WOLSUNG

Steampunk Skirmish Game

Quick Start Rules

MICRO ART STUDIO
SOMETHING SMALL FROM POLAND

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Steampunk Skirmish Game

The *Wolsung Steampunk Skirmish Game* is a miniature combat game, where clubs of extraordinary ladies and gentlemen, as well as shadowy organisations and agents of obscure powers, solve their disputes by blade and gunshot rather than discussion. Each game represents a point where paths of two or more such clubs cross while they work on the same goal, but for opposite purpose. As such, the careful deduction and data gathering as well as social meetings that led them to this point are left for Wolsung Roleplay narrative; A game of Wolsung Skirmish represents the point where the outcome is decided by a keen eye, reflexes and a bit of luck.

Before you start

These rules are prepared to give you a quick start of the game using models in starters. Before the game you should find a good place to play (preferably 3'x 3'), place some terrain and shuffle a standard 52 cards deck.

In order to play, you'll need at least two players, each controlling a number of miniatures forming a club, a flat surface of roughly 3ft by 3ft (36"x36"), several six-sided gaming dice (D6), a standard, 52 playing cards deck, a measuring device and some terrain to represent the surroundings of particular scenarios.

Check who is the **First Player**. It may be done by tossing a coin, drawing a card each from the deck and checking who scores higher or simply rolling dice. Whomever wins the test is the **First Player** and will choose **deployment zone**, deploy the models on the battlefield and will choose a model to activate **first** each turn. The other player then deploys his models in the deployment zone opposite.

The game lasts 3 turns. For the starting game, the player that killed the most enemy **Heroes** at the end of turn 3 is the **winner**.

Placing Terrain - When placing terrain on the battlefield, there are several things to consider:

• At least 50% of the battlefield should be covered in terrain features.

• At least 50% of these should be Elevated Terrain (Buildings, walkways, etc at least 3" tall).

• Placing Elevated Terrain on the edges of the Battlefield will make any shooting models totally dominate the game. Placing Elevated Terrain mostly at the centre of the battlefield makes for a more interesting game. The Elevated Terrain should block some movement paths, but at the same time form alternative routes to be explored by the models with Heroic Move ability.

• There should be numerous Access Points (stairs, ladders) to allow every model to access at least some portions of Elevated Terrain. Not every Elevated terrain should be easily accessible.

Some basic terms

Success - a six-sided dice roll of 4, 5 or 6.

Measuring Distances - distances between models are measured in three dimensions. When checking the distance between models, measure from the nearest edge of each model's base. Pre-measuring is allowed: you can check all distances prior to declaring any Action.

Measuring Movement – It is important to note, that movement, unlike everything else, is always measured in two dimensions. When checking the distance the model moves, measure "from front to front" of the model's base.

Model - a model is a physical representation of a character in Wolsung SSG. A model is always mounted on a base and any distances from or to a model are measured to the nearest edge of it's base. Models can be Heroes or Henchmen.

Battlefield - the gaming area, usually 3ft by 3ft (36"x36") covered with terrain.

Base to Base contact – In order for the models to be in BtB contact, the edge of the model's base needs to contact another model's base edge or it's base vertical projection up to the height of the top of the model's head.

Base to Base

Cards

In Wolsung SSG playing cards are used for a number of purposes.

The **card value** is only used for the purpose of Stealing or Delaying the Activation. Bridge card value is used (e.g. 9 is higher than 8), with Ace being higher than the court cards. If cards of equal values are played, then their colours are used in the following order:

1. Spades
2. Hearts
3. Diamonds
4. Clubs

Aside from Stealing or Delaying the Activation, the cards may be discarded to allow Hero models make Heroic Actions.

Model Characteristics

Models can be Heroes or Henchmen.
Heroes are extraordinary individuals with unique abilities and gadgets and are best compared to Player Characters in an role playing game.
Henchmen are the common folk, servants, minions, and ordinary people that somehow ended up working with Heroes. They do not possess any heroic capabilities but come by the dozen.

Each model is described with a **profile**, listing all of it's **characteristics** in a following order:

A - Actions - the model is allowed to perform up to this many various in-game actions such as Move, Shoot etc inits turn.
M - Move - is an amount of inches the model may move per each Action spent.
F - Fight - the close combat ability of the model. This is the number of dice rolled to hit and dodge in melee.
S - Strength - the physical strength of the model. This is the amount of damage the model inflicts in melee each time it hits.
G - Guns - ranged weapon handling skill. This is the number of dice rolled to hit with a ranged weapon.
R - Reflex - agility of the model. This is the number of dice rolled to avoid being hit from afar.
W - Wounds - the amount of damage the model may suffer until it is killed. When a model is reduced to 0 W it is removed from the battlefield.

Activation

In Wolsung SSG, players alternate moving and acting with their models, one model at a time, in each game turn. Moving and/or acting with a model is called this model's **Activation**. Each model can be activated only once every game turn.

Action

Every model has a number of **Actions**, (usually 2) at their disposal each Activation. Once a model is activated, it can do a number of things equal to the number of it's Actions in any order the player pleases.
For example, a model can move and then shoot, move twice, or remain in place and shoot twice, provided it has 2 Actions on it's Characteristic Profile.

Action - A model makes one of a number of possible types of Action, for instance moves, shoots or casts a spell, making all the required tests. All the effects, dealt and suffered damage, are applied after the Action is resolved.

Possible types of Actions:
• Move
• Charge
• Fight
• Shoot
• Cast a spell
• Special Action

Special Actions: Some models have their own special actions. If an Ability has an **[A]** next to its name, you have to spend an **Action** to use it. If it has **Quick** in its description, you may make a **Move in the same action**.

Whenever there is more than one model allowed to be activated at the same time, make all the Actions of one of these models before making any actions of the other model(s).

Game Turn

I. Start of the turn
   1. Drawing cards
II. Activations
   2. Model activation
   3. Stealing the initiative/ delaying activations
III. Surplus Activations
IV. End of the turn
   4. Effects expiration

I. The start of the turn is a part where some effects may occur, listed by various special rules.

   1. Each player draws cards: 3 plus as many cards as the number of Heroes they initially fielded. Then they discard the cards until they have 3 + Heroes number.
For example, in a 2 Hero game at the beginning of each turn each player draws 5 cards and then discards cards until he has 5 of them. This enables players to keep some better cards from previous turn, filter their hand or change the strategy.

II. Activations

   2. Model activation - The First Player chooses one of his models and performs a number of actions with this model. Then the initiative is passed to the next player. Each model can only be Activated once in a game turn. The Initiative is passed around by the players until all but one player runs out of models that can be Activated this turn. Any surplus models the other player might have left to Activate yet are Activated in the Surplus Activations. All effects (damage and other effects) are applied at the end of each Action. Therefore if a model shoots while standing in a damaging area, both the damage/ effects from his shot and the damage/ effects the model suffers from the damaging effect will be applied at the end of the Action when they occured.

   3. Stealing the initiative or delaying the activations – In some occasions it may be useful to Activate more than one of your models directly one after another or to wait with your model's Activation.

For example if your model is locked in a 1 vs 1 melee you may want to move another models to support the same combat before your enemy has a chance to react.

   Option 1: Stealing the First Player's Initiative. This is done directly before the First Player Activates his first model this turn. Each player willing to have the Initiative may choose one of the cards in his hand and place it face down on the table in a clockwise order. Reveal the cards. The player with the **highest card** is the First Player from now on and may now Activate his first model this turn. The initiative is passed to the next opponent in a clockwise order.

   Option 2: Additional Activation. Just after you Activated one of your models and before passing the initiative to next opponent you may try to Activate an additional model. In order to do so choose one of the cards in your hand and place it face down on the table. Then your opponents may either try to counter this action or allow it (pass) in a clockwise order. If they are not willing to give you the chance of another Activation they also choose a card from their hand and place it face down on the table. Reveal the cards. If your **card is higher** than all of the opponents' you are allowed to activate another model. Otherwise the initiative is passed to the next opponent. It is possible to perform this action several times in a row if you have enough cards in your hand.

   Option 3: Delaying the Activation. This is done directly after the initiative is passed to you. In this case you also have to repeat the process above. The difference is that if you win the card comparison you may force your opponent (in case of 3+ player games a previous player) to activate another model before passing the initiative to you. It is possible to perform this action several times in a row if you have enough cards on your hand.

III. Surplus Activations – if only one player has more models left to Activate, they are Activated one at a time in the order decided by the player until there are no more models to Activate this turn.

IV. The end of the turn is a part where some effects occur, listed by various special rules. Also in this moment all effects of spells with "Until end of turn" rule cease to work.
   4. All the templates and **effects expire** and are removed from the battlefield at the end of turn unless noted otherwise.

Movement

Action: Move - move the model up to it's **Movement** value in inches. A model may never move through other models unless specifically stated. You cannot end Movement in a place where there is no room for the model's base or in BtB with an enemy model.

Measuring – Movement distances are measured in two dimensions. When checking the movement distance, measure "from front to front" of the model's base, along the line parallel to the battlefield. You can turn and go around in any way you want as long as the total distance covered measured along the actual line of movement does not exceed the value of the Movement characteristic of the moving model.

Moving as a part of other actions - whenever a model is allowed to move and do something else as a part of it's Action, such as casting a spell or using special ability, always complete the movement before making the other activity.

Terrain's effect on Movement

Open ground - Models move up to their Move characteristic value in inches in each Action they spend moving over **open ground**. Most of the surface of the playing area will usually be an open ground - grass, dirt, cobblestones, low hedges and walls, barrels and crates of **up to 1" height and 1" across**.

Rough ground - Models may move up to **half of their Move** characteristic in inches horizontally for each Action they spend moving over **rough ground**. Terrain features such as water, ruins, walls, barrels and crates of **over 1" height and 1" across but no more than 3" high** are **rough ground**. This represents the model moving vertically in addition to horizontal movement.

Impassable ground - Walls, enclosed buildings and terrain features **higher than 3"** should usually be classified as impassable ground - normally models may not pass through them (unless using Heroic Move).
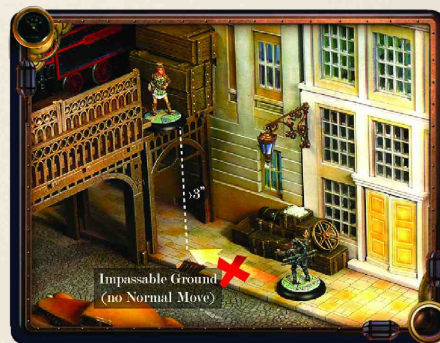
Elevation - Models may enter levels higher or lower than 3" via **ladders** by moving as in rough ground, or **stairs** by moving as in open ground. There must be room for a model's base at the end of the access point. Note that model's vertical movement distance may not be greater than it's base **M** in inches.

Shooting

A model may Shoot if it has a ranged weapon, performs a **Shoot Action** and has **Line of Sight** (LoS) to the model he or she wants to target.

Line of Sight (LoS) - an unobstructed straight line from one model's head to any portion of another model's body (ignoring weapons, hats, umbrellas, mechanical accessories and bases). Models have 360 degrees field of vision.

An example of a ranged weapon's profile:

Name	S	0-8"	8-16"	16-24"	Notes
Pistol	4	+1	-1	-2	Quick

How to shoot a target?

1. **Check the distance between the models**,
2. **Choose a Target in LoS and range**,

3. **Shoot:**

a) Defender chooses a **Reaction:**
- **Hold Nerves:** The model remains steady and calm.
- **Dive For Cover:** The model immediately becomes Toppled.

b) **Roll the dice:**

The **Active Model** rolls a number of dice equal to it's **Guns** modified as follows:
• weapon's Range modifiers
• weapon's special rules
• elevation bonus

The **Target model** rolls a number of dice equal to it's **Reflex** modified as follows:
• elevation bonus
• cover

If the shooting model scores **equal or higher** number of successes as the target model, the shot **hits** and **damage** is applied to the target. Otherwise it's a miss.

Weapon's Range modifiers: Check the distance between the shooting and target model. Look at the columns in Ranged Weapon's profile. If the model is **closer or equal** to the range in the first column after the weapon's name, apply the bonus from this column. If not, move to the second column and do the same. If the distance is longer than the distance written in the last range column, the shot automatically misses.

Cover[+xR]: The number is a positive modifier to model's Reflex value. When the model's body is **partially obscured** from Line of Sight (LoS), it gets **Cover[+1R]**.

When the model's body is obscured from Line of Sight (LoS) in **more than 50%** it gets a **Cover[+2R]**. Some specific special rules may change the way cover is applied to some models.

Topple: A Toppled model gains **+2R** against shooting attacks. The drawback is that a Toppled model has it's **Fight reduced to 1** and can only choose to Fence in melee. A Toppled model remains so until it Activates. It MUST spend it's first Action next Activation to stand up. This Action it can do nothing more.

Elevation bonus:
• A model benefits from **+1Guns** when targeting a model on a lower elevation (at least 3").
• A model benefits from **+1Reflex** when targeted by a model on a lower elevation (at least 3").
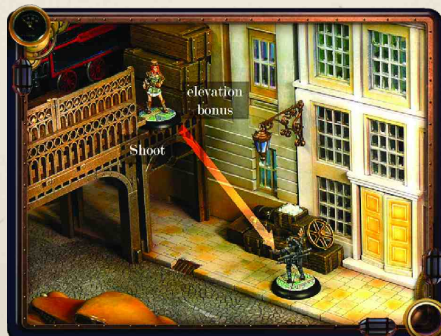
Damage

The model hit suffers **damage** equal to weapon's **Strength** modified as follows:
• Armour
• Critical hits

Damage - This is the number of **Wounds** a target model **loses** when hit with an attack. It is equal to **S** of the weapon plus the number of **Critical Hits** minus the Target's **Armour.**

Armour[x] - The number is a negative modifier to any **Damage** a model receives.

Critical Hit - Every success the shooting model rolls **over** number rolled by the target model. Each Critical Hit modifies the **damage** the target model suffers by **+1.**

Shooting into melee - it is possible to shoot at an enemy model in BtB with a friendly model. However, there is a chance of hitting the friendly model! Make the shooting attack as normal, but roll for the Reflex of **every model in BtB** with the target model. The model that rolls the **least** number of successes is the target. If there are more than one models with the least number of successes, the owner of the **shooting model decides** which one of them is the target.
If there is a model on larger base involved in a melee, all models on smaller bases gain +1R for purposes of shooting into this melee.

Melee combat

When a model is in **melee** (BtB contact with enemy model) it may only perform a **Move** or **Fight** Action. Models may Move out of melee, suffering effects as per Leaving Melee, but they may not move into melee with enemy models in the same Action.

Charge - Exactly as in **Move**, but **must end in BtB** with an enemy model. As a part of the **Charge**, model may make one melee attack in addition to moving. When in melee, model may not use the Charge Action.

How to fight in melee?

1.Choose a target in BtB
2.Attack:
a) Defender chooses a **Reaction**:
-**Fence:** no bonus, but the defending model may damage the attacker if rolls higher than the attacker.
-**Parry:** The defending model gains **+2F** in this action but cannot damage the attacker in any way.
b) **Roll the dice:**
Both models roll a number of dice equal to their **Fight** modified as follows:
- weapon's and model's special rules
- bonus for **multicombat**
- melee elevation bonus

If the attacking model scores **equal or higher** number of successes as the target model, the strike **hits** and damage is applied to the target. Otherwise, if the defending model has chosen the **Fence** reaction, the damage is applied to the attacker.

Applying Damage:

The model hit suffers **damage** equal to **attacking model's Strength** modified as follows:
- Weapon
- Armour
- Critical hits

Weapon – Some weapons modify the basic strength of a model.
Damage, Armour[x], Critical Hit - see **Damage** in Shooting section.

Fighting a Melee on different elevations

Models may engage in melee with models on higher or lower levels. If there is not enough room at the other level due to enemy models blocking it, a model may perform a Charge Action provided it has enough Move to reach BtB contact with the model. Place both models as close to BtB (using normal Movement rules) contact as possible. They count as being in BtB and in melee with each other.

Models may engage in melee and/or be engaged if the base of the model standing higher is on the same level as the base, legs, torso or head of the model standing lower.

Melee elevation bonus
- Models at least 1" higher gain **+1 F**
- If a Charge Action is started at least 3" above the target, the charging model benefits from +1F this Action.

Fighting with multiple enemies

If a model is in BtB with more than one enemy model, it is engaged in a melee with all of them. A model can only choose one model as a target of their Fight action unless noted otherwise. **Friendly models** in the same melee mounted on bases **no smaller** than the target enemy model provide **positive modifiers** to the active model's Fight value **equal to their own Fight** values. If a model enters BtB with an enemy model who is already in BtB with another friendly model, the above rules apply immediately.

More than one model in melee on both sides:
Things get a bit more complicated when the model **(1)** enters BtB with an enemy model **(A)** who is already in BtB with another friendly model **(2)**, but there is at least one more enemy model **(B)** in BtB with the friendly model **(2)**.

As soon as the model **(1)** enters into BtB with **(A)**, move these models half an inch to the side, effectively forming **two distinct melee fights**: Model **(1)** in BtB with enemy **(A)**, and model **(2)** in BtB with enemy **(B)**. The player who has the initiative decides which models to move and how to split the melee.


It is possible for a model to engage 2 models in BtB at once if it's Move distance allows it. Again, the player who has the initiative decides which models to move and how to split the melee, but at least one enemy model must remain in BtB with any other friendly model who was already in BtB with enemy models at the start of the activation.

Leaving melee

It is possible for a model to leave from BtB with enemy model(s). The leaving model has to perform a **Move Action** in order to leave BtB. Instead of Attacking, a model that wishes to leave combat must roll a number of dice equal to its **Reflex**. Single enemy model with the highest F engaged in this fight rolls the number of dice equal to its F. If the model wishing to move from combat rolled **at least equal number** of Successes (after modifications from Heroic Deeds), he may move from the combat as normal. If he rolled less, then he must stay in combat and the Action is lost.
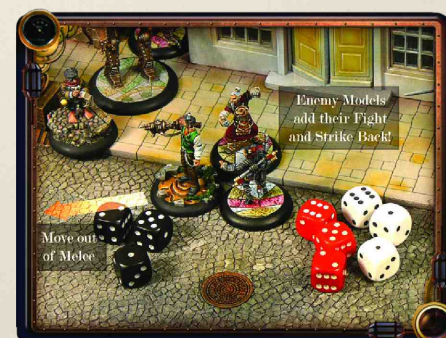
Magic

Magic is not readily available at every moment in Wolsung SSG. A magical power requires tedious preparations, meditation, visiting places of power, or harnessing the power of raw elements. All of these takes much more time than could be represented during a skirmish game, although are great ideas for a scenario!

Magic Ability [x] - This ability allows the model to cast spells. The **[x]** defines the **number of dice** the model uses for casting spells.

Each Spell is described by a set of parameters:
  • Name.
  • Type – the spells are divided into Projectiles, Attacks, Buffs and Auras.
  • Cost – indicates what card you have to discard to cast this spell:
0 – no cards,
1 – any card in Hero's suit,
2 – Court Card, Ace or two cards in Hero's suit.
  • Range – Maximum Range of the spell.
  • Strength – Only used with Magic Projectile Spells.
  • Description – Includes other special rules of the spell

Cast a Spell Action – Each time a model wants to cast a spell, you must **discard cards** in the model's suit as indicated by the spell's **cost**. The model may always make a **Move** as a part of Cast a Spell action.

Magic Attacks ignore Cover but still require LoS

Magic Projectile and Magic Attack spells
Magic Attacks and **Magic Projectiles** are spells that target enemy models.

How to cast a Magic Projectile or Magic Attack spells?
  1. Check the **distance** between models
  2. Choose a **Target** in LoS and range
  3. Pay the **cost**
  4. **Roll the dice**:
The **Active Model** rolls a number of dice equal to it's **Magic Ability**,
The **Target** model rolls a number of dice equal to it's **Reflex**.

If the **Active Model** scores **equal or higher** number of successes as the target model, the spell **hits** the target.

If the spell cast was a **Magic Projectile** spell, apply **Damage** as normal equal to spell's **S** modified by **Armour** and **Critical Hits**.
If It was a **Magic Attack** spell, apply the **effects** written in the **Description** of the spell to the target model.

Magic Aura[x] and Magic Buff[x] spells
Magic Buffs and **Magic Auras** are spells that target **friendly models**. **[X]** is the spell's **Difficulty**.

How to cast a Magic Aura of Magic Buff Spell?
1. Choose a Target in LoS
2. Pay the cost
3. Check the distance between models
4. Roll the dice: The Active Model rolls a number of dice equal to it's Magic Ability

If the **Active Model** scores a number of successes **equal to or higher** than the spell's **Difficulty**, the spell **succeeds** and it's effects are applied.

Difference Between Magic Auras and Magic Buffs:
When Choosing a Target with **Magic Aura[x]**, you automatically Target **each** friendly model in spell's Range and Active Model's LoS. When casting a **Magic Buff[x]** spell you may only choose **one** Target.

out of Range | out of Range | within Range | within Range | within Range | Aura Radius

Heroes

All the Hero models in Wolsung SSG have special rules that reflect their supernatural strengths and great powers. These rules are common to every Hero model.

Hero only characteristics.

Suit – Every hero has it's specific suit, one of the card suits (Spades, Hearts, Diamonds, Clubs). Only cards in model's suit may be used for Heroic Movement and Heroic Recovery.
Funds – Funds reflect model's wealth, contacts, or other connections. The number is added to the Club's Fund Pool, which may be used to buy Gadgets and Henchmen before each game.

Hero special Rules

Heroic Recovery - At the start of the Hero model's Activation, if it's Toppled you may discard a card in the Hero's suit to stand up instead of spending an Action.

Heroic Move - At the start of the hero model's Activation you may discard a card in the hero's suit. If you do, until the end of activation this model is allowed to make the following special movement actions:

- Climb: The hero model may move vertically up to the number of inches equal to his Move up, or any number of inches down. He may not move through the floors of other elevations and there must be space to place the model at the end of the movement. He must end the move as close horizontally to his starting position as possible. It means he may climb the building he starts his action in base to base contact with and has to end his action as close to his starting position as possible (in base to base contact with the edge of the floor).

- Jump: The hero may move horizontally up to the distance of his M in inches ignoring any terrain that is up to 2" high. His movement may not end in a place that is more than 2" higher than his starting location.

It means that a hero can jump from a building to building, ignoring the gap between them.

Heroic Deed - Players may **discard a card** to add a number of successes to the test for Shooting, Melee or Casting, **after the roll is made**. Only **black** cards may be used for **Melee** and Casting **Auras** or **Buffs**. For *Magic Projectiles*, *Attacks* and *Shooting* only *red* cards may be used. Note, that cards discarded for Heroic Deed may be of another suit than the Hero using it.

Court Cards and **Aces** add **+2** successes to the test. **Other** cards add **+1** success. If both fighting models are Heroes, first model to use the Heroic Deed is the model, who has rolled the least successes, or in the case of tie, the target model. Than they may play cards one at a time. If any player decides to **pass**, and not play a card, the other player may play **any number** of them. When both players pass, the number of successes on both sides are calculated.

Special Rules:

Beginner's Luck: Once per game this model may re-roll all dice when shooting, fighting a melee or being a target of an attack.

Hypnotic Aura: Models may not Fence when being attacked in Melee by this model.
Move Penalty [x] - when shooting this weapon in the same Activation that the model has already made a Move or Charge Action, model's G is reduced by x to a minimum of 1.

Quick: when using this gadget it is possible to perform a Move Action followed by it's Special Action or a range attack at -1 Guns. Reduce G for this penalty after all other alterations.

Fast shot [x]: as a part of one Shoot Action a weapon may fire up to x times. Each subsequent shot is resolved at a cumulative -1 Guns. Each shot in one Shoot Action may target different models. Calculate modifiers for each shot separately.

Hard to kill: If this model's W are reduced to 0 and it had more than 1W at the moment it suffered damage, it is reduced to 1W instead.

Armour piercing [x]: when inflicting damage ignore x points of Armour on the target.

Golem: Golems are not living models. During their activation a Golem model must always remain within 12" of a friendly **Scientist** model. This is called Control Range. If model with Golem rule by any reason starts its activation over 12" from a friendly model with Scientist rule they must Move directly towards the nearest friendly Scientist model until they are within Control Range. If there are no friendly Scientists present on the battlefield all Golem models skip their activation. Golems have **Resistance to Fire [3]**.

Small Calibre: Double the Armour bonus when calculating damage from this weapon.

Techniques of Sunnir Masters: This model has [+1R] while attacked by spells.

Sir Lance Oakroot

ACTIONS 2
MOVE 6
FIGHT 9 (6)
STRENGTH 2
GUNS 3
REFLEX 5 (4)

Hypnotic Aura, Noble, Do not be silly!

Sir Oakroot's top-hat, D'Armanini Dress Suit, Creidnallen Rapier

1 COST

Ash and Oak Club

Abilities:

Hypnotic Aura: Models may not Fence when being attacked in Melee by an Elf.

Do not be silly! - Friendly Butlers gain the Hard to Kill rule.

Noble

Gadgets:

Sir Oakroot's top-hat: Once per game you may automatically Steal the Initiative.

D'Armanini Dress Suit: +1R. This model can never use Cover.

Creidnallen Rapier: Melee Weapon. +3F, Armour piercing [1].

"Please do not take my remark as overly boorish, but is this your first duel, sir? I could not help but notice that you were not able to execute a single effective attack in the last hour. But please, you needn't hurry, I can devote a bit more time to you. It is not until seven that I have my bridge appointment."

Sir Zachary Fiercebatten

ACTIONS 2
MOVE 3
FIGHT 2
STRENGTH 2
GUNS 7
REFLEX 2

Old as the hills, Noble, Military Experience

Girardoni Windbüchse:

S	8"	16"	24"	Notes
3	+1	0	-2	Small Calibre

3 COST

Ash and Oak Club

Abilities:

Old as the hills: does not benefit from Beginner's Luck

Noble

Military Experience: While within 3" of this model, other friendly Noble models benefit from +1G.

Gadgets:

Wheelchair: Cannot move in rough ground unless he uses Heroic Move. If Sir Fiercebatten starts his activation in BtB with a friendly Butler or Bruiser, he can make one free Move Action before he performs any other actions.

Arcantic Monocle: This model can draw LoS through smoke as if the target was in Cover [+2R].

Girardoni Windbüchse: Ranged Weapon.

S	8"	16"	24"	Notes
3	+1	0	-2	Small Calibre

Small Calibre - double the Armour bonus prior to calculating the damage of the shot.

Butler

ACTIONS 2
MOVE 5
FIGHT 2
STRENGTH 3
GUNS 2
REFLEX 3

Helping Hand, What do I pay you for!

Pistol:

S	8"	16"	24"	Notes
4	+1	0	-2	Quick

1 COST

Ash and Oak Club

Abilities:

Helping Hand: Friendly Noble Heroes within 6" may discard a card of ANY colour to use Heroic Move.

What do I pay you for!: If a Noble model loses any number of W from shooting, a friendly Butler within 6" may lose that many W instead. This Butler is placed in the line of fire and in BtB with the Noble and is Toppled.

Gadgets:

Pistol: Ranged Weapon

S	8"	16"	24"	Notes
4	+1	0	-2	Quick

"Your gun and scented handkerchief, Sir. Let me also mention that we have arranged a tea break with Doctor Doom's insane assistants. It starts in a quarter of an hour, Sir. I would be grateful if you take it into consideration while planning your combat maneuvers."

Bruiser

ACTIONS 2
MOVE 5
FIGHT 4
STRENGTH 7
GUNS 2
REFLEX 2

Hard to kill, Armour [1]

n/a COST

Ash and Oak Club

Abilities:

Hard to kill: If this model's Wounds are reduced to 0 and it had more than 1 Wound at the moment it suffered damage, it is reduced to 1 Wound instead.

Gadgets:

Bodyguard livery: Armour[1]

"Is this golem bothering you, Miss? I thought so. (Sound of crushed metal.)"

Alice Tinkerly

ACTIONS 2
MOVE 5
FIGHT 3
STRENGTH 1
GUNS 3
REFLEX 3

Beginner's Luck, Scientist, Armour [1]

Engineer: Power Flux/ Overcharge/ Repair,

Magic Ability [3], Spell:Command

4 COST

Inventors

Abilities:

Scientist

Magic Ability [3]

Beginner's Luck: Once per game, a Human may re-roll all dice when shooting, fighting a melee or being a target of an attack.

Engineer[A] - Quick; once per activation Alice may use one of the following effects on a friendly Golem in BtB:
• **Power Flux** - until the end of turn the Golem has his Armour increased by 2
• **Overcharge** - during it's next activation this turn the Golem adds +2 M and +2 S
• **Repair** - the Golem is immediately restored to his full Wounds

Gadgets:

Mechanic's Apparel: Armour [1]
Huge Wrench: Melee Weapon. +2 S in melee

Magic:

Command: Buff [1], Cost 1, Range 12"
Choose a Golem within range. The Golem may perform one Action as a part of an extra Activation after Alice ends her Activation, then the spell expires.

Thorvald Nielsgaard

ACTIONS 2
MOVE 5
FIGHT 1
STRENGTH 1
GUNS 3
REFLEX 3

Beginner's Luck, Scientist, Magic Ability [4], Armour [3] vs Shooting Attacks

Spells:
Lightning, Shimmer Field, Deflecting Astral Field

1 COST

Inventors

Abilities:

Magic Ability [4]

Scientist

Beginner's Luck: Once per game, a Human may re-roll all dice when shooting, fighting a melee or being a target of an attack.

Gadgets:

Golemic Arm: Melee Weapon. +4 S in Melee
Reflector Field: Armour [3] vs Shooting Attacks

Magic:

Lightning: Projectile, Cost 0, Range 12", S3, Galvanic,
Shimmer Field: Aura [2], Cost 1, Range 6", Shield
Deflecting Astral Field: Aura [2], Cost 2, Range 6", Shield, Armour [2]

Shield: The field has 10 W. Whenever a magical or non-magical ranged attack hits a model within the field it inflicts the damage to the field not the targeted model. If the field reaches 0 or less wounds the spell automatically ends. Targeted model suffers the excess wounds as normal. Only one friendly Shimmer Field may be in effect at the time.

Lab Assistant

ACTIONS 2
MOVE 5
FIGHT 2
STRENGTH 3
GUNS 2
REFLEX 3

Lab Flask:

S	8"	Notes
0	+1	Quick, Unintentional result

1 COST

Inventors

Gadgets:

Lab Flask: Ranged Weapon.

S	8"	Notes
0	+1	Quick, *Unintentional result*

Unintentional result: When the target is hit with the Lab Flask roll a D6 and refer to the following chart:
1. **Smoke** – center a 3" Smoke template on the target. Remove it at the end of the turn.
2. **Empty** – the target suffers a S 3 hit.
3. **Acid** – the target's armour is reduced by 4 until the end of the game. If the target has no armour it suffers a S 4 hit instead.
4. **Glue** – the model hit is Toppled.
5. **Mercury Fumes** – center a 3" Smoke template on the target. Each living model starting its Activation within or moving through the template suffers 2 W. Remove the template at the end of the turn.
6. **Explosive Fluid** – center a 3" Smoke template on the target. The target suffers a S 6 hit, all models touching the template are Toppled. Remove the template at the end of the turn.

Laboratory Golem

ACTIONS 2
MOVE 5
FIGHT 3
STRENGTH 5
GUNS 0
REFLEX 2

Golem, Armour [7]

2 COST

Inventors

Abilities:

Golem
Armour [7]

"You see, doctor, I ordered myself the newest Arthure-Deux. A very useful golem, aesthetic Aquitean design, choice of three modes: cleaning, lab work and retreat. It doesn't work very well independently, but we wouldn't want unsupervised machines to perform experiments in our laboratories, would we? Ha ha, what an absurd thought..."

Xen Jidao

ACTIONS 2
MOVE 5
FIGHT 4
STRENGTH 4
GUNS 2
REFLEX 6 (5)

Wounds

Mistmaker,
Techniques of Sunnir Masters,
Magic Ability [4]

Spells:
Mistification, Mind Control,
Ki Strike

Cost 2

TRIAD LOTUS of DRAGON

Abilities:
Techniques of Sunnir Masters: Magic Protection [+1R].
Mistmaker: [A] Quick. Place a Mist Template in base contact with this model.
Magic Ability [4]

Gadgets:
Silk Cloth of the Dragon Order: +1 R

Magic:
Mistification: Buff [1], Cost 0, Range 6''
If successful, target model gains mistwalker this turn.

Mind Control: Attack, Cost 1, Range 18''
If the spell hits a Henchman model, you may make one Action with it as if it were a fiendly model, immediately after this model's activation.

Ki Strike: Projectile, Cost 1, Range 12'', S6, Topple Model hit is Toppled.

"Listen to your opponent's breath. When he attacks – evade, and when he stumbles under his own weight – strike. "

Cost 2

Phoenix

ACTIONS 2
MOVE 5
FIGHT 6
STRENGTH 7 (4)
GUNS 3
REFLEX 4

Wounds

Techniques of
Sunnir Masters, Ruby Medallion,
Fire Sabre: Melee Weapon. +3S,
Armour Piercing [1]

Fireball: S | 12" | Notes
4 | 0 | Instant, Fire

Cost 1

TRIAD LOTUS of DRAGON

Abilities:

Techniques of Sunnir Masters: Magic Protection [+1R]

Gadgets:

Ruby Medallion: Resistance to Fire [3].

Fire Sabre: Melee Weapon. +3S, Armour Piercing [1]

Fireball: Ranged Weapon.
S | 12" | Notes
4 | 0 | *Instant*, Fire
Instant: You may shoot the Fireball at the end of every action, even if Phoenix had done something else this Action or is in base contact with an enemy model.

Cost 1

Shade

ACTIONS 2
MOVE 5
FIGHT 4
STRENGTH 3
GUNS 3
REFLEX 4

Wounds

Techniques of Sunnir
Masters, Concealment Art Adept

Repeater Crossbow: Ranged Weapon.
S | 12" | 24" | 48" | Notes
3 | +1 | 0 | -2 | Armour Piercing [2], Fastshot [2]

Cost 2

TRIAD LOTUS of DRAGON

Abilities:

Techniques of Sunnir Masters: Magic Protection [+1R].
Concealment Art Adept: When in Cover [+1R], this model is treated as in Cover [+2R].

Gadgets:

Repeater Crossbow: Ranged Weapon.
S | 12" | 24" | 48" | Notes
3 | +1 | 0 | -2 | Armour Piercing [2], Fastshot [2]

"A good warrior knows how to exploit the strength of his opponent. Look at that repeater crossbow. We shall turn their own technology against them. "

Cost 2

Trader

ACTIONS 2
MOVE 5
FIGHT 3
STRENGTH 3
GUNS 2
REFLEX 4

Wounds

Techniques of Sunnir
Masters, Mistmaker,
Concealed in the Crowd

Cost 1

TRIAD LOTUS of DRAGON

Abilities:

Techniques of Sunnir Masters: Magic Protection [+1R]

Concealed in the Crowd: This model looks like a typical Orkish Lyonesse citizen, so it cannot be easily distinguished as a Triad member. It can only lose its Crowd Token under one of three circumstances:
- it attacks an opposing model
- it ends its activation within 3" of an opposing model
- opposing model ends its activation within 3" of it
A model with a Crowd Token can't be a target of any Shooting or Melee Attack and cannot be targeted by spells.

Mistmaker: [A] Quick. Place a Mist Template in base contact with the Trader.

"Hey lady! Want some fried rice? Maybe won-ton soup? No? How about fireworks?"

Cost 1

Fisherman

ACTIONS 2
MOVE 5
FIGHT 3
STRENGTH 4
GUNS 3
REFLEX 4

Wounds

Techniques of Sunnir
Masters, Concealed in the Crowd

Fishing Net: Ranged Weapon.
S | 2" | Notes
0 | +2 | Quick, Topple

Cost 1

TRIAD LOTUS of DRAGON

Abilities:
Techniques of Sunnir Masters: Magic Protection [+1R]

Concealed in the Crowd: This model looks like a typical Orkish Lyonesse citizen, so it cannot be easily distinguished as a Triad member. It can only lose its Crowd Token under one of three circumstances:
- it attacks an opposing model
- it ends its activation within 3" of an opposing model
- opposing model ends its activation within 3" of it
A model with a Crowd Token can't be a target of any Shooting or Melee Attack and cannot be targeted by spells.

Gadgets:
Fishing Net: Ranged Weapon.
S | 2" | Notes
0 | +2 | Quick, Topple
The model hit is Toppled.

Cost 1

Ata Kijao

ACTIONS 2
MOVE 5
FIGHT 4
STRENGTH 3
GUNS 5
REFLEX 5

Wounds

Techniques of Sunnir
Masters, Mistress of Concealment,
Retreat to Shadows, Mistmaker

Dusk and Dawn: Gruesome Damage
Shuriken: S | 8" | Notes
3 | +1 | Quick, Fastshot[2], Gruesome Damage

Cost 0

TRIAD LOTUS of DRAGON

Abilities:

Techniques of Sunnir Masters: Magic Protection [+1R]
Mistress of Concealment: Kijao doubles the advantages of Cover she is in, for example, if she is in Cover [+1R], she counts as being in Cover [+2R].
Retreat to Shadows: If Kijao kills an enemy model in her Action, at the end of this Action she can be placed anywhere on the battlefield completely within a Mist Template.
Mistmaker: [A] Quick. Place a Mist Template in base contact with Ata Kijao.

Gadgets:

Dusk and Dawn: Melee Weapon. Gruesome Damage.

Shuriken: Ranged Weapon.
S | 8" | Notes
3 | +1 | Quick, Fastshot[2], Gruesome Damage

"(Silence. Sound of a drawn sword. Sound of a falling body. Silence.)"

Cost 0

Mary Fearless

ACTIONS 2
MOVE 5
FIGHT 3
STRENGTH 3
GUNS 4
REFLEX 4

Wounds

Beginner's Luck,
Noble, Recontre

Colt Navy:
S | 8" | 16" | 24" | Notes
4 | +1 | 0 | -2 | Quick, Fast Shot[2]

Cost 2

Ash and Oak Club

Abilities:
Beginner's Luck: Once per game, a Human may re-roll all dice when shooting, fighting a melee or being a target of an attack.
Noble
Rencontre: When being shot at, instead of rolling a number of dice equal to R, Mary rolls a number of dice equal to G. If she rolls more successes than the Shooting model, calculate the damage as if Mary were the Shooting model, and the Shooting model were the Target model.

Gadgets:
Colt Navy: Ranged Weapon.
S | 8" | 16" | 24" | Notes
4 | +1 | 0 | -2 | Quick, Fast Shot[2]

*"Go ahead.
Reach for the gun and make my day."*

Cost 2

Snorri Rottstein

ACTIONS 3
MOVE 5
FIGHT 2
STRENGTH 6
GUNS 3
REFLEX 1

Wounds

Scientist,
Natural Engineer, Bash, Ride,
Flea Jump, Large Base,
Magic Ability [4]

Spell: Galvanic Blast

Cost 1

Inventors

Abilities:
Scientist
Magic Ability [4]
Large Base
Natural Engineer: [A] - once per game, place a Golem Servant model in BtB with this model.

Gadgets:
Golemic Flea:
Bash: Models hit by Snorri Rottstein in Melee are Toppled.
Flea jump: This model may perform Heroic Move without discarding a card.
Ride: [A]– Quick, once per activation. If Snorri starts his action in BtB with a friendly small based model right after completing his Move action you may put that model in BtB with Snorri. The model may be moved in or out of a melee.

Magic
Galvanic Blast: Magic Attack, Cost 1, Range 6", *Blast*, Topple.
Blast – this spell affects all enemy models in range. Test once for Magic Ability and compare it to Reflex test of all enemy models in range. Models hit are Toppled.

Cost 1