

# WILSON

Steampunk Skirmish Game



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## Wolsung World Overview

Wolsung presents an alternative version of our world at the end of the 19th century, a version strongly influenced by adventure novels, penny dreadfuls, action movies, video games and comic books. The world is familiar enough, so you will not feel out of place, and at the same time it has the freshness, dash and magic that will compel you to explore it during your game sessions. This World Tour presents the setting of the game: its history, geography, technology, as well as details on everyday life in the daring times of Magical-Industrial Revolution.

### Victorian Fantasy

The world of Wolsung is a magical version of our 19th century in which Victorian ladies and gentlemen come from fantasy races, and mysterious magic interweaves with amazing steam technology. Under the sky crowded with airships, steam-powered automobiles race the streets and luxurious steamers cruise to overseas colonies. The marriage of magic and science gave birth to mechanical golems, cabalistic thinking machines and fearsome iron dragons. Yet most of the world is still unexplored – who knows what treasures and mysteries await deep in the jungles and high on the mountain tops. In the dark corners of the earth the undead lurk (a terrifying relic of the Great War) while villains and evil masterminds plot their deranged plans. In Wolsung you will find lots of familiar elements, that will remind you of your favorite action movies, the classics of fantasy, video games, graphic novels and the adventure books from your childhood. This is a world meant for playing, and the number of sources of inspiration you may use is practically infinite.

### Races

There are eight playable races in the world of Wolsung:

**Elyes** - aristocrats and artists with an allergy to iron;

**Gnomes** - a mysterious and clandestine race of golem-builders;

**Dwarves** - a subterranean race of engineers and bankers;

**Humans** - a race of travelers and vagabonds;

**Halfings** - once peaceful farmers, now confused factory workers;

**Ogres** - a cursed race of apelike giants, only male ogres exist;

**Orks** - strangers from distant lands communicating with spirits;

**Trolls** - a furious race of doomed heroes.

## Lyonesse

Most of the action portrayed in Wolsung Steampunk Skirmish Game takes place in Lyonesse.

Lyonesse had a rich history, and now, after over two millennia, it's the greatest metropolis of the world. Just look at the glorious palace of Queen Titania, or at the Tall Tom near the Houses of Parliament, or at the skyscrapers in Tintagel District, but please, avert your eyes from the other side of the river. There's nothing to look at in Bridgebank, just decay, poverty and fog.

The capitol of Alfheim is a city of universities, museums, art galleries, textile workshops, docks, forges and factories; it's a centre of cinematographic industry and the last harbor and new home for thousands of immigrants from all corners of the earth. A melting pot of religions, cultures and cuisines. It is a city of commerce, art and crime, ostentatious luxury and extreme poverty. The city of contrasts. The city of wonders. The city of the cities. The City in the Fog.

### The Metropolis of Lyonesse

Administrative division: 54 districts and the autonomic Tintagel District

Mayor: sir Horace, the First Baron of Erlkin

Languages: Alfish, Old Alfish and Utalian, Wotanian, Shangese and others

Population: 7 million (unofficially more than 10 million): 16% elves, 15% halfings, 14% humans, 12% trolls, 12% orks, 12% dwarves, 11% gnomes, 8% ogres.

### Society

In Lyonesse people talk all day long in every language possible. They whisper in the docks at night, declaim in university classrooms, sing over glasses of ale and stout, gossip over gin and pickled eggs, testify in courtrooms, chat in clubs over brandy and cigars, flirt in theaters and ballrooms. What do they talk about? They say that eleven bridges over the Tether is not enough anymore, comment upon the last delivery of colonial goods at the d'Arrots, and this new Golemic Museum that is soon to be opened, complain about the influx of immigrants, laugh at the caricatures in the press and drink to the Queen. Nobody mentions the hundreds of thousands of homeless, the poor housing conditions in the industrial districts, strange disappearances in the docklands or the juvenile crime, drunkenness and prostitution. Nobody frets that after all those years the Alven Yard still haven't stopped the Butcher. Nobody questions the idea, that absinth, black lotus and laudanum are really such wonderful cures for the big-city melancholia.

## Interesting Places

**Treecoven** - The Royal Astrological Observatory is located near the dockland area, exactly on the Prime Meridian – which makes it a perfect place for performing magic rituals.

**Comedians End** - Part of Uldnesse (the old town), known for its cabarets, theaters and pubs. You must visit the New Theatre, the Moon Theatre and the world's famous Hand and Mask Pub – situated right between them.

**Ethnic districts** - In Lyonesse the strangers stick together. Everyone knows that Svart Thule is a gnomish ghetto, immigrants from Dekan live in Yakshatown and dwarves from the continent never leave Stableton. Quirinale, famous for its halfling restaurants, is openly called Little Scylla just as Pothill is the oriental Shang Town.

**Clairvale** - The posh district of the aristocracy. This part of the city is full of manors, lavish gardens, hidden affairs, hushed scandals, dangerous habits, all kinds of eccentricity – and elves. So, it shouldn't be a surprise that the iron is banned in all Clairvale.

## Characters

The keywords for characters coming from Lyonesse are: progress and the empire. Lyonesse is the most progressive of cities and the heart of vast colonial empire. You can travel half the world and see less, than what you will see in a year living here. Growing up in Lyonesse is an experience like no other. In this city mere street ruffians witness wonders, that would never occur to even the most educated Wotanians. It's hard to find more open-minded people than those living in Lyonesse – and more self-reliant. Well, if you encounter, day after day, those endless riches form all over the world, you do not just have trust in the Empire, you know it's power. Here are some character concepts for heroes from Lyonesse:

- Alven Yard inspector, an orc born in Dekan and specializing in ethnic crimes.

- A halfling actress during the day, a burglar with a thousand faces at night.

- A troll, engineer and monster-hunter, looking for prey in the Tube's tunnels.

- An elven artist born in the royal family, with an extraordinary talent, and a knack for scandals.

- A retired air ace and a war hero, honorary member of the Ash and Oak Club.

- An orkish martial artist, adopted daughter and heiress of an influential Lord.

## Story Seeds for campaigns and scenarios

**Daring** - Fierce competition between river-cab corporations. Halflings form Scylla fighting against orkish triads. Aerial duels above the Tall Tom clock tower. Evil mastermind constructing giant steam golems in the forges of Stableton. A giant ape escaping from the Zoological Garden. Breaking and entering a manor inhabited only by an old troll. Saving the Queen. Bank robbery in Tintagel District. Rush-hour omnibus chases.

**Exploration** - Lost in the Fog. Mapping the Tube's tunnels. Nocturnal escapades to the pubs in Uldnesse, culinary journeys through ethnic restaurants. Experiments and inventions at the University. Looking for lost artifacts in the Archaeological Society's storerooms. Hunting ghouls at the communal cemetery in Bridgebank.

**Investigation** - Mutilated bodies of the Butcher's victims. Luddites conspiring against the industrialists and the gentry. Crimes of passion on a Belvillemovie set. Clandestine cults in Old Ipswich, kidnappers and pickpockets in Bridgebank. Gnomish mysteries in Svart Thule, stranglers in Yakshatown.

**Society** - The Buckingham Palace and intrigues on Her Majesty's secret service. Clubs for Ladies and Gentlemen: Griffon Club, Ash and Oak. Charity balls organized by Duchess Nimblewist, romancing on the ice rink in Abbot's Gardens, betting on Winledon tennis courts, gossiping on the Fairy Pond golf fields, dueling in Ferret Forrest.



# Experience

After a game of Wolsung SSG the Heroes may gain new gadgets and abilities, collectively named here Experience Benefits. Heroes performing well on the battlefield are more likely to progress than the less active or lucky ones.

## Experience [x] Test

After the end of the game every custom Hero model may take the Experience [x] Test. The number of dice the model will use in this test depends on its performance during the game. The model starts with 0 dice and adds the following modifiers:

Modifiers to Experience [x] Test	
Model survived the game:	+ 1 D6
Model Activated an Objective:	+ 1 D6
Model reduced an enemy Hero to 0 Wounds:	+ 1 D6
Model failed Experience Test after previous game:	+ 1 D6

The Experience Test's difficulty of [x] depends on how experienced the model already is. For the first 3 times a model gains an Experience Benefit the Experience test is of difficulty of [1].

For the 4th through 6th Experience Benefit the difficulty of the test is [2].

From 7th Experience Benefit onwards any Experience tests are of difficulty of [3].

Experience Benefits model already has	Experience Test Difficulty
0-2	[1]
3-5	[2]
6+	[3]

In order to pass an Experience Test the model has to roll at least as many successes as the difficulty of the test. Any surplus successes will provide one additional die each on the Experience Benefits table roll.

If a model fails an Experience Test it may re-roll a single dice roll next game (This can be another Experience Test after the next game). If you decide to re-roll a dice roll then all the dice rolled by this model have to be re-rolled and the result has to be accepted even if it's worse than the original. You cannot re-roll dice already re-rolled.

### Example:

*John the Brawler is a Hero model who was not very successful in the first game and was incapacitated before he could accomplish anything. He gets 0 dice for the Experience Test after the first game, which results in an automatically failed test. He gets to reroll one whole dice roll next game, though - as if he had Beginner's Luck, and in addition to it.*

*The second game went much better though: he survived (+1), and in the course of the game managed to kill two enemy Heroes (+2) (thanks to the re-roll, no doubt!). He assisted in Activating an Objective but did not make the roll himself (0).*

*Including the die for failing the test after the previous game (+1), he gets 4 dice total for the Experience test.*

*He rolls 1, 3, 4 and 6 - two successes, which compared to the Test Difficulty of [1] is a pass with one surplus success. He gets to roll 3 dice on the Experience Benefits Table, choosing any 2 results.*

**Designer's note:** *This makes it very easy for most models to gain first 3 Experience Benefits and very hard to gain more than 6 Experience Benefits. So even if you are out of luck for the first few games in a campaign, in the long run all of the Hero models should have around 6 Experience benefits.*



## Experience Benefits Table

Roll 2D6 with any modifiers and compare the sum of any 2 dice to the following table to see what benefit is received:

2D6	Experience Benefit
2	Choice of any racial gadget.
3	Any racial Spell. If none available see 4.
4	Any racial Ranged Weapon. If none available see 5.
5	Any racial Melee Weapon. If none available see 6.
6	Choice of any racial gadget improving a characteristic, subject to normal limitations.
7	One random racial gadget improving a characteristic, subject to normal limitations.
8	Choice of a Club [1] cost gadget, excluding any Melee and Ranged Weapons.
9	Any Club Melee Weapon. If none available see 8.
10	Any Club Ranged Weapon. If none available see 9.
11	Any Club Spell. If none available see 10.
12	Choice of any Club gadget.

When choosing gadgets for your Heroes you have to obey all the following rules:

- Each gadget (either racial or club) can only be chosen once in a club, unless it is “common”.
- You may have more than one of the same “common” gadget in a club, but not on the same Hero.
- One Hero may never have more than one gadget of the following types:

Armor, Melee Weapon, Ranged Weapon.

- If no gadget can be chosen on a result of 6, 7 or 8, the model instead adds 2 Wounds to its profile.

*Example:*

*John the Brawler rolled 3 dice on the above table, getting 1, 4 and 6. He needs to add any 2 dice scores together,*

*which allows him to choose from the results of 5, 7 and 10.*

*5 would allow him to choose one Melee Weapon available for his race. If all these Melee Weapons are already taken by other Heroes from his Club, this would count as 6 instead, allowing John to choose one characteristic - improving gadget available for his race.*

*7 is the worst result, forcing him to randomly choose one gadget improving a characteristic available for his race, thus limiting their availability for other Heroes from his club of the same race. If none of these are available already, this would merely give him additional 2 Wounds.*

*10 would allow him to choose any of his Club's Ranged Weapons. If all of these are already taken, this would count as 9, allowing him to choose from his Club's Melee Weapons, and so forth.*

## Falling

If a model is hit with a ranged, magic or melee attack or becomes Toppled while within 1" of an edge of an elevated terrain it is on, make a Reflex test with a difficulty of [2] to see if the model falls down.

A banister or a similar raised surround within 1" of the testing model changes the difficulty of this test to [1]. If the barrier is at least 1" tall then it also provides a +2 Reflex bonus; if it is less than 1" tall it provides a +1 Reflex bonus.

If a model rolls at least the number of successes equal to the test's difficulty it remains where it was. Otherwise it Falls Down.

Hero models may discard a card in their suit to pass this test.

## Fall Down

The model falls down from the edge it is closest to if there is more than one edge within 1". Place the fallen model Toppled on the lower level directly below the point it fell from.

## Fall Damage

The fallen model suffers a hit with a Strength equal to the height it fell in inches, rounding fractions down and ignoring Armor.

If the falling model's base would overlap a base of any other model on the lower level, each of these models has to make a Reflex test against the Strength of the falling model. If they roll more successes than the falling model they jump to the side and are unharmed - move the models so they are no longer in BtB (base-to-base) with any other model. If the falling model rolls equal or more successes they are hit, Toppled and suffer Crush Damage. The hit may cause Critical Hits. The falling model is placed Toppled in BtB with them.

## Crush Damage

When a model is hit by a falling model it suffers damage equal to the total height it fell from, rounding fractions down and modified as follows:

- **Armor**
- **Critical hits**

Hero models may discard red cards to boost the Reflex to jump out of the way.

Hero models may NOT discard cards to boost Strength to hit other models harder with their own falling body.

### Example 1:

*A Triad Shade has taken a good shooting position on a roof of a 2 storey building, hiding behind the raised surround and within 1" of it. Thorvald Nielsgaard manages to hit her with his Lightning. The Shade suffers 3 Damage from Lightning and now has to test his Reflex - she rolls 5 dice (4 for his Reflex and 1 for being behind a relative safety of the raised surround), needing to score 1 success. Unfortunately, she fails. The Shade falls down straight on a Laboratory Golem, who now has to test its Reflex against Shade's Strength to see if it manages to clear the area in time - it rolls 2 dice and the Shade rolls 3 dice, getting 1 and 2 successes respectively. The Shade tumbles down and hits the Golem. The Shade suffers 6 Damage ignoring Armor (1 for every full inch she fell) and is placed Toppled in BtB with the Golem before exhaling her last breath. The Golem is Toppled and suffers 7 Damage (1 for every full inch of the fall plus one Critical Hit), which does not even dent its Armor of 7, so it is otherwise unharmed.*



### Example 2:

*Archibald Armstrong manages to balance himself on top of a small shack just above a Butler fending off a Clockwork Servant in melee. Archibald is hit with a Lab Flask, and the Unintentional Result is Glue - he is Toppled! He now has to make two Reflex tests as he is within 1" of the edge of the trading stand and he is both hit and Toppled in the same Action - he rolls 2 dice (just his Reflex, no banister here!) needing to score 2 success twice. Alas, he fails the first test and tumbles down on both the Butler and the Clockwork Servant underneath. Both these models need to roll their Reflex against Archibald's Strength - he rolls 6 dice and scores 3 successes. The Butler rolls 3 dice and scores 1 success and the Clockwork Servant rolls 4 dice and scores 2 successes - they are both hit! Archibald is placed Toppled in BtB with both of them and suffers 2 Damage ignoring Armor (1 for every full inch he fell). The Butler suffers 4 Damage and the Clockwork Servant suffers 3 Damage (1 for every full inch Archibald fell plus 2 and 1 Critical Hits respectively). The Butler suffers 4 Wounds and is Toppled and the Clockwork Servant suffers no actual Wounds (its Armor of 4 taking all of the force) and is also Toppled.*



## Non-heroic Jumping and Climbing

It is possible for Heroes and Henchmen models to try and cross Impassable obstacles in a mundane, if tiring and dangerous way.

A model may try to make a non-heroic Climb or Jump Action in the following way:

### Non-Heroic Climb

**Climb: Quick Action.** Make a Reflex test with a Difficulty equal to the height of the climbed wall in inches, rounding fractions down. Friendly models in BtB with both the climbing model and the climbed wall add a number of dice equal to their basic Strength to this test. A model may not climb higher than its basic Move value in inches. If the climbing model scores equal or more successes than the difficulty of the test it is placed in BtB with the climbed wall up to the climbed level. If the climbing model fails to score enough successes it is placed Toppled in BtB with the climbed wall at the level it started. Hero models may discard cards in their suit to boost this roll, but they are better off Climbing Heroically anyways!

### Non-Heroic Jump

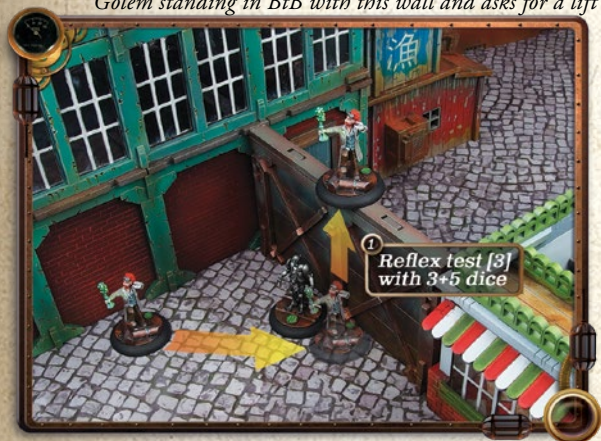
**Jump: Action.** Make a Move test with a Difficulty equal to the total distance jumped in inches (measured diagonally if there is a difference in levels), rounding fractions down. If the model lands on an elevated terrain but within 1" of its edge make a Falling test.

If the jumping model scores **equal or more** successes than the difficulty of the Jump test it is placed in the chosen spot. A model may not end this Action more than 1" higher than it started. A model may not Jump a distance longer horizontally than its basic Move in inches.

If the jumping model scores **less** successes than the difficulty of the jump, it Falls down and is placed Toppled a number of inches along its jump route equal to the number of successes rolled and suffers Fall Damage. Hero models may discard cards in their suit to boost this roll, but they're better off Jumping Heroically anyways!

#### Example 1: Climbing.

A Lab Assistant wants to climb a 3" wall. Since with his Reflex of 3 he's only just able to do it if he's lucky, he moves next to a Lab Golem standing in BtB with this wall and asks for a lift



up. The Golem gives him a boost, and the Lab Assistant needs to make a Reflex test, with a difficulty of 3, rolling 8 dice - his Reflex of 3 and the Golem's Strength of 5 - he rolls 5 successes as the Golem launches him into the air, and is now on top of the wall.

#### Example 2: Jumping.

The same Lab Assistant now stands before a problem of dismounting the wall on the other side. He makes a Jump Action, trying to make a leap to a ground level about 2" from the base of the wall. The measured distance to this place is just over 3,6" (since the wall itself is 3" tall) so he now needs to make a Move test with a difficulty of 3 (as the fractions are rounded down) - his basic Move is 5, so he rolls 5 dice, needing to score at least 3 successes. Unfortunately he only rolls 2 successes, so he ends up right about the place he wanted, but is Toppled and suffers Fall Damage of 3 - a nasty concussion or a sprained ankle!



#### Example 3: Jumping.

A Shade wants to jump down one level from the roof of a two storey building into a walkway. He makes a Jump Action, picking a spot just underneath him - but he still needs to make a Move test with a difficulty of 3 due to the difference in height. His basic Move is 5, so he rolls 5 dice, needing to score 3 successes to land where he wants. He rolls 3 successes so jumps down safely and is placed where he wanted. This place however is within 1" of the edge of the walkway, which is still elevated 3" inches from the ground. He now needs to make a Falling test.



## Doors

Doors may be in 3 states: Open, Closed and Locked.

### Open Doors

**Open Doors** can be freely moved through as a part of a Move or Charge or other Quick Action and count as a clear terrain for models whose body fits through them. Models with their body larger than the doors cannot move through them. A LoS can be drawn through an Open doors. They can also be closed as a Quick Action and are treated as Closed Doors until they are opened again.

### Closed Doors

Models cannot Move, Charge or move as part of other Quick Action through **Closed Doors**. No LoS can be drawn through. Closed Doors can be opened as a Quick Action and are treated as Open Doors until they are closed again.

### Locked Doors

Models cannot Move, Charge or move as part of other Quick Action through **Locked Doors**. No LoS can be drawn through. Locked Doors can be unlocked as an Action with a Reflex or Strength test with a set difficulty. The Locked Doors may have a difficulty of [1], [2] or [3], depending on their sturdiness and complexity of the lock. Clearly define which the difficulty of any Locked Doors before the game.

If the model unlocking the doors rolls equal or more successes than the difficulty of the lock, the door is Unlocked. If the model rolls fewer successes than the difficulty of the lock, the door remains Locked.

Doors Unlocked with a Reflex test are treated as a Closed Doors and can be Locked again as an Action with a Reflex test with the same difficulty it had before.

Doors Unlocked with a Strength test are treated as Open Doors and cannot be Locked again.

## Swimming

Water may be either **Deep** or **Shallow** (defined by the scenario or players before the game)

Both Deep and Shallow water is a Difficult Terrain for all models.

Non-living models in Deep Water have LoS to them blocked as they simply walk on the bottom.

Living models that are hit by an attack while in Deep or Shallow water are Toppled in addition to any Damage they suffer.

Living models Toppled in Deep water must test for Drowning.

### Drowning

A living model Toppled in Deep water must roll a number of dice equal to the number of the Wounds it is missing from its starting number of Wounds plus its Armor at the start of its Activation. For every die that is not a success it loses 1 Wound, ignoring Armor. Heroic Recovery allows a Hero model to ignore this rule.

### Heroic Swimming

This works exactly as Heroic Move: Models moving Heroically through Deep or Shallow water treat it as Clear Terrain. They are still Toppled if they are hit while in the water and have to test for Drowning.

## Vehicles

A Vehicle is a gadget bought as a Henchman. It is represented by a model with its own profile but it does not have its own Activation and is Activated as part of its Driver's Activation. All Vehicles are available to every Club.

A Vehicle is not a living model. Vehicles cannot be Toppled.

### Vehicles movement

Vehicles may only ever move in Clear terrain, unless a specific rule states otherwise. If a Vehicle comes into contact with a Difficult or Impassable terrain, its Action ends immediately.

Operational Vehicles whose Driver makes a Move Action must either move Forward or Backward.

- **Forward** - the Vehicle can move up to its Move value in inches. This move must be made in a straight line ahead. At any point in this move, the Vehicle can make a single turn of up to 90 degrees.

- **Backward** - the Vehicle can move up to half its Move value in inches. This move must be made in a straight line in reverse. At any point of this move, the Vehicle can make a single turn of up to 90 degrees turn.

### Running models over

**Run Over** - As part of a move forward, a Vehicle can run over any number of models (mounted on bases no larger than the width of the hull of the Vehicle) it passes through. If a Vehicle ends this move over any models, move them the shortest distance required to make room for the Vehicle. The Vehicle makes Reflex vs Reflex tests against every model it Runs Over. If the Vehicle scores fewer successes, the Run Over model is unaffected. If the Vehicle scores an equal or higher number of successes, the run over model suffers a hit with a Strength of the Vehicle plus any Critical Hits, and is Toppled.

Run Over is considered a melee attack for the purpose of Heroic Deeds.

**Operational:** A Vehicle that has at least 1 Wound remaining and has a Driver is considered Operational.

### Embarking on a Vehicle

A Vehicle requires a Driver to be Operational and it will always have room for one unless stated otherwise. Some Vehicles can transport models (Passengers) and will be given a **transport capacity**.

In order to embark on a Vehicle, a model needs to make an Embark Action:

**Embark: Quick Action.** Requires this model to be in BtB contact with a door or other specified entry point of a friendly Vehicle that has unused transport capacity. This model is removed from the table and is now either a Driver or a Passenger of this Vehicle.

Models may begin the game already Embarked on a Vehicle. Clearly state which models are Embarked and which model is the Driver.

### Disembarking from a Vehicle

Models already on board a Vehicle (Driver or Passengers) may leave it by making a Disembark Action:

**Disembark: Action.** Place this model in BtB contact with a door or other specified entry point of the Vehicle it was a Driver or Passenger of.

## Models on board of a Vehicle

### Driver

A Vehicle requires a Driver to be Operational. A Vehicle can only have one Driver. Operational Vehicle activates as part of its Driver Activation.

The Driver is not on the table and cannot be targeted or affected by area effects or beams in any way. The only exception is that the Driver can be targeted by Magic Attack spells but cannot be Toppled or Damaged by them. Measure the range to any window, door or other specified entry point or fire point of the Vehicle.

*(This is to allow for a Mind Control over an enemy Driver!)*

The Driver can only make a Drive Special Action or Disembark Special Action.

If a Hero model is the Driver, the Vehicle can make Heroic Deeds or Heroic Drive.

A Heroic Drive allows a Vehicle to make one extra turn per discarded card.

### Passenger

A model on board of a Vehicle that is not the Driver is a Passenger. Passengers are not on the table and cannot be targeted or affected by area effects or beams in any way. Passengers can still Activate while on board of the Vehicle and can choose only the following Actions:

- Disembark
- Shoot
- Cast a Spell
- Special Action
- Take the Wheel

No ability or effect that requires a Passenger to be in BtB with another model other than the Vehicle it is embarked on can be used, as the model is not on the table.

The range and LoS of any ability or effect of a Passenger's Action is measured from a window, door or other specified entry point or fire point of the Vehicle it is Passenger of.

**Take the Wheel: Action.** If the Vehicle had no Driver, this model becomes the Driver.

## Destroying a Vehicle

A Vehicle can be targeted with Ranged Weapons or Spells - use the Reflex of the Vehicle. A Vehicle can also be attacked in melee - use the Fight of the Vehicle. A Vehicle can only ever Defend in melee.

Once a Vehicle loses all its wounds it is considered a flaming wreck. Leave the model in place but mark it in some way to show it is destroyed and about to blow. Any Driver and Passengers are placed in BtB contact with a door or other specified entry point of the Vehicle and are Toppled.

At the start of each following Activation roll a D6. On a roll of 4, 5 or 6 the Vehicle **Explodes** and then its model is removed.

**Explode [x]** - roll x dice and compare the number of successes rolled to Reflex rolls of every model within 6" of this model. Models that rolled over this number are unaffected. Models that rolled equal number of successes are Toppled. Models that rolled less successes suffer Damage equal to the number of Critical Hits and are moved that many inches directly away from the Vehicle and are Toppled. If a model contacts another model or terrain it stops there. After resolving this remove this model from play.

## Vehicle Profiles

### McRoth Steamobile model Lime a.k.a. "Dime"

McRoth Lime	Actions	Move	Fight	Str	Guns	Reflex	Wounds	Cost
Vehicle	-	10	1	4	-	3	15	1

**Armor** [1]

**Fire points:** 4 windows, 2 to each side of the Vehicle

**Transport Capacity:** 3 plus Driver. Max. 30mm bases.

**Explode** [15]

**Entry points:** 4 doors, 2 to each side of the Vehicle.

*A very nice steamobile. Aren't you afraid someone will squeeze it into their tea?*

This daring and modern design of an affordable steamobile was created in McRoth's factories, known mainly for manufacturing limousines for millionaires. The Vehicle's slick silhouette reveals Aquitanian influences, the engine is crafted with Westrian precision, and yet the average Lyonessian associates this steamobile only with its low price. That is why hardly anyone uses the official name, and the McRoth Lime is commonly known as the "dime."



## RSM Courier Steamobile

RSM Courier	Actions	Move	Fight	Str	Guns	Reflex	Wounds
Vehicle	-	8	1	5	-	2	20

1 COST

### Armor [1]

**Transport Capacity:** 2 plus Driver. Max. 30mm bases. One model carried at the back may be mounted on a 40mm base. This model may transport Devices - count each Device as a model mounted on a 40mm base. The Device cannot disembark but this model is treated as the Device for the purpose of summoning models.

**Entry points:** 3: 2 doors, 1 to each side of the Vehicle, and one loading hatch at the rear.

**Fire points:** 2 windows, 1 to each side of the Vehicle

**Explode [20]**

*This is the best delivery steamobile under the sun. You can load it up with anything: half a ton of herring, two dozen milk cans, a piano, a combat golem... Whatever you need.*

The Courier model manufactured by Rockheart Steam Mobiles has dominated the delivery steamobile market in the whole of Alfheim. Customers appreciate its reliability, ease of repair, large capacity and resistance to stray bullets.





## Advanced Scenarios

New scenario rules will enhance your gaming experience of Wolsung SSG by introduction of Activatable Objectives of various types.

The scenarios presented here are just suggestions of how many and which objectives may be used. Use these rules to create your own scenarios that picture the particular adventure you devise. The presented set of scenarios is suggested for tournament or competitive play, subject to modification by tournament organisers.

### Preparation

Before the game pick a scenario, place terrain and objectives, and then determine the first player - either randomly or this could be defined by the scenario.

### Deployment

**The second player chooses a deployment zone:**

The opposite sides of the battlefield, up to 6" from the edge.

-OR-

The opposite quarters of the battlefield, no closer than 12" to the middle of the battlefield.

-OR-

The opposite corners and two adjacent edges of the battlefield, the models are not deployed at the start of the game but are placed touching these edges at the start of their first Activation.

## Activatable Objectives

### Activating Objectives

In order to Activate a scenario Objective, a model has to be in Base to Base contact with it. The model needs to score enough successes to equal or beat the Objective's Difficulty. Hero models may make Heroic Deed by discarding cards in their suit to add successes to the roll.

Activating Objectives is a Quick Action. Objective Difficulty is a value in brackets next to each Objective in a description of a scenario.

An Objective has to be Activated separately by every player.

Hero models roll 2 dice, Henchmen roll 1 die. For every friendly Hero model within 3" add 2 dice to the roll. For every friendly Henchman model within 3" add 1 die to the roll. These numbers may be modified by the Objective's special rules.

### The size and shape of the Objective markers

Objective markers should be modeled in a way that shows best what they represent in a scenario. This could be a heap of packages, mysterious machinery or a silent golem. They should not be less than 25 mm or greater than 60mm in diameter. Objectives block LoS as normal models.

### Placing Objectives

The Objectives are given a definite spot to be placed on in each scenario, however they may be placed on different elevation levels if players choose so. Therefore players alternate placing the Objectives, allowing every player a degree of control on the elevation of certain Objectives. When there is an odd number of Objectives to place, the player who placed an Objective first also places the last Objective.

Feel free to experiment with the placement of Objectives.

Our suggestions are based on gameplay testing but may not necessarily fit with your storyline!

### Types of Objectives

**Switch:** Remains Active for the last player that Activated it.

**Stack:** After Activation remains Active for the player until the end of the game.

**Depletable:** It may be Activated only once.

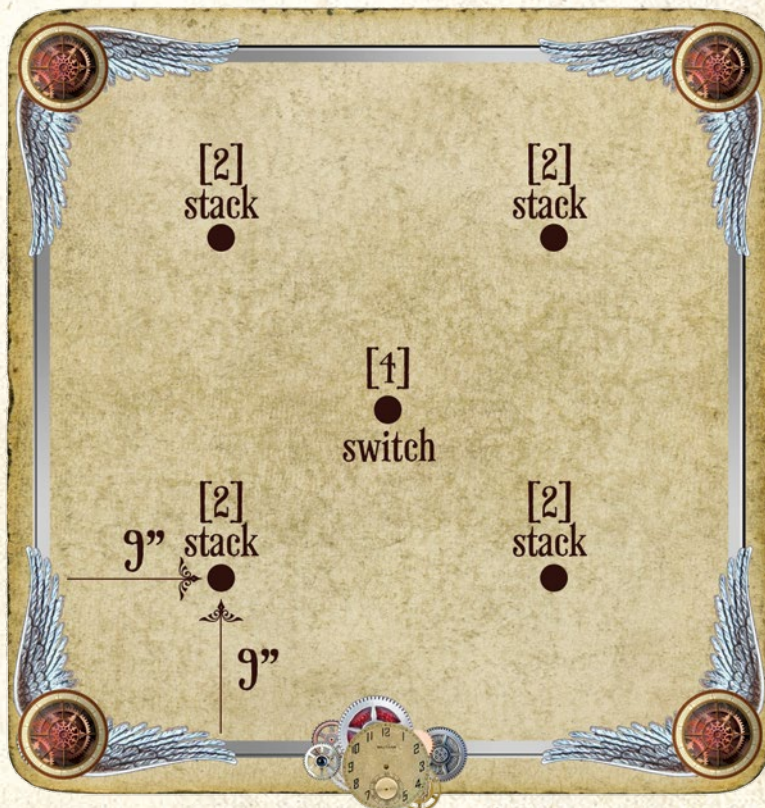
### Size of the table

The table is 36" by 36"

# Scenarios

## 1. Svart Thule Nexus

*A struggle to control a vital Nexus has entered its last stage. All the preparations are complete, the only thing that remains to be done is to adjust receivers, feed the energy elemental and synchronise flux capacitors. The nexus will then provide us with unlimited power! Unless the opposition manages to do all this first...*



Players take turns placing 4 Activatable Objectives [2], Stack, 9" from adjacent table edges.

**Start of the game:** Draw cards to see who is the First Player.

Place a single Activatable Objective [4], Switch, in the middle of the table, on the ground level. This can be Activated only by a player who has Activated 3 other Objectives.

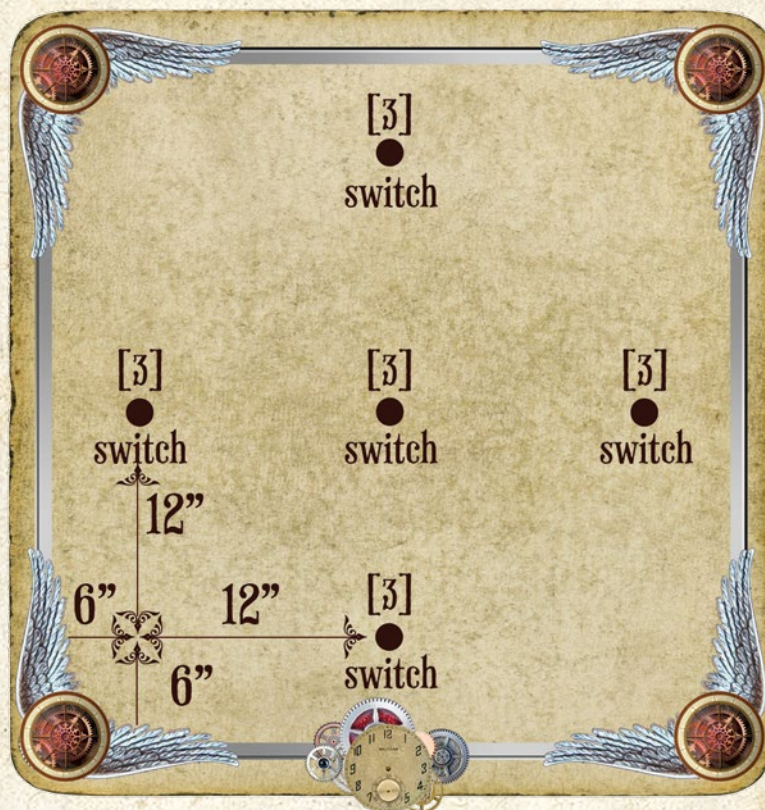
**Deployment zones:** Decided by the Second Player.

**Game length:** The game lasts up to 4 turns.

**Winning:** A player who controls the middle Objective for 3 Activations or at the end of 4th turn is the winner.

## 2. Quirinale Zeppelin

*The famous Zeppelin pilot McOskey has finally agreed to engage in our little venture! That is, if we can provide him with the safe landing spot in the middle of Quirinale! This requires us to signal him from several different places as he descends! Let's just hope nobody directs him to the other fellows!*



Players take turns placing 4 Activatable Objectives [3], Switch, 6" from table edges and 12" from the middle of the table.

Place a single Activatable Objective [3], Switch, in the middle of the table.

Enemy models within 3" of an objective reduce the number of dice available for Activating Objectives, one die per enemy model.

**Start of the game:** Draw cards to see who is the First Player.

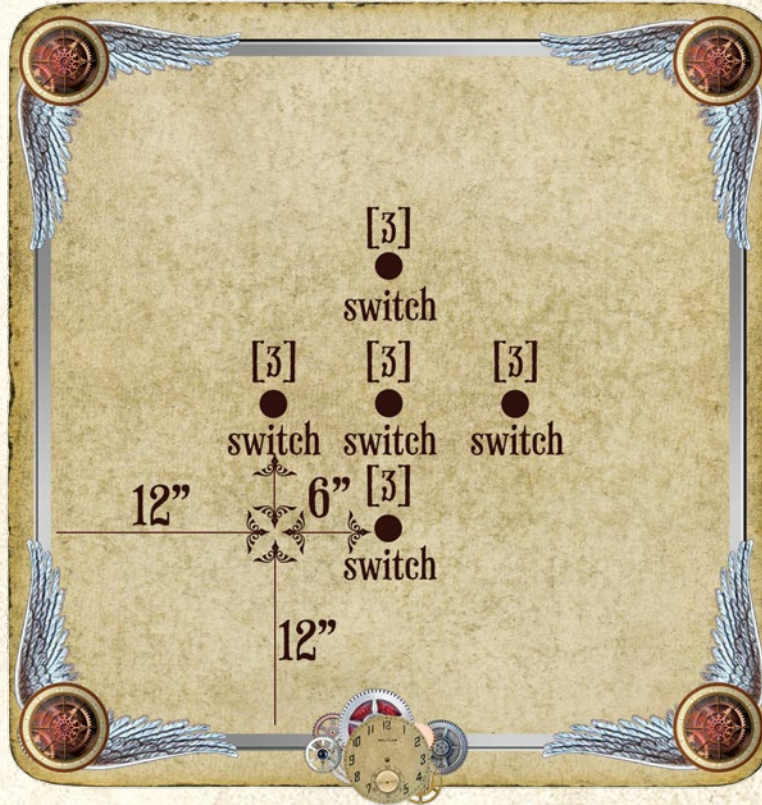
**Deployment zones:** Decided by the Second Player.

**Game length:** The game lasts 3 turns.

**Winning:** A player who controls 3 Objectives at the end of the 3rd turn is the winner.

### 3. Pothill Market

*The control of the Pothill market is crucial if our proceedings are to be unhindered! There should be no outsiders involved! This may be the greatest development of this era and I must report it to the High Committee personally! It just needs one more field test...*



Players take turns placing 4 Activatable Objectives [3], Switch, 12" from table edges and 6" from the middle of the table.

**Start of the game:** Draw cards to see who is the First Player.

Place a single Activatable Objective [3], Switch, in the middle of the table.

**Deployment zones:** Decided by the Second Player.

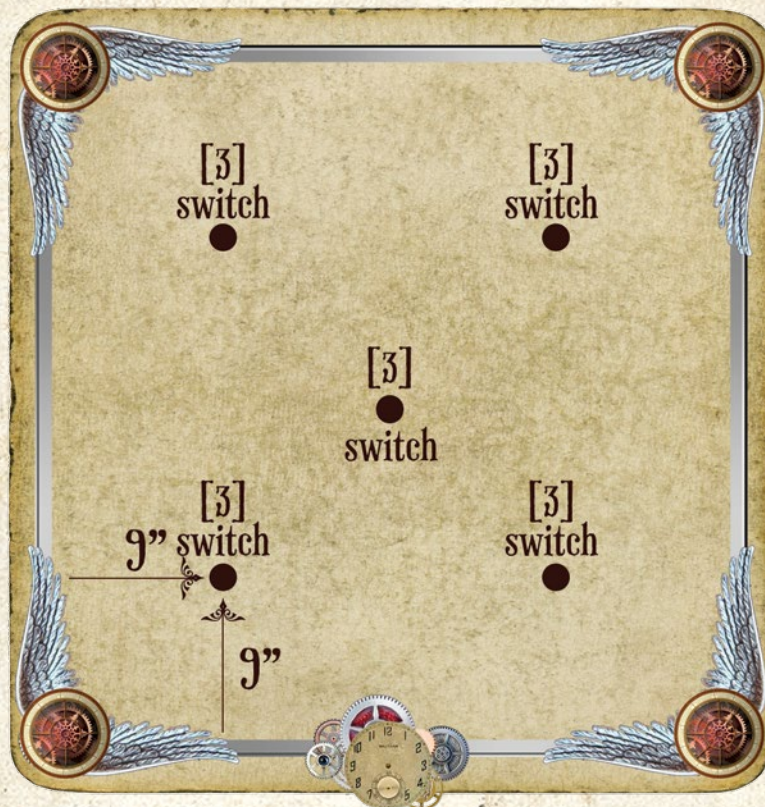
Enemy models within 3" of an objective reduce the number of dice available for Activating Objectives, one die per enemy model.

**Game length:** The game lasts 3 turns.

**Winning:** A player who controls 3 Objectives at the end of the 3rd turn is the winner.

## 4. Stableton Cleaning

*This whole place just needs some proper attention and it will shine. Just take care of these poor lost souls in that glorious if somewhat neglected house. And while you're at it, maybe send pneuma to the Mayor about this pile of bricks, it will make a great museum! Are these gentlemen trying to install that hideous device in the centre of that square? That's unacceptable!*



Players take turns placing 4 Activatable Objectives [3], Switch, 9" from adjacent table edges.

**Start of the game:** Draw cards to see who is the First Player.

Place a single Activatable Objective [4], Switch, in the middle of the table.

**Deployment zones:** Decided by the Second Player.

Enemy models within 3" of an objective reduce the number of dice for Activating Objectives, one die per enemy model.

**Game length:** The game lasts 3 turns.

**Winning:** A player who controls 3 Objectives at the end of any game turn is the winner.

## 5. Showtime

*Some people just cannot comprehend hints. You just have to show them what you mean. Make them remember.*

### Assassination.

**Start of the game:** Draw cards to see who is the First Player.

**Deployment zones:** Decided by the Second Player.

**Game length:** The game lasts 3 turns.

**Winning:** A player who killed enemy Heroes with the most Funds at the end of the 3rd turn is the winner.

These scenarios can be mixed and matched with the ones presented in the Wolsung SSG Rulebook. Feel free to experiment with assigning different Victory Points value to Objectives.

*For example, you could play a scenario where there is a central Objective worth 3 Victory Points that is not Activatable, 4 Activatable Objectives: Switch[1] worth 1 VP each positioned so that they are 9" from to closest table*

*edges. On top of that, every enemy Hero killed is worth 2 Victory Points and every enemy Henchman killed is worth 1 Victory Point.*

Alternatively, you could design your own much more complex scenarios with Attacker and Defender clearly defined, following similar pattern to the "Free Henry" scenario presented below:

### Free Henry! - An example of a complex scenario

*They've taken Henry hostage! Fortunately they've been thick enough to take him to their Headquarters. Now we know exactly where to strike!*

**Objectives:** One of the Heroes from the Attacker's Club is being detained there in the middle of the Defender Club - the Defender chooses one of the Attacker's hero models to be the **Prisoner** and places it inside their Headquarters building.

The Prisoner cannot Activate until a friendly model makes an "**Unbind**" Quick Action in BtB contact with the Prisoner model.

The Prisoner is worth 5 Victory Points for the Defender if it is not freed (no "Unbind" Quick Action made) until the end of the game. If the Prisoner is freed and there is a Defender's model in BtB with the Prisoner at the end of the game it is worth 3 Victory Points to the Defender instead. Otherwise it is worth 3 Victory Points to the Attacker.

Place at least **2 Activatable Objectives Switch[2]** within 6" of the Headquarter building. They are worth 2 Victory Points each at the end of the game if controlled.

Every enemy **Henchman** model killed is worth 1 Victory Point. Every enemy **Hero** model killed is worth 2 Victory Points.

**Start of the game:** Choose the Defender and Attacker in an agreeable manner. The Attacker is the First Player.

**Deployment zones:** The Defender's Club is deployed completely inside a single building placed in the middle of the table - this is this Club's Headquarters.

The Attacker's Club is deployed anywhere on the table at least 6" from the Headquarters building.

**Game length:** The game lasts 3 turns.

**Winning:** The player who scored the most Victory Points at the end of the 3rd turn is the winner.



THE SCYLLA

# The Scylla

## The Scylla

*You wish to ask Donna Vendetta to be your daughter's godmother? Of course, I can pass on the request. I am to assume that you are aware of the consequences? The Donna will ensure that your child is raised in peace, wealth and good health. In exchange for this you will grant the Donna three wishes when she calls on you.*

*Elves! The rich! They don't see us doing their chores, cleaning the streets, dusting, busting our humps in the kitchen, weeding out the gardens, assembling automatons, sewing clothes or doing some other underpaid, onerous work. They won't say a word, since they don't have to get their hands dirty. But when we start taking care of our own business, they immediately begin writing in the newspapers that there's organized crime operating in the halfling district! Well of course it's organized. If we weren't organized, we would have died of hunger long ago.*

*Milord, please steady your nerves. My grand nephew is a good boy and, no matter what your butler says, I cannot believe that he threatened you with arson of your city residence. I am sure it was a harmless coincidence. He works in insurance and probably wanted to simply advertise his services... Either way, I wholeheartedly recommend you to rethink your decision, milord. It's good insurance. Very effective. By the way, please send my best regards to your wife and daughter. May you find them in good health upon your return home.*

The aristocrats, journalists and ordinary citizens of Lyonesse call the halfling crime families the Scylla, since similar to that monster, the halfling families have thousands of heads and tentacles, and for each one that is cut off, two more grow back. The halflings themselves simply say that they belong to the family.

There are many families operating in the city, but in recent years definitely the most notorious, bold and ambitious of them all has been the Vendetta family.

### Club activity

Formally, the Vendetta family members are respected restaurateurs, building contractors, plumbers and owners of garbage disposal companies. They are esteemed members of the local community, create new jobs and take care of their employees. They also deal in extortions, rigging auctions, bank robberies, casting curses on request, assassinations and other activities outside the law. Other than that, they are excellent cooks.

### Location and organization

The unofficial headquarters of the Vendetta family is a charming restaurant called Trattoria Vendetta located in the heart of Quirinale, a district of Lyonesse inhabited mainly by halflings. Inside, one can have some exquisite spaghetti with meatballs, discuss the details of a difficult contract, commission a disappearance of an inconvenient competitor, or get an audience with Sybilla Vendetta herself. The over a hundred-year-old widow in charge of the organization is the godmother of all the family members, an excellent cook and an extremely dangerous witch, who has several tentacular sea demons in her service, caught back in the old country.

The family runs like a well-oiled machine. Most of the day-to-day business is handled by the Vandetta cousins – superbly trained halfling gentlemen, helped by their ogre brothers if the need arises. Ordinary residents of the district are also tremendously supportive, since almost every single one of them owes Sybilla's grandchildren some kind of favor. Only two things are bothering the godmother: her granddaughter Julia, who spends entire days in the workshop instead of learning to be a witch, and her undead grandson Vito, whose lust for vengeance will lead to trouble sooner or later.

The constant fighting with the Triads that operate across the river, workers warring with the Inventors Club, as well as secret machinations of the Ash and Oak Club are a walk in the park compared to earning enough to support such a large family.



## Club special rules

**Famiglia:** This model is a member of the Family (it is a Famiglia model).

**Vendetta:** When a model with this rule is reduced to 1 Wound or less, all friendly Famiglia models within 6" and LoS of this model may make one Action each immediately after the active model ends its Activation.

**Mob:** Whenever you pay funds to buy Henchmen with this rule you get two of them instead of one for the listed cost. Every 2 Mob Henchmen count as one model for purpose of the maximum number of Henchman models you can field. Whenever you activate a Mob model you must activate another model with Mob rule at the same time if able (see activating models at the same time under "Special Actions", pg 13 of Wolsung SSG Rulebook). This could be a Mob model of a different kind that had not Activated yet anywhere on the battlefield.

**Custom Heroes:** You may only include Halfling and Ogre heroes. All heroes have the Vendetta rule.

## Professions

### Hitman

Spades. Cost [1].

**Undercover Agent:** At the start of the game this model is deployed after all other models, at least 13" away from any enemy model. If this model is placed during any of the game turns this rule does not apply.

**Armed to the Teeth:** May pick either a Pistol, a Tommy Gun or a Negotiator at no cost.

Vendetta.

### Don

Hearts. Cost [1].

**Chosen of the Godmother:** If this model is a target of a ranged Attack a friendly Famiglia model within 6" may become the target instead. That model is placed in the line of fire and in BtB with this model and is Toppled.

**To die for the Family:** When a friendly Famiglia model is killed within 6" of this model draw a card.

Vendetta.

### Summoner

Diamonds. Cost [1].

**Magic Ability [2].** Gains the *Summoner* passive special rule.

Spell	Type	Cost	Range	S	Effect
Tentacle	Aura [2]	1	8"	-	<i>Tentacle</i>

**Tentacle:** May place 1 Tentacle model anywhere within range.

Vendetta.

### Kapo

Clubs. Cost [1].

Hard to Kill

Armor [+2] in addition to any Armor this model has.

Vendetta.

## Gadgets

### Ranged Weapons

**Pistol** - Cost [1], common.

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

**Tommy Gun** - Cost [1], common.

Name	S	0-8"	8-16"	X	Notes
Tommy Gun	4	0	-1	X	Fastshot [3]

**Sniper Rifle** - Cost [2]

Name	S	0-12"	12-24"	24-36"	Notes
Sniper Rifle	4	-2	+1	0	Armor Piercing [2], Move Penalty [2], Gruesome Damage

### Melee Weapons

**Negotiator** - Cost [1], common: +2 Fight

**Silver Razor** - Cost [2]: Faststrike [2], Gruesome Damage

### Spells

**Greater Summoner** - Cost [1]: Magic Ability [+1], gains the following spell:

**Abomination** - Aura [2], Cost [2], Range 8". May place 1 Abomination model anywhere within range.

**Smooth Talker** - Cost [1]: Magic Ability [+1], gains the following spell:

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

**Provoker** - Cost [1]: Magic Ability [+1], gains the following spell:

**Taunt** - Buff, Cost 1, Range 12". Enemy models starting their Activation within Charge range of target model must Charge target model unless they discard a card in their suit. Lasts until end of turn.

### 1-cost gadgets

**Booby Traps** - Cost [1]: This model may discard a card in its suit at the start of an enemy model's activation. The enemy model rolls number of dice equal to its Reflex. Consult the result with the table below:

Reflex roll	Effect
0 successes	The model is Toppled and its activation ends immediately.
1 success	The model is Toppled.
2 successes or more	Nothing happens.

**Job** - Cost [1]: Before the deployment openly choose an enemy Hero model as the Job. If this model kills the Job draw a card. If the Job is killed, choose another enemy Hero model as the Job at the start of this model's next Activation.

**Vest** - Cost [1]: Armor [1]

**Mana Taser** - Cost [1]: This model may discard a card in its suit if an enemy model makes an action or moves within 6". The enemy model must re-roll all successes it rolls in this Activation.

**On Probation** - Cost [1] - Common. This model gains Famiglia special rule.

**Working Class** - Cost [1]: Common. This model gains Mob special rule.

### Expensive gadgets

**Madcap** - Cost [2]: This model may discard a court card in its suit if an enemy model makes an action or moves within 6". This model makes one Action immediately after the active model ends its Activation.

**Born Driver** - Cost [2]: The Vehicle this model is the Driver of may use this model's Reflex for all tests.

# Scylla Heroes

## Roberto Vendetta

**Roberto Vendetta**  
HERO  
Halfling / 30mm

Actions: 2, Move: 6, Fight: 2, Str: 3, Guns: 5, Reflex: 5, Wounds: 7

2 FUNDS

### Abilities:

**Swift:** This model may always use its Reflex instead of Fight when Defending in Melee.

**Infiltrator:** Instead of deploying the model normally, place 3 markers anywhere outside the enemy's deployment zone and no closer than 12" apart. At the start of any game turn, roll a number of dice equal to this model's Reflex. For each success the enemy must choose one marker this model can be deployed on. If there are no markers available for deployment, the enemy may place the Infiltrator anywhere outside of his deployment zone. It cannot be the first model activated on the turn it is deployed. It suffers the Move Penalty [1] to all its Actions on the turn it is deployed

**Vendetta:** When a model with this rule is reduced to 1 Wound or less, all friendly Famiglia models within 6" and LoS of this model may make one Action each immediately after the active model ends its Activation.

**Contract:** Before the deployment openly choose an enemy Hero model as the Contract. Roberto may only

target the Contract model. He may not declare attacks against other enemy models as long as the Contract is on the battlefield. If the Contract is killed, choose another enemy model as the Contract at the start of Roberto's next Activation.

### Gadgets:

Name	S	0-12"	12-48"	Notes
Sniper Gun 'Rosa'	8	-2	0	Armor Piercing [3]

**Booby Traps:** This model may discard a card in its suit at the start of an enemy model's activation. The enemy model rolls number of dice equal to its Reflex. Consult the result with the table below:

Reflex roll	Effect
0 successes	The model is Toppled and its activation ends immediately.
1 success	The model is Toppled.
2 successes or more	Nothing happens.

*I had good eyesight since childhood, but to me, shootouts have always seemed beneath the dignity of a gentleman. So it was until I lost a court case, the stoolie was released and I had to finish the job on my own. A matter of honor.*

*In court, you will invoke the privilege bestowed upon our great-grandfather by the queen herself half a century ago. You've never heard of this privilege? Neither have I, but the judge certainly will.*

They say that the halflings' affinity for the lawyer profession is derived from their lengthy genealogies and complicated family relations. Roberto owes his own knack for it more to his love for ruining lives before a room filled with press, in the eyes of the law (in that order). And when legal means fail, there is always the sure shot from a safe distance...

Roberto reportedly collects blackmail information on the members of all the other clubs in Lyonesse. They even say that he got his golemic arm mainly to frame the Inventors Club for fraud thanks to a fraudulent purchase agreement.



## Vito Vendetta

**Vito Vendetta**  
HERO  
Halfling / 30mm

Actions: 2, Move: 4, Fight: 3, Str: 2, Guns: 4, Reflex: 4, Wounds: 9

3 GUNDS

### Abilities:

**Swift:** This model may always use its Reflex instead of Fight when Defending in Melee.

**Famiglia:** This model is a member of the Family (it is a Famiglia model).

**Vendetta:** When a model with this rule is reduced to 1 Wound or less, all friendly Famiglia models within 6" and LoS of this model may make one Action each immediately after the active model ends its Activation.

**Undead:** This model is not a living model. Cold Immunity, Fire Vulnerability.

**Hard to Kill:** If this model's W are reduced to 0 and it had more than 1W, it is reduced to 1W instead.

**Family Man:** For every friendly Famiglia model killed within 6" this model gains +1 Guns in his next Activation.

### Gadgets:

Name	S	0-8"	8-16"	X	Notes
Tommy Gun	4	0	-1	X	Fastshot [3]

*I don't know if love can conquer death. Revenge certainly can. That first emotion caused me to die. I came back thanks to the other.*

*I don't think I'm living in the past. I can still remember how water filled my lungs, I can still feel the weight of the chains and I can still hear Cheng's laughter. But I'm not living in the past. In fact, I'm not living at all.*

In life, Vito was the most romantic gangster in the Vendetta family – and paid for it dearly. Mr Cheng of the Triad of Lotus Dragon pulled him into a trap by faking a kidnapping of Felicia, Vito's beloved. When he arrived at the port warehouse, however, he never found the tied-up girl, but Mr Cheng's elite squad of Shades instead. Vito ended up in concrete shoes at the bottom of a Lyonesse harbor. A month later, he returned from the depths as a nemesi – an undead fueled by the lust for revenge on Cheng and all the Family's enemies.



## Cal and Aponne



**Cal and Aponne**  
HERO  
Ogre and Halfling/ 30mm

Actions	Move	Fight	Str	Guns	Reflex	Wounds
2	5	5	6	3	2	20



### Abilities:

**Vendetta:** When a model with this rule is reduced to 1 Wound or less, all friendly Famiglia models within 6" and LoS of this model may make one Action each immediately after the active model ends its Activation.

**Hard to Kill:** If this model's W are reduced to 0 and it had more than 1W, it is reduced to 1W instead.

**Twitchy fingers:** This model may discard a court card in its suit if an enemy model makes an action or moves within 6". This model makes one Action immediately after the active model ends its Activation.

### Gadgets:

**Brace of Pistols:** Ranged Weapon.

Name	S	0-8"	8-16"	16-24"	Notes
Brace of Pistols	4	+1	-1	-2	Fastshot [2], Quick

**Tommy Gun:** Ranged Weapon.

Name	S	0-8"	8-16"	X	Notes
Tommy Gun	4	0	-1	X	Fastshot [3], <i>Cover my back!</i>

**Cover my back!:** This model may shoot Tommy Gun in addition to a Shoot Action with the Brace of Pistols if it didn't move this Action. It must target models in a 90 degrees arc to each side of the line directly opposite to the Brace of Pistols' first target.

**Armor [2]**

*I don't know what's worse – that they act as if they were a single organism, or their constant squabbling. I once saw how they raided a bank, blowing through a whole unit of guard golems, and they never stopped arguing about who was supposed to do the dishes that afternoon. Twins are often like that. Because they're twins. I've seen their birth certificate. Identical.*

*I once got shot in the back... He got shot, the idiot! So something had to be done with it. We fixed up this turret... We fixed it up and I carry it on my back now... He carries it on his back, and I sit in it... And we watch each other's backs... Watch our backs.*

Cal and Aponne form the most in-sync duo in the history of the Vandetta family. Despite the difference in height and race, the two brothers work as a single, well-oiled machine. They take on the most insane missions, since they know that they have each other's backs. The bigger one favors revolvers, while the smaller one prefers a heavier piece. Each of them considers himself as the duo's brains.

Which one is Cal and which is Aponne? It is hard to say.



THE SCYLLA

# Lady Sybilla Vendetta



**Lady Sybilla Vendetta**  
HERO  
Halfling / 40mm

Actions	Move	Fight	Str	Guns	Reflex	Wounds
2	6	1	1	3	4	7



## Abilities:

**Magic Ability [4]: Summoner,**

**Swift:** This model may always use its Reflex instead of Fight when Defending in Melee.

**The Godmother:** If this model loses any number of Wounds from shooting, a friendly Famiglia model within 6" may lose that many Wounds instead. That model is placed in the line of fire and in BtB with the Godmother and is Topped.

**Vendetta:** When a model with this rule is reduced to 1 Wound or less, all friendly Famiglia models within 6" and LoS of this model may make one Action each immediately after the active model ends its Activation.

**Mourning:** As long as this model is alive you may:

1. Draw a card every time a Vendetta model is killed and
2. Draw and discard a card every time a Famiglia model is killed.

**Summoner.**

## Gadgets:

40mm base.

**Flailing Tentacles: Ranged Weapon.**

Name	S	0-6"	Notes
Flailing Tentacles	7	0	Topple, Fastshot [3]



*So you're saying, dearie, that Mr Thornston had vanished without a trace? My cook told me that a tentacle supposedly came out of the bathtub drain and pulled him into the sewers. So said his maid, before they took her away to a mental asylum. I'm not saying it happened, I'm not saying it didn't. Personally, I think he deserved it. He was very rude to my great-great-niece.*

*I'm just a poor old lady, what can I do? You know, grandchildren, that I don't approve of your scuffles with half of this beautiful city... Sigh. Can I be blamed for having such a soft heart? I just can't refuse you. Go on then, tell your grandma who's causing you trouble this time.*

Sybilla Vendetta appears too old to lead the Scylla. She spends most days dozing on the terrace of her favorite restaurant, having tea with the high society ladies and playing complicated variants of solitaire. However, when any of her grandchildren come to harm, Sibilla knows about it as soon as it happens, and she is not pleased. Not long afterwards, the culprit learns of her displeasure, usually right before enormous tentacles pull them into the sewers below Lyonesse.

## Spells:

Spell	Type	Cost	Range	S	Effect
Mind Control	Attack	1	18"	-	Mind Control

**Mind Control:** If the spell hits a Henchman model you may make one Action with it as if it were a friendly model immediately after this model's activation.

Spell	Type	Cost	Range	S	Effect
Tentacle	Aura [2]	1	8"	-	Tentacle

**Tentacle:** May place 1 Tentacle model anywhere within range.

Spell	Type	Cost	Range	S	Effect
Abomination	Aura [2]	2	8"	-	Abomination

**Abomination:** May place 1 Abomination model anywhere within range.

Spell	Type	Cost	Range	S	Effect
Dimensional Crawl	Buff [2]	0	self	-	Dimensional Crawl

**Dimensional Crawl:** This model may be placed in BtB with a friendly Monster From Another Dimension.

## Julia Vendetta

**Julia Vendetta**  
 HERO  
 Halfling / 30mm

Actions: 2, Move: 6, Fight: 1, Str: 1, Guns: 2, Reflex: 4, Wounds: 7

4 WOUNDS FUNDS

### Abilities:

**Magic Ability [3]: Summoner,**

**Swift:** This model may always use its Reflex instead of Fight when Defending in Melee.

**Vendetta:** When a model with this rule is reduced to 1 Wound or less, all friendly Famiglia models within 6" and LoS of this model may make one Action each immediately after the active model ends its Activation.

**Summoner,**

**Scientist,**

### Gadgets:

**Octavian:** Enemy models may not use gadgets within 6" of this model.

**Mana Taser:** This model may discard a card in its suit if an enemy model makes an action or moves within 6". The enemy model must re-roll all successes it rolls in this Activation.

### Spells:

Spell	Type	Cost	Range	S	Effect
<b>Mind Control</b>	Attack	1	18"	-	<i>Mind Control</i>

**Mind Control:** If the spell hits a Henchman model you may make one Action with it as if it were a friendly model immediately after this model's activation.

Spell	Type	Cost	Range	S	Effect
<b>Tentacle</b>	Aura [2]	1	8"	->	<i>Tentacle</i>

**Tentacle:** May place 1 Tentacle model anywhere within range.

*Grandma doesn't want to see that a new era is coming. Black magic is the past, we are living in the age of steam! When I grow up, I'll be the greatest technomancer in the history of the world. One day, I will build a giant techno-kraken and be the mistress of all the seas of the world. In the meantime, I'm helping out the family. Because family's family.*

*I see you've met Octavian. It's an automatic octopus, I built it in uncle August's workshop, it's my own design. Octavian will now take away your guns, and that knife you're hiding in your shoe. If you struggle, Octavian will demonstrate for you how the mana taser works. Tell me sir, aren't you embarrassed that you've been defeated by a thirteen-year-old?*

Julia is a beloved, but headstrong granddaughter of the family's matriarch. Among the many secrets passed on to her by her grandmother, the ones she remembered the most were the stories about sea monsters that had served witches in the old country. She took it upon herself to also become a mistress of the seas. However, although sea demons do live in Julia's inventions, she still remains a bratty teenager who publicly argues with her grandmother about the superiority of technomancy over witchcraft.



## Felicia Vendetta



Felicia Vendetta  
HERO  
Halfling / 30mm

Actions	Move	Fight	Str	Guns	Reflex	Wounds
2	6	4	2	3	6	7

2 FUNDS

### Abilities:

**Swift:** This model may always use its Reflex instead of Fight when Defending in Melee.

**Undercover Agent:** At the start of the game this model is deployed after all other models, at least 13" away from any enemy model. If this model is placed during any of the game turns this rule does not apply.

**Vendetta:** When a model with this rule is reduced to 1 Wound or less, all friendly Famiglia models within 6" and LoS of this model may make one Action each immediately after the active model ends its Activation.

**Mob:** Whenever you activate a Mob model you must activate another model with Mob rule at the same time if able (see activating models at the same time under "Special Actions", pg 13 of Wolsung SSG Rulebook). This could be a Mob model of a different kind that had not Activated yet anywhere on the battlefield.

### Gadgets:

**Whip:** This model may make Jump and Climb heroic actions without spending any cards.

**Cat Claws:** Melee Weapon. **Fast Strike [4]**, Gruesome Damage.

**Fast Strike [4]:** As a part of one Fight or Charge Action this model may make up to 4 melee attacks. Each subsequent strike is resolved at a cumulative -1 Fight. Each attack may target a different model if able.

*Appearances can be deceiving. I, for example, look like a halfling, but I'm really a cat. And can anyone blame a cat for liking shiny trinkets? Wealth won't piece a broken heart back together, but it's more pleasant to be sad while wearing a diamond necklace.*

*I was out for tea in the Lyonesse Bank today. It's incredible that with all those time locks, grates, alarms, guard golems and warding spells they forgot that a small halfling could fit inside a ventilation shaft. I read countess Oakroot's private correspondence, drawn a mustache on the Lady with a Dragonette and used the bonds from the prime minister's lockbox as napkins. Just an ordinary, boring afternoon.*



Felicia is the most bitter and cynical halfling in the whole family. She pretends to be a smug hedonist that prefers the company of cats to people, but in fact she has never truly recovered from the death of her beloved Vito.

So what that he had returned from beyond the grave? He is focused on exacting revenge on the Triads, and his presence hurts Felicia more than his absence. Thus, Felicia remedies her sadness with adrenaline that accompanies her bold burglaries and the luxury that she can afford thanks to them.



## Explosive Cats

<b>Explosive Cat</b> HENCHMAN Cat / 30mm	Actions	Move	Fight	Str	Guns	Reflex	Wounds	n/a COST
	1	9	1	1	3	4	3	

**Cat's ways:** This model may make Jump and Climb heroic actions as if it were a hero model without spending any cards.

**Mob:** Whenever you activate a Mob model you must activate another model with Mob rule at the same time if able (see activating models at the same time under "Special Actions", pg 13 of Wolsung SSG Rulebook). This could be a Mob model of a different kind that had not Activated yet anywhere on the battlefield.

**Nine Lives:** At the start of the turn and at the start of Felicia Vendetta's Activation roll a die. On a Success place 2 Cat models of your choice in BtB with Felicia Vendetta. Otherwise, place 1 Cat model of your choice in BtB with Felicia Vendetta. Always roll just once regardless of how many Cats are or were in play.

*I was sneaking around in an alley, when suddenly I heard a ticking noise behind me. It was a lovely kitty, with a spot on her nose and a bundle of dynamite in her mouth. The explosion had leveled the nearby house. Since that time, I have a bit of a limp and a severe allergy to cats.*

Nobody knows why or how Felicia Vendetta had taught the art of sabotage to cats. Her furry friends deliver and detonate explosive bundles with feline grace. They actually do appear to have nine lives, since they seem to come out of it unharmed.

**Arm the explosive: Quick Action.** This model is now Armed. This model will Detonate at the end of the turn. If this model is killed while it is Armed it will Detonate in the same way. Either way remove this model after the explosion.

**Detonate: Ranged Weapon.**

Name	S	0-1"	Notes
Detonate	4	0	Critical Topple, 3" Blast.

**Critical Topple:** On a Critical Hit target model is additionally Topped.

**3" Blast:** Center a 3" round template on this model. Roll for Guns once and compare this roll with Reflex rolls of every model touched by this template.



## Ninja Cats

<b>Ninja Cat</b> HENCHMAN Cat / 30mm	Actions	Move	Fight	Str	Guns	Reflex	Wounds	n/a COST
	1	9	3	1	1	4	3	

**Cat's ways:** This model may make Jump and Climb heroic actions as if it were a hero model without spending any cards.

**Mob:** Whenever you activate a Mob model you must activate another model with Mob rule at the same time if able (see activating models at the same time under "Special Actions", pg 13 of Wolsung SSG Rulebook). This could be a Mob model of a different kind that had

*And then, suddenly something meowed under my feet. I take a look and see that I stepped on some cat's tail. It hissed at me, so I kicked the furball... The doc says they'll be able to take the bandages off in two weeks.*

Not all of Felicia's cats could be convinced to carry explosives around. Some prefer a more direct contact with the customer. Ninja cats sometimes use weapons, although they don't necessarily need them – their owner doesn't trim their claws.

not Activated yet anywhere on the battlefield.

**Nine Lives:** At the start of the turn and at the start of Felicia Vendetta's Activation roll a die. On a Success place 2 Cat models of your choice in BtB with Felicia Vendetta. Otherwise, place 1 Cat model of your choice in BtB with Felicia Vendetta. Always roll just once regardless of how many Cats are or were in play.



THE SCYLLA

# Scylla Henchmen

## Vendetta Cousins

<b>Vendetta Cousin</b> HENCHMAN Halfling / 30mm	Actions	Move	Fight	Str	Guns	Reflex	Wounds	
	2	6	2	2	3	4	5	

### Abilities:

**Famiglia:** This model is a member of the Family (it is a Famiglia model).

**Mob:** Whenever you pay funds to buy Henchmen with this rule you get two of them instead of one for the listed cost. Every 2 Mob Henchmen count as one model for purpose of the maximum number of Henchman models you can field. Whenever you activate a Mob model you must activate another model with Mob rule at the same time if able (see activating models at the same time under “Special Actions”, pg 13 of Wolsung SSG Rulebook). This could be a Mob model of a different kind that had not Activated yet anywhere on the battlefield.

### Gadgets:

Vendetta Cousin can be armed with either a Tommy Gun or a Pistol.

**Tommy Gun:** Ranged Weapon.

Name	S	0-8"	8-16"	X	Notes
Tommy Gun	4	0	-1	X	Fastshot [3]

-OR-

**Pistol:** Ranged Weapon.

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

*Smaller does not equal weaker in the age of firearms. On the contrary, the smaller one is harder to hit.*

The cousins are the low-ranking scylla members known for two things: their unquestioning loyalty to the godmother and the luparas they carry under their coats – the notorious firearms with barrels trimmed down to match the length of a halfling’s coat. They are tasked with most of the routine “jobs” for the Vendetta family – collecting protection money, intimidating uncertain associates and eliminating competition.



## Halfling Workers

<b>Halfling Worker</b> <b>HENCHMAN</b> Halfling / 30mm	Actions	Move	Fight	Str	Guns	Reflex	Wounds
	2	6	1	2	3	4	5

1 COST

**Mob:** Whenever you pay funds to buy Henchmen with this rule you get two of them instead of one for the listed cost. Every 2 Mob Henchmen count as one model for purpose of the maximum number of Henchman models you can field. Whenever you activate a Mob model you must activate another model with Mob rule at the same time if able (see activating models at the same time under “Special Actions”, pg 13 of Wolsung SSG Rulebook). This could be a Mob model of a different kind that had not Activated yet anywhere on the battlefield.

**Sling:** Ranged Weapon.

Name	S	0-6"	6-12"	Notes
Sling	2	0	-1	Quick, Fastshot [2], Small Calibre

*There is not a single halfling in Lyonesse unrelated to the Vendetta family. It is simply a matter of retracing the family tree a couple of generations back. Does it mean that every halfling is a gangster? Not at all! However, you never know which one of them owes the Scylla a favor.*

Each halfling Scylla is surrounded by a network of distant relatives, in-laws and sympathizers. These halflings are not gangsters, but they help their relatives in need. In most cases, this is limited to providing shelter or misleading an Alven Yard officer, but when a member of the Vendetta family gets hurt before their eyes, slingshots get picked up along with anything that can be used as ammo. In return, they enjoy the Scylla’s protection from soulless business owners and other dangers lying in wait for them in Lyonesse.



THE SCYLLA

## Ogre Gangster

<b>Ogre Gangster</b>		Actions	Move	Fight	Str	Guns	Reflex	Wounds
HENCHMAN Ogre / 30mm		2	5	4	6	2	2	15

2 COST

### Gadgets:

**Tommy Gun:** Ranged Weapon.

Name	S	0-8"	8-16"	X	Notes
Tommy Gun	4	0	-1	X	Fastshot [3]

### Abilities:

**Famiglia:** This model is a member of the Family (it is a Famiglia model).

**Hard to Kill:** If this model's W are reduced to 0 and it had more than 1W, it is reduced to 1W instead.



*Cousin, is this human bothering you?*

The Scylla halfings are probably the only group that recognizes ogre children as members of its own race. When someone needs to be intimidated by muscles and physique, that is where the infamous big cousins come in. They can be quite unpleasant when talking to the enemies of the Family, but among their own they are the most polite and gentle halfings under the sun.

## Ogre Thrower

Ogre Thrower	Actions	Move	Fight	Str	Guns	Reflex	Wounds
HENCHMAN Ogre / 30mm	2	5	5	7	2	2	15

COST 2

### Gadgets:

#### Armor [1]

**Throwing Arm:** Melee Weapon. This model may toss an enemy model it hit in melee. The toss may be made as an additional effect of a Charge or Fight action this model makes if it hits. Make a Strength vs Strength test. If this model rolls equal or more successes, you can move the target model in any direction a number of inches equal to the successes rolled and it is Toppled. If you want to toss the model at another model make a ranged attack roll against it (Guns vs Reflex). The model hit suffers Damage equal to the Strength of the tossed model and is also Toppled.

### Abilities:

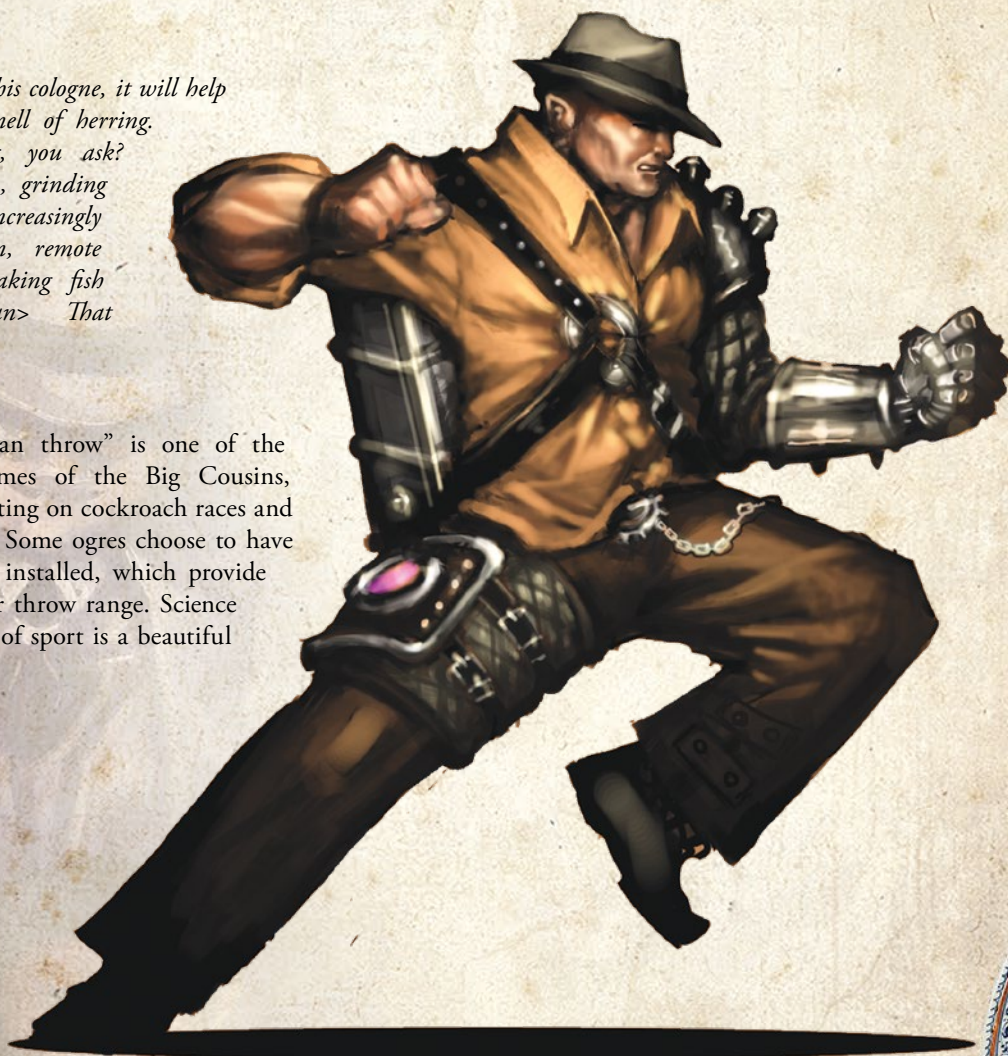
**Famiglia:** This model is a member of the Family (it is a Famiglia model).

**Hard to Kill:** If this model's W are reduced to 0 and it had more than 1W, it is reduced to 1W instead.

*Please accept this cologne, it will help remove the smell of herring.*

*What herring, you ask?  
<hiss of steam, grinding of pistons, increasingly distant scream, remote sound of breaking fish barrels, moan> That herring.*

The "gentleman throw" is one of the favorite pastimes of the Big Cousins, right after betting on cockroach races and playing darts. Some ogres choose to have golemic arms installed, which provide a much longer throw range. Science in the service of sport is a beautiful thing.



## Ogre Gravedigger

<b>Ogre Gravedigger</b>	Actions	Move	Fight	Str	Guns	Reflex	Wounds
HENCHMAN Ogre / 30mm	2	5	5	7	2	2	15

COST 3

### Abilities:

**Famiglia:** This model is a member of the Family (it is a Famiglia model).

**Hard to Kill:** If this model's W are reduced to 0 and it had more than 1W, it is reduced to 1W instead.

### Gadgets:

**Tommy Gun:** Ranged Weapon.

Name	S	0-8"	8-16"	X	Notes
Tommy Gun	4	0	-1	X	Fastshot [3]

**Coffin:** Before the deployment pick openly one of the following options.

**1. Tentacle Surprise** - This model is a Summoner. Once per game. Quick Action. Place a Flailing Tentacle model in BtB with this model.

**2. Halfling Surprise** - Pick a friendly Halfling Hero on a 30mm base and do not deploy it on the table at all. The chosen model is carried inside the coffin by this model. Once per game. Quick Action. Place the carried model in BtB with this model. Activate the now deployed carried model immediately after this model finishes its Activation.

**3. Explosive Surprise** - Once per game. Quick Action. Place a Bomb marker in BtB with this model. At the start of every following Activation roll a D6. On a roll of 4, 5 or 6 the Bomb Explodes and the Bomb marker is removed.

**Explode** - roll 15 dice and compare the number of successes rolled to Reflex rolls of every model within 6" of the Bomb marker. Models that rolled over this number are unaffected. Models that rolled equal number of successes are Toppled. Models that rolled less successes suffer Damage equal to the number of Critical Hits and are moved this many inches directly away from the Bomb marker and are Toppled. If a model contacts another model or terrain it stops there.

**If this model is killed before its Coffin gadget was activated this game:**

Immediately after the Active model's Action ends, resolve the chosen Coffin option, using the last position of the late Ogre Gravedigger.

*I'm at work, so I actually shouldn't react to taunts. Hold on a moment, sir, I'll just put the coffin away. Please ignore it, it's just a normal coffin. There are no cousins of mine armed with luparas in there at all. Honest. Ordinary coffin.*

Ogre cousins sometimes help Mr. Benito with his work in the cemetery. They set tombstones, exterminate ghouls, move coffins around. They like the job and are good at it. They especially appreciate the opportunity to have direct contact with the customer.

THE SCYLLA

# Monsters From Another Dimension

Some say the Scylla godmothers can summon tentacled monstrosities to do their bidding...

All we know is, the Scylla got its name for a reason.

## Abomination

<b>Abomination</b>	Actions	Move	Fight	Str	Guns	Reflex	Wounds
HENCHMAN Monster / 40mm	1	0	3	7	3	2	20

Cost: n/a

Ranged attack:

Name	S	0-6"	Notes
Gripping Tentacles	7	0	Entangle, Fastshot [3]

**Entangle:** Model hit is placed in BtB with the attacking Abomination model.

**Strong Grip:** Models leaving melee with this model have to roll Strength vs Strength rather than Reflex vs Fight.

**Monster From Another Dimension:** When there are no friendly Summoner models in play, remove this model from the battlefield.



## Tentacle

<b>Tentacle</b>	Actions	Move	Fight	Str	Guns	Reflex	Wounds
HENCHMAN Monster / 40mm	1	0	3	5	3	2	10

Cost: n/a

Ranged attack:

Name	S	0-4"	Notes
Snapping Tentacle	5	0	Entangle

**Entangle:** Model hit is placed in BtB with the attacking Tentacle model.

**Strong Grip:** Models leaving melee with this model have to roll Strength vs Strength rather than Reflex vs Fight.

**Monster From Another Dimension:** When there are no friendly Summoner models in play, remove this model from the battlefield.



THE SCYLLA



THE SCYLLA

Trattoria Volcano invites all enthusiasts of good cuisine. This week we recommend Scilian spaghetti with meatballs and calamari in white wine served with saffron and garlic. Nobody cooks better than the Famadore family

### Accident or attempt?

Skylo, Seylla and Charybdis, As reported by our correspondents, the chief of Scyllian police, Commissioner Caputto, is dead. Widely known as 'the unbending halfling', the Commissioner was on board a yacht, which sank off the coast of Charybdis. The cause of the tragedy is yet to be found. Witnesses mention 'a huge sea monster' that 'entwined the yacht with its tentacles and dragged it under water'. Could the Commissioner's death have been orchestrated by the criminal organization known as scylla? If rumors are to be believed, the Godmothers leading the crime families are also powerful witches who do not hesitate to use magic against their enemies. The Mayor of Skylo, Mr. Vito Lasagnto, announced in a special statement that, despite Commissioner Caputto's death, the fight against crime will be continued with unflinching determination.

### The Shangian boner

Lyonesse, Pothill, Also known as Little Shang-In, turmoil reigns in the district inhabited mainly by oreish immigrants. Clashes between adepts of rival martial arts schools have led to the demolition of many popular restaurants. The reason for the riots is unknown. There is talk of thugs exhorting money from teahouse owners, triads fighting over influence on the black lotus trade market, or even interventions of mysterious and dangerous eastern gods. Commissioner Beltman of the City Police leans towards the first of the above reasons and proposes a stern action by his force.

### Tormented by the dead

Lyonesse, There will be several organizational changes in the Metropolitan Railroad's operation, come next month. Three new stations are to be introduced on the Northern Line: Kingchapel, Furnace Road and Tremont Square, all sporting colonial design and Decan motifs. Meanwhile, the Finger Street

### Changes to the underground

Lyonesse, There will be several organizational changes in the Metropolitan Railroad's operation, come next month. Three new stations are to be introduced on the Northern Line: Kingchapel, Furnace Road and Tremont Square, all sporting colonial design and Decan motifs. Meanwhile, the Finger Street station will be closed due to last year's accident, which led to progressively more intense ghost appearances. The management promises to reopen the station once the problem has been dealt with.

### The secret weapon of ven Rier?

Hartenfels, Wotany, Traces of strange installation have been found in a secluded valley in the Hartenfels Massif. Wayward tourists accidentally stumbled upon a broken cannon of monstrous proportions. The torn barrel of the find has a length exceeding many a freight train. Was this monstrous instrument of destruction to be the Secret Weapon which the lich-chancellor's scientists and mages have worked on during the



### sheep's clothing?

The company CEO Thomas Rockheart Jr. reassures the public: "We're working on introducing solid, proven solutions from the Continent. The golem's shem has been reprogrammed, and there is no chance for any of the old algorithms to influence its behavior.

sentry golem is a nearly exact copy of the Wotanian Rutger military golem.





Ven Rier  
— — —  
Agents

VEN RIER AGENTS

## Ven Rier Agents

*If you give it some thought, you will see that we are in the right. The living assume that the world belongs to them. On what basis? Just because of their beating hearts and constant reprocessing of organic matter into fertilizer? For each living person, there are thousands of dead ones. Great artists, scientific geniuses, saints and philosophers, hardworking small savers: you will find them all among the dead, and we have risen to speak in their name. Thus, do not treat what is about to happen in a moment as death. Think of it as a successful job interview.*

*The biggest mistake made at the post-war conference in Furienfels was the prohibition of all necromantic experiments. Fighting death is a basic pursuit of sentient beings, and one has to understand the enemy in order to defeat it. Contemporary necromancers are not madmen – they are pioneers in the fight for a better humanity. We will win this fight, even if we have to walk over thousands of corpses in order to do so.*

*Some try to achieve immortality by creating works of art and new inventions, helping the poor, playing politics. I belong to the school of thought that believes the best way to achieve immortality is to simply not die. I will not let history, politics and mere prejudice dictate whom I can and cannot work with. I have my goal and I will accept any kind of help to achieve it.*

Thirteen years have passed since the end of the Great War. Lich-Chancellor ven Rier has been defeated, but his undead lieutenants had escaped justice. Hiding in secret bases in the freezing north for over a decade, they have been concocting plans of retaliation and preparing for a triumphant return. Their final goal is to abolish the current world order and restore the Undead Reich.

Today, ven Rier's secret agents reveal their true faces, and shock troops armed with the latest experimental necro-technology are making their appearance right in the heart of Lyonesse.

### Club activity

Ven Rier's agents have acted in secret, infiltrating the upper crust of Lyonesse, creating their own network of agents, recruiting supporters and pouring venom into the ears of noblemen and millionaires. Necro-technological workshops and a network of secret tunnels came into existence, entangling the city's sewers and metropolitan rail stations like cancerous tissue.

The time for the second phase of the operation has come: the venrierites came out of hiding, spreading chaos on the streets, inflicting terror in the hearts of people and breaking morale of the other clubs. Many factors indicate that this is merely a preparation for a full-scale invasion.

### Location and organization

Nobody knows where ven Rier's agents who operate in Lyonesse have their headquarters. According to the most popular hypothesis, the necromancers have their meetings in a well-guarded underground necro-workshop. The other clubs would give a lot to know if that is true. There is no denying that the venrierites are extremely difficult to infiltrate – living agents are too conspicuous.

In truth, nobody is certain whether ven Rier's agents have their headquarters in the city or not. Some believe that their orders are coming from a base in the north pole, while others think that the necromancers operate individually, each with their own goals, treating the alliance with others in a purely tactical manner. Even if this was true, it still does not bode well for Lyonesse. The venrierites all agree on the most important issue: in their plans, there is little room for the living.

The other clubs view ven Rier's agents as the greatest threat since the Great War, and rightfully so. With the advent of the necromancers, the city has been engulfed in paranoia – everyone is afraid that some agents are still in hiding, sabotaging the other clubs' activities from within. As if that were not enough, no one knows how to fight an enemy that becomes more powerful with each death on the battlefield.

## Club special rules

**Undead Hero:** Friendly Undead models that are within 3" of a friendly Undead Hero model at the start of the turn are not Mindless this turn.

**The Great Machination:** At the start of the turn, if after summoning models there are exactly 13 friendly Undead models - Draw 2 cards.

**Cold damage:** Ignores Armor if model suffering Cold damage is a Living Model.

**Legion:** There is no limit on the number of Henchman models in play.

**Uhrwerk:** This model is neither a living model nor undead, *Bulky*.

**Bulky:** This model cannot make Heroic Moves.

**13 Years of Scheming:** Instead of buying Henchmen, Ven Rier Agents buy Necro-technology Devices and deploy them on the battlefield anywhere outside of the enemy's Deployment Zone before any models are deployed, no closer than 8" to other friendly Necro-technology Device.

**Custom Heroes:** Any race can be included. Any Hero model can gain *Undead* rule but loses 1 Movement from its profile and gains *Undead Hero* rule.

**Undead:** This model is not a living model. Cold Immunity, Fire Vulnerability.

## Professions

### Assassin

Spades. Cost [1]

**Undercover Agent:** At the start of the game this model is deployed after all other models, at least 13" away from any enemy model. If this model is placed during any of the game turns this rule does not apply.

### Mad Doctor

Hearts. Cost [1].

Magic Ability [2], Necromancy,

Scientist,

Spell	Type	Cost	Range	S	Effect
Glory of the Un-Life!	Buff [1]	1	8"	-	Glory of the Un-Life!

**Glory of the Un-Life!:** Target model gains 3 Wounds for every Success rolled. This may exceed the starting number of Wounds.

### Evil Scientist

Diamonds. Cost [1].

Scientist

**Perforated Card:** Discarding a card in the listed suit allows to apply the chosen effect to target Necrogolem within range.

**Program 01** - Quick Action, discard a Spades card - friendly Necrogolem in LoS and within 6" of this model makes a Move or Charge Action immediately.

### Officer

Clubs. Cost [1].

**Officer:** Friendly Undead models that are within 6" of this model at the start of the turn are not Mindless this turn.

**Order: Vorwärts!** : Quick Action. Every friendly Zombie (any type) and Ghoul (any type) within 6" makes a Move Action immediately.

## Gadgets

### Ranged Weapons

#### Gun - Cost [1]

Name	S	0-8"	8-16"	16-24"	Notes
Gun	4	0	-1	-2	

#### Officer's Pistol - Cost [2]

Name	S	0-8"	8-16"	X	Notes
Officer's Pistol	6	+1	0	-1	Quick, Cold Damage

#### Sturmgewehr - Cost [2]

Name	S	0-8"	8-16"	16-24"	Notes
Sturmgewehr	5	+1	0	-1	Quick, Fastshot [2]

### Melee Weapons

**Undead Strength:** Cost [1]. Common. Undead models only. This model's melee attacks Topple in addition to other effects.

**Vicious Claws:** Cost [2]. Undead models only. Gruesome Damage in melee.

### Spells

**Beautiful Outside:** Cost [1], Magic Ability [+1], Model gains the following spell:

Spell	Type	Cost	Range	S	Effect
Allure	Aura [1]	0	6"	-	Allure

**Allure:** Enemy models treat Clear Ground in the spell's range as Difficult

**Rotten Inside:** Cost [1], Magic Ability [+1], Model gains the following spell:

Spell	Type	Cost	Range	S	Effect
Life Steal	Buff [2]	1	self	-	Life Steal

**Life Steal:** Transfer melee damage this model receives to an enemy living Henchman model within 6". Expires at the end of turn.

**Chilling Touch:** Cost [1], Magic Ability [+1], Model gains the following spell:

Spell	Type	Cost	Range	S	Effect
Icy Hand of Death	Attack	1	12"	5	Cold Damage, Icy Hand of Death

**Icy Hand of Death:** Living Models killed with this spell are replaced by an Eisfeld marker.

**Freeze:** Cost [1], Magic Ability [+1], Model gains the following spell:

Spell	Type	Cost	Range	S	Effect
Erstarren	Attack	1	12"	-	Target model is <b>Frozen</b> .

**Frozen** - the model has its Reflex reduced to 2, cannot Dive for Cover, be Toppled and react in melee (A frozen model may only Defend, but without the extra dice for defending). Frozen model cannot make any Actions unless it makes a Heroic Recovery or is moved by a spell or special ability first. Frozen model is **Vulnerable** to **Cold damage**.

## 1-cost gadgets

**Ghoul's Resilience:** Cost [1]. Common, Undead models only. When this model is killed, mark the spot it was on. At the start of the turn discard a card in this model's suit - this model is returned to play up with 1W remaining.

**Uhrwerk:** Cost [1]. Common, Dwarf models only. This model gains *Uhrwerk* (not a living model, not undead) and *Bulky* (cannot make Heroic Moves) special rules and Armor [3].

**Golemic prosthetics:** Cost [1]. Common. Uhrwerk models only. At the start of this model's Activation it may discard a card in its Suit to regain 1D6 Wounds.

**Steam...:** Cost [1]. Common. Uhrwerk models only. At the start of this model's Activation discard a card in this model's suit to gain +3M.

**...And Smoke:** Cost [1]. Common. Uhrwerk models only. At the start of this model's Activation discard a card in this model's suit to gain +3F and +3S.

**Program 02:** Cost [1], Common, Model with Perforated Card only. Quick A, discard a Diamonds card - friendly Necrogolem in LoS and within 6" of this model makes a single ranged attack against every enemy model within 8".

**Program 03:** Cost [1], Common, Model with Perforated Card only. Quick Action, discard a Hearts card - friendly Necrogolem in LoS and within 6" of this model regains lost Wounds up to its starting number of Wounds.

**Program 04:** Cost [1], Common, Model with Perforated Card only. Quick Action, discard a Clubs card - friendly Necrogolem in LoS and within 6" of this model gains +2 Armor and +2 Fight until end of turn.

**Order: Feuer Frei!:** Cost [1], Common, Officer model only. Quick Action. Every other friendly Zombie (any type) and Ghoul (any type) within 6" makes a Shoot Action immediately after this model finishes its Activation.

**Order: Angreifen!:** Cost [1], Common, Officer model only. Quick Action. Every other friendly Zombie (any type) and Ghoul (any type) within 6" makes a Charge Action immediately after this model finishes its Activation.

## Expensive gadgets

**Striga:** Cost [2]. Undead models only. This model gains +1 Action and +1 Reflex but loses 1 Movement. It gains Faststrike [3] in melee.

**Recycle:** Cost [2]. Quick Action, remove a friendly Undead Henchman model in BtB from the game - draw two cards.

**Order: Vorwärts!:** Cost [2]. Quick Action. Every friendly Zombie (any type) and Ghoul (any type) within 6" makes a Move Action immediately.



# Ven Rier Heroes

## Sturmbannführer Jurgen

Sturmbannführer  
Jurgen

HERO  
Human / 30mm

Actions Move Fight Str Guns Reflex Wounds

2 4 4 3 3 3 9

3 FUNDS

### Abilities:

**Undead Hero:** Friendly Undead models that are within 3" of a friendly Undead Hero model at the start of the turn are not Mindless this turn.

**Undead:** This model is not a living model. Cold Immunity, Fire Vulnerability.

**Ever un-living!** When this model is killed, mark the spot it was on. At the start of the turn discard a card in this model's suit - this model is returned to play with 1W remaining.

**Officer:** Friendly Undead models that are within 6" of this model at the start of the turn are not Mindless this turn.

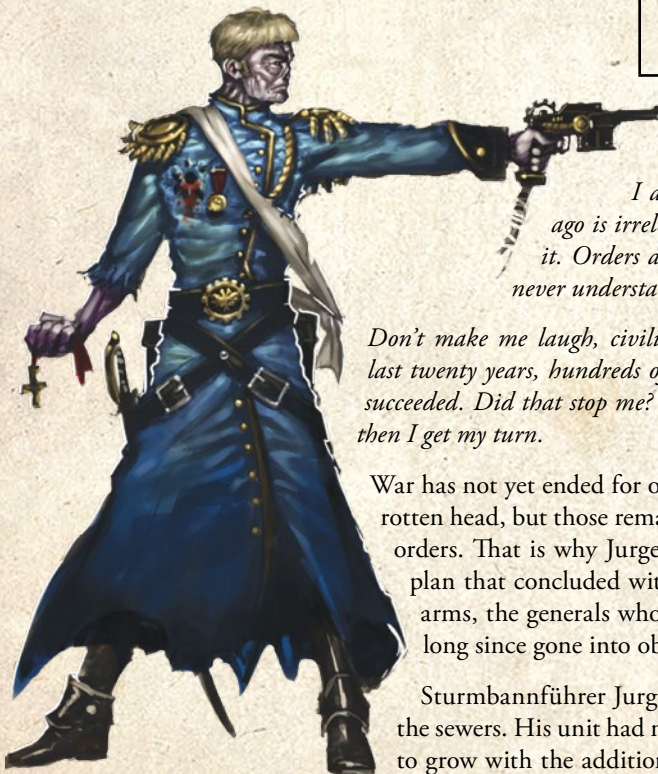
**Order: Vorwärts!** Quick Action. Every friendly Zombie (any type) or Ghoul (any type) within 6" makes a Move Action immediately.

**Order: Schießen!** Quick Action. Choose any number of Zombies with Ranged Weapons within 6" of this model. This number is the Guns of this ranged attack performed with the profile of the Zombie Gun. Choose an enemy model in Line of Sight of all the chosen Zombies. Place a 3" template completely over the target enemy model. Every model within the template is a target of the attack. Roll once for the Guns of this attack and compare target models' Reflex rolls to this roll. Use the best Cover modifier available. All the attacking Zombies must be in Eisfeld to gain its benefits.

**Order: Feuer frei!** Quick. Every other friendly Zombie (any type) and Ghoul (any type) within 6" makes a Shoot Action immediately.

### Gadgets:

Name	S	0-8"	8-16"	16-24"	Notes
Officer's Pistol	6	+1	0	-1	Quick, Cold Damage



*I got my orders and will carry them out as long as I am capable to do so. The fact that I died a dozen years ago is irrelevant. It was my mistake and I have found a way to fix it. Orders are orders and death is no excuse. You Altheimians will never understand that. You have no idea what a true sense of duty is.*

*Don't make me laugh, civilian. This little pistol is supposed to stop me? Over the last twenty years, hundreds of people have been trying to kill me. One of them even succeeded. Did that stop me? No. Let's settle this like gentlemen. You shoot first, and then I get my turn.*

War has not yet ended for officer Jurgen. There isn't much brain left inside of his rotten head, but those remains that still work are certain of one thing: orders are orders. That is why Jurgen keeps pursuing the plan to conquer Altheim. The plan that concluded with a defeat thirteen years ago. All of his comrades in arms, the generals who gave the orders, even the lich ven Rier himself have long since gone into oblivion, but this fact does not bother him at all.

Sturmbannführer Jurgen has his intelligence and training center located in the sewers. His unit had mainly consisted of Wotanian ghouls, but lately began to grow with the addition of new "recruits" drafted from the city's municipal cemeteries.

## Elisabeth Süess, Countess of Neu-Schwanfels

Elisabeth Süess

HERO  
Uhrwerk / 30mm

Actions Move Fight Str Guns Reflex Wounds

2 4 3 4 4 2 10

1 FUNDS

### Gadgets:

#### Armor [3]

**Perforated Card:** Discarding a Court Card allows to apply the chosen effect to 2 Necrogolems within range.

**Program 01:** Quick Action, discard a Spades card. Friendly Necrogolem in LoS and within 6" of this model makes a Move or Charge Action immediately.

**Program 02:** Quick Action, discard a Diamonds card. Friendly Necrogolem in LoS and within 6" of this model makes a single ranged attack against every enemy model within 8".

**Program 03:** Quick Action, discard a Hearts card. Friendly Necrogolem in LoS and within 6" of this model regains lost Wounds up to its starting number of Wounds.

**Program 04:** Quick Action, discard a Clubs card. Friendly Necrogolem in LoS and within 6" of this model gains +2 Armor and +2 Fight until end of turn.

**Immeasurable Assets:** Once per game. Action, discard a card in this model's suit - place a Necrogolem model in BtB with a friendly Necrogolem Workshop within 6".

### Abilities:

#### Scientist,

**Uhrwerk:** Not a living model, not undead,

**Bulky:** Cannot make Heroic Moves,

**Recycle:** Quick Action, remove a friendly Undead Henchman model in BtB from the game - draw two cards.

**Golemic Prosthetics:** At the start of this model's Activation it may discard a card in its Suit to regain 1D6 Wounds.

**Steam...:** At the start of this model's Activation discard a card in this model's suit to gain +3M.

**...And Smoke:** At the start of this model's Activation discard a card in this model's suit to gain +3F and +3S.

*I think that the venrierites had style. Yes, people say that they were murderous, undead, bloodthirsty killers, but let's agree that it's a matter of subjective opinion. The aesthetic value of the uniforms, the sublime architecture – these things are indisputable. You say that this approach is immoral? Morality is uneconomical. If you want, I can surgically remove it for you. It's a simple procedure. I tried it myself and can heartily recommend it.*

*In business, as in war, all is fair. They say that information is power. Perhaps. My experience, however, tells me that profits are earned only by those who have information and are not afraid to use it. Let's take necrotechnology – there is currently no demand for such services on the market, but it doesn't mean it cannot be created.*

The Countess of Neu-Schwanfels is an eccentric dwarven aristocrat from the Trimonarchy who operates somewhere between the upper classes and the Inventors' Club. She is known for her unusual aesthetic taste, controversial views and considerable proficiency in golemology. Hardly anyone takes her seriously. It is a mistake.

Elisabeth came into possession of secret plans from the Great War and concocted a plan of her own: when the Undead Reich returns, her company would have a monopoly on the new necrotechnologies. Until then, she secretly constructs necrogolems, invents new programs to enhance their functionality, and uses some of the concepts to enhance her golemic prosthetics. She does it all with cold market data calculation, and she does so in style.



## Sir Jonathan Wormwood


**Sir Jonathan Wormwood**  
 HERO  
 Half-Elf / 30mm

Actions	Move	Fight	Str	Guns	Reflex	Wounds
2	5	2	3	3	4	9



### Abilities:

**Undead Hero:** Friendly Undead models that are within 3" of a friendly Undead Hero model at the start of the turn are not Mindless this turn.

**Undead:** This model is not a living model. Cold Immunity, Fire Vulnerability.

**Scientist,**

**Just as planned:** Quick Action, Move target Eisfeld in LoS up to 6" in any direction.

**Arise!:** Action, If there is no friendly Ursula in play, place the Ursula model in BtB with this model.

**Magic Ability [3], Necromancy.**

### Spells:

Spell	Type	Cost	Range	S	Effect
<b>Glory of the un-life!</b>	Buff [1]	1	8"	-	<i>Glory of the un-life!</i>

**Glory of the un-life!:** Target model gains 3 Wounds for every Success rolled. This may exceed the starting number of Wounds.

Spell	Type	Cost	Range	S	Effect
<b>Icy Hand of Death</b>	Attack	1	12"	5	Cold Damage, <i>Icy Hand of Death</i>

**Icy Hand of Death:** Living Models killed with this spell are replaced by an Eisfeld marker.

VEN RIER AGENTS



*Behind the splendid facade of our empire, there lurks decay. The aristocracy indulges in foolish pastimes instead of caring for the common people and this county. Dozens of scandals have been covered up over the last years, counting only those involving the royal family. If I were to make a diagnosis, I would compare this situation to leprosy. Treatment? I'm afraid it's too late for that.*

*Death is not the enemy. The enemy is time. Old age, day after day stealing your joy of life, depriving of dignity, taking away the control over your body. What use was my noble birth, impeccable manners, world-class education, or years of practice as a doctor if even I couldn't avoid old age?*

Sir Jonathan Wormwood is a true pillar of the community, a long-time private physician of the Queen, a brilliant scientist, a devoted servant, covering up the royal family's successive scandals without complaint. Now retired, the old half-elf still enjoys the reputation of being a faithful, if a bit bitter, servant of the empire.

Nobody knows that in his experiments aimed to find a cure for old age, Sir Jonathan went further than is permitted by morality, science and common sense. His research had caught the venrierites' attention and the respected doctor is now one of the most valuable acquisitions of the necromancers operating in Lyonesse.



## Ursula

<b>Ursula</b> HENCHMAN Undead / 30mm	Actions	Move	Fight	Str	Guns	Reflex	Wounds
	1	4	1	1	1	2	1

Cost: n/a

### Abilities:

**Undead:** This model is not a living model. Cold Immunity, Fire Vulnerability.

**Concealed in the Crowd:** This model enters play with a Crowd Marker. It can only lose its Crowd Marker 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 Marker cannot be a target of any Shooting or Melee Attack and cannot be targeted by spells.

**All my love:** Quick Action, target Undead model within 3" regains all lost Wounds. Remove Ursula from the game.

**Let me play:** Quick Action, Draw 2 cards. Remove Ursula from the game.

**This is my world:** Quick Action, Place a 3" Chill template centered on Ursula. Chill template blocks LoS through it. Living models cannot enter or finish their Move within a Chill template. Chill Template is removed at the end of turn.

*Little girl, what are you doing here, have you lost your parents? Are you feeling well? You're horribly pale. Come, I'll take somewhere safe. Your hands are terribly cold... Oh my... Now I'm not feeling well...*

Ursula was a patient of doctor Wormwood back when he was studying severe cases of consumption in one of Lyonesse's orphanages. Although Sir Jonathan's treatment failed to save the girl, one could say that its second phase gave Ursula a new life. She currently accompanies the doctor as an undead, silently assisting him in his endeavors.



VEN RIER AGENTS

## Adela ven Üss



**Adela ven Üss**  
HERO  
Striga / 30mm

Actions	Move	Fight	Str	Guns	Reflex	Wounds
3	4	6	3	0	6	8



### Abilities:

**Undead Hero:** Friendly Undead models that are within 3" of a friendly Undead Hero model at the start of the turn are not Mindless this turn.

**Undead:** This model is not a living model. Cold Immunity, Fire Vulnerability.

**Undercover Agent:** This model is deployed after all other models, at least 13" away from any enemy model.

**Gruesome Damage:** This model deals +2 damage, instead of +1, for each Critical Hit in melee.

**Fast Strike [3]:** As a part of one Fight or Charge Action this model may make up to 3 melee attacks. Each subsequent strike is resolved at a cumulative -1 Fight. Each attack may target a different model if able.

**Magic Ability [2], Necromancy.**

### Spells:

Spell	Type	Cost	Range	S	Effect
<b>Allure</b>	Aura [1]	0	6"	-	<i>Allure</i>

**Allure:** Enemy models treat Clear Ground in the spell's range as Difficult

Spell	Type	Cost	Range	S	Effect
<b>Life Steal</b>	Buff [2]	1	self	-	<i>Life Steal</i>

**Life Steal:** Transfer melee damage this model receives to an enemy living Henchman model within 6". Expires at the end of turn.

*I know that you are looking for a governess for your daughter and I wish to recommend my services. In addition to the Aquitanian, Wotanian, piano and crocheting lessons, I intend to go over a wide-ranging history course with the Miss, with an emphasis on the history of ideas and the military. I trust that a broad experience and an open mind will help the Miss take care of herself in the future, whatever it may be.*



*Some biology to finish up. The strix – plural: strigoi, scientific name: necrosapiens strix – is the final developmental stage of a ghoul. If said undead survives long enough, it drops the majority of its unnecessary soft tissue, leaving only the well-developed muscles and tendons required for hunting. Typically, awareness is also attained and accompanied by astute intelligence. Strigoi have jaws wide enough to let them bite off the heads of little girls who don't do their homework. Make sure Miss remembers this fact well. Sweet dreams.*

Adela ven Üss appears to be the embodiment of the idea of a competent and trustworthy governess. A beautiful elven lady with an intriguing Wotanian accent, a specialist in foreign languages, history and playing the piano, she is able to control her pupils' antics with perplexing ease, as well as make the parents completely enchanted by her.

No wonder, since strong magic is involved – powerful illusions from the Great War times and combat charms of mass destruction. Without her magical curtain, Adela is the most strixian strix you could ever meet. It is no surprise that children would rather not get on her bad side.

## Herr Frost

**Herr Frost**  
HERO  
Undead / 40mm

Actions: 2 | Move: 1 | Fight: 2 | Str: 2 | Guns: 2 | Reflex: 4 | Wounds: 6

2 WOUNDS

### Abilities:

#### Armor [5]

**Undead Hero:** Friendly Undead models that are within 3" of a friendly Undead Hero model at the start of the turn are not Mindless this turn.

**Undead:** This model is not a living model. Cold Immunity, Fire Vulnerability.

#### 40mm base,

**Blinding Cold:** When an enemy model ends its Action within 6" this model may immediately cast an Eisgang spell.

**Sublimation:** This model may discard cards in it's suit to gain additional Actions, 1A per card.

**Eisfeld:** Living models starting their Action or moving within 6" of this model suffer 1 Cold Damage at the end of their Action. Undead models within 6" may re-roll 1 dice in every roll they make.

**It's like stopping a glacier!** Cannot Dive for Cover. Cannot be Toppled. Can only Defend in melee. Models attacking this model in melee suffer 2 Cold damage for each successful hit.

#### Magic Ability [6] - Necromancy.

*Hypothermia is a phenomenon that involves a considerable lowering of body temperature of warm-blooded creatures. The symptoms include a decrease of heart rate and respiratory rate, as well as progressive apathy leading to a state virtually indistinguishable from death. Usually, but not always, critical hypothermia is accompanied by a loss of consciousness.*

*A wave of frost from the Ice Plains has reached the shores of Alfheim. It is of remarkable proportions for this time of year. Fishermen and deep-sea shipping captains should be wary of stray icebergs that have been observed as close as at the mouth of Tetera, barely a dozen miles from Lyonesse. The Royal Institute of Astrology and Meteomancy warns that the cool down might persist for at least a week.*

A necro-technomancer known only as Herr Frost has arrived in Lyonesse recently, and little is known about him. Even his associates know only rumors about his past. Back during the Great War, he had allegedly worked on the Wunderwaffe that was supposed to bring ven Rier the victory. He was reportedly one of the first scientists who worked in the laboratories on the north pole. Supposedly, he has found a way to cool his body to the point of clinical death while remaining conscious thanks to necro-technomantic implants. If that is true, Herr Frost is no ghoul, zombie, or strix. He is something new and deadly. Because there is one thing that everyone agrees on – the cold heart of Herr Frost knows no mercy.

### Spells:

Spell	Type	Cost	Range	S	Effect
Eisgang	Buff	1	self	-	Eisgang
		[3]			

**Eisgang:** This model can be placed anywhere in an Eisfeld.

Spell	Type	Cost	Range	S	Effect
Erstarren	Attack	1	12"	-	Target model is <i>Frozen</i>

**Frozen** - the model has its Reflex reduced to 2, cannot Dive for Cover, be Toppled and react in melee (A frozen model may only Defend, but without the extra dice for defending). Frozen model cannot make any Actions unless it makes a Heroic Recovery or is moved by a spell or special ability first. Frozen model is **Vulnerable** to **Cold damage**.

Spell	Type	Cost	Range	S	Effect
Eis Stoß	Aura	0	6"	-	Crippling Cold, Deposition
		[x]			

**Crippling Cold:** Every enemy model in range rolls a number of dice equal to it's remaining Wounds. For every success less than [x] it suffers 1 point of Cold damage.

**Deposition:** Every time this model uses Eis Stoß every Undead model in range also gains 1 Wound up to its starting number of Wounds.

# Ven Rier Henchmen

## Necro-Technology Devices

### Ghoul Hideout

Ghoul Hideout	Actions	Move	Fight	Str	Guns	Reflex	Wounds
HENCHMAN Device / 40mm	0	0	1	0	0	1	10



**Spawn Point:** *Ghoul / Ghoul Soldier*. At the start of every game turn put 2 friendly Ghoul models or 1 friendly Ghoul Soldier model in BtB contact with this model.

*The Metropolitan Sanitation District Company is hiring for custodial positions in the Bridgebank district's service tunnels. A mental health certificate would be an asset, as well as the ability to operate a flamethrower.*

Ever since the ghouls that operate in Lyonesse had developed their own means of camouflage and established their urban-friendly hideouts, life in the capital became more interesting. And, in some cases, considerably shorter.

VEN RIER AGENTS



## Pneuma Booths

*Um, excuse me, sir! Please hurry up, others want to use the pneumatic post as well! I have an important letter here, I'm serious, it's a matter of life and death! Well finally, you've... aargh! No! Aaaaargh!*

Some seemingly innocent pneuma booths are in fact exits from underground venrierite bases in disguise. The Lyonessian Pneumatic Postal Service warns against the use of unauthorized objects and assumes no responsibility for any losses resulting from contact with the undead who are not post office staff members.

### Pneuma Booth

Pneuma Booth	Actions	Move	Fight	Str	Guns	Reflex	Wounds
HENCHMAN Device / 40mm	0	0	1	0	0	1	20

COST: 2

Spawn Point: *Melee Zombie / Zombie Soldier*. At the start of every game turn put 2 friendly Melee Zombie models or 1 friendly Zombie Soldier model in BtB contact with this model.

### Pneuma Rifle Cache

Pneuma Rifle Cache	Actions	Move	Fight	Str	Guns	Reflex	Wounds
HENCHMAN Device / 40mm	0	0	1	0	0	1	20

COST: 3

Spawn Point: *Gun Zombie / Zombie Ogre*. At the start of every game turn put 2 friendly Gun Zombie models or 1 friendly Zombie Ogre model in BtB contact with this model.



VEN RIER AGENTS

## Necroglemic Workshop

Necroglemic Workshop		Actions	Move	Fight	Str	Guns	Reflex	Wounds	3 COST
HENCHMAN Device / 40mm		0	0	1	0	0	1	20	

**Spawn Point:** *Necroglem*. At the start of every game turn put 1 friendly Necroglem model in BtB contact with this model. Necroglems have +1 Action on the turn they are placed.

*I was walking along an empty alley, when I suddenly heard a quiet clang, as if someone slammed a lock shut, or something. I turned around and saw a huge golem made of rusted iron and rotting meat. I started running, and if the monstrosity hadn't slipped and fallen, I wouldn't be here... You say you'd soil yourself at such a sight? Well, how do I say this... He did slip on something.*

Some of the sewer drains in Lyonesse hide much more than one would expect. For instance, a freight lift that brings freshly manufactured necroglems to the surface.



## Eisfeld Generator

Eisfeld Generator HENCHMAN Device / 30mm	Actions	Move	Fight	Str	Guns	Reflex	Wounds
	0	0	1	0	0	1	10

COST 1

Living models starting their Action or moving within 6" of this model suffer 1 Cold Damage at the end of their Action. Undead models within 6" of this model may re-roll 1 dice in every roll they make.

*A sudden winter attack has hindered the enforcement officials from containing the riots in Pothill. Witnesses speak of a sudden snowstorm that had covered the entire district in ice. While the Alven Yard is waiting for the weather to clear up, the local urchins are taking full advantage of the newly created, unregulated slide.*

Herr Frost came to Lyonesse fitted with cutting-edge equipment designed to provide optimal operating conditions both for himself and his undead hordes. One of the most spectacular devices constructed by the frost technomancer are the eisfeld generators.



VEN RIER AGENTS

## Henchmen

### Zombies

*During the War, the Venrierites have mastered the industrial zombie creation process to perfection. The amulet for reviving the corpse was sutured inside the mouth, chest, or introduced into the skull. As long as it remained in place, the undead could not be stopped.*

Zombies used by Lyonessian van Rier agents are mostly made locally, created from bodies stolen from the city's municipal cemeteries. Contrary to popular belief, they don't much care for your brains, instead focusing more on thoughtlessly carrying out orders. Which does not mean you should feel any safer.

### Zombie Soldier

<b>Zombie Soldier</b>	Actions	Move	Fight	Str	Guns	Reflex	Wounds	
HENCHMAN Undead / 30mm	1	4	3	6	3	2	8	

#### Abilities:

**Undead:** This model is not a living model. Cold Immunity, Fire Vulnerability.

**Mindless:** This model has to be Activated before any friendly non-Mindless models may be Activated.

**Hard to Kill:** If this model's W are reduced to 0 and it had more than 1W, it is reduced to 1W instead.

**Summoned:** This model is not deployed at the start of the game.

**Undead Strength:** This model's melee attacks Topple in addition to other effects.

**War Stories:** Quick Action. Every other friendly Zombie (any type) and Ghoul (any type) within 3" makes a Shoot or Charge Action immediately after this model finishes its Activation.

#### Gadgets:

**Gun: Ranged Weapon.**

Name	S	0-8"	8-16"	16-24"	Notes
Gun	4	0	-1	-2	





## Melee Zombie

<b>Melee Zombie</b> HENCHMAN Undead / 30mm	Actions	Move	Fight	Str	Guns	Reflex	Wounds	n/a COST
	1	4	2	6	2	2	2	

### Abilities:

**Undead:** This model is not a living model. Cold Immunity, Fire Vulnerability.

**Mindless:** This model has to be Activated before any friendly non-Mindless models may be Activated.

**Summoned:** This model is not deployed at the start of the game.

**Hard to Kill:** If this model's W are reduced to 0 and it had more than 1W, it is reduced to 1W instead.

**Cannot Dive for Cover.**

**Cannot Parry in melee.**

**Cannot choose not to Fight in melee.**

**Worthless:** This model is never worth any points to the enemy.

## Gun Zombie

<b>Gun Zombie</b> HENCHMAN Undead / 30mm	Actions	Move	Fight	Str	Guns	Reflex	Wounds	n/a COST
	1	4	2	6	2	2	2	

### Abilities:

**Undead:** This model is not a living model. Cold Immunity, Fire Vulnerability.

**Mindless:** This model has to be Activated before any friendly non-Mindless models may be Activated.

**Hard to Kill:** If this model's W are reduced to 0 and it had more than 1W, it is reduced to 1W instead.

**Cannot Dive for Cover.**

**Cannot Parry in melee.**

**Cannot choose not to Fight in melee.**

**Summoned:** This model is not deployed at the start of the game.

**Worthless:** This model is never worth any points to the enemy.

### Gadgets:

**Gun: Ranged Weapon.**

Name	S	0-8"	8-16"	16-24"	Notes
Gun	4	0	-1	-2	



VEN RIER AGENTS

## Zombie Ogre

Zombie Ogre	Actions	Move	Fight	Str	Guns	Reflex	Wounds	COST
HENCHMAN Undead / 30mm	1	4	3	8	2	2	15	n/a

### Abilities:

**Undead:** This model is not a living model. Cold Immunity, Fire Vulnerability.

**Mindless:** This model has to be Activated before any friendly non-Mindless models may be Activated.

**Summoned:** This model is not deployed at the start of the game.

**Undead Strength:** This model's melee attacks Topple in addition to other effects.

**Hard to Kill:** If this model's W are reduced to 0 and it had more than 1W, it is reduced to 1W instead.

**Phonograph Waltzing:** Quick Action. Every other friendly Zombie (any type) an Ghoul (any type) within 6" makes a Move Action immediately.

*Yesterday's massacre at the Bridgebank tube station still remains unexplained. Alven Yard suspects that the attackers had used stunning and memory-altering spells, since most of the surviving witnesses are only able to report "huge figures moving to the rhythm of opera music."*

Zombie ogres are the results of the latest experiments of Elisabeth Süß. The experiment was considered a success, although the other necromancers all agreed that the gramophones on the ogres' backs were a bit too extravagant. The Countess's reply was that the desire to conquer the world was no reason to neglect high culture, and if something is being done, it might as well be done with class.



## Ghoul

Ghoul		Actions	Move	Fight	Str	Guns	Reflex	Wounds	Cost
HENCHMAN Undead / 30mm		1	6	2	5	2	2	1	n/a

### Abilities:

**Undead:** This model is not a living model. Cold Immunity, Fire Vulnerability.

**Mindless:** This model has to be Activated before any friendly non-Mindless models may be Activated.

**Summoned:** This model is not deployed at the start of the game.

**Undead Strength:** This model's melee attacks Topple in addition to other effects.

**Worthless:** This model is never worth any points to the enemy.

*Back then, rotting in the trenches of Nordaly, we thought that we ended up in hell. Deadly firefights followed by periods of no less deadly boredom. Behemoths getting stuck in the mud, bombs exploding, curses yelled from the other side of the front. Then there was the scurvy, gangrene, typhus, and what have you. But we've experienced true hell when ghouls started coming out of the piles of bodies lying on the battlefield.*

While walking outside, if you notice any hunched figures in rotten Wotanian uniforms emerging from a sewer drain, do not hesitate – start running. Some of the ghouls are still chewing on the remains of their last meal. You do not want to be their next one.



## Necrogolem

<b>Necrogolem</b> <b>HENCHMAN</b> Golem / 40mm	Actions	Move	Fight	Str	Guns	Reflex	Wounds	
	1	4	3	6	2	2	5	

### Abilities:

**Armor** [5],

**Golem:** During its activation a Golem model must always remain within 12" of at least one friendly model with Scientist skill. This is called a Control Range. If a Golem model by any reason starts its activation over 12" from any friendly Scientist it must make Move Actions until it is within 12" of the closest friendly Scientist. If there are no friendly Scientists present on the battlefield all Golem models skip their activation. Golems have Fire Immunity. Golems are not living models.

**Undead:** This model is not a living model. Cold Immunity, Fire Vulnerability.

**Hard to Kill:** If this model's W are reduced to 0 and it had more than 1W, it is reduced to 1W instead.

**Summoned:** This model is not deployed at the start of the game.

**Gruesome Damage:** This model deals +2 damage, instead of +1, for each Critical Hit in melee.

*Designer's Note: Immunity to Fire takes precedence over Vulnerability to Fire.*

### Gadgets:

**Sturmgewehr:** Ranged Weapon.

Name	S	0-8"	8-16"	16-24"	Notes
Sturmgewehr	5	+1	0	-1	Quick, Fastshot [2]

*I've faced mad golems. It was tough, but I managed. I've faced the undead, it wasn't easy either. Now you're telling me that there's an undead golem waiting for us in an alley? I hope you're joking. I'm getting too old for these things!*

A ghastly remnant of wartime necrotechnical experiments. A golem whose shem has been integrated with an undead brain is what remains after yet another attempt to create the perfect soldier. Some consider this attempt to have been fairly successful.





ASH AND OAK CLUB



*Ash and Oak Club*



# Ash and Oak new Heroes

## Archibald Armstrong



**Archibald  
Armstrong**  
HERO  
Ogre / 30mm

Actions	Move	Fight	Str	Guns	Reflex	Wounds
2	5	5	7	3	2	15



### Abilities:

**Hard to Kill:** If this model's W are reduced to 0 and it had more than 1W, it is reduced to 1W instead.

**Armstrong Grip:** Models on equal sized bases that want to leave melee with this model must make a test of Strength vs Strength rather than Reflex vs Fight.

**Armstrong Toss:** This model may toss an equal size based model. The toss may be made as an additional effect of a Charge or Fight action this model makes, regardless if it hits. Make a Strength vs Strength test. If this model rolls equal or more successes, you can move the target model in any direction a number of inches equal to the successes rolled and it is Toppled. If you want to toss the model at another model make a ranged attack roll against model hit suffers Damage equal to the Strength of the tossed model and is also Toppled.

### Gadgets:

**Armstrong Arm:** Melee Weapon. +1 Fight,+1 Strength and +1 Guns (included above).

**Pistol:** Ranged Weapon.

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



*In the left corner, heavyweight champion, breaker of women's hearts, scholar and gentleman, man of a gentle heart and strong blows, the undefeated fighter, Archibaaaald Aaaaarmstrong! And in the right corner, straight from the hot heart of Lemuria, capable of stopping a raging behemoth in its tracks with a single blow, the wererhino Johnny!*

*What is my secret? I owe my success to thorough education received in spite of adversity, perseverance, impeccable manner, innate modesty and flawless appearance. Moreover, I never forget to lubricate my arm and mustache.*

Archibald Armstrong is a typical example of a new ogre. He used the money gained in his youth from fighting in the ring to receive a thorough education and buy his way into the high society. The couple of duels that he won by knocking his opponents out with his bare hands had allowed him to establish the position of a gentleman that should not be trifled with.

Admittedly, one could be forgiven for noting that Archibald's successes went to his head a bit, but let's be honest – who among us is without fault?

# Lady Dorothy Quimby



**Lady Dorothy Quimby**  
HERO  
Human / 40mm

Actions

2

Move

8

Fight

3

Str

3

Guns

4

Reflex

3

Wounds

9



## Abilities:

**Noble,**

**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.

**40mm base,**

**Armor [2],**

**Run Over** - As part of a move forward, a Vehicle can run over any number of models (mounted on bases no larger than the width of the hull of the Vehicle) it passes through. If a Vehicle ends this move over any models, move them the shortest distance required to make room for the Vehicle. The Vehicle makes Reflex vs Reflex tests against every model it Runs Over. If the Vehicle scores fewer successes, the Run Over model is unaffected. If the Vehicle scores an equal or higher number of successes, the run over model suffers a hit with a Strength of the Vehicle plus any Critical Hits,

*Steamobiles have a huge problem: too many wheels. Four wheels mean four chances for a breakdown. Bicycles and steamcycles are safer in this respect, as there are only half as many breakable wheels. I went a step further. My monocyte has a single reinforced, virtually indestructible wheel. The only breakages that could occur would be those caused by high-speed collisions.*

*So you are saying that it's unbecoming of a lady to drive motor Vehicles? I disagree with this opinion and suggest settling our dispute on the racetrack in Windbog. Whoever wins a five-lap race is in the right. Agreed? Okay then, we're starting in half an hour. Whoever doesn't make it to the starting line loses by forfeit. Good luck getting through the city!*

The three things that Lady Dorothy Quimby enjoys the most are scandals, fast Vehicles and being right. Her fondness for the above guarantee her a life full of adventure, unnecessary risks and resentful gentlemen.

It is sometimes the case that these resentful gentlemen actively attempt to curb Lady Dorothy's excesses. History has shown this practice not to be the best idea. Lady Quimby is an excellent shot and drives her steam monocyte as if she had been born in its seat.

and is Toppled.

Run Over is considered a melee attack for the purpose of Heroic Deeds.

## Gadgets:

**Ride:** Quick Action, once per activation. If this model starts its action in BtB with a friendly, small-based model, right after completing its Move action you may put that model in BtB with this model. The model may be moved in or out of a melee.

**Wheel:** This model Moves as a Vehicle but can make a Heroic Move and can Run Over models mounted on bases no larger than itself. Otherwise it is treated as a normal hero model.

**Full Throttle:** Action - This model can Move up to 12".

**Pistol:** Ranged Weapon.

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



ASH AND OAK CLUB

# Sir Henry Bucklepunch

**Sir Henry Bucklepunch**  
 HERO  
 Human / 30mm

Actions: 2, Move: 4, Fight: 4, Str: 4, Guns: 4, Reflex: 2, Wounds: 9

2 Gold Funds

## Abilities:

Noble,

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.

**Armor** [3]

## Gadgets:

**Firespout Horse:** Action, discard a card in this model's suit. This model may be placed at any surface with no roof above it within 8". *This action does not allow this model to enter buildings or move into any roofed area.*

**Punchline Gauntlet: Ranged Weapon.**

Name	S	0-4"	4-8"	Notes
Punchline Gauntlet	4	0	-1	Quick, Punchline

**Punchline** - On a Miss place this model in BtB with the target model. Both models are Toppled. On a Hit place this model in BtB with target model. On a Critical Hit, if target model is mounted on a 30mm base, place it in BtB contact with this model. If target model is mounted on a larger base treat it as a Hit instead.

*Stand fast, villain! You wanted to break into the museum and steal the priceless reliquary of St. Galhad? You thought the room to be empty and unguarded? On the contrary! It is I, Sir Henry Bucklepunch, hiding inside this inconspicuous suit of armor!...Sir burglar? Please wake up... Oh dear, it seems to be a heart attack... Is there a doctor around?!*

*By mocking my armor, you also mock entire centuries of our history and everything that made our nation great. For this affront, I throw down the gauntlet and challenge you to a duel...*

*Oh, I forgot to turn off my steam gauntlet launcher. I hope the blow wasn't too hard? Pardon?*

*Oh well, we shall resume the duel when you return from your dentist.*



To say that Sir Bucklepunch is a history aficionado, a medieval ages connoisseur and an expert on knightly armaments would be a gross understatement. Sir Bucklepunch literally lives and breathes history. He dresses exclusively in period outfits, favoring the full plate. However, he should not be considered a backwards person. He complements his medieval armaments with steam gauntlet launchers, mecha-steeds and other products of modern technology.

After all, history is a cornerstone of the castle of today, as Sir Bucklepunch proclaims.



# Ash and Oak new Henchmen

## Distant Relative

<b>Distant Relative</b> HENCHMAN Human / 30mm	Actions	Move	Fight	Str	Guns	Reflex	Wounds	
	2	5	3	3	3	3	9	

### Abilities:

#### Noble

**Thicker than water:** This model may use cards as if it were a Hero model for Heroic Deed only.

**Been there, done that...:** At the start of the game roll a D6 and consult the list below: This model gains the gadget listed for the duration of the game.

**1-Dog Whistle:** Once per game. Activated [1A]: place 1 Hound in BtB with this model. Activate the Hound immediately after this model ends its Activation this turn.

**2-Formal attire:** Once per game. You may Steal the First Player's Initiative or make an Additional Activation choosing a card after all other players revealed theirs. If you do so, this model has to be chosen to Activate first.

**3-The Most Noble Order of the Garter:** This model is Hard to Kill.

**4-Balloon:** This model gains Infiltration.

**5-Military Experience:** Other friendly Noble models benefit from +1G while within 3" and Line of Sight of this model.

**6-Worthy Fellow:** Other friendly Henchmen have +1F and +1G if they are within 3" and Line of Sight of this model.

*So that's what you do here in the city? Interesting... Let me help you with this golem... See, that was simple – a big, easy target. Try hunting partridges, now that is a real challenge... What now? Sorry, but I won't be climbing up the drainpipe, it's a bit too fancy for my taste. Hold on a second, I'll fetch a ladder.*

There comes a point in every aristocrat's life when a distant relative from the countryside pays a visit. He's usually called Jim or James, and has a high opinion of himself, low income and the desire to mingle with the high society. Despite their many irritating traits, distant relatives can be useful sometimes. Just do not expect too much of them.

### Gadgets:

**Steamified Hunting Rifle:** Ranged Weapon.


Name	S	0-12"	12-24"	24-36"	Notes
Steamified Hunting Rifle	5	+1	-1	-2	



ASH AND OAK CLUB

## Housemaid

<i>Housemaid</i>	Actions	Move	Fight	Str	Guns	Reflex	Wounds
HENCHMAN Human / 30mm	2	5	1	2	2	4	6



### Abilities:

**The Maid has Charm [2].** Charm is a Quick Action. In order to make a Charm Quick Action, choose one of the possible Charms below and roll the number of dice in brackets. The result of the Charm will depend on the number of successes rolled.

**Distraction** - a Charm [2] Quick Action. Roll 2 dice. Target living model within 2" has its Fight reduced to half (rounding fractions up) for one Activation for every success rolled. Multiple Distractions stack.

**Heal** - a Charm [2] Quick Action. Roll 2 dice. Target living model within 2" regains 1 Wound for every success rolled.

*Monsieur, please stop moaning, it's just a flesh wound. Such a big boy and he faints from such a tiny gunshot? There, I blew on it and it no longer hurts. And now please collect yourself and get back in action. I'll make some tea in the meantime.*

Many a gentleman are often surprised by the level of composure and courage that the maids display while moving around the battlefield. There is nothing surprising about that, however. On a daily basis, each of these well-mannered ladies has to look into the abyss of the dirty laundry bin, face a century's worth of dust in some forgotten game room, and clean after a banquet organized by that aunt who is not to be talked about in public. After something like that, a raging troll is a cakewalk.

## Gardener

<i>Gardener</i>	Actions	Move	Fight	Str	Guns	Reflex	Wounds
HENCHMAN Dwarf / 30mm	2	4	3	4	3	2	13

2 COST

### Abilities:

**Landscape Artist:** Quick Action - Make a Strength test. Move target terrain piece (less than 3" high and no more than 2" long or wide) in BtB with this model a number of inches equal to the number of successes rolled.

**Gardening tools:** Melee Weapon. *Fast Strike [2]*, Gruesome Damage.

**Gruesome Damage:** This model deals +2 damage, instead of +1, for each Critical Hit in melee.

**Fast Strike [2]:** As a part of one Fight or Charge Action this model may make up to 2 melee attacks. Each subsequent strike is resolved at a cumulative -1 Fight. Each attack may target a different model if able.

### Gadgets:

**Hose: Ranged Weapon.**

Name	S	0-4"	4-8"	Notes
Hose	4	0	-1	Beam, Critical Topple, Wash

**Beam:** when shooting this weapon this model may target all models in LoS in a straight line between itself and the chosen point at the maximum range of this weapon.

**Critical Topple:** if a model is hit with at least one Critical Hit it is additionally Toppled.

**Wash:** Remove all Templates touched by the Beam

*Is this pistol supposed to scare me? I've just finished trimming the giant Lemurian Flytrap and I'm really not in the mood for jokes. Please get off the lawn and nobody gets hurt.*

The aristocracy loves their beautiful gardens full of exotic, dangerous plants. Importing interesting specimens is the easier part of the job. The real problem begins with keeping the plants in good health and not letting them spread. Gardeners of the Ash and Oak Club members are among the toughest representatives of this highly esteemed profession.



ASH AND OAK CLUB

## Cook and the Kitchen Boy

*Sir, here's your tea, biscuits and cucumber sandwich. Unfortunately, the cold salmon has spoiled. I had to use it to dispose of a certain rude gentleman with a flamethrower. Not to worry, though, the lamb with mint sauce has survived.*

Well-developed supply lines are the basis of a successful military campaign. Any strategist would confirm that. Hardly any member of the Ash and Oak Club goes into combat without a carefully selected team of cooks and kitchen helpers. Physical activity in the fresh air stimulates the appetite like nothing else.

### Cook

<i>Cook</i>	Actions	Move	Fight	Str	Guns	Reflex	Wounds	Cost
HENCHMAN Ogre / 30mm	2	5	4	6	2	2	15	3

#### Abilities:

**Hard to Kill:** If this model's W are reduced to 0 and it had more than 1W, it is reduced to 1W instead.

**Hand-picked Ingredients:** Quick Action. This model needs to be in BtB with a market stall. Draw 1 card.

#### Gadgets:

**Cleaver:** Melee Weapon. Gruesome Damage.

**Gruesome Damage:** This model deals +2 damage, instead of +1, for each Critical Hit in melee.



### Kitchen Boy

<i>Kitchen Boy</i>	Actions	Move	Fight	Str	Guns	Reflex	Wounds	Cost
HENCHMAN Halfling / 30mm	2	6	1	1	3	4	5	1

#### Abilities:

**Armor [1],**

**Frying Pan Mastery:** Friendly models in BtB with this model gain +1 Armor.

**Sip of Brandy:** Quick Action - Target friendly model in BtB with this model gains +2 Armor and Mindless until end of turn.



INVENTORS CLUB

# Inventors

## Inventors new Heroes

### Professor Egir Eldstrom



**Professor Egir Eldstrom**

HERO  
Troll/ 30mm

Actions	Move	Fight	Str	Guns	Reflex	Wounds
2	6	4	5	3	4	11



#### Abilities:

##### Scientist,

**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, remove all Fury Tokens from this model. This model is then returned to the battlefield with 1 Wound remaining,

**Fiery Passion:** Resistance to Fire [3],

**Gruesome Damage** in melee,

**Extraordinary Chemist:** each model in the same Club equipped with Lab Flask [see Lab Assistant entry or below] has: "When checking unintentional result roll an additional die and apply one of the effects rolled."

**Rage:** At the start of the turn this model makes a Reflex test with difficulty equal to the number of Fury Tokens on this model. If the test is failed it is Mindless until end of turn. This test can be boosted with cards in this model's suit,

**Fury:** Each time this model is hit by an attack it gains one Fury Token,

**Fury Token:** Each Fury Token gives a cumulative +1Fight, +1Wound and +1Armor.

#### Gadgets:

##### Lab Flask - Ranged Weapon

Name	S	0-8"	Notes
Lab Flask	0	+1	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 S3 hit.
3. **Acid** – the target's Armor is reduced by 4 until the end of the game. If the target has no Armor it suffers a S 4 hit.
4. **Glue** – the model hit is Topped
5. **Mercury Fumes** – center a 3" Smoke template on the target. Each living model starting its activation within or moving through the template suffers 2W. Remove the template at the end of the turn.
6. **Explosive Fluid** – center a 3" Smoke template on the target. The target suffers a S6 hit, all models touching the template are Topped. Remove the template at the end of the turn.

*Let the other trolls succumb to the curse. I don't have the time for that. I plan on making a good few more breakthroughs! Besides, it's not a curse. It's a progressive degeneration of the body, which has to have a biological basis. Nothing that couldn't be cured.*

*He's a great scientist, I know graduate students who would let themselves get killed to work with him. That's how it ends sometimes, too. Allegedly, one of the assistants made a mistake while mixing up some reagents last week, and the professor tore his arm off and beat him to death with it. So they say. He's a great scientist. A bit nervous, though.*

Professor Egir Eldstrom is a brilliant, highly esteemed scientist. He is also an aging troll, which means the curse that progressively turns every member of this race into a mindless, bloodthirsty beast is beginning to take effect. It is no wonder that the professor has harnessed his great mind to solve this problem.

Thanks to the regularly applied doses of alchemical concoctions, he manages to suppress the symptoms of the transformation. At least most of the time. In times of stress, the protective measures stop working and the professor's monstrous nature breaks free. As of now, it helped him survive a few fights and win an important scientific debate.

Egir's luck will turn around sooner or later, and he will turn into a monster permanently. But not today.



## Stephany “Seagull” Goéland



**Stephany Seagull**  
HERO  
Human / 30mm

Actions	Move	Fight	Str	Guns	Reflex	Wounds
2	5	3	3	4	3	9

3  
GUNS

### Abilities:

**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:

**Pistol: Ranged Weapon.**

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

**Golem Beacon Launcher: Ranged Weapon.**

Name	S	0-8"	8-16"	Notes
Golem Beacon Launcher	2	+1	-1	Beacon

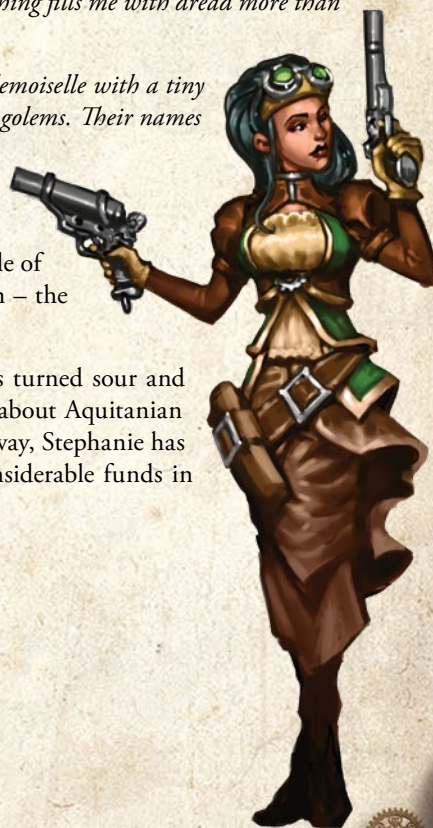
**Beacon:** Model hit counts as a friendly Scientist model for friendly Golems until end of turn. Friendly Golems have +1M and +2F while within 6" of that model. Beacons on different models stack their effects. If a friendly Golem is hit it cannot Activate next turn due to feedback overload.

*I have seen an airship being torn to shreds by a Wotanian dragon. I have flown a frail wyvern into the very heart of a tempest. I have survived an air duel with the Black Baron. However, nothing fills me with dread more than your butchering of the Aquitean accent. Such a crime I cannot overlook.*

*Ooh la la. Such a big ogre with a big revolver against such a petite mademoiselle with a tiny pistol... It's just that this mademoiselle is not alone... Monsieur, meet my golems. Their names are Pierre and Jean-Luc.*

It is hard to believe than this petite Aquitonian is one of the bravest women in the world. During the War, she was a wyvern test pilot and a gunner aboard the airship “Liberté.” She is also the hero of the Battle of Alfheim and the first foreigner ever to be awarded the Titania Moon – the royal decoration given for valor in the face of the enemy.

She was a member of the Ash and Oak Club for a time, but things turned sour and they parted ways. The reason for it might have been the crude joke about Aquitanian courage, or perhaps Sir Lance Oakroot's unwanted advances. Either way, Stephanie has decided to start earning fame in another field, and invested her considerable funds in scientific development.



INVENTORS CLUB

# Filippo Benelli

**Filippo Benelli**  
HERO  
Human / 30mm

Actions: 2, Move: 5, Fight: 2, Str: 2, Guns: 3, Reflex: 4, Wounds: 7

3 GOLD

## Abilities:

### 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.

**Concealed in the Crowd:** This model enters play with a Crowd Marker. It can only lose its Crowd Marker 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 Marker cannot be a target of any Shooting or Melee Attack and cannot be targeted by spells.

**Winding:** Quick Action, discard a card in this model's suit. Target clockwork model in BtB with this model gains +2 Actions until end of turn.

**Let's Play!** Quick Action. Discard a card and apply the corresponding result:

**Clubs - What's inside?** - Target Golem in BtB is healed up to its starting number of Wounds.

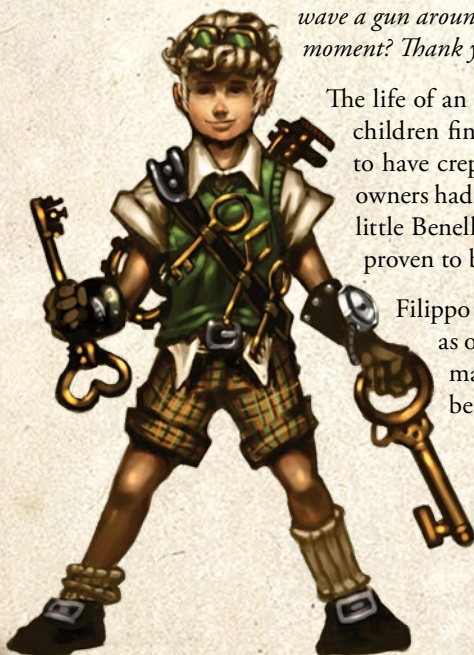
**Hearts - Hide and Seek!** - Clockwork Toys within 3" of this model gain Hidden in the Crowd marker. Draw a card when a friendly Hidden in the Crowd model is discovered this turn.

**Diamonds - Race!** - Clockwork Toys within 3" of this model make 1 Move Action each immediately after this model ends its Activation.

**Spades - Tag!** - Clockwork toys within 3" of this model make a Charge Action on one target model if able immediately after this model ends its Activation.

*aFilippo is a good boy and we're all trying to raise him the best we can. We shouldn't take him with us? But why not? It's better for him to be under adult supervision rather than sitting alone in the workshop, experimenting with goddess knows what. Besides, he can take care of himself perfectly well.*

*Don't mind me, I'm just playing here. And please put that rifle down, it's dangerous to wave a gun around a child... Could you please hold on to this music box for me for a moment? Thank you. And don't let go or it'll explode.*



The life of an orphan in Lyonesse is unenviable. Only a handful of homeless children find a safe haven within this great metropolis. Filippo was lucky to have crept into a workshop of the inventors' club one night. When the owners had realized that somebody had been living inside the broom closet, little Benelli has already managed to learn the basics of technomancy and proven to be a capable and devoted assistant.

Filippo is being raised surrounded by toys he had made himself, as well as over a dozen brilliant, although somewhat antisocial and slightly mad aunts and uncles. Everyone is hoping for him to grow up to be a good man.



## Luigi Campari



**Luigi Campari**  
HERO  
Halfling / 30mm

Actions	Move	Fight	Str	Guns	Reflex	Wounds
2	6	3	2	3	5	6

3  
GUNS

### Abilities:

#### Scientist,

**Swift:** This model may always use its Reflex instead of Fight when Defending in Melee.

#### Magic Ability [2]: Spiritualism,

**Mad Plunge:** If this model uses the Sky Hussar to be placed in BtB with an enemy model it may immediately make a melee attack against it with +3F and **Gruesome Damage**.

**Gruesome Damage:** This model deals +2 damage, instead of +1, for each Critical Hit in melee.

### Gadgets:

**Sky Hussar:** Action, discard a card in this model's suit. This model may be placed at any surface with no roof above it within 12".

*This action does not allow this model to enter buildings or move into any roofed area.*

This model can make this Action in melee.

### Spell:

Spell	Type	Cost	Range	S	Effect
<b>Contagious Enthusiasm</b>	Aura [1]	1	1"	-	<b>Contagious Enthusiasm</b>

**Contagious Enthusiasm:** All friendly models within range may make 1 Action each immediately after this model finishes its Activation.

*The dream of flying is a natural part of all sentient beings. Ever since the times of ancient, mythical inventors we've dreamt of getting off the ground, rising above the dullness of everyday existence, soaring above the clouds. Of all people, why was I able to fulfill this dream? I had greater motivation. I'm a halfling, and not a tall one at that. Think about the view I had to endure on a daily basis.*

*I came to Lyonesse with a superhero career in mind, but I quickly reconsidered. The local hero organizations are full of buffoons. They told me that all the aliases with "eagle" or "falcon" have been taken. Do you know what their suggestion was? Sparrow! Imagine: Luigi Campari, known as the Brave Sparrow. That's all I have to say on that topic.*

Mr. Luigi Campari is universally liked despite having been working with the inventors since only recently. It is hard to find a better example of the fact that an unremarkable body can hold a great and fearless spirit. Mr. Luigi takes on any challenge and does so with class and unparalleled charm.

Of course, one could argue that Mr. Campari's bravery and pugnacity is bordering on insanity, but that does not bother anyone in the inventors' club. Well-adjusted people are boring and make no important discoveries.



## Inventors new Henchmen

### Clockwork Servant

<b>Clockwork Servant</b> HENCHMAN Golem/ 30mm	Actions	Move	Fight	Str	Guns	Reflex	Wounds	1 COST
	1	7	1	1	0	4	2	

Choose one role for each Clockwork Servant before deployment for the duration of the game:

#### Oiler/Tinker/Booster.

The roles are defined by the model you're using.

#### Abilities:

##### Armor [4]

**Golem:** During its activation a Golem model must always remain within 12" of at least one friendly model with Scientist skill. This is called a Control Range. If a Golem model by any reason starts its activation over 12" from any friendly Scientist it must make Move Actions until it is within 12" of the closest friendly Scientist. If there are no friendly Scientists present on the battlefield all Golem models skip their activation. Golems have Fire Immunity. Golems are not living models.

#### Roles:

**Oiler:** Quick Action: Friendly Golem in BtB gains +1M and +1F until end of turn.

**Tinker:** As long as this model is on the table, replace any friendly Golems with Wreck marker when they are reduced to 0 Wounds.

- Quick Action: Friendly Golem in BtB recovers 1W.
- Quick Action, Friendly Hero within 6" discards a card in his or her suit: Replace a Wreck Marker in BtB with the same type of Golem it was before at 1W remaining.

**Booster:** Whenever a friendly Hero discard a card during their Activation or a spell is cast within 12", this model stores 1 charge. Friendly Golems within 6" may use a charge prior to making a dice roll to gain:

This model may re-roll any number of the dice it rolled this test.



## Wind-up soldier

**Wind-up Soldier**

HENCHMAN  
Golem / 30mm

Actions	Move	Fight	Str	Guns	Reflex	Wounds
1	6	3	3	2	2	2

1

COST

### Abilities:

#### Armor [4]

**Golem:** During its activation a Golem model must always remain within 12" of at least one friendly model with Scientist skill. This is called a Control Range. If a Golem model by any reason starts its activation over 12" from any friendly Scientist it must make Move Actions until it is within 12" of the closest friendly Scientist. If there are no friendly Scientists present on the battlefield all Golem models skip their activation. Golems have Fire Immunity. Golems are not living models.

#### Clockwork Toy,

*Tick tock tick tock... Right shoulder arms!... Present arms!... Take aim, fire!... Tick tock tick tock...*

Filippo hates it when someone breaks his toys, which is why he had most of them armed. Let them defend themselves.



### Gadgets:

**Cork Gun: Ranged Weapon.**

Name	S	0-3"	3-6"	6-9"	Notes
Cork Gun	2	+1	0	-1	Quick

## Jack-in-the-Box

<b>Jack in the Box</b> HENCHMAN Golem/ 30mm	Actions	Move	Fight	Str	Guns	Reflex	Wounds	
	1	0	1	1	3	2	2	

### Abilities:

**Armor** [4],

**Golem:** During its activation a Golem model must always remain within 12" of at least one friendly model with Scientist skill. This is called a Control Range. If a Golem model by any reason starts its activation over 12" from any friendly Scientist it must make Move Actions until it is within 12" of the closest friendly Scientist. If there are no friendly Scientists present on the battlefield all Golem models skip their activation. Golems have Fire Immunity. Golems are not living models.

**Clockwork Toy,**

**Undercover Agent:** This model is deployed after all other models, at least 13" away from any enemy model.

**Jack in the Box:** If an enemy model moves or makes an Action within 6" of this model, this model may make a Shoot Action immediately after the enemy model finishes its Activation.

This model may make a Shoot Action while in melee but only against models in melee. This model cannot hit itself as a result of it.

**Concealed in the Crowd:** This model enters play with a Crowd Marker. It can only lose its Crowd Marker 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 Marker cannot be a target of any Shooting or Melee Attack and cannot be targeted by spells.

### Gadgets:

**Tommy Gun - Ranged Weapon**

Name	S	0-8"	8-16"	Notes
Tommy Gun	4	0	-2	Fastshot [3]



*Ha! Ha! Ha! Ha! Ha! <burst from a machine gun>*

When it comes to pranks, Filippo prefers them loud and startling. It has to be handed to him, though, that he saves them for those who really deserve it.

## Galvanizer

<b>Galvanizer</b> HENCHMAN Human / 30mm	Actions	Move	Fight	Str	Guns	Reflex	Wounds	1 COST
	2	5	2	3	2	3	9	

### Abilities:

**Charge Counters:** Every time a model within 12" discards a card or casts a spell, place a Charge Counter on this model. When this model dies it first *Explodes!* with number of dice (X) equal to the number of Charge Counters it had and is then removed from the game.

**Explode:** roll X dice and compare the number of successes rolled to Reflex rolls of every model within 6" of this model. Models that rolled over this number are unaffected. Models that rolled equal number of successes are Toppled. Models that rolled less successes suffer Damage equal to the number of Critical Hits and are moved this many inches directly away from this model and are Toppled. If a model contacts another model or terrain it stops there.

### Gadgets:

**Galvanic Burst: Ranged Weapon.**

Name	S	0-12"	Notes
Galvanic Burst	3	0	Quick, Galvanic, <i>Overcharge.</i>

**Overcharge!** This model may remove one of the Charge Counters it has to gain +1 Guns and +1 Strength this shot.

*Field notes, part five. We are proceeding with the next experiment. The aim of this study is to determine the effects of sudden mana energy discharges on living, uncooperative organisms. Experiment starts in three, two... Oh dear... <explosion>*

Studies of mana energy discharges are a promising, exciting and rapidly evolving scientific field. Initial experiments have shown noticeable advantages of the method in question. The only thing that needs to be resolved is the minor problem of uncontrolled explosions.



## Welder

Welder	Actions	Move	Fight	Str	Guns	Reflex	Wounds	COST
HENCHMAN Human / 30mm	2	5	2	3	2	3	9	1

### Abilities:

As long as this model is on the table, replace any friendly Golems with Wreck marker when they are reduced to 0 Wounds.

**Fixit:** Action. Make a Reflex test. Replace a wreck marker in BtB with this model with a friendly Golem of the same type it was before with X Wounds remaining. X is the number of successes this model rolled in the Reflex test.

### Gadgets:

**Welder:** Melee Weapon. This model ignores Armor. On a critical hit, one of the gadgets chosen by the attacker is damaged and cannot be used for the rest of the game.

*Sonny, move over, I'm working here. It's quitting time in fifteen minutes and that golem won't repair itself. And stop waving that saber around, or I'll weld it to your...*

Welders are not employed for their mild manners or general refinement. Their job is to repair broken golems in any circumstances, regardless of whom or what would want to prevent them from doing so.



## Biocognitive Golem

<b>Biocognitive Golem</b> HENCHMAN Golem/ 30mm	Actions	Move	Fight	Str	Guns	Reflex	Wounds	
	2	4	3	6	3	3	5	

### Abilities:

Armor [7],

**Golem:** During its activation a Golem model must always remain within 12" of at least one friendly model with Scientist skill. This is called a Control Range. If a Golem model by any reason starts its activation over 12" from any friendly Scientist it must make Move Actions until it is within 12" of the closest friendly Scientist. If there are no friendly Scientists present on the battlefield all Golem models skip their activation. Golems have Fire Immunity. Golems are not living models.

**Try to take over the World!** This model may use cards as if it was a Hero model for Heroic Deeds only.

### Gadgets:

Pinky Gun - Ranged Weapon

Name	S	0-8"	8-16"	Notes
Pinky Gun	5	0	-1	Quick

*A shem used to control traditional golems doesn't allow for improvisation and reactive responses to changing circumstances. Our new biocognitive golem has an additional circuit, which utilizes the cognitive abilities of organisms that have been shaped to solve non-standard problems for many generations... I should explain in simpler terms? Well... Our new golem is being controlled by two lab mice.*

The biocognitive golem is yet another bold attempt at creating the perfect combat machine. Despite it still being in the testing phase, the golem's creators have high hopes for their invention. Because whatever could go wrong? They're only mice. After all, they wouldn't try to take over the world, or anything like that.



INVENTORS CLUB







Triad of Lotus Dragon



TRIAD OF LOTUS DRAGON



# Triad of Lotus Dragon new Heroes

## Hisao Shiryo



**Hisao Shiryo**

HERO  
Orc / 30mm

Actions	Move	Fight	Str	Guns	Reflex	Wounds
2	3	2	2	2	3	8



### Abilities:

**Mistmaker:** Quick Action. Place a Mist Template in BtB contact with this model.

**Magic Ability:** 4

### Spells:

Spell	Type	Cost	Range	S	Effect
Mistwalk	Buff [2]	0	6"	-	<i>Mistwalk</i>

**Mistwalk:** Target model gains Mistwalker until end of turn.

Spell	Type	Cost	Range	S	Effect
Horrors of the Aether	Aura [2]	1	6"	-	<i>Horrors of the Aether</i>

**Horrors of the Aether:** Living models touching Mist Templates within range suffer Strength 4 hit each, then the spell expires.

Spell	Type	Cost	Range	S	Effect
Encroaching Mists	Aura [2]	0	12"	-	<i>Encroaching Mists</i>

**Encroaching Mists:** Move every Mist template within range up to 6".

*Jimmy, we made it, we lost him! I told you that such an old man would be an easy target. By the way, he had quite a bit of cash in his wallet for a simple merchant. We sure got lucky with this fog, right Jimmy? For a moment there, I thought he would catch up to us... Jimmy? Jimmy?*

*The Fog is something more than bad weather. The Fog is pure magic seeping into the real world. The Fog is dragon's breath, and I know how to talk to dragons.*



Nobody knows how or when did Hisao Shiryo come to Lyonesse. He himself replies that he had simply come out of the fog in one of the alleys of Pothill one morning. Since then, he has been increasingly actively involved in the city's happenings, clearly carrying out his own mysterious plans.

Shiryo knows the ways of the magical Lyonesse Fog like no other, and is capable of taking advantage of its properties better than any local mage. How is that possible? Some argue that he was simply born and raised in Lyonesse, and the whole "eastern sage" aura he surrounds himself with is merely an illusion. There is no evidence of that, however.

## Ubume Borei

This model starts the game in Physical Form.

At the start of its Activation this model must choose to be either in **Physical** or **Ethereal** Form.

### Physical Form:

**Ubume Borei**  
**Physical Form**  
HERO  
Orc / 30mm

Actions: 2, Move: 5, Fight: 4, Str: 4, Guns: 3, Reflex: 4, Wounds: 8

3 CUNDS

#### Abilities:

**Vicious Claws:** Gruesome Damage in melee.

**Essence Gorgers:** Discard a card in this model's suit at the beginning or end of its current Action or immediately

after it suffers Damage. Replace one friendly Warashi model in LoS with this model. This model is now in Physical Form. This model gains as many Wounds as the Warashi model had Wounds remaining (see page 86).

### Ethereal Form:

**Ubume Borei**  
**Ethereal Form**  
HERO  
Orc / 30mm

Actions: 2, Move: 6, Fight: 2, Str: 2, Guns: 3, Reflex: 4, Wounds: 8

n/a CUNDS

#### Abilities:

**Ethereal:** When this model suffers Damage from Ranged or Melee Attacks, reduce the Damage it suffers to 1. Damage from spells is resolved as normal.

**Essence Gorgers:** see above.

**Shriek:** Ranged Weapon.

**3" Template:** place a 3" circular template completely within range. Roll to hit every living model touched by the template. Remove the template after the attack is resolved.

**Terrify** - Living models hit by this attack may not make a Move or Charge Action in their next Activation.

Name	S	0-6"	Notes
Shriek	0	0	Quick, <b>3" Template</b> , <b>Terrify</b>

*That was improper. Naughty. It's not polite to behave like that. Such behavior must be punished. You know what punishment awaits naughty children, don't you?*

*It's you?! No, that's impossible! I've already killed you once!*

Not much is known of Ubume Borei. She doesn't waste time on chatter. If she appears somewhere, it is to punish someone's bad behavior. The educational methods that she employs are largely criticized, but their effectiveness certainly cannot be denied. Those reprimanded by Ubume Borei never behave inappropriately again. Most of them never behave again at all.

There is only one mention of a person named Ubume Borei in the lyonessian offices. The name belonged to an orphanage matron who had died in a fire seven years ago, along with all her wards.



## Xenah Qiang

**Xenah Qiang**  
HERO  
Orc / 30mm

Actions: 2, Move: 3, Fight: 4, Str: 6, Guns: 4, Reflex: 6, Wounds: 8

1 FUND

### Abilities:

**Lifestealer:** This model regains 1 Wound every time it hits another living model.

### Gadgets:

**Golemic Arms:** +3 Strength, *Powered by Spirit* - this model may pay 2 life to gain 1 die prior to making a test. This ability may be used any number of times each turn.

**Elemental Chakram:** Ranged Weapon.

Name	S	0-8"	8-16"	Notes
Throw	4	0	-1	<i>Elemental Vortex</i>

**Elemental Vortex:** Model hit has its Move reduced to 2 until end of turn. Additionally it must make a Reflex [1] test. If it fails, one of its gadgets chosen by the attacker is damaged and cannot be used this game.

Or

Name	S	0-8"	X	Notes
Ride	0	0	X	Quick, <i>Windborne Charge</i>

**Windborne Charge:** On a successful hit this model may be placed in BtB with the target model and immediately has to make a Fight Action against it with +2 Fight. If this model started this Action high enough to claim Elevation Bonus in melee it does apply to this attack.

*The Alven Yard has determined that the cause of a transportation disaster that had paralyzed southern Lyonesse for hours on end was a malfunction of a steamobile in the Kingsplace district. In an interview with our correspondent, Constable Brickens said that "something had damaged the armored bank truck; it sliced it in half, went through it like a hot knife through butter." The police declined to comment on the stolen money.*

*Tonight's performance will be of one of the most famous, agile and skilled gymnasts of our time, miss Xenah Qiang! For your pleasure, she will perform the deadly Dance of Whirling Rings.*

Xenah Qiang comes from a famous Shangese circus family and is one of the best acrobats in Lyonesse. Being a longtime trainee of Xen Jidao has also turned her into one of the most dangerous warriors in the city. She handles her unique weapon – the enormous, razor-sharp rings – with deadly precision.

Personally, miss Qiang treats combat as a chore and secretly dreams of becoming a professional athlete one day. She hopes to represent Alfheim in the international athletics competition.



# Triad of Lotus Dragon new Henchmen

## Shade

<b>Shade</b>  HENCHMAN Orc / 30mm	Actions	Move	Fight	Str	Guns	Reflex	Wounds	
	2	5	3	3	3	4	8	

### Abilities:

**Concealment Art Adept:** When in Cover [1] this model is treated as in Cover [2].

### Gadgets :

**Crossbow Pistols:** Ranged Weapon.

Name	S	0-8"	8-16"	16-24"	Notes
Crossbow Pistols	4	+1	-1	-2	Quick, Armor Piercing [1], Fast Shot [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."*

Fanatic triad warriors, skilled in traditional martial arts and armed with modern pneumatic repeater crossbows. Fast like the wind, quiet as shadows. Xen Jidao and Mr. Cheng both consider forming the shade squads to be their personal success.



## Warashi

<b>Warashi</b>	Actions	Move	Fight	Str	Guns	Reflex	Wounds
HENCHMAN Orc / 30mm		7					

### Abilities:

**Scary appearance:** No living model in LoS may voluntarily move closer than 6" to this model.

**Ethereal:** When this model suffers Damage from Ranged or Melee Attacks, reduce the Damage it suffers to 1. Damage from spells is resolved as normal.

**Essence Meld:** Action. This model heals 1 Wound.

**Infiltrator:** Instead of deploying the model normally, place 3 markers anywhere outside the enemy's deployment zone and no closer than 12" apart. At the start of first game turn, roll a number of dice equal to this model's Reflex. For each success the enemy must choose one marker this model can be deployed on. If there are no markers available for deployment, the enemy may place the Infiltrator anywhere outside of his deployment zone. It cannot be the first model activated on the turn it is deployed. It suffers the Move Penalty [1] to all its Actions on the turn it is deployed.

*Am I afraid to be out after dark in this part of town? No, ma'am. I was afraid when I was alive.*

Have you heard those urban legends of sad little girls that can be encountered in dark alleys at night? At the end of the story, they always turned out to be ghosts. I'll let you in on a secret: the stories are true. If you encounter these little girls, run. Their governess might be nearby.



## Onryo

<b>Onryo</b>  HENCHMAN Orc / 30mm	Actions	Move	Fight	Str	Guns	Reflex	Wounds
	2	6	4	3	3	4	8

2 COST

### Abilities:

**Sour Sustenance:** When this model receives Damage from Acid source, heal as many Wounds instead up to a maximum of its starting number of Wounds.

### Gadgets:

**Steam-powered legs:** This model may move using the rules for Heroic Move provided it passes a Reflex [2] test at the start of each Action it wishes to do so.

**Vicious Claws:** *Gruesome Damage* in melee.

**Gruesome Damage:** This model deals +2 damage, instead of +1, for each Critical Hit in melee.

*One of your philosophers had said: what does not kill you makes you stronger. I can't count how many times people have tried to kill me. And you know what? It really did make me stronger.*

Working for the Lotus Dragon is a risky business. Fortunately, the organization provides full health care. Golemic, steam prosthetics are the norm among the more experienced triad associates. Some have even developed a resistance to corrosive fog, and their insensitivity to pain is legendary.



## Smuggler

Smuggler	Actions	Move	Fight	Str	Guns	Reflex	Wounds	Cost
HENCHMAN Orc / 30mm	2	5	3	3	3	4	8	1

### Abilities:

**Mistwalker:** In any moment in this model's 'Movement' action, when it is entirely within a Mist Marker, you can place it entirely in another Mist Marker, then it can continue its movement. The marker it moved from is removed from the Battlefield.

**Backstab:** This model gains +5 Strength when fighting with Topped models.

**Contraband:** This model adds 1 additional dice to Activating Objectives when in range.

*I'll show you a magic trick. See this junk filled with weapons and black lotus? I switch the papers and ta-daah! The shipment magically turns into green pea puree.*

Much of the organization's revenue comes from delivering rare and illegal goods to those interested in them. The entire operation is watched over by an army of inventive and enterprising smugglers. Each of them can take good care of both himself and his merchandise.





## Kasunda

<b>Kasunda</b>  <b>HENCHMAN</b> Orc / 30mm	Actions	Move	Fight	Str	Guns	Reflex	Wounds	1 COST
	2	5	3	3	3	4	8	

### Abilities:

**Mistmaker:** Quick Action. Place a Mist Marker in base contact with this model.

**Acidic Mists:** Models passing through or starting their activations in Mist Templates within 6" of this model suffer 1 Acid damage unmodified by Armor. Models cannot Mistwalk through these markers.

**Sour Sustenance:** When this model receives Damage from Acid source, heal as many Wounds instead up to a maximum of its starting number of Wounds.

**Acidic Nourishment:** Quick Action. Friendly model in BtB with this model gains Sour Sustenance rule until end of turn.

### Gadgets:

**Acid Spray: Ranged Weapon.**

Name	S	0-3"	3-6"	Notes
Acid Spray	3	0	-1	Quick. Acid, 3" Acid template.

**3" Acid template:** Place an Acid Template centered over target model. Remove it at the end of the turn.

*Pain is only a function of the mind. If you feel pain, it means that you have lost your focus. Keep this in mind during the upcoming fight.*

The warlocks that command the poisonous Mist magic and send corrosive fumes after the triad's enemies are students of Mr. Cheng. Their master has passed on not only his skills to them, but his ruthlessness and cynicism as well.



## Sumo Wrestler

<b>Sumo Wrestler</b> HENCHMAN Ogre / 40mm	Actions	Move	Fight	Str	Guns	Reflex	Wounds	3 COST
	2	4	5	7	2	2	5	

### Abilities:

**Hard to Kill:** If this model's W are reduced to 0 and it had more than 1W, it is reduced to 1W instead.

**Tachi-ai:** When this model charges it may add +2" to its Move and may move through friendly and enemy models as long as there is a place for its base at the end of this move. Make a Reflex vs Reflex test of this model and every model it moves through in this way. If this model scores equal or more successes the model it

moved through is Topped.

**Rikishi:** After resolving melee attack with this model you may Push the model that was the target of this melee attack up to 1" directly from this model and immediately follow up with this model up to 1" and into BtB contact with the pushed model. You may contact or leave BtB with other models as part of this follow up.

*I couldn't stop him, he just kept flailing me all over the alley like a puppy throwing a rag doll around. That's when Johnny drove into him with a steamobile. It gave us just enough time to brush the fish off ourselves and make a tactical retreat.*

The noble art of wrestling known as sumo originates from the remote Ozumu islands, from where it found its way to the court of the Dragon Emperor in Shang-In, and then to Lyonesse. Of course, sumo in Pothill is a less noble, but much more practical art, especially ever since the wrestlers have discovered the benefits of modern technomagic.



TRIAD OF LOTUS DRAGON

## Samurai

Samurai	Actions	Move	Fight	Str	Guns	Reflex	Wounds
HENCHMAN Orc / 30mm	2	5	4	4	3	4	8

2 COST

### Abilities:

**Armor** [2]

**Bushido:** When fighting in melee with only one enemy model, this model gains +2 Fight.

**Honourable Death:** When this model dies place a Mist Marker centered on this model.

*In my country, they say that the swordsmen don't need to cross their blades. They are able to determine who will win by looking into each other's eyes. I looked into your eyes. You can start running now.*

Mysterious warriors in mechanical armor that hide their faces behind demon masks are a new sight in Lyonesse. Their weapons, armor and customs would indicate an Ozumese origin, but they seem to be working with the Shangese triads. There is bound to be some deeper story behind it.



## Golemic Dragonling

<b>Golemic Dragonling</b> HENCHMAN Golem / 30mm	Actions	Move	Fight	Str	Guns	Reflex	Wounds	
		7	3	4	2	4	3	

### Abilities:

**Armor [3],**

**Golem:** During its activation a Golem model must always remain within 12" of at least one friendly model with Scientist skill. This is called a Control Range. If a Golem model by any reason starts its activation over 12" from any friendly Scientist it must make Move Actions until it is within 12" of the closest friendly Scientist. If there are no friendly Scientists present on the battlefield all Golem models skip their activation. Golems have Fire Immunity. Golems are not living models.

**Creature of the Aether:** This model is not deployed normally at the start of the game. When a Mist Template is put on the battlefield if there are Golemic Dragonlings yet to be deployed, place single remaining Golemic Dragonling within the Mist Template at the end of current model's Activation. If both players have Golemic Dragonlings to be deployed the player who has the Initiative places the model first. This model treats Mist Templates as friendly Scientists with Control Range of 6".

**Mistmaker:** Quick Action. Place a Mist Template in BtB contact with this model.

**Mistwalker:** In any moment in this model's 'Movement' action, when it is entirely within a Mist Marker, you can place it entirely in another Mist Marker, then it can continue its movement. The marker it moved from is removed from the Battlefield.

**Armor of Mists:** This model receives [+1] Armor while within Mist template.

**Sour Sustenance:** When this model receives Damage from Acid source, heal as many Wounds instead up to a maximum of its starting number of Wounds.

**Spew Acid: Ranged Weapon.**

Name	S	0-6"	Notes
Spew Acid	0	+1	Quick, 3" <i>Acid template.</i>

**3" Acid template:** Place an Acid Template centered over target model. Remove it at the end of the turn.

*Inside this next display case, we can observe a well-preserved specimen of draco astralis machinatio. It had appeared in our urban biotope quite recently, along with the progressive acidification of the atmosphere. Even now you can observe its acid valves being activated... Let's now move on to the next room, before the acid completely eats through the display case. Jenkins, please call the staff.*

It appears that these small golemic dragons nest somewhere in the polluted regions of the Astral, and crawl over to our side when the Fog rises. They often accompany sorcerers that use Mr. Cheng's acid magic. It is altogether difficult to say if the triad members have domesticated these strange creatures, or have been domesticated by them.





UNAFFILIATED

UNAFFILIATED

A circular dial with numbers 1 through 12 around the perimeter. The center of the dial is a glowing green circle containing the page number 93. The dial is surrounded by other mechanical elements like gears and a compass rose.

## Unaffiliated

### Timmy “Weasel” O’Connor

**Timmy “Weasel” O’Connor**  
HERO  
Halfling / 30mm

Actions	Move	Fight	Str	Guns	Reflex	Wounds
2	7	3	1	5	6	7

2 FUNDS

#### Abilities:

**Mercenary:** This model may be fielded in any Club.

**Infiltrator:** Instead of deploying the model normally, place 3 markers anywhere outside the enemy’s deployment zone and no closer than 12” apart. At the start of first game turn, roll a number of dice equal to this model’s Reflex. For each success the enemy must choose one marker this model can be deployed on. If there are no markers available for deployment, the enemy may place the Infiltrator anywhere outside of his deployment zone. It cannot be the first model activated on the turn it is deployed. It suffers the Move Penalty [1] to all its Actions on the turn it is deployed.

**Swift:** This model may always use it’s Reflex instead of Fight when Defending in Melee.

**Famiglia:** This model is a member of the Family (it is a Famiglia model).

**Mistwalker:** In any moment in this model’s ‘Movement’ action, when it is entirely within a Mist Marker, you can place it entirely in another Mist Marker, then it can continue its movement. The marker it moved from is removed from the Battlefield.

**Noble,**

**Reporter Extraordinaire:** Whenever another friendly Hero model successfully makes a test or wins a test against an opponent within 6” of this model, draw a card.

#### Gadgets:

**Reporter’s Hat:** All living models may re-roll 1 die in every roll they make within 6” of this model.

**Press Pass:** This model is friendly to all models. All enemy models are friendly to this model.

*Make way for the press! How would you comment on the alleged involvement of the Ash and Oak Club in the recent scuffle down by the docks? Our readers are just dying to know. Speaking of dying, please put your hands in the air, otherwise I’ll be forced to shoot you. You see, I believe in active journalism.*

*You wound me to my very soul with these unfair accusations, miss! You’ve assumed that I’m a member of the scylla just because I’m a halfling that’s aiming a gun at you. A lady of your sophistication should be above such oversimplification. By the way, when we’re all done with this tussle and the less fortunate of us checks out of the hospital, will you be willing to give me an exclusive interview?*



The star of investigative journalism and the favorite reporter of “Lyonesse Crystalograph,” Timmy O’Connor knows the ins and outs of the city’s darkest corners and can take care of himself in any situation, despite his small stature. However, Timmy hides a shameful secret – his real name is Vittorio and he is in fact a rebellious grandson of the halfling Godmother in charge of the infamous Vendetta family.

Other than that, Timmy is a swell guy, a real charmer. Even if he does sometimes exchange a few bullets with his former allies while working on an article, nobody holds it against him. It’s all just part of the job, after all.

## Harriet Kinsley



**Harriet Kinsley**

HERO  
Human / 30mm

Actions Move Fight Str Guns Reflex Wounds

**2** **5** **4** **3** **4** **5** **9**

Wounds  
**n/a**  
Funds

### Abilities:

**Mercenary:** This model may be fielded in any Club.

**Extraordinary Luck:** Harriett is a seasoned explorer and adventurer, so she doesn't take advantage of Beginners Luck. Her luck and ability to get out even from the most dangerous situations is almost as legendary as her achievements though, so she may re-roll one roll for F, G, or R each turn (she has to re-roll all dice).

**Field Notes:** Harriet gains +1 die for activating objectives.

**Renaissance Woman:** Harriet has been everywhere in her not-so-long life, and has seen many places that were previously unseen to living creatures. That is why she is widely educated and has great knowledge not only of science, archeology, golemology and arcane beings, but also is confident when the action becomes tense. She may use any suit of cards to make Heroic Moves, Heroic Recovery and Heroic Deeds.

**Noble,**

**Scientist,**

*You know what? I managed to survive encounters with a winged gorilla from Aksum, a herd of Khemrian sphinxes, a piranha mermaid of Amacunu and a winter elemental from the Ice Plains. In comparison, these seven Lyonesian thugs are a piece of cake.*

*They say that the pen is mightier than the sword. I believe it with all my heart. In stressful situations, however, I prefer my trusty double-barrel over either of them. It's accompanied me on all of my travels. Also, it can bring a raging wererhino to a halt in an instant.*

Traveler and unparalleled huntress, as well as Royal Geographic correspondent best known for her documentary series "Through the jungles of Lemuria." Owner of a vast collection of trophies that include the winged monkey of Axum and the vulture gryphon, among others. Equally skilled with a pen as with her indispensable elephant gun.

There is only one thing that Miss Kinsley fears – boredom. She stays in Lyonesse just long enough to prepare the next expedition. Even then she prefers an active kind of rest.

### Gadgets:

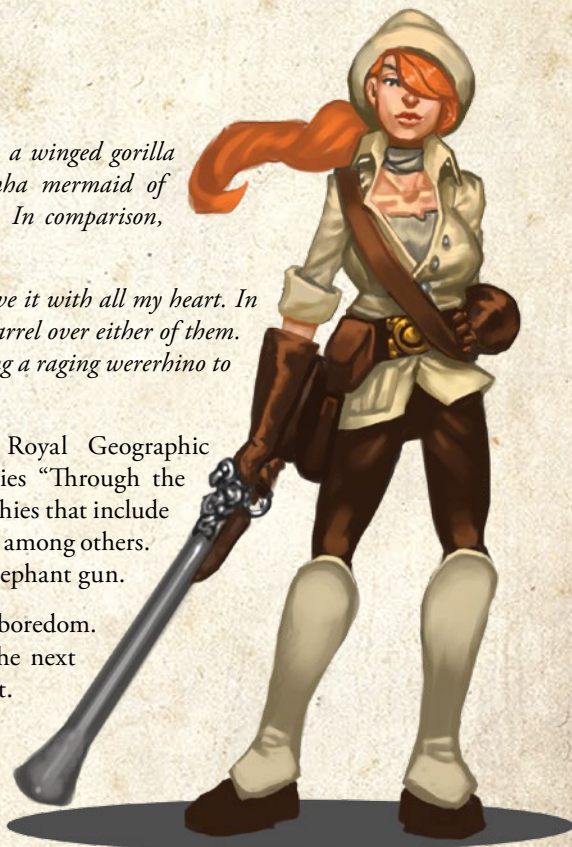
**Shang-Inian Bombs: Mistmaker:** Quick Action. Place a Mist Marker in base contact with this model.

**Arcane Blunderbuss - Ranged Weapon.**

Name	S	0-8"	8-16"	Notes
Arcane Blunderbuss	4	+1	0	3" Template, Topple

**3" Template:** Place a 3" diameter circular template completely over target model. All models touched by the template have to make Reflex tests against this model's single Guns roll.

**Topple:** Models hit with this weapon are Topped in addition to any damage suffered.



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# Lord James Fouley



**Lord James Fouley**

HERO  
Elf / 30mm

Actions Move Fight Str Guns Reflex Wounds

2

6

4

5

3

4

9

2  
FUNDS

## Abilities:

**Mercenary:** This model may be fielded in any Club with the exception of The Inventors.

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

**Noble,**

**Infamous:** Lord James Fouley is such a disturbing figure that he provokes sheer terror in his enemies. Enemy Henchmen in BtB with James Fouley suffer -2F each to a minimum of 1F.

## Gadgets:

**Goldfeather\*:** Melee Weapon. +3 Strength (\*: included in the profile), Fire damage.

**Goldfeather:** Ranged Weapon:

Name	S	0-6"	6-12"	Notes
Goldfeather	5	0	-1	<i>Topple</i> , Fire.

**Topple:** Models hit with this weapon are Topped in addition to any damage suffered.

**Brace of Pistols:** Ranged Weapon.

Name	S	0-8"	8-16"	16-24"	Notes
Brace of Pistols	4	+1	-1	-2	Fastshot [2], Quick

**Staff of Menace:** Every enemy near to this ancient artifact feels feeble and weak. Whenever an enemy model starts its activation within 6" of James Fouley it treats all open ground as Rough Terrain and all Rough Terrain as Impassable Terrain this turn. This has no effect on Heroic Moves.



*Hunting with falcons? So... simpleminded. Don't get me wrong, though. This kind of entertainment could hold some value for unsophisticated people from certain social groups. However, people of a certain level should strive for something more. I hunt only with the help of a phoenix. Retaining control over one is a true challenge, but when you succeed, the birds you hunt will be delivered to you cooked and ready.*

*Let me introduce myself – Lord James Fouley. I can assure you that everything you've heard about me is true. Yes, I would have started running too, if I were you... What's that? You can't move? Such a strong thug, and he will just let himself be beaten by a feeble gentleman with a cane...*

This sickly pale elven gentleman is an unscrupulous seducer, a compulsive duelist, a world-renowned phoenix breeder, as well as a three-time winner of the Most Irritating Person of the Year contest organized by "Lyonesse Crystalograph." The enchantments etched into his ebony cane leach the strength out of everyone nearby.

Lord Fouley tends to participate in every endeavor able to bring him at least some entertainment. The one group he does not get along with is the Inventors' Club – their utter lack of refinement repulses him.



## Arthur Baskerville

**Arthur Baskerville**

HERO  
Elf / 30mm

Actions **2**

Move **6**

Fight **3**

Str **2**

Guns **3**

Reflex **4**

Wounds **9**

1 FUNDS

### Abilities:

**Mercenary:** This model may be fielded in any Club.

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

**Scientist,**

**Noble,**

**All Suits:** This model may use cards in any suit while making a Heroic Move or Heroic Recovery.

**Deduction:** Quick Action. Discard a card and apply the corresponding result until end of turn:

**Clubs: *Misleading Clues*** - Enemy models roll 2 less dice to Activate target Objective within 8" of this model or Baskerville Hound.

**Hearts: *Magnificent Deduction*** - Friendly models roll 2 more dice to Activate target Objective within 8" of

this model or Baskerville Hound.

**Diamonds: *Photographic Memory*** - One Hidden in the Crowd model within 8" of this model or Baskerville Hound loses Hidden in the Crowd marker.

**Spades: *Unparalleled Intellect*** - This model gains +6 dice to Activate target Objective within 3".

### Gadgets:

**Pistol: Ranged Weapon.**

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

**Hidden Blade:** This model gains +2 Fight when being attacked in melee.

*My good man, would you kindly tell me how to get to Tremont Square? Take the train to Sovereign Road and change trains to the Metropolitan line? That's enough for me. Put your hands in the air! Perhaps I would have ignored the fact that you used the wrong kind of fabric for the disguise, but I cannot believe that a simple Pothill worker knows the way to Queenstone that well. Elementary mistakes, my dear sir.*

*He escaped us? On the contrary. Did you notice the reddish clay on his shoes? It occurs only in Bridgebank. He's an orc, so he doesn't venture beyond Lumney Street. This lets us determine exactly where he's running off to. We'll take a cab and wait for him on the spot. I'm a detective, not an athlete.*

Arthur Baskerville is Lyonesse's first consulting detective. He is known for cases he had solved working together with the Alven Yard, but he sometimes works with most of the city's clubs as well, if he considers the level of challenge appropriate for his acute intellect.

Mr. Baskerville is famous for his observation skills, ability to link facts, vast knowledge of Lyonesse's criminal underworld, as well as total inability to establish any deeper interpersonal relations.



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## Hound of Baskerville

<b>Baskerville Hound</b> HERO Golem / 30mm	Actions	Move	Fight	Str	Guns	Reflex	Wounds
	1	8	4	4	0	3	3

1 COST

### Abilities:

**Mercenary:** This model may be fielded in any Club.

**Armor** [4],

**Golem:** During its activation a Golem model must always remain within 12" of at least one friendly model with Scientist skill. This is called a Control Range. If a Golem model by any reason starts its activation over 12" from any friendly Scientist it must make Move Actions until it is within 12" of the closest friendly Scientist. If there are no friendly Scientists present on the battlefield all Golem models skip their activation. Golems have

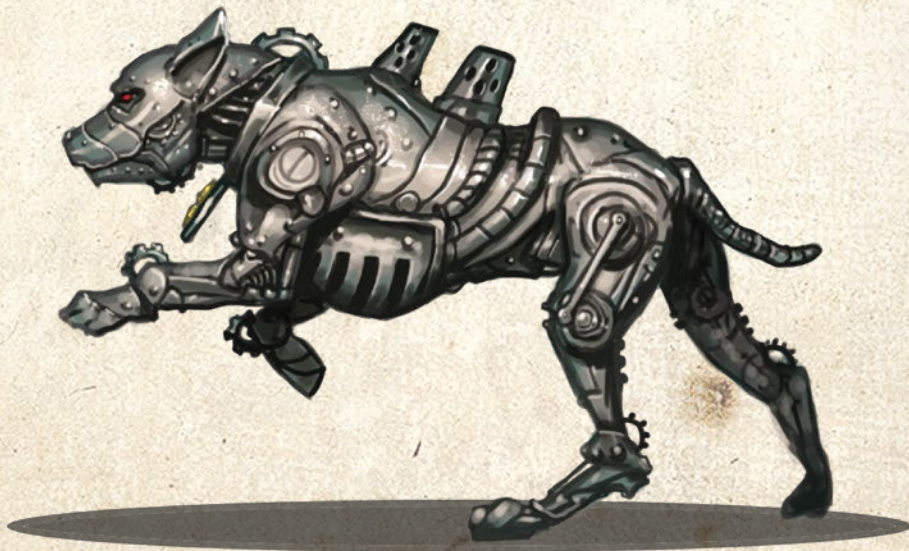
Fire Immunity. Golems are not living models.

**Ferocious Beast:** While this model is within 12" of Arthur Baskerville its melee attacks Topple if it rolls any Critical Hits.

**Resolute:** If an enemy model moves or makes an Action within 3" of friendly Arthur Baskerville, this model may make an Action immediately after the enemy model finishes its Activation.

*I see you have met my dogs. They are very useful and have all the advantages of living hounds and none of their faults. Beautiful animals... Just make sure not to make any sudden moves – those jaws clenched around your neck have a bite force of several hundred tons.*

During one of his more famous cases, Arthur Baskerville had faced a pack of renegade golemic hounds. Luckily, he managed to deduce the sequence for accessing the beasts' shem and modify their algorithms. Since then, the hounds have a new master to whom they are utterly devoted.





G I A N T

# Giant

The Giant can be played in one of two ways:

**1. Under Control** - In a normal 2 or more players game with one player controlling the Giant.

**2. Rampage!** - In a cooperative 1 or more players game with all players trying to stop the Rampaging Model that operates autonomously.

## Giant Under Control

*Two or more players game with a player controlling the Giant.*

Any number of players can deploy their clubs as normal, with an agreed number of Heroes. Any number of players can use Giants as part of their clubs, with the same agreed number of Heroes.

The Giant is considered a friendly model of the Club the player fields. In order to deploy a Giant the player needs to buy a Giant Hull henchman available to his Club.

Heroic Systems can be chosen instead of Hero models. The combined number of Hero models and Heroic Systems cannot exceed the number of Heroes agreed to use for the game.

The Funds the chosen Hero models and Heroic Systems provide is added together and can be spent on Henchman models, Vehicles and Support Systems in any combination. The combined Cost of these cannot be higher than the Funds the chosen Hero models and Heroic Systems provide.

### 0 Actions

0 Actions - Models and Systems that have 0 Actions on their profile do not Activate (So they are treated more like a Gadget than a model).

### Giant Hull

Giant Hull - A Giant requires precisely 1 Giant Hull. It is bought as a Henchman model of the player's Club and will allow Heroic and Support Systems to be installed in it. All systems installed are considered one model and cannot leave the Giant but may be targeted and destroyed separately.

### Heroic Systems

Heroic Systems - A Giant has to have a number of Heroic Systems installed; a minimum of 1 and up to the number of Heroes set to use for the game. Heroic Systems can always do Heroic Deeds and can do Heroic Moves in their Activation. Heroic Systems can do any Action and use any Support System installed and Operational as a Hero would use a Gadget in their own Activation. When a Heroic System is Activated apply its profile modifiers to the Giant's profile for the duration of this Activation.

### Support Systems

Support Systems - Support Systems can be bought instead of Henchmen models and installed in the Giant. Support Systems are Gadgets. When a Support System is Activated or used by a Heroic System in its Action apply the Support System's profile modifiers to the Giant's profile for the duration of this Action.

### Operational

Operational - An installed system that has any Wounds left is considered Operational and can Activate or be used for another System's Activation.

### Nexus

Nexus [x], Magic Type - In the world of Wolsung massive edifices of a certain Magic Type will generate stronger magical field of this type around them and will make spells of this type both stronger and easier to cast. Models with a Magic Ability [Magic Type] within 6" of a model with this rule gain +x to Magic Ability.

# Rampage!

*Single player or cooperative game against a Rampaging model.*

Any number of players can deploy their clubs as normal, with an agreed number of Heroes.

The Rampaging Giant has as many Heroic Systems installed as the total number of Hero models players field. The players should install the set number of Heroic Systems one system each in a clockwise order, each player choosing a different Suit if able. Multiple copies of the same System can be installed. Spend all the Funds of the Rampaging Giant's installed Heroic Systems by installing Support Systems, one player at a time in a clockwise order. Install one Ranged Weapon, one Melee Weapon and one other support system, then start anew until all the funds are spent. Multiple copies of the same System can be installed. Alternatively you can agree on a Rampaging Giant's setup beforehand, or use any of the special scenario setups provided.

The Rampaging Giant requires a Giant Hull and at least one Heroic System installed.

## Rampaging Giant's Activation

Since there is no player actually controlling the Rampaging Giant, it will act according to its pre-programmed execution plan. To represent this the Rampaging Giant is Activated differently than other models and does not roll any dice.

## Rampage! Deck

Put a card representing every installed system into a special deck of system cards called the Rampage! Deck. Shuffle the Rampage! Deck and place it face-down. Before the first player Activates a model, reveal the top card from the Rampage! Deck and set it aside. This will be the first system the Rampaging Giant activates when it is its turn. Continue doing this as the next players Activate, revealing the top card before the players Activate their model and forming a sequence of Rampaging Giant's Systems Activations, or it's Execute program for the next time it Activates.

## Execute

The Rampaging Giant will act as an additional player and will always be the last in the clockwise order of Activations (just before the First Player). When it is the Rampaging Giant's turn to Activate, Execute the program - Activate all revealed System cards in the same order they were revealed.

- If it is a Support System, it will have its Action clearly defined.
- If it is a Heroic System, reveal the top card from the normal playing cards deck used for the game. Its suit will define the exact Action the Heroic System of the Rampaging Giant will make.

If a system card is revealed that is already not Operational, the Rampaging Giant skips this Activation but proceeds to Execute the rest of the program.

Once the Rampaging Giant finishes its Activation put these System cards to a "depleted" pile and draw new ones from the Rampage! Deck throughout the next Initiative round in the same way as before from the Rampage! Deck.

Each system card in a Rampage! Deck must be revealed each turn. If there are cards left in the Rampage! Deck after the players run out of models, continue revealing them one card per player and Executing the Giant's program until the Rampage! Deck is depleted. If the Rampage! Deck is depleted before the players run out of models to Activate it means all Heroic and Support Systems were already Activated this turn and the Rampaging Giant skips further Activations this turn.

At the start of every successive turn shuffle the Rampage! Deck and repeat the activation process through the turn.

*Since no one is going to roll any dice against himself, the Rampaging Giant's attacks and defense are resolved by means of Offensive and Defensive Performance:*

## Offensive Performance (OFF)

This is the effectiveness of the Rampaging Giant in a given Action. It is the number of Successes it achieved this Action. If it targets a model with an attack that model needs to roll more Successes than the OFF in order to avoid the attack. For every Success less than the OFF the attack will cause +1 Damage (exactly as if the Rampaging Giant achieved a Critical Hit).

## Defensive Performance (DEF)

This defines how hard it is to hit the Rampaging Giant with an attack. It is the number of Successes it achieved against this attack.

## Giant Hull

A Rampaging Giant requires precisely 1 Giant Hull. It will allow Heroic and Support Systems to be installed in it. All systems installed are considered one model and cannot leave the Giant but may be targeted and destroyed separately. The Giant Hull will have a set Defensive Performance (DEF) that is used whenever any system of the Rampaging Giant is a target of an attack.

## Heroic Systems

A Rampaging Giant has to have a number of Heroic Systems installed equal to the total number of Hero models players field. As long as the Rampaging Giant has at least one Heroic System operational it is as a whole considered Operational. A Heroic System will have a set Offensive Performance (OFF) that is used whenever this System is Activated. In addition when a Heroic System makes an attack or is a target of an attack, reveal the next top card from the deck.

If it attacked or was attacked in melee, any revealed black card with a number will add +1 to its OFF or DEF. Any black Court Card will add +2 to its OFF or DEF. A black Ace will add +3 instead. Red cards will add nothing to the melee OFF or DEF against melee attacks.

If it attacked or was attacked with a Ranged Weapon or spell, any revealed red card with a number will add +1 to its OFF or DEF. Any red Court Card will add +2 to its OFF or DEF. A red Ace will add +3 instead. Black cards will add nothing to the ranged OFF or DEF against ranged attacks or spells.

### Example 1:

*OFF: a Heroic System with an OFF [1] reveals a 9 of hearts. This means the performance of this system's ranged attack is [2] this Action (plus any modifiers the Support System used this Action provides). If it targeted a model with a ranged attack and that model rolled 2 Successes for its Reflex, it is hit. If the targeted model rolled 3 successes it is missed. If the targeted model rolled 1 Success, it is hit with 1 Critical Hit.*

### Example 2:

*DEF: A Rampaging Giant's Heroic System is targeted with a Ranged Weapon and reveals a 9 of hearts. As the Giant Hull's DEF is [2] its total DEF against this attack is [3]. If the enemy model rolls 3 Successes for its Guns, it hits the Rampaging Giant. If it rolls 2 Successes, the shot is a miss. If it rolls 4 Successes, it hits it with 1 Critical Hit.*

*Next action, the same Rampaging Giant's Heroic System is targeted with a melee attack and reveals a 7 of hearts. This card adds nothing against melee attacks so its DEF against this attack is [2]. If the enemy model rolls 2 Successes for its Fight, it hits the Rampaging Giant. If it rolls 1 successes, the attack is a miss. If it rolls 4 Successes, it hits it with 2 Critical Hits.*

## Support Systems

Support Systems can be bought as Henchmen models and installed in the Rampaging Giant. Support Systems may provide additional weapons, rules or OFF and DEF modifiers to the Heroic Systems installed. When a Support System makes an attack or is a target of an attack, only apply it's listed OFF or the Giant Hull's DEF.

### Example:

*A Rampaging Giant's Support System is targeted with a Ranged Weapon. Giant Hull's DEF [2] means the attacker needs to score 2 Successes to hit it. If the enemy model rolls 2 Successes for its Guns, it hits the Rampaging Giant. If it rolls 1 Success, the attack is a miss. If it rolls 3 Successes, it hits it with 1 Critical Hits.*

## Operational

A system that has any Wounds left is considered Operational. In order to stop the Rampaging Giant all of its Heroic Systems have to be destroyed.

## Rampage! Move Action

This model may enter BtB with enemy models in Move Action. If a Move Action takes this model into BtB, make a melee attack against the model in BtB not using any installed Melee Weapons (So use the basic OFF of the Activating System and the basic Strength of the Giant Hull).

## Rampage! Basic Scenarios:

*When playing against a Giant on the Rampage, it is important to keep the Rampaging Giant's objectives simple.*

Of course you can devise a more elaborate scenario, where both the Giant and the players need to fulfill certain objectives first in order to be able to fulfill the ultimate win condition, but for the first few games it's best to stick to one of the following scenarios:

### 1. Stop it before it gets there!

The Giant starts deployed in contact with the centre of one table edge and must reach the opposite table edge - Rampaging Giant victory. If the Giant Explodes or fails to reach the opposite table edge in 3 turns it is the player's victory.

### 2. It's on the rampage!

The Giant starts deployed at the centre of the table and must eliminate all Heroes. Player's Hero models are the Rampaging Giant's objectives. The Giant gains 2VP for each Hero it eliminates and 1VP for each Henchman it eliminates. The players gain 2VP for each Hero or Heroic System they eliminate and 1VP for each Henchman or Support System they eliminate. Whomever scores the most VP is the winner.

VP - Victory Points.

## Gigantic Golem - Inventors Giant Hull

*We're thinking of the slogan "big is better." This is a huge success – the very first major project carried out by a design committee. You might say, without exaggeration, that each member had given a little piece of themselves to this monumental piece... The allegations that our gigantic golem behaves as if he had schizophrenia? Absolute nonsense, pure and simple. It just has to be understood that such a huge chassis needs to be managed by an entire shem cluster. Kind of a golemic steering committee, if you will.*

The biggest, boldest and most breathtaking of the club's projects did not have its public release yet. Tall enough to reach beyond the rooftops, the gigantic golem is the result of the collective work of all the club members. The modular design allows for virtually any configuration of equipment and control algorithms, making the golem a truly universal machine. That is the theory, anyway. We will learn the practice when the inventors finally decide to turn their masterpiece on, which is to happen soon. Because whatever could go wrong?

## Rockheart Industries Gigantic Golem Hull

<b>Rockheart Industries Gigantic Golem Hull</b>	Actions	Move	Fight	Str	Guns	Reflex	Wounds	
Giant Hull	0	4	3	5	2	3	X	1 COST

### Abilities:

**Giant Hull:** Heroic and Support Systems can be installed in this model and will use its profile for their Actions. They are still considered this model so for example need to remain in Control Range.

**Golem:** During its activation a Golem model must always remain within 12" of at least one friendly model with Scientist skill. This is called a Control Range. If a Golem model by any reason starts its activation over 12" from any friendly Scientist it must make Move Actions until it is within 12" of the closest friendly Scientist. If there are no friendly Scientists present on the battlefield all Golem models skip their activation. Golems have Fire Immunity. Golems are not living models.

### Support System,

**80mm base,**

**Cannot be Toppled,**

**Puny Creatures!:** This model may make any Action when in melee with models mounted on smaller bases, in particular it may leave melee with any Action without any test and shoot and cast spells while in melee, and it can never hit itself when shooting into melee.

**Nexus [1], Technomagic:** Model with Magic Ability [Technomagic] within 6" of this model gain +1 to Magic Ability.

**Explode [15]** - When all the installed Heroic Systems are destroyed, this model will Explode.

### Rampage! - Rockheart Industries Gigantic Golem Hull

Golem,	Nexus [1], Technomagic,
Giant Hull,	Explode [15]
Support System,	
Cannot be Toppled,	OFF [0]
Puny Creatures!,	DEF [2]
Inventors Support System	



# Inventors Heroic Systems

## Tinkerly's Baffling Befuddlement Device

**Tinkerly's Baffling Befuddlement Device**  
Heroic System, Gadget

Actions: 2 → Move: - Fight: +1 Str: - Guns: +1 Reflex: - Wounds: 9

3 GOLD COINS

### Abilities:

Armor [1],  
Scientist,  
Heroic System,  
Magic Ability [2], Technomagic,

### Spells:

Spell	Type	Cost	Range	S	Effect
Optimise	Buff [2]	1	6"	-	Optimise

**Optimise:** Target Golem within range gains +2F and +1G in its next Activation.

## Rampage! - Tinkerly's Baffling Befuddlement Device

Armor [1]

OFF [1]

Scientist

DEF [+0]

Heroic System - Hearts.

*When this System card is Activated in the Execute program phase, reveal the top card from the normal playing cards deck used for the game. Its suit will define the exact Action this Heroic System of the Rampaging Giant will make:*

**Hearts - Buff.** This model makes a normal Move Action directly away from the closest enemy model. Apply [+1] OFF to this model's next Activation.

**Ace of Hearts -** Do not move this model. Apply [+2] OFF to this model's next Activation instead.

**Diamonds - Shoot.** This model makes a Shoot Action using an installed Ranged Weapon with the longest range. Target is the furthest enemy model in LoS.

**Ace of Diamonds -** Target is the furthest enemy Hero model instead.

*If models are tied for being the furthest the target is the furthest enemy model in LoS with lowest Reflex. If no Ranged Weapons are available treat this as Hearts instead.*

**Spades - Fight.** Make a Fight Action or Charge if in range or Move towards the lowest Fight enemy model using an installed Melee Weapon that provides the most Fight.

**Ace of Spades -** Target is the lowest Fight enemy Hero model instead.

*If models are tied for being the lowest Fight the target is the closest of these enemy models (or enemy Hero model). If no Melee Weapons are available treat this as Hearts instead.*

**Clubs - Move.** This model makes a Move Action towards this model's Objective, using any Special Move this model has installed that allows it to move the furthest distance.

**Ace of Clubs -** In addition apply [+1] OFF to this model's next Activation.

## Nielsgaard's Temporal Oscillator

**Nielsgaard's Temporal Oscillator**  
Heroic System, Gadget

Actions: 2 +1  
Move: +1  
Fight: -  
Str: -  
Guns: -  
Reflex: +1  
Wounds: 9

3 FUNDS

### Abilities:

Armor [1],  
Scientist,  
Heroic System,  
Magic Ability [2], Technomagic,

### Spells:

Spell	Type	Cost	Range	S	Effect
Oscillate	Buff [3]	2	6"	-	Oscillate

**Oscillate:** Target model or System within range counts as not Activated yet this turn.

### Rampage! - Nielsgaard's Temporal Oscillator

Armor [1]

OFF [1]

Scientist

DEF [+1]

Heroic System - Hearts.

*When this System card is Activated in the Execute program phase, reveal the top card from the normal playing cards deck used for the game. Its suit will define the exact Action this Heroic System of the Rampaging Giant will make:*

**Hearts - Buff.** This model makes a normal Move Action directly away from the closest enemy model. Activate one Support System immediately even if it was already Activated this turn.

**Ace of Hearts -** Do not move this model. Draw cards to Activate 2 more Systems immediately.

**Diamonds - Shoot.** This model makes a Shoot Action using an installed Ranged Weapon with the shortest range. Target is the closest enemy model in LoS.

**Ace of Diamonds -** Target is the closest enemy Hero model instead.

*If models are tied for being the closest the target is the closest enemy model in LoS with lowest Reflex. If no Ranged Weapons are available treat this as Hearts instead.*

**Spades - Fight.** Make a Fight Action or Charge if in range or Move towards the lowest Fight enemy model using an installed Melee Weapon that provides the most Strength.

**Ace of Spades -** Target is the lowest Fight enemy Hero model instead.

*If models are tied for being the lowest Fight the target is the closest of these enemy models (or enemy Hero model). If no Melee Weapons are available treat this as Hearts instead.*

**Clubs - Move.** This model makes a normal Move Action towards this model's Objective.

**Ace of Clubs -** This model makes a Move Action towards this model's Objective, using any Special Move this model has installed that allows it to move the furthest distance.

## Explicitly Precise Targeting Shem

**Explicitly Precise Targeting Gadget**  
 Heroic System, Gadget

Actions Move Fight Str Guns Reflex Wounds

2 - - - +2 - 9

3 FUNDS

### Abilities:

Armor [1],  
 Scientist,  
 Heroic System,  
 Magic Ability [2], Technomagic,

### Spells:

Spell	Type	Cost	Range	S	Effect
Quickening	Buff [2]	1	self	-	Quickening

**Quickening:** This system adds Fast Shot [+1] to one operational Ranged Weapon until end of turn.

## Rampage! - Explicitly Precise Targeting Shem

Armor [1] OFF [2]  
 Scientist DEF [+0]

Heroic System - Diamonds.

*When this System card is Activated in the Execute program phase, reveal the top card from the normal playing cards deck used for the game. Its suit will define the exact Action this Heroic System of the Rampaging Giant will make:*

**Hearts - Shoot.** This model makes a Shoot Action using an installed Ranged Weapon with the most shots or a Template and lowest Strength. Must target as many models as possible first. Targets the lowest Reflex of the closest enemy models in LoS first.

**Ace of Hearts** - Make two Shoot Actions as above instead.

**Diamonds - Shoot.** This model makes a Shoot Action using an installed Ranged Weapon with the longest range. Target is the furthest enemy model in LoS.

**Ace of Diamonds** - Target is the furthest enemy Hero model instead. If models are tied for being the furthest the target is the furthest enemy model (or enemy Hero model) in LoS with lowest Reflex.

**Spades - Fight.** This model makes a Fight Action or Charge if in range or Move towards the closest enemy model using an installed Melee Weapon that provides the most OFF.

**Ace of Spades** - Target is the closest enemy Hero model instead.

*If models are tied for being the closest the target is the closest enemy model (or enemy Hero model) with lowest Fight.*

**Clubs - Move.** This model makes a normal Move Action towards this model's Objective.

**Ace of Clubs** - This model makes a Move Action towards this model's Objective, using any Special Move this model has installed that allows it to move the furthest distance.

## Galvanomagnetic Super-Capacitor

**Galvanomagnetic Super-Capacitor**  
Heroic System, Gadget

Actions: 2, Move: -, Fight: -, Str: -, Guns: +1, Reflex: -, Wounds: 9

Cost: 3 Funds

### Abilities:

Armor [1],  
Scientist,  
Heroic System,  
Magic Ability [2], Technomagic,

### Spells:

Spell	Type	Cost	Range	S	Effect
Overload	Buff [2]	1	self	-	Overload

**Overload:** This system may make two Shoot Actions until end of turn. If one Ranged Weapon is used more than once per Action it may not be used in the next turn.

## Rampage! - Galvanomagnetic Super-Capacitor

Armor [1] OFF [2]  
Scientist DEF [+0]

Heroic System - Diamonds.

*When this System card is Activated in the Execute program phase, reveal the top card from the normal playing cards deck used for the game. Its suit will define the exact Action this Heroic System of the Rampaging Giant will make:*

**Hearts - Shoot.** This model makes a Shoot Action using an installed Ranged Weapon with the most shots or a Template and lowest Strength. Must target as many models as possible first. Targets the lowest Reflex of these models.

**Ace of Hearts** - Make two Shoot Actions as above instead.

**Diamonds - Shoot.** This model makes a Shoot Action using an installed Ranged Weapon with the longest range. Target is the furthest enemy model in LoS.

**Ace of Diamonds** - Target is the furthest enemy Hero model instead.

*If models are tied for being the furthest the target is the furthest enemy model (or enemy Hero model) in LoS with lowest Reflex.*

**Spades - Fight.** This model makes a Fight Action or Charge if in range or Move towards the closest enemy model using an installed Melee Weapon that provides the most OFF.

**Ace of Spades** - Target is the closest enemy Hero model instead.

*If models are tied for being the closest the target is the closest enemy model (or enemy Hero model) with lowest Fight.*

**Clubs - Move.** This model makes a normal Move Action towards this model's Objective.

**Ace of Clubs** - This model makes a Move Action towards this model's Objective, using any Special Move this model has installed that allows it to move the furthest distance.

## Aldermann's Wotanian War Shem

**Aldermann's Wotanian War Shem**  
Heroic System, Gadget

Actions Move Fight Str Guns Reflex Wounds

2 +1 +2 - - - 9

3 FUNDS

Heroic System,

### Abilities:

Armor [1],

Scientist,

**Trample:** As a single Action this model targets every enemy model within 1". To use this special rule this model has to be in BtB with at least one enemy model.

### Rampage! - Aldermann's Wotanian War Shem

Armor [1]

OFF [2]

Scientist

DEF [+0]

Trample

Heroic System - Spades.

*When this System card is Activated in the Execute program phase, reveal the top card from the normal playing cards deck used for the game. Its suit will define the exact Action this Heroic System of the Rampaging Giant will make:*

**Hearts - Move.** This model makes a normal Move Action towards this model's Objective.

**Ace of Hearts -** This model must use any Special Move it has installed that allows it to move the furthest distance.

**Diamonds - Shoot.** This model makes a Shoot Action using an installed Ranged Weapon with the shortest range. Target is the lowest Reflex enemy model.

**Ace of Diamonds -** Target is the closest enemy Hero model instead.

*If models are tied for being the lowest Reflex the target is the closest of these enemy models (or enemy Hero models) in LoS.*

**Spades - Fight.** Make a Fight Action or Charge if in range or Move towards the highest Strength enemy model using an installed Melee Weapon that provides the most Strength.

**Ace of Spades -** Target is the closest enemy Hero model instead.

*If models are tied for being the highest Strength the target is the closest of these enemy models (or enemy Hero models).*

**Clubs - Fight.** Make a Fight Action or Charge if in range or Move towards the closest enemy model using an installed Melee Weapon that provides the most OFF.

**Ace of Spades -** Target is the closest enemy Hero model instead.

*If models are tied for being the closest the target is the closest enemy model (or enemy Hero model) with lowest Fight.*

GIANT

## Techno-Magical Impudence Shem

**Techno-Magical Impudence Shem**  
 Heroic System, Gadget

Actions: 2, Move: +3, Fight: -, Str: -, Guns: -, Reflex: -, Wounds: 9

3 GUNDS

### Abilities:

Armor [1],  
 Scientist,  
 Heroic System,  
 Magic Ability [2], Technomagic,

### Spells:

Spell	Type	Cost	Range	S	Effect
Taunt	Buff [2]	1	6"	-	Taunt

**Taunt:** Lasts until end of turn. Enemy models starting their Activation within charge range of target model must discard a card in their suit or Charge it in their first Action.

### Rampage! - Techno-Magical Impudence Shem

Scientist

OFF [2]

Taunt

DEF [+1]

Armor [1]

Heroic System - Spades.

*When this System card is Activated in the Execute program phase, reveal the top card from the normal playing cards deck used for the game. Its suit will define the exact Action this Heroic System of the Rampaging Giant will make:*

**Hearts - Move.** This model makes a normal Move Action towards this model's Objective.

**Ace of Hearts -** This model makes a normal Move Action towards this model's Objective. This model then applies the Taunt buff spell to itself.

**Diamonds - Shoot.** This model makes a Shoot Action using an installed Ranged Weapon with the shortest range. Target is the lowest Reflex enemy model.

**Ace of Diamonds -** Target is the closest enemy Hero model instead.

*If models are tied for being the lowest Reflex the target is the closest of these enemy models (or enemy Hero models) in LoS.*

**Spades - Fight.** Make a Fight Action or Charge if in range or Move towards the highest Strength enemy model using an installed Melee Weapon that provides the most Strength.

**Ace of Spades -** Target is the closest enemy Hero model instead. This model then applies the Taunt buff spell to itself.

*If models are tied for being the highest Strength the target is the closest of these enemy models (or enemy Hero models).*

**Clubs - Fight.** Make a Fight Action or Charge if in range or Move towards the closest enemy model using an installed Melee Weapon that provides the most OFF.

**Ace of Spades -** Target is the closest enemy Hero model instead. This model then applies the Taunt buff spell to itself.

*If models are tied for being the closest the target is the closest enemy model (or enemy Hero model) with lowest Fight.*

## Techno-Magical Invigoration Device

**Techno-Magical Invigoration Device**  
Heroic System, Gadget

Actions: 2, Move: +2, Fight: -, Str: -, Guns: -, Reflex: +1, Wounds: 9

3 WOUNDS

### Abilities:

Armor [1],  
Scientist,  
Heroic System,  
Magic Ability [2], Technomagic,

### Spells:

Spell	Type	Cost	Range	S	Effect
Restart	Buff [2]	1'	6"	-	Restart

**Restart:** Target Wreck Marker or Support System in range is returned to play with 1 Wound remaining.

## Rampage! - Techno-Magical Invigoration Device

Scientist

OFF [1]

Restart: Target Support System is returned to play with 1 Wound remaining.

DEF [+1]

Armor [1]

Heroic System - Clubs

*When this System card is Activated in the Execute program phase, reveal the top card from the normal playing cards deck used for the game. Its suit will define the exact Action this Heroic System of the Rampaging Giant will make:*

**Hearts - Move.** This model makes a normal Move Action towards this model's Objective.

**Ace of Hearts -** This model makes a normal Move Action towards this model's Objective. In addition this model applies Restart Buff spell to the most expensive destroyed Support System it has installed.

**Diamonds - Shoot.** This model makes a Shoot Action using an installed Ranged Weapon that provides the most OFF. Target is the enemy model with lowest amount of Wounds.

**Ace of Diamonds -** Target is the enemy Hero model with lowest amount of Wounds instead.

*If models are tied for being the lowest amount of Wounds the target is the closest of these enemy models (or enemy Hero models) in LoS.*

**Spades - Fight.** Make a Fight Action or Charge if in range or Move towards the enemy model with lowest amount of Wounds using an installed Melee Weapon that provides the most OFF.

**Ace of Spades -** Target is the enemy Hero model with lowest amount of Wounds instead.

*If models are tied for being the lowest amount of Wounds the target is the closest of these enemy models (or enemy Hero models) in LoS.*

**Clubs - Buff.** This model makes a normal Move Action directly away from the closest enemy model. Apply [+1] to DEF of the most damaged Heroic System installed in this model until end of turn.

**Ace of Clubs -** This model makes a normal Move Action directly away from the closest enemy model. Apply [+1] to DEF of the most damaged Heroic System installed in this model until end of turn. In addition this model applies Restart Buff spell to the most expensive destroyed Support System it has installed.

## Techno-Magical Metallurgical Reticulum

**Techno-Magical Metallurgical Reticulum**  
Heroic System, Gadget

Actions: 2 (+1) | Move: - | Fight: - | Str: - | Guns: - | Reflex: - | Wounds: 9

3 WOUNDS FUNDS

### Abilities:

Armor [1],  
Scientist,  
Heroic System,  
Magic Ability [2], Technomagic,

### Spells:

Spell	Type	Cost	Range	S	Effect
Recombination	Buff [x]	1	6"	-	<i>Recombination</i>

**Recombination:** Target friendly Heroic System or Support System in range heals x Wounds up to its starting number of Wounds.

### Rampage! - Techno-Magical Metallurgical Reticulum

Armor [1]

OFF [1]

Scientist

DEF [+0]

Heroic System - Clubs

*When this System card is Activated in the Execute program phase, reveal the top card from the normal playing cards deck used for the game. Its suit will define the exact Action this Heroic System of the Rampaging Giant will make:*

**Hearts - Move.** This model makes a Move Action towards this model's Objective, using any Special Move this model has installed that allows it to move the furthest distance.

**Ace of Hearts -** In addition apply [+1] to DEF of the most damaged Heroic System installed in this model until end of turn.

**Diamonds - Shoot.** This model makes a Shoot Action using an installed Ranged Weapon that provides the most OFF. Target is the enemy model with lowest amount of Wounds.

**Ace of Diamonds -** Target is the enemy Hero model with lowest amount of Wounds instead.

*If models are tied for being the lowest amount of Wounds the target is the closest of these enemy models (or enemy Hero models) in LoS.*

**Spades - Fight.** Make a Fight Action or Charge if in range or Move towards the enemy model with lowest amount of Wounds using an installed Melee Weapon that provides the most OFF.

**Ace of Spades -** Target is the enemy Hero model with lowest amount of Wounds instead.

*If models are tied for being the lowest amount of Wounds the target is the closest of these enemy models (or enemy Hero models) in LoS.*

**Clubs - Buff.** This model makes a normal Move Action directly away from the closest enemy model. Apply [+1] to DEF of the most damaged Heroic System installed in this model until end of turn.

**Ace of Clubs -** This model makes a normal Move Action directly away from the closest enemy model. Apply [+1] to DEF of the most damaged Heroic System installed in this model until end of turn. Installed System that took the most damage recovers 3 Wounds.



# Inventors Support Systems

## Superheterodyne Relay



The card is a dark brown, metallic-looking strip with a vertical line on the left. On the left side, it reads "Superheterodyne Relay" in yellow and "Support System, Gadget" in white. To the right of the vertical line are seven circular gauges labeled "Actions", "Move", "Fight", "Str", "Guns", "Reflex", and "Wounds". The "Actions" gauge has a red dial with the number "1" and a yellow arrow pointing right. The "Move" gauge has a red dial with the number "1". The "Fight", "Str", and "Guns" gauges have red dials with a minus sign "-". The "Reflex" gauge has a red dial with a minus sign "-". The "Wounds" gauge has a red dial with the number "5". To the right of the gauges is a gold coin with the number "1" and the word "COST" below it.

### Abilities:

Armor [4],  
Scientist,  
Gadget,  
Support System,

### Actions:

Actions available for this Support System:  
**Boost Special Action:** Action. Target Support System installed in this model gains +1A this turn.

### Rampage! - Superheterodyne Relay

Armor [4]	OFF [+1]
Scientist	DEF [+0]

Support System.

#### 1. ACTIVE:

If this System is Activated it provides [+1] OFF to this model until end of turn or until this System is destroyed.

GIANT

## Rockheart's Indomitable Hardened Armour

**Rockheart's Indomitable Hardened Armour**  
Support System, Gadget

Actions	Move	Fight	Str	Guns	Reflex	Wounds
1	-	-	-	-	-	5

COST 1

### Abilities:

Armor [4],  
Scientist,  
Gadget,  
Support System,

### Actions:

Actions available for this Support System:

**Brace Special Action:** Action. Target Heroic System installed in this model gains Armor [+3] until end of turn OR all Heroic Systems installed in this model gain Armor [+1] until end of turn.

### Rampage! - Indomitable Hardened Armour

Armor [4]

OFF [0]

DEF [+0]

Support System.

#### 1. ACTIVE:

If this System is Activated it provides all Heroic Systems installed in this model with Armor [+3] until end of turn or until this system is destroyed.

GIANT

## Nielsgaard's Techno-Magical Nexus

**Nielsgaard's Techno-Magical Nexus**  
Support System, Gadget

Actions	Move	Fight	Str	Guns	Reflex	Wounds
1	1	-	-	-	-	5

1 COST

### Abilities:

Armor [4],  
Gadget,  
Support System,  
Nexus [2], Technomagic,

### Actions:

None.  
This system does not provide an Activation.

### Rampage! - Techno-Magical Nexus

Armor [4]

OFF [0]

DEF [+0]

Support System.

#### 1. ACTIVE:

If this System is Activated it doubles the effects of Buffs this model applies until end of turn or until this System is destroyed.

GIANT

## Seagull's Gyroscopic Stabiliser

**Seagull's Gyroscopic Stabiliser**  
Support System, Gadget

Actions Move Fight Str Guns Reflex Wounds

1 - - - - 5

1 COST

### Abilities:

Armor [4],  
Gadget,  
Support System,

### Actions:

Actions available for this Support System:

**Gyroscopic Stabilisation Special Action:** Action.  
Target Ranged Weapon installed in this model gains Quick rule until end of turn.

### Rampage! - Gyroscopic Stabiliser

Armor [4]

OFF [0]

DEF [+0]

Support System.

1. ACTIVE:

If this Support System is Activated it adds the following special rule to this model until end of turn or until this System is destroyed:

**Gyroscopic Stabiliser:** When this model makes a Shoot Action it makes a normal Move directly towards the target model first.

GIANT

## Tinkerly's Lenoir Engine

**Tinkerly's Lenoir Engine**  
Support System, Gadget

Actions	Move	Fight	Str	Guns	Reflex	Wounds
1	+2	-	-	-	-	5

2 COST

### Abilities:

Armor [4],  
Gadget,  
Support System,

This system passively provides itself and all installed Heroic Systems with +2M as long as it is Operational.

### Actions:

Actions available for this Support System:

Move,  
Charge.

### Rampage! - Lenoir Engine

Armor [4]

OFF [0]

DEF [+0]

Support System.

#### 1. ACTIVE:

If this Support System is Activated this model makes a normal Move Action (using this system's Move modifier) towards this model's Objective.

#### 2. PASSIVE:

This system passively provides all Heroic Systems with +2M as long as it is Operational.

GIANT

## Campari's Helico Steam Turbine



### Abilities:

Armor [4],  
Support System,  
Gadget,  
Support System,

This system passively provides installed Heroic Systems with access to **Jump Special Move Action** as long as it is Operational.

### Actions:

Actions available for this Support System:

**Move,**

**Jump Special Action:** Action, discard a card in Activating System's suit: This model may be placed at any surface with no roof above it that can support it within 2xM". This action does not allow this model to enter buildings or move into any roofed area.

*Note this Support System cannot use the Jump Special Action in its own Activation, but provides it to any Heroic System installed in the same model.*

### Rampage! - Campari's Helico Steam Turbine

Armor [4]

OFF [0]

DEF [+0]

Support System.

#### 1. ACTIVE:

If this Support System is Activated this model makes a Special Move Action: Jump (without having to discard a card and using this using Giant Hull's Move value modifier) towards this model's Objective.

#### 2. PASSIVE:

This system passively provides Heroic Systems with Jump Special Move Action as long as it is Operational.

**Jump Special Action:** Action. This model may be placed at any surface with no roof above it that can support it within 2xM". This action does not allow this model to enter buildings or move into any roofed area.

## High-Velocity Piercing Shell Cannon

**High-Velocity Piercing Shell Cannon**  
Support System, Gadget

Actions: 1 → Move: - Fight: - Str: - Guns: - Reflex: - Wounds: 5

COST: 3

### Abilities:

Armor [4],  
Gadget,  
Support System,  
Ranged Weapon,

### Actions:

Actions available for this Support System:  
**Shoot.**

### Cannon: Ranged Weapon

Name	S	0-12"	12-24"	24-36"	Notes
High-Velocity Piercing Shell Cannon	7	0	-1	-2	Move Penalty [1], Armor Piercing [2]

### Rampage! - High-Velocity Piercing Shell Cannon

Armor [4]

0-12"	12-24"	24-36"
OFF[0]	OFF[-1]	OFF[-2]

DEF [+0]

Support System. Ranged Weapon.

#### 1. ACTIVE:

If this Support System is Activated this model makes a Shoot Action with OFF [2] modified by range as above, targeting the highest Armor enemy model in LoS.

#### 2. PASSIVE:

This Support System passively provides itself and all installed Heroic Systems with access to the following Ranged Weapon as long as it is Operational:

Cannon: Ranged Weapon. OFF is modified by range as follows:

Name	S	0-12"	12-24"	24-36"	Notes
High-Velocity Piercing Shell Cannon	7	OFF[0]	OFF[-1]	OFF[-2]	Armor Piercing [2]

GIANT

## Cataclysmic Grapeshot Rocket

<b>Cataclysmic Grapeshot Rocket</b> Support System, Gadget	Actions	Move	Fight	Str	Guns	Reflex	Wounds	
	1	-	-	-	-	-	5	

### Abilities:

Armor [4],  
 Gadget,  
 Support System,  
 Ranged Weapon,

### Actions:

Actions available for this Support System:  
 Shoot.

### Cataclysmic Grapeshot Rocket: Ranged Weapon

Name	S	0-12"	12-24"	24-36"	Notes
Cataclysmic Grapeshot Rocket	6	-1	0	-1	Small Calibre, 3" Template

### Rampage! - Cataclysmic Grapeshot Rocket

Armor [4]

0-12"	12-24"	24-36"
OFF[-1]	OFF[0]	OFF[-1]

DEF [+0]

Support System. Ranged Weapon.

#### 1. ACTIVE:

If this Support System is Activated this model makes a Shoot Action with OFF [2] modified by range as above, targeting the lowest Armor enemy model in Los. If models are tied for being the lowest Armor target the furthest of these enemy models first.

#### 2. PASSIVE:

This Support System passively provides itself and all installed Heroic Systems with access to the following Ranged Weapon as long as it is Operational:

Cataclysmic Shrapnel Rocket: Ranged Weapon. OFF is modified by range as follows:

Name	S	0-12"	12-24"	24-36"	Notes
Cataclysmic Grapeshot Rocket	6	OFF[-1]	OFF[0]	OFF[-1]	Small Calibre, 3" Template



## Wotanian Great Battle-Rifle

**Wotanian Great Battle-Rifle**

Support System, Gadget

Actions	Move	Fight	Str	Guns	Reflex	Wounds
1	-	-	-	-	-	5

3

COST

### Abilities:

Armor [4],  
Gadget,  
Support System,  
Ranged Weapon,

### Actions:

Actions available for this Support System:  
**Shoot.**

### Wotanian Great Battle-Rifle: Ranged Weapon

Name	S	0-8"	8-16"	16-24"	Notes
Wotanian Great Battle-Rifle	4	+1	-1	-2	Fastshot [3]

### Rampage! - Wotanian Great Battle-Rifle

Armor [4]

0-8"	8-16"	16-24"
OFF [+1]	OFF [0]	OFF [-1]
DEF [+0]		

Support System. Ranged Weapon.

#### 1. ACTIVE:

If this Support System is Activated this model makes a Shoot Action with OFF [2] modified by range as above, targeting as many enemy models as possible, choosing the lowest Reflex enemy models in LoS first. Each model is targeted only once.

#### 2. PASSIVE:

This Support System passively provides itself and all installed Heroic Systems with access to the following Ranged Weapon as long as it is Operational:

Wotanian Great Battle-Rifle: Ranged Weapon. OFF is modified by range as follows:

Name	S	0-8"	8-16"	16-24"	Notes
Wotanian Great Battle-Rifle	4	OFF [+1]	OFF [0]	OFF [-1]	Fastshot [3]

GIANT

## Galvanic Cathode Ray

**Galvanic Cathode Ray**  
Support System, Gadget

Actions Move Fight Str Guns Reflex Wounds

1 → - - - - 5

3 COST

### Abilities:

Armor [4],  
Gadget,  
Support System,  
Ranged Weapon,

### Actions:

Actions available for this Support System:  
Shoot.

### Galvanic Cathode Ray: Ranged Weapon

Name	S	0-4"	4-8"	8-12"	Notes
Galvanic Cathode Ray	5	+2	+1	-1	3" Template, Fire

### Rampage! - Galvanic Cathode Ray

Armor [4]

0-4"	4-8"	8-12"
OFF[+2]	OFF[+1]	OFF[-1]

DEF [+0]

Support System. Ranged Weapon.

#### 1. ACTIVE:

If this Support System is Activated this model makes a Shoot Action with OFF [2] modified by range as above, targeting a model in LoS that allows to cover the most enemy models with the Template.

#### 2. PASSIVE:

This Support System passively provides itself and all installed Heroic Systems with access to the following Ranged Weapon as long as it is Operational:

Galvanic Cathode Ray: Ranged Weapon. OFF is modified by range as follows:

Name	S	0-4"	4-8"	8-12"	Notes
Galvanic Cathode Ray	5	OFF[+2]	OFF[+1]	OFF[-1]	3" Template, Fire

## Claw Apparatus



### Abilities:

Armor [4],

Gadget,

Support System,

Melee Weapon,

**Grab:** Model on a smaller base hit by this model with a melee attack with this Melee Weapon is Grabbed - it has to make a Strength vs Strength test against this Melee Weapon's Strength to leave melee with this model rather than Reflex vs Fight, it is placed in BtB

with this model by this model's controller when this model moves, and can be Thrown.

### Actions:

Actions available for this Support System:

**Fight,**

**Charge,**

**Throw Special Action:** Quick Action. This model may make a ranged attack using the Grabbed model as a projectile.

**Grabbed Model: Ranged Weapon**

Name	S	0-4"	4-8"	Notes
Grabbed Model	Strength of the Grabbed model	+1	-1	Quick, <i>Topple, Living Projectile, One shot.</i>

**Topple:** Model hit is Toppled

anywhere within 3" of target model and in LoS of the Throwing model.

**Living Projectile:** The Thrown model suffers damage equal to its own Strength and is placed Toppled in contact with target model if hit. On a miss the Thrown model is unharmed and its controller may place it.

**One shot:** Each grabbed model can quite obviously be Thrown only once. After that it needs to be Grabbed again to be Thrown again.

## Rampage! - Claw Apparatus

Armor [4]

OFF [+2]

DEF [+0]

Support System. Melee Weapon.

### 1. ACTIVE:

If this Support System is Activated this model makes a Fight Action (if in melee), or a Charge Action (if within range), or Move Action (towards), targeting the Lowest Fight enemy model in charge range.

*If models are tied for being the lowest Fight, target the closest of these models first. This attack is made with OFF [2].*

### 2. PASSIVE:

This Support System provides all installed Heroic Systems with access to the following Melee Weapon as long as it is Operational:

Claw - Melee Weapon.

OFF[+2]. Strength: 5, *Grab.*

**Grab:** Model on a smaller base hit by this model with a melee attack is Grabbed - it has to make a Strength test with difficulty of [3] to leave melee with this model rather than Reflex vs Fight, and it is placed in BtB with this model when this model moves.

## Improvised Weapon

**Improvised Weapon**  
Support System, Gadget

Actions Move Fight Str Guns Reflex Wounds

1 - +2 - - 5

2 COST

### Abilities:

Armor [4],  
Gadget,  
Support System,  
Melee Weapon,

**Trample:** As a single Fight or Charge Action this model targets every enemy model within 1". To use this special rule this model has to be in BtB with at least one enemy model.

### Actions:

Actions available for this Support System:

Fight,  
Charge.

## Rampage! - Improvised Weapon

Armor [4]

OFF [0]

DEF [+0]

Support System. Melee Weapon.

### 1. ACTIVE:

If this Support System is Activated this model makes a Fight Action (if in melee), or a Charge Action (if within range), or Move Action (towards), targeting the closest enemy model in LoS and allows it to target as many models as possible with Trample.

*If models are tied for being the closest, target the Lowest Fight model first.*

This attack is made with OFF [2].

### 2. PASSIVE:

This Support System provides all installed Heroic Systems with access to the following Melee Weapon as long as it is Operational:

Improvised Weapon - Melee Weapon.

OFF [+0]. Strength: 7, **Trample.**

**Trample:** When in BtB with an enemy model this model targets every enemy model within 1" as a single Fight or Charge Action.

## Wrecking Sphere



### Abilities:

Armor [4],  
Gadget,  
Support System,  
Melee Weapon,

### Actions:

Actions available for this Support System:

Fight,  
Charge,

**Arc of Death Special Action:** Action. This Special Action can be made only if this model is in BtB with at least one enemy model. Every model within 3" of this model is a target of a separate melee attack by this model and can only Defend.

### Rampage! - Wrecking Sphere

Armor [4]

OFF [+1]

DEF [+0]

Support System. Melee Weapon.

#### 1. ACTIVE:

If this Support System is Activated this model makes a Fight Action (if in melee), or a Charge Action (if within range), or Move Action (towards), targeting the closest enemy model in LoS.

*If models are tied for being the closest, target the Lowest Fight model first.*

This attack is made with OFF [2].

#### 2. PASSIVE:

This Support System provides all installed Heroic Systems with access to the following Melee Weapon as long as it is Operational:

Wrecking Sphere - Melee Weapon.

OFF [+1]. Strength: 6, Arc of Death.

**Arc of Death:** Action. This Special Action is made instead of a Fight Action if this model is in BtB with at least one enemy model and there is at least one enemy model within 3". Every model within 3" of this model is a target of a separate melee attack by this model and can only Defend.

GIANT

## FAQ

### Choosing models

**Q:** I have been unable to find some clear cut rules about how you select your crew. In the video it is mentioned that you start off with the same amount of Heroes and hire Henchmen according to the Funds available from the selected Heroes - is this correct?

**A:** Yes.

**Q:** So what is the number of Heroes in a normal starting game?

**A:** You agree with your opponents on the size of the game and both (or all of) you pick the same number of Heroes. In the starter sets there are 2 Heroes and this is the recommended entry level game size. The sweet spot for this game is 3 Heroes per player. In the errata the rules for picking Henchmen are now better written, so check it up.

### Movement

**Q:** How exactly does a Normal Move work? How far can a Henchman model jump down? Can it jump off one of the warehouse roofs?

**A:** Normal movement does not allow models to jump down.

Over OPEN GROUND full M value (this includes small obstacles not more than 1" high and more than 1" across)

Over ROUGH GROUND half M value (this includes water, ruins, walls, barrels between 1" and 3" high but not more than 1" across still)

Over anything higher than 3", or a fully enclosed building, is IMPASSABLE (if a model wants to move up more than 3" it must use stairs or ladders, counting stairs as open ground and ladders as rough ground - you must also be able to place your model and you cannot move vertically more than your M value)

**Q:** What can you do with each Heroic Move?

**A:** Climb is only to move up. You do not need to start in BtB with the climbed wall but you need to end this move in BtB with the wall you climbed.

Jump is to move any number of inches down but no more than 2" up. You may move your full Move horizontally as part of this move.

Both Climb and Jump are classified as a special form of Move and allow you to combine them with Quick Actions.

**Q:** Quick - Does a gadget with the "quick" characteristic (1) allow you to make a Move AS PART OF IT'S USE before you use it or (2) does it allow you to use the gadget IN ADDITION TO A MOVE ACTION?

**A:** 1) is correct. But you have to complete Move before using the Quick gadget or spell.

Essentially the model is making an Action defined by the gadget (so is casting a spell, shooting, making special action, etc) and as a bonus is allowed to make a Move Action (so not Charge Action). In melee, a model is only allowed to use Move or Fight Action, so no casting spells either.

**Q:** When locked in close combat a model may use only Move or Fight action. Is it possible to move around the base of the engaged model? Will this cause a Leaving Combat situation?

**A:** Yes, it is possible. The Leaving Combat situation will occur only if at the end of the Move the model is no longer in BtB with it's foe. Remember that you cannot contact another enemy model this way.

### Dice

**Q:** After all Modifiers (in Shoot and Melee), is it possible to have 0 Dice or do you ever Roll at least 1 Die?

**A:** It is possible to have 0 dice. The attack then automatically misses, unless the attacking model is a Hero and performs a Heroic Deed by discarding a suitable card

**Q:** Since you only need to have as many Successes as the Defender, is it possible to hit even without any Successes? For Example: I shoot, roll 0 Successes, and my opponent rolls 0 Successes at his Reflex-Roll. Do I hit or do I need at least 1 Success to hit?

**A:** You always need at least 1 Success to hit. If the defender has 0 Successes though, the first success of the attacker is already a Critical Hit, adding +1 to the strength of the attack.

**Q:** When shooting into Melee - the model that scores the least number of Successes on his Reflex test is hit automatically, or the shooter still has to score enough successes in order to hit him?

**A:** Yes, the number of Successes scored by the attacker has to at least equal the number of Successes scored by

the model with the worst Reflex roll result.

**Q:** *In the BoW demo, why did the lab assistant lose one gun die for throwing flask after moving?*

**A:** If you shoot with a quick weapon and not move you have your full Guns.

If you move and shoot with a quick weapon you do it in the same Action but suffer -1 Guns for doing so.

## Initiative

**Q:** *Is it possible not to activate a model simply skipping it's activation?*

**A:** You may activate a model and do nothing. Every model has to be Activated in a turn.

**Q:** *In a normal situation, where there are more than two players, can I try and steal anyone's turn? OR only the first player's turn?*

*... and is that on the first activation that turn only? OR any of his activations that round?*

**A:** You can:

1) Steal First Player's Initiative. It has to be the first model Activated in a turn. If successful, you are now the First Player and will Activate first this and further turns.

2) Force the player directly preceding you to Activate another model just after he finished Activating his model.

3) Try to Activate another of your models right after you finished Activating your model.

These have clearly defined moments when you can initiate them.

Otherwise, in 3 or more player game, you can:

4) Chip in to any of the above Initiative thefts that another player initiated. If you win you are treated exactly as if you were the initiator of such a theft.

**Q:** *Additional Activation, How many times can I use it at the end of an activation?. For example, I have activated Sir Zachary and I want to do an additional activation. My opponent use a higher card and I lose. Can I try again to make an additional activation with Sir Zachary?*

**A:** You do not need to declare the model you're going to Activate when Stealing the Initiative. You may not Activate the same model more than once in a turn. You may Activate additional models immediately after you activated a previous model by playing a card higher than your opponent. You may do so as many

times as you have cards left in your hand and models left yet to be Activated.

## Special Rules and Abilities

**Q:** *If a model uses a weapon with Fast Shot [x] rule it may target more than one model with his attacks. When do I declare which model is being shot?*

**A:** You have to declare each shot separately before rolling any dice. For example if you declare 2 shots at the same target and it gets destroyed by the first shot, the second one is wasted.

**Q:** *How does the Infiltrator rule work exactly?*

**A:** If you roll no Successes, the enemy deploys your model anywhere outside of his deployment zone. If you roll 1 Success, you must deploy at the marker chosen by the enemy. If you roll 2 Successes, you must deploy on one of the 2 markers chosen by the enemy. If you roll 3 Successes, you may deploy on any of the 3 markers you placed.

**Q:** *Does Singh get Move Penalty [3] in total when infiltrating then, because infiltrate gives MP[1] and Singh's weapon is MP[2]?*

**A:** Infiltration is not a Move Action. So if Singh is deployed he suffers -1 to hit this turn (both Actions, guns or melee). If he is deployed and then chooses to Move with his first Action, he suffers -3 to hit with his rifle on the second Action.

**Q:** *Fast strike [x] allows to target a different model with every attack this Action if able.*

*If there is no different model to target. Can I target the same model?.*

**A:** You may target the same model multiple times with Faststrike[x] and Fastshot[x], you just have to nominate the target of every attack performed in a single action prior to rolling any dice. The enemy gets to choose his reaction for each particular attack (unless he is Topped earlier).

**Q:** *Was the intention for Thorvald to only ever have either the Shimmer Field OR the Deflecting Astral Field in operation at any one time? How long does any of them last?*

**A:** You can have 2 Astral Fields but only 1 Shimmer Field or a combination of both.

The Field with no Armor always needs to be damaged first. Any of the fields will last as long as it has any Wounds remaining and Thorvald is on the table.

**Q:** I am really confused by what option 2 on the country relative "been there, done that" ability means:

*"Once per game. You may steal the first player's Initiative or make an additional activation choosing a card after all other players revealed theirs. If you do so, this model has to be chosen to Activate first."*

**A:** This is there because in this game you may either 1) steal First Player's initiative, 2) Activate another model right after you finished Activating one of your models or 3) force your opponent to activate another model right after she or he finishes Activating one of his or her models.

This item allows you to do the 1) or 2) but not the 3). Moreover, you may declare you're doing this and wait for your opponents to reveal their cards before choosing and revealing your card.

**Q:** Fence reaction in melee. As written it seems that damage equal to the attacker's strength is dealt to the attacker if the defender has more successes than the attacker and chose the fence-reaction. (p.22: "The model hit suffers damage equal to attacking model's Strength [...]")

*I'm pretty sure that the attacker should receive damage equal to the defender's strength, shouldn't he?*

**A:** You're correct. The rules as intended are the model that does the stabbing uses its own Strength, not it's opponent's.

**Q:** 1) Does the "Swift"-racial ability allow Halflings to add any Fight-modifications (i.e., for parrying etc.) to their Reflex-value if they defend in Melee?

2) Furthermore: Does some fancy equipment usually increasing Fight add to a Halfling's Reflex-value if defending in Melee? (for example: a Triad Halfling with a Duellist's Sabre? (what an odd character...))

3) If a Halfling is toppled and attacked in Melee, is his

*Reflex-value reduced to 1 if he chooses to use his "Swift"-ability?*

**A:** 1) Yes,

2) No,

3) He cannot use Swift ability if Toppled as Toppled models cannot React in melee, so no.

**Q:** Can Hidden In the Crowd models be hit by template?

**A:** Templates are much more indiscriminate than Beams. Provided you can place a template on a Hidden in the Crowd model, it will suffer all effects of the template (so in case of Thomas' Scorcher he will have to roll Reflex versus attack roll of Thomas or suffer hit from the Scorcher).

**Q:** If I create my custom Hero and I have more than one spell and Magic Ability, how is the Magic Ability calculated?

**A:** Each spell has its own Magic Ability listed. If you have more than one Magic Ability, pick the highest one and add 1 per each additional Spell that provides its own Magic Ability characteristic.

## Modelling

**Q:** Do you guys have any advice for painting your lovely MDF terrain, particularly what to base them with. I was wondering if they need any special treatment first as MDF is very absorbent.

**A:** Spray-primer of the cheap automotive kind, matt black, does the trick. Any brighter color gets sucked in by HDF and requires many coats. With black it's one coat and then you can spray it over with a brighter color. Just let it dry thoroughly - a few hours at least - before you apply another layer of any paint.



# Errata

Below you will find several misprints or errors that we found in the main rule book. If you find anything else that needs correcting please email us at [wolsung@microartstudio.com](mailto:wolsung@microartstudio.com).

page 5:

Replace the last picture with this one:



Page 7:

Start of the game:

Add after the first paragraph:

All the players pick the agreed number of heroes from their club. Only after these are revealed all the players spend their Heroes' combined Funds to buy Henchmen from their club.

Page 12:

Cards:

Add the following sentence at the end:

If you choose to use Jokers, treat them as any card of any suit (decide which suit as the card is played) that cannot be used to steal the initiative..

Page 13:

Action:

Replace:

First declare the chosen Action, then allocate any dice if allowed to, then measure ranges.

with:

If a model is allowed to target more than one model in one action, declare all the targets and their sequence before making any dice rolls.

Page 16:

How to shoot a target?

As now you are allowed to measure any distance before you make any action, swap the following around:

1. Choose a Target in LoS
2. Check the distance between the model s

Page 25:

Spell Cost.

Replace

2 – Court Card or Ace

with

2 – two cards or a Court Card or Ace in Hero's suit

Page 25:

How to cast a Magic Projectile or Magic Attack spell:

Similarly, as now you are allowed to measure any distance before you make any action, move:

3. Check the distance between models before:

1. Choose a Target in LoS

Page 26:

How to cast a Magic Aura [x] or Magic Buff [x] spell:

Similarly, as now you are allowed to measure any distance before you make any action, move:

3. Check the distance between models before:

1. Choose a Target in LoS

page 30:

Infiltrator.

Replace

At the start of the second game turn,

with

At the start of the first game turn,

Page 30:

Immunity:

Replace:

Whenever this model is targeted by an attack from which it has Immunity the attack automatically misses.

with:

Whenever this model is targeted by an attack it has Immunity against the attack automatically misses.

Page 30:

Night Vision:

Replace:

Smoke Markers

with:

Templates

Page 30 and 70:

Golem.

Replace:

The whole text

with:

„During its activation a Golem model must always remain within 12” of at least one friendly model with Scientist skill. This is called a Control Range. If a Golem model by any reason starts its activation over 12” from any Scientist it must make Move Actions until it is within 12” of the closest Scientist. If there are no Scientists present on the battlefield all Golem models skip their activation. Golems have Fire Immunity. Golems are not living models.”

page 41:

Racial Ability

Replace

-Natural Engineer [A]:Once per game, place a Golem model in BtB wih this model.

With:

-Natural Engineer [A]:Once per game, place a Golem Servant model in BtB wih this model.

Golem profile

Replace

Golem

with

Golem Servant

Page 37:

Techniques of Sunnir Masters:

Replace:

All Orcs have Magic Protection [1]

with:

This model has Magic Protection [+1R]

Page 41:

Racial Ability.

Replace:

-Natural Engineer [A] : Once per game, place a Golem model in BtB wih this model.

with:

-Natural Engineer [A] : Once per game, place a Golem Servant model in BtB with this model.

Page 41:

Golem profile

Replace:

Golem

with:

Golem Servant

Page 42:

Blackmarket map of Lyonesse’s Tunnels:

Replace:

Model gain Infiltration

with:

This model may deploy using the Infiltrator rule (see page 30).

Page 42:

Swift:

Replace:

Halflings may always use their R instead of F when Defending in Melee

with:

This model may use R instead of F when Defending in Melee

Page 43:

Dwarf's pistol profile:

Replace:

Name	S	6"	12"	24"	Notes
Pistol	4	+1	0	-2	Quick

with:

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

Page 43:

Night Vision:

Replace:

Smoke Markers

with:

Templates

## Ash and Oak club:

Page 49:

Golf bag.

Add:

Melee Weapon.

Page 50:

Balloon:

Replace:

At the start of the second game turn

with:

At the start of the first game turn

Page 55:

Sir Lance Oakroot

Sir Oakroot's top-hat:

Add at the end of the sentence:

with this model.

Creidnallen Rapier:

Replace

+3F

with:

+3F (included in the profile)

Page 59:

Arcantric Monocle

Replace

smoke

with

templates

Girardoni Winbuchse:

Replace

+1G

with:

+1G (included in the profile)

ERRATA

Page 59:

Sir Zachary Fiercebatten profile

Replace

Guns 7

with

Guns 6(7)

Girardoni Windbüchse:

Replace

+1G, small calibre

with

+1G (already included in the profile), small calibre

Page 64:

Infiltrator:

Replace:

At the start of the second game turn

with:

At the start of the first game turn

Heavy Smoker

Replace

[A]

with:

Quick Action

Night Vision:

Replace:

Smoke Markers

with:

Templates

Page 83:

Alice Tinkerly

Profile:

Replace

Strength 4

with:

Strength 6\*

Huge Wrench:

Replace

+2 Strength

with:

+2 Strength (included in the profile)

Remove:

Mechanic's Apparel : Armor. Armor [ 1 ]

Overcharge:

Replace:

During it's next activation

with:

until end of turn

## The Inventors

Page 77:

Thorvald Nielsgaard:

Replace:

Funds 1

with:

Funds 2

Page 79:

Thomas Rockheart Jr.

Replace:

Funds 1

with:

Funds 2

Page 84:

Snorri Rottstein.

Add a spell:

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.

Topple: Models hit are Toppled.

Add a Golem Servant profile:

Name	A	M	F	S	G	R	W	Cost
Golem Servant	2	4	3	4	2	2	4	N/A

Golem, Armor [5]

Page 88:

Security Golem:

Trample:

Replace:

he

with:

this model

## Triad of Lotus Dragon

Page 94:

Techniques of Sunnir Masters:

Replace:

Each Orc member of Triad has Magic Protection [+1R].

with:

Every Orc Hero of this faction has the Techniques of Sunnir Masters.

page 101

Mr. Cheng

Acidic Fumes

Replace whole text with:

Models passing through or starting their activations in Mist Templates within 12" of Mr Cheng suffer 1 Acid damage unmodified by Armor. Models cannot Mistwalk through these markers.

Dark Energy:

Replace:

he gains cumulative +3 to F, S and R.

with:

he gains +5 to F, S and R instead.

Power of Blood:

Replace whole text with:

At the beginning of this model's Activation, you may have this model lose 2 Wounds to gain 1 Magic Ability until end of turn. You may use this ability up to 3 times each turn.

Leech Soul:

Replace:

equal to damage dealt by

with:

equal to Wounds caused by

**Page 107:**

**Ata Kijao**

**Profile:**

**Reduce the Wounds to 6**

**Reduce Fight to 3**

**Dusk and Dawn:**

**Remove:**

**Gruesome Damage**

**Shuriken:**

**Replace**

**+1**

**with:**

**0**

**Page 109:**

**Shade**

**Change the name to:**

**Shadow**

**Repeater Crossbow:**

**1) Replace**

**Armor Piercing [2]**

**with:**

**Armor Piercing [4]**

**2) Replace**

**Strength 3**

**with:**

**Strength 4**

**3) Replace**

**48"**

**with:**

**36"**

**4) Remove:**

**Fastshot [2]**

## Racial gadgets - Quick Reference

### Humans

Gadgets improving Characteristics:

- Hidden Umbrella Blade: common. +1F
- Brass Knuckles: common. +1S
- Fitzgerald's Hunting Monocle: common. +1G
- Doc Anna's Pain Relief: common. +3W

Armor: none

Melee Weapons: none

Ranged Weapons:

- Uncle Hoggart's Pigeon Gun: common. Ranged Weapon.

Name	S	0-8"	8-16"	16-24"	Notes
Uncle Hoggart's Pigeon Gun	4	+1	-1	-2	Quick

- Buzzardo's Hunting Rifle: Ranged Weapon.

Name	S	0-12"	12-24"	24-36"	Notes
Buzzardo's Hunting Rifle	8	0	-1	-2	Move Penalty [1], Armor Piercing [3]

Spells: none

### Elves

Gadgets improving Characteristics:

- Silk Duelling Gloves: common. +1F
- Fitzgerald's Hunting Monocle: common. +1G
- Super Comfort Suit by Marco&Girardo: +1R

Armor: none

Melee Weapons:

- Harper's Crafted Dueling Sword: Melee Weapon. +3F

Ranged Weapons: none

Spells: none

### Orcs

Gadgets improving Characteristics:

- Shanganian Fighting Bands: common. +1F
- Twinkle's Elixir of Strength: common. +1S
- Kiochi's Silk kimono: +1R
- Boots of Swift Movement: +1 M

Armor: none

Melee Weapons: none

Ranged Weapons:

- Repeater Crossbow: Ranged Weapon.

Name	S	0-12"	12-24"	24-48"	Notes
Repeater Crossbow	3	+1	0	-2	Armor Piercing [2], Fastshot [2]

Spells: none

### Trolls

Gadgets improving Characteristics:

- Troll Temper: common. +1F
- Mechanic Biceps: common. +1S
- Margini's Potion of Swiftness: +1R
- Doc Anna's Pain Relief: common. +3W

Armor:

- Bulletproof Suit: common. Armor [3]

Melee Weapons:

- Olglaf's Arcane Two-Handed Mace: Melee Weapon. +1F, +1S

Ranged Weapons: none

Spells: none

## Ogres

Gadgets improving Characteristics:

- Rokgor's Boxing Gloves: +1F, +1S
- Steam Powered Limb Replacement: common. +3W

Armor:

- Bowler Hat of Protection: common. Armor [3]

Melee Weapons: none

Ranged Weapons: none

Spells: none

## Gnomes

Gadgets improving Characteristics:

- Issue of "Ritualism Weekly": common. Add +1 to Magic Ability.
- Margini's Potion of Swiftnes: +1R

Armor: none

Melee Weapons: none

Ranged Weapons: none

Spells:

- Technomage Apparel: Gains MA [4] – Technomagic and spell Lightning.

Spell	Type	Cost	Range	S	Effect
Optimise	Buff [2]	1	6"	-	<i>Optimise</i>

## Halflings

Gadgets improving Characteristics:

- Margini's Potion of Swiftnes: +1R
- Blackmarket map of Lyonesse Tunnels: This model gains Infiltration.

Armor: none

Melee Weapons: none

Ranged Weapons:

- Handmade Sling: common. Ranged Weapon.

Name	S	0-6"	6-12"	Notes
Handmade Sling	2	+2	+1	Quick, Fastshot [2]

Spells: none

## Dwarves

Gadgets improving Characteristics:

- Hidden Umbrella Blade: common. +1F
- Mechanic Biceps: common. +1S
- Gwiddle's Prototype Optic Sight: common. +1G
- Super Comfort Suit by Marco&Girardo: +1R
- Steam Powered Limb Replacement: common. +3W

Armor: none

Melee Weapons: none

Ranged Weapons:

- Finger Pistol: common. Ranged Weapon.

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

Spells: none



# Ash and Oak Club gadgets - Quick Reference

## Melee Weapons

- Golf Bag: Melee Weapon

May choose to use one bat in melee per activation:

- Driver: instead of suffering damage the target model is toppled

- 3 wood: +2S

- Putter: +2F

Provides a Lob Ranged Attack:

Name	S	0-12"	Notes
Lob	0	+1	Does not require LoS, Topple

A model needs to be in BtB contact with terrain to claim cover against this shot

## Ranged Weapons

- Windbüchse: Ranged Weapon,

Name	S	0-12"	12-24"	24-36"	Notes
Windbüchse	3	+1	0	-1	Small Calibre

- Galvanic Rifle: Ranged Weapon

Name	S	0-12"	12-24"	24-48"	Notes
Galvanic Rifle	4	0	-1	-2	Move Penalty[1], Armor Piercing [4]

- Harquebus: Ranged Weapon

Name	S	0-6"	6-12"	12-18"	Notes
Harquebus	8	+1	-2	-3	Move Penalty [1], Fire.

- Colt navy: Ranged Weapon

Name	S	0-8"	8-16"	16-24"	Notes
Colt navy	4	+1	-1	-2	Quick, FastShot [2]

## Spells

- A purse of gold: Magic Ability [4]

Spell	Type	Cost	Range	S	Effect
A purse of gold	Attack	1	18"	-	<i>Greed</i>

*Greed:* Make one action with target enemy Henchman model just as if it were a friendly model immediately after this model's activation.

- Kindred of the Prince: Magic Ability [2]

Spell	Type	Cost	Range	S	Effect
Kindred of the Prince	Buff [2]	1	12"	-	<i>Inspire</i>

*Inspire:* target friendly model gains +1A for it's next Activation this turn.

- Lyonesse Ghosts: Magic Ability [4]

Spell	Type	Cost	Range	S	Effect
Lyonesse Ghosts	Projectile	1	12"	3	Gruesome Damage

- Affection: Magic Ability [4]

Spell	Type	Cost	Range	S	Effect
Affection	Attack	1	12"	-	Instant, <i>Affection</i>

*Affection:* Target enemy living model makes a Move in a direction chosen by the caster.

## [1] cost gadgets

- Dog Whistle: Once per game, activated [1A] : place 2 Hounds in BtB with this model.

- Balloon: This model gains Infiltration

- Formal attire: You may Steal the First Player's Initiative or make an Additional Activation choosing a card after all other players revealed theirs. If you do so, this model has to be chosen to Activate.

- Nose like no other: At the beginning of the game choose one enemy model. This model and the chosen model cannot attack each other in any way.

- Carefree bigwig: Once per game. At the beginning of a turn declare the use of this gadget. This model then gains +1 but is also Mindless until end of turn.

- Umbrella: This model gains +1F and +1R if targeted by a living model from 12" or less.

- Military Experience: Friendly Noble models benefit from +1G while within 6" and Line of Sight of this model.

- **Dearest Employer:** Henchmen have +1F and +1G if they are within 6" and Line of Sight of this model.
- **The Most Noble Order of the Garter:** The model is Hard to Kill.
- **Hidden Armor:** Armor [2]

## Expensive gadgets

- **Subscription of "Gentleman's Guide to Technology":** At the start of the first game turn,

discard a card to choose a gadget from the following list (see the Inventors Club gadgets for details)

- Court card of spades - Stasis Bubble
- Court card of hearts - Time Warp Generator
- Court card of diamonds - Personal Phaser
- Court card of clubs - Compact Matter Shifter

# Inventors Club gadgets - Quick Reference

## Melee Weapons

- **Mechantric Manipulator:** Melee Weapon. Common. + 2 S.
- **Golemic Limb:** Melee Weapon. +4S in Melee
- None

## Ranged Weapons

- **Lab Flask:** Ranged Weapon.

Name	S	0-8"	Notes
Lab Flask	0	+1	Quick, Unintentional result

- **Flagiston Scorcher:** Ranged Weapon.

Name	S	0-8"	8-16"	Notes
Flagiston Scorcher	5	+1	-1	Fire damage, 3" Template

- **Sun Spear:** Ranged Weapon.

Name	S	0-∞"	Notes
Sun Spear	4	0	Beam

**Beam:** when shooting this weapon, the model firing targets all models in a straight line between it and the chosen point at the edge of the table. The line cannot touch a friendly model.

- **Compact Matter Shifter:** Ranged Weapon.

Name	S	0-12"	Notes
Compact Matter Shifter	4	+1	Shift

**Shift:** If you hit the target, instead of causing damage roll a D6 and move target model up to the distance rolled in the direction chosen ignoring any terrain. The model may end this Move in BtB with enemy model. There must be a place for the model's base. You may target your own model with this weapon. In that case target's R is reduced to 0 until end of this action.

## Spells

### [1] cost gadgets

- **Manic Batteries:** Common; +1 Magic Ability.
- **Manic Amplituner:** the Golem control range of equipped model is increased by 6".
- **Magneton Boots:** May perform Heroic Move or Heroic Recovery without discarding a card. Effects that reduce movement have no effect on the model regardless of their kind. If a friendly Golem with a larger base starts its Move action in BtB with this model you may move this model to BtB with the same Golem after the Golem ends its action.
- **Personal Phaser:** The model may use this device during its activation declaring a special Move Action. Mark 3 points anywhere on the table and at least 6" from each other and make a Reflex test. For each Success rolled your opponent nominates a marker that the model may be placed on. If no marker is left - your opponent chooses the direction and this model is moved up to its normal Move value in inches in the direction chosen. If it contacts any other model, terrain or the table edge it stops immediately.
- **Phase Regulator:** Once per game. May be used on any friendly Golem in BtB. In its following activation this turn the Golem may re-roll each and any die during any test it is required to pass.
- **Stasis Bubble:** Once per game. The model may use this device during its activation as an Special Action. Place a 3" circular template centered over this model. Until end of turn no model may move into the template and this model is no longer considered as participating in Melee. Models that start their activation within the template must declare a Move

action as their first action and cannot end their action inside this template.

The template does not block LoS or provide cover however any magical or non-magical ranged attack tracing LoS through the marker has its S reduced by 4 to a minimum of 1. If a toppled model starts its activation inside the template it must stand up first and then has to make a Move if it has any actions left and cannot end its action inside the area of this template.

• **Time Warp Generator:** Once per game. The Gadget may be used at the beginning of equipped model's activation.

Until end of turn the model may perform only Move actions but doubles its basic M and R.

• **Lab Suit:** Common. Armor [1]

• **Reflector Field:** Armor. Armor [3] vs Shooting Attacks

## Triad of Lotus Dragon Club gadgets - Quick Reference

### Melee Weapons

- **Sabre of the Dragon:** Melee Weapon. +3S.
- **Duelist's Sabre:** Melee Weapon. +4F when in base contact with only one enemy model

### Ranged Weapons

- **Fireball:** Ranged Weapon.

Name	S	0-12"	Notes
Fireball	4	0	Fire damage, <i>Instant</i>

*Instant:* this weapon may be shot as a part of other action, even if the model has attacked this action or is in BtB with an enemy model.

### Spells

- **Staff of the Consuming Darkness:** Mages Only. This model's Magic Ability is reduced to 3 and instead of Mistification and Ki Strike this model knows Leech Soul and Bloodboil spells:

Spell	Type	Cost	Range	S	Effect
Leech Soul	Projectile	1	12"	5	<i>Leech</i>

**Leech:** This model gains Wounds equal to Wounds lost by the target model.

## Expensive gadgets

- **Golemic Mount** - Model's base size becomes 40mm. It has the following rules:

**Bash** - Models hit by this model in Melee are Topped.

**Jump** - this model may perform Heroic Move without discarding a card.

**Ride:** Quick Action, once per activation. If this model starts its action in BtB with a friendly small based model, both model may be moved remaining in BtB as a part of this model's next Action. The models may be moved in our out of a melee without having to make any test.

Spell	Type	Cost	Range	S	Effect
Bloodboil	Attack/ Buff [1]	0	6"	-	Bloodboil

**Bloodboil:** Target model loses 2 W but gains + 2S and + 2F until end of turn.

- **Cloak of Enshrouding Mists:** Armor. Model gains Magic Ability [5] (or +2 if it had any) and spells Puppeteer and Spreading Mists:

Spell	Type	Cost	Range	S	Effect
Puppeteer	Aura [x]	1	12"	-	<i>Altered Difficulty</i>

**Altered Difficulty:** Choose a number before casting this spell. This is the spell's difficulty. If you successfully cast the spell, you may choose up to that number of friendly models and exchange their places in any combination.

Spell	Type	Cost	Range	S	Effect
Spreading Mists	Aura [3]	0	12"	-	<i>Spreading Mists</i>

**Spreading Mists:** If successful, you may place up to 3 Mist Templates within 12" of this model. Add 3 to the number of available Mist Templates (so counts as 3 more Mistmakers) for the rest of the game. This spell may only be successfully cast once per game.

## [1] cost gadgets

- **Mystic Incense:** This model gains Mistmaker: [A] Quick: Place a Mist Template in base contact with this model.
- **Amulet of Burning Hatred:** Models with the Concealed In the Crowd rule within 12" of this model don't start the game with a Crowd Token. They have the Gruesome Damage rule instead.
- **Despotic Ring:** Each model within 12" of this model may make a full activation before the first turn takes place. If a model does so, he loses half his wounds, rounding fractions down, at the end of this activation.
- **Death Puppet of the Karoa Temple:** At the beginning of the game, choose an enemy Hero model. Whenever that model loses Wounds, model with the Death Puppet gains the same amount of Wounds. Whenever this model loses W, the chosen enemy model gains that number of W.
- **Fist of the Tiger:** Enemy models in BtB with this model never gains Fight bonuses for additional models in Melee.
- **Acidic Fumes:** Models cannot Mistwalk through Mist Templates within 12" of this model. Models

starting their activations or passing through these Mist Templates suffer 1 Acid damage unmodified by Armor.

## Expensive gadgets

- **Armor of Damnation:** Armor. +1F, +6S, +6W, -1M, -1R, Armor [4]
- **Shapeshifter's Tattoos:** Armor. At the beginning of this model's Activation you may choose one of the forms. It gains the effects of the chosen form until another form is chosen.  
Bird: +3M, +3R, -3F, may leave Melee automatically  
Snake: +1F, Gruesome Damage  
Elephant: Armor [3], +1S
- **Amulet of Life and Death:** Whenever a friendly model within 12" of this model loses any amount of W, put that many Essence Tokens on this model. Whenever a friendly model within 12" of this model has made a F, G or R test, you may remove any number of Essence Tokens to reroll the same number of dice. Each dice can only be re-rolled once.
- **Runic Tattoos:** No model may cast a spell when within 6" of this model.

# Scylla Club gadgets - Quick Reference

## Melee Weapons

- **Negotiator:** Cost [1], common, +2 Fight
- **Silver Razor:** Cost [2], Faststrike [2], Gruesome Damage

## Ranged Weapons

- **Pistol:** Cost [1], common.

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

- **Tommy Gun:** Cost [1], common.

Name	S	0-8"	8-16"	Notes
Tommy Gun	4	0	-2	Fastshot [3]

- **Sniper Rifle:** Cost [2]

Name	S	0-12"	12-24"	24-36"	Notes
Sniper Rifle	4	-2	+1	0	Armor Piercing[2], Move Penalty[2], Gruesome Damage

## Spells

- **Greater Summoner:** Cost [1], Magic Ability [+1], gains the following spell:

Spell	Type	Cost	Range	S	Effect
Abomination	Aura [2]	2	8"	-	<i>Abomination</i>

**Abomination:** May place 1 Abomination model anywhere within range.

- **Smooth Talker:** Cost [1], Magic Ability [+1], gains the following spell:

Spell	Type	Cost	Range	S	Effect
Mind Control	Attack	1	18"	-	<i>Mind Control</i>

**Mind Control:** If the spell hits a Henchman model you may make one Action with it as if it were a friendly model immediately after this model's activation.

- **Provoker:** Cost [1], Magic Ability [+1], gains the following spell:

Spell	Type	Cost	Range	S	Effect
Taunt	Buff [2]	1	12"	-	<i>Taunt</i>

**Taunt:** Enemy models starting their Activation within Charge range of target model must Charge target model, unless they discard a card in their suit. Lasts until end of turn.

## [1] cost gadgets

- **Booby Traps:** Cost [1]: This model may discard a card in its suit at the start of an enemy model's activation. The enemy model rolls number of dice equal to its Reflex. Consult the result with the table below:

Reflex roll	Effect
0 successes	The model is Toppled and its activation ends immediately.
1 success	The model is Toppled.
2 successes or more	Nothing happens.

- **Job:** Cost [1]: Before the deployment openly choose an enemy Hero model as the Job. If this model kills the Job draw a card. If the Job is killed, choose another enemy Hero model as the Job at the start of this model's next Activation.

- **Vest:** Cost [1]: Armor [1]

- **Mana Taser:** Cost [1]: This model may discard a card in its suit if an enemy model makes an action or moves within 6". The enemy model must re-roll all successes it rolls in this Activation.

- **On Probation:** Cost [1]: Common. This model gains Famiglia special rule.

- **Working Class:** Cost [1]: Common. This model gains Mob special rule.

## Expensive Gadgets

- **Madcap:** Cost [2]: This model may discard a court card in its suit if an enemy model makes an action or moves within 6". This model makes one Action immediately after the active model ends its Activation.

- **Born Driver:** Cost [2]: The Vehicle this model is the Driver of may use this model's Reflex for all tests.

## Ven Rier Club gadgets - Quick Reference

### Melee Weapons

- **Undead Strength:** Cost [1]. Common. Undead models only. This model's melee attacks Tumble in addition to other effects.
- **Vicious Claws:** Cost [2]. Undead models only. Gruesome Damage in melee.

### Ranged Weapons

- **Gun:** Cost [1]

Name	S	0-8"	8-16"	16-24"	Notes
Gun	4	0	-1	-2	

- **Officer's Pistol:** Cost [2]

Name	S	0-8"	8-16"	X	Notes
Officer's Pistol	6	+1	0	-1	Quick, Cold Damage

- **Sturmgewehr:** Cost [2]

Name	S	0-8"	8-16"	16-24"	Notes
Sturmgewehr	5	+1	0	-1	Quick, Fastshot [2]

### Spells

**Beautiful Outside:** Cost [1], Magic Ability [+1], Model gains the following spell:

Spell	Type	Cost	Range	S	Effect
Allure	Aura [1]	0	6"	-	<i>Allure</i>

**Allure:** Enemy models treat Clear Ground in the spell's range as Difficult

**Rotten Inside:** Cost [1], Magic Ability [+1], Model gains the following spell:

Spell	Type	Cost	Range	S	Effect
Life Steal	Buff [2]	1	self	-	<i>Life Steal</i>

**Life Steal:** Transfer melee damage this model receives to an enemy living Henchman model within 6". Expires at the end of turn.

**Chilling Touch:** Cost [1], Magic Ability [+1], Model gains the following spell:

Spell	Type	Cost	Range	S	Effect
Icy Hand of Death	Attack	1	12"	5	Cold Damage, <i>Icy Hand of Death</i>

**Icy Hand of Death:** Living Models killed with this spell are replaced by an Eisfeld marker.

**Freeze:** Cost [1], Magic Ability [+1], Model gains the following spell:

Spell	Type	Cost	Range	S	Effect
Erstarren	Attack	1	12"	-	Target model is <i>Frozen</i> .

**Frozen** - the model has its Reflex reduced to 2, cannot Dive for Cover, be Tumbled and react in melee (A frozen model may only Defend, but without the extra dice for defending). Frozen model cannot make any Actions unless it makes a Heroic Recovery or is moved by other means first. Frozen model is *Vulnerable* to *Cold damage*.

### [1] cost gadgets

- **Ghoul's Resilience:** Cost [1]. Common, Undead models only. When this model is killed, mark the spot it was on. At the start of the turn discard a card in this model's suit - this model is returned to play with 1W remaining.

- **Uhrwerk:** Cost [1]. Common, Dwarf models only. This model gains Uhrwerk (not a living model, not undead) and Bulky (cannot make Heroic Moves) special rules and Armor [3].

- **Golemic prosthetics:** Cost [1]. Common. Uhrwerk models only. At the start of this model's Activation it may discard a card in its Suit to regain 1D6 Wounds.

- **Steam...:** Cost [1]. Common. Uhrwerk models only. At the start of this model's Activation discard a card in this model's suit to gain +3M

- **...And Smoke:** Cost [1]. Common. Uhrwerk models only. At the start of this model's Activation discard a card in this model's suit to gain +3F and +3S

- **Program 02:** Cost [1], Common, Model with Perforated Card only. Quick, discard a Diamonds card - friendly Necrogolem in LoS and within 6" of this model makes a single ranged attack against every enemy model within 8".

- **Program 03:** Cost [1], Common, Model with Perforated Card only. Quick, discard a Hearts card - friendly Necrogolem in LoS and within 6" of this model regains lost Wounds up to its starting number of Wounds.

- **Program 04:** Cost [1], Common, Model with Perforated Card only. Quick, discard a Clubs card - friendly Necrogolem in LoS and within 6" of this model gains +2 Armor and +2 Fight until end of turn.

- **Order: Feuer Frei!:** Cost [1], Common, Officer model only. Quick Action. Every other friendly Zombie (any type) or Ghoul (any type) within 6" makes a Shoot Action immediately after this model finishes its Activation.

- **Order: Angreifen!:** Cost [1], Common, Officer

model only. Quick Action. Every other friendly Zombie (any type) or Ghoul (any type) within 6" makes a Charge Action immediately after this model finishes its Activation.

## Expensive gadgets

- **Striga:** Cost [2]. Undead models only. This model gains +1 Action and +1 Reflex but loses 1 Movement. It gains Faststrike [3] in melee.

- **Recycle:** Cost [2]. Quick Action, remove a friendly Undead Henchman model in BtB from the game - draw two cards.

- **Order: Vorwärts!:** Cost [2]. Quick Action. Every friendly Zombie (any type) or Ghoul (any type) within 6" makes a Move Action immediately.

## Experience Test - Quick Reference

Modifiers to Experience [x] Test	
Model survived the game:	+ 1 D6
Model Activated an Objective:	+ 1 D6
Model reduced an enemy Hero to 0 Wounds:	+ 1 D6
Model failed Experience Test after previous game:	+ 1 D6

Experience Benefits model already has	Experience Test Difficulty
0-2	[1]
3-5	[2]
6+	[3]

## Experience Benefits Table - Quick Reference

Roll 2D6 with any modifiers and compare the sum of any 2 dice to the following table:

2D6	Experience Benefit
2	Choice of any racial gadget.
3	Any racial Spell. If none available see 4.
4	Any racial Ranged Weapon. If none available see 5.
5	Any racial Melee Weapon. If none available see 6.
6	Choice of any racial gadget improving a characteristic, subject to normal limitations.
7	One random racial gadget improving a characteristic, subject to normal limitations.
8	Choice of a Club [1] cost gadget, excluding any Melee and Ranged Weapons.
9	Any Club Melee Weapon. If none available see 8.
10	Any Club Ranged Weapon. If none available see 9.
11	Any Club Spell. If none available see 10.
12	Choice of any Club gadget.

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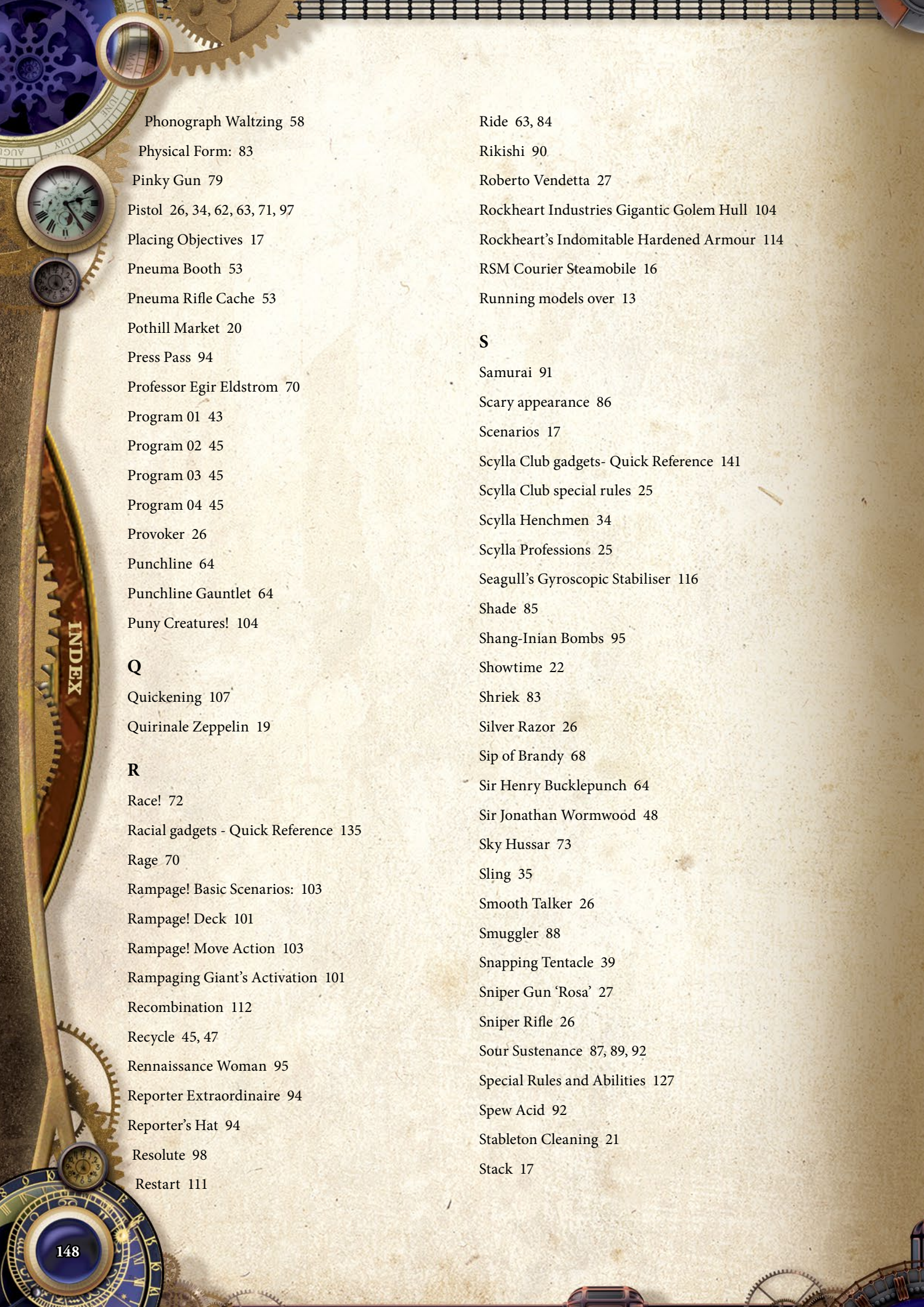
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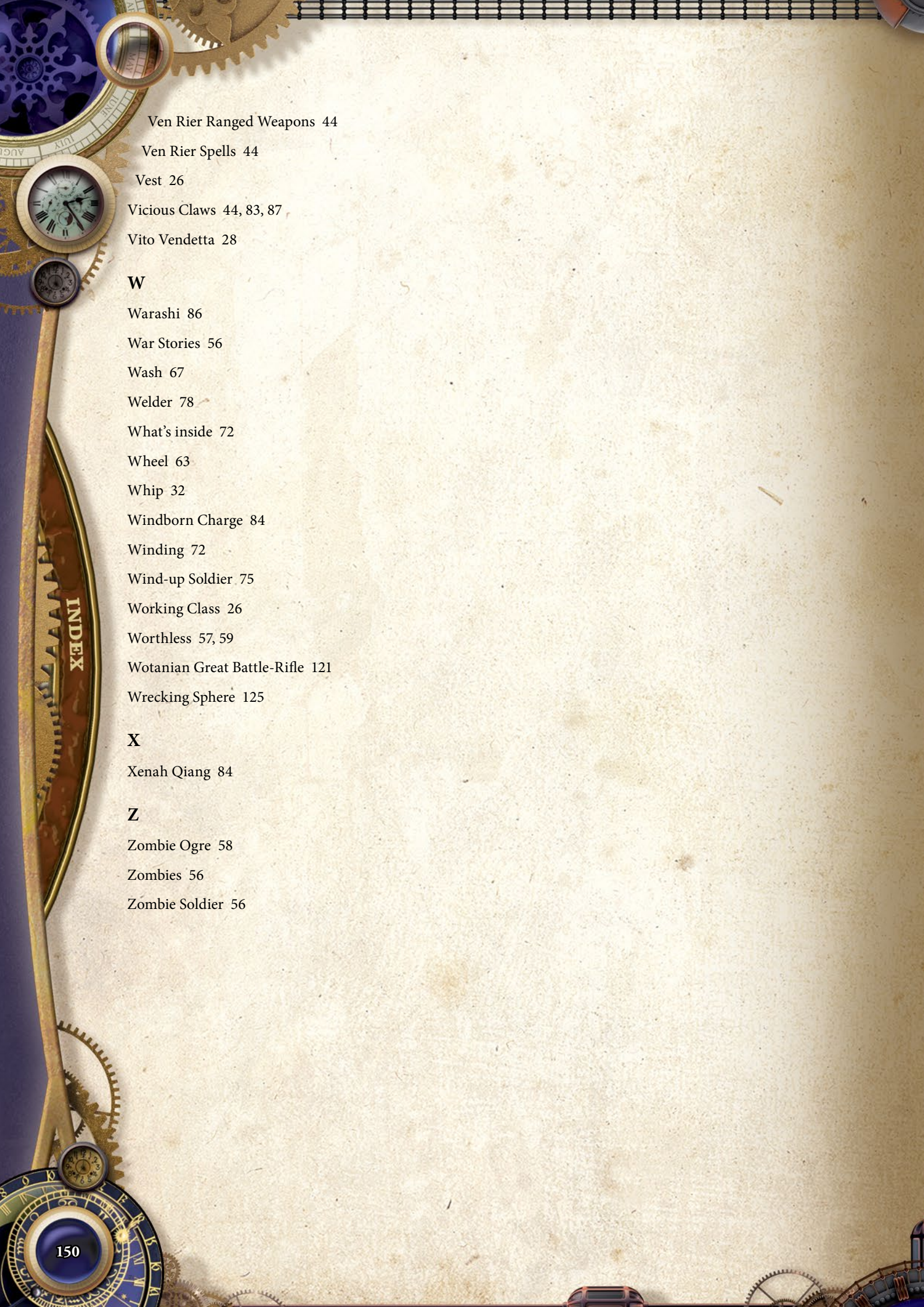
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