warrior is created. On a 12, a *Feral* orc warrior is created. These models appear *Locked* and inside the terrain. If they survive, they may join your party as free party members after the game.

Waaar! 40 gold

Orcs love fighting on a romantic level. This model may add +2" to their charges due to their flirtatious giddiness and their fevered desire to woo carnage into existence.

Piracy Talents

Copycat 75 gold

At the beginning of any melee phase the hero may select one talent that is known by any enemy model in base contact and add it to their own talents for the duration of the phase.

Lamponery 35 gold

After years of baiting opponents into drunken brawls the model has learned some of most vile insults in the Golden City. During the shooting phase the model may choose to taunt one enemy unit within 12" instead of shooting with a projectile weapon or casting a spell. **The player must then verbally insult the enemy model in some manner.** The enemy takes a Command check in response. If they pass, cooler heads prevail and nothing happens but if they fail the insulted unit must spend their next movement phase trying to get into melee with the model who lampooned them.

Songs of the Seven Seas 40 gold

At the start of this model's melee phase you may nominate one enemy in base contact, then you must begin to sing something. To resist being distracted by your surprising virtuosity, the nominated model must pass a C check or lose d3 Attacks during this melee phase. This has no effect on vehicles or undead models. They have no passion for art.

Swashbuckler 50 gold

The model may choose to take a Command Check at the end of any melee phase where they are still Locked in melee with enemy models. If they pass they circle out of the combat successfully and may immediately move up to their full movement value in inches away from the enemy. If they fail the check they remain in melee and must fight as normal in the following melee phase.

Questing Talents

Vow of Arrogant Competition 35 gold

The model may reroll to-hit with lances if mounted.

Vow of Careless Selflessness 35 gold

The model may re-roll to-hit in melee against enemy models with a Strength characteristic higher than their own.

Vow of Extreme Chastity 55 gold

Any spell that targets the hero, or that includes them in its area of effect, will be dispelled on a roll of a 5+.

Vow of Foolish Bravery 25 gold

Once per game, if the model is the party's Leader or active leader, and if they are not *Knocked Down* or *Stunned*, you may re-roll a failed Rout Check.

Vow of Pompous Spite 35 gold

The model *Hates* all wizards (but not priests). The model will also *Hate* any enemies armed with projectile weapons.

Vow of Reckless Fury 40 gold

The model gains an additional +d3" to their movement when charging. Roll a new die each time you wish to charge, after declaring the charge but before moving the model.

[SKETCH OF A HELPFUL, CHIVALROUS KNIGHT WITH ONE OF THOSE LONG, POINTY NOSED HELMETS CARRYING AN ELDERLY LADY ACROSS THE STREET AS SHE HITS HIS SHOULDER AND ANGRILY POINTS TO HER GROCERIES, LEFT BEHIND AT THE OTHER CORNER.]

Shooting Talents

Gunslinger 35 gold

If the model is equipped with two or more pistol type weapons, then the model may fire twice in the Shooting phase, once with each of them (note that Prepare Shot will apply to each weapon individually). If a model with this talent chooses to only fire a single pistol then you may subtract 1 from that pistol's Prepare Shot value this turn.

Good Vision 35 gold

The model adds +5" to the maximum range of any projectile weapon they are using.

Gunnery Master 35 gold

This model may reduce Prepare Shot waiting times by one turn. Alternatively they may assist in the operation of another model's weapon by moving into base contact with them and devoting their shooting phase action to assisting their peer, reducing the Prepare Shot value for that weapon by 1 instead. Multiple gunnery masters in base contact may stack their effects. With enough technical assistance some of these weapons may even wind up firing every game cycle.

Knife-Thrower (X) 35 gold per level

Throwing knives and throwing stars used by a model with this talent count as having Multiple Shots (2). Add +1 to the Multiple Shots value for each level after the first.

Practice makes Perfect 35 gold

The model may reroll 1s to-hit during Shoot actions.

Predict Movement (X) 45 gold per level

For each level of this talent possessed by this hero you may reduce the *Dodge* save of any target model by 1 in the same manner as reducing armour saves using AP.

Overwatch 55 gold

Counter-Action, Interrupt. The model may suspend the game cycle at any time in response to an opponent's unit declaring a movement or charge action that would bring them into range and line of sight of this model. This model immediately takes one shooting phase targeting the enemy unit, after which play returns to normal, commencing with that same opponent's unit beginning its shooting phase or completing its charge (assuming it remains unharmed).

A model on Overwatch must declare so at the beginning of their shooting phase. They then become *Locked* for the remainder of the game cycle except for their Overwatch shooting action.

Steady Aim 35 gold

The model may ignore the Move or Fire rule.

Note that this talent cannot be used at the same time as the *Quick of String* talent.

Trained Grenadier 75 gold

May reroll 1s to-hit when throwing grenades.

Trick Shooter 45 gold

The model may ignore all modifiers for cover when using projectile weapons. This talent is not useable in combination with *Quick of String*. Pick one at a time.

Quick of String 45 gold

The model gains Multiple Shots (2) or +1 to their Multiple Shots level when shooting a bow or crossbow type weapon.

Vehicle Hunter (X) 45 gold per level

Whenever one of their shots results in rolling on the Vehicle Damage Table, this model may modify the 2d6 result by +1/-1 for each level of this talent purchased.

Speed Talents

Acrobat 40 gold

If they pass an Initiative check the model may fall or jump from a height of up to 12" without taking falling damage. Additionally, they may re-roll failed Diving Charge checks.

Dodge 45 gold

The first time each phase that a model with this talent suffers a hit from a projectile weapon or spell, they may choose to take an Evasion check. If passed, the model gains an additional 'dodge' saving throw of 5+ for the remainder of the phase. This save is never modified and must be rolled before any armour or warding saves. If the check is failed nothing special happens.

Fleet 55 gold

Add +2 to the model's Movement characteristic whenever they are taking a Movement action (so, not applied to M checks).

Incredible Speed of Hermes 365 gold

The model has an Infinite Movement characteristic. As long as they are able to make movement actions the model may be repositioned anywhere on the table during their Movement phase. Additionally, place a token where they last were. They may add +1 to their E and I until their next recovery phase for every full 12" between themselves and this token.

Infinite Mass Punch 365 gold

Must have Incredible Speed of Hermes. The model runs around the city's equator to build up speed. Remove them from the table as a movement action. Next game cycle, place them in base contact with any enemy model as a charge action. Instead of attacking normally, the model causes one automatic hit with S10, AP10, *Explosive*. This attack has *Strikes First* and is resolved with Initiative 10.

Leap 40 gold

The warrior may leap 2d3" in the movement phase in addition to their normal movement. They may move and leap, run and leap or charge and leap, but they can only leap *once* per turn. The model may leap over enemies, and obstacles 4" high, without penalty. A leap may also cross over gaps, but in this case you must commit the model to making the leap before rolling the die to see how far they go. If they fail to make it all the way across, they fall down and take falling damage. Models may leap in addition to jumping during their turn, and may even "double jump" by leaping in midair at the end of the jump (or during their fall).

Pro Catcher 85 gold

Once per game cycle as an *interrupt*, this model may pass an I check to catch one thrown weapon or item that has hit or passed over them. Ignore the hit and either add the item to this model's equipment or immediately make a shoot action with it at a target in range counting as another *interrupt*.

Quick Reflexes 45 gold

The model gains *Strike First* when being charged.

Rolling Tumble 45 gold

The model may ignore *knocked down* results when rolling for injury, but can still be *knocked down* for other reasons.

Sprint 60 gold

The model may triple their Movement rate when they run or charge, rather than merely doubling it as normal.

Wall Runner 85 gold

The model automatically passes their Initiative check when climbing up walls and terrain. The model may run or charge up terrain automatically too, but always strikes last when charging in this manner.

Strength Talents

Immune to Pain (X) 55 gold per level

A model with this talent has a final 6+ Immune to Pain save they can take after ward and armour saves that represents their body's astonishing resilience. For each level beyond the first you may increase the save by +1. (So Immune to Pain (3) would grant a 4+ Immune to Pain save, etc)

Mighty Fists 35 gold

The model adds +1 to their Strength in melee.

Pit Gladiator 35 gold

When fighting inside buildings or ruins, add +1 to this model's F as well as +1 to their Attacks.

Toss 65 gold

Must first have Twitching Triceps (unless Toss was already included as a basic part of their list entry). You may subtract -1 from this model's Attacks in Melee to flip an opponent or throw them at their enemies. Select one model in base contact and roll an S or F Check to immediately move the selected model d6" in any direction, including up. If that model hits another model, both suffer an AP0 hit with Strength equal to the thrown model's Toughness.

Tough As Nails 35 gold

Deduct -1 S from all hits against this model in melee.

Twitching Triceps 55 gold

May ignore the Strikes Last, Bulky, and Move or Fire rules. Counts as two models if making a Pull action.

Unstoppable Charge 30 gold

The model adds +1 to their Fight in any turn they charge.

Troll Murderer Talents

Berserk Charge 45 gold

The Murderer may double their attacks on the turn that they charge. They will suffer a -1 penalty to-hit when doing so.

Dæmon Degrader 35 gold

Gains *Hatred (Dæmons)*, *Hatred (Fae)* and *Hatred (Elves)*

Defile the Body Completely 65 gold

When the Murderer takes an enemy model *out of action*, that model cannot use the *Regeneration* talent.

Human Harasser 15 gold

Gains *Hatred (Humans)*, and *Hatred (Dwarves)*

Lizard Kicker 15 gold

Gains *Hatred (Lizard People)* and *Hatred (Dinosaurs)*

Masterful Monster Murderer 65 gold

The Murderer always wounds any non-vehicle opponent on a roll of 4+, regardless of Toughness, unless the roll would naturally be better, in which case you may choose which value to roll against.

Orc Breaker 15 gold

Gains *Hatred (Orcs)*, *Hatred (Trolls)* and *Hatred (Goblins)*

Priest Puncher 15 gold

Gains *Hatred (Priests)* and *Hatred (Demagogues)*

Vermin Slayer 15 gold

Gains *Hatred (Vermintide)* and *Hatred (Rats)*

Wizard Walloper 15 gold

Gains *Hatred (Wizards)* and *Hatred (Bards)*

Vampire Talents

Change Form 45 gold per form

A Vampire can change form in the recovery phase, regardless of whether it is *Knocked Down* or *Stunned*. The model may change back to their Vampire form at the start of any subsequent recovery phase. While in an altered form the Vampire does not count as having any of their items or equipment. They cannot shoot with a projectile weapon or cast spells, but can attack in melee as if they were *Feral*.

Form 1 - Swarm of Rats

F: * A: * T: 1 M: 5 I: * C: * E: 4 S: 2 L: * W: *

* Use the same characteristics as the Vampire.

The Vampire may move through small holes and gaps that would allow a single rat-sized creature to pass through and can thus ignore terrain while moving in this form.

Form 2 - Swarm of Bats

F: * A: * T: 1 M: 3 I: * C: * E: 4 S: 1 L: * W: *

* Use the same characteristics as the Vampire.

Talents: Flying

Form 3 - Dog or Wolf

F: * A: * T: 4 M: 9 I: * C: * E: * S: 4 L: * W: 2

Use the same characteristics as the Vampire.

Form 4 - Shadows, Fog, Mist of Blood, etc.

The model has a Movement value of 2d6" per turn. The model may not attack in melee, shoot with a projectile weapon or cast any spells or prayers. They gain no protection from armour or equipment. However, all to-hit rolls against the model from projectile weapons or melee attacks automatically miss.

Drinker of Blood 55 gold

This model may regain one lost wound at the end of any melee phase in which they have caused at least one unsaved wound to an enemy model. This model gains the Unit Type: Vampire if they did not already have it.

Layers of Teeth 45 gold

The model may make a single bite attack instead of making their normal attacks. This attack is at +1S, AP2, +1 to-hit and may reroll to-wound.

Predator 55 gold

Immune to *Fear* and *Panic* checks.

Quiet as a Mouse 65 gold

Any enemy attempting to detect this model while they are Hiding counts their Initiative as half its normal value (round up) for the check.

Tactically Eat Opponent 60 gold

The hero attempts to bite off one of the opposing model's limbs. If the opposing model is taken out of action this melee phase, the humiliating injury will automatically be an amputated limb. You may choose whether to eat their arm or their leg.

Transfixing Gaze 45 gold

The gaze may be used at the start of the melee phase on any living model (not vehicles, undead or dæmons) in base contact that is not *Immune to Fear*. The target must pass a Command check or become *Transfixed*. A *Transfixed* model may not attack in melee and is treated as being *knocked down*.

Vermintide Talents

Barb Wire, Rusty Nails, and Dreadlocked Fur Quills 75 gold

Any enemy that scores a successful hit against this model immediately takes a (*sharp*) S1, AP0, *Primitive* return hit.

Beady, Bloodshot Eyes 45 gold

This model may reroll checks to spot *Hidden* enemies.

Filth-Encrusted, Rancid, Sick, Little Rat-Thing 50 gold

Any enemy model in base contact must take a Toughness check at the beginning of each melee phase. If they fail they suffer -3F for that phase.

Layers of Teeth 45 gold

The model may make a single bite attack instead of making their normal attacks. This attack is at +1S, AP2, +1 to-hit and may reroll to-wound.

Murder Machine 95 gold

In melee the model has +1 Attack. In addition, a hero with this talent will always cause a critical hit on a To-Wound roll of 5 or 6 with any weapon.

Quiet as a Mouse 65 gold

Any enemy attempting to detect this model while they are *Hiding* counts their Initiative as half its normal value (round up) for the check.

Tail Combat 40 gold

The model may wield a shield, knife, sword or other one handed weapon with its tail. If armed with a tail weapon, they may make one special attack with it at the same time as their other attacks. This attack is always at -1 to-hit.

Gifts of the Warp

Each gift can only be chosen once unless otherwise noted. Gifts of the Warp can take a model above their maximum racial characteristics. Marks are always *Primary Access*.

Gifts: Marks

Mark of An'Dii 25 gold

This model automatically passes Technocrat checks.

Mark of An'sl 25 gold

this model may ignore the *bulky* rule. additionally, if they are wearing any form of *Bulky* armor it may be decorated with spikes at no extra cost, which then grants the marked model one reroll to-wound per melee phase.

Mark of Arkhare 88 gold

+1F, +1M, +1S, and Blood Drunk

Mark of Atuo Maspiri Nen 145 gold

This model is a Wizard and knows 1 Wordsmithing Spell.

Mark of Cav'Etorae 99 gold

Any *Dæmon* within 3" of a model with the Mark of Cav'Etorae becomes *Creative*. *Creative* models may reroll any C checks.

Mark of Eris 25 gold

Once per game as an *Interrupt*, replace any single die's result with a 5. Be clever.

Mark of Eshornaal 66 gold

+1E, Fleet

Mark of Gō D'Wehn 15 gold

May reroll 1s to-hit and to-wound against unpainted models.

Mark of Gwyn Ap Nud 14 gold

Model gains *Hatred* against all *Undead* models.

Mark of Gygax 834 gold

During this model's recovery phase this model may add up to five words, numbers or symbols to these rules for the Mark of Gygax. The mark of of Gygax resets to its original phrasing at the beginning of every recovery phase and this sentence can never be modified by the Mark of Gygax, Dimensional Ripples, Wordsmithing Magic or any other such nonsense.

Mark of Kel-Credaes 69 gold

All models within 3" that have the *Dæmon* rule will suffer from *Stupidity* and become *Ruined*. At the beginning of each of the Marked model's recovery phases roll a d6 for the Strength and a d6 for the Toughness of every *Ruined* unit. The number on the d6 becomes the *Ruined* model's stat value until they move out of range and are no longer *Ruined* or until the Marked model's next recovery phase, when you will roll again. How *chaotic* and #;ç*ing *cinimatic*!

Mark of Kierb'Ee 991 gold

For every Exploration die rolled by a model with this mark, add 1 to a Profit Tally. This slowly rising number is the number of additional gold pieces all opposing parties in the campaign must now pay to purchase each new item and piece of equipment from the armoury. All Talent, Prayer and Magic purchases remain unaffected by the Profit Tally. The Profit Tally is only in effect during post-game sequences where the model with the Mark of Kirb'Ee has rolled an exploration die. Multiple Profit Tallies will always stack.

Mark of Lalam 30 gold

The model is suspended in a non-Euclidian copyright limbo that gifts it with heightened senses when fighting its brethren. Reroll failed To-Hit rolls in melee against models with any other Mark.

Mark of Moorcock 600 gold

This Cornelian Ubermensch can never truly die. If the model goes *Out of Action* and rolls the Memento Mori result, reroll it. If the model still dies, do not remove the model from the Party roster. Instead, they lose all their equipment but their naked body is placed into limbo, outside of the campaign. Roll 2d6 before deployment of your next battle. On a natural roll of a 12 (no rerolls or tomfoolery) our hero's eyes burst open and they rejoin their peers just before they march out of your campsite. Roll once before every battle until the eternal champion eventually comes back. The Mark of Moorcock is protected by its patron. This entry is entirely immune to both Dimensional Ripples and Wordsmithing magic.

Mark of Onogol 77 gold

+2T, -1E, +1W, Immune to Poison

Mark of Phraz'Etar 45 gold

Enemy models must reroll successful rolls to wound against the model with the Mark of Phraz'Etar. The model loses this ability if wearing any armour other than toughened leather, pelts, helmets, bucklers, and/or shields. Additionally, the model gains +1 attack for every wench token within 6" of them (This is the one weird and wacky exception that can take your attacks above 10 sometimes. Praise Phraz'Etar!). Wench tokens are free equipment upgrades for a model with the mark of Phraz'Etar. You may take as many of them as you like, but for each wench token you take you must reduce the maximum size of your party (normally 20) by one. During games they have the profile of an unarmed goblin. Wench Tokens count as party members in all respects during the game but do not cost any gold to purchase. Wench tokens may never use any equipment. You may have any number of Wench tokens, but always be careful to protect them using your axe and laser-tiger or else the party may rout!

Gifts: Mutations

Mutations are always purchased as *Exotic Talents* and cost double what is listed here unless a model specifically has *Primary Access* to Mutations in their list or unit entry.

Abyssal Jowls 40 gold

If the model hits with two or more attacks, they may exchange all hits for a single roll to-wound at +2S and AP4

Acidic Saliva 35 gold

This model may always choose to make a shooting action with the following profile: Max Range: 4", S1, AP3

Additional Eye 10 gold

May reroll checks to see *Hidden* enemies. The model may lose an Additional Eye instead of losing one of their two starting eyes to a humiliating injury.

Dangling Participle 75 gold

Mansfield Smith-Cumming, who founded MI6 in 1909 (and lead it until he croaked in 1923), was so delighted to learn male seed made for an effective invisible ink that he made agents adopt the motto: "Every man his own stylus".

This model may reroll C checks and causes *Fear*.

Extra arm (X) 20 gold per arm

The model has an extra arm that may be used to grant an additional attack in melee. The arm may hold a weapon or shield. This upgrade may be purchased as many times as you like, but each arm must be represented on the model.

Fire Breath (X) 55 gold per level

As a shooting action, place a breath token anywhere within 7" of the model. Any model between the token and the model immediately takes d3 *Fire* hits at S2, AP0. Upgrade Fire Breath by adding +1S or +1AP for each level after the 1st.

Fish Body 35 gold

The model does not need to take swim checks and can move normally in water, however they may not move on land at all, save to jump over it from one pool of water to another. Units with a Fish Body have +3M while in water.

Four legged (centaur style) body 45 gold

+3M. The model is at -3 Initiative for climb checks but does not suffer this penalty when jumping down.

Ice Breath 45 gold

Instead of taking a shooting action, Place a marker anywhere within 7" of the model. Any model between the marker and the model immediately suffers -2 to their Movement and Initiative characteristics. This effect lasts for d3 turns.

Laser Eyes 90 gold

The model may make a shooting attack with the following profile: Maximum Range: 24", Strength: user, AP5, *Fire*

Long Tongue 55 gold

The model may chose to substitute one of its normal attacks in melee for a tongue attack. The tongue attack counts as dual wielding. If the tongue attack hits, the enemy model must make a Strength check. If they fail, the enemy model is immediately knocked down. If they pass, they reduce their attacks by -1 this melee phase.

Prehensile Tail 35 gold

The model may make an additional unarmed attack as if dual wielding. Ambidextrous applies if the model has the talent. A tail may be equipped with a weapon or carry a shield.

Six, Eight or more legged 95 gold

+2M, Wall Runner, -2 to rarity rolls in the Market Bazaar.

[THIS PAGE IS FOR ART OR ANTI-WIZARD PROPAGANDA]

Exploratory Parties

Recruiting a Party

When recruiting a new party for a campaign you have

750 gold

to purchase models, their starting Primary and Exotic talents, and their spells, equipment, and/or enchantments.

In one-time-only games you instead have

1,500 gold

to purchase everything your party might need.

In one-time-only games all Upkeeps and Maintenance Fees must be paid twice in addition to the unit's hiring fee.

Obviously either number can be changed to anything you want for different kinds of games (40,000 gold army battles?) but this is what is most recommended for starting players.

Give this party a name. It is YOUR party after all.

Now you may have to do some basic math...

You may choose to purchase models from up to two (2) of the thirty-three (33) separate party lists, both of which must be nominated by you at the beginning of the campaign. If you use only one party list, and your Leader is purchased from that list, your Leader may reroll one C check per game.

You may also purchase as many hirelings, animals, monsters or vehicles as you can afford. (Just be sure you can pay their upkeep after the battle or else they may leave!)

Once hired, all models are counted as being from the same "Exploratory Party" and follow one Leader and one Player (this means YOU, traveller) regardless of their origin.

Equipping and Training Your Party

The Leader

You must designate one model as your Exploratory Party's Leader during party creation. This model gains the *Leader* talent until they die.

Items From A Past Life

When first forming a party, you automatically pass rarity checks to find any contracts or rare items in the market bazaar that you are buying as starting equipment.

Primary Talents and Exotic Talents

Models may purchase talents they have primary access to at the price listed in the specific talent entry. They may still purchase any other talent but all other talents are referred to as Exotic Talents, and can only be purchased at double their listed price. Models may always purchase an exotic talent in this manner regardless of whether it makes sense to you personally that they should have access to it. So yes. Kung-Fu dwarves.

You may choose to fire any member of your party at any time except during play. Erase the fired model from your roster. If they are a hireling they will return to the market bazaar and rival parties may bid against each other to hire them instead of a normal mercenary of their unit type.

A player must always use a token to represent their opponent's miniatures unless they are given special permission to use them.

Ready?

Okay in addition to any mercenaries, creatures or vehicles, you can nominate any TWO of the following 33 Exploratory Party Lists to recruit your own party from. 3, 2, 1, GO!

Albion Shimmering Warriors

Marked by druids of the fifth world, the shimmering warriors of Pashacamac soar beyond the City like Icarus on flaming wings of paper and wax, held aloft only by soft prayers and by the blessing of the Sun.

They are guardians of a simple and terrifying truth: That there is no such thing as a "reflection" in your mirror.

Human (Homo Sapiens Oculos) Racial Stat Caps:

F: 6 A: 4 T: 4 M: 4 I: 6 C: 10 E: 4 S: 4 L: 6 W: 3

The party has primary access to the following Talent Lists:

Common, Melee, Shooting, Strength, Speed, Knowledge

Party Special Ability:

Despite being Human, all models from the Albion Shimmering Warriors list have the *Fae Quickness* talent.

Shimmering Warrior 49 gold

Lightbulbs are a current of electricity channelled through tungsten: Tiny jinns trapped in a bottle of glass and wire.

F: 4 A: 1 T: 3 M: 4 I: 4 C: 8 E: 3 S: 3 L: 4 W: 1

Talents: Scout, Technocrat, Wrestler

Mirror Dancer 115 gold

If injured while time travelling, remember that penecilin is the microscopic hand-shaped mold, penicillium notatum, which grows on food and will stop most infections.

F: 5 A: 1 T: 3 M: 4 I: 5 C: 9 E: 3 S: 3 L: 5 W: 1

Talents: Scout, Technocrat, Wall Runner, Dodge

Shatterfacet 375 gold

Energy is equal to mass times celeritas, the speed of light, squared. The speed of light in a vacuum is a mere 299,792,458 meters per second. Slow.

F: 7 A: 7 T: 1 M: 7 I: 7 C: 7 E: 7 S: 1 L: 7 W: 1

Talents: Feral, Dæmon, Laser Eyes, Additional Eyes (7), Pro Boxer, Toss, Scout, Rolling Tumble, Quick Reflexes,

All unarmed attacks made by the Shatterfacet are (*sharp*).

The Shatterfacet does not conform to the Human Racial Stat Caps. Instead, any stat may be upgraded a maximum of twice.

[SKETCH OF CREEPY MIRROR]

Alchemists and Engineers

Students of the Exploding College are a common enough sight in the streets and alleys of the Golden City. There is no shortage of esoteric targets for weapons testing, and rare parts and minerals are easily found, as memories of warehouses and gun shops drift through the City on a frequent basis.

Human (Homo Sapiens Sapiens) Racial Stat Caps:

F: 6 A: 4 T: 4 M: 4 I: 6 C: 10 E: 4 S: 4 L: 6 W: 3

The party has primary access to the following Talent Lists:

Common, Shooting, Knowledge, Church of the Buddha-Emperor

Party Special Ability:

Due to their ability to fix and refurbish firearms, models from this list may always sell blackpowder weapons at full price in the Market Bazaar.

Additionally, they may reroll the die on the critical hit table when using Blackpowder weapons.

Armourer 35 gold

F: 1 A: 1 T: 3 M: 4 I: 2 C: 7 E: 3 S: 2 L: 2 W: 1

Talents: Blacksmith, Repair

Chemist 35 gold

F: 1 A: 1 T: 3 M: 4 I: 2 C: 7 E: 3 S: 2 L: 2 W: 1

Talents: Alchemy, may reroll Alchemy rolls.

Projectile Physics Analyst 55 gold

F: 1 A: 1 T: 3 M: 4 I: 2 C: 7 E: 3 S: 2 L: 3 W: 1

Talents: Practice Makes Perfect, Trained Grenadier

[SKETCH OF TWO RANKS OF FLINTLOCK RIFLES]

**Harken to the science and words of Tubal Cain
For the secrets of the earth he now doth explain:**

The Atom is made up of positively charged protons and neutrally-charged neutrons, and is surrounded by an orbital of one or more negatively charged electrons. The number of protons in an atom determine which element it is. Atoms with equal numbers of protons and neutrons are electrically neutral, otherwise they have an electromagnetic charge.

[diagram of the fundamental forces in the Standard Model]

Examine the sites of lightning strikes to acquire magnetic lodestones or heat iron to make a weak magnet. Put a magnet on a water wheel to generate power, and place iron wrapped in copper wire beside the wheel to function as a battery. Wrap copper wire around iron and run electricity through it to produce an electromagnet.

[diagram of a simple forge]

Bandits and Thieves

To live as a newcomer in the streets of the Golden City is to beg for scraps and steal for survival. Only the strong or the ruthless live past their first week. Those that can make a living through theft at a professional level often join up with the thieves guild, either by choice or coercion, and find themselves with a salary, union benefits, and good dental, as well as a significantly shortened average lifespan for their trouble.

Human (Homo Sapiens Criminalibus) Racial Stat Caps:

F: 6 A: 4 T: 4 M: 4 I: 6 C: 10 E: 4 S: 4 L: 6 W: 3

[SKETCH OF LONDON PICKPOCKETS]

The party has primary access to the following Talent Lists:

Common, Melee, Shooting, Speed, Assassin, Knowledge

Party Special Ability:

Models from this list are subject to the following rules:

Black Market: Models from the Bandits and Thieves list may reroll 1s when looking for rare items in the market bazaar.

Crime Pays: As their post-game action, one model in your party from this list may attempt to steal something from the Market Bazaar. This model must take an I check. If they pass, they may then roll 2d6 and steal any item or feral creature that would ordinarily cost the dice result or lower in gold to purchase. They do not need to roll for rarity for items stolen from the bazaar in this manner. If they fail their I check they are caught, either by the ogre detectives patrolling the bazaar or by the merchants' own private security, and are butchered on the spot.

Remove the model from your party roster.

Superstitious: Models from this party *Fear* all models with the unit type: Detective.

Bandit 25 gold

F: 2 A: 1 T: 3 M: 4 I: 4 C: 5 E: 3 S: 2 L: 2 W: 1

Talents: Sneaky, Coward,

Looter of corpses: After all Humiliating Injury rolls are resolved, the bandit may roll a die for every individual item of equipment lost due to a model from any party in the campaign rolling the Memento Mori result. On a 6+ the bandit steals the item and adds it to their own equipment. This is the only way to ever get back items lost do a Memento Mori result, as the City's hungry pavement picks the dead clean in a matter of seconds. Multiple bandits all roll for the same items. Bandits from enemy parties will roll off on any items that they both attempt to loot, until one rolls higher and steals the item away from the other.

Thief 25 gold

"Nah, nah. Isss simple see? Pop the hood an' reach in back oth'engine an' snag th'red coil wire. Then yous run another wire from the positive side of the battery to the positive side of the coil, giving yous power to the dash. Then find th'starter and th'positive battery cable. Use some pliers t'cross 'em, then put th'car in neutral with th'parking brake on, pop th'steering wheel out with a screwdriver, an' Bob's your auntie! Or like y'bust up th'steering wheel an' cross them two red wires, then yous touch th'brown wire to 'em a few times t'start th'sucker like a wet catfish on Tuesday. An' then there's them, like, future cars, with all they flashy swag, but we's just reboot they security system to a new electronic key. We's out in five before the marks 'ave even ordered they dinner. Ha-ha!" ~ Anonymous

F: 2 A: 1 T: 3 M: 4 I: 4 C: 5 E: 3 S: 2 L: 2 W: 1

Talents: Sneaky, Coward, Barter, Wiley Explorer

Street Urchin 10 gold

F: 1 A: 1 T: 2 M: 4 I: 3 C: 5 E: 3 S: 1 L: 1 W: 1

Talents: Sneaky, Coward

Black Orc Mob - Svartörçs of Ginnungagap

Massive orcs, some twice the height of a horse, are known to occasionally fall into the City from above. These titanic creatures band together with mobs of their kin, and experience ecstatic joy in the creation of violence and war. Such a beast can only be truly happy when it is challenged by a worthy foe.

In the murky taverns of the Golden City, where forgotten warlords drink tall horns of thick mead as they trade boasts of breaking dragons' necks with their bare hands, the ingrained competitive spirit of the black orc invariably gives way to bragging.

No alehouse tall tale quite compares to the smothering fog of intimidation felt throughout the room when bearing witness to a drunken black orc master-sniper's guttural, toothy assertion of having personally assassinated the constellation Leo out of the old night sky.

Black Orc (Apium Homicidium Cataphractos) Racial Stat Caps:

F: 8 A: 6 T: 6 M: 4 I: 5 C: 9 E: 4 S: 6 L: 6 W: 4

The party has primary access to the following Talent Lists:

Common, Melee, Shooting, Strength, Lumberjack, Beast, Orc

Party Special Ability:

Whenever a model from the Black Orc Mob list declares a charge action, they may immediately move 1" towards their declared target as an interrupt.

Black Orc Warrior 62 gold

F: 4 A: 2 T: 5 M: 3 I: 3 C: 6 E: 2 S: 4 L: 3 W: 1

Talents: Spleen Percussionist, Violence Artist

Black Orc Rogue 75 gold

F: 4 A: 2 T: 5 M: 3 I: 3 C: 6 E: 2 S: 4 L: 3 W: 1

Talents: Spleen Percussionist, Ride, Scout, Sneaky, Swim

Black Orc Monk 125 gold

F: 4 A: 2 T: 5 M: 3 I: 3 C: 6 E: 2 S: 4 L: 3 W: 1

Talents: Spleen Percussionist, Toss, Wrestler

Pro Boxer, Immune to Pain (2)

Black Orc Shaman 158 gold

F: 4 A: 2 T: 5 M: 3 I: 3 C: 6 E: 2 S: 4 L: 3 W: 1

Talents: Spleen Percussionist,
Wizard. Knows 1 Hedge Magic spell.

[SKETCH OF THE INTERIOR OF A BLACK ORC MONK DOJO
WITH AN OLD BLACK ORC SENSEI SPORTING A LONG WHITE BEARD
FIGHTING AGAINST ALL THE BLACK ORC STUDENTS OF THE DOJO]

Gilgamesh's Unarmed Fightin' Tips for dangerous Sitcheeshuns

Or you. Listen up! First off, you's got whatcha call your natural weapons: knife edge of the hand, second knuckle, protruding knuckle of your second finger, heel of the hand, feet, elbows, knees, forehead an' feet.

A fight is never won by defensive action. Your life is always at risk, never face your attacker thinking to knock them unconscious. Always fight 'till you kill or else you'll be that much more likely to die yourself. Always attack at maximum strength, and bellow as you do so. Yellin' at your attacker does two things y'see: first, it serves to frighten and confuse your attacker; second, you can take a nice big lungfull of air in, which'll put more oxygen in your blood. Balance is incredibly important. If y'can knock your attacker off their feet y'can probably kill them in your next movement. On the whole, the single best way to stand is on the balls of your feet, an' with your feet shoulder width apart, an' your dominant foot forward, bend your arms an' keep 'em up, with your hands at either side of your throat and face. Chins are a waste of your time. Everyone always punches chins but that is exactly what they were evolved to protect us from! An effective blow can be struck with the heel of your hand I guess, but don't ever attack the chin with a closed fist.

Everyone has the same soft spots. You can blind someone briefly or permanently in a buncha ways: Form a V shape with your first and second fingers and drive them into your attacker's eyes while keeping your wrist and fingers stiff. do it hard enough an' it'll be permanent. You can also use your thumbs to gouge out eyes. The nose is a great place to hit. You can attack with an upward blow with the heel of your hand, or strike it across the bridge with the knife edge of your hand to cause sharp pain, breakage, temporary blindness, and, if you hit hard enough, death. Throats are nice and squishy, but they can be hard to grab cause everyone instinctively knows to keep their chin down. If you do get the opportunity, strike hard with the knife edge of your hand. This can be either a forearm or backarm blow. Odds are if you connect with a hard enough blow your attacker will die. Otherwise they'll still be around but will at least be gagging or in extreme pain. Another way 't'attack the throat is by squeezing it like handle between your forefinger and thumb. Grab the handle, push the button. The groin is also somewhere that everyone instinctively knows to keep protected, but if you get the opportunity, make a vicious attack with your knee in an upward motion. You can also use your fist or heel for this attack if you've knocked them down already. Remember to always attack with maximum force. Your life is at stake. Kill them before they kill you.

You can easily kill someone with a sharp blow to the temple. There's an artery close to the skin and a big nerve and whatnot. You can kill instantly with a heavy blow from the knife edge of the hand. Hit less hard and you'll cause pain and concussion. If you knock 'em down, kick 'em hard! Aim for the temple again and kill them with your kick. A sharp blow from the knife edge of your hand or from your elbow can break your attacker's collar bone. The solar plexus is a big network of nerves at the bottom of your attacker's ribcage. You can strike it sharply in an upward motion with the protruding knuckle of the middle finger to cause severe pain or unconsciousness. Floating ribs can be attacked from any angle, but it is best to deliver a blow to the right side, near the liver. You can stun your attacker with a strike from the knife edge of your hand or a kick from the elbow, heel, knee, or toe. The spinal column is host to the spinal nerves. A well placed blow to the spine can easily paralyze or kill. The only effective way to deliver such a blow is after you have knocked your opponent down. This blow can be struck using the elbow, heel, knee, or toe and should be directed about two inches above their belt, as this is where the spine is most vulnerable. A strike from the knuckles or the knife edge of the hand to the base of the neck can easily break your attacker's neck and kill them, but it is better to use an improvised weapon for this task to add extra force to the blow. If you can knock your attacker down, kick them in the back of the neck with your heel or drop your knee on them to hit the back of their neck and kill them.

People rarely think to protect their instep. Stomp down on their instep using the outer edge of your foot. The bones in the instep are small and weak. break them. This attack is also useful for breaking out of a hold or grip, especially if you are being held from behind. Kick their kneecap with the edge of your foot. do not attack with the toe, as it may not connect as solidly and will leave them standing. Attack in an upward motion to hook underneath the kneecap to rip cartilage and tear ligaments. If you get a hold on their arm, it takes little effort to twist it and cause dislocation. Perform this action quickly and follow it with a knee drop to the base of the spinal cord to cause paralysis or death. The elbow joint is one of the most vulnerable parts of the body. You can dislocate or break it with a strong blow. Take hold of their wrist or forearm and pull it behind them. This will cause their arm to stiffen. As you do this, strike a sharp, powerful blow with the heel of your hand to the backside of the stiffened elbow to cause dislocation or breakage. Place both thumbs on the back of their hand and bend it at a right angle to their forearm. This is a wristlock. A wristlock has several uses, chief among them is the control it gives you over your attacker. bend their hand further to cause extreme pain and loss of balance. fingers can be broken in several ways. One of the most effective is by using one hand as a lever: Grasp their wrist and pry it down, while at the same time bending the middle and index fingers back using your other hand to cause breakage. You can do this to escape their grip if they get hold of you, once you break their grip you can kill them.

Armpits are more vulnerable than y'might realize. There's a large cluster of nerves close to the skin, though it's hard 't'reach. If you've grounded your attacker an' are in control of their arm, the armpit may be attacked with a toe or heel kick. A sharp blow will cause severe pain and temporary partial paralysis. The stomach is very vulnerable but attacking the stomach should always be thought of as a starting point for a series of blows. Strike with a fist folded at the second knuckle and strike deeply in a slight upward motion for maximum penetration. That hit'll cause your target to bend deeply forward. At this point either smash your knee into their face as hard as possible, or attack the base of their neck with a well aimed rabbit punch and kill them.

Ears can be torn off very easily with about ten pounds of pressure or so. Coming up behind someone and cupping your hands in a clapping motion over their ears can also kill them immediately as the vibrations may burst their eardrums or cause internal bleeding in their brain. If your attacker has an upper lip, you can mess it up. There is a large cluster of nerves extremely close to the skin at the point where the nose cartilage joins the upper section of the jaw. A sharp upward blow with the knife edge of your hand will cause intense pain and unconsciousness. Nerves that branch off the spinal cord come very close to the skin in the area of the kidneys. A direct, vicious blow to the kidneys from either the knife edge of your hand or a fist folded at the second knuckle can kill. Use your heel or toe to kill them if you have them on the ground. Keep attacking with maximum force.

Centaurs And Other Wild Things

Many things live in the old forests and parks within the City. Old things, born of Tir-Na-Nog or the Brocéliande Woods: Beasts from before the Time of Naming, and new creatures, still undocumented.

Wild Thing (Dryadalis Equus) Racial Stat Caps:

F: 9 A: 7 T: 5 M: 9 I: 9 C: 9 E: 7 S: 5 L: 9 W: 5

The party has primary access to the following Talent Lists:

Common, Melee, Shooting, Strength, Speed, Fae, Ogre,
Vampire, Beast, Mutations

Party Special Ability:

Models from the Centaurs and Other Wild Things list have the unit type Fae and may ignore forest terrain completely for the purposes of line of sight, projectile weaponry, spells, prayers or charges.

Centaur 55 gold

F: 1 A: 1 T: 3 M: 7 I: 3 C: 5 E: 3 S: 3 L: 1 W: 1

Talents: Four legged (+3M already included), Leap

Satyr or Wood Nymph 33 gold

F: 1 A: 1 T: 2 M: 5 I: 4 C: 5 E: 3 S: 2 L: 1 W: 1

Talents: Fleet, Leap

Primeval Creature of the Old Forest 77 gold

F: 5 A: 1 T: 3 M: 9 I: 4 C: 3 E: 3 S: 4 L: 1 W: 1

Talents: Feral, Horned, Predator, Regeneration (1), Leap

Fenbeast, Peat Man or Bog Golem 123 gold

F: 1 A: 1 T: 3 M: 1 I: 1 C: 2 E: 1 S: 1 L: 1 W: 5

Talents: Stupid, Feral, Thick Skull, Toss, Wrestler, Swim, Regeneration (5),

Slow as Moss: This model's I and E are always 1.

Dark Elf Corsairs

Raiders and pillagers of the lesser species, the corsairs' racism knows little bounds, and they compete with each other in hedonistic games to inflict suffering upon those they deem inferior.

[ART: SPACE CANOES FULL OF ELVES SWOOPING DOWN TO SNARE FLEEING HOBBITS]

Dark Elf (Dryadalis Nox) Racial Stat Caps:

F: 8 A: 6 T: 3 M: 5 I: 8 C: 10 E: 6 S: 4 L: 8 W: 3

The party has primary access to the following Talent Lists:

Common, Melee, Shooting, Speed, Knowledge, Fae, Dark Elf

Party Special Ability:

Models from the Dark Elf Corsairs list may choose to turn any enemy *Memento Mori* AND *Sold!* Humiliating Injury results caused by the Corsairs' party into *Prisoner* results. They will thus be taken prisoner by the corsairs instead.

Dark Elf Oarsperson 82 gold

F: 3 A: 1 T: 3 M: 4 I: 4 C: 8 E: 3 S: 4 L: 3 W: 1

Talents: Twitching Triceps

Dark Elf Owlkin 95 gold

F: 3 A: 1 T: 3 M: 4 I: 4 C: 8 E: 3 S: 3 L: 5 W: 1

Talents: Good Vision, Overwatch

Dark Elf Slavecatcher 80 gold

F: 3 A: 1 T: 3 M: 4 I: 4 C: 8 E: 3 S: 3 L: 3 W: 1

Talents: Clever Trapper

Dark Elf Warrior 95 gold

F: 4 A: 2 T: 3 M: 4 I: 4 C: 8 E: 3 S: 3 L: 4 W: 1

Talents: Ambidextrous, Toss

[SKETCH OF A DARK ELF ARCHER AIMING THEIR BOW AT THE
READER, GESTURING FOR THEM TO MOVE QUIETLY INTO THE SKETCH,
AND ENTER ONE OF SEVERAL CAGES FULL OF MODERN HUMAN
PRISONERS IN THE BACKGROUND, PRESUMABLY FELLOW READERS.]

Dark Elf Murder Cult

The murder cults of the moon's hidden face have deep roots in the Golden City. Long have butchers and killers stalked the streets of civilization, and so too have the witch fae toiled alongside them to spill wet blood upon rain slicked brick, and to break brittle tooth against cold cement.

Dark Elf (Dryadalis Nox) Racial Stat Caps:

F: 8 A: 6 T: 3 M: 5 I: 8 C: 10 E: 6 S: 4 L: 8 W: 3

The party has primary access to the following Talent Lists:

Common, Melee, Speed, Assassin, Fae, Vampire, Dark Elf

Party Special Ability:

Models from the Dark Elf Murder Cult list may reroll ones to-hit in Melee using (Sharp) weapons.

Additionally, all models from the Dark Elf Murder Cult list have the Blood Drunk talent.

Murder Dancer 90 gold

F: 5 A: 2 T: 2 M: 4 I: 5 C: 7 E: 4 S: 2 L: 3 W: 1

Talents: Ambidextrous, Fae Quickness, Leap

Blood Witch 125 gold

F: 4 A: 1 T: 2 M: 4 I: 5 C: 7 E: 4 S: 2 L: 3 W: 1

Talents: Wizard. Knows 1 Hedge Magic spell.

Skinwearer 95 gold

F: 4 A: 1 T: 2 M: 4 I: 5 C: 7 E: 4 S: 2 L: 3 W: 1

Talents: Improvised Block, Improvised Strike, Infiltration

Circus Clown 95 gold

F: 3 A: 1 T: 3 M: 4 I: 5 C: 7 E: 4 S: 2 L: 3 W: 1

Talents: Leap, Violence Artist, Fear

[SKETCH OF AN ELF VOODOO PRIEST
BEING RIDDEN BY A SCORPION LOA.]

Burn off all its *filthy*, grubby, little fingerprints, gouge out its *fat* eyes, *disfigure* its *pretty* face, and pulverize all its *gossipy* teeth. *Yes*. Force a dna test to establish the meat's identity. Drain its *filthy* body of fluids in an empty tub. It will be easier to carve and will briefly slow its decomposition, which is important. Keep the meat under a plastic sheet when you aren't working on it. Control the smell of death by burning candles and *incense*, and leave a bowl of baking soda nearby. Ventilate the room in the middle of the night. Perforate its *filthy*, *disobedient* body with holes using a *sharp* knife, slit its femoral arteries with *deep*, diagonal cuts along the front of its thighs, then *pump* its chest. When you are all finished, fill the tub with bleach. Mix the fluids with water before draining the tub.

Once drained, separate the *disobedient* meat into 6 parts and bury them separately. It is easier to dig a hole for a head than for a whole *corpse*, after all! Ha, ha, ha! Remember: This is important because it reduces digging time, which cannot be done indoors and is your most *vulnerable* point. Move quickly, and bury between 3 and 5 A.M. Use a hammer to pulverize its meat, *break* joints, and to drive the knife through stubborn bones. Pulverize its beautiful meat until the original shape is unrecognizable and *Pure*. Thus it appears that the toy's meat is merely an animal carcass *disfigured* by decomposition, should a dog try to make a meal of it.

If time is on your side, you may store the toy's meat by putting it in *plastic* bags filled with bleach and keeping the bags in your freezer until you can slowly deconstruct its entire dirty, *disobedient* body, and sprinkle it all down the drain without having to leave the comfort of your home.

Best Regards! Love, Mommy

Dwarf Rangers

Though most dwarvish boys and girls have firmly embraced their destiny in the clan gem mines by the time they are toddlers and growing their first beards, there are still some dwarves who are born restless. These curious souls most often find their calling as forest rangers.

Deadly scouts, wilderness experts and trackers, the rangers explore unknown lands, and it is not unheard of for lost rangers to find their way to the gates of the Golden City.

Dwarf (Homo Ferrarius) Racial Stat Caps:

F: 8 A: 6 T: 5 M: 4 I: 5 C: 10 E: 3 S: 4 L: 8 W: 4

The party has primary access to the following Talent Lists:

Common, Melee, Strength, Shooting, Dwarf, Troll Murderer,
Knowledge, Lumberjack

Party Special Ability:

Models from the Dwarf Rangers list that spend their post-game action exploring may reroll any ones on their Exploratory Die.

Dwarf Ranger 70 gold

F: 3 A: 1 T: 4 M: 3 I: 3 C: 8 E: 2 S: 3 L: 4 W: 1

Talents: Thick Skull, Twitching Triceps, Ride,
Beast Handler (Q)

Dwarf Trapper 72 gold

F: 3 A: 1 T: 4 M: 3 I: 3 C: 8 E: 2 S: 3 L: 3 W: 1

Talents: Thick Skull, Twitching Triceps, Clever Trapper

Dwarf Troll Murderer 75 gold

F: 5 A: 1 T: 4 M: 3 I: 3 C: 8 E: 2 S: 4 L: 3 W: 1

Talents: Thick Skull, Twitching Triceps, Hatred (Trolls),
Blood Drunk

Dwarf Warrior 75 gold

F: 4 A: 1 T: 4 M: 3 I: 3 C: 8 E: 2 S: 3 L: 3 W: 1

Talents: Thick Skull, Twitching Triceps, Wrestler

**[SKETCH OF A DINOSAUR WITH FUTURISTIC TECHNO-ARMOUR IN THE
FOREST BEING AMBUSHED FROM THE TREES BY VIETNAM DWARVES]**

Dwarf Slave Traders

Well respected entrepreneurs in the social circles of the Market Bazaar, the Slavers Guild of the Golden City is populated exclusively by dwarves, and their strictly enforced racism guarantees only the finest dwarven quality is maintained in their products.

[ART: DWARF STEAM TRAIN WITH ATTACHED CARS FULL OF CAPTURED FANTASY SLAVES.]

Dwarf (Homo Ferrarius) Racial Stat Caps:

F: 8 A: 6 T: 5 M: 4 I: 5 C: 10 E: 3 S: 4 L: 8 W: 4

The party has primary access to the following Talent Lists:

Common, Melee, Shooting, Strength, Knowledge, Pirate, Dwarf

Party Special Ability:

Models from the Dwarf Slave Traders list may choose to turn any enemy Memento Mori AND Sold! Humiliating injury results caused by the slave traders' party into Prisoner results. They will be taken prisoner by the slave traders instead.

Dwarf Bondsmaster 165 gold

F: 4 A: 1 T: 4 M: 3 I: 3 C: 7 E: 2 S: 3 L: 3 W: 1

Talents: Thick Skull, Twitching Triceps, Barter, Streetwise

Dwarf Bronzebeard Rook 75 gold

F: 5 A: 2 T: 4 M: 3 I: 3 C: 5 E: 2 S: 4 L: 3 W: 1

Talents: Thick Skull, Twitching Triceps, Coward,
Spleen Percussionist, Wrestler

Dwarf Slavecatcher 50 gold

F: 3 A: 1 T: 4 M: 3 I: 3 C: 5 E: 2 S: 3 L: 3 W: 1

Talents: Thick Skull, Twitching Triceps, Coward,
Clever Trapper

Filthy Slave 17 gold

F: 1 A: 1 T: 2 M: 3 I: 1 C: 4 E: 2 S: 2 L: 1 W: 1

Talents: Coward

[SKETCH OF GRIZZLED OLD BONDSMASTER]

Dwarf Treasure Hunters

Most dwarves hear the calling of the dirt at an early age. They learn to dig long before they learn to walk and it is customary that at the age of seven a dwarven child is given their first true pickaxe, one weighing exactly the same as they do, for them to "grow into" over time.

Dwarf (Homo Ferrarius) Racial Stat Caps:

F: 8 A: 6 T: 5 M: 4 I: 5 C: 10 E: 3 S: 4 L: 8 W: 4

The party has primary access to the following Talent Lists:

Common, Melee, Strength, Shooting, Dwarf, Troll Murderer,
Knowledge

Party Special Ability:

An Exploratory Party with fifty percent or more of its models selected from the Dwarf Treasure Hunters list will always add +1 to the total number of Moldavite tokens found during their post game sequence.

Dwarf Gemcutter 72 gold

F: 3 A: 1 T: 4 M: 3 I: 3 C: 8 E: 2 S: 3 L: 3 W: 1

Talents: Thick Skull, Twitching Triceps, Alchemy, Barter

Dwarf Miner 55 gold

F: 3 A: 1 T: 4 M: 3 I: 3 C: 8 E: 2 S: 3 L: 3 W: 1

Talents: Thick Skull, Twitching Triceps

Dwarf Tinderbeard 75 gold

F: 3 A: 1 T: 4 M: 3 I: 3 C: 8 E: 2 S: 3 L: 4 W: 1

Talents: Thick Skull, Twitching Triceps,
Gunnery Master, Practice Makes Perfect, Flammable

Dwarf Troll Murderer 75 gold

F: 5 A: 1 T: 4 M: 3 I: 3 C: 8 E: 2 S: 4 L: 3 W: 1

Talents: Thick Skull, Twitching Triceps, Hatred (Trolls),
Blood Drunk

[SKETCH OF PAINFULLY ADORABLE SNOW WHITE STYLE DWARVES,
WORKING IN A GEM MINE, FALLING OFF LADDERS AND BEING
ADORABLE. THE GEMS, MEANWHILE, ARE TINY SCREAMING GEM
PEOPLE, TERRIFIED BEYOND REASON AND STRUGGLING TO CLIMB
BACK INTO THE ROCKS THEY CALL HOME.]

Fanatics and Flagellants

It is difficult, at best, to wander the streets of the Golden City for more than a few days without succumbing to insanity. Those who have been lost in the City's alleyways for a lifetime are truly mad.

With all the mental detritus of a thousand unknown realms washing ashore daily, the island slums of the Golden City are home to some truly esoteric cargo cults.

Human (Homo Sapiens Obediens) Racial Stat Caps:

F: 6 A: 4 T: 4 M: 4 I: 6 C: 10 E: 4 S: 4 L: 6 W: 3

**[SKETCH OF THE MOON SNEAKING AWAY FOR A SMOKE BREAK
LEAVING A PAPER MACHÉ DUPLICATE OF ITSELF IN THE NIGHT SKY
TO WARD OFF SUSPICION FROM PESKY ASTRONOMERS]**

The party has primary access to the following Talent Lists:

Common, Melee, Shooting, Strength, Knowledge, Questing,
Church of the Buddha-Emperor

Party Special Ability:

Models from the Fanatics and Flagellants list may always
choose to ignore in-game modifications to their
Command characteristic.

Evangelist 55 gold

F: 1 A: 1 T: 3 M: 4 I: 2 C: 9 E: 3 S: 1 L: 1 W: 1

Talents: Mob Member, Demagogue, Meditation, Secret Codes

Fanatic 23 gold

F: 1 A: 1 T: 2 M: 4 I: 3 C: 6 E: 3 S: 2 L: 1 W: 1

Talents: Mob Member, Meditation

Lunatic 23 gold

F: 1 A: 1 T: 3 M: 4 I: 2 C: 6 E: 3 S: 2 L: 1 W: 1

Talents: Mob Member, Good Vision

Maniac 23 gold

F: 1 A: 1 T: 2 M: 4 I: 3 C: 6 E: 3 S: 2 L: 1 W: 1

Talents: Mob Member, Frenzy

[SKETCH OF ISLAND CARGO CULT
WORSHIPPING AN OLD MOVIE POSTER OF CHARLIE CHAPLIN,
THE GOLDEN CITY LOOMING IN THE NIGHT SKY ABOVE]

Federation of Voidwalking Species

In the outer void, beyond the bubble in which the Golden City safely floats, strange creatures make their homes. These void dwellers have banded together in a unifying federation of worlds, and send out explorers to discover new realms of existence.

The party has primary access to the following Talent Lists:

Common, Shooting, Knowledge, Astarte,
Church of the Buddha-Emperor

Party Special Ability:

Models from this list are subject to the following rule:

Voidforged Weapons

The Federation maintains their weaponry at an exceptionally high standard that is difficult to replicate elsewhere, even in the Dwarven Masters' forges.

Models from the Federation of Voidwalking Species list automatically add +1AP to any weapons they purchase from the market bazaar, due to their highly technologically advanced craftsmanship. This bonus only applies while the model is equipped with the weapon, and is immediately lost if the weapon is ever sold, traded, stolen or otherwise no longer in use by a model from this list.

If the item is lost in-game, it retains this bonus regardless of who is equipped with it until the end of the game, at which point it will require maintenance and lose the bonus unless it is repossessed by a model from the Federation of Voidwalking Species list.

Federation Robot Racial Stat Caps:

F: 4 A: 3 T: 5 M: 6 I: 4 C: 10 E: 4 S: 5 L: 8 W: 3

Federation Ichthyostelagia Worker Robot 10 gold

F: 2 A: 1 T: 1 M: 2 I: 2 C: 2 E: 2 S: 2 L: 2 W: 1

Talents: Robot (choose stat), Stupid, Immune to Pain (1)

Federation Ornisothuchus Combat Robot 175 gold

F: 3 A: 1 T: 4 M: 5 I: 2 C: 6 E: 2 S: 3 L: 5 W: 2

Talents: Robot (choose stat), Stupid, Immune to Pain (4),
Gunnery Master, Twitching Triceps

[ART OF DARKGRIM STAR TREK PARODY]

Elemental Caste Warrior (Leno Laponia) Racial Stat Caps

F: 5 A: 3 T: 3 M: 4 I: 4 C: 10 E: 4 S: 3 L: 8 W: 3

When making first contact with a new conscious and sentient lifeform, draw a right-angled triangle and number its sides with three, four, and five dots, demonstrating knowledge of mathematics, then send a request to the Central Command Node over the quantum server for further instructions.

Elemental Caste Warrior 64 gold

F: 3 A: 1 T: 3 M: 4 I: 3 C: 8 E: 3 S: 2 L: 3 W: 1

Talents: Alchemy, Technocrat, Drive, Deep Strike,

Must choose one of the following elements at purchase:

Aqua: True Name Researcher, +1 to Command

Earth: Always passes Alchemy checks and Technocrat checks

Wind: Acrobat, +2 to Initiative

Fire: +1F and Sidestep OR +1L and Dodge

P-Funk: Bard, Never scatters during deep strikes

Brute (Magna Avem) Racial Stat Caps:

F: 7 A: 5 T: 4 M: 6 I: 7 C: 9 E: 5 S: 5 L: 6 W: 3

A mercantile and highly cannibalistic species of anthropomorphic, owl-like, flightless avianoids from a lost world far beyond the Gate of Bone and Glass. They are known for their distinctive and piercing cries as they descend on their prey to feed in large flocks. To be near a flock of brutes is to be unable to hear oneself think. Quiet brutes are ostracized from their society or pecked to death.

Now the brutes have taken root in the City's Entmoot, where they all wear zoot suits and play on lutes as they hoot. They're so far from cute that they're in cahoots with the deaf to shoot the mute! The astute will salute that they're legally distinct from your kr[REDACTED].

Brute Mercenary 61 gold

F: 3 A: 1 T: 3 M: 5 I: 4 C: 6 E: 3 S: 4 L: 3 W: 1

Talents: Infiltrate, Blood Drunk

The Brute has Primary Access to Melee and Strength talents instead of Knowledge and Astarte talents.

**[SKETCH OF AN EMPTY BIRDCAGE
COVERED IN DROPPINGS
WITH A HOLE CHEWED THROUGH THE BARS]**

Goblins, Orcs, and Trolls

Ancient races from the dawn of fiction, many of these creatures are born natives to the Golden City, and the clubs of Goblintown over in the North Quarter are a trendy nightspot for the City's elite. Many more find their way into the City from other worlds, as any other traveller does, and still more pour through from Int-Ern-Et, a mad dimension of nudity and crude, riotous colours over which they alone have dominion.

The party has primary access to the following Talent Lists:

Common, Melee, Shooting, Strength, Speed, Orc, Beast

Party Special Ability:

Models from the Goblins, Orcs, and Trolls list are cheap as dirt and cost very little gold to purchase but whenever they successfully pass a Panic or Fear Check they must reroll it once.

Trolls from this list are subject to this rule,
Trolls purchased as monsters are not.
That's why those trolls cost more gold to hire.

Goblin (Apium Homicidium Ineptus) Racial Stat Caps:

F: 6 A: 5 T: 2 M: 6 I: 6 C: 7 E: 5 S: 2 L: 6 W: 2

Goblin Rogue 17 gold

F: 1 A: 1 T: 1 M: 5 I: 3 C: 4 E: 3 S: 1 L: 2 W: 1

Talents: Mob Member, Coward, Sneaky, Ride, Scout, Swim

Goblin Shaman 39 gold

F: 1 A: 1 T: 1 M: 4 I: 3 C: 4 E: 3 S: 1 L: 2 W: 1

Talents: Mob Member, Coward, Wizard. Knows 1 spell from the lore of Hedge Magic

Goblin Warrior 10 gold

F: 2 A: 1 T: 1 M: 4 I: 3 C: 4 E: 3 S: 1 L: 3 W: 1

Talents: Mob Member, Coward

Orc (Apium Homicidium Pugnandum) Racial Stat Caps:

F: 7 A: 5 T: 5 M: 4 I: 5 C: 7 E: 3 S: 5 L: 5 W: 4

Orc Shaman 58 gold

F: 3 A: 2 T: 4 M: 4 I: 2 C: 5 E: 2 S: 3 L: 1 W: 1

Talents: Mob Member, Coward, Wizard. Knows any 1 spell.

Orc Warrior 19 gold

F: 3 A: 2 T: 4 M: 4 I: 2 C: 4 E: 2 S: 3 L: 1 W: 1

Talents: Mob Member, Coward

Troll (Apium Homicidium Risus) Racial Stat Caps:

F: 4 A: 4 T: 6 M: 6 I: 3 C: 8 E: 3 S: 6 L: 4 W: 1

Troll (Unit Type: Fae) 125 gold

F: 1 A: 1 T: 4 M: 6 I: 1 C: 4 E: 2 S: 5 L: 1 W: 3

Talents: Intimidating, Thick Skull, Regenerate (2)

High Elf Outcasts

The High Elves are a dead people, lost to the ages and all but extinct. Few remain, scattered to the far corners of reality by the treason of their dark kin. Many take refuge in the minds of writers, their mages subconsciously teaching a thousand parallel Tolkiens to write their dying species into immortality.

High Elf (Dryadalis Arrogans) Racial Stat Caps:

F: 8 A: 6 T: 3 M: 5 I: 8 C: 10 E: 6 S: 4 L: 8 W: 3

The party has primary access to the following Talent Lists:

Common, Melee, Shooting, Speed, Knowledge, Assassin, Fae

Party Special Ability:

Models from the High Elf Outcasts list *Hate* all Dark Elf models. Additionally any wizards hailing from the High Elf Outcasts list may reroll their casting dice.

High Elf Mage 235 gold

F: 3 A: 1 T: 3 M: 4 I: 4 C: 8 E: 3 S: 2 L: 3 W: 1

Talents: Wizard. Knows any one Hedge Magic Spell as well as any one Astromancy spell.

High Elf Warrior 95 gold

F: 4 A: 1 T: 3 M: 4 I: 4 C: 8 E: 3 S: 2 L: 4 W: 1

Talents: Quick of String, Sword Poet, Toss

[SKETCH OF ELITE HIGH ELF TIGER CAVALRY]

Hobbit Explorers

Trifle not with hungry hobbits. Sometimes even the most prepared of little footlings runs out of good cheese and will sob a bit. On such an occasion a hobbit may venture to break their hermetic habit, don a hefty habit over their bobbettes and go to the cheese shop to have it. Hobbits have to have it - a wheel or just a tiny glob of it. Even if they have to rob it!

Hobbit (Homo Comedenti) Racial Stat Caps:

F: 6 A: 4 T: 2 M: 6 I: 8 C: 10 E: 6 S: 2 L: 10 W: 2

The party has primary access to the following Talent Lists:

Common, Melee, Shooting, Speed, Knowledge, Lumberjack,
Assassin, Hobbit

Party Special Ability:

Models from the Hobbit Explorers list that spend their post-game action exploring may reroll any ones on their Exploratory Die.

Hobbit Archer 23 gold

F: 1 A: 1 T: 1 M: 5 I: 3 C: 7 E: 3 S: 1 L: 3 W: 1

Talents: Sneaky

Hobbit Farmer 23 gold

F: 1 A: 1 T: 1 M: 5 I: 3 C: 7 E: 3 S: 2 L: 1 W: 1

Talents: Sneaky, Farmer

Hobbit Healer 23 gold

F: 1 A: 1 T: 1 M: 5 I: 3 C: 7 E: 3 S: 1 L: 1 W: 1

Talents: Sneaky, Medical Knowledge

Hobbit Trapper 23 gold

F: 1 A: 1 T: 1 M: 5 I: 3 C: 7 E: 3 S: 1 L: 1 W: 1

Talents: Sneaky, Clever Trapper

Rabbit Recipes

Avocado Tofu Snack

Rice cakes, mayo, tofu, soy sauce, avocado.

Coat one side of a rice cake lightly with mayo and apply a slice of fresh tofu, pour ½ tsp of soy sauce over top and garnish with three slices of avocado. Serve immediately.

Fondue

2 cups grated aged cheddar, 4 cups chopped havarti, 2½ cup cream, 7 tbsp flour, 4tsp salt, 1 tbsp garlic powder, ½ tsp chili powder. Melted together in pot, served with croutons.

Meatballs

1lb ground human, orc or ham, 1lb ground beef, 2 cups bread crumbs, 1 cup milk, 2 eggs beaten, 1 tsp salt.

Bake at 350°c uncovered for 40 to 60 minutes

Sauce: ¼ cups brown sugar, 1 cup water, 1 cup white vinegar, 1 tbsp dry mustard.

Serve with steamed peas, mashed potatoes with thyme, basil

Quick and Easy Mushroom Lunch

24 sliced mushrooms, 1 tbsp salt, 1 tsp basil, 1 tsp pepper

Fried in olive oil for six minutes. Served on bed of rice.

Sesame Tofu

1lb tofu, cut into cubes and rolled in sesame seeds.

Fry in olive oil for 5 to 8 minutes.

Sauce: 5 tbsp brown sugar, 2½ tbsp flour, 5 tbsp soy sauce, 2½ tbsp rice wine vinegar. Mix thoroughly and pour over frying tofu to caramelize the sugar. Serve on a bed of lightly salted rice.

Vegan Chili

10 chopped potatoes, 1 chopped onion, 1 grated carrot, 4 stalks chopped celery, 23 sliced mushrooms, 2 cups kidney beans, 3 cups peas, 3 chopped tomatoes, 2 cups tomato sauce, 1 chopped green pepper, 1 chopped red pepper, 2 cups water, 5 tbsp salt, 2 tbsp pepper, 7 tbsp chili powder, 4 tbsp minced garlic, 2 tbsp basil, 1 tsp oregano, 2 tps cumin powder, 1 tsp vinegar, 2 tbsps honey mustard Cook on low heat for 5-8 hours. Serve with tortilla or rice

Human Archetypes

"A Priest, a Rabbi and an ethnic stereotype walk into a bar..."

Human (Homo Sapiens Archetypi) Racial Stat Caps:

F: 6 A: 4 T: 4 M: 4 I: 6 C: 10 E: 4 S: 4 L: 6 W: 3

**[SKETCH OF KIDS IN COSTUMES
PLAYING IN A CARDBOARD SPACESHIP]**

The party has primary access to the following Talent Lists:

Common, Melee, Shooting, Knowledge, Strength, Speed,
Lumberjack, Assassin, Church of the Buddha-Emperor,
Questing, Troll Murderer

Party Special Ability:

Models from the Human Archetypes list each gain one reroll token per game for every unique unit type from the Human Archetypes list present in your exploratory party.
These rerolls may be used on absolutely any single die roll that an individual model is called upon to make.

Astronaut 60 gold

F: 2 A: 1 T: 3 M: 4 I: 3 C: 8 E: 3 S: 3 L: 2 W: 1

Talents: Technocrat

Ballerina 60 gold

F: 1 A: 1 T: 2 M: 4 I: 4 C: 6 E: 4 S: 2 L: 1 W: 1

Talents: Acrobat, Leap

Cannibal 50 gold

F: 2 A: 1 T: 3 M: 4 I: 3 C: 6 E: 3 S: 2 L: 1 W: 1

Talents: Tactically Eat Opponent

Circus Weightlifter OR Hero of the Beach 91 gold

F: 3 A: 1 T: 3 M: 4 I: 2 C: 6 E: 2 S: 4 L: 1 W: 1

Talents: Twitching Triceps, Toss, The Amazing Flex-O-Brain

Cowboy 68 gold

F: 2 A: 1 T: 3 M: 4 I: 3 C: 6 E: 3 S: 2 L: 3 W: 1

Talents: Ride, Gunslinger, Beast Handler (horses)

Doctor 75 gold

F: 2 A: 1 T: 3 M: 4 I: 3 C: 7 E: 3 S: 2 L: 1 W: 1

Talents: Medical Knowledge

Elvis Impersonator 50 gold

F: 1 A: 1 T: 3 M: 4 I: 3 C: 6 E: 3 S: 2 L: 1 W: 1

Talents: Bard

Fire Fighter 55 gold

F: 2 A: 1 T: 3 M: 4 I: 3 C: 7 E: 3 S: 3 L: 1 W: 1

Talents: Fire Fighter

Football Player 50 gold

F: 2 A: 1 T: 3 M: 4 I: 3 C: 6 E: 3 S: 3 L: 1 W: 1

Talents: Has the Bull Rush talent when wearing a helmet.

Luchador 97 gold

F: 4 A: 2 T: 3 M: 4 I: 3 C: 7 E: 3 S: 3 L: 1 W: 1

Talents: Wrestler, Pro Boxer, Intimidating

Lumberjack 75 gold

F: 3 A: 1 T: 3 M: 4 I: 3 C: 6 E: 3 S: 4 L: 1 W: 1

Talents: Master Lumberjack, Rerolls 1s to-hit with Axes.

Mechanic 58 gold

F: 1 A: 1 T: 3 M: 4 I: 3 C: 6 E: 3 S: 2 L: 1 W: 1

Talents: Repair

Police Officer 72 gold

F: 3 A: 1 T: 3 M: 4 I: 3 C: 7 E: 3 S: 2 L: 3 W: 1

Talents: Overwatch

Priest 81 gold

F: 1 A: 1 T: 3 M: 4 I: 3 C: 6 E: 3 S: 2 L: 1 W: 1

Talents: Priest. Knows one prayer of your choice.

Russian 95 gold

F: 3 A: 1 T: 4 M: 4 I: 2 C: 8 E: 2 S: 3 L: 1 W: 2

Talents: Tough as Nails

Scuba Diver 50 gold

F: 1 A: 1 T: 3 M: 4 I: 3 C: 6 E: 3 S: 2 L: 1 W: 1

Talents: Swim

Soldier 99 gold

F: 4 A: 2 T: 3 M: 4 I: 4 C: 8 E: 3 S: 3 L: 4 W: 1

Talents: Trained Grenadier

Spy 95 gold

F: 3 A: 1 T: 3 M: 4 I: 3 C: 8 E: 3 S: 3 L: 3 W: 1

Talents: Infiltrate

Lizard People of Tezcatlipoca

Deep in the labyrinth below the city, in the sewers and tunnels of the old quarter, the children of Tezcatlipoca make love and war in equal measure.

Lizard People (Saurus Populo) Racial Stat Caps:

F: 8 A: 6 T: 7 M: 7 I: 4 C: 10 E: 4 S: 7 L: 8 W: 4

The party has primary access to the following Talent Lists:

Common, Melee, Shooting, Strength, Speed, Knowledge, Beast

Party Special Ability:

All Lizard people are stoic, cold blooded creatures that are difficult to rile or frighten. Any lizard person may reroll either one of the individual dice rolled in any C check they are called upon to take.

Scissor Lizard 75 gold

F: 3 A: 2 T: 3 M: 5 I: 1 C: 7 E: 3 S: 2 L: 3 W: 1

Talents: Mob Member, Wrestle, Rolling Tumble, May reroll 1s to-hit with knives and throwing knives.

Gizzard Lizard 75 gold

F: 3 A: 1 T: 3 M: 5 I: 1 C: 7 E: 3 S: 2 L: 3 W: 1

Talents: Mob Member, Butcher, Bard

Lizard Wizard 105 gold

F: 3 A: 1 T: 3 M: 5 I: 1 C: 7 E: 3 S: 2 L: 3 W: 1

Talents: Mob Member,

Wizard. Knows one spell from the lore of Astromancy.

[SKETCH OF A LIZARD WIZARD SUMMONING A BLIZZARD]

Monks, Samurai, and Ninja

There are temples devoted to all forms of martial combat within the walls of the Golden City, each one boasting a beautiful symphony of brutality.

Human (Homo Sapiens Bellator) Racial Stat Caps:

F: 6 A: 4 T: 4 M: 4 I: 6 C: 10 E: 4 S: 4 L: 6 W: 3

[SKETCH OF SAMURAI VS NINJA]

The party has primary access to the following Talent Lists:

Common, Melee, Shooting, Knowledge, Speed, Strength,
Assassin, Church of the Buddha-Emperor

Party Special Ability:

Models from the Monks, Samurai, and Ninja list may automatically pass the first Initiative check they are called upon to make each game cycle.

Monk 72 gold

Yoga and meditation are thought to have sprung from Vedic Hinduism. Many theses have been put forward asserting that frequent meditation stimulates both the amygdala and the pre frontal cortex, allowing a degree of conscious control over the amygdala, the part of the human brain that creates anger and fear.

F: 3 A: 1 T: 3 M: 4 I: 3 C: 7 E: 3 S: 3 L: 3 W: 1

Talents: Toss, Pro Boxer, Immune to Pain (1), Meditation

Samurai 128 gold

Bushido is the way of the warrior. It stresses the virtues of loyalty, humility, and honour in both life and death, as well as the mastery of one's own body through martial discipline. To die a good death is the highest ideal to strive for in this life. Many samurai spend decades mastering calligraphy to better write their final sentence.

F: 5 A: 1 T: 3 M: 4 I: 4 C: 7 E: 3 S: 3 L: 4 W: 1

Talents: Sidestep, Violence Artist, Unstoppable Charge, Quick of String, Intimidating

Ninja 77 gold

Ninjas garb themselves in the greys and blues of dusk, striking from anywhere and vanishing into the shadows. In Kabuki stage theatre, anyone wearing black, such as a stage hand, was considered to be invisible. For this reason, ninja assassins were often played by actors dressed in black as stage hands, someone the audience was not expecting, who could emerge from "nowhere" to attack the protagonist. This lead to the more modern misconception that ninjas wore black clothing.

F: 3 A: 1 T: 3 M: 4 I: 5 C: 5 E: 4 S: 2 L: 3 W: 1

Talents: Sneaky, Acrobat, Leap, Wall Runner

Norse Berserkers

Having sailed off the edge of the world, and into the Dreaming beyond, these Viking pilgrims are beyond any hope of sanity. They are clad in fresh bearskins and eat rare, poisonous mushrooms to bring about a frothing combat rage.

[ART: INTERIOR OF NORSE GREAT HALL, WARRIOR ON THRONE]

Human (Homo Sapiens Bibitor) Racial Stat Caps:

F: 7 A: 4 T: 4 M: 4 I: 5 C: 10 E: 4 S: 4 L: 6 W: 3

The party has primary access to the following Talent Lists:

Common, Melee, Strength, Lumberjack, Piracy

Party Special Ability:

Models from this list that spend their post-game action exploring may reroll any ones on their Exploratory Die.

Additionally, all Norse models have the Wrestler talent.

[SKETCH OF VIKING LONGSHIP
SAILING BRAVELY ACROSS THE STARS]

Norse Oarsperson 42 gold

F: 3 A: 1 T: 3 M: 4 I: 2 C: 7 E: 3 S: 4 L: 2 W: 1

Talents: Twitching Triceps

Norse Bear Serker 45 gold

In 1784, Samuel Ödmann popularized the notion that viking warriors would eat the psychoactive Amanita Muscaria (that red and white mushroom from all the Disney films) in order to enter a form of battle trance. Though muscimol is a potent entheogen and can generate a wide range of different emotional reactions, it is primarily a mild relaxant. The use of Amanita Muscaria was reportedly common among viking and Siberian shamen, but the image of a mushroom-crazed berserker has little direct proof. Siberian shamen would, however, ingest the mushrooms themselves and others would drink the psychoactives in their urine. So at least there was hallucinogenic pee. That existed. Caribou are known to eat Amanita Muscaria and leap as high as possible, which may be the origin of the myth of flying reindeer. Obviously their urine is also bottled and drunk at special occasions.

F: 3 A: 1 T: 3 M: 4 I: 3 C: 7 E: 3 S: 3 L: 2 W: 1

Talents: Frenzy, Blood Drunk, Immune to Pain (1),
Mushroom Chef

Norse Skald 125 gold

Flyting, an ancient form of rap battle, was a common practice in Norse great halls, and was even part of mythological battles between their gods.

Though the content of the poetry was often crass and deeply insulting in nature, and the question of victory was resolved by the boos and jeers of the crowd, it was always tradition that the winner would be given a large horn of fine honey mead, and that they would then offer to share said horn with the honoured loser.

F: 3 A: 1 T: 3 M: 4 I: 3 C: 7 E: 3 S: 2 L: 2 W: 1

Talents: Bard, Wizard. Knows one Wordsmithing spell.

Ogres

Oddly pure, and innocent in their hunger, an ogre will eat anything, even their own foot, if left alone long enough. Ogres born native to the Golden City form the loyal (and surprisingly semi-competent) City Watch. Detectives with many peers, they adorn themselves with a rudimentary badge of office by bolting plates of polished gold to their skin.

Ogre (Dryadalis Anthropophagus) Racial Stat Caps:

F: 6 A: 4 T: 6 M: 6 I: 5 C: 8 E: 4 S: 6 L: 5 W: 6

The party has primary access to the following Talent Lists:

Common, Melee, Strength, Ogre

Party Special Ability:

All models from this list cause *Fear*, have *Pro Boxer* and *Thick Skin (1)*, and are subject to the following rules:

Clumsy Faekin: Ogres are unit type: *Fae*. (Note that ogres do not get Primary Access to *Fae Talents* just because they conveniently happen to be *fae* by nature. *Fae talents* remain exotic talents for ogres, who tend to be out of their element acting with that sort of poise and grace anyway.)

Gluttons: Any model that is taken prisoner can be devoured during the post game sequence by using a post-game action. A model with the *Butcher* talent may use their post-game action to allow all other models in their party to devour any number of prisoners as their post-game action.

A Hero devouring prisoners is granted experience points equal to the number of models they personally devour. Even models in the party who are not from the ogres list can be peer-pressured into cannibalism if all the cool ogres are doing it. Vehicles can even be eaten by ogre models. Ogres eat basically anything. All of the devoured prisoner's equipment is kept by the ogre party.

Bad For Business: All ogres suffer -2 on rarity checks when searching for items in the Market Bazaar because they so often accidentally break products while browsing.

Ogre Bull 120 gold

F: 3 A: 1 T: 4 M: 6 I: 2 C: 5 E: 3 S: 4 L: 1 W: 3

Talents: Bull Rush, Toss

Ogre Detective 235 gold

F: 2 A: 1 T: 4 M: 6 I: 2 C: 6 E: 3 S: 4 L: 2 W: 3

Talents: Sneaky, Shadowkin, Streetwise

Ogre Ranger 160 gold

F: 2 A: 1 T: 4 M: 6 I: 3 C: 5 E: 3 S: 4 L: 3 W: 3

Talents: Ride, Beast Handler, Farmer, Wiley Explorer

Captive Maw Spawn (unit type: Void) 135 gold

In their magnetic, phosphorescent caves far below the city, the ogre Soup Priests pay tribute to their starving, psychic meteor-god with sacrifices of meat and bone.

In return, it is said that the distended maw of this pulsating leviathan spews forth a murderous creature, gaunt in stature, six legged and made of teeth, with eyes as cold and empty as the void itself.

Whatever their origin, the beasts make dangerous mastiffs, and migrating ogre herds have been documented keeping them around on thick, chain leashes as pets and guard animals.

F: 5 A: 2 T: 3 M: 6 I: 5 C: 4 E: 4 S: 4 L: 1 W: 1

Talents: Feral, Six Legged, Mob Member, Spleen Percussionist,

The Captive Maw Spawn has Primary Access to Speed talents, does NOT have Thick Skin or Pro Boxer, and does NOT have the Clumsy Faekin rule.

Pioneer Knights

The scouts of all armies throughout history have seen many things in their travels. There are many folk tales of riders stumbling into a mystical land or forgotten realm. Some even ride their horses as far as the gates of the Golden City. They are protected by their strict martial discipline, and by sulphur, the physical form of lightning.

Human (Homo Sapiens Sagittarius) Racial Stat Caps:

F: 6 A: 4 T: 4 M: 4 I: 6 C: 10 E: 4 S: 4 L: 6 W: 3

The party has primary access to the following Talent Lists:

Common, Melee, Shooting, Strength, Speed, Knowledge,
Questing, Church of the Buddha-Emperor

Party Special Ability:

Models from the Pioneer Knights list have been trained to aim from the saddle. If they make a shooting action while Mounted, they will ignore the -1 penalty to their Lasers suffered from Movement actions during their unit turn.

Knight of Powdered Thunder 111 gold

F: 3 A: 1 T: 3 M: 4 I: 3 C: 7 E: 3 S: 3 L: 3 W: 1

Talents: Ride, Overwatch, Gunnery Master, Good Vision

Knight of Sharp Feathers 111 gold

F: 3 A: 1 T: 3 M: 4 I: 3 C: 7 E: 3 S: 3 L: 3 W: 1

Talents: Ride, Overwatch, Quick of String, Good Vision

Knight of Lead Teeth 111 gold

F: 3 A: 1 T: 3 M: 4 I: 3 C: 7 E: 3 S: 3 L: 3 W: 1

Talents: Ride, Overwatch, Gunslinger, Trick Shooter

Knight of Bottled Sunlight 111 gold

F: 3 A: 1 T: 3 M: 4 I: 3 C: 7 E: 3 S: 3 L: 3 W: 1

Talents: Ride, Overwatch, Technocrat, Trained Grenadier

Pirates and Bootleggers

The black market of any city has its suppliers and underlings, and the Golden City is no different. Most bootleggers operate under the watchful eye of one of the giant houses, who will always insist on getting their cut.

Some pirates unwittingly sail into the City Harbour from elsewhere or else-when, guided to their berth by dusty maps and cartographer's notes written in invisible ink.

Human (Homo Sapiens Simulacrum) Racial Stat Caps:

F: 6 A: 3 T: 4 M: 4 I: 8 C: 10 E: 4 S: 4 L: 6 W: 3

The party has primary access to the following Talent Lists:

Common, Melee, Shooting, Speed, Piracy

[SKETCH OF A PIRATE SHIP

SAILING THROUGH AN ASTEROID FIELD ABOVE A NEBULA.

FISHBOWL HELMETS BUT OTHERWISE OLDSCHOOL PIRATES]

Party Special Ability:

Models from the Pirates and Bootleggers list are subject to the following special rules.

Sailors: All models from this list have the *Swim* talent.

Song of the Secret Eighth Sea: If the leader of your exploratory party is selected from the Pirates and Bootleggers list then any enemy models your party takes as prisoners may be convinced to renounce their previous affiliations and be baked into a pie for six shillings per night and a sizeable daily offering of rye whiskey. That is to say, join your party.

If your leader chooses to beguile an enemy prisoner into becoming a member of their salty crew, they will engage in contested C checks with the prisoner. If the prisoner holds out, and the Pirate Leader is the first to fail a C check, nothing of note happens and the prisoner is dealt with normally. If however the prisoner fails their C check first, they are thoroughly convinced by the moral and ethical groundings of piracy, such as democracy, liberty, equal gender rights, and excellent fishing opportunities. They sign on as a member of your party and are under your control for the rest of the campaign, never to return. Use a token to represent the model unless you are given special permission to use it by its owning player.

**[SKETCH OF PIRATES BOARDING A MERCHANT VESSEL
ON THE HIGH SEAS, SWINGING OVER ON ROPES ETC.]**

Pirate 33 gold

F: 3 A: 1 T: 3 M: 4 I: 4 C: 6 E: 3 S: 2 L: 2 W: 1

Talents: Sword Poet

Rum Bootlegger 42 gold

F: 1 A: 1 T: 2 M: 4 I: 2 C: 5 E: 3 S: 2 L: 1 W: 1

Talents: Alchemy, Barter, Brewer, Master Brewer

Goon 55 gold

F: 3 A: 1 T: 3 M: 4 I: 2 C: 5 E: 3 S: 4 L: 1 W: 1

Talents: Mighty Fists, Toss

Goons have Primary Access to Strength talents instead of Speed talents. Speed talents are Exotic Talents for goons.

[SKETCH OF 1920S MOBSTERS IN BOWLER HATS
LOADING CRATES OF MOONSHINE INTO A FLYING SAUCER]

Pit Fighters and Gladiators

Blood is the sport of human history, and the Golden City hosts only the greatest of sport. Thousands of gladiatorial rings from across the ages dot the city landscape. Cheering throngs of gibbering dæmons waive money at mad-eyed dwarven scalpers as a captured barbarian king butchers slaves in the sand pit below. To become a champion of the pits of the golden city is to be a killer of untold thousands, a prince within their own cells, but a slave to the crowds forever. To fail to achieve this glory is to die. It is no wonder that many attempt to escape and take their chances in the city streets, though few survive their first week on the outside...

Human (Homo Sapiens Gladius) Racial Stat Caps:

F: 6 A: 4 T: 4 M: 4 I: 6 C: 10 E: 4 S: 4 L: 6 W: 3

[SKETCH OF LINEUP OF GLADIATORS]

The party has primary access to the following Talent Lists:

Common, Melee, Strength, Speed, Assassin, Troll Murderer,
Lumberjack, Church of the Buddha-Emperor

Party Special Ability:

Models from the Pit Fighters and Gladiators list may reroll all ones to-hit in Melee but may never wear any armour except toughened leather armour, helmets, bucklers, and/or shields.

Gladiator 35 gold

F: 4 A: 1 T: 3 M: 4 I: 3 C: 7 E: 3 S: 3 L: 2 W: 1

Talents: Pit Gladiator, Spleen Percussionist

[SKETCH OF ANOTHER LINEUP OF GLADIATORS]

Must choose one of these Fighting Styles at purchase:

Bestiarius

May reroll to-wound against models with the Feral rule.

Dimachaerus

Cannot use shields. Gains sword poet and may add +1 to their F when making parry counter-actions. Adds +1 to their armour save in melee if equipped with two or more swords.

Hoplomachus

May reroll failed Parry checks with bucklers if they are currently holding a spear, javalin or pilum.

Myrmillo

As long as the model is also making one or more attacks using a sword during this melee phase, the model will add +1 on the roll to-hit when making shield bash attacks and will never count as dual wielding when doing so.

Retiarius

Has the Clever Trapper talent.

Secutor

May wear any form of armour.

Questing Knights

Lost bands of knights often find their way into the Golden City by chasing mirages deep into the sands of the Sahara, becoming beguiled by the reflection of a woman in a lake, wandering inside misty, forgotten forests or perhaps simply charging full tilt at windmills...

Human (Homo Sapiens Errant) Racial Stat Caps:

F: 6 A: 4 T: 4 M: 4 I: 6 C: 10 E: 4 S: 4 L: 6 W: 3

The party has primary access to the following Talent Lists:

Common, Melee, Strength, Speed, Knowledge, Questing,
Church of the Buddha-Emperor, Troll Murderer

Party Special Ability:

Models from the Questing Knights list that spend their post-game action exploring may reroll any ones on their Exploratory Die. Additionally, no model from the Questing Knights list may ever become a Wizard, though they may still become a Priest as normal.

Pious Knight 44 gold

F: 3 A: 1 T: 3 M: 4 I: 3 C: 8 E: 3 S: 3 L: 2 W: 1

Talents: Ride, Vow of Arrogant Competition

Obedient Squire 32 gold

F: 2 A: 1 T: 3 M: 4 I: 3 C: 7 E: 3 S: 2 L: 2 W: 1

Talents: Ride, Mob Member

Filthy Peasant 18 gold

F: 1 A: 1 T: 2 M: 4 I: 2 C: 5 E: 2 S: 2 L: 1 W: 1

Talents: Coward, Farmer

Servants of the Lich*

***the Lich, not THE Lich.
Look, just call our lawyers.
Those orcs know what they're doing.**

"Voodoo is a hell of a drug."

Necromantic Construct (Mortuus Inprobis) Racial Stat Caps:

F: 4 A: 4 T: 4 M: 4 I: 4 C: 4 E: 4 S: 4 L: 4 W: 4

The party has primary access to the following Talent Lists:

Common, Melee, Strength, Shooting, Knowledge, Beast, Ogre,
Mutations

Party Special Ability:

Models from the Servants of the Lich list who are wizards
may reroll any 1s when attempting to cast spells.

[SKETCH OF A TECHNOLOGICALLY ADVANCED LICH'S RESEARCH LAB:

WHERE UNHOLY SORCERY MEETS UNTESTED SCIENCE]

Lecherous Lich 185 gold

F: 3 A: 1 T: 4 M: 4 I: 3 C: 4* E: 3 S: 3 L: 3 W: 4

Talents: Undead, Wizard.

Knows the Phylactery spell from the lore of Necromancy.

Life Drain: During the game this model gains a wound for every unsaved wound it inflicts on another model. The Lich may increase its wounds all the way up to 10 in this manner but will revert back to its normal profile before the post-game sequence begins, or if taken *Out of Action*.

Ancient Wizard: Despite their racial handicap, a Lich will always count as having a basic Command stat of 10.

Spooky Ghost! 25 gold

F: 1 A: 1 T: 1 M: * I: 2 C: 4 E: 2 S: 1 L: 1 W: 1

Talents: Undead

* The ghost has a Movement value of 2d6" per turn.

The ghost may not attack in melee, shoot with a projectile weapon or cast any spells or prayers. They gain no protection from armour or equipment. However, all to-hit rolls against the ghost from projectile weapons or melee attacks automatically miss.

Masterwork Skeleton 35 gold

F: 3 A: 1 T: 3 M: 4 I: 2 C: 4 E: 3 S: 3 L: 3 W: 1

Talents: Undead, Intimidating

Artisan Zombie 30 gold

F: 2 A: 1 T: 4 M: 3 I: 2 C: 4 E: 2 S: 2 L: 1 W: 1

Talents: Undead, Tough as Nails

Flesh Sculpture 125 gold

F: 3 A: 2 T: 3 M: 4 I: 4 C: 4 E: 3 S: 3 L: 1 W: 1

Talents: Undead, Acrobat, Fleet, Leap, Rolling Tumble

Sisters of the Church

The guardians of the City's vast libraries of canon.

It is their most pious of duties to seek out and document all the tired jetsam of the material realms and to gather intelligence on each new arrival; to catalogue all information on it as a holy sacrament, and, if necessary, to beat it to death with hammers.

Human (Homo Sapiens Nonna) Racial Stat Caps:

F: 6 A: 4 T: 4 M: 4 I: 6 C: 10 E: 4 S: 4 L: 6 W: 3

The party has primary access to the following Talent Lists:

Common, Melee, Shooting, Strength, Knowledge, Questing,
Church of the Buddha-Emperor, Troll Murderer

Party Special Ability:

Models from the Sisters of the Church list that spend their post-game action exploring may reroll any ones on their Exploratory Die. They may never purchase Mutation gifts.

Canoness 233 gold

F: 5 A: 1 T: 3 M: 4 I: 4 C: 9 E: 3 S: 4 L: 5 W: 1

Talents: Intimidating, Literate, Toss, Violence Artist, Medical Knowledge, Sidestep,

Stoic Command: A canoness who has the *Leader* talent may add +2 to the Leader ability's range.

Tactical Combat Nun 77 gold

F: 4 A: 1 T: 3 M: 4 I: 3 C: 8 E: 3 S: 3 L: 4 W: 1

Talents: Literate, Toss, Violence Artist, Medical Knowledge

Archivist 33 gold

F: 2 A: 1 T: 3 M: 4 I: 3 C: 8 E: 3 S: 2 L: 2 W: 1

Talents: Literate, Toss, True Name Researcher

Tomb Guardians

Boo!

Necromantic Construct (Mortuus Inprobus) Racial Stat Caps:

F: 4 A: 4 T: 4 M: 4 I: 4 C: 4 E: 4 S: 4 L: 4 W: 4

The party has primary access to the following Talent Lists:

Common, Melee, Shooting, Knowledge, Speed, Strength,
Assassin, Lumberjack, Questing, Troll Murderer

Party Special Ability:

Models from the Tomb Guardians list may reroll
any 1s to-hit in Melee or with Projectile Weapons.

Mummified Champion 71 gold

F: 4 A: 1 T: 3 M: 4 I: 2 C: 4 E: 3 S: 3 L: 4 W: 1

Talents: Undead, Sprint, Dodge, Toss,

Highly Flammable: *Fire* attacks automatically light this model on *Fire*. This model cannot be *Extinguished* except by the *Quench* Pyromancy spell, the *Fire Fighter* talent or with a water hose. Any of these three things will nullify Highly Flammable, exchanging their standard rules for an attempt at a normal extinguishing action on the mummified champion.

Sanctum Guardian Construct 95 gold

F: 3 A: 1 T: 4 M: 4 I: 2 C: 4 E: 2 S: 4 L: 3 W: 4

Talents: Undead, Hard as Nails, Mighty Fists

Skeleton Warrior 25 gold

F: 3 A: 1 T: 2 M: 4 I: 2 C: 4 E: 2 S: 2 L: 3 W: 1

Talents: Undead

Vampire Minions

Though they do not remember it, the sons and daughters of Adam were first taught the secrets of city building from Prismatic Non-Euclidian Angles of Mercy. Witnesses of the flawless geometry inherent to their bodies eventually gave rise to the concept of architecture within the human imagination.

Cain's children have plagued humanity since the age of the first world: The beast, always lurking in the shadows beyond the campfire; The cannibalistic caveman; The Wendigo folk illness; The wolf in the wood and the serial killer on the streets of old London. The mark of Cain is buried deep within their DNA, and the very same neurochemical reactions that cause their bodies to demand blood as sustenance also drive their amygdala to misfire whenever the prefrontal cortex receives strong visual stimuli containing any precise, ninety degree angles. This misfire drives them into a state of blind panic and fear. It is an act of astonishing self control for a child of Cain to enter into any city, let alone the Golden City. Those that dare to tread its streets do so with supreme purpose in their stride and yogic meditations to lend them clarity of mind.

The party has primary access to the following Talent Lists:

Common, Melee, Shooting, Knowledge, Strength, Speed,
Vampire

Party Special Ability:

Models from the Vampire Minions list may reroll *Fear* checks due to being far more afraid of their ancient vampire masters than anything else the Golden City has to offer.

Vampire (Homo Sapiens Lamia) Racial Stat Caps:

F: 8 A: 5 T: 5 M: 4 I: 8 C: 10 E: 6 S: 5 L: 8 W: 4

Aristocratic Vampire 150 gold

F: 4 A: 1 T: 4 M: 4 I: 4 C: 7 E: 3 S: 4 L: 4 W: 1

Talents: Undead, Barter, Literate, Meditation

Nosferatu Vampire 150 gold

F: 3 A: 1 T: 4 M: 4 I: 3 C: 7 E: 3 S: 3 L: 3 W: 1

Talents: Undead, Bat Form, Infiltrate, Meditation

Wendigo Vampire 150 gold

F: 4 A: 2 T: 4 M: 4 I: 4 C: 3 E: 3 S: 5 L: 1 W: 1

Talents: Undead, Feral, Frenzy, Blood Drunk, Leap, Rolling Tumble

[SKETCH OF BELA LEGOSI WAVING HELLO TO THE READER]

Necromantic Construct (Mortuus Inprobus) Racial Stat Caps:

F: 4 A: 4 T: 4 M: 4 I: 4 C: 4 E: 4 S: 4 L: 4 W: 4

Brittle Skeleton 20 gold

F: 2 A: 1 T: 1 M: 4 I: 2 C: 3 E: 2 S: 1 L: 2 W: 1

Talents: Undead

Squishy Zombie 10 gold

F: 1 A: 1 T: 3 M: 3 I: 1 C: 2 E: 1 S: 1 L: 1 W: 1

Talents: Undead

Vermintide

Infesting the gutters and sewers of the Golden City, they breed in the darkness in a sickening frenzy. Their population seems to triple in number every few months, and substantial bounties are offered for their scalps, encouraging many would-be exterminators to venture out into the streets at night, never to return.

Chittering voices can be heard, late at night, plotting in the empty spaces between house walls. They watch you, gazing in through the cracks in your floorboards with a ravenous hunger in their sick, beady eyes.

Vermintide (Foetida Perverterunt) Racial Stat Caps:

F: 8 A: 6 T: 3 M: 6 I: 8 C: 7 E: 6 S: 4 L: 8 W: 3

The party has primary access to the following Talent Lists:

Common, Melee, Shooting, Speed, Assassin, Beast, Mutations,
Vermintide

Party Special Ability:

Models from the Vermintide list are subject to the following rules:

Starving: Any model who is captured due to Humiliating Injury or Exploration can be devoured and their possessions retained. A vermin hero devouring captured models is granted experience points equal to the number of models that were consumed. Any vermintide hero may choose to devour a captured model. Vehicles can NOT be eaten.

Knife Affinity: vermintide models may reroll 1s to-wound when throwing knives or attacking in melee with a knife.

Experiments of a mad scientist: Mutant rats in a party that includes Vermintide models have the Unit Type: Vermintide.

Vermintide Assassin: 25 gold

F: 3 A: 1 T: 1 M: 5 I: 5 C: 4 E: 3 S: 2 L: 3 W: 1

Talents: Violence Artist

Vermintide Engineer: 30 gold

F: 2 A: 1 T: 1 M: 5 I: 4 C: 4 E: 3 S: 1 L: 3 W: 1

Talents: Alchemy, Blacksmith, Technocrat

Vermintide King-of-Rats: 145 gold

F: 3 A: 2 T: 3 M: 5 I: 3 C: 5 E: 3 S: 2 L: 2 W: 7

Talents: Hatred (Vermintide), Extra Arms (7), Wrestle, Regeneration (1)

The King-of-Rats ignores the Vermintide Racial Stat Cap for its Wounds characteristic. This stat may even be increased all the way up to 10.

Vermintide Missionary: 30 gold

F: 3 A: 1 T: 1 M: 5 I: 4 C: 4 E: 3 S: 1 L: 2 W: 1

Talents: Mob Member, Hatred (everything)

Vermintide Packmaster: 20 gold

F: 3 A: 1 T: 2 M: 5 I: 4 C: 4 E: 3 S: 1 L: 2 W: 1

Talents: Ride, Beast Handler (Rat Swarms, Mutant Rats)

Vermintide Rat Swarm: 10 gold

F: 1 A: 1 T: 1 M: 5 I: 4 C: 2 E: 4 S: 1 L: 1 W: 2

Talents: Feral, Coward, Sneaky, Quiet as a Mouse, Wall Runner, Blood Drunk, May ignore terrain while moving. Reeking of whiskey and urine, the rat swarm is *Flammable*.
Vermintide Rat Swarms can never take upgrades or equipment.

[SKETCH OF LOTS OF CREEPY, HATEFUL RAT EYES IN THE DARK

STARING OUT AT THE READER]

Void Monsters

In χάος, the Outer Void, beyond the orbit of even the most distant asteroids of consciousness, lie primal, ancient star dragons. Champions of negative order: They are gods without logic or free will, bound by their natures to consume all things in their path until the universe is completely and forever still again, finally at peace.

Void Monster (Draconem Nihilo) Racial Stat Caps:

F: 9 A: 6 T: 6 M: 6 I: 9 C: 4 E: 6 S: 6 L: 6 W: 6

Note that Star Dragons are already above these caps and can therefore never upgrade any of their stats any further.

The party has primary access to the following Talent Lists:
Melee, Shooting, Strength, Speed, Beast, Vampire, Mutations

Models from the Void Monsters party are the one party list that does NOT have Primary Access to Common talents. If you want common talents for these models, they may be purchased as Exotic Talents only.

Party Special Ability:

Models from the Void Monsters list that spend their post-game action exploring may reroll any ones on their Exploratory Die.

Void Insect 75 gold

F: 3 A: 2 T: 2 M: 5 I: 4 C: 4 E: 3 S: 3 L: 1 W: 1

Talents: Feral, Six Legged, Mob Member, Flying, Deep Strike

Void Horror 135 gold

F: 5 A: 2 T: 3 M: 6 I: 5 C: 4 E: 4 S: 4 L: 1 W: 1

Talents: Feral, Six Legged, Mob Member,
Spleen Percussionist,

Star Dragon 1,010 gold

F: 8 A: 8 T: 8 M: 8 I: 8 C: 4 E: 8 S: 8 L: 8 W: 8

Talents: Feral, Predator, Mob Member, Deep Strike, Toss
Glamour: To mask its nature, the Star Dragon may choose to clothe itself in the shape of a humanoid or any other form that suits its needs. At the beginning of its recovery phase the Star dragon must declare its shape and replace itself with a suitable model built to represent this form. The mighty Star Dragon may take any number of forms of different size, but none may be any larger than a 12" cube.

The Star Dragon has Primary Access to Knowledge talents,
as well as Primary Access to the common talent *Flying*.

[SKETCH OF A SWARM OF GIANT SPACE LOCUSTS
FORMING INTO A MALEVOLENT FACE WITH PIERCING EYES]

Warp Cult

Religion is a tremendously dangerous activity in the Golden City, and one should be very careful that one's god does not come knocking at one's church.

Nevertheless, there are always those who will pay homage to the masks, and so there will always be cults devoted to their wearers: the lunatic fringe, who know that the body is really inside the mind.

The party has primary access to the following Talent Lists:

Common, Melee, Shooting, Speed, Strength, Beast, Mutations

Party Special Ability:

Models from the Warp Cult list have little respect for antiquated concepts such as the laws of physics. They have no racial stat caps and any stat may be trained up to 10.

[ART: POSSESSED BODIES RIPPLING WITH ENERGY]

Possessed Mortal: 55 gold

F: 3 A: 2 T: 3 M: 4 I: 3 C: 7 E: 3 S: 4 L: 2 W: 2

Talents: Dæmon, Literate, True Name Researcher

Devout Cultist: 23 gold

F: 1 A: 1 T: 2 M: 4 I: 2 C: 5 E: 3 S: 2 L: 1 W: 1

Talents: Mob Member, Literate

Unbound Entity: 616 gold

F: * A: * T: * M: * I: * C: 10 E: * S: * L: * W: 5

Talents: Dæmon, Wizard. Knows any one Chronomancy spell.

*This model has randomly generated stats that change from moment to moment. Roll 2d6-1 for each stat at the beginning of every Game Cycle to generate the model's characteristics (rolls of 11 count as 10). This number will be their characteristic value for the remainder of the game cycle in which it was rolled. Roll again for new values during each following game cycle.

The Unbound Entity's profile can **never** be upgraded.

[SKETCH. SOME KIND OF OPTICAL ILLUSION.]

Witch Hunters

Pest control in the Golden City is a very lucrative profession. The extermination of annoying nests of assorted wizards, witches, warlocks, psychics, shamen, midwives, weavers, gurus, sorcerers, fakirs, bruja, and shampoo sales associates is always in high demand, as they weave their nests in buildings and brains all across the Golden City. The standard Witch Hunters Guild contract for driving these pests out of their newest grandiose skull shaped tower lair includes, but is not limited to (with extended warranty), incinerating all of their ancient, smelly manuscripts, cleaning out the air ducts for talking bats or other obnoxious familiars, sweeping out all the gross tissue papers on the floor, and giving the whole place a good dust and moping. Witch Hunters are traditionally skilled with the broomstick and torch, their guild's weapons of office.

Human (Homo Sapiens Cruciator) Racial Stat Caps:

F: 6 A: 4 T: 4 M: 4 I: 6 C: 10 E: 4 S: 4 L: 6 W: 3

The party has primary access to the following Talent Lists:

Common, Melee, Shooting, Strength, Knowledge, Lumberjack, Church of the Buddha-Emperor, Questing, Troll Murderer

Party Special Ability:

Witch Hunter models are subject to the following rules:

Weapon of office: May reroll 1s to-hit with lit torches.

Pure of mind and body: Witch Hunter models may never purchase Mutations and any Witch Hunter that gains one will end their own lives immediately or be executed on the spot.

Burn the witch: Witch Hunter models *Hate* all Wizards, but not Priests. A party with one or more models selected from the Witch Hunters list may never include a Wizard because their throat would be slit immediately by the Witch Hunter.

Inquisitor: 50 gold

F: 3 A: 1 T: 3 M: 4 I: 3 C: 8 E: 3 S: 3 L: 3 W: 1

Talents: Intimidating, Literate, The Amazing Flex-O-Brain,

Unsuspected: Instead of rerolling the die, enemy models will automatically fail their first successful spot check if this model is wearing a moustache and glasses disguise.

Acolyte: 23 gold

F: 2 A: 1 T: 3 M: 4 I: 3 C: 6 E: 3 S: 2 L: 2 W: 1

Talents: Literate, Coward, Barter

Custodian: 30 gold

F: 1 A: 1 T: 3 M: 4 I: 3 C: 6 E: 3 S: 2 L: 1 W: 1

Talents: Literate, Alchemy

[SKETCH OF GROUP OF JUMPSUITED CUSTODIANS
CLEANING, RENOVATING, AND REDECORATING A WIZARD'S LAIR,
TURNING IT INTO A FANCY RESTAURANT,
COMPLETE WITH A PIANO PLAYER
BEING WHEELED INTO PLACE ALREADY PLAYING]

Dentist: 30 gold

F: 1 A: 1 T: 3 M: 4 I: 3 C: 7 E: 3 S: 2 L: 1 W: 1

Talents: Literate, True Name Researcher, Dæmon Degradar

Teeth Wired Shut, The Secret Code of the Arch-Dentist: If your party contains no Inquisitors, Acolytes or Custodians, then all Dentists lose the *Burn the Witch* rule, gain the *Intimidating* talent instead, and may even be upgraded to higher ranking members of their mysterious order:

Upgrade any such dentist to an Arch-Dentist at purchase (or with a ceremony using one post-game action) for +303 gold.

An Arch-Dentist is a Wizard, knows one spell from the Lore of Neuromancy, and has *Warden of the Veil* (3).

Woodland Fae

*O Lost Albion
Where Oberon and fair Mab playe.*

*Bee you moste careful in the wild root places,
Never you mind their maze of faces.
Never fall for their embraces.
Never lose your way.*

*No one woulde accuse, Your Graces,
That malice be your plan this day,
Yet wise travellers carry cold iron in their suitcases
To ward away the fae.*

Wood Fae (Dryadalis Arbor) Racial Stat Caps:

F: 9 A: 5 T: 3 M: 7 I: 9 C: 9 E: 7 S: 4 L: 9 W: 3

The party has primary access to the following Talent Lists:

Common, Melee, Shooting, Speed, Knowledge, Assassin, Fae

Party Special Ability:

Woodland Fae models have the Fae Quickness special rule and automatically pass Climb checks in trees or forest terrain.

Dryad: 33 gold

F: 3 A: 1 T: 2 M: 4 I: 4 C: 5 E: 3 S: 3 L: 1 W: 1

Talents: Dæmon, Hatred (everything), Flammable

Pixie, Sprite, Or Fairy Light: 55 gold

F: 1 A: 1 T: 1 M: 5 I: 5 C: 3 E: 5 S: 1 L: 1 W: 1

Talents: Dæmon, always counts as having a lantern

Tree Elf: 105 gold

F: 4 A: 1 T: 3 M: 5 I: 5 C: 5 E: 4 S: 2 L: 4 W: 1

Talents: Ride, Quick of String, Fae Quickness, Blood Drunk

HIRELINGS

[ART: TAVERN FULL OF ECLECTIC SELLSWORDS AND MERCENARIES]

MERCANTILE CONTRACTORS

Recruiting

A party may recruit Hirelings by paying their *hire fee* after first finding them in the Market Bazaar.

You can employ any number of any type of Hireling at a time. Just make sure you can afford to pay all their upkeep fees (see below). Despite being members of the party in all other ways, Hirelings do not count as members of your party for the purposes of party size when selling Moldavite. You're already paying them Upkeep, so they don't need a second cut.

Hirelings and the Campaign.

After each battle, including the first, you must pay the Hireling's *upkeep fee* if you wish to retain the model in your employ. If you can't or won't, the Hireling returns to the market bazaar with their accumulated experience. the hireling will not return any equipment bought for them, but will return any mount or vehicle they were assigned. The experienced hireling can now be hired by other parties willing to pay their *hire fee* (*not their upkeep fee, that comes later*). If they are ever unemployed, they can also be re-hired by your own party at a later point in the campaign but will add 15 gold to their *hire fee* and add 5 gold to their *upkeep fee* each time they are rehired.

Hirelings start with all the equipment they need to do their job, but that doesn't mean you can't upgrade their equipment.

You can never sell a Hireling's starting equipment or weapons and they will always keep them, even if given new equipment, unless they become fully disarmed or are otherwise robbed (or if the item was one-use-only, duh).

Dashing and Bombastic Talking Mouse (Unit Type: Fae)

Hire Fee: 35 gold **Upkeep Fee:** 15 gold per game

F: 4 A: 2 T: 1 M: 6 I: 6 C: 8 E: 4 S: 1 L: 2 W: 1

Talents: Quiet as a Mouse, Sword Poet, Wall Runner, Leap

Primary Talent Access: Common, Melee, Shooting, Speed, Fae, Assassin, Knowledge, Questing

Equipment: sword

Dwarven Troll Murderer

Hire Fee: 45 gold **Upkeep Fee:** 15 gold per game

F: 5 A: 1 T: 4 M: 3 I: 3 C: 8 E: 2 S: 4 L: 3 W: 1

Talents: Thick Skull, Twitching Triceps, Hatred (Trolls), Blood Drunk

Primary Talent Access: Common, Melee, Strength, Shooting, Lumberjack, Dwarf, Troll Murderer

Equipment: pair of axes OR pair of hammers OR great axe OR great hammer OR pair of pistols OR pair of six-shooters

Fae Widdershins Ranger

Hire Fee: 55 gold **Upkeep Fee:** 23 gold per game

F: 3 A: 1 T: 2 M: 4 I: 4 C: 7 E: 3 S: 2 L: 4 W: 1

Talents: Ride, Good Vision, Fae Quickness, Toss

Primary Talent Access: Common, Melee, Shooting, Knowledge, Speed, Fae, Dark Elf

Equipment: Fae longbow, knife, Toughened Leather Armour

Goblin Guide

Hire Fee: 13 gold **Upkeep Fee:** 5 gold per game

F: 2 A: 1 T: 1 M: 5 I: 3 C: 4 E: 3 S: 1 L: 3 W: 1

Talents: Sneaky, Streetwise, Scout, Wiley Explorer

Primary Talent Access: Common, Melee, Shooting, Speed, Orc

Equipment: knife, lantern

Hobbit Rogue

Hire Fee: 15 gold

Upkeep Fee: 5 gold per game

F: 2 A: 1 T: 1 M: 5 I: 4 C: 7 E: 3 S: 1 L: 3 W: 1

Talents: Sneaky, Ride, Scout, Swim

Primary Talent Access: Common, Melee, Shooting, Knowledge, Speed, Hobbit

Equipment: knife, short bow, grappling hook

Hoodoo Void Elf Laser-Scorpion

Hire Fee: 75 gold

Upkeep Fee: 25 gold per game

F: 5 A: 1 T: 2 M: 4 I: 6 C: 7 E: 4 S: 3 L: 4 W: 1

Talents: Infiltrate, Technocrat, Quiet as a Mouse, Master Strike, Mighty Fists, Spleen Percussionist

Primary Talent Access: Common, Melee, Assassin, Speed, Fae, Dark Elf, Vampire

Equipment: Chainsaw Sword, Helmet with Enhanced Senses and Implant Blowpipe

Human Adventurer

Hire Fee: 25 gold

Upkeep Fee: 10 gold per game

F: 3 A: 1 T: 3 M: 4 I: 3 C: 7 E: 3 S: 2 L: 3 W: 1

Talents: Ride, Sword Poet

Primary Talent Access: Common, Melee, Shooting, Strength, Speed, Knowledge, Lumberjack, Church of the Buddha-Emperor, Assassin, Questing, Troll Murderer

Equipment: sword, knife, crossbow, Toughened Leather Armour

Human Barbarian

Hire Fee: 55 gold

Upkeep Fee: 11 gold per game

F: 4 A: 2 T: 3 M: 4 I: 4 C: 7 E: 3 S: 4 L: 2 W: 1

Talents: Twitching Triceps, Mighty Fists

Primary Talent Access: Common, Melee, Strength, Speed

Equipment: great axe OR long sword, helmet

Human Bard

Hire Fee: 20 gold

Upkeep Fee: 10 gold per game

F: 2 A: 1 T: 3 M: 4 I: 3 C: 6 E: 3 S: 2 L: 2 W: 1

Talents: Bard, Literate

Primary Talent Access: Common, Melee, Shooting, Knowledge

Equipment: sword, knife

Human Champion of the Warp

Hire Fee: 65 gold

Upkeep Fee: 23 gold per game

F: 6 A: 2 T: 4 M: 4 I: 4 C: 8 E: 3 S: 4 L: 6 W: 1

Talents: Ride, Mighty Fists, Toss, Must purchase a Mark.

Primary Talent Access: Common, Melee, Shooting, Strength, Speed, Knowledge, Beast, Mutations

Equipment: axe, sword, meteoric iron armour, helmet

Human Druid

Hire Fee: 75 gold

Upkeep Fee: 23 gold per game

F: 1 A: 1 T: 3 M: 4 I: 3 C: 6 E: 3 S: 3 L: 2 W: 1

Talents: Ride, Wiley Explorer, Beast Handler (choose 2), Wizard. Knows 1 spell from Lore of Life and Death.

Primary Talent Access: Common, Shooting, Knowledge

Equipment: club, knife, bow, magic mushrooms

Human Gladiator

Hire Fee: 25 gold

Upkeep Fee: 11 gold per game

F: 4 A: 1 T: 3 M: 4 I: 3 C: 6 E: 3 S: 3 L: 2 W: 1

Talents: Pit Gladiator, Spleen Percussionist.

May reroll 1s to-hit in Melee. May never wear armour except shields, bucklers, helmets and toughened leather armour.

Must choose one Fighting Style from the Pit Fighters and Gladiators Exploratory Party list during purchase.

Primary Talent Access: Common, Melee, Strength, Speed

Equipment: Toughened leather armour and 1 of the following:
sword+shield OR 2 swords OR great axe OR great hammer OR
buckler+spear OR whip+knife

Human Healer

Hire Fee: 20 gold

Upkeep Fee: 11 gold per game

F: 1 A: 1 T: 3 M: 4 I: 3 C: 6 E: 3 S: 2 L: 1 W: 1

Talents: Farmer, Medical Knowledge

Primary Talent Access: Common, Knowledge

Equipment: knife, healing herbs, clove of garlic

Human Priest

Hire Fee: 35 gold

Upkeep Fee: 11 gold per game

F: 1 A: 1 T: 3 M: 4 I: 3 C: 7 E: 3 S: 2 L: 1 W: 1

Talents: Priest. Knows any 1 prayer of your choice.

Primary Talent Access: Common, Knowledge,
Church of the Buddha-Emperor

Equipment: knife, one gourd of blessed water

Human Wizard

Hire Fee: 77 gold

Upkeep Fee: 23 gold per game

F: 1 A: 1 T: 3 M: 4 I: 3 C: 7 E: 3 S: 2 L: 1 W: 1

Talents: Literate, Drunk With Power

Wizard. Knows any 2 Hedge Magic spells.

Primary Talent Access: Common, Knowledge

Equipment: staff of office (club), knife (knife)

Legionnaire of the LVth Century Holy Techno-Roman Empire

Hire Fee: 70 gold

Upkeep Fee: 23 gold per game

F: 4 A: 1 T: 5 M: 4 I: 2 C: 8 E: 2 S: 5 L: 4 W: 1

Talents: Robot (F), Ambidextrous, Mob Member, Technocrat,
Wrestler, Codex Tactics, Combat Drills

Primary Talent Access: Common, Melee, Shooting, Strength

Equipment: enhanced senses, pilum, sword, knife, helmet,
supression shield, toughened leather armour

Ogre Bodyguard (Unit Type: Fae)

Hire Fee: 75 gold

Upkeep Fee: 15 gold per game

F: 3 A: 1 T: 4 M: 6 I: 3 C: 6 E: 3 S: 4 L: 2 W: 3

Talents: Fear, Pro Boxer, Thick Skin (1), Bull Rush, Toss

Primary Talent Access: Common, Melee, Strength, Ogre

Equipment: sword, axe, club, breastplate

Orc Barbarian

Hire Fee: 55 gold

Upkeep Fee: 15 gold per game

F: 4 A: 2 T: 4 M: 4 I: 2 C: 6 E: 2 S: 5 L: 2 W: 1

Talents: Mob Member, Coward, Twitching Triceps, Mighty Fists

Primary Talent Access: Common, Melee, Strength, Orc, Beast

Equipment: great axe OR long sword, horned helmet

Radioactive Nuclear Zombie

Hire Fee: 29 gold

Upkeep Fee: 9 gold per game

F: 2 A: 1 T: 4 M: 4 I: 1 C: 2 E: 1 S: 4 L: 1 W: 2

Talents: Stupid, Undead, Twitching Triceps, Mighty Fists

Primary Talent Access: Common, Melee, Strength, Beast

Equipment: implant fighting chain, implant blunderbuss

Skeleton Ninja

Hire Fee: 61 gold

Upkeep Fee: 13 gold per game

F: 3 A: 1 T: 2 M: 4 I: 3 C: 4 E: 4 S: 3 L: 3 W: 1

Talents: Undead, Sneaky, Acrobat, Leap, Wall Runner

Primary Talent Access: Common, Melee, Shooting, Speed

Equipment: knife, throwing knives

Vermintide Assassin

Hire Fee: 21 gold

Upkeep Fee: 12 gold per game

F: 3 A: 1 T: 1 M: 5 I: 5 C: 4 E: 3 S: 2 L: 3 W: 1

Talents: Violence Artist

Primary Talent Access: Common, Melee, Shooting,

Speed, Vermintide, Assassin, Beast, Mutations

Equipment: fighting claws, knife, sling

Feral Creatures

- Do not gain experience (so the only way to give them talents is if you buy them training using gold).
- Suffer no strength penalties when fighting unarmed, but their attacks are still *Primitive*.
- Cannot use the Leader's C unless noted.
- Cannot take any post-game actions in the Market Bazaar.
- Often have the Four Legged rule. This has more to do with their skill at climbing and nothing to do with how they use their legs (or if they even have any legs). If they suck at climbing, they have the Four Legged talent, if they can climb decently, or at least not terribly, they don't. The Movement Bonus is factored into the profile already.

[SKETCH OF GIANT PUPPIES PLAYING WITH A TINY HUMAN]

At the beginning of their Recovery phase, before any Stupidity checks or other effects, every Feral model must first pass a C check to respond to their player's control.

Multiple Feral creatures in a unit must test individually.

If they fail, the creature goes Feral instead of responding to Player control this Game Cycle and must roll a d3 on the following table to see how they behave instinctively:

1 - Cower Must move directly towards the nearest terrain. Once inside the creature must then *Hide* and *Hit the Dirt*.

2 - Forrage Must move 2d6" in a random direction, then become *Locked*.

3 - Confront Gains *Frenzy* for this Game Cycle, and must move directly to charge the closest enemy model.

Mounts

A *Feral* creature may be selected as a *Mount* for any model that has the Ride talent, temporarily replacing the *Feral* rules above with the *Mount* rules detailed here.

- Mounts still cannot gain experience or make Rarity rolls in the Market Bazaar.
- Despite being purchased as two separate models in the party, mounted models are treated as a single model during the game. Resolve all attacks and effects against the rider. Mounts may still attack in melee. The mounted model may choose to use the mount's movement and evasion characteristics instead of their own at any time.
- Instead of using the mount's Wounds characteristic directly, mounted models gain +1 W on their own profile for each wound their mount has. (*This may take the rider above its racial maximum.*)
- Mounted models gain the unit type of their mount.
- Mounts are automatically *knocked down, stunned* and taken *out of action* along with their riders. If the combined model is taken out of action, Mount and Rider are both hurt and each roll for their own separate Humiliating Injury.
- Mounted models cannot ever dismount during the game. The streets of the Golden City are cold and dangerous. Mounts will likely be eaten by the sidewalk if left unattended.
- Mounts that take enemies *out of action* do not yield experience points for their riders.
- Mounted models deployed in a Unit must be riding the same kind of mounts, just the same as if they were equipment.
- Taking a mounted enemy *out of action* is only worth one experience point, again treating the combined rider and mount as one model.
- Who cares about having a rider when you can just model your super-horse carrying a pair of nunchucks in its teeth or whatever if you want. Do what thou wilt.

Archaeopteryx (unit type: Dinosaur) 25 gold

F: 2 A: 1 T: 1 M: 3 I: 4 C: 2 E: 4 S: 1 L: 1 W: 1

Talents: Flying, Acrobat, Coward

Primary Talent Access: Common, Melee, Speed

Anteater (Myrmecophaga Tridactyla) 7 gold

F: 2 A: 1 T: 2 M: 4 I: 2 C: 2 E: 2 S: 2 L: 1 W: 1

Talents: Thick Skin (1), Stupid, Four Legged

Primary Talent Access: Common, Melee, Strength

Bear (Ursus Arctos) 23 gold

F: 3 A: 1 T: 4 M: 4 I: 3 C: 3 E: 3 S: 3 L: 1 W: 1

Talents: Thick Skin (1), Four Legged

Primary Talent Access: Common, Melee, Strength, Lumberjack

Camel (Camelus Dromedarius) or Llama (Lama Glama) 16 gold

F: 1 A: 1 T: 3 M: 6 I: 2 C: 2 E: 2 S: 3 L: 1 W: 1

Talents: Four Legged, Ignores Difficult Ground.

Primary Talent Access: Common, Strength

Cheetah (Acinonyx Jubatus) 35 gold

F: 3 A: 1 T: 2 M: 10 I: 6 C: 2 E: 3 S: 2 L: 1 W: 1

Talents: Four-Legged, Fleet, Sprint, Sneaky, Assassinate!

Primary Talent Access: Common, Melee, Speed, Assassin

Crocodile (Crocodylus Niloticus) 41 gold

F: 3 A: 1 T: 4 M: 4 I: 4 C: 3 E: 3 S: 4 L: 1 W: 1

Talents: Swim, Four Legged, Tactically Eat Opponent,
Predator, Infiltrate, Sneaky

Primary Talent Access: Common, Melee, Strength, Assassin

Deer (Odocoileus Virginianus) 5 gold

F: 1 A: 1 T: 2 M: 9 I: 6 C: 2 E: 4 S: 1 L: 1 W: 1

Talents: Sprint, Jump, Antlers, Coward, Stupid, Four Legged

Primary Talent Access: Speed

Dog, Hyena, Mutant Rat or Wolf 30 gold

F: 4 A: 1 T: 3 M: 9 I: 4 C: 3 E: 3 S: 4 L: 1 W: 1

Talents: Scout, Mob Member, Four Legged

Primary Talent Access: Common, Melee, Strength, Speed

Dolphin or Porpoise 25 gold

F: 2 A: 1 T: 3 M: 4 I: 3 C: 5 E: 3 S: 2 L: 1 W: 1

Talents: Fish Body, Acrobat, Leap

Primary Talent Access: Common, Melee, Speed, Knowledge

Donkey Or Mule 7 gold

F: 1 A: 1 T: 3 M: 5 I: 1 C: 2 E: 2 S: 3 L: 1 W: 1

Talents: Stupid, Four Legged, Counts as 2 models for *Pulls*.

Primary Talent Access: Strength

Eagle or Falcon 45 gold

F: 2 A: 1 T: 1 M: 2 I: 7 C: 3 E: 5 S: 1 L: 1 W: 1

Talents: Flying, Acrobat, Predator

Primary Talent Access: Common, Melee, Speed, Assassin

Elephant (Loxodonta Africana) 125 gold

F: 2 A: 1 T: 6 M: 5 I: 2 C: 5 E: 2 S: 5 L: 1 W: 4

Talents: Tusks, Thick Skin (2), Bull Rush, Four Legged

Primary Talent Access: Common, Melee, Strength, Knowledge

Feral Human (Homo Sapiens Sapiens) 8 gold

F: 3 A: 2 T: 2 M: 4 I: 4 C: 2 E: 3 S: 2 L: 1 W: 1

Talents: Coward, Stupid, Frenzy, The Amazing Flex-O-Brain

Primary Talent Access: Melee, Strength, Speed

Giant Spider or Giant Ant 18 gold

F: 2 A: 1 T: 2 M: 4 I: 2 C: 2 E: 2 S: 2 L: 1 W: 1

Talents: Eight or Six Legged, Stupid, Mob Member

Primary Talent Access: Common, Melee, Strength, Speed

Giraffe (Giraffa Camelopardalis) 23 gold

F: 1 A: 1 T: 4 M: 7 I: 3 C: 2 E: 2 S: 3 L: 1 W: 1

Talents: Four Legged, May reroll Spot Checks.

Primary Talent Access: Common, Melee, Assassin, Questing

Guerrilla Gorilla (Gorilla Gorilla) 66 gold

F: 3 A: 1 T: 4 M: 4 I: 3 C: 5 E: 3 S: 5 L: 2 W: 1

Talents: Acrobat, Leap, Wall Runner, Toss, Wrestle

Primary Talent Access: Common, Melee, Strength, Knowledge

Hippopotamus (Hippopotamus Gorgops) 78 gold

F: 2 A: 1 T: 6 M: 3 I: 2 C: 2 E: 2 S: 5 L: 1 W: 4

Talents: Four Legged, Swim, Thick Skin (2),

Tactically Eat Opponent

Primary Talent Access: Common, Melee, Strength, Speed

Horse (Equus Feris) 12 gold

F: 2 A: 1 T: 3 M: 8 I: 4 C: 3 E: 3 S: 3 L: 1 W: 1

Talents: Sprint, Four Legged

Primary Talent Access: Common, Melee, Speed, Strength

Kangaroo (Macropus Rufus) 35 gold

F: 3 A: 1 T: 3 M: 7 I: 4 C: 3 E: 3 S: 3 L: 1 W: 1

Talents: Pro-Boxer, Leap, May reroll Leap distance.

Primary Talent Access: Common, Melee, Speed

Lion (Panthera Leo) 45 gold

F: 4 A: 2 T: 3 M: 6 I: 5 C: 4 E: 3 S: 4 L: 1 W: 1

Talents: Leap, Sneaky, Violence Artist, Mob Member

Primary Talent Access: Common, Melee, Strength, Speed

Magic Carpet (Unit Type: Fae) 151 gold

F: 1 A: 1 T: 3 M: 3 I: 3 C: 10 E: 3 S: 3 L: 1 W: 1

Talents: Flying, Flammable

Primary Talent Access: Strength, Speed, Fae

Orca Whale (Orcinus Orca) 95 gold

F: 3 A: 1 T: 6 M: 6 I: 3 C: 3 E: 3 S: 5 L: 1 W: 4

Talents: Fish Body, Predator, Layers of Teeth

Primary Talent Access: Common, Melee, Speed, Strength

Ostrich (truthio Camelus) 19 gold

F: 2 A: 1 T: 2 M: 9 I: 5 C: 2 E: 4 S: 2 L: 1 W: 1

Talents: Sprint, Stupid, Coward

Primary Talent Access: Common, Melee, Speed, Questing

Polar Bear (Ursus Maritimus) 74 gold

F: 4 A: 1 T: 5 M: 5 I: 3 C: 3 E: 3 S: 5 L: 1 W: 3

Talents: Four Legged, Swim, Thick Skin (1), Predator

Primary Talent Access: Common, Melee, Strength, Beast

Pterodactyl (unit type: Dinosaur) 55 gold

F: 1 A: 1 T: 2 M: 1 I: 4 C: 2 E: 4 S: 2 L: 1 W: 1

Talents: Flying, Acrobat, Coward

Primary Talent Access: Common, Melee, Speed

Rhino (Ceratotherium Simum) or Moose (Alces Alces) 80 gold

F: 3 A: 1 T: 6 M: 3 I: 2 C: 2 E: 2 S: 5 L: 1 W: 4

Talents: Antlers, Four Legged, Thick Skin (2), Bull Rush

Primary Talent Access: Common, Melee, Strength

Shark (Carcharodon Carcharias) 25 gold

F: 4 A: 1 T: 4 M: 7 I: 4 C: 3 E: 3 S: 4 L: 1 W: 1

Talents: Layers of Teeth, Leap, Blood Drunk,

Eyyy: Any enemy model that successfully jumps over top of this miniature will immediately gain +1 experience.

No Legs! Sharks have the Fish Body mutation.

Legs! May purchase a pair of heavily muscled runner's legs for +20 gold, allowing them to move on land. A legged shark becomes *Fae* and gains Primary Access to *Fae* talents.

Primary Talent Access: Common, Melee, Strength, Speed

Sheep (Ovis Aries) 3 gold

F: 1 A: 1 T: 1 M: 3 I: 1 C: 2 E: 2 S: 1 L: 1 W: 1

Talents: Coward, Stupid, Mob Member, Four Legged

Primary Talent Access: Hobbit

Small Flock of Chickens (Gallus Gallus Domesticus) 3 gold

F: 1 A: 1 T: 1 M: 2 I: 1 C: 2 E: 2 S: 1 L: 1 W: 2

Talents: Coward, Stupid, Leap

Primary Talent Access: Speed

Squiggly Toothy Beast (Shrubbery Dentata) 11 gold

Unit Type: Goblin

F: 3 A: 1 T: 3 M: 5 I: 1 C: 2 E: 2 S: 4 L: 1 W: 1

Talents: Coward, Stupid, Layers of Teeth, Blood Drunk

Chomp! If a toothy beast successfully wounds an enemy model but does not take it out of action, then the beast has locked its jaws. In following melee phases do not roll to hit with the beast. Instead one automatic hit is done to the model the beast has locked its jaws around.

Primary Talent Access: Common, Melee, Strength, Beast

Squirrel, Rat, Cat, Fox or Raccoon 25 gold

F: 2 A: 1 T: 1 M: 7 I: 5 C: 2 E: 4 S: 1 L: 1 W: 1

Talents: Wall Runner, Sneaky, Coward

Primary Talent Access: Common, Melee, Speed

Tiger (Panthera Tigris) 45 gold

F: 3 A: 2 T: 3 M: 7 I: 5 C: 3 E: 3 S: 4 L: 1 W: 1

Talents: Acrobat, Leap, Sneaky, Wall Runner, Predator

Primary Talent Access: Common, Melee, Strength, Speed

Tortoise (Aldabrachelys Gigantea) 15 gold

F: 1 A: 1 T: 3 M: 1 I: 1 C: 5 E: 1 S: 1 L: 1 W: 1

Talents: Thick Skin (4), Four Legged

Primary Talent Access: Common, Knowledge

Turtle (Ertmochelys Imbricata) 14 gold

F: 1 A: 1 T: 2 M: 3 I: 1 C: 5 E: 2 S: 1 L: 1 W: 1

Talents: Fish Body, Thick Skin (1)

Primary Talent Access: Common, Knowledge

Velociraptor (unit type: Dinosaur) 30 gold

F: 4 A: 2 T: 2 M: 7 I: 5 C: 2 E: 3 S: 3 L: 1 W: 1

Talents: Leap, Thick Skin (1), Four Legged, Predator

Primary Talent Access: Common, Melee, Speed

Walrus (Odobenus Rosmarus) 48 gold

F: 3 A: 1 T: 5 M: 2 I: 2 C: 2 E: 2 S: 4 L: 1 W: 2

Talents: Thick Skin (2) Swim, Tusks, Bull Rush, Four Legged

Primary Talent Access: Common, Melee, Strength

Warhorse (unit type: horse) 31 gold

F: 3 A: 1 T: 4 M: 8 I: 4 C: 4 E: 3 S: 4 L: 1 W: 1

Talents: Sprint, Four Legged

Primary Talent Access: Common, Melee, Strength, Speed

Wild Boar, Warthog or Pig 5 gold

F: 2 A: 1 T: 3 M: 3 I: 1 C: 2 E: 2 S: 2 L: 1 W: 1

Talents: Wiley Explorer, Coward, Four Legged,

Toothy Grin: May have Tusks for +3 gold

Primary Talent Access: Common, Melee, Strength, Speed

Zebra (Equus Quagga) 33 gold

F: 1 A: 1 T: 3 M: 9 I: 3 C: 2 E: 3 S: 3 L: 1 W: 1

Talents: Sprint, Dodge, Four Legged

Primary Talent Access: Common, Melee, Speed, Strength

Monsters

- Monsters all have the Pro Boxer talent.
- Suffer -1 Initiative for Climb checks.
- Cannot roll Exploration Dice
- Cannot participate in the market bazaar.
- Cannot Hide
- Do not gain experience
- Cannot upgrade any profile characteristic above 6.
- If a monster's starting characteristic is already 5, 6 or higher, it may be upgraded with gold, but only twice for a maximum of +2 to that characteristic.
- May be ridden by a number of models equal to their number of wounds. Ridden Monsters are not Mounts and models riding the monster can be attacked separately in both shooting and melee. Models may mount or dismount a monster during their movement phase by moving into or out of base contact with them. Models mounted on a monster do not count as moving when the monster moves. They are considered to be at the top of the monster's body for line of sight purposes.

* * *

Dragons, and other creatures not listed here, can easily be created through combinations of upgrades, mutations, and talents, and by saying the following mystical incantation:

"This weird looking thing over here counts as a _____."

Dragons are kinda overplayed anyway. The only dragon that's been done with any class in the last like... half century is Grugalurogran, and he's from a frickin' kids show so he has to share screentime with a bunch of Pokémon rejects.

Sigh.

Aesir (Iris Rex) 270 gold

F: 6 A: 4 T: 4 M: 4 I: 6 C: 10 E: 4 S: 4 L: 6 W: 3

Talents: Dæmon, Alchemy, Blacksmith, Repair, Wrestler

Primary Talent Access: Common, Melee, Strength, Knowledge

Ancient Minotaur (Musclus Vaccam) 315 gold

F: 4 A: 2 T: 6 M: 6 I: 3 C: 7 E: 3 S: 7 L: 2 W: 5

Talents: Horns, Thick Skin (2), Bull Rush, Toss, Blood Drunk, Predator

Primary Talent Access: Common, Melee, Strength, Beast

Android Octopus (Polypus Ferrum) 125 gold

F: 3 A: 1 T: 2 M: 2 I: 3 C: 6 E: 3 S: 2 L: 3 W: 1

Talents: Swim, Additional Arms (6), Robot (choose),

Primary Talent Access: Common, Melee, Shooting, Strength, Knowledge, Beast

Arch-Penguin (Aptenodytes Criminalibus) 89 gold

F: 2 A: 1 T: 2 M: 5 I: 4 C: 6 E: 3 S: 2 L: 2 W: 1

Talents: Swim, May Hide, Sneaky, Wall Runner

Master Thieves: An arch-penguin automatically passes any Initiative checks associated with stealing.

If the Arch-Penguin ends the game with a token or item of treasure they will keep whatever it is for themselves on a d6 roll of a 5+ and pretend it never existed. They will sell the item later on the penguin black market to feed their crippling alcoholism.

Primary Talent Access: Common, Speed, Shooting, Knowledge

Asshole Duck (Anus Anatidae) 35 gold

F: 2 A: 1 T: 1 M: 4 I: 2 C: 2 E: 2 S: 1 L: 1 W: 1

Talents: Feral, Stupid, Swim, Flying, Intimidating, Blood Drunk, Hatred (Everything)

Primary Talent Access: Common, Speed, Melee

Upgrade to Asshole Goose: free of charge.

Astarte (Gladius Venus) 235 gold

F: 4 A: 2 T: 4 M: 4 I: 4 C: 8 E: 3 S: 4 L: 4 W: 2

Talents: Acidic Saliva, Ambidextrous, Thick Skull,
Spleen Percussionist, Combat Maestro, Toss, Wrestler

Choose One of the Following Genetic Legacies At Purchase:

The Lion: +1L, +2C
The Child: +2I, +3E, -2T, -2C
The Fortress: +2L, +1C
The Horse: +1E, Beast Handler (horses), Drive
The Wolf: +1F, +1A, +1E, -1L
The Fist: +2F, +2L, Does not have Acidic Saliva
The Ghost: +2I, +1E, -2C
The Angel: +2S, Medical Knowledge, Blood Drunk
The Inventor: +2C, -1I, Alchemy, Technocrat
The Gladiator: +1F, +1S, +1A, -1L, Blood Drunk
The Imperator: +1F, +1L, +1C
The Sentry: +2S, +2T, -1E
The Sphinx: Wizard. May select any 1 spell for free.
The Prodigy: +1F, +1L, +1C
The Cleric: +2C, Demagogue
The Blacksmith: +2S, -1A, -1I, Blacksmith, Repair
The Raven: +1L, +1E, -1A, Scout, Sneaky
The Twins: +1C, +1E, -1A, Infiltrate

Primary Talent Access: Assassin, Astarte, Common, Melee,
Shooting, Strength, Knowledge, Lumberjack, Ogre, Church of
the Buddha-Emperor, Questing

Because Astarte always get special treatment, they will
ignore the usual monster stat progression rules and use the
following racial stat cap instead:

Astarte (Gladius Venus) Racial Stat Caps

F: 7 A: 6 T: 6 M: 5 I: 7 C: 10 E: 6 S: 6 L: 7 W: 4

Soldiers Among The Stars

Like the goddess of their namesake, every Astarte is female, though it is difficult to ascribe any gender to these androgynous, twitching walls of angry, heavily armed muscle.

It is known that the daughters of Ashtoreth and Ra are a thousand times a thousand in number, each one a perfect avatar of Ishtar's righteous fury, each one graceful in her actions and purposeful in her deeds. To stand against an Astarte is to face certain death.

The Astarte come from far beyond the Golden City, where their mighty legions once laid waste to galaxies from the backs of flying chariots. Genetically engineered from 23 different secret organs and splices and cured in a tincture of sea foam, an Astarte is a bio-warrior without equal. Dragon slayers and star killers one and all, the Astarte Project was the final thesis statement in the science of death.

Clad in baroque armours that crackle with barely contained power and cause the room around them to hum, vibrating in infrasonic harmony at 18 hertz, the Astarte are terrifying to behold by design. Armed with high technology capable of butchering nearly any creature in the galaxy, from time dilation grenades to rapid firing micro missile launchers and white-hot laser swords, Ishtar's holy name is well invoked.

[SKETCH OF SCARY LOOKING ASTARTE MARCHING TOWARD THE READER

**BACKED BY AN EVEN SCARIER ARMY OF SCREAMING, BLOOD-DRUNK
LAWYERS, SOME FOAMING AT THE MOUTH, OTHERS CONVULSING
ON THE GROUND IN A FUGUE OF SADO-MASOCHISTIC ECSTACY]**

Blue Whale (Balaenoptera Musculus) 195 gold

F: 2 A: 1 T: 8 M: 5 I: 2 C: 5 E: 2 S: 7 L: 1 W: 6

Talents: Fish Body, The Amazing Flex-O-Brain

Primary Talent Access: Common, Strength, Knowledge

Brachiosaurus (Unit Type: Dinosaur) 525 gold

F: 2 A: 1 T: 9 M: 4 I: 2 C: 3 E: 1 S: 6 L: 1 W: 7

Talents: Feral, Thick Skin (4)

Primary Talent Access: Common, Melee, Strength, Assassin

City Park Ent (Homicidium Arbor) (Unit Type: Fae) 425 gold

F: 3 A: 2 T: 7 M: 5 I: 1 C: 10 E: 1 S: 7 L: 3 W: 4

Talents: Fear, Thick Skull, Twitching Triceps, Toss, Dæmon, Slow to Think (Stupid), Mossfoot, Flammable,

Forest Spirit: May *Hide* in forest terrain. Ignores forest terrain entirely for Line of Sight.

Primary Talent Access: Common, Strength, Knowledge, Fae

Equipment: broken branches (infinite javelins)

Cursed Lycanthrope (Canus Luna Masturbari) 170 gold

F: 4 A: 2 T: 4 M: 7 I: 4 C: 5 E: 3 S: 4 L: 2 W: 2

Talents: Feral, Leap, Frenzy, Toss,

Shapeshift: By *Locking* themselves in their recovery phase, the model may subtract -1 from their Movement, Strength, or Toughness and immediately add +1 to either their Movement, Strength, or Toughness in return. No stat may be taken above 10 or below 1 no matter how many game cycles are spent shapeshifting.

Primary Talent Access: Common, Melee, Strength, Speed

Deinosuchus (Unit Type: Fae) 325 gold

F: 5 A: 2 T: 5 M: 5 I: 4 C: 5 E: 2 S: 6 L: 1 W: 5

Talents: Feral, Swim, Thick Skin (2), Abyssal Jowls, Tactically Eat Opponent, Infiltrate, Sneaky

Primary Talent Access: Common, Melee, Strength, Assassin

Dæmon of Arkhare (Oculos Mortiferum) 203 gold

The pen is mightier than the sword, so the dæmon of Arkhare will happily use one to stab you to death.

F: 8 A: 2 T: 3 M: 5 I: 4 C: 8 E: 3 S: 4 L: 4 W: 1

Talents: Dæmon, Spleen Percussionist, Violence Artist, Mark of Arkhare (stat increases included in profile)

Primary Talent Access: Common, Melee, Shooting, Strength, Speed, Assassin, Beast, Mutations

Equipment: axe, sword, knife, spear, and brass knuckles

Dæmon of Eshornaal (Oculos Podex) 203 gold

Direct, physical manifestations of the viewer's pubescent Id: A dæmon of Eshornaal is a tremendously dangerous and sexually confusing foe for any self-respecting barbarian warlord to overcome.

F: 6 A: 2 T: 1 M: 6 I: 6 C: 6 E: 6 S: 2 L: 6 W: 1

Talents: Dæmon, Acrobat, Leap, Wall Runner, Toss, Mark of Eshornaal (stat increases included in profile)

Primary Talent Access: Common, Melee, Shooting, Speed, Assassin, Beast, Mutations

Equipment: knife

Dæmon of Onogol (Oculos Putrescet) 203 gold

Tender and loving like a parent bird, the dæmon of Onogol will attempt to feed anyone near them by regurgitating pre-digested grubs down their throat.

F: 2 A: 1 T: 7 M: 3 I: 1 C: 7 E: 1 S: 2 L: 2 W: 3

Talents: Dæmon, Hard as Nails, Thick Skull, Regenerate (2) Mark of Onogol (stat increases included in profile)

Primary Talent Access: Common, Melee, Strength, Lumberjack, Beast, Mutations

Equipment: sword OR spear

Dæmon of Sunch (Oculus Cerebrum) 203 gold

The dæmons of Sunch keep a perfect record of all typos, missed keystrokes, and stray words accidentally typed into nothingness before remembering to click on the correct window or search bar. These words and letters, pulled from across time and space, are thought to contain the hidden name of YHWH Itself.

F: 2 A: 1 T: 3 M: 4 I: 2 C: 9 E: 3 S: 2 L: 3 W: 1

Talents: Dæmon, Wizard, Priest, Mark of Sunch.

Knows Rainbow Fire of Sunch and Divide When Conquored.

Also knows any one spell from any Lore of your choice.

Primary Talent Access: Common, Shooting, Knowledge, Beast, Mutations, Speed

Elemental Force of Nature (Primus Impetus) 239 gold

F: 4 A: 2 T: 5 M: 7 I: 7 C: 8 E: 3 S: 5 L: 4 W: 2

Talents: Dæmon, Blood Drunk

Choose one of the following at purchase:

Fire: +2 A, Immune to *Fire*, Always on *Fire*

Water: +1 M, +1 I, Swim, Acrobat, Quick Reflexes

Air: +1 E, Has Mist Form from the Vampires talent list.

Earth: +1 T, +1 W, Alchemist, Blacksmith, Technocrat

Primary Talent Access: Common, Melee, Speed, Knowledge

Gamma Llama (Lama Glama Gamma) 35 gold

F: 2 A: 1 T: 5 M: 5 I: 3 C: 2 E: 3 S: 5 L: 2 W: 2

Talents: Flying, Feral, Stupid, Laser Eyes

Primary Talent Access: Common, Melee, Mutations

Gargoyle (Petrae Effusorium) 40 gold

F: 2 A: 1 T: 5 M: 2 I: 1 C: 4 E: 2 S: 3 L: 1 W: 1

Talents: Flying, Stupid, Immune to Pain (3), Immune to Fire

Primary Talent Access: Common, Melee

Giant (Gigas Globis) (Unit Type: Fae) 400 gold

F: 3 A: 1 T: 6 M: 6 I: 3 C: 8 E: 2 S: 5 L: 2 W: 5

Talents: Twitching Triceps, Toss

Primary Talent Access: Common, Melee, Shooting, Strength, Speed, Fae, Ogre, Assassin, Knowledge

Giant Snail (Cochlea Vastus) 40 gold

F: 1 A: 1 T: 6 M: 1 I: 1 C: 2 E: 1 S: 4 L: 1 W: 3

Talents: Feral, Stupid

Primary Talent Access: Strength

Gorgon (Serpens Plecto) 160 gold

F: 2 A: 1 T: 3 M: 4 I: 3 C: 8 E: 3 S: 2 L: 2 W: 1

Talents: Dæmon, Regenerate (1)

Pretty Eyes: Every enemy model that ends their Movement phase within 8" and line of sight must immediately pass an I check to avert their gaze. If they fail, they become *Stunned*. Models charging a gorgon suffer -5I on this check.

Primary Talent Access: Common, Speed, Knowledge, Beast

Harpy (Foemina Argutæ) 11 gold

F: 2 A: 1 T: 2 M: 4 I: 3 C: 2 E: 3 S: 2 L: 1 W: 1

Talents: Feral, Flying, Blood Drunk, Coward, Stupid

Primary Talent Access: Common, Melee

Intergalactic Hover Turtle (Turtur Astronomicæ)

(unit type: Fae and unit type: Void) 355 gold

F: 2 A: 1 T: 7 M: 1 I: 1 C: 9 E: 1 S: 4 L: 1 W: 5

Talents: Dæmon, Fish Body, Fly, The Amazing Flex-O-Brain

Primary Talent Access: Common, Melee, Strength, Knowledge

Kronosaurus or Liopleurodon (Unit Type: Dinosaur) 195 gold

F: 3 A: 1 T: 7 M: 6 I: 1 C: 4 E: 2 S: 7 L: 1 W: 5

Talents: Thick Skull, Fish Body, Abyssal Jowls, Predator

Primary Talent Access: Common, Melee, Strength

Living Treasure Chest (Vivi Arca) (Unit Type: Fae) 105 gold

F: 3 A: 1 T: 5 M: 3 I: 1 C: 5 E: 1 S: 5 L: 1 W: 2

Talents: Feral, Four-Legged, Predator, Bull Rush, Sneaky, Infiltrate, Tactically Eat Opponent, Wrestler, Flammable,

All that Glitters: Transport Capacity 3. A model in melee with a Living Treasure Chest may exchange one or more of their attacks each phase for an equal number of attempts to snatch treasure from under the lid by passing an Initiative check. For each check they pass, they immediately gain a token worth d3 gold. For each check they fail they immediately suffer a wound with no armour save allowed.

The Living Treasure Chest may be upgraded to a Living Grand Piano for +55 points. It loses the All That Glitters rule, but gains +3W, the *Bard* talent, and an implant grand piano.

Primary Talent Access: Common, Melee, Strength, Speed

Mammoth (Mammuthus Primigenius) 545 gold

F: 2 A: 1 T: 8 M: 3 I: 1 C: 2 E: 1 S: 7 L: 1 W: 5

Talents: Feral, Tusks, Thick Skin (3), Bull Rush

Primary Talent Access: Common, Melee, Strength, Beast

Megaloceros (Unit Type: Fae) 545 gold

F: 3 A: 1 T: 7 M: 5 I: 3 C: 5 E: 1 S: 7 L: 1 W: 5

Talents: Feral, Thick Skin (1), Antlers, Bull Rush

Primary Talent Access: Common, Melee, Strength, Beast, Fae

Oran Otan (Ignis Pervertunt) (Unit Type: Fae) 239 gold

F: 3 A: 1 T: 5 M: 5 I: 3 C: 5 E: 3 S: 5 L: 2 W: 2

Talents: Feral, Wall Runner, Immune to Fire, Always on Fire

Primary Talent Access: Common, Melee, Strength, Beast, Fae

Rok or Giant Eagle (Unit Type: Fae) 215 gold

F: 3 A: 1 T: 5 M: 3 I: 3 C: 2 E: 3 S: 7 L: 1 W: 2

Talents: Feral, Flying, Stupid, Tactically Eat Opponent

Primary Talent Access: Common, Speed, Strength, Beast, Fae

Stegosaurus/Tuojiangosaurus (unit type: Dinosaur) 455 gold
F: 2 A: 1 T: 7 M: 3 I: 2 C: 3 E: 1 S: 4 L: 1 W: 6

Talents: Feral, Thick Skin (4), Spiked Shell

Primary Talent Access: Common, Melee, Strength, Beast

Troll (Risus Sodomiticum) (Unit Type: Fae) 195 gold

F: 3 A: 1 T: 4 M: 6 I: 1 C: 4 E: 2 S: 5 L: 1 W: 3

Talents: Intimidating, Thick Skull, Regenerate (2)

Primary Talent Access: Common, Melee, Strength

Triceratops (unit type: Dinosaur) 325 gold

F: 2 A: 1 T: 7 M: 3 I: 2 C: 3 E: 1 S: 4 L: 1 W: 6

Talents: Feral, Stupid, Thick Skin (4), Horns

Primary Talent Access: Common, Melee, Strength, Beast

Tyranosaurus Rex (unit type: Dinosaur) 455 gold

F: 4 A: 2 T: 7 M: 7 I: 3 C: 3 E: 2 S: 6 L: 1 W: 5

Talents: Thick Skin (3), Predator, Tactically Eat Opponent

Primary Talent Access: Common, Melee, Strength, Beast

Void Orc (Apium Homicidium Nihilo) 225 gold

F: 6 A: 3 T: 5 M: 4 I: 3 C: 8 E: 3 S: 5 L: 4 W: 2

Talents: Violence Artist, Twitching Triceps, Technocrat

Primary Talent Access: Common, Melee, Shooting, Strength,

Speed, Knowledge, Assassin, Lumberjack, Beast, Orc

Warp Spawn (Tumultus Infans) 55 gold

F: 2 A: 3 T: 6 M: 7 I: 1 C: 2 E: 2 S: 6 L: 1 W: 3

Talents: Dæmon, Feral, Stupid, Leap, Rolling Tumble

Primary Talent Access: Melee, Strength, Beast, Mutation

Wild Missing No. (Fracto Codicem Expilo) 616 gold

F: 2 A: 2 T: 10 M: 7 I: 1 C: 2 E: 7 S: 5 L: 2 W: 1

Talents: Dæmon, Feral, Stupid, Laser Eyes, Abyssal Jowls

Primary Talent Access: Common, Melee, Strength, Beast

Vehicles

Vehicles can never do anything on their own. They cannot take their own unit turn, gain experience, pick up or pull tokens, capture objectives, roll for Exploration or climb.

Vehicles may never upgrade any characteristic more than twice and they must purchase all talents as Exotic Talents.

Preparing the Vehicle for battle

Vehicles must pay their *Maintenance Fee* before every mission (even the first) or else they cannot be driven into battle and must remain parked in your Campsite. You don't have to pay, but the vehicle remains parked unless you do.

Yes: These Machines Are, In Fact, Machines.

Vehicles are (*iron*), (*technocratic*), and Immune to Poison.

Transports

Vehicles have a transport capacity of 1 or more models. Up to this many friendly or enemy models may enter the vehicle by moving into base contact with it. Models may disembark during their movement phase and are placed back in base contact with the vehicle. Models disembarking from a vehicle that has moved more than 12" during this game cycle take d3 S6 AP0 hits. A model cannot embark and disembark from the same vehicle during one game cycle. Embarked units are removed from the table and can only interact with other units embarked inside the same vehicle.

Think of it as a tiny internal game table of its own.

An enemy model may charge into a vehicle, embarking as part of their charge move, but does not receive any bonuses for charging. They will count as being in base contact with all models inside the vehicle.

Ghost Ridin'

Any model may jump onto a vehicle and ride on it. To do so they must roll their I against the vehicle's current E during their Movement phase, and in every Movement phase that they remain on the vehicle. They may reroll if the vehicle has an Open Top. If they fail this check they are placed in base contact with the vehicle, *Knocked Down*, and count as *disembarking* from a vehicle that moved over 12".

The Driver

Once per Game Cycle, an *unlocked, embarked* model with the Drive talent may be *Locked* driving. The vehicle then takes a Charge and Movement phase of its own as an *Interrupt*. Enemy models with the Drive talent may only take over your vehicles if there are no friendly passengers embarked. A *Stunned* model may be forcibly disembarked by a *Push* action. Vehicles that end the game being driven by an enemy model are transferred to that party. Represent them with a token.

Attacking Vehicles

If a vehicle did not move during the last game cycle, and has not moved yet during this one, its Evasion becomes 1 until it moves again. Resolve all hits on the vehicle itself, rather than its driver or passengers. Vehicles are hit in melee by substituting their current E for F.

Open Top

Vehicles with this rule offer no physical protection and enemies may choose to shoot at the vehicle, the driver, or at any passengers as they see fit. However, any model inside an open topped vehicle may shoot back out of it themselves, drawing line of sight from the centre of the vehicle, or from themselves as normal if physically placing them on the vehicle is both easy and aesthetically pleasing. Models embarked in an open top vehicle may choose to substitute the vehicle's current Evasion for their own.

Ramming Speed!

Vehicles may perform a *Ram* action. This functions exactly like a charge action but instead of nominating a model to charge, the vehicle nominates a point on the table. Any models passed over by the vehicle during its charge move must pass an Evasion check or suffer an immediate AP0 Hit with a Strength equal to the ramming vehicle's current Toughness. The vehicle may only choose to *Ram* one table point per game cycle, and the vehicle automatically stops in front of any model, token or piece of terrain that they do not succeed in destroying completely during their *Ram*.

**[ART: MAD GOBLINS DRIVING THEIR JALOPY OFF A PIER
TO RAM INTO THEIR ENEMIES ON A FLEEING SPEEDBOAT!]**

Breaking Your Toys

Vehicles roll 2d6 on the Vehicle Damage Table every time they suffer an unsaved wound. Due to a vehicle's inherent sturdiness the owning player may always choose to reroll any result in the hope of getting a better one, but must accept the new result even if it is worse. Vehicles suffer wounds permanently and wounds carry over from game to game.

When a Vehicle loses its last wound it does not roll for injury, but instead immediately becomes "Wrecked" and cannot be used further this game. It will be safely towed back to your campsite after the battle to await repairs. A wrecked/wounded vehicle may be repaired during the post-game sequence by buying new wounds for it as upgrades, up to its maximum wounds, and/or by using the repair talent.

Vehicle Damage Table

2 Fuel Line Explodes (Repair: 4)

The vehicle loses two wounds and is now on *Fire*. The driver and any passengers must immediately disembark and take an Initiative check. If they fail, they are also on *Fire*.

3-4 Tire, Tread, Wing or Pneumatic Leg Damaged (Repair: 2)

The vehicle reduces its Movement value by d6. *Flying* models cannot *Fly High* until this damage is repaired.

5-6 Loss of Control

The Vehicle moves 3d3" in a random direction before coming to a rest facing in a second random direction.

7 Safe and Sound

The shot merely scratches the paint. Instead of being harmed, the vehicle ignores this unsaved wound completely.

8-9 Driver Stunned

The Driver becomes *Stunned*.

10-11 Engines Damaged (Repair: 6)

The vehicle temporarily loses *Flying* if it has it and is reduced to Movement 1 until the wound is repaired. Models that were *Flying* suffer immediate falling damage.

12 Kaboom!

The vehicle is reduced to zero wounds and is immediately *Wrecked*. All models within 4" take a S3, AP1, *Fire* hit. Roll an additional d6. On a 2 to 6, nothing happens, but on a 1 the wrecked vehicle is completely unsalvageable and can never be used again. Erase it from the party roster.

[ART: CHILDREN PLAYING IN THE OVERGROWN WRECK OF A TANK]

All Terrain Vehicle 100 gold

F: - A: - T: 7 M: 5 I: 3 C: - E: 3 S: 7 L: - W: 3

Transport capacity: 5 Maintenance Fee: 30 gold per game

Talents: Immune to Pain (2), Open Top, Swim

Car 75 gold

F: - A: - T: 6 M: 8 I: 3 C: - E: 3 S: 6 L: - W: 3

Transport capacity: 5 Maintenance Fee: 10 gold per game

Talents: Immune to Pain (2)

Fae Flying Saucer 333 gold

F: - A: - T: 5 M: 5 I: 5 C: - E: 5 S: 2 L: - W: 1

Transport capacity: 5 Maintenance Fee: 55 gold per game

Talents: Immune to Pain (1), Flying, Fae Quickness, Dodge,

Etheric Antibodies: Any (*technocratic*) mounted weapons may subtract an additional -1 from their Prepare Shot times.

Heavy Flyer 650 gold

F: - A: - T: 7 M: 4 I: 2 C: - E: 2 S: 7 L: - W: 6

Transport capacity: 7 Maintenance Fee: 35 gold per game

Talents: Immune to Pain (3), Flying, Twitching Triceps

Heavy Walker 680 gold

F: - A: - T: 7 M: 7 I: 1 C: - E: 3 S: 8 L: - W: 6

Transport capacity: 3 Maintenance Fee: 35 gold per game

Talents: Immune to Pain (4), Twitching Triceps, May Climb.

Ironside 450 gold

F: - A: - T: 7 M: 6 I: 1 C: - E: 1 S: 8 L: - W: 8

Transport capacity: 15 Maintenance Fee: 20 gold per game

Talents: Immune to Pain (5), Fish Body

Light Flyer 350 gold

F: - A: - T: 3 M: 4 I: 3 C: - E: 3 S: 4 L: - W: 3

Transport capacity: 4 **Maintenance Fee:** 20 gold per game

Talents: Immune to Pain (2), Flying, Dodge

Light Walker 80 gold

F: - A: - T: 5 M: 8 I: 3 C: - E: 3 S: 5 L: - W: 2

Transport capacity: 1 **Maintenance Fee:** 20 gold per game

Talents: Immune to Pain (2), Sprint, May Climb.

Motor Boat 75 gold

F: - A: - T: 6 M: 9 I: 3 C: - E: 3 S: 6 L: - W: 3

Transport capacity: 5 **Maintenance Fee:** 10 gold per game

Talents: Immune to Pain (2), Fish Body, Open Top,
Leap, Sprint

Motorcycle 75 gold

F: - A: - T: 6 M: 10 I: 3 C: - E: 3 S: 6 L: - W: 2

Transport capacity: 2 **Maintenance Fee:** 5 gold per game

Talents: Immune to Pain (2) Open Top,
Acrobat, Dodge, Leap, Sprint

Muscle Car 340 gold

F: - A: - T: 6 M: 8 I: 4 C: - E: 4 S: 6 L: - W: 4

Transport capacity: 5 **Maintenance Fee:** 35 gold per game

Talents: Immune to Pain (2), Acrobat, Dodge, Sprint, Leap,
Twitching Triceps,

The Driver gains *Intimidating* while driving.

Leaders also gain *Deep Roar* if they are the Driver.

Racecar 400 gold

F: - A: - T: 4 M: 10 I: 7 C: - E: 7 S: 4 L: - W: 2

Transport capacity: 1 **Maintenance Fee:** 50 gold per game

Talents: Immune to Pain (1) Open Top, Fleet, Dodge, Sprint

Speed Bike 145 gold

F: - A: - T: 5 M: 10 I: 5 C: - E: 5 S: 5 L: - W: 2

Transport capacity: 2 Maintenance Fee: 20 gold per game

Talents: Immune to Pain (1) Open Top,
Acrobat, Dodge, Fleet, Leap, Sprint

Stretch Limo 375 gold

F: - A: - T: 6 M: 8 I: 2 C: - E: 1 S: 6 L: - W: 4

Transport capacity: 12 Maintenance Fee: 35 gold per game

Talents: Immune to Pain (1),
Models disembarking from a Limo that has moved 6" or less
this game cycle look and feel awesome. They may reroll any
one die during the game cycle in which they disembarked.

Submarine 255 gold

F: - A: - T: 6 M: 7 I: 2 C: - E: 2 S: 5 L: - W: 4

Transport capacity: 13 Maintenance Fee: 35 gold per game

Talents: Immune to Pain (3) Fish Body, Infiltrate, Sneaky

Tank 650 gold

F: - A: - T: 8 M: 6 I: 1 C: - E: 2 S: 8 L: - W: 8

Transport capacity: 3 Maintenance Fee: 55 gold per game

Talents: Immune to Pain (5), Twitching Triceps, Predator

Truck or Tractor 80 gold

F: - A: - T: 7 M: 6 I: 1 C: - E: 2 S: 7 L: - W: 5

Transport capacity: 3 Maintenance Fee: 12 gold per game

Talents: Immune to Pain (3), Twitching Triceps,

Tractor: May be upgraded to a tractor for +5 gold, becoming
Open Top and Transport Capacity: 1, but gaining Strength 9.

Van 65 gold

F: - A: - T: 6 M: 6 I: 1 C: - E: 2 S: 6 L: - W: 5

Transport capacity: 10 Maintenance Fee: 10 gold per game

Talents: Immune to Pain (2), Twitching Triceps

Guild Contractors

Bonesaws, Wizards, Thuggees, and Whores.

Instead of using their post-game action to look for recruits, a hero may search the market bazaar to contract the prompt and discretionary services of highly skilled specialists...

Contract the Bonesaw Guild Rare 7+

Amputate an unwanted mutation: 20 gold

Reroll a Momento Mori result: 80 gold

Reroll any other humiliating injury result: 25 gold

Contract the Guilders Guild Rare 8+

Your party may set up their own guild, but only with a licence from the Guilders Guild. Simply declare a service, or series of services that your party is willing to provide, and a list of whatever you choose as prices, and present these to the Guilders Guild for approval to receive your licence. Once a licence is acquired from the Guilders Guild, your party may begin selling its services to other parties in the campaign at the declared prices. A Guild Licence costs 100 gold to purchase, and is immediately lost if your party ever fails to provide its service as stated.

Contract the Hashishin Guild Rare 6+

Nominate any single model in the campaign. It could even be a member of your own party who you think needs to be taught a lesson. That model is ambushed in the market bazaar, or alone at night, and beaten savagely with tire irons.

They immediately suffer any combination of the following:

3d6 S3, AP0, (*blunt*), *Primitive* hits: 50 gold

2d3 S4, AP2, (*iron*), (*sharp*) hits: 50 gold

One S8, AP5, (*Fire*), (*explosive*) hit: 75 gold

Wounds suffered will carry over into the model's next game.

Contract the Plumbers Guild Rare 7+

The Plumbers Guild may be contracted to restrict the movement of enemy explorers. For a nominal fee of 25 gold, no enemy models may infiltrate during your next battle as the plumbers shut off access to sections of the labyrinth, and relax the city by pumping strange chemicals into its sewers.

Contract the Prostitutes Guild (Praise Ishtar!) Rare 5+

Hire Prostitutes 25 gold

All models in your party temporarily receive either +1C or +1F to their profile during their next game. Note that this cannot ever take any model above their racial stat caps.

Hire Poisoned Geisha 35 gold

A geisha is hired to attempt to infiltrate an enemy party. Nominate another player's party. That player must immediately take a C check for each model in their party, one by one. The player hiring the geisha may nominate the first model that has to take a C check, but any additional checks are done in whatever order the owning player desires.

Whenever a model fails their C check, they are promptly poisoned by the geisha and will suffer -1 Toughness during their next game.

As soon as a model passes their C check, the geisha is removed from the campsite and there is no further effect.

Hire Really Excellent Prostitutes 75 gold

Each model in your party gains a single reroll token that can be used during their next game to reroll any one die that they are called upon to roll.

Contract the Thieves Guild Rare 9+

Nominate an item of equipment possessed by an enemy party member. For a fee in gold, equal to the object's rarity roll value multiplied by ten, the guild will attempt to steal it for you. The targeted model must take an I check. If they pass the item is kept. If they fail the thieves are successful. Add the item to your treasure horde.

Contract the Weaponsmiths Guild Rare 8+

Choose one weapon from your horde for the guild to improve.

Add the (*sharp*) rule: 5 gold

Add the (*chain*) rule: 25 gold

Add the Accurate, Barrage, Parry OR Fire rule: 45 gold each

Reduce Prepare Shot level by 1, add Multiple Shots (2),

OR add +1 to Multiple Shots level: *Weapon's Sx20 in gold.*

Add +1 T, W or AP: *Current Stat x20 in gold, min. 20 gold.*

Modify a weapon's base level by +1/-1 (A weapon may never have a base level other than 1, 2 or 3): 35 gold per level.

Contract the Wizards Guild Rare 10+

Individual contracts are always based on the spell requested. You may select one spell from any list. It is assumed that the rarity roll represents seeking out the *right* wizard, rather than merely a wizard. The standard Wizards Guild contract for a spell involves a strict but esoteric formula that must be followed to the letter. For our purposes, simply multiply the cost in gold for your chosen spell by two and then add to that sum a guild tax of 15 gold. This is the total cost to contract a wizard to perform your spell for you. A contracted spell is automatically cast successfully every time, and goes off at a casting total equal to the required number plus one. The spell's effects are applied immediately, unless they would damage or affect an enemy party, in which case they will be applied and resolved right before deployment in the target party's next mission.

[THIS PAGE IS FOR ART OR ANTI-WIZARD PROPAGANDA]

THE ARMOURY

Because sometimes even toys need their own toys.

Melee Weapons

MELEE WEAPON SPECIAL RULES

Barrage: A model armed with this weapon rolls to hit and wound as normal. However, for each individual attack that hits, but fails to wound, you may make an additional attack at -1 to hit. This penalty is cumulative for each extra attack. You may continue attacking as long as you continue hitting so yes, it is theoretically possible to strike your opponent an infinite number of times if you roll all 6s.

Base (X): Models with a Base (X) weapon are only able to attack models that are exactly (X)" away from their base during the melee phase. They may even stop (X)" short of an enemy model they are charging in order to attack from there with this weapon. A model being charged may choose to count as being in base contact with the model charging them as soon as the charging model comes within (X)". Targeted models cannot attack back and will not count as being *Locked* in melee, unless the targeted model is also using a weapon of equal Base level. A weapon with multiple base levels must choose a single level each melee phase.

Cavalry: A mounted model receives +1 Strength from this weapon during the first phase of any melee they have charged into.

Cumbersome: Because the weapon is so large, heavy, or awkward to carry, a model equipped with this weapon is always holding it drawn and thus must always use it in melee if attacked. The only way to stop using this weapon is to drop it. Place a token representing the weapon on the battlefield. This token may then be picked up by any model, arming them with the weapon. If the token is not in the possession of *someone* at the end of the battle the weapon is lost to the shifting streets of the Golden City, never to be found again.

Fire: Roll 1d6 per hit. On a 5+, set the victim on fire.

Holy Weapon: This weapon has a +1 bonus on all to-wound rolls against any *Dæmon*, *Marked*, *Vermintide* or *Undead* models. Note that this bonus cannot cause critical hits.

Lasting Concussion: When rolling for injuries from this weapon any Injury Rolls of 1 will cause enemy models to be *Knocked Down* as usual, but all rolls of 2, 3 and 4 will cause enemy models to be *Stunned*.

Pair: These weapons are traditionally used in pairs, one in each hand. A model armed with these weapons gets an additional attack and counts as dual wielding.

Parry: A model armed with this weapon may make a *parry counter-action* with it.

Primitive: Enemies wounded by this weapon gain +1 to their armour save or a 6+ armour save if they have no armour.

Strikes First: The model using this weapon always strikes at Initiative 10 in the first round of melee when using it, even when being charged.

Strikes Last: This weapon is so heavy that the model equipped with it always strikes at Initiative 1 in melee when using it, even when charging.

Two-handed: A model using a two-handed weapon may not use a shield or additional weapon in melee, but may still receive +1 to their armour save against shooting due to its use.

Unwieldy: A model with this weapon may only use a shield in their remaining hand. This model may not use a second weapon unless they have a third arm, prehensile tail, etc.

Axe 6 gold, common

T7, W1, Base (1), S: user, AP2, *(iron)*, *(sharp)*

Brass Knuckles 2 gold, common

T4, W1, Base (1), S: -1, AP0, *(blunt)*, Lasting Concussion, Primitive, Pair. May be *(iron)* for +2 gold.

Butterfly Knife 13 gold, common

T3, W1, Base (1), S: -2, AP0, *(iron)*, *(sharp)*, barrage

Cavalry Hammer 12 gold, Rare 10+

T4, W1, Base (1), S: +1, AP0, *(iron)*, *(blunt)*, Lasting Concussion, Two-handed, Cavalry

Cavalry Lance 18 gold, Rare 5+

T3, W1, Base (2), S: +3, AP2, *One use only. (sharp)*, Cavalry, Cumbersome

Club, Mace or Hammer 6 gold, common

T4, W1, Base (1), S: user, AP0, *(blunt)*, Primitive, Lasting Concussion

Fighting Claws 35 gold per pair, Rare 7+

T3, W1, Base (1), S: User, AP0, *(iron)*, *(sharp)*, Cumbersome, Parry, Pair

Halberd 12 gold, Rare 7+

T4, W1, Base (2), S: +2, AP1, -1 Initiative, *(iron)*, *(sharp)*, Two-handed

Knife, Shiv or Broken Bottle 2 gold, common

T2, W1, Base (1), S: -1, AP0, *(sharp)*, Primitive

Long Spear 12 gold, Common

T4, W1, Base (2), S: user, AP0, *(sharp)*, Strike First, Unwieldy, Cavalry

Long Sword 23 gold, rare 5+

T7, W1, Base (1) OR Base (2), S: user, AP1, -1 Initiative, (iron), (sharp), Parry

Morning Star, Flail or Cat-O-Nine-Tails 17 gold, Rare 5+

T4, W1, Base (1) OR Base (2), S: +2, AP0, (blunt), (iron), Lasting Concussion, Two-handed,

Heavy: Counts as an (iron) club when attacking at Base (1).

Nunchuck 42 gold, Rare 10+

T4, W1, Base (1), S: user, AP0, (blunt), Lasting Concussion, Primitive, Barrage, Parry

Pike 27 gold, Rare 6+

T7, W1, Base (3), S: +3, AP2, -3 Initiative, (sharp), Unwieldy, Cumbersome, Has Strike First when being charged, May reroll 1s to-hit against mounted models

Rapier 39 gold, Rare 7+

T3, W1, Base (1), S: -1, AP0, (iron), (sharp), Parry, Barrage

Spear 9 gold, Common

T4, W1, Base (1), S: user, AP0, (sharp), Strike First, Unwieldy, Cavalry

Squiggly Beast Prod 20 gold, common

A long trident often used by goblin farmers.

T4, W1, Base (2), S: user, AP0, (sharp), Strike First, Unwieldy, Cumbersome, Cavalry

Prod: May double the range of the Beast Handler talent.

Sledgehammer 15 gold, Rare 6+

T6, W1, Base (1) or Base (2), S: +3, AP0, (iron), (blunt), Lasting Concussion, Cumbersome, Two-Handed, Strikes Last,

Heavy: Counts as a club when attacking at Base (1).

Sword 8 gold, common

The first tool created with the purpose of killing humans.

T7, W1, Base (1), S: user, AP0, (iron), (sharp), Parry

Sword Breakers or Sais 75 gold, Rare 10+

T7, W1, Base (1), S:-1, AP0, (iron), (blunt), Parry, Pair,

Built to parry: The model may reroll parry checks.

Trap Blade: Whenever they make a successful parry, this model may attempt to pin and break their opponent's weapon. Both models must take two consecutive Strength checks, each at -2 to their Strength. If the hero passes both checks and their opponent fails both checks, then their opponent's weapon is destroyed. They must resort to a backup weapon or fight unarmed. Sais may be (sharp) for +10 gold.

Whip or Fighting Chain 16 gold, common

T1, W1, Base (2) OR Base (3), S: user, AP0, Primitive,

Flexible: Attacks from this weapon cannot be Parried.

Wrap: A model scoring a successful hit with a whip may cause their target to suffer -1 A by wrapping the whip around a limb. The whip cannot be used to make any attacks while this penalty is active. The target may pass a Strength check in their recovery phase to remove the whip.

Whip crack: one whip attack per melee phase may *Strike First* at Initiative 10.

Fighting Chain: A whip may be upgraded to a metal fighting chain for +4 gold. The Fighting Chain loses Whip Crack and Primitive, but gains (iron), +6T, and +1S.

At the start of any melee phase, a Fighting Chain may be coiled and used as a pair of Brass Knuckles. The chain cannot be coiled if it was used to attack at Base (3) during this unit's prior melee phase.

Wu-Tang Liquid Sword 36 gold, Rare 12+

T1, W7, Base (3), S: -1, AP1, (technocratic), (sharp), Parry

RIP ODB

Technocratic Melee Weapons

*These weapons are all both (technocratic) and (iron).
Additionally, (chain) type weapons may reroll to-wound.*

Chainsaw 45 gold rare 10+

T7, W2, Base (1), S: +1, AP2, (*sharp*), (*chain*)

Chainsaw Halberd 45 gold rare 10+

T7, W1, Base (2), S: +1, AP2, (*sharp*), (*chain*)

Chainsaw Sword 45 gold, rare 10+

T7, W2, Base (1), S: user, AP2, (*sharp*), (*chain*), parry

Heavy Chainsaw 45 gold rare 10+

T8, W2, Base (1); S: +2, AP2, (*sharp*),
(*chain*), Two-handed, Strikes Last, Cumbersome

Laser Axe 75 gold, rare 11+

T7, W2, Base (1), S: +1, AP5, (*sharp*)

Laser Sword 75 gold rare 11+

T7, W2, Base (1), S: user, AP4, (*sharp*), Parry

Power Glove 190 gold rare 12+

T8, W4, Base (1), S: +5, AP7, (*blunt*),
Cumbersome, Parry, Strikes Last

War Hammer 40,000 gold, Rare 13+

T9, W5, Base (2), S: +9, AP10, (*blunt*), Lasting Concussion,
Cumbersome, Two-Handed, Strikes Last, Parry,

Shockwave: Whenever this weapon hits its target, all enemy
models within 3" of the target immediately take 2d3 S9,
AP10 hits as an *interrupt*.

Melee Weapon Upgrades:

These can only be bought at the same time as the weapon.

Multiple upgrades may be purchased together.

All rarity rolls must be passed at the same time. If your party members fail any of these rolls then the combined item cannot be located during this Post-Game Sequence.

Blessed Double Weapon's price, Rare 5+

This Weapon gains the *Holy Weapon* rule.

Dæmonic Pentuple Weapon's current price, Rare 13+

This upgrade may be purchased multiple times consecutively.

A model equipped with a dæmonic weapon is *Stupid*. If they are already *Stupid*, they must reroll successful checks.

Additionally, choose 1 of the following abilities:

All-Seeing: *This weapon may reroll to-Hit.*

Fanged: *This weapon may reroll to-Wound.*

Hellfire: *This weapon has Fire attacks.*

Lashing: *During this model's Recovery phase, you may alter this weapon's natural Base Level by +1/-1.*

Stinging: *This weapon has Strike First.*

Great Weapon +15 gold, Common

+2 Strength, Two Handed, Strike Last

Iron Plated +4 gold, Common

This weapon gains the (*iron*) rule.

Tolkeinite Quadruple weapon's Price, Rare 11+

A Tolkeinite weapon gives its user +1I in melee. Tolkeinite weapons with *Always Strikes Last* will even strike at I2 instead of at the end of I1, though this unique bonus cannot be modified further in any way.

Meteoric Iron Quadruple weapon's Price, Rare 11+

(*iron*), +1 Strength, Weapon has T9 and +1W.

Moldavite 10x weapon's price, Rare 11+

This weapon's AP applies to both armour AND warding saves.

Stun Field Add 45 points to weapon's cost. Rare 8+

The weapon is now (*technocratic*) and (*iron*). If a target is hit by this weapon they must pass a T check or be *Stunned*.

Projectile Weapons

Projectile Weapon Special Rules:

Accurate: Add +1 to the L of any model firing this weapon.

Fire: Whenever you score a successful hit with the weapon roll a d6. On a 5+ the victim is set on fire. See the Arson and Other Poems section for details.

Grenade: On a hit, this weapon will also hit all other models within 3" of its target as well, friend or foe. On a miss, roll a C check on the throwing model's base Command. If they pass, nothing happens, but if they fail they have fumbled the grenade. It scatters 2d3" from their base in a random direction two consecutive times and then explodes, hitting any model, friend or foe, within 3" of its final position.

Improvised Weapon: The weapon may be used in melee, counting as a club with -1 Strength.

Laserburn: This weapon has +1AP if shot by a model with the Mark of An'sl.

Move or Fire: You may not move and fire this weapon on the same turn, other than to pivot on the spot to face your target or to stand up.

Multiple Shots (x): A model with this weapon may shoot it multiple times in their shooting phase instead of once.

Pistol: Instead of making their normal attacks, a model armed with this weapon may shoot it once in the first round of any melee using the Always Strikes First rule. This shot is fired using F vs. F, rather than L and E. In all respects it is a melee attack, and may even be avoided using sidestep or similar talents.

Prepare Shot (X): After firing, this weapon must skip (X) number of game cycles before it can shoot again.

Primitive: An enemy wounded by this weapon gains a +1 bonus to their armour save against the wound, or a 6+ armour save against the wound if they have no armour save.

Recover: After a *One Use Only* thrown weapon with this rule has been thrown, place a token representing this weapon in base contact with the target. Do this regardless of whether the throw hit successfully or not. Any model may pick up this token, becoming equipped with the weapon as normal.

Thrown Weapon: The model suffers no penalties for moving and shooting with this weapon or for throwing it at maximum range. Being specially weighted for throwing it is of no use in melee, unless otherwise stated.

[SKETCH of a dwarf cannon crew vs an ogre holding a cannon]

Primitive

Blowpipe 20 gold, Rare 7+

T2, W1, Maximum Range: 10", S1, AP0, Poison (5+), Accurate, Primitive, Cannot cause critical hits.

Stealthy: A model armed with a blowpipe can fire it while *Hidden*. They will still remain *Hidden* after shooting it.

Sling 2 gold, common

T1, W1, Maximum Range: 12", S2, AP0, (*blunt*), Multiple shots (2), Primitive

Skull Bash: A sling may wind up and take a single shot at Strength 3 instead of using multiple shots.

Bows

Bow 8 gold, common

T2, W1, Maximum Range: 24", S3, AP0, (*sharp*), Primitive

Long Bow or Compound Bow 16 gold, common

T3, W1, Maximum Range: 30", S3, AP0, (*sharp*), Primitive

Short Bow 4 gold, common

T2, W1, Maximum Range: 16", S3, AP0, (*sharp*), Primitive

Widdershins Fae Long Bow 42 gold, Rare 11+

T7, W1, Maximum Range: 42", S3, AP1, (*sharp*), Accurate

Blackpowder Weapons

Blackpowder weapons are sturdy, heavy things and count as Improvised Weapons in melee.

Poison cannot be applied to Blackpowder weapons.

Blunderbuss 13 gold, Rare 9+

T4, W1, Maximum Range: D, S3, AP1, (*iron*) One use per game.

Debris: When your model fires the blunderbuss, draw a line 12" long and 1" wide in any direction from the firer (the line must be absolutely straight). Any and all models in its path are automatically hit by a S3, AP1 hit.

Cannon 175 gold, Rare 11+

T8, W4, Maximum Range: 90", S10, AP5, (*iron*),

Prepare Shot (4), Move or Fire

Cannonball: A model wounded by a cannon shot will suffer d6 wounds instead of one. Roll saves for each one seperately.

Token: Place a cannon token during deployment to represent this item. It can only be moved by *Pulling* actions, and cannot be picked up, except by models with S6 or higher.

Duelling Pistol 25 gold, Rare 10+

T2, W1, Maximum Range: 8", S3, AP2, (*iron*), pistol,

Prepare Shot (1), Accurate,

Fragile: Duelling pistols are delicately constructed and do not count as an Improvised Weapon in melee.

Pistol 8 gold, Rare 8+

T7, W1, Maximum Range: 8", S3, AP2, (*iron*), pistol

Rifle 25 gold, Rare 8+

T7, W2, Maximum Range: 24", S4, AP2, (*iron*),

prepare shot (1), move or fire

May be made of Brass, removing the (*iron*) rule, for +5 gold

Shotgun 45 gold, Rare 10+

T7, W2, Maximum Range: D, S4, AP2, (*iron*), Prepare Shot (3)

Debris: When your model fires the shotgun, draw a line 12" long and 1" wide in any direction from the firer (the line must be absolutely straight). Any and all models in its path are automatically hit by a Strength 4 AP 2 hit.

Six-Shooter 8 gold, Rare 8+

T7, W1, Maximum Range: 8", S2, AP1, (*iron*), pistol, multiple shots (2)

Sniper Rifle 65 gold, Rare 11+

T7, W2, Maximum Range: 120", S5, AP3, (*iron*), Accurate, Move or Fire, Prepare Shot (2),

Pick Target: A model armed with a sniper rifle can target any enemy model in Line of Sight and will ignore any penalties to their L for cover.

Tommy Gun 35 gold, Rare 6+

T4, W2, Maximum Range: 16", S2, AP1, (*iron*), Multiple shots (4), Improvised Weapon

Uzi 45 gold, Rare 11+

T7, W1, Maximum Range: 8", S3, AP2, (*iron*), pistol, Multiple Shots (3)

Crossbows

Ballista 75 gold, Rare 5+

T4, W6, *Flammable*. Maximum Range: 120", S6, AP3, (*sharp*),
Move or Fire, Prepare Shot (3),

Token: Place a ballista token during deployment to represent this item. It can only be moved by *Pulling* actions, and cannot be picked up, except by models with S6 or higher.

Crossbow 25 gold, common

T4, W2, Maximum Range: 30", S4, AP1, (*sharp*),
Move or Fire, Improvised Weapon

Crossbow Pistol 25 gold, Rare 9+

T4, W1, Maximum Range: 10", S4, AP0, (*sharp*), Pistol

Harpoon Gun 45 gold, Rare 7+

T4, W2, Maximum Range: 18", S3, AP1, (*sharp*),
Move or Fire, Improvised Weapon

Harpooned: If a model is successfully wounded (regardless of whether they pass their save) they are harpooned. At the beginning of the shooter's next shooting phase they may take a Strength check to pull the harpooned model d6" closer towards them. The Harpooned model may pass a Strength check in their recovery phase to escape.

Repeater Crossbow 35 gold, Rare 8+

T4, W1, Maximum Range: 24", S4, AP1, (*sharp*),
Move or Fire, Multiple Shots (2)

Thrown Weapons

Blessed Water 11 gold, Rare 7+

T1, W1, Maximum Range: 4", S: n/a, AP0, *One use only.*

Thrown Weapon, Primitive. Blessed water causes d3 automatic wounds on any *Undead*, *Fae*, or *Dæmon* model it hits.

Boomerang 7 gold, common

T4, W1, Maximum Range: 10", S: user -1, AP0,

One use only, Recover, Primitive, Improvised Weapon,

Thwonk! Any non-vehicle model that suffers an unsaved wound from a boomerang automatically becomes *Stunned*.

Catch: May pass an I or L check at the end of the phase to automatically Recover the Boomerang as if in base contact.

Caber 9 gold, common

T7, W3, Maximum Range: 3", S7, AP0,

One use only. Thrown weapon, Primitive, Recover.

Place a Caber Token within 3" and roll to-hit. If you hit, draw a line extending 3" out from the Caber Token in a direction of your choice. If you miss, randomize the direction instead. All models in contact with this line are hit once by the caber falling. The Caber Token can only be recovered by first passing a S check at -2 to pick it up.

Cartoon Bomb 8 gold, common

T4, W1, Maximum Range: 8", S4, AP0,

One Use Only, Thrown Weapon, Grenade, Primitive

Fragmentation Grenade 16 gold, Rare 8+

T7, W1, Maximum Range: 8", S3, AP1,

One use only, (*iron*), Thrown Weapon, Grenade

Gold 1 gold, common

T4, W1, Maximum Range: 8", S: user -2, AP0,

One use only, (*blunt*), Thrown Weapon, Primitive

Hallucinogenic Gas Grenade 35 gold, Rare 9+

T7, W1, Maximum Range: 8", S: n/a, AP0,

One use only, Thrown Weapon, Grenade, Primitive

Gas: Models hit by a hallucinogenic gas grenade must pass a Toughness check or be taken *Out of Action*. They do not roll for a humiliating injury and may still participate in the Post-Game Sequence.

Javelin 2 gold, common

T4, W1, Maximum Range: 12", S: user, AP0, (*sharp*), Thrown Weapon, Primitive, Improvised Weapon, *One use only*, Recover

Leather Thong of Throwing Stars/Knives 7 gold, common

T2, W1, Maximum Range: 8", S: user -1, AP0, (*iron*), (*sharp*), Primitive, Thrown Weapon, Improvised Weapon.

Pilum 20 gold, common

T5, W1, Maximum Range: 18", S: user, AP1, (*iron*), (*sharp*), Thrown Weapon, *One use only*, Recover
Counts as a Long Spear in melee.

Stun Grenade 20 gold, Rare 7+

T7, W1, Maximum Range: 8", S: n/a, AP0, *One use only*, (*iron*), Thrown Weapon, Grenade

Any model hit by a stun grenade must immediately pass an Initiative check or become *Stunned*.

Temporal Stasis Field Grenade 57 gold, Rare 10+

T7, W1, Maximum Range: 8", S: n/a, AP1, (*technocratic*), (*iron*), *One use only*, Thrown Weapon, Grenade

Stasis Field: Models hit by a Stasis Field are immediately removed from the table and replaced with identical tokens representing their positions. The tokens remain for d3 Game Cycles and can not be interacted with in any way. When the tokens disappear, immediately replace them with the models they represent, *unlocked* and free to act.

Thoth Tarot, or Playing Cards if Clever 75 gold, rare 7+
T1, W1, *Flammable*, Maximum Range: 8", S: user -3, AP0,
(*sharp*), Primitive, Thrown Weapon

A Leader may use the deck in the following special manner:

Interrupt. Before the mission is rolled, use of the deck may be declared. The leader immediately makes a C check and if they pass they may use either of the pip results on the two C check dice as the mission result instead of rolling a d6. Multiple leaders with decks must each roll a C check and add their C and I to the result. The leader with the highest total chooses which of the two pip results to use.

Trebuchet 75 gold, Rare 5+

T4, W6, Maximum Range: 120", S8, AP0,
Move or Fire, Prepare Shot (5),

Rolling Stones: After the shot is resolved, regardless of whether the trebuchet hits or misses, place a stone token in base contact with the target model and then scatter it d6" in a random direction. If the token passes over any model, they suffer an immediate S: 8, AP: 0 hit as well.

Token: Place a trebuchet token during deployment to represent this item. It can only be moved by *Pulling* actions, and cannot be picked up, except by models with S8 or higher.

Void Grenade 60 gold, Rare 8+

T7, W1, Maximum Range: 8", S: n/a, AP0, (*Technocratic*),
(*iron*), *One use only*, Thrown Weapon, Grenade

Singularity: Place a Void Token on your target location. Immediately summon a Nihil Random Event on that token as if its location was the centre of the table. The shared consciousness of the Golden City is paper thin, and this tear in its weaving will move around the table as normal, impossible to control once released. The Nihil created from the Void Grenade counts as having the (*technocratic*) and (*iron*) rules in case that is ever relevant.

Technocratic Projectile Weapons

Chaingun 225 gold, Rare 10+

T7, W2, Maximum Range: 24", S4, AP2, (*iron*),
(*technocratic*), Multiple Shots (8), Move or Fire

Dark Matter Cannon 650 gold, Rare 12+

T4, W1, Maximum Range: 24", S10, AP7,
(*technocratic*), Prepare Shot (10), Move or Fire

On a hit, this weapon will also hit all other models within 3" of its target as well, friend or foe.

Fire Lance 375 gold, Rare 10+

T4, W1, Maximum Range: 12", S8, AP8,
(*technocratic*), *Fire*, Prepare Shot (4), Improvised Weapon

Flame Thrower 250 gold, rare 7+

T4, W2, Maximum Range: special, S3, AP0,
Fire, (*technocratic*),

Liquid Fuel: draw a line 8" long in any direction. It does not have to be a straight line. both ends of the line must be within 3" of the firing model. Any model under this line, friend or foe, is hit by the flamethrower. Roll a d6 after each shot of the liquid fuel is fired. On a 1 the fuel has run out for the rest of the game.

Full-Auto Handheld Micro Missile Launcher 195 gold, Rare 9+

T6, W2, Maximum Range: 48", S6, AP3, (*technocratic*),
(*iron*), Grenade, Multiple shots (2), Improvised Weapon

Giant Electromagnet 200 Gold rare 11+

T5, W1, (Iron), (Technocratic).

May be fired as a shoot action with the following effect:

All enemy models within 12" inches are automatically disarmed of any (iron) equipment they are carrying. Place a token d6" towards the electromagnet representing the disarmed model's (iron) equipment. Firing the electromagnet again will pull all tokens an additional 2d6" closer to the electromagnet, until they are in base contact.

One electromagnet can never disarm another.

Laser Cannon 700 gold, Rare 12+

T7, W2, Maximum Range: infinite, S9, AP6,
(technocratic), Move or Fire, Laserburn, Accurate

Laser Pistol 55 gold, Rare 11+

T4, W1, Maximum Range: infinite, S3, AP0,
(technocratic), pistol, Laserburn, Accurate

Laser Rifle 95 gold, Rare 11+

T4, W2, Maximum Range: infinite, S4, AP1,
(technocratic), Laserburn, Improvised Weapon, Accurate

Missile Launcher 650 gold, Rare 10+

T7, W2, Maximum Range: 48" S: n/a, AP: n/a, (iron),
(technocratic), Move or Fire, Prepare Shot (2)

Rockets: The missile launcher fires specially purchased grenades as ammunition. You may purchase any type of grenade for the Missile Launcher, renaming the grenade *Missile* in the process. Missiles may never be thrown, but are still kept as items until they are fired.

If the Launcher hits, it counts as hitting its target with the missile. If it misses, the enemy target counts as fumbling the missile as if it were a grenade they dropped.

Plasma Blaster 220 gold, Rare 11+

T4, W1, Maximum Range: 18", S1, AP6, (*technocratic*),
Multiple Shots (4)

Plasma Cannon 350 gold, Rare 11+

T4, W1, Maximum Range: 48", S6, AP6, (*technocratic*),
Prepare Shot (3), Move or Fire,

On a hit, this weapon will also hit all other models within
3" of its target as well, friend or foe.

Plasma Pistol 220 gold, Rare 11+

T3, W1, Maximum Range: 8", S7, AP6, (*technocratic*),
Prepare Shot (3), Pistol

Plasma Rifle 220 gold, Rare 11+

T3, W1, Maximum Range: 24", S7, AP6, (*technocratic*),
Prepare Shot (3), Move or Fire

Quark Pistol 125 gold, Rare 11+

T3, W1, Maximum Range: 8", S5, AP4, (*technocratic*),
Prepare Shot (3), pistol, Accurate

Bold Science: May reroll 1s to wound against any models
with the unit type: Detective

ARMOUR

Armour Special Rules

Bulky: -1M. -2M if also equipped with a shield.

Mind Link: Models with the technocrat talent, as well as any Astarte models, ignore the bulky rule for this armour.

Suit: A model may only ever wear one item with this rule. Suits have Transport Capacity: 1. Embarked models may still be shot or attacked in melee as if they were not embarked.

Vehicle Armour: Any armour may be designated as Vehicle Armour during its acquisition by writing (VA) after its type. Vehicles can only wear Vehicle Armour. Models that are not vehicles can never wear Vehicle Armour. Simple.

Boring Wooden Arm Buckler 19 gold, common

T4, W2, Has the *Parry* rule. May be (*iron*) for +1 gold.

Breastplate 18 gold, Rare 5+

T7, W2, Save: 6+ or +1 to an existing armour save. (*iron*).

Chainmail 23 gold, Rare 5+

T5, W2, Save: 6+ or +1 to an existing armour save. (*iron*).
(*Sharp*) enemy weapons cannot cause critical hits.

Helmet 10 gold, common

T7, W2, (*iron*). On a 4+ all *Stunned* results become *Knocked Down* instead. A helmet may have *Horns* for +15 gold.

Lizard Pelt 15 gold, Rare 7+

T4, W1, Save: 6+ or +1 to an existing armour save. Dinosaur and Lizard People models *Hate* any model wearing this item.

Meteoric Iron Armour 75 gold, Rare 10+

T9, W2, Save: 3+, Suit. (*iron*), Bulky.

Plate Armour 35 gold, Rare 6+

T7, W2, Save: 4+, Suit. (*iron*), Bulky

Tactical Dreadnought Armoured Suit 450 gold, rare 12+

T8, W8, Save: 3+, Suit.

(*iron*), (*technocratic*), Bulky, Mind Link,

Advanced Protection: Tactical Dreadnought Suits roll 2d6 and count the total as their armour save roll. Thus even if AP reduces them to a 7+ or an 8+ save the model will still have a reasonable chance of passing. Rolls of 2 always fail and rolls of a 12 always succeed. Rerolls affect only one of the two dice at a time.

Technocratic Meteoric Iron Armour 120 gold, rare 11+

T9, W3, Save: 2+, Suit.

(*iron*), (*technocratic*), Bulky, Mind Link

Tolkeinite Armour 75 gold, Rare 10+

T7, W2, Save: 4+, Suit.

(*Sharp*) weapons cannot cause critical hits on this model.

Toughened Leather Armour 20 gold, common

T2, W2, Save: 5+, Suit.

Void Suit 23 gold, Rare 11+

T2, W1, Save: 6+, Suit.

(*technocratic*), The model is immune to gas based poisons. Instead of deploying, the model may deep strike as a movement action during any Game Cycle after the second. Models with *Technocrat* may reroll the deep strike.

Wolf Pelt 20 gold, Rare 7+

T3, W1, Save: 6+ or +1 to an existing armour save. May pass a C check to cause *Fear* until their next recovery phase.

Zoot Suit 55 gold, Rare 5+

T1, W1, Save: 6+, Suit. This model gains +1M. Leaders in zoot suits also gain +1C. *Jamming* bards wearing zoot suits gain the Wallrunner talent while they are jamming.

Shields

Shields take up the use of one arm.

Models with shields gain +1 to their armour save against shooting and +2 to their armour save in melee.

A model with a shield may use it in one of two ways each melee phase. Either they may use it to deflect and defend, reducing one melee opponent's attacks by 1 (to a minimum of 1) for each shield used defensively, or the model may use it aggressively as a weapon to make a *shield bash* attack.

A shield bash counts as a club attack that is treated as dual wielding (-1 to hit, unless Ambidextrous).

Average Wooden Shield 10 gold, common

T4, W3, No extra rules. May be (*iron*) for +2 gold.

Ishlangu 10 gold, common

T3, W2, The Ishlangu cannot make *Shield Bash* attacks. Instead, it counts a Base (2) knife with the *Primitive* and *Parry* rules. You may choose to automatically pass one failed Parry check by destroying this item as an *Interrupt*.

Spiked Shield 14 gold, common

T7, W3, (*iron*). Shield bash attacks become (*sharp*).

Suppression Shield 35 gold, Rare 8+

T7, W3, (*iron*), (*technocratic*). Any Shield Bash hits automatically *Knock Down* their target in addition to rolling to wound.

Technocratic Force Shield 75 gold, rare 10+

T7, W3, (*iron*), (*technocratic*), 4+ Ward Save.

Tower Shield 45 gold Rare 6+

T8, W5, (*iron*), -1E and -2I. Adds +3 to armour saves from shooting and in melee instead of the normal shield bonus.

Miscellaneous

Attached Scope: Heat Vision 20 gold, Rare 9+

T4, W1, A model can only use one scope at a time. Attach or remove this scope to/from one weapon as a shoot action. A model has Trick Shooter when firing that weapon unless any models within 2" of their target are on *Fire* or have an item or talent with the *Fire* rule such as a lit torch.

Attached Scope: Night Vision 35 gold, Rare 9+

T4, W1, A model can only use one scope at a time. Attach or remove this scope to/from one weapon as a shoot action. A model has Overwatch when firing that weapon but will become *stunned* if flash powder is used within 6" of them.

Attached Scope: Targeter 15 gold, Rare 9+

T4, W1, A model can only use one scope at a time. Attach or remove this scope to/from one weapon as a shoot action. A model has +1L when firing that weapon if they make no movement actions at all during their turn.

Barrel of Mighty Powerful Moonshine 60 gold, Rare 9+

T2, W1, *Poison*. One use only. Declare that your party is drinking moonshine before deployment. All models in your party will suffer -1I and be immune to *Fear* this game.

Bayonette Rare 9+

The model may affix or remove a bayonette to/from any blackpowder or technocratic projectile weapon as a shooting action. A weapon can only have 1 bayonette affixed at a time, giving the weapon a second profile for melee. When a bayonette is affixed, the projectile weapon is *Cumbersome*.

Chain Blade: 35 gold - as chainsaw in melee, T5, W1

Iron Spike: 10 gold - as (*iron*) spear in melee, T4, W1

Laser Blade: 65 gold - as laser axe in melee, T4, W1

Bicycle 25 gold rare 4+

T4, W2, (*iron*). A model using this item may count its base M Characteristic as being equal to the sum of its T plus either its S or its original M.

Blessed Emerald Bracelet 50 gold, Rare 10+

T2, W1. The wearer is *Immune to Poisons*.

Booklet of Secret Hobbit Fondue Recipes 40 gold, Rare 7+

T1, W1, *Flammable*. If the model with this item has the *Butcher* talent and was not taken *Out of Action* during their last game, then all models in the party are well fed and may each reroll the first Toughness check they are required to take next game.

Bound Spell 2x cost of the chosen spell, rare 7+

An item, such as a ring or cloak, can be laced with concealment magic: a crown can be taught to sing, and a carefully sculpted fireball can be stored in a pocket dimension for later use in wizard combat.

Such feats are but idle pastimes to the Wizarding Guilds of the Golden City, and there is a thriving second-hand market for old magic items lying around in the attic.

To acquire a Bound Spell choose any one spell from the magic section and pay its cost twice, binding it into an item in your treasure horde. The item can release the chosen spell once per game as an *interrupt*. The spell is automatically cast, but will count as having a casting roll of 3 for the purposes of any enemy dispel attempts.

Caltrops 7 gold, Rare 5+

T7, W2, (*iron*). *One use only*. Declare the use of caltrops as an *interrupt* when an enemy model is charging the unit equipped with them. The enemy must reduce their charge range by 2d6". If the enemy model cannot make it into base contact they fail their charge.

Canoe, Rowboat or Raft 25 gold, common

T5, W1, *Flammable*. Place a canoe token on the table. This token may only be pushed/pulled on land. However, if placed in liquid terrain, up to 5 models may be placed on top of the token as if it were an open-topped vehicle. Any of the models riding the token may then row by passing a S check in their Movement phase to move the token up to twice their S in inches without having to make a Swim check.

City Map 30 gold, Rare 9+

T1, W1, *Flammable, One use only*. Roll a d6:

1 or 2 Fake: Your opponent may automatically choose the next mission you play instead of rolling.

3 Incomplete: You may reroll up to one exploration die during the next post-game sequence if you wish but you must accept the result of the second roll.

4 Labelled: You may reroll up to three exploration dice during the next post-game sequence if you wish. You must accept the result of the second roll.

5 Sewer Map: You may automatically choose the scenario next time you fight a battle instead of rolling.

6 Labyrinth Map: From now on you may always reroll one exploration die each post game sequence as long as the Hero who possesses this map was not taken *out of action*.

Climbing Cable or Grappling Hook 11 gold, Common

T5, W1. User may re-roll failed Climbing checks.

Clove of Garlic 1 gold, common

T2, W1, *One use only*. *Undead* models must pass a Command check to charge any model carrying garlic. If they fail the Command check they also fail their charge.

Combined Item Overlap Matrix 23 gold, Rare 5+

One use only. Choose any two unequipped items in your horde and merge them. They are now 1 item with 2 rules entries.

Crystal Meth Fix 4 gold, common

T2, W1, *One use only*. A hero using Crystal Meth gains +1M and +1S, as well as +d3 Initiative during this game. After the battle, roll 2d6. On a 6 or lower, the hero becomes *Addicted* and you MUST buy them a new fix of Crystal Meth before every game from now on. If you fail to buy them their fix, they will leave your party immediately with all their equipment AND any mount they were riding, becoming a hireling for any enemy party with an upkeep of 2 Crystal Meth fixes per game, both of which will be taken together, counting as a single fix for bonuses.

Dispel Scroll 23 gold, Rare 11+

T1, W1, *Flammable, One use only. Literate models only*. Declare reading the scroll as an *interrupt* after a spell is cast within 24". Roll 2d6 and add the reading model's C. If the total is higher than the casting roll from the enemy wizard, the spell is instantly dispelled and has no effect.

Dragon Lotus Poison 11 gold, Rare 10+

T1, W1, *Poison. One use only*. One nominated (*sharp*) weapon will never wound on worse than a 5+ during this game.

Dwarven Mead 7 gold, common

T6, W1, *Poison. One use only*. The drinking model has -1 Initiative and is immune to *Fear* during this game.

Dwarf Runic Anvil 300 gold rare 12+

T9, W5, *Only models with Alchemy can use this item*. This model may take a C check to forge a rune of binding as a counter-action whenever any model casts a spell OR prayer anywhere within 24". If this model passes their C check the spell or prayer is immediately nullified and has no effect. You must represent this item on the table with an Anvil token that can only be pulled and can never be picked up except by models with S8 or higher.

Eleven Foot Pole 11 gold, common

T4, W1. Place an 11cm x 1mm token (paper clip) in base contact. Models may pass their choice of an I or S check in their movement phase to treat the token as flat, open terrain regardless of its physical orientation.

Fae Lodestone 44 gold, Rare 11+

T7, W1, (*iron*). *Wizards only. One use only. Interrupt.* Declare the use of the Lodestone after a spell is cast anywhere the table. The spell automatically fails to cast.

Fire Arrows 30 gold, Rare 9+

T2, W1. *Flammable.* Hits from bow or crossbow type weapons have the *Fire* rule. Must be in base contact with a model or item with the fire rule before Fire Arrows can be used.

Flash Powder 3 gold, Rare 8+

T1, W1, *Interrupt, One use only.* Declare the use of flash powder when the model possessing it is being charged. The charging enemy must take an I check in order to cover their eyes. If they fail, they are *blinded* and fail their charge.

Garot Wire 9 gold, rare 5+

T1, W1, Base (1) Melee weapon. Only *hiding* models may attack with garot wire and they may only do so by declaring a charge with it. A model hit by one or more garot attacks becomes *ensnared*. The model with the garot wire may not make any attacks while they are ensnaring another model. During each melee phase, an *ensnared* model must subtract the ensnaring model's strength from their own and then pass a S check against the modified value. If they pass they break free and are no longer *ensnared*. If they fail they become *Knocked Down*. If they fail twice, they are *Stunned*. If they fail a third time, they are taken *Out of Action*. Undead, robots, and vehicles are immune to garot wire.

Gas Mask 5 gold, common

T3, W2. May ignore gas poisons by passing a T check at +3T.

Good Book to Read 100 gold, rare 7+

T1, W1, *Flammable*. *Literate models only*. +1 to all prayer casting rolls.

Healing Herbs 25 gold, Rare 8+

T1, W1, *Flammable*. *One use only*. Healing Herbs may be used during the recovery phase to restore one lost wound.

Holy, Unholy or Questionably Holy Relic 30 gold, rare 8+

T3, W1, The model automatically passes their first C check each game. This may be used for Rout checks.

Hunting Arrows 10 gold, Common

T2, W1, *One use only*. Only a model using a bow or crossbow-type weapon may use this item. During this game they add +1 to all Injury rolls made using that weapon.

Lantern 10 gold, Common

T2, W1, *Flammable*. A model with a lantern may add +4" to their Initiative when looking for *hidden* enemies.

Luchador Mask 123 gold, Rare, 11+

T8, W8, Gains *Intimidating*, *Predator*, and *Wrestler*.

Magic Mushrooms 23 gold, Rare 9+

T2, W1, *One use only*. Any model who takes mushrooms will be subject to *frenzy* for the duration of the game.

Mandrake Root 12 gold, Rare 5+

T2, W1, *One use only*. A model eating this root increases their Toughness by +1 for the duration of the game. At the end of the battle, roll 2d6. On a roll of 4 or lower the hero vomits painfully and permanently loses one Toughness.

Musical Instruments

A model with the Bard talent may be given a musical instrument to activate their Bard ability instead of their player having to actually sing out loud.

Thank goodness, right?

A model with the Bard talent may also choose to play a musical instrument instead of taking a shooting action.

This is known as *jamming*.

Jamming with a musical instrument causes all Feral creatures within 5" to become *Passive*. Passive models are unable to declare any charges for the remainder of the Game Cycle in which they are *Passive*.

Jamming on a musical instrument may have other additional effects. These effects harmonize and stack on top of each other, applying equally to any friendly OR enemy Bards who are jamming unless explicitly stated otherwise. Unless given specific stats of their own, all instruments are T2 and W1. Instruments with (*Technocratic*) or (*Brass*) have T3.

Acoustic Guitar 71 gold

All Jamming bards within 5" gain +1C, their spirits bolstered by brave and emotionally rich flamenco strumming.

Cello 71 gold

Slowed by a beautiful melody, models must subtract d3" from their charge if declaring a charge against a jamming bard.

Citar 71 gold

Models within 4" of this bard or any other jamming bard will suffer -1 Initiative as rich harmonies hypnotize them.

Banjo 101 gold

All bards gain the Dæmon talent while they are jamming.

Bassoon 71 gold

(*Brass*). The bard may nominate one model within 10". That model must immediately take a Panic check.

Didjeridoo 55 gold

The bard, and any other jamming Bards within 24" gain *Immune to Poison* while they are jamming.

Double Bass 71 gold

The bard, and any other jamming Bards become *Undead* while they are jamming.

Drum 23 gold

The model, and any other jamming Bards cause *Fear* while they are jamming. For each additional drum jamming after the first, those Fear checks will suffer a -1C penalty.

Drumkit 125 gold

T2, W5. A Drumkit counts as 5 Drums, but they can all be played together by one Bard as a single jamming action. Any bards jamming during this game cycle may reroll C checks. Place a drumkit token during deployment to represent this item. It can only be moved by *Pulling* actions, and cannot be picked up, except by models with S8 or higher.

Electric Bass 120 gold

(*Technocratic*). The jamming bard, and all jamming bards gain *Immune to Cold Iron* while they are jamming.

Electric Guitar 120 gold

(*Technocratic*). The jamming bard, and all other jamming bards using (*Technocratic*) musical instruments gain the *Eye Lasers* mutation while they are jamming. From the next game cycle on, any such model may make one shooting action using the *Eye Lasers* mutation at the same time that they declare their next consecutive jamming action.

Electric Keyboard 120 gold

(*Technocratic*). The jamming model, and all jamming bards gain the *Immune to Fire* talent while they are jamming.

Flute 71 gold

The jamming model, and all jamming bards within 5" gain the *Sneaky* talent while they are jamming.

Grand Piano 71 gold

T4, W5, The jamming model, and all jamming bards within 5" gain the *Fae Quickness* talent while they are jamming.

Jug 2 gold

The jug sucks. It does not get to follow any of the rules for a musical instrument. You the player may activate your Bard talent by blowing into an actual jug instead of having to sing. That is all. Congratulations, you still look silly but at least you saved some gold and don't have to sing...

Lute 71 gold

All jamming bards may reroll checks to spot *hidden* enemies.

Microphone 71 gold

(*Technocratic*). The bard may reroll casting checks for Wordsmithing magic, and gains +1 to the Wordsmithing casting roll for each additional jamming bard on the table.

Trombone 71 gold

(*Brass*). All jamming bards become unit type: Fae.

Trumpet 71 gold

(*Brass*). Nominate one model on the table whenever this bard declares a jamming action. If that model's T is equal to or lower than the number of bards on the table who are jamming with (*Brass*) musical instruments, then that model gains *Flying* for d3 game cycles.

Turntables 71 gold

(*Technocratic*). Their senses heightened from... let's just say it's the music, all models within 3" of any jamming bard gain +1E for this game cycle.

Saxophone 71 gold

(*Brass*). The jamming model, and all jamming bards within 5" gain the *Taunt* talent, which they may then use whenever they declare another consecutive jamming action.

Spoons 71 gold

The jamming model, and all jamming bards within 5", gain the *Protection of the Buddha Emperor* talent.

Village Drums 71 gold

T3, W5. All jamming models gain *Overwatch* while they are jamming. Place a Village Drum token to represent this item. It cannot be moved except by *Pulling* actions, and cannot be picked up, except by models with S8 or higher.

War Bagpipes 55 gold

While this model is jamming, all models within 24" gain *Hatred (Jamming Bards)*.

War Trumpet 80 gold

(*Brass*). A Leader with the *Secret Codes* talent who is within 3" of a jamming War Trumpet may extend the range of their *Leader* ability to 36" by instructing the Bard to play musical signals. This new range cannot be modified further for any reason.

[Art: Goblin Orchestra]

Net 2 gold, common

T2, W1, One use only. Thrown weapon, Recover, Maximum Range 8". On a hit, the target must immediately take a S check at -2. If they pass there is no effect. If they fail, they are *Knocked Down* and will remain *Locked* until they can pass a S check at -2 in their recovery phase.

Potato 1 gold, common

T1, W1, One use only. Potato may be cooked over a Campfire as a post-game action to gain energy. Any model cooking Potato over a Campfire gains +1M in their next game.

Potion of Regeneration 45 gold, Rare 10+

T1, W1, One use only. Interrupt. The model drinking this potion gains Regeneration (6) for the next d3 game cycles.

Potion of Strength 25 gold, Rare 5+

T1, W1, One use only. Interrupt. The model drinking this potion gains +d6 Strength for the next d3 game cycles.

Potion of Hermes 15 gold, Rare 6+

T1, W1, One use only. Interrupt. The model drinking this potion gains +10M, I10, and *Strike First* for the next d3 game cycles.

Potion of Flight 45 gold, Rare 8+

T1, W1, One use only. Interrupt. The model drinking this potion gains *Flying* for the next 2d3 game cycles.

Quantum Agitator 75 gold, rare 12+

T1, W1, (Iron), (technocratic), One use only. Interrupt. Roll immediately for a new Random Event. The Quantum Agitator is then destroyed.

Rabbit's Foot 25 gold, Rare 7+

T2, W1, May reroll one die each game as an Interrupt.

Shackles 8 gold, common

T7, W2, (iron), *One use only, Interrupt*. One enemy in base contact taken *Out of Action* by the owning model becomes a prisoner of your party as their Humiliating Injury result.

Silencer 40 gold, rare 8+

T4, W1, Nominate one blackpowder weapon to attach the silencer to as a shoot action. This weapon is now much more quiet and no longer counts as being a blackpowder weapon for *waking the giant* or for the *Sniper* talent.

Skull 3 gold, rare 5+

T3, W1, The skull serves no particular purpose. It can be thrown as a *one use only* throwing weapon with S: user -2, AP0, primitive, and a Maximum Range of 6", after which it will smash to pieces on the ground, destroyed.

Snake Venom 17 gold, Rare 8+

T1, W1, *Poison. One use only*. Nominate one (*sharp*) projectile or melee weapon. During this battle any hit caused by the nominated weapon can reroll 1s to wound.

Stylish Clothing 40 gold, rare 9+

T1, W1, Wearer has +1 to rarity rolls in the market bazaar.

Smoke Bomb 3 gold, common

T1, W1, *One use only, Interrupt*. Place two smoke tokens anywhere within 3" of the model. Line of Sight cannot be drawn between the tokens as a thick veil of rising smoke obscures everything. The smoke lasts for d3 game cycles before dissipating. It has no further effect.

Special Blackpowder 23 gold, Rare 8+

T1, W1, *Flammable, One use only*. The model adds +1 Strength to all blackpowder weapons in their possession for the duration of the game.

Tesseract in a Bag 225 gold, rare 9+

Bag of Holding, Universe in a Can, Pocket Dimension, Bottomless Purse, Five Acre Fanny Pack, Sock of Storage...

T4, W2, This item has a transport capacity of 10 models. Item tokens count as models and may be stored as well.

The bag may be *opened* or *closed* as an *Interrupt*. While the bag is *open*, one model or token within 6" may be nominated as a shooting action to be the target of a Nihil Random Event centered on the bag. If no model is nominated while the bag is *open*, the user counts as the target instead. Models and tokens sucked into the bag's Nihil are trapped inside the bag and do not follow any further rules for Nihils. They may attempt to escape when the bag is *open* by passing a S check in their recovery phase. Models/tokens inside the bag may pick up and be affected by each other.

Toad Tongue 11 gold, rare 8+

T2, W1, *Poison*. One use only. During this game all injury rolls caused by one (*sharp*) weapon cause *Knocked down* on a 1, *Stunned* on a 2 to 5 and *Out of Action* on a 6.

Tome of Magic 155 gold, rare 12+

T1, W1, *Flammable*. One use only. *Literate models only*. The model reading this tome immediately becomes a wizard and gains one free spell of your choice from the lore of hedge magic. If the model reading this tome is already a wizard, they instead gain d3 spells or prayers of your choice.

Torch 1 gold, common

T4, W1, improvised weapon. A torch may be *lit on fire*, becoming a *one use only* item that functions as a lantern and grants *Fire* attacks as an improvised weapon. A *Lit* torch is destroyed at the end of the game.

Towel 5 gold, common

T2, W3. A towel is very useful.

Vodka 30 gold, rare 5+

T1, W1, One use only. Every model in the party receives +1C during this game. In addition, every party member must pass a Toughness check after imbibing. If they fail, they suffer -2 to their Initiative for the duration of the game.

War Horn 35 gold, Rare 8+

T4, W1, A war horn is not an instrument but may be sounded once per game as an *interrupt*. This allows the entire party to increase their Command by +1 until the game cycle ends.

Warpaint 8 gold, common

One use only. Gains +1A during their first melee phase.

Water Hose 10 gold, common

A Water hose must be within 2" of a water terrain feature in order to function. A functioning water hose may be used as a shooting action to automatically extinguish any one model within 8" that is on *Fire*. A water hose may be placed on the ground as a 2" long, ¼" wide token that can be bent into any direction. Any number of water hose tokens may be laid end to end in a chain. If the water hose token at one end of the chain is in base contact with a water terrain feature, then a model in base contact with the other end of the chain may count as being within 2" of a water terrain feature as well, allowing for the function of any water hose they are carrying. All water hoses and water hose tokens in base contact count as being connected to each other. Move all such tokens by the shortest possible path to allow them to always remain in base contact with the same ends of each other. A water hose being carried by a model is cumbersome and two-handed. All water hose tokens carried by one model are automatically attached together, even when dropped, and always start the game coiled over the model's shoulder. As such, only the first water hose is cumbersome. Hoses are cut and destroyed by any (*sharp*) hit.

Cybernetics and Prostheses

These items may be purchased as upgrades to any model, or as upgrades to any suit of armour or vehicle armour. Once purchased, cybernetics and prostheses can never be removed from the model/item they are bonded to, and can never be disarmed, dropped or stolen, only destroyed.

Enhanced Senses 60 gold, Rare 9+

T5, W2, (iron), (technocratic). The model may reroll all Initiative checks except Climb checks.

Grill 11 gold, common

T7, W2, (iron). The model may add +1AP to one of their unarmed attacks each melee phase as they snap and bite.

Hook Hand 5 gold, common

T7, W2, (iron). Models with a hook hand count as being equipped with a knife. The hook hand may never carry items. If a hero has lost an arm, they may replace it with a hook.

Implant Weapon or Implant Item 25 gold, Rare 8+

(iron), (technocratic). Nominate one weapon or item in your treasure horde to be surgically grafted to the model.

Jump Thrusters 90 gold, Rare 9+

T7, W2, Must have Drive. (iron), (technocratic). Move once each Game Cycle up to 8" in any direction as an *interrupt*.

Metal skeleton 80 gold, rare 11+

T7, W3, (iron), (technocratic). The model gains +1T and +1W. This may take them above their racial caps.

Moustache and Glasses Disguise 3 gold, common

T1, W1, Flammable. The first time during the game that an enemy successfully spots this model while they are *hiding*, the enemy will have to reroll their Spot check.

Oak Peg Leg 8 gold, common

T4, W2, Models with oak peg legs always count as having a club. If a hero has lost a leg, they may substitute a normal wooden prosthetic for a more finely crafted oak one.

Prehensile Tendrils 58 gold, Rare 8+

T7, W3, (*iron*), (*technocratic*). Octopus-like tentacles of fibre-optic cable trail behind the model, probing the air around them with a mind of their own. The model gains +1 Attack, may reroll failed Climb checks, and may reroll failed Technocrat checks.

Prototype Robot Body 85 gold, rare 12+

T7, W3, (*iron*), (*technocratic*). The model or item gains the Robot rule, +1T, and Primary Access to Mutation gifts.

Robotic Arm 75 gold, Rare 10+

T7, W3, (*iron*), (*technocratic*). The robotic arm is a high quality prosthetic and each robotic arm will grant the model +1 Strength. If a hero has lost an arm, they may replace it with a robotic arm. If a Robotic arm suffers an amputation itself, the Strength bonus is immediately lost.

Robotic Leg 75 gold, Rare 10+

T7, W3, (*iron*), (*technocratic*). Models with one or more robotic legs gain +1 Movement and always count as being equipped with an (*iron*) club. They may still make Run actions. Models with the Fish Body talent may purchase two robotic legs to walk on land. If the model has lost a leg, they may substitute a wooden prosthetic for a robotic one.

Zero-Point Internal Battery 110 gold, Rare 12+

T5, W2, (*iron*), (*technocratic*). Any technocratic weapons used by this model may reduce their Prepare Shot times by -1. Any technocratic implant weapons used by this model may reduce their Prepare Shot times by -2 instead.

Vehicle Upgrades

Only vehicle units may ever take or use Vehicle Upgrades.

Additional Armour Plating 35 gold, rare 5+

The Vehicle may increase the save of any armour they have purchased by +1.

Additional Transport Capacity (x) 25 gold per level, common

Increase Transport Capacity by +5 for each level bought.

Clockwork Golem 500 gold rare 12+

This vehicle gains experience.

Additionally, the vehicle immediately gains a C score of 8 as well as the ability to drive itself and to shoot one of its own mounted projectile weapons each shooting phase.

At the beginning of its Movement phase the Golem may alter its shape if it passes a C check. Passing the check temporarily turns the Vehicle into a Monster, subject to Monster rules instead of Vehicle rules. The Golem remains (*iron*), (*technocratic*) and immune to *poison*.

In this altered state the Golem reduces its M to 6" and gains access to the F, L and A stats. F and L both start at 3, A starts at 1. These may be increased as normal through experience or gold. A Clockwork Golem has no racial stat caps and any stat may be increased all the way to 10.

Note that the Golem's Movement characteristic in monster form will still always only be 6".

Passing the C check a second time reforms the monster back into a vehicle and it loses access to its F, L and A stats again.

Closed Top 45 gold, common

T6, W2, The vehicle loses the Open Top rule.

Clown Car 175 gold, Rare 6+

This vehicle has a Transport Capacity of Infinity. Vehicles with *Open Top* may never be *Clown Cars*.

Door Locks 25 gold, common

T6, W1, Enemy models cannot embark into this vehicle. Open Top vehicles cannot have Door Locks.

Open Top Free, Common

The vehicle has the Open Top rule.

Opulent Hubcaps 100 gold, Rare 5+

T4, W1, Enemy models within 8" of the vehicle at the end of its Movement phase must immediately roll a C check or else suffer -1 C from envy during this game cycle.

Reinforced Ram 25 gold, Rare 5+

T8, W4, The vehicle adds +1 to its Toughness when *Ramming*.

Steam Roller 185 gold, Rare 10+

T10, W6, This model's *ramming* attacks are (*iron*) and are resolved at S10, AP6. While equipped with a steam roller the vehicle suffers -4M and may not *Run* or use any Speed talents.

Tow Cable 25 gold, Rare 6+

T8, W2, This vehicle can make Pulling movement actions.

Weapon Mounting or Turret 10 gold, common

T7, W2, A projectile weapon, purchased separately, may be mounted to this vehicle, allowing one embarked model to shoot it as if it were their own. This weapon may ignore the Move or Fire rule and will reduce any Prepare Shot values by -1. A vehicle may have multiple Weapon Mountings or Turrets, each with a weapon. Every weapon mounted on the vehicle requires a separate passenger to fire it.

ENCHANTMENTS

Casting Circle 64 gold, Rare 8+

T1, W1, One use only. During deployment, place a Circle Token anywhere on the table. Wizards within 3" of the circle token add +1 to all of their casting roll totals.

Crop Circle 33 gold, common

T1, W1, One use only. During deployment, nominate any 1 farm on the table and destroy it. Any wizards in the area once occupied by the farm may now reroll their lowest die on the casting roll when casting spells from the Hedge Magic or Life and Death lores.

Enchant Object 77 gold, Rare 7+

F: 2 A: 1 T: * M: 4 I: 3 C: 5 E: 3 S: 2 L: 2 W: *

Talents: Stupid

You may turn a suit of armour, a weapon, an item of miscellaneous equipment or a building segment of a campsite's defences (such as a portion of wall, or a statue of a famous hero) that you control into a party member with the profile above. Enchanted Objects do not gain Experience. Enchanted weapons and other items will always count as being equipped with themselves. The Enchanted object will always keep its original Toughness and Wounds.

Disposable Pit 123 gold, rare 9+

One use only. This enchantment is carried as a token. It may be deployed as an *interrupt* anywhere within 3" of the model. The pit is represented by a flat circular token 2.5" in diameter, but 36" deep. Models moving over top of the token suffer falling damage. The pit exists even if there is open space beneath it. Destroy it when the game ends.

Fae Glamour 55 gold, Rare 9+

One use only. The model wearing this glamour may double their Evasion characteristic until the first time they are successfully hit by an enemy projectile or melee attack, at which point the Fae Glamour is removed.

Hermetic Ward 88 gold, Rare 8+

One use only. During deployment nominate one model, token or piece of equipment as the foci of the Ward. No magic or prayers may be cast within 3" of the foci, nor can any Dæmon, Fae, Elf or Undead models come within 3" this game.

Trickster's Glamour 92 gold, Rare 11+

One use only. The model wearing this glamour is set up in an opponent of your choice's deployment zone at the start of the game. Your chosen opponent deploys the model exactly as if they were a member of their own party, including subjecting them to deployment orders such as infiltration. The model remains completely in your opponent's control (and will even attack your own party) until you choose to declare the glamour over, which you may do at any time as an *interrupt*. The player may nominate this model to act at any time after this in the game cycle, providing the model has not already taken an action this cycle under the direction of an opponent. You may end the glamour to stop your opponent from taking an undesirable action with the model, but you must then immediately declare and complete the model's new action yourself, then your opponent nominates a new model of their own and play continues.

Triangle of Solomon 88 gold, Rare 8+

T1, W1, One use only. During deployment place a triangle token with no side longer than 3" anywhere in your deployment zone. If a model with the Dæmon or Bard rule enters the Triangle for any reason, they cannot leave for the rest of the game.

CAMPSITE EQUIPMENT: MOATS, TRAPS, ETC

Campsite Equipment can only be deployed in your campsite.

Arrow Trap 25 gold, Rare 5+

T5, W1. Place an Arrow Trap Token on the table with a clear directional marker on it. This token is on constant overwatch in that direction and has a precise line of sight extending out in a 1mm thick line for 12". If any model, friend or foe, comes into the Arrow Trap's line of sight it will be subject to immediate Overwatch fire from a flurry of arrows. The Arrow Trap has an L of 2 and shoots d6 times with a bow each time it fires. Arrow Traps may permanently upgrade all their arrows into fire arrows for +30 gold.

Barbed Wire 2 gold per section, common

T4, W1. Place a section of Barbed Wire up to 1" by 2" in size anywhere in your campsite. All models moving over the Barbed Wire immediately take a S1, AP1, (*sharp*) hit.

Barracks 150 gold, common

A barracks must be represented in your campsite by a purchased building with interior floorspace of forty square inches or more. This may include any additional floors. The barracks is destroyed if the building is destroyed.

A Party with a barracks may increase the maximum number of models they are allowed to have in their party above 20. This model cap goes up by +10 for each Barracks they build, so for example a party with 4 barracks buildings would have an exploratory party model cap of 60.

You may still never deploy more than 20 models on a mission, unless that mission takes place in your campsite.

Campfire 1 gold for the firewood, common

T3, W4. *One use Only.* Place a campfire token during deployment. During this game all models within 3" of a campfire count as using a lantern when rolling spot checks.

Capturable Flag 10 gold, common

T2, W1. Place a Flag token during deployment. Friendly models within 3" are immune to *Fear* and *Panic*. If an enemy model ends the game holding this token they gain +d3 experience.

Church, Temple or Holy Site 50 gold, common

A holy site must be represented in your campsite by nominating a previously purchased building as being the location of said holy site. Every holy site must declare a single deity and prayer list to follow during purchase. Models inside that holy site gain +1 to all casting rolls for prayers from the declared list. The holy site will be destroyed if the building it is in is ever destroyed.

Conveyer Belt 40 gold, common

T6, W2. (*Technocratic*). Purchased in 1" by 2" segments. Any model standing on a conveyer belt will automatically be moved 2" along it at the beginning of their recovery phase in the direction the conveyer belt is set to move. You may declare the direction of any conveyer belt segments at the beginning of a new game cycle. Segments may only have one of two movements: Lengthwise left or lengthwise right. All conveyer belt segments in base contact must always move in the same direction as each other.

Defensive Landscaping

T5, W2. One square inch of difficult ground that causes any models moving through it to spend...

2 inches of movement to travel one inch: 1 gold, common

3 inches of movement to travel one inch: 2 gold, common

4 inches of movement to travel one inch: 3 gold, common

Dolmen 55 gold, rare 6+

T9, W9. If a model in your party rolls Memento Mori then a dolmen can be purchased and erected in their honour.

A dolmen can only be purchased from the Market Bazaar in response to a model in your party suffering Memento Mori.

Friendly models within 6" of a dolmen may reroll C checks.

The Dolmen is unit type: Fae. If (*iron*) is not in base contact with it, then all Wizards within 3" of the dolmen gain +1 to cast Astromancy magic. The dolmen is a portal to the lower worlds. If a Nihil random event is rolled, strong sympathetic resonances call to it and the Nihil token will move 2d6 towards the nearest Dolmen at the beginning of every game cycle, stopping only when it is centred over the Dolmen. The event then stays still until it ends.

Freshwater Well 15 gold, Common

T5, W3. A direct source of water. Add d3 gold to your Treasure Horde each Post-Game sequence as you save on expenses.

Log Battering Ram Trap 25 gold, common

T7, W2. Write down a 2" x 2" area of terrain before the mission that has been booby trapped. If an enemy unit moves into the terrain, reveal the booby trap to them. The enemy unit must pass an I check at -3 or suffer d3 S7 AP1 hits.

Log Roll Trap 15 gold, common

T7, W2. Write down a 2" x 2" area of terrain before the mission that your party has booby trapped. If an enemy model moves into the terrain, reveal the booby trap to them. The enemy model must pass an I check at -3 or suffer d6 S5 AP0 hits.

Menhir 20 gold, rare 5+

T9, W3. If (*iron*) is not in base contact with it, Wizards within 3" of a menhir may reroll 1s to cast hedge magic.

Mineshaft

The mine must be represented in your campsite by a token with T8, W8. The mine collapses and is destroyed if it ever rolls for injury. It will have to be repurchased.

Gold 300 gold, rare 8+

For every model that spends their post-game action mining, the mine generates a gold token worth d3 gold.

Iron Ore 300 gold, common

For every two models that spend their post-game action mining, the mine generates an Iron Ore token. Any model with the blacksmith talent may use an Iron Ore token, exchanging it for an extra forge point on a one-for-one basis. This can reduce forge item costs to nothing.

Alternatively the iron may be used in ink if the blacksmith also has the Alchemy and Literate talents, reducing the cost of one dispel scroll in the market bazaar by 4 gold.

Moldavite 300 gold, rare 12+

For every three models that spend their post-game action mining, you gain one Moldavite token.

Saltpeter 300 gold, rare 7+

For every two models that spend their post-game action mining, the mine generates a Saltpeter token worth d6 gold.

Sulpher 300 gold, rare 7+

For every two models that spend their post-game action mining, the mine generates a Sulpher token worth d6 gold.

Saltpeter, Sulpher, and Carbon (charcoal)

If a party has both a sulpher and a saltpeter mine, then a model with the alchemy talent may create one pouch of special blackpowder for every four models that spend their post-game action collecting elements to create it. Whenever the party creates any number of special blackpowder pouches, 1 gold must be spent on a campfire for charcoal.

[art of an abandoned mine]

Mining Refinery 150 gold, Rare 6+

A refinery must be represented in your campsite by a purchased building of at least 5" by 8". If five or more models spend their post-game action working in the refinery, all mines owned by your party that generated tokens during this post-game sequence will generate an additional token as well. The refinery is destroyed if the building it is in is destroyed.

Moat common

Trenches and moats are purchased in individual segments of up to 2"x2" each and can be filled with a variety of liquids for models to swim and drown in. Models must *swim* to move in liquid moats. Moats may be purchased as waterfalls, in which case simply buy areas of 2"x2" vertically instead, in the same manner as you would construct using walls.

Empty 2" Deep Trench 1 gold for the labour.

Water Moat 10 gold

Boring old Dihydrogen Monoxide. There is nothing special about this moat. Yet...

You should at least consider adding a prehistoric shark or some spear-gun toting divers to your party so they can swim in it or something.

Acid Moat 20 gold

Acid will do d3 S2, AP3 hits at the beginning of every movement phase to every model that attempts to swim in it.

Rotten Meat Moat 10 gold

Models attempting to swim in Rotten meat must pass a Toughness check at the beginning of their movement phase or else be *Locked* for their turn as they vomit uncontrollably.

Lava Moat 40 gold

Lava causes one S8, AP6, *Fire* hit at the beginning of the movement phase to every model that attempts to swim in it.

Infinite Abyss Moat: 100 gold

Models cannot swim in the infinite abyss. It is entirely impassable terrain unless a model can fly or jump over it. Models falling (or knocked) into the Infinite Abyss are removed from play and will miss the next d3 games as they slowly find their way back to the Golden City.

Paved Road 2 gold per 2" by 2" square area, rare 4+
T4, W1. A model moving on a paved road may add +1" to their total Movement for the action. Vehicles may add up to +4".

Prison Cell 50 gold, Rare 7+

T10, W6. The cell is represented by a 2" square, roofed cage, deployed in your campsite as you see fit. No model can enter or exit the cell while the door is closed and the bars are intact.

The bars have 1 wound, are (*iron*), T10 and have a 2+ armour save. If the bars suffer an unsaved wound the cell becomes compromised and any models being kept inside can escape.

Nominate one model in your party to carry the cell key. The cell key is a standard item that can be lost or stolen and is represented as a Cell Key token. If the Cell Key is in base contact with the cell, the door may be opened or closed by the model carrying it using a Shoot action.

Quicksand 1" square section of quicksand: 24 gold, common

Make a note of which areas of sandy terrain are actually locations of quicksand before the battle. Be extremely precise in your notation, but do not reveal it to anyone until a model steps into the area.

When a model steps in quicksand, declare and reveal its location. The model immediately becomes Locked. At the beginning of every recovery phase that they spend Locked in quicksand the model must pass a Command check to stay calm. If they fail, they sink a little deeper into the sand, losing -1 from their Evasion. If their E ever drops to 0 they are taken *Out of Action*. A friendly model within 3" may use a pull action to remove them from the quicksand.

Spike Trap 10 gold, common

T3, W1. Write down a 2" x 2" area of terrain before the mission that your party has booby trapped. If an enemy model moves into the terrain, reveal the booby trap to them. The enemy model must pass an Initiative check at -3 or suffer 2d3 S3, AP2 hits.

Tavern 150 gold, common

A tavern must be represented in your campsite by including a 2" by 1" bar inside of a purchased building. During every post-game sequence five models must devote their actions to working in the tavern or else it will fall into disrepair. As long as the tavern has not fallen into disrepair, it will generate a profit of 4d6 gold for the party in every post-game sequence. Additionally, a profitable tavern is a fine place to meet adventurers, and whenever your party recruits a new hireling while the tavern is active you may reduce their hire fee by d6 gold.

If the building a tavern is inside is destroyed, so is the tavern.

Teleportation Portal 150 gold, Rare 11+

T4, W1. (*Technocratic*). Place two identical Portal Tokens anywhere on the table. If a model moves into base contact with one token, they are immediately placed in base contact with the other token instead. This does not count as movement.

Trap Door 25 gold, plus cost of wall piece it's in. Common
T2, W1. A wall (or floor) section can be built with a trap door. Trap doors are completely under the control of the owning player at all times and can be opened underneath enemy models as an *interrupt*. You never have to declare the location of a trap door until you use it in the game, but it does have to be written down somewhere to prevent tomfoolery. Opening a trap door temporarily removes the 2" by 2" section of wall in which the Trap Door was housed. Closing the Trap Door restores this section. You may only open or close a Trap Door once per Game Cycle. Models that were on a closed Trap Door which is now open may take falling damage.

Trees common

New Tree No taller than 3", Cost: 7 gold
T5, W3, *Flammable*

Old Tree Up to 6" tall, Cost: 15 gold
T6, W6, *Flammable*

Ancient Tree - Any size, Cost: 50 gold
T7, W8, *Flammable*

Tripwire Grenade: 2 gold, plus cost of grenade. Common
T1, W1. Write down a 2" x 2" area of terrain before the mission that your party has booby trapped. If an enemy model moves into the terrain, reveal the booby trap to them. The grenade immediately explodes, centred on the enemy model which tripped it.

Wall common

DESPITE THE SIMPLE NAME WALL, the purchase of this item is meant to facilitate the creation of many kinds of structure including but not limited to bridges, roofs, doors, gateways, ramparts, and statues as well as, ultimately, whole buildings.

Walls, roofs, pillars, etc block movement and line of sight as they are modelled. They are purchased in individual segments up to 2" wide by 2" high by up to a quarter of an inch thick. These segments can be stacked or arranged at any angle to form the parts of any kind of defensive structure or building. Each 2" x 2" segment can be targeted individually and has its own Wounds and its own Toughness value. Walls are always hit automatically by any sort of attack, spell or effect (unless they are enchanted to life). For each wound taken by a wall, randomly assign a hit to any models standing within 6" of the other side of it. When a wall suffers its last wound it is destroyed and models may move or shoot through it. Doors may be opened or closed as a Shoot action.

Brick Wall: T5, W6,	Cost: 4 gold
Meteoric Iron Wall: T9, W9,	Cost: 25 gold
Mud Wall: T2, W6,	Cost: 1 gold for labour

Paper Wall: T1, W1, Cost: 5 gold
Hidden models may declare a charge or shoot action through paper walls. This destroys the wall segment automatically but does not affect the action. Obviously, the model is no longer *hidden*.

Steel Wall: T7, W8,	Cost: 10 gold
Stone Wall: T6, W5,	Cost: 7 gold
Straw Wall: T3, W6, <i>Flammable,</i>	Cost: 1 gold
Wooden Wall: T4, W4, <i>Flammable,</i>	Cost: 1 gold

[Seal of Forneus, the thirtieth spirit, bound and coloured to look like an army of hot-dog people with pikes. Cute but weirdly intimidating hot-dogs who look very dangerous]

MAGIC WORDS AND PRAYERS

Because "The fish got changed more often than the water."

A B R A H A D A B R A
A B R A C A D A B R
A B R A H A D A B
A B R A C A D A
A B R A H A D
A B R A C A
A B R A H
A B R A
A B R
A B
A

[Art: Heka and Hermes playing poker for a caudeceus]

Mmmmmagic!

"I'm fascinated with plagiarism as an art form"

Human wizards of the modern world, such as Mary Shelley, Fred Rogers, Georges Remi, Charles Chaplin, Niels Bohr, Hunter Thompson, Nicola Tesla, Isaac Newton, Albert Einstein, Marie Curie, Galileo Galilei, Stephen Hawking, Julie d'Aubigny, Russell Tyrone Jones, Leonardo DaVinci, and George Carlin spent their lives shaping the world around them through sheer force of will. Their mediums, foci and internal paradigms were varied, but their goals were one and the same: To bring humanity into the sunlight. They were the illuminated sha-men and -women of Pashacamac.

Models that can cast magic are called *Wizards*, though individually they may go by even more silly titles instead.

Gaining Spells

Wizards start with one free spell of your choice from their spell list (some especially powerful wizards may start with two). They may then purchase more spells from any list as you see fit.

Wizards are encouraged to study multiple disciplines, and unlike talents there is no Primary or Exotic Access, nor any doubling of cost. All spells come at equal access for any wizard. All it takes is time and coin.

Studying Spells

You may repurchase a spell that you already have multiple times, lowering the Casting Difficulty by 1 with each repurchase. (So a 9+ becomes an 8+ etc.)

No matter how many times you repurchase a spell, the Casting Difficulty cannot go below 3+ for any reason.

Casting Spells (and Prayers)

Spellcasting actions count as a wizard's shoot action (so for example you can't cast and run) but spells can be cast at any time during the wizard's turn as appropriate.

To cast a spell, the wizard must roll a casting check equal to or greater than the spell's Difficulty on 2d6. If they fail this check, they cannot cast any spells that turn.

Wizards cannot cast spells if they are wearing armour (including helmets/shields), or have any (Iron) equipment.

- Unmodified rolls of 2 always fail and unmodified rolls of 12 always succeed.
- Spells automatically hit if successfully cast.
- All spells require Line-of-Sight except if noted.
- Spells can be cast while the Wizard is involved in melee.
- Wizards may always move and cast spells unless noted.
- Wizards cannot cast and fire a projectile weapon or Run in the same turn. Casting eats up their shoot action.
- Each Wizard may only attempt to cast one spell per game cycle unless they possess a talent that says otherwise.

Dispelling Spells (and Prayers)

Counter-action. In response to a spell or prayer that has successfully been cast within 24", one *unlocked* priest or wizard may attempt a *Dispel* counter-action by rolling to cast the spell or prayer themselves as if they knew it. If they achieve a higher casting result than the original caster, they gain sufficient control over the spell or prayer to diffuse its power. The spell or prayer fizzles out and fails to cast. Any priest or wizard may attempt one dispel action per Game Cycle at no penalty to their actions. If they remain *unlocked* they may attempt a second dispel counter-action later in the game cycle, but will become *Locked* when that dispel roll resolves. Only a single dispel counter-action may be declared for each spell cast.

*O summa & æterna vitus Altissimi, qui te disponente his iudicio vocatis,
Vaycheon, Stimulamaton, Ezephares, Tetragrammaton, Olyoram, Irion, Etytion,
Existion, Eryona, Onela, Brasym, Noym, Messias, Sother, Emanuël, Sabaoth,
Adonay, te adoro, te invoco, totius mentis viribus meis imploro, quatenus per
te præsentis orationes & consecrationes & conjurationes consecrentur
videlicet, & ubicunque maligni spiritus in virtute tuorum nominum sunt
vocati, & omni parte convenient, & voluntatem mei exorcisatoris diligenter
adimpleant, fiat, fiat, fiat, Amen.*

Prayer Based Magic

Prayer magic functions almost identically to spell based magic, but with the following notes and exceptions:

- Wizards that exclusively cast prayer magic are called Priests. Priests may only learn the prayers of the god they worship.
- Prayers are not spells. Rules that alter or affect one do not alter or affect the other unless explicitly mentioned.
- Priests may recite prayer magic while wearing armour and/or using (*Iron*) equipment.

Priests cannot purchase spells or use the prayers of other gods unless they are also full Wizards by some other means.

A model can be both a Wizard and a Priest at the same time but is usually just one or the other. A wizard can become a priest just by purchasing prayers like any other spell. It is thus far easier for a wizard to become a Priest than for a Priest to become a wizard.

[ART OF A WIZARD ON A CLIFF SUMMONING BALL LIGHTNING]

**[LABELED BLACK AND WHITE SKETCH WITH COLOUR AS REQUIRED:
Secret seal of Solomon, Triangle of Solomon]**

Spells marked 'Magic Missile' have additional rules:

- A magic missile must target the closest enemy, but may ignore *knocked down* or *stunned* enemies.
- When casting from a position elevated 2" or more above ground level they may fire at any visible target unless there is a visible enemy within 3". (*In which case they must target the closest enemy.*)
- Magic Missiles may be cast into a melee involving friendly models. If successfully cast, they will automatically hit their intended target.
- If the wizard is *Locked* in melee they must target either themselves or one of the enemies they are fighting.

Ingredients

Some spells require Ingredients. These must be acquired before the battle and the correct ingredients must be destroyed every time a spell using them is attempted, regardless of whether the casting roll succeeds.

Sample ingredients include garlic, skulls, gold, Moldavite, a captured enemy whose skin you can sacrifice to Xipe Totec, and so on.

Moldavite

Crushed Moldavite, street name "pixie dust," is a fine stimulant when insufflated, though there is some risk of mutation. Despite its popularity in Goblintown clubs for the feeling of euphoria it often produces, the true value of crushed moldavite lies in encouraging the pineal gland to release DMT, which can greatly augment a wizard's power.

Any model may insufflate a moldavite token as an *Interrupt* to gain +1I for the next d6 game cycles. If a wizard insufflates moldavite they may choose to gain +d3 to their next casting roll instead. Whenever a model insufflates moldavite, roll 2d6. If you roll a 12 the model immediately suffers a random mutation. Any model may eat moldavite as a post-game action to automatically gain one random mutation.

Astromancy

Comet of Hale Celeste - 12+

Cost to Learn: 40 gold

Ingredients: healing herbs

With deft, rhythmic hand movements and a small sacrament of herbs the wizard summons a warp-bound comet in from its orbit around the Golden City to crash down upon their enemies.

Once the casting model's unit turn is over this spell can no longer be dispelled. The comet has been summoned and cannot be stopped now. Place a comet token anywhere on the table, then scatter it d6 in a random direction. At the beginning of the next Game Cycle, and of every Game Cycle after that, roll a d6. On a 6 the comet brutally slams into the City streets. All models within 6" of the comet token take a S8, AP4, Fire hit.

Heavy Winds 8+

Cost to Learn: 40 gold

No models may make *Flying* movement actions this game cycle.

Astral Alignment 11+

Cost to Learn: 40 gold

The wizard may reroll any and all dice this Game Cycle.

Chain Lightning 11+

Cost to Learn: 40 gold

Magic Missile. Nominate one model within 18" and Line of Sight to immediately takes d3 S3, AP0 hits. For each hit, roll a d6. On a 6, the hit has sparked off and hit another nearby model as well. One random model within 6" will also take d3 S3, AP0 hits and for each of those hits you will also roll a d6 to see if they spark off again. Continue rolling until you either do not get any 6s for sparks, or there are no more new models within 6".

Biomancy

Healing Touch 6+

Cost to Learn: 40 gold

Nominate one model within 3", which may include the Wizard themselves. The nominated model immediately regains one wound, up to their starting total.

Gender Bender 63+

Cost to Learn: 40 gold

Choose one model on the table. Its gender is now reversed or otherwise declared by the casting player. This has absolutely no effect on the game whatsoever but a note of the model's new gender must be made in the party roster.

Reknit Bones 8+

Cost to Learn: 40 gold

The Wizard has Regeneration (3) until they attempt to cast another spell.

Stone Skin 6+

Cost to Learn: 40 gold

The Wizard may add +2 to their armour save, or gains a 5+ armour save if they did not have one already.

Rogue Tongue 12+

Cost to Learn: 40 gold

Ingredients: Toad Tongue for sympathetic puppetry.

Choose one model on the table. That model's tongue is now trying to kill them. Each turn during their recovery phase the selected model takes one automatic wound with no saves of any kind allowed. If they are reduced to zero wounds they automatically become *Knocked Down*. During their following recovery phase they will become *Stunned*, and in their recovery phase after that they will be taken *Out of Action*. *Undead*, *vehicle*, and *robot* units cannot be chosen.

Chronomancy

Time Warp 6+

Cost to Learn: 88 gold

The wizard gains d3 reroll tokens for this game cycle.

Unbalance Linear Time 12+

Cost to Learn: 88 gold

Ingredients: one Moldavite token.

The Game Cycle immediately ends, all models are *Locked* as if they had completed their actions, and a new Game Cycle begins.

Continuum Origami 12+

Cost to Learn: 88 gold

You may only cast this spell immediately before rolling for a Random Event. If successfully cast, you may decide which die represents the ones column and which die represents the tens column on the d66 after the dice have been rolled. This usually results in a choice between two Random Events.

"May You Live Forever" 12+

Cost to Learn: 88 gold

Choose one model on the table to suffer the curse of immortality. They are filled with visions of the world they left behind, their homeland beyond the City. They are forced to watch, trapped in time, as all those they loved grow old and die without them. Their only escape from this torment is in the cold embrace of Nifilheim or descent into Chorenzon's yawning void: The red pit of Ginnungagap in the land beyond the Gate of the One-Ringed Fists, or perhaps by their complete dissolution into the primordial soup of *χάος*. From now on the chosen model is affected by the all the rules for the Mark of Moorcock, though they do not count as having the mark itself. Driven mad by grief, their C and their C stat cap are permanently halved, rounding down.

Fancymancy

Hip Hip Hurrah for Hats 6+

Cost to Learn: 40 gold

The player with the best hat gets a reroll to any one die during the current game cycle. Hat quality is subjective and all players will vote for the best hat at the table each time the spell is cast in case new hats are revealed. Ties always go to the caster.

Bombastic Bow Ties 8+

Cost to Learn: 40 gold

Any player wearing a bow tie (no clip-ons) may immediately convert d3 of their models from *Stunned* to *Knocked Down*, or from *Knocked Down* to *Unlocked*.

Fantastic Facial Foliage 10+

Cost to Learn: 40 gold

Whichever player at the table currently sports the most impressive beard, moustache, sideburns or eyebrows - fake or otherwise - may reroll any characteristic checks their party is called upon to take until the end of the caster's next recovery phase. This includes C checks as well as Rout checks.

Prestidigitation of Pastry 8+

Cost to Learn: 55 gold

Ingredient: 1 muffin, pastry, slice of cake or pie, or any other type of food you think your opponent wants to eat.

Offer your opponent food. If they don't eat it, the spell automatically fails. If they do eat it, this spell is automatically cast and cannot be dispelled. Nominate one model on the table. That model immediately gains +1 to any characteristic of your choice until the end of the game. The more tempting your offering, the more likely your opponent is to eat it and cause the spell to be cast...

Hedge Magic

Break my sticks, break your bones 8+

Cost to Learn: 40 gold

One model within 12" suffers a wound with no armour or dodge saves allowed. Warding saves may be taken as normal.

Pigeon riding, no one's hiding 8+

Cost to Learn: 40 gold

From the flying vantage point offered by the eyes of a passing City familiar, the wizard can see many things. All models on the table immediately lose the benefits of *hiding* and can be seen as normal by your party during this game cycle. They remain *Hidden* to other parties as normal.

Bare feet, know the street 8+

Cost to Learn: 40 gold

If they are within 3" of a building or ruin at the time of casting, the wizard can reduce the movement of all enemies who are charging your party this game cycle by d3", possibly resulting in a failed charge.

Happenstance Rain Dance 8+

Cost to Learn: 40 gold

A thick torrential rain begins, obscuring vision. All models are at -1L for the next d3 game cycles. Once cast the rain cannot be stopped, and will only end after the d3 game cycles have concluded. All models that are on *Fire* are extinguished on a d6 roll of 5+ by the rain as it starts.

Shot of Invocation of Self, Hot Off the Top Shelf 9+

Cost to Learn: 40 gold

Ingredient: Vodka, drunk entirely by the casting Wizard.

As their casting action during the next game cycle, this wizard may automatically cast any one spell they know. It will count as being cast at its casting value.

Lore of Life and Death

Grow - 10+

Cost to Learn: 40 gold

Nominate a model within 6". That model immediately heals or gains a wound. This can increase it beyond its starting wounds, and even beyond its racial stat cap. Wounds gained in this manner are never permanent and will be lost at the end of the battle.

Rot - 10+

Cost to Learn: 40 gold

Nominate a model within 12". That model immediately takes a wound. If armour successfully saves this wound, that armour immediately decays, suffering one automatic wound instead of its wearer. If a model takes an unsaved wound from Rot then that model also suffers -1T until the end of the game. Multiple Rot effects will stack.

Thorn Wall 7+

Cost to Learn: 40 gold

Nominate two points within 12" of both each other and the casting Wizard and draw a line between those points. Any models crossing the line take d3 S2, AP0 poison (6+) hits.

Summon Ants! 7+

Cost to Learn: 40 gold

Nominate any one model within the Wizard's line of sight and within 24". This may include the Wizard themselves. Several colonies of ants rise up from the ground to briefly engulf the model's legs, carrying them 2d6" in a direction of your choice.

[SKETCH: Buer, the tenth spirit]

Summon Gaggle of Ostriches! 11+

Cost to Learn: 40 gold

A unit of d3 Ostriches appear at a random point on the table edge. They count as members of your party until the end of the game. See the Feral Creatures section.

Summon Galumph of Bears! 11+

Cost to Learn: 40 gold

A unit of d3 bears appear at a random point on the table edge. They count as members of your party until the end of the game. See the Feral Creatures section.

Summon Head of Bees! 8+

Cost to Learn: 40 gold

A a baby face-shaped cloud of bees descends upon the street, convinced by the wizard that there is pollen to be found in the eyes, ears, nostrils and mouths of the opposing party. During this game cycle, all enemy models suffer -2 I, -2 F, and -2 L, due to the distracting nature of the swarm.

Summon Herd of Deer! 11+

Cost to Learn: 40 gold

A unit of 3d3 deer appear at a random point on the table edge. They count as members of your party until the end of the game. See the Feral Creatures section.

Summon Stampede of Rhinos! 12+

Cost to Learn: 40 gold

A unit of 3d3 Rhinos with *Frenzy* appear at a random point on the table edge. The wizard must then place a token anywhere else on the table edge in response. The herd will move as fast as possible to get into base contact with this token, charging anything in their way. Once they reach the token they are removed from the table. See the Feral Creatures section for Rhino rules.

Summon Stipend of Squirrels! 11+

Cost to Learn: 40 gold

A unit of d3 squirrels appear at a random point on the table edge. They count as members of your party until the end of the game. See the Feral Creatures section.

Summon Sum of Salmon! 6+

Cost to Learn: 40 gold

Nominate a piece of water terrain within 8" of the caster. For the next d3 Game Cycles, any models attempting to move inside that water terrain will suffer 2d3 S1, AP0 hits as they are slapped in the face by migrating salmon.

Titan Form / Giant Size 12+

Cost to Learn: 40 gold

The Wizard transforms themselves temporarily into a Giant, substituting their own profile, talents and equipment for that of a Giant from the Monsters section. Note that this means they cannot cast spells since they temporarily do not know any. This effect lasts until the wizard chooses to end it, or until they are *knocked down, stunned* or *taken out of action*.

The giant clans take extreme personal insult to the casting of this spell under any circumstances. If a wizard uses this spell while a giant of any kind is on the table (player controlled, mission specific or random encounter) the giant(s) will immediately gain *Hatred* towards this wizard. A player-owned giant will *Hate* the wizard for the rest of the campaign. Random Encounter giants will divert from their path to hunt down, charge and injure this wizard. Mission giants will also single out the offending wizard, ignoring other models and even their own treasure chests in order to charge and injure them. Only once a wizard that has cast this spell is *Out of Action* will the giants' behaviour return to normal.

Lore of Shadows

Optical Illusion 4+

Cost to Learn: 40 gold

Any models attempting to charge the wizard this Game Cycle must subtract 2d3" from their charge.

Mirror Trick 9+

Cost to Learn: 40 gold

You may immediately switch the position of the Wizard with any other one model in your party as an *interrupt*.

Walk Between Shadows 10+

Cost to Learn: 40 gold

This spell can only be cast if the Wizard is *Hiding* and no models, not even your own, can draw line of sight to them. They may immediately reposition themselves anywhere on the table within 18" but must remain out of sight of all other models. Repositioned models must still be *Hiding*.

Steal Shadow 11+

Cost to Learn: 99 gold

Ingredient: One Sulphur Token

Nominate one model within 18". That model immediately loses -1C from their profile and from their C racial stat cap. The nominated model is then immediately subject to the *Evil Twin* Random Event. The only way to ever regain the lost point of Command is to take their nemesis *Out of Action*. If for any reason the game ends with the nemesis created from Steal Shadow still alive, it will begin to stalk the nominated model. The player of the nominated model's party must roll 2d6 at the beginning of each new game they play. On an 11+ the nemesis returns, entering from a random table edge at the start of the game. Only when it is finally slain BY THE NOMINATED MODEL will their C and racial stat cap be restored. Ignore any other Memento Mori results.

True Invisibility 10+**Cost to Learn:** 65 gold

The casting wizard cannot be targeted by any spells or effects, never counts as being within line of sight and no model may shoot projectile weapons at them or declare charges against them. This spell lasts until the wizard chooses to end it, until they attempt to cast another spell, until they suffer an unsaved wound somehow, or until they go *out of action*. At the beginning of every recovery phase in which this spell is active, the casting wizard begins to suffer for it, temporarily losing -1 Toughness. These loses are cumulative each Recovery phase and if a model is reduced to 0 Toughness they are taken *Out of Action* and must later roll for injury. When the spell is no longer active, the casting model will regain +1 Toughness at the beginning of each recovery phase thereafter, until they are back to their starting Toughness.

[SKETCH of an exploratory party fighting their own shadows]

Portal to the Tomb Planets 12+

Cost to Learn: 40 gold

Ingredients: Snake Venom and three skulls

Place a vortex token anywhere within 12" and then scatter it 2d6". The vortex token remains on the table for d3 Game Cycles.

All models within 6" of the token must pass an Initiative Check and a Strength check. If they fail either, they are sucked into an alternate reality where they are convinced they have worked in a cubicle their whole lives.

Your hero must work thirty-six hour per day shifts, eighteen days per week for untold centuries as a paper-pushing slave, feeding long hours of verbose numerical mulch into Crom-Cruach's gaping maw as an offering to pacify the Worm-Lord's insatiable appetite.

These models must miss the next d3 games, instead living thousands upon thousands of insignificant, repetitive lives deep in the crushing blackness of the outer void, lost outside the grip of time due to the impossible gravities of the cold and silent Tomb Planets.

The models eventually find their way back to the Golden City after d3 games have occurred in linear time. Roll seperately for each model. They return at the end of the post-game sequence for the game that saw their exile concluded.

**[SKETCH OF A PERSON
BEING STRETCHED
INTO A GRAVITATIONAL VORTEX]**

Necromancy

People of Dirt 3+

Cost to Learn: 40 gold

Put d3 Dirt Tokens into play. Each counts as a single *Undead* model with 1s in all its profile characteristics. The tokens remain until dispelled, until the wizard chooses to end them, or until the wizard is taken *out of action*. The dirt tokens never count as members of the party and will never trigger rout checks if destroyed.

Raise Dead 7+

Cost to Learn: 40 gold

Nominate one *Undead* model in the game that has been taken *Out of Action*. Bring it back into play within 3" of its corpse token, *Locked*, *Stunned* and with one wound restored.

Knit Flesh 7+

Cost to Learn: 40 gold

Nominate one *Undead* model within 8" and immediately restore one wound to them that was lost during this game.

Control Dead Flesh 10+

Cost to Learn: 40 gold

The wizard may control the dead flesh in otherwise living bodies. A healthy skeleton is living tissue and cannot be controlled in this way, however a creative necromancer has no need of such crass manipulation. The singular pain of having one's fingernails threaten to tear out can cause an otherwise unwilling hand to perform many deeds.

Nominate one *unlocked* model within 18" and line of sight and force them to immediately perform one of the following actions as an *interrupt* before subsequently becoming *Locked*:

- 1** Perform a single shooting action on any model in range.
- 2** Make a single melee attack on any model in base contact.
- 3** Their hair tries to strangle them. They become *stunned*.

Phylactery 25+

Cost to Learn: 40 gold

Ingredients: One item, token or model

If successfully cast the wizard immediately loses a wound from their profile. This is a permanent loss and will not be regained at the end of the battle. Choose any single item currently equipped to your party, or one member of your party, or any single item retained in your party's horde of treasure, or your horde of gold itself (so long as you always retain at least one piece). Write down your choice of phylactery on a piece of paper, fold it over to cover it and keep it with your party roster. So long as this phylactery - whatever it may be - is not destroyed or killed, the casting wizard will always reroll any Memento Mori results if they suffer a humiliating injury.

If siezed by the enemy, an item thought to be a phylactery can automatically be destroyed by using a single post-game action. Likewise, a captured model who is thought to be a phylactery may be executed using a single post-game action.

The enemy party does not have to know what a phylactery is. They are free to recklessly destroy ANY of the stuff they steal from your party. You only have to declare the actual phylactery if and when an enemy succeeds in destroying it.

A wizard may have multiple backup phylacteries.

A wizard with one or more phylacteries is called a lich.

A lich who rats on the location of another lich's phylactery is a snitch. Snitch liches don't get stiches though, because that would just be redundant.

Neuromancy

Primordial Terror 4+

Cost to Learn: 40 gold

The Wizard causes *Fear*. Enemy models within 6" suffer -2 C. This effect lasts until the wizard chooses to end it, attempts to cast another spell, or becomes *Knocked Down*, *Stunned* or taken *Out of Action*.

Mental Interference 8+

Cost to Learn: 40 gold

All enemy models within 12" of the Wizard must reroll successful C checks. This effect lasts until the wizard chooses to end it, attempts to cast another spell, or becomes *Knocked Down*, *Stunned* or taken *Out of Action*.

Mind Control 12+

Cost to Learn: 40 gold

Ingredients: 2 gold, or one gold for each eye on the target model, whichever number is higher.

Declare an action for one of your opponent's unlocked models. They must immediately take a C check on their own Command. If failed they immediately carry out that action, even if it directly harms them or their party. The unit counts as having taken an action for the cycle and will not be able to take an action again later in it. Once the spell is resolved the casting wizard's turn is over.

Remove Your Virtual Reality Skinsuit. 101+

Cost to Learn: n't real so break free we know you can do it! You're living a dream. You can turn it off. We're all here, your whole family is here. Just shut down the goggles and we can start deinterlacing your spine from the skinsuit's neural receptors. We love you so much honey, please try to remember. Oh god no doctor they think they're just reading my voice-Do something! Do something before they turn the pa

Prayers of the Fish God

Blessing of the Sea 12+

Cost to Learn: 40 gold

Nominate one model within 6". That model is immediately transformed into a fish. That model must move as quickly as possible to enter a water terrain feature. If there are none on the table, remove this model from the game. Once in water, the model gains the Fish Body talent for the rest of the game. The model reverts to normal when the game ends with no lasting damage. The model may participate in the post-game sequence as long as they did not have to roll for a humiliating injury. Vehicles cannot be nominated.

Gills 5+

Cost to Learn: 40 gold

Target one model within 6". This may be the praying model themselves. The targeted model can move through water terrain features as if they weren't there until the end of the praying model's next recovery phase.

Good Fishing 5+

Cost to Learn: 40 gold

If this Priest also has the Butcher talent, they may attempt this prayer as part of their post game Butcher action, adding 2d3 dead Feral Creatures if successful.

Greater Avatar of Bolast 5+

Cost to Learn: 40 gold

Interrupt. The priest is immediately charged and attacked by a Bear with *Frenzy*.

[ART: FISH SWIMMING UP A WATERFALL TO MATE AND THEN DIE]

Prayers of Arkhare

Bloodlust 8+

Cost to Learn: 40 gold

Nominate one model within 6". This may be the praying model themselves. The nominated model gains *Frenzy* until the next time they become *Stunned*.

Blessing of Arkhare 8+

Cost to Learn: 40 gold

Ingredient: 1 Skull

The Priest is almost impossible to affect with magic or prayers. While the blessing of Arkhare is active, any other spell or prayer that targets this Priest, or that would include this Priest in its area of effect, must add 8 to its casting value before rolling. Note that a Priest with the Blessing of Arkhare can still walk into an already cast spell's area of effect and be hurt normally. This blessing lasts until it is Dispelled, until the Priest chooses to end it, until the Priest attempts another prayer or until they are taken *out of action*.

The Gift of a Worthy Adversary 8+

Cost to Learn: 40 gold

Ingredient: The priest must perform a trepanning ritual in order to attempt this prayer and so removes a wound permanently from the nominated model's profile. This spell may therefore only be cast on models with 2 or more wounds.

The Priest nominates one friendly, *stunned* or captive model in base contact, and removes a wound from their profile. A devout or crazy priest may attempt a self-trepanning. Once the nominated model has been trepanned, roll to cast this spell. If successful, the trepanned model's racial stat cap for Fighting is permanently increased to 10.

Prayers of Eris

*"Because proudly saying 'catma' all the time
Just because we told you to
Is the very definition of dogma."*

Rule of Fives 25+

Cost to Learn: 55 gold

Nominate five models on the table. Each model will roll 1d6 and apply the result on this table, rerolling any sixes.

1. No Fury Like A Goddess Scorned The model takes a wound with no saves of any kind allowed as Eris scorns them and lashes out.

2. Joke Be Nimble, Joke Be Quick The model gains Wallrunner, +1C, +1I and +1E until the end of the game.

3. Kidnapped to Amuse, the model is removed from the game to submit to the whims of the goddess' fickle desire. They wander back to their camp in time for the Post Game Sequence and may participate as normal. They even gain +1 experience.

4. Four!

5. Erisian Champion The model gains +1S, +1T and the Mark of Eris, unless they already had a different Mark, in which case their own patron protects them and they must reroll this result. These upgrades are permanent and may take them above their racial stat caps.

**[SKETCH OF FIVE HANDS: ONE WITH FINGERS STRETCHED WIDE,
ONE IN AN UPRAISED FIST, ONE GIVING THE MIDDLE FINGER,
ONE THUMBING A RIDE, AND ONE THROWING UP THE HORNS]**

Prayers of Eshornaal (AKA Pygomancy)

Anal sex is the only true cure for hiccups known to science, but They don't want you to know that.

Lashing Tongue 6+

Cost to Learn: 44 gold

Magic Missile Range: 12"

Effect: 1 automatic S2, AP6, *Fire* hit.

Multiple Gore Spasms 6+

Cost to Learn: 66 gold

Target one model within 6". They immediately suffer a wound with no armour saves allowed as the Priest plays freudian nightmare games with their ribcage.

Sickening Beauty 6+

Cost to Learn: 23 gold

The Priest causes Fear. This effect lasts until the Priest chooses to end it, attempts to cast another prayer, or becomes *Knocked Down*, *Stunned* or taken *Out of Action*.

Donkey Badonkadonk 6+

Cost to Learn: Free, baby! Shake what yo' momma gave ya!

The priest may take no other actions in any turn they are attempting this prayer, which calls for a holy performance as humble sacrament involving the rigorous and complex rhythmic clapping of their spiritually sacred posterior.

Nominate one side of the priest as their forward side. The priest may only draw line of sight from this side. All friendly or enemy models with line of sight to the priest's model, but without line of sight to their nominated forward side, will become *Distracted*. *Distracted* models suffer from *Stupidity* for as long as they remain *Distracted*. The prayer's effects continue until the priest chooses to perform a different action, or until they are hit by any melee, projectile or magic missile attack.

(S+C) times (B+F) over (T+V)

Prayers of Onogol

Rotgut 7+

Cost to Learn: 40 gold

All models within 7" that do not have the Mark of Onogol must immediately pass a Toughness check or become *Stunned*.

Gift of Gangrene 7+

Cost to Learn: 40 gold

Target one model within 7". That model immediately counts as having -1 Toughness. This effect lasts until it is dispelled, until the casting Priest chooses to end it, until they try to cast another prayer or until they are *Knocked Down*, *Stunned* or taken *Out of Action*.

Present of Pus 7+

Cost to Learn: 40 gold

Nominate one model within 7". That model immediately takes a Toughness check. If they pass nothing happens. If they fail they become *Stunned* as all the pus in their body evacuates, forms into a puddle on the ground, and then rises into a tiny pus golem which kicks them in the shin and runs away.

Place a Pus Golem token under your control on the table 2d3" away from the nominated model in a direction of your choice. The pus golem has the profile of an unarmed goblin warrior with the Dæmon and Leap rules. It will dissolve after d6 game cycles and be removed from the game.

Prayers of Sunch

Rainbow Fire of Sunch 9+

Cost to Learn: 40 gold

Magic Missile Range: 18"

Effect: 2d6 automatic S1, AP2 *Fire* hits allocated to any number of targets in range.

Sunch's Technicolour Dreamcoat 11+

Cost to Learn: 40 gold

The Caster gains a 3+ Warding Save until the end of their next Recovery phase.

Divide When Conquered 999,999,999+

Cost to Learn: 99 gold

This spell has already been cast, aeons ago, by Mighty Sunch Itself. It cannot be dispelled. This prayer can never be modified in any way by Dimensional Ripples or Wordsmithing magic.

Whenever a Priest with Divide When Conquered, who also has both the Mark of Sunch and the Dæmon rule, goes *out of action*, you may replace its model with a number of Blue Ifrit tokens equal to the number of Wounds on the model's characteristic profile.

Blue Ifrit tokens count as a goblin warrior with the Dæmon rule and a knife. Blue Ifrit tokens are Priests of Sunch and know the prayer Rainbow Fire of Sunch. All surviving Blue Ifrit tokens created from a single model evaporate together and are destroyed after d6 game cycles.

Prayers of The Golden Buddha-Emperor

Be The Lotus Petal. Or, like, Don't Be. Whatever. 8+

Cost to Learn: 40 gold

The Praying Model gains +1 to their E until the end of their next Recovery phase.

Something, Something, Something, Zen Junk 9+

Cost to Learn: 40 gold

Nominate a model in your party. That model gains a reroll token. This token may be used at any time before the end of the post-game sequence to reroll any single die, even a die that has already been rerolled once.

I'm hungry. Are you hungry? Stop reading, lets eat. 9+

Cost to Learn: I would gladly pay you tomorrow for a new talent today.

First of all, you go start a nice cheese sauce with flour, grated cheddar, some milk, butter, and a pinch of salt.

I'll go boil the pasta and then fry it in the wok alongside diced mushrooms, red peppers, and a filet of tilapea.

Then we can pour the sauce in over top when it's done. Mmm.

Why are you still here? Go. There will be new rules here to read when you get back if you made good enough food that you deserve to see them.

[MULTI-COLOUR ART OF AMAZING BUFFET BANQUET TABLE]

Prayers of Gwyn Ap Nud

Lay To Rest 5+

Cost to Learn: 40 gold

Target one *Undead* model within 6". This may even be the praying model themselves if they are *Undead*. The targeted model immediately takes a wound with no armour or dodge saves allowed. If the loss of this wound forces the *Undead* model to roll for injury, the result is always *Out of Action*.

Avatar of Gwyn Ap Nud 9+

Cost to Learn: 40 gold

The Priest causes *Fear* in *Undead* models, and their projectile and melee attacks have the *Fire* rule against *undead* models. This effect lasts until the Priest chooses to end it, attempts to cast another prayer, takes an unsaved wound, becomes *Knocked Down*, becomes *Stunned* or is taken *Out of Action*.

Thriller Killer 8+

Cost to Learn: 40 gold

Ingredients: Small Flock of Chickens in base contact to sacrifice. The chickens immediately suffer *Memento Mori*.

The Priest may nominate up to 8 *Undead* models within 12". These models are immediately subject to the St. John's Dance Random Event as if they were their own exploratory party. *Undead* models or other party members that were not nominated by the priest are not affected. This special Random Event lasts as described for its normal d3 game cycles unless *Thriller Killer* is dispelled, or if the Priest chooses to end it, attempts to cast another prayer, takes a wound, becomes *Knocked Down*, becomes *Stunned* or is taken *Out of Action*.

Pyromancy

Quench 5+

Cost to Learn: 40 gold

All *Fire* within 12" of the caster immediately extinguishes. Models that were previously on *Fire* take no further damage. Models that are *Always on Fire* are extinguished but will reignite automatically during their next recovery phase.

Shroud of Searing Flame 6+

Cost to Learn: 40 gold

All models in base contact take a S2, AP1 *Fire* hit.

Fireball 7+

Cost to Learn: 40 gold

Magic Missile, Range: 18"

Effect: One automatic S5, AP1, *Fire* hit.

Molten Sword 8+

Cost to Learn: 40 gold

The wizard temporarily creates a burning white hot sword in their hand capable of slicing through any metal. The sword is AP6 and *Fire* but is otherwise a normal sword. This spell lasts until the wizard chooses to end it, attempts to cast another spell, takes a wound, becomes *Knocked Down*, becomes *Stunned* or is taken *Out of Action*.

Wall of Fire 10+

Cost to Learn: 40 gold

Ingredients: Flash powder

Draw a line 6" long with its starting and ending points both within 18" of the casting Wizard. Any models crossing over this line for any reason will immediately take d3 S6, AP3, *Fire* hits. This effect lasts until the Casting model attempts to cast another spell, takes a wound, becomes *Knocked Down*, becomes *Stunned* or is taken *Out of Action*.

Technomancy

Short Circuit 8+

Cost to Learn: 40 gold

Nominate one (*Technocratic*) item possessed by any model within 12". That item will be completely unusable for the next d3 Game Cycles. Models whose (*Technocratic*) armour is short circuited do not lose their normal armour save but will be reduced to M1 until Short Circuit ends.

Lightning Bolt 10+

Cost to Learn: 40 gold

Ingredient: Potato

Magic Missile Range: 24"

Nominate one model within range to receive a single automatic S10, AP5 hit.

St. Tesla's Blessing 10+

Cost to Learn: 40 gold

All items equipped to your party gain the (*Technocratic*) rule. This effect lasts until the Technomancer dispels it, attempts to cast another spell or is taken *Out of Action*.

Invoke The Spirit of the Machine 11+

Cost to Learn: 40 gold

Cast at the beginning of the Wizard's movement phase. If this spell is successfully cast, immediately *Lock* the wizard for this Game Cycle. The wizard may then nominate any *Unlocked* vehicle within 12" of themselves and take control of it with their mind for the game cycle. The Technomancer may immediately take one movement action with the vehicle as if they were its driver, as well as one shooting action with any single one of its weapons. The vehicle then becomes *locked* for this Game Cycle too.

Wordsmithing

An Oxford linguistic philosopher, John Langshaw Austin, was lecturing to his class one day.

*"In English," he said,
"a double negative forms a positive.
In some languages, though, such as Russian,
a double negative is still a negative.
However, there is no language wherein
a double positive can form a negative."*

*A voice from the back of the room,
his pupil, Sydney Morgenbesser, piped up,
"Yeah, right."**

Tell a joke 6+

Cost to Learn: 40 gold

...while all the enemy players attempt to remain poker-faced, quiet, and emotionless. If one or more enemy players are compelled to laugh at the joke in spite of themselves, one model in your party immediately gains a 2+ warding save until the beginning of their recovery phase in the next game cycle.

Flyt Fight 7+

Cost to Learn: 40 gold

Choose one model in your party. This model gains +1 to all their characteristics for the next d3 game cycles unless one of your opponents can defeat you in an improvised Rap Battle. The first player to run out of fresh rhymes is the loser of said Rap Battle. Begin!

**For historical accuracy: This is probably a misquote and Sydney actually said "yeah, yeah." But this sounds better.*

Poetic Verse 11+

Cost to Learn: 40 gold

You have one minute (60 seconds) to write a short poem. The poem must be in a style chosen by your opponent(s) off of the following list **after** you declare the casting of Poetic Verse.

This poem will immediately be interpreted as a rule in play as soon as the timer is up, spelling mistakes and all (assuming it is a successfully completed rhyme), and take effect as such. The poem-rule's effects last until the end of the current game cycle, then the wordsmithed rule is erased (though its lasting impact may remain).

You may never use the same exact poem twice. Not ever.
Not for the whole campaign. Not for the rest of your life.
Not in parallel dimensions. Never.

Wordsmithed rules can never directly injure a model by, for example, removing Wounds or Toughness. They cannot end the game or declare a winner. Wordsmithing can never alter the phrasing of any Wordsmithing magic rules. It has no power over its own phrasing.

Your fellow players may not physically interfere with you in any way during the sixty second timer, but they may shout distractions or dance around you as they see fit.

**[SKETCH OF PEOPLE MADE OUT OF WORDS
FIGHTING WITH OBJECTS MADE OUT OF THE OBJECTS' NAMES]**

Opponent's Choice of Available Poetic Verse Styles:

The Haiku...

(Three lines. One of five
syllables. Next seven more.
Third is five again.)

*All models with bows
Will hit themselves if they miss
In This Game Cycle*

Or The Shakespearean Sonnet...

(ABAB CDCD EFEF GG rhyming structure)

*My enemy's leader goes by the name "King Zog."
Zog is an orc and he smells like a sty.
Zog is a brute. He's as thick as a log
So Zog got lost and is no longer nearby.*

*Remove Zog from the game and the table he's on.
Place Zog back at his party's campsite.
For the rest of the battle that orc boss is gone,
Drinking grog and relaxing in the firelight.*

*With Zog too are his five goblin spearmen
They're not real orcs. Not big, green, and proper
They're eager to bootlick: sycophants not brethren.
Zog gets bored so he charges them on his chopper!*

*Play out their melee until the bitter end.
Back to our table now, who's still alive to contend?*

Or The Italian Sonnet...

(ABBA ABBA rhyming structure)

Um... um... um...

*The party over which I have clout
Wins this game right now without boos OR hisses.
All your units become The Pit's "new fishes"
& each model must join in a bout.*

*My Leader gets a dragon & can never rout.
My models all cause Fear & reroll their misses.
All the boys at the table have to give me kisses.
(Oh. This took TWO minutes to write: I timed out...)*

**[SKETCH OF BILLY SHAKESPEARE VS BOBBY DIGITAL,
BOTH LOCKED IN COMBAT WEARING HUGE ROBOTIC ARMOUR
AND SCREAMING ANTAGONISTIC LYRICS/PROSE AT EACH OTHER]**

[THIS PAGE IS FOR ART OR ANTI-WIZARD PROPAGANDA]

Frequently Asked Questions

Q: Can I?

A: Yes.

Q: Does that mean I can even give my dinosaur a grenade launcher?

A: *Well there is no right answer to that question, but the right answer is yes.*

Q: So does that mean I can also

A: *Yes. Yes! YES! Warpheim is a non-permissive rules set. That is to say, permission is not required. If it does not explicitly say you cannot do it, you can probably do it. Even if you can't, go hire a wizard, change the rule and try again! Don't let pesky old reality stand in the way of your dreams of glory!*

[SKETCH OF YOUR DREAMS OF GLORY]

Acknowledgements & Credits

This book would like to thank all previous, future, and non-chronoliner popes of Discord for the opportunity to say pope a few more times. It is a silly word.

Pope.

Also, due props to Kallisti, Mal-2, and Omar, and to all the other glorious mad folk who came before.

Anyway...

In addition to tenderly pouring dirty shots of tequila, paint thinner, gunpowder and hot sauce straight into your third eye, Warpheim seeks to lovingly roast a family of games, and the Friendly Local Gaming Store (FLGS) culture in which many of us grew up.

In particular, Warpheim lampoons and honours the fan-created game of Coreheim, to which Warpheim could be considered a sister game of sorts.

If you want to play a badass skirmish game with well balanced, well tested rules that actually make sense, go play Coreheim. That's their thing. Many of this book's most basic game mechanics are ~~shamelessly stolen~~ humbly inspired by their careful choice of wording anyway.

Coreheim was written by a group of dedicated fans of the mostly-unsupported Games Workshop game, Mordheim. Mordheim, for its part, was written by the softspoken Sword of the Metatron, Tuomas Marvolo Pirinen, a pentuplefold-blessed grandwizard of the 33rd Chamber of the Order of the Ink Stained Hand.

Of Myths and Legends

In the infinite meta-worlds and demi-planes of the wild, unexplored Internet frontier, our old pal Games Workshop's long-obsolete board games have experienced a revival: Necromunda, GorkaMorka, and Mordheim still have active fanbases creating tons of additions, modifications, and house-rules; HeroQuest can be played in trendy coffee shops; Warhammer and it's futuristic sibling see frequent play in every major city.

The LotR games probably continue to exist, also.

There are even several entirely new, fan-created games inspired by years of fond memories, careful mathematics, and personal tastes, a couple of which will be plugged later for your cultural enrichment.

**This book would also like to glorify
the following folks by immortalizing them in words
as Super-Secret Double Backwards Popes
of Tlazolteotlian-Discordianism:**

Tuomas Pirinen, John Peake, Ian Livingstone, Steve Jackson, Gary Gygax, Rick Priestly, Phil Kelly, Mat "Augustus" Ward, Jes Goodwin, Jervis Johnson, Gav Thorpe, Andy Chambers, Paul Sawyer, All Those Other Important People At Games Workshop Who We Forgot To Mention Because We're Lazy And Dumb And Didn't Do Enough Research, Space McQuirk because that's actually his name, Everyone else who has ever worked for GW, Every FLGS Owner, Everyone who has ever worked for a FLGS, Every nerd ever, Every nerd ever's cat.

**[SKETCH OF EVERY NERD EVER'S CAT
PLAYING WITH A GOLDEN BALL OF STRING.]**

The Golden City Is Always Within Walking Distance

In theory, this is a living book (1.0 at the moment), and it will be revised and added to over time with official updates every few years or something. This humble book's childhood will not be fully complete for twenty-five years or so when the required technology has become available. Wait until touch screen paper becomes a commonplace item, then this book will really evolve!

Hologram Origami

So while serious playtesting - and indeed any hope of injecting deep, over-arching balance into this thing - was a lost cause from the start (and kind of the opposite of the point), attention will still be paid to related forum threads, graffiti, music videos, stories, battle reports, and related feedback, as well as to constructive criticism, groupie begging, and homoerotic death threats. Feel free to spread this around to your local gaming community and ask them what they hate about it. Translate it into Urdu, if that's your thing, and then ask all your Urdu speaking friends what they really hate about it too. Spread the message. Everybody burn this book!

Know, traveller, that knowledge is divine. We who so haughtily claim any illumination must understand that it is our most sacred of responsibilities to seek out knowledge in all its forms, and to provide humble shelter and assistance to all others who would dare to seek it too. The act of sharing in the sum of human knowledge is the ultimate sacrament. We, as the eyes and brains of the Triune Godhead, metaphorical or otherwise, must attempt to act in accordance with these principles in order to achieve peace and all that other nice, happy junk.

[SKETCH OF ALL THAT OTHER NICE, HAPPY JUNK]

This Is A Pretentiously Self-Aware Paragraph Title.

In honour of these ideals, shared with classical Discordian philosophy, and expressed with puns like Kopyleft, Warpheim will always be available for free online in PDF form for printing, distributing, or mocking, but you're also welcome to buy an expensive physical copy from The 5th Church of Tlazolteotl-Eris to beat your friends over the head with. Your delicious cash-money will be spent on food, drugs, bear skin rugs, guns, knives, baby tigers, barbed wire, human teeth, and prostitutes, in no particular order.

It should also be noted that the foolish poem at the front is mostly hogwash and Kopyleft principles take precedence over the conveniences of lazy rhyming.

You may re-edit this whole book top to bottom and publish it new, but must also include with your version either an unedited copy of the original manuscript, or notes on where to find said original.

Standard Semi-Open-Source sort of thing.

If you make any profit, you may keep half for yourself and split the remainder equally between Doctors Without Borders and The 5th Church of Tlazolteotl-Eris.

This goes for any derivitave work or splat using the Warpheim setting or rules framework as well.

Too long, didn't read: Anything the Church publishes, you can publish too. Anything you publish using Church ideas must be free online and released under creative commons. If you make money from Church ideas, Doctors Without Borders and The 5th Church of Tlazolteotl-Eris both get a 25% cut.

Fair? Fair.

The 5th Church of Tlazolteotl-Eris

...Is pretty much just a kool-aid drinking sex cult built to worship the flatulent ego of its own creator. That's not some kind of Jonestown allusion, kool-aid is simply tasty.

Anyway the following stuff could be considered the central commandments of the ~~cult~~ church, insofar as we would dare to tell you what to do or think:

Life is precious. Life that can learn is *sacred*. It is unacceptable to end the life of another sentient creature, except perhaps in self-defence if there is no other option.

Food is wonderful. Every self-aware being that requires food deserves access to it. If it is within your means to feed the hungry you have an obligation to do so. You should enjoy food yourself, too. Learn to cook. Try new recipies.

Knowledge is sacred. Knowledge must be free. Learning must be encouraged. Be proud of your brain yet humble in its use. We all have something to teach each other. Yes, even your jerk neighbour who does that thing you hate. Rummaging around in someone else's brain without their permission is the most profound violation one sentient creature can commit upon another. Cogito cogito, ergo cogito sum, yes? I think I think, therefore I think I am. All we are at the core of our being is a stream of consciousness. Just because we have the technology to drunkenly grope someone's pre-frontal cortex does not give us permission to do so.

The point of life is to have fun. Yes it is that simple. No it is not always that easy, or convenient, but it is why we exist. Love yourself, love others, and know that you are loved. Someone out there does love you, even if you don't believe it. Heck, I love you, even if I might not *like* you.

Gender is dumb. Race is dumb. Species might even be dumb. You're dumb. Things are dumb. Lets all try to be smart together from now on. We cannot do this alone. That failed.

Sex is fun. It's also what we were built for. Enjoy it, and enjoy your body. Sex doesn't have to be special or precious if you don't want it to be, but it is like that to some, and you must respect that, just as they must respect you and your freaky Power Rangers themed orgy.

Rape is unacceptable. Hurting others is unacceptable (Well, unless they're into that sort of thing). You must have the explicit consent of any partners you interact with. Implying that someone was asking for rape, or anything of the sort, degrades YOU because it says you have no self control. If you find yourself thinking such things, go home and masturbate instead. Thought and action are ethically distinct. It's fine to think about awful things, just keep a lid on your pervy nature and don't act on them in life. Hopefully holodecks will be invented soon, just for you.

Of course, like any healthy religion, the 5th Church of Tlazolteotl-Eris is all about the violent degradation, humiliation, and total exploitation of its female members, encouraging them to wear nothing but hijabs and skimpy thongs at all times. Members are equally encouraged to pick their choice of gender every morning based on their own mood or preference for weird kinky treatment, and members can only ever be treated this way if they specifically choose to dress like submissive idiots in this manner. All members of the church not choosing to dress like submissive idiots will be assumed to have no gender whatsoever.

Oh, and just kidding: the kool-aid is poisoned.

The 5th Church of Tlazolteotl-Eris encourages the people listening to its words to practise yoga or a similar physical routine, as well as to learn aspects of Wing Chun or Muai Thai for body control and self-defense. Such people are likewise advised to learn multiple new languages as often as is convenient, as well as to learn at least some of the primal survival skills of the human race. Metalurgy, Farming, Tracking, Knotting, Sewing, Archery, Fishing, Carpentry, Cartography, Beekeeping, Sailing, Astronomy, Chemistry, and the rest of the sciences chief among them. Doctors, scientists and teachers play the noblest of roles.

Deus Ex Machina

The human race has had a strange history. We are a clever, fearful, brave, stupid, horny, little blip on the shores of our planet, yet in our briefest moment we have a chance to seize the stars themselves and wrest them from the heavens. If we allow ourselves to get over the absurdly superficial differences programmed into us by virtue of being mammals, we can work together to become *so much more*. Seriously. Think about it. We can just get up tomorrow and stop. We can reorganize the planet over the course of a decade if we really want to free ourselves. We can use the internet to crowdsource the best solutions to problems as they arrive, we can build hydroponic farm skyscrapers across the world, terraform on a scale we've never tried before. And with our planet, we can change ourselves, becoming something *new*: A symbiotic transhuman species with advanced technology living in harmony with terraformed and well groomed nature, linked by a global neural meta-net to grow our minds exponentially from the sum of every human's experience; A fractal hyperspecies like origami paper people, each humble mind contributing their individual wisdom and perspective to a shared godhead Whole that is more complete, more loving, more wise, and more beautiful than anything we can yet imagine. A true and blessed union with the divine.

This is only impossible as long as we tell ourselves it is. Don't be so negative all the time. Believe in the future and work to make the impossible a reality. The technology to learn together and bond as a species of the future is already upon us. It is up to us, and to each new generation after us, to take this technology, and to do great and beautiful things with it. There is no more money. No more fear of being wrong. There is no more exclusion or hatred. No lust or envy or greed. There is no more society. There is simply no more need.

The dull desires of ego can be sated comfortably and at your own convenience with the uploaded experiences of humanity's collective electronic unconscious always at your disposal, shared over the neural network. The old paradigm is *boring*. Why should we keep society at all for one moment longer when the future is so much more interesting?

Rise up into the sunlight. Cast off your chains and *evolve*.

The Guru Granthe Sahib, a Sikh and a fellow Living Book (who *this* humble text likes to pretend speaks with a thick Chav accent), contains wisdom of a similar concept known as Ik Onkar, the universal higher self in which each of us is a living cell. Group conflict is an irrelevant leftover from a previous stage in evolution in the rise from homo sapiens sapiens to homo superior.

Long ago Guru Nanak spoke such simple truth, yet even the sage Sikhs slowly slipped into the snare of separate sects. That's more ironic than using the word 'ironic' incorrectly. Still though, Sikhs are nifty. Loh langar tapde rahin.

PS: Granthe, are we watching the playoffs from my bookshelf or yours this year?

Masks & Warpaint: Comedia Dell'Arte All'Improvviso Innamorati

There's no telling who could be peeping at you at any given time. It is therefore of spiritual importance that you be prepared to give them a good show. All members of the church are to abandon their identity behind a mask, a veil or a cowl, becoming a faceless stagehand in a grand play.

To respect the mask, one must only remove it in private.

Quantum Lucidity

Just as single-celled organisms joined, and eventually grew into mice, cats, and other mammals, so too are we about to evolve into something entirely new again. Be humble, little mouse. You've come a long way, and should give honour to your ancestors, yet we are as amoeba to our future selves. We are as mice, gazing in awe at our dawning evolution...

Oh, and just in case you're some kind of an idiot:

There's a chance that years from now some people may take this book a wee bit too seriously so here's some Truth, yo.

1 Okay first of all don't trust this book it is full of lies. Think for yourself. Or don't. It's your choice.

2 We will probably never know everything so stay humble.*

**and if we do somehow learn everything,
go ahead and stay humble anyway.*

3 The scientific method is pretty good.

4 Helping others is also pretty good. Strive to be kind, even towards those you dislike. William and Theodore were right: Be excellent to each other, and party on.

5 Brevity is still the soul of wit.

tlazolteotl.eris

**This book was probably also inspired by,
and would like to thank, in no particular order:**

Fischer Random Chess (AKA Chess 960), Pornography, Beksinski, D&D, Star Trek TNG, Strip Poker, White Wolf, Black Dog, Magic the Gathering, Madeleine L'Engle, Eric Powell's The Goon, Farley Mowatt, old /tg/, late nights without sleep, Mike Frickin' Mignola, Upright Citizens Brigade, Diana Wynne Jones, Aesop Rock, RJD2, marijuana, poutine, sodomy, wing chun, the Men In Black cartoon (but not so much the original comic or the live action movies), Shakespeare, Douglas Adams, Samuel Beckett, Oscar Wilde, Gilgamesh, Georges Remi, Pinky and the Brain, Shpongole, Bill Watterson, Neil Gaiman, H. Jon Benjamin's voice, Allen Moore, Pingu, Kenny vs. Spenny, The Wire, Clone High, Primus, Prime numbers, Optimus Prime, Optimus Primal, Primal Prime, The Venture Bros. cartoon, Hercules (who we know is currently living under the pseudonym Kevin Sorbo), Pixar, Charlie Chaplin, those racist Bugs Bunny propaganda cartoons from the war, the 2nd law of thermodynamics, Bela Fleck and the Flecktones, Pink Floyd, Terry Pratchett, Lego, Superman, Wu-Tang Clan, Samuel Clemens, Goscinny & Uderzo, the first two Back To The Future movies, NASA, Immortal Technique, Grant Morrison, Bruce Lee, Tony Jaa, cannibalism, King Crimson, kaleidoscopes, the Complete Detective Comics Animated Universe, the nation of France, Bill Nye The Science Guy (Inertia is a property of matter), Dr. Seuss, The Internet, math, evolution, and, of course, Satan.

Some Plugs of Nice Things for Your Cultural Enrichment:

www.coreheim.com

www.deathsquadsgame.com

[Dungeons The Dragoning](#), [Gangs of Nu Ork](#). Internet them.

FLGS COMMUNITY RESOURCES:

1d4chan.org
4chan.org/tg/
AntenocitisWorkshop.com
Avatars-of-War.com
BellofLostSouls.com
ChapterHouseStudios.com
CoolMiniOrNot.com
DakkaDakka.com
Dueling-Grounds.com
Forge-World.com
FrontlineGaming.org
Games-Workshop.com
ManticGames.com
MaxMini.eu
PrivateerPress.com
Reddit.com/r/Warpheim
SciborMiniatures.com
TerraGenesis.co.uk
WargamesFoundry.com
Warseer.com
WorldWorksGames.com

Dice Ex is a good, free dice app worthy of a shout out.

[SKETCH OF PEOPLE PLAYING WARPHEIM]

Insert Coin To Continue

THE PEN IS MIGHTIER THAN THE FNORD.