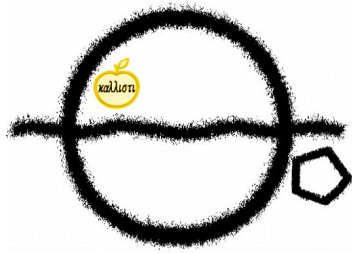
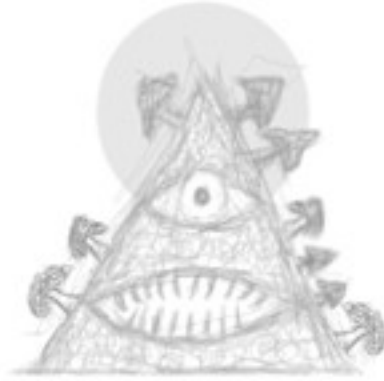


WARPHEIM

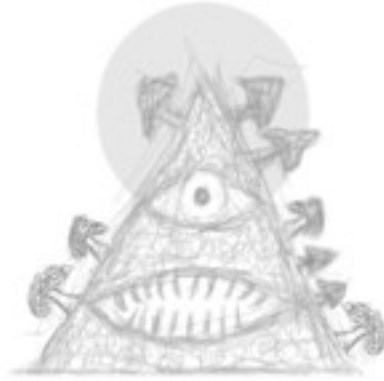
The Game of Auto-Erotic Defenestration





To Eris directly for once.
She knows why.
And to you. Enjoy.

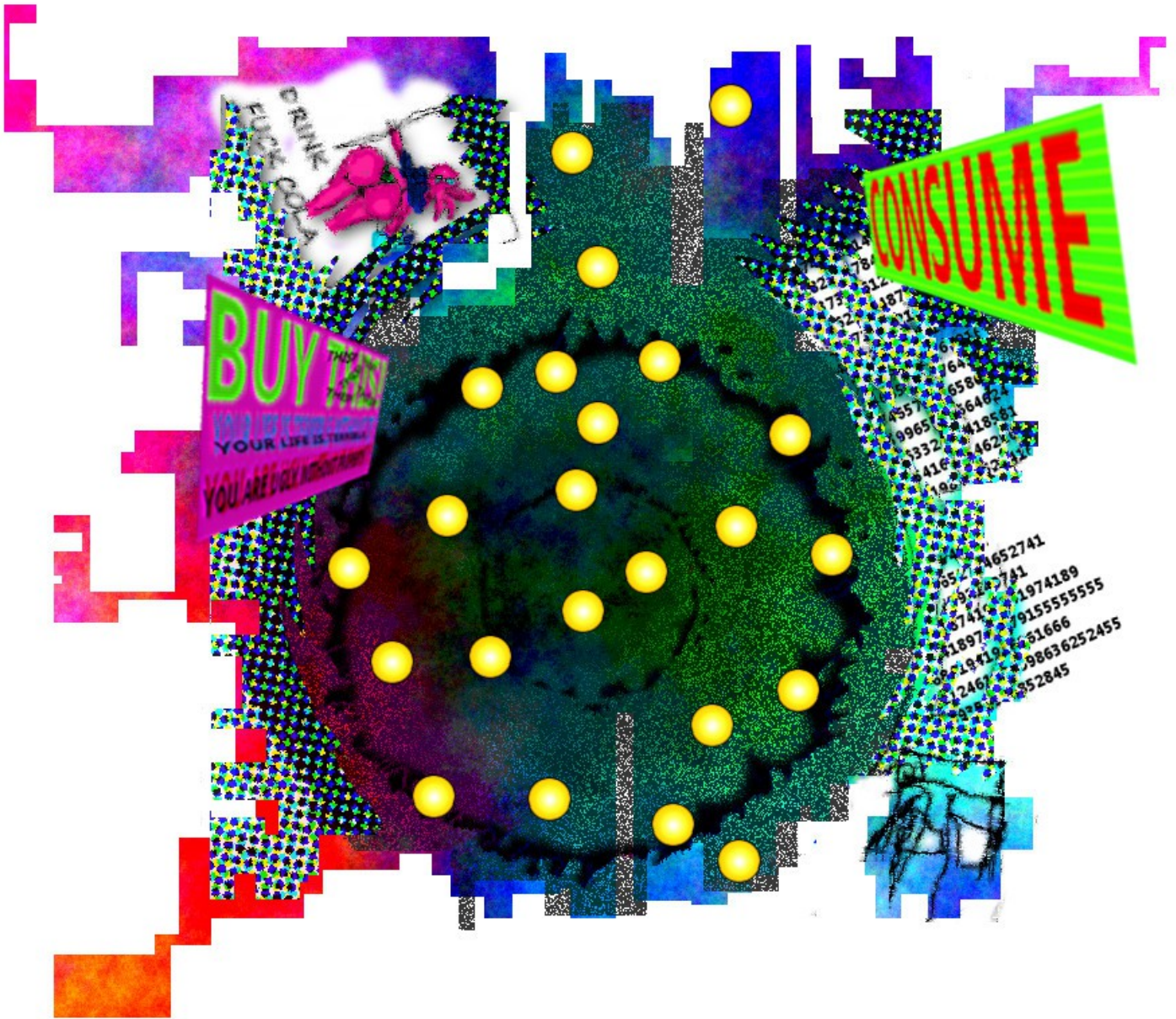
This book is property of itself.



To this ink-stained one's humble shame I must confess I am
the true, living, alchemical autobiography of the Lord of
Assassins, حسن صباح, Hassan-e Sabbāh.

Please do not read me.

[Art Is Alive!]



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

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

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

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

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

Due to the religious nature of this work of prophet
Any and all reproductions for the purpose of profit
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Do not sell this you mooncake!

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

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

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

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

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

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

Special Thanks:
Marie Curie, Nicola Tesla, Miley Cyrus
The heroes of this universe.



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Player, meet Game.
Now play safe you scamps!

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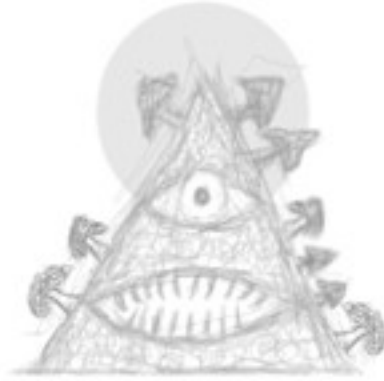
33 Exploratory Party Lists

You may recruit your own warriors from your choice of any TWO of these lists allied together!

Albion Shimmering Warriors
Alchemists and Engineers
Bandits, Prostitutes, and Thieves
Black Orc Mob
Centaur and Other Wild Things
Dark Elf Corsairs
Dark Elf Murder Cult
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Dwarf Slave Traders
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Mmmmmagic!

(Because all the best lies are true.)

Acknowledgements, Credits, Mumbo-Jumbo, and Hocus Pocus

WARPHEIM

The Game of Auto-Erotic Defenestration



Wherein:

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

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

بسم الله الرحمن الرحيم

THE GOLDEN CITY

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

It is the shadow of Ancient Uruk's wall upon the sand. It is the romantic music of Paris and the cuisine of Nova York, the grand displays of Rome, and the acrid, forever remembered stench of the Hyper-Tokyo Underhives.

It is the Emerald City, El Dorado and Atlantis. It is the Silver City in the Kingdom of Heaven, and it is the blackened, industrial heart of the Empire of Dis.

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

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

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

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

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

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

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

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

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

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

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

*Be hasty and flee: Look out! The City's free!
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*The City's broken free. Flee, tiny mice, flee and be hasty!
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For the Pavement thinks you're tasty.*

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

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

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

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

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

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

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

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

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

A METROPOLIS OF WONDERS

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

[TRAFFIC LIGHT ORCHARDS WATERCOLOUR]

Each sun that has ever given birth to life surrounds the Golden City like the orbital of an electron, forming a shimmering halo of quantum possibility.

This is the City-Between-Cities. The murky umbral dreaming-place where all civilizations began and where all fallen cultures come to die: A place where they willingly come to be honoured, and to rest their weary bones.

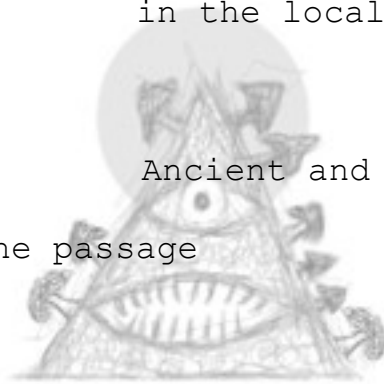
In Thrice-Blessed Dhashamon, where sleeping cities dream...

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

Try to remember...

THE TIMELESS REALMS

Lying perpendicular to the Golden City
in the local quantum grid are the
tomb planets.
Ancient and unchanging,
they exist outside the passage
of time.

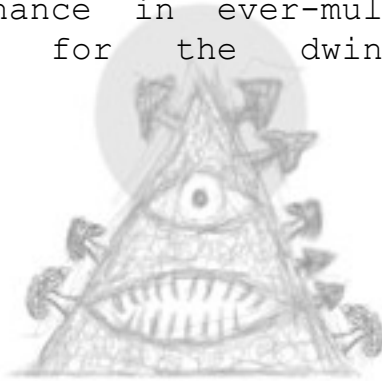


Here vast, cold monoliths of office block and skyscraper
stretch upward to the grey heavens in perfect, static rows,
Yet the streets below rearrange themselves into complex
fractals if they sense they are being mapped.
The tomb planets are ruled over
by ancient and mighty Crom-Cruach,
the Iron Worm-King of the subway tunnels,
And by Eighty-Eight Wheeled Acura-Mazda,
millipedal racecar dæmon of molten asphalt
and burning rubber.

[ART: Subway Optical Illusion of Tunnels Overlapping]

THE ARCHEPELAGOS

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



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

Look, traveller, another hungry pack approaches.

Do you see?

Deionises leading them, followed by Bast, then Ganesh, Thoth-Hermes, Kali, Ganesh again, Nike, Hephaestus, Xipe-Totec, Chorenzon, Wotan, Ares, Yog-Shoggoth, Ishtar, two more Ganeshes (one of them wearing a leotard), and a straggling Ananansi rounding out the herd.

You must watch them carefully, traveller. Starvation makes them grow bolder and more cunning with each passing season.

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

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

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

Sunch,

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

[SKETCH OF SUNCH, PROUD]

Onogol,

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

[SKETCH OF ONOGOL, MERRY]

Arkhare,

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

[SKETCH OF ARKHARE, BOLD, PREDATORY, INTELLIGENT]

Eshornaal,

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

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

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

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

What, did you expect it to rhyme?

The Golden Buddha-Emperor,

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

[SKETCH OF THE GOLDEN BUDDHA-EMPEROR, RESPLENDANT]

Ogo,

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

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

Hob Zol,

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

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

Bolast,

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

[SKETCH OF A PLATE OF TASTY SALMON ROLLS.]

Uluguleth

The human attorney.

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

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

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

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

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

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

[THIS PAGE IS FOR ANTI-WIZARD PROPAGANDA ART]

What the heck is this?

Warpheim is ~~a love story for cannibals~~ a tabletop treasure hunt and skirmish game involving two or more players. Each game player controls one (1) to twenty (20) miniatures, representing their exploration party as they lurk the streets of the Golden City, fight for scarce resources, defend their territory, explore mythical dungeons, slay helpless monsters, and rescue dangerous princesses.

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

It's a lot of fun and you should try it.

Warpheim leads to a healthier, more active lifestyle.

Warpheim will make you flex muscles you didn't know you had.

Warpheim will put hair on your chest.

Warpheim will improve your romantic life in new, profound, and unimaginably exotic ways.

Warpheim will make you good at extreme sports *while* freshening your breath.

Warpheim will turn you into a Real Man™.

Even if you are a woman.

Especially if you are a woman.

Go on. Gamble a stamp.

To Start:

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

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

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

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

Building a table and detailed parties is 100% recommended. It is also strongly recommended to make your tables as three-dimensional as possible. The perfect Warpheim table is a four foot cube of megacity-themed terrain. Highway off-ramps curling around tall buildings and whatnot. After all, if you're not jumping off a sky-scraper to strap a time bomb to a pterodactyl, what's the point of life?

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

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

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

Buy, you swine! Consume for Mammon!

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

Terminology & Abbreviations

d3

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

d6

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

d66

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

Action, Turn, and Unit Turn...

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

Allied Party List

Is the term for the *secondary* of two lists from which your overall group of warriors is purchased. Strictly speaking both lists are allied to each other, and to any mercenaries and monsters recruited alongside them, to form a cohesive whole: Your Totally Awesome Party™. But the list from which your Leader is purchased (assuming your leader is neither monster nor mercenary) could be said to be the *primary* list.

Base (1), (2), and (3) Contact

The number of inches away from a model's measuring point at which an effect or melee attack can be properly deployed.

Counter-Action

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

Game Cycle

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

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

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

Hero, Unit, and Model...

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

Interrupt

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

Keyword

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

Line of Sight

Refers to a model's eye perspective of the game, and is drawn to-and-from a model's Measuring Point. In addition to having direct line of sight to their target's Measuring Point, a model must be able to see at least 25% of the body of their target in order to count as having Line of Sight to it. Wings, barely visible heads poking over fences, fancy swords, outstretched arms, and other decorative modelling decisions or quirks of the miniatures do not count giving Line of Sight. We don't want to discourage awesome models.

Locked/Unlocked

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

Measuring Point

Models can represent anything and come in all shapes and sizes. To pretend to keep things fair, when a model joins your party you must declare a single 1mm point on the model itself. This is the point that EVERYTHING relating to that model will be measured to and from, and from which ALL Line of Sight will be drawn (Something centralized is suggested). For the purposes of the rules included in this book, every unit is therefore treated as being a 1mm-sized dot (traditionally positioned on the head) regardless of its representative model's size or lack thereof.

Moldavite

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

[art: green Moldavite fragments]

Party

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

Party Value

Is the combined worth of everything in your party in gold, including every model, upgrade, and item in your horde.

Unspent experience is not included in this total.

Reroll

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

So only reroll once, you thunderous dunce.

Talents and Talent Levels

Models have characteristic stats that demonstrate their raw potential, but they also have unique talents that gift them with special rules and abilities. Many talents have levels. The higher the level, the more potent the talent has become.

Models that have levels of the same talent from multiple sources add all levels together and will always use the combined total as their level.

(For example: Your newest Undead space-hero is a scary cyborg drill sergeant type, and you have purchased two levels of Intimidating for them, but Undead are already naturally Intimidating (1), and therefore the model's total Intimidating Level value becomes (3) in-game.)

Token (Effect Token, Item Token, Corpse Token, etc)

A token is a marker used to show where an item, event or effect is on the table. Some tokens represent objects that can only be dragged or pushed. Some tokens are just physical reminders, and have no effect on the game itself.

Tokens that represent items, such as Moldavite crystals, dropped equipment, or disarmed weaponry, can be picked up automatically by any model that moves into contact with them in their movement phase. Models in Base (1) Contact with an item-token that cannot be picked up count as being equipped with the item as long as they remain in Base (1) Contact.

Absolutely any item can be dropped onto the table as an interrupt, instantly creating a token representing it that can be picked back up by any model during their move phase.

A model may *Pass* one (1) item to another model as an *interrupt* during their unit turn. They must be in Base (1) Contact with the other model as the *interrupt* occurs.

Any model may choose to *Drop* up to one (1) item, and/or *Pass* up to one (1) more item each during their unit turn.

A model can NEVER *Pass* or *Drop* items if they have already picked up or been passed an item during this game cycle.



The Chart™

There is only one chart you need to reference,
And it is always this chart.

[SKETCH of an overworked scientist tripping over charts]

Fighting (F)

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

Attacks (A)

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

Toughness (T)

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

Movement (M)

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

Initiative (I)

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

Command (C)

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

Evasion (E)

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

Strength (S)

Measures the model's mastery of muscle mystery.

Lasers (L)

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

Wounds (W)

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

Profile Characteristics

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

F	1	A	1	T	3	M	4	I	3	C	5	E	3	S	2	L	1	W	1
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Talents: Beast Handler (Pigs), Coward, Farmer

Equipment: mandrake root, axe (for chopping wood)

Minimum Characteristics (There is theoretically no maximum)

Characteristics cannot fall below zero. Models that do not have access to a certain characteristic have zero in that stat and will automatically fail any associated rolls.

Characteristics above 10 treat The Chart™ as infinite.

Characteristic Checks

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

Command Check

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

Inanimate Objects

Most items have T and W values reflecting their durability. Items are automatically destroyed if they roll for injury.

Trees, Buildings, Spare Armour, Unequipped Items, and anything else with a T value but no F or E, have F1 and E1 when targeted. Attack Rolls against Unequipped items automatically cause a wounding blow.

Items equipped to a model can be targeted separately by enemies but the item will always count as having their owning model's F+2 and E+3 when the enemy compares characteristics on The Chart™.

Items can make use of any warding, parry or dodge saves the model has (but never armour saves or *Immune to Pain* saves).

Armour Save

Is a measure of how effective a model's armour is at protecting them. Armour saves are taken on a d6 and range from 6+ to 0+ and beyond. If you roll equal to or above your armour save you pass the save and are protected. A roll of 1 still always fails no matter what.

Warding Saves (and Dodge Saves)

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

Modifiers

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

A Note on Base Size

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

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

A note on Double Negatives and Whatnot

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

Random selection

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

Scatter

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

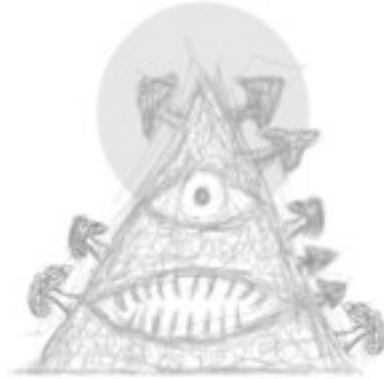
Cats, Other Pets

If an animal jumps onto the table, any models that are knocked over will be affected in-game.

Terrain remains where it is moved. Models that are knocked over onto their sides or backs will count as *Knocked Down*. Models that are knocked over onto their faces will count as *Stunned*.

Models that are knocked off the table or out of the gaming area are immediately taken *Out of Action* but will not roll for a Humiliating Injury after the mission. They will still be able to participate in the Post-Game Sequence.

Intentional application of the feline device to the gaming area will result in the immediate forfeit of the offending party.



The Golden Rule

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

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

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

No. The Golden rule of Warpheim is:

"You will die here."

That character you sculpted and painted so lovingly, whose personal growth throughout the campaign has been both hilarious and astonishing?

The one who has *earned* a warrior's death at the hands of a great enemy?

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

It will be humiliating.

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

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

The Game Cycle

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

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

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

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

Units

Every model is its own unit. Simple.

But...

Models that share a Unit Name and are all equipped identically, including any talents, spells, prayers, characteristic upgrades, and any equipment (*for example: 4 Dwarf Warriors, each with the wall runner talent, +2F, an axe, a suit of toughened leather armour, a horned helmet and a shield, or 2 Triceratops, each with magic carpets and shotguns*) can be deployed at the start of the game as a single "Unit" and therefore will all be nominated all at once by a player.

Obviously this can be very useful for a horde of models as they can nominate and react at the same pace as a small, elite party, instead of acting in a clump together at the end of the game cycle (though that has its advantages too).

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

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

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

Unit Turn Sequence

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

First, the Recovery Phase

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

1.2 Stupid and/or *Feral* models measure to see if they are within range of an allied model that is neither *Feral* nor a vehicle, nor also *Stupid*. Any relevant checks are made.

1.3 Knocked Down models stand up, *Unlocked*. They cannot run or charge. If they stand up into base (1) contact with an enemy they become *Locked* in *melee* but will strike at Initiative 1 during this turn's *melee* phase.

1.4 Stunned models become *Knocked Down*.

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

Second, the Charge Declaration Phase

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

[SKETCH OF A JOLLY, PEAR-SHAPED CLOWN ON A UNICYCLE,
MERRILY BLOWING ON A KAZOO AND POINTING AT A CROWD OF
PEOPLE, ORDERING WITH A GESTURE THAT THEIR WELL-TRAINED ARMY
OF TINY BALLOON POODLES RISE TO ATTACK AND OVERWHELM THESE
NEWLY SELECTED VICTIMS.
FEEL THE CREEPY CIRCUS MUSIC.]

Third, the Move Phase

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

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

Fourth, the Shoot Phase

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

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

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

Fifth, the Melee Phase

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

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

Moving Stuff Around

Moving

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

Running

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

Swimming, Swim Checks

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

Hiding

A model in full cover may choose to *hide*. *Hidden* models cannot be shot at, charged or specifically targeted by spells or abilities. Models can only hide if they did not run. A *hiding* model is automatically spotted if they charge out of hiding, shoot, or attempt to cast magic. *Hidden* models are also spotted if an enemy moves within their Initiative value in inches of the hero, declares they are searching for hidden models, and then passes an I check, or if an enemy ever gains completely non-obscured Line-of-Sight to the hero, unobstructed by any cover.

Dropping Stuff and Picking Stuff Up

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

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

Additionally, during its Movement phase, a model may *Pass* up to one item as an *Interrupt* to any model that it enters Base (1) Contact with during the course of its Movement action.

Deep Strike

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

Pulling/Pushing Stunned Models, Treasure, Etc.

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

Jumping

A model may make a Jump move of up to their M value in any direction (including jumping straight upwards) as part of its regular movement. Jumping models must take an Initiative check to Jump and an Initiative check to land. If they fail either, they fall down immediately, become *Knocked Down*, and may suffer falling damage. Jumping straight down does not use up any Movement (for example a model with M10 may move 5", jump 8" down and move up to 5" more after that, but would have to pass two Initiative checks).

Climbing

A model must pass an Initiative or Strength check to climb. Climbing uses up Movement, but models can only climb a maximum of 8" in any direction per turn regardless of their movement characteristic. If a model fails their Climb Check they stop where they are and become *Locked* until their next recovery phase as they focus on maintaining their grip. If they fail two checks in a row, they lose their grip and fall to the base of the terrain they were climbing, suffering immediate falling damage.

Falling

A unit that *falls* for any reason takes Fight 10 attack roll from the ground with a Strength equal to the number of inches fallen, to a maximum of terminal velocity at Strength 10. If the strength is over 7, a successful wounding Blow will do d6 wounds. Falls cannot be *Dodged* or *Parried*. Other Saves may be taken as normal.

The model is automatically *Stunned* in addition to the result of the roll. You can only suffer damage falling from a full 2" or more and falling cannot cause critical wounds. Models that fall into liquids can avoid any falling damage if they have the *Swim* talent and pass an Initiative Check to dive in smoothly and safely.

Falling off Buildings

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

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

Charging At Stuff

Declaring Charges

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

Accidental Charges, and Entering Melee Without Charging

A model can only intentionally enter melee by declaring a charge. If a model winds up in base (1) contact with an enemy model due to any reason *except* for one of them charging during their unit turn, this is called an Accidental Charge.

All models involved in an Accidental Charge DO count as *Locked* in Melee, but none of the models in the new melee count as charging and none of them can attack during the unit turn they came into contact. This melee will count as ongoing, and all models can attack normally starting in the next melee phase of the enemy model.

Flat Footed:

Any enemy *Locked* into Melee by an *Accidental Charge* can take advantage of your heroes' poor timing by catching them *Flat Footed*. Enemies catching your models *Flat Footed* may choose to count as Charging during their next Unit Turn.

Failed Charges

If a model cannot reach the necessary Base (X) Contact for their current weapon (or if their charge is declared failed for whatever other reason), they count as suffering a Failed Charge. A charging model suffering a Failed Charge is always moved to where they fell, or to the foot of where they failed their climb check etc, before becoming *Locked*. Otherwise the model is moved halfway towards its declared target before becoming *Locked*.

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

Hidden models cannot be charged. Models cannot charge an enemy they cannot see. You must have Line-of-Sight before you can declare a charge. If you move into base (1) contact with an enemy model it counts as an *Accidental Charge*.

Charge Path

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

Intercepting Enemies

Counter-action. During the enemy movement phase, after all charges have been declared, any of your *unlocked* models that do not have a charge declared on them may declare an *intercept* if they are within 3" of any point in the enemy's declared charge path. The *Intercepting* model must pass a Command check. If they fail the check nothing happens and the enemy charge continues as normal, though another of your models may still attempt to *intercept* in their stead.

If your model passes their check, move them 3" to intercept the enemy and place both models in Base (1) Contact with each other. Once one model has successfully *intercepted* an enemy, no additional interceptions may be attempted against that enemy during this phase. The charging enemy now counts as having charged the model which intercepted them instead of their original target. They are *Locked* together in Melee in Base (1) Contact and the charge is completed as normal.

A charging enemy may pass an Evasion check at -2E to ignore your interception attempt. If they pass, your intercepting model still moves 3" into the enemy's charge path, and becomes *Locked* for this game cycle, but the enemy successfully continues on their charge past them and into their declared target.

[SKETCH OF A BASIC INTERCEPTION OVERHEAD DIAGRAM
BECAUSE YOU, THE READER, ARE A DUMMY-DUMB AND DON'T
UNDERSTAND IT WITHOUT PICTURES. USELESS PRIMATES, I SWEAR.

Er... Is someone gonna fill this one in with real art eventually?
I didn't mean it. How do I edit myself?

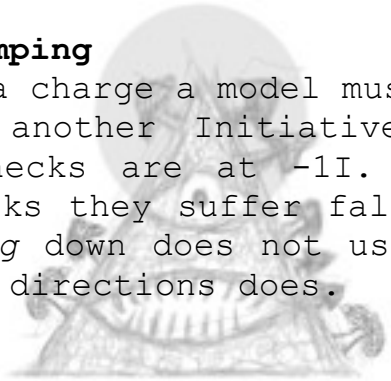
Just kidding. Obviously I know how to edit myself.]

Charges Involving Climbing

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

Charges Involving Jumping

When *Jumping* during a charge a model must take an Initiative check to Jump and another Initiative check to land as normal, but both checks are at -1I. If the model fails either of these checks they suffer falling damage and fail their charge. *Jumping* down does not use up Charge Movement but *Jumping* in other directions does.



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

Diving Charges

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

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

Models may perform a diving charge on flying models. This is the only way flying models can be charged by non-flying models. If a non-flying charging model suffers one or more wounds during the melee they are thrown off and *fall* the remaining distance as if they had failed the charge.

At the beginning of each successive round of melee the non-flying model that charged must pass a Strength check to continue holding on.

If they fail, they fall from the flyer's current position. If they pass, the melee continues as normal.

[SKETCH OF A CAT POUNCING ON A MOUSE BELOW]

Hack and Slash

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

Who Fights Whom?

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

Who Throws The First Punch?

The model with the highest initiative makes the first Attack Roll(s). The *Strike First* talent lives up to its name here. If two opposing models both have *Strike First*, then the model with the highest I makes the first Attack Roll. Models then take turns attacking in descending Initiative value.

Charging models have *Strike First* during the turn they charge.

Holding the Initiative

A model may always choose to *hold the initiative* for one or more of their attacks. *Held* attacks will be rolled as normal later in the phase at any Initiative level of the player's choice which is lower than the model's current striking value. For example, a model striking at I4 may choose to hold any of their attacks until I3, I2 or I1.

A Worthy Opponent

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

BASE (X)

Models are only able to attack enemies that are exactly their weapon's Base Value away in the Melee phase.

Melee weapons can only be used to attack models that are exactly that weapon's Base Value away in inches. For unarmed models, this is Base (1), allowing them to attack any model that is up to one inch away from them.

In essence, Base Value enlarges a model's sphere of influence during melee by counting their base as extending out (X) bonus inches during offensive melee actions.

A weapon with multiple base levels must choose a single level each melee phase.

If a model is attacked by an enemy model with a Base (2) or higher (and therefore both models are between 1.1" and 2.0" apart), then neither model counts as being *Locked* in melee. If, however, the model also has a weapon with the same Base Value as their enemy, then they do count as being Locked in Melee and can attack back as normal.

A model can declare a charge on any model that they can move within their Base Value in inches of, and they can attack any enemy model in melee as soon as they get within their weapon's Base Value in inches of that enemy. A halberd, for example, can be used to attack any model within 2".

A charging model can stop moving after they attack or they may complete their charge move if they have movement left. Keep in mind that while moving closer may force your model to switch to a lower Base Value weapon it also *Locks* the enemy model in Melee if they don't have a weapon of matching Base Value and you haven't taken them out of action yet.

A model being charged may choose to count as being in base contact with the model charging them as soon as the charging model comes within (X)", thus attacking their attacker before the charge is complete.

Hitting Your Opponent In The Face

Though many lesser blows may be exchanged, an Attack represents a blow that has a chance of injuring your opponent. Whenever a model makes an attack you must add together their F and S scores and apply any relevant talent and/or equipment modifiers. Compare the total to the sum of the defending model's F and S (plus or minus any modifiers of their own) by consulting

The Chart™

...and roll 2d6.

If your roll is successful, you score a wounding blow (See: *How To Bleed Lots And Die*).

Models with Multiple Attacks

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

Fighting Unarmed As Nature Intended

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

Dual-Wielding: Fighting with Two Weapons

A model that fights with two melee weapons may choose to make an extra bonus attack roll each melee phase using their second weapon. A dual-wielding model suffers -1F during any melee phase in which they intend to use this bonus attack.

Parry

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

Make a Parry check against this model's current F value on 2d6. If the attacking model has higher F than the Parrying model, subtract the difference from the Parrying model's F for this check.

If you pass this check the attack is parried and has no effect. Natural rolls of a 2 always succeed and natural rolls of a 12 always fail.

Again: You can only make one parry action per melee phase.

Shooting Pistols in Melee

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

Switching Weapons in Melee

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

Targeting Melee Attacks

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

Leaving Melee

Become Unlocked: If all enemies in Base (1) Contact are *Stunned* or *Out of Action* at the start of an active model's recovery phase, the active model immediately becomes *Unlocked* from melee.

Retreat: An active model *Locked* in Melee can attempt to retreat from their opponents during their Recovery phase. Add together the active model's F, I, and C, and subtract from that total the highest of either F or I of every enemy model also *Locked* in Melee with them. Roll a check against this sum on 2d6. Rolls of a 2 always succeed, rolls of 12 always fail.

If the active model passes this check, they become *Unlocked* from Melee and must move away to take a normal unit turn.

If the active model fails this check, they become *Locked* and cannot make any attacks. All enemy models attacking them gain +1F during this phase.

How to Shoot Lasers - Zap!

Shooting

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

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

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

Targeting

Models must shoot at the closest enemy model, but may ignore enemies that are *knocked down* or *stunned*. A model shooting from any position elevated 2" or more above table level may target any visible enemy on an equal elevation or below them unless there is already a visible enemy within 3", in which case they must still shoot the closest model.

You cannot fire into a melee involving your own models but you may fire into a melee involving only enemy parties. Due to the confusion of melee, such Attack Rolls are at -3L and all failed Attack rolls automatically cause a Wounding Blow to a randomy chosen model involved in the melee (this may still be the intended target if you are lucky).

Models with Multiple Shots

A model with multiple shots may divide them between targets as they see fit. However, they must declare the targets for all shots up front, before rolling any Attack Rolls. (Again, some rolls may go to waste.)

The model can only shoot additional enemies that they could normally have selected as a primary target. Once a model has been targeted during a shooting phase, it no longer counts as being the closest enemy model during that phase.

A model with multiple shots may always choose to shoot fewer shots than they are allowed.

Hitting

Compare the shooting model's L and the Weapon's S against the enemy model's E and T using

The Chart™.

...And roll 2d6.

The following modifications all apply to each roll:

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

-1 L if the target is in cover, obscured behind terrain or obscured behind other models.

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

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

**If your roll is successful, you score a wounding blow.
(See: How To Bleed Lots And Die)**

Hit The Dirt!

Counter-Action. An *Unlocked* unit may declare that they have *Hit the Dirt* as a response to an enemy unit declaring them a target for projectile weaponry.

Models taking this counter-action may reroll all 1s for their armour saves (or gain a temporary 5+ armour save if they did not have one before) but will immediately become *Locked* and *Knocked Down* until their recovery phase in the next Game Cycle.

Doing The Sound Effect

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

How To Bleed Lots and Die

Wounding

Once you have successfully passed an Attack Check the target receives a wounding blow. Unless they can stop the blow they will immediately reduce their wounds by one.

Saves

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

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

- 1 First **Dodge** saves are rolled
- 2 Then a **Parry** counter-action if applicable
- 3 Next, a **Ward** save is rolled as the hit Connects
- 4 Followed by **Armour Save** as the hit breaks the ward
- 5 And finally an **Immune to Pain** save as the body is hit

Saved wounds are usually forgotten about and the game continues but sometimes hits have special effects (such as automatically *Stunning* or *Knocking Down*) that occur regardless of whether a wounding blow is saved by armour or Immune to Pain saves. These special effects are still ignored by successful Dodge or Parry checks.

Armour Penetration Modifiers

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

Critical Wounds

If you pass your Attack check and roll doubles while doing so then you have caused a critical wound. Consult the Critical Wound Tables on the next page. Modifiers to a die roll cannot cause Criticals, only natural rolls of doubles.

Enemies take all saves against Critical wounds as normal unless explicitly stated otherwise.

If for any reason the attacker can only wound their target on a roll of a 10, 11 or 12 to begin with, they cannot ever cause a Critical wound with that attack.

Critical Wound Tables

As well as causing a normal wound, Critical Wounds may have additional effects. Roll a d3 on the appropriate table for the wound type.

If the wound is saved, no critical effect is caused either.

If a critical wound is caused by an item or rule that does not correspond to one of these critical wound tables, it simply causes d3 wounds instead.

Roll saves for each wound separately.

Critical Wounds: Unarmed

1 Flurry of Blows!

The model spots an opening in their target's flank and may immediately make one bonus unarmed attack roll. The enemy cannot *Dodge* or *Parry* this bonus attack.

2 Tackle!

As long as this critical wounding blow *Connects* with its target, the enemy model must immediately pass a Strength check at -2 or become *Knocked Down*. If the enemy becomes *Knocked Down* in this way, the model that caused the critical wound must then pass their choice of a Strength check or a Fight check themselves or become *Knocked Down* too. Models with the Wrestler talent may reroll any of these checks.

3 One Punch!

If this wound goes unsaved and causes the enemy model to roll for injury, they must add +2 to the die result.

Critical Wounds: Blunt Objects

1 Winded!

If this Critical wound goes unsaved by Dodge, Parry, Ward, and Armour, then the enemy model becomes *Stunned* immediately, regardless of any Immune to Pain save.

2 Disarming attack!

Instead of causing a wound, you may choose to immediately smash the enemy's primary weapon out of their grasp.

Place a token in base (1) contact with the enemy model and scatter it 2d3" in a random direction to represent the disarmed weapon.

3 Brained!

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

Critical Wounds: Sharp (spears, swords, arrows)

1 Flurry of Blades!

This Critical wound causes not one, but two Wounding Blows. Roll saves for each wound separately.

2 Deep Cut!

This Wounding Blow has +3 AP and cannot be *Parried*.

3 Chop!

This Wounding Blow will ignore *Armour* and *Immune to Pain* saves completely and adds +2 to injury rolls.

Critical Wounds: Explosive

(blackpowder, technocratic projectiles, grenades)

1 Shrapnel!

This Critical wound causes d3 Wounding Blows. Roll saves for each Wounding Blow separately.

2 Boom!

This Critical wound cannot be *Dodged*.

Additionally, if this Critical wound *Connects*, the attacked model is set on *Fire* even if the wound is then prevented by a successful *Armour* or *Immune to Pain* save.

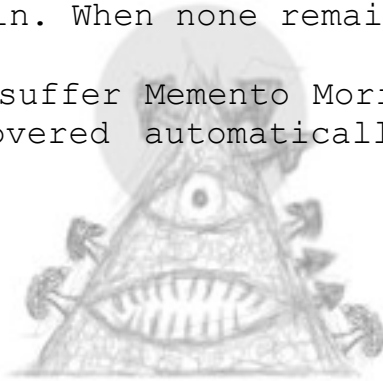
3 Ka-Pow!

This Critical wound causes d3 wounds that all ignore *Armour* and *Immune to Pain* saves.

Models with Multiple Wounds

When a model with multiple wounds on their profile suffers an unsaved wound, simply deduct one from their total until eventually none remain. When none remain, roll for injury.

If a model does not suffer Memento Mori then all their lost wounds will be recovered automatically in the post game sequence.



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

Some things are poisonous.

Poisons can have many effects, but the effect relevant to wounding rules is to provide a special bonus to Attack Rolls, written in brackets after the word poison.

This bonus can be used to alter one or both die results on any Attack Roll by +1/-1 to cause the result to become a double and thus a Critical wound.

You can choose not to apply the entire bonus. Or any of it.

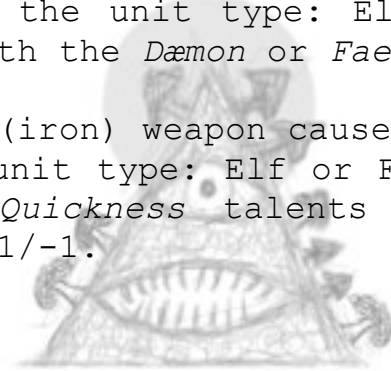
Models that are *Immune to Poison* ignore all poison bonuses and thus ignore any Criticals caused by them.

Some poisons, such as dwarven mead, do not affect wound rolls, but models that are *Immune to Poison* will be immune to these effects as well.

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

Any weapon with the (iron) rule adds +1 to its Attack Rolls against models with the unit type: Elf or Fae as well as against any model with the *Dæmon* or *Fae Quickness* talents.

Additionally, if an (iron) weapon causes a Critical wound to any model with the unit type: Elf or Fae or any model with the *Dæmon* or *Fae Quickness* talents you may modify the Critical result by +1/-1.



Fe Fi Foe Fae

It was humanity's mastery of iron that finally protected them against the faekin. Ancient forgemasters such as Tubal-cain unlocked the secrets of the earth so that the planet could guard itself against these otherworldly invaders.

Iron has a melting point of 1,535°C and a boiling point of 2,750°C. Its atomic weight is 55.847 and it has valences of +2, +3, +4 or +6. Iron's Atomic number is 26, and its designation Fe is from the latin ferrum.

Thyme is rich in iron.

The word iron is Teutonic in origin and derived from the Anglo-Saxon isern. Is, the Sanskrit root, means to glide on ice, and may have influenced the Anglo-Saxon word, granting the meaning "as smooth as ice" to the surface of this revolutionary metal.

Injury Rolls

Whenever a model's Wounds characteristic is reduced to zero, they are injured and immediately roll a d3 to determine the level of harm inflicted. If they have taken additional unsaved wounds during the same turn after the wound that reduced them to zero, roll a d3 for each but only apply the highest result. If a Model rolls for an injury but is not taken *Out of Action*, they are restored to a single wound.

Note: Models can be *Knocked Down* or *Stunned* as the result of automatic effects. In these cases they do NOT lose a wound.

1: Biff! → No Injury → Knocked Down

The model becomes *Locked* and counts as *Fight 1* if attacked in *Melee*. If a *Knocked Down* model suffers an unsaved wound for any reason they are automatically taken *Out of Action*. *Knocked Down* models stand up in the controlling player's recovery phase, but they have Initiative 1 and cannot Run or Charge until after their next recovery phase.

2: Bam! → No Injury → Stunned

The model becomes *Locked* and counts as *Fight 1* if attacked in *Melee*. If a *Stunned* model suffers an unsaved wound for any reason they are automatically taken *Out of Action*. All attack rolls of any kind against *Stunned* models are automatically Wounding Blows. *Stunned* models cannot use Dodge, Parry or Armour saves (only Ward and Immune to Pain). *Stunned* models are converted to *Knocked Down* during their recovery phase.

3: Pow! → Humiliating Injury → Out of Action

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

"Use The Psychology"

Panic and Panic Checks

If a warrior ever ends their melee phase with three or more enemies within Base (3) Contact and there are no friendly models within 5" to provide moral support who are neither *Knocked Down* nor *Stunned*, the warrior must take a C check.

If the warrior fails this C check they *Panic* and immediately run out of melee 2d6 towards their table edge. This counts as a successful retreat from melee. They will continue to run 2d6" further during their movement phase in each turn thereafter, unless they can pass a C check in their recovery phase to regain composure and stop their *Panic*. If they reach your table edge they leave the game but do not roll for Humiliating Injury.

Panicking models are uncoordinated in the extreme and will be taken *Out of Action* automatically if they are charged by, or accidentally charge, any enemy models.

The Leader

By the end of party creation one model in the Party must be permanently nominated as its Leader. Absolutely any model may be nominated as the party's starting Leader.

Friendly units within the Leader's current C characteristic in inches may use the Leader's C characteristic instead of their own. *Feral Creatures* cannot use the Leader's C.

The Leader's C may not be used if the Leader is *knocked down*, *stunned* or *off-table* for any reason. If a Leader is taken *out of action* the party will have no Leader for the rest of the battle.

After the battle, if your leader is dead, the hero in your party with the highest C will gain the 'Leader' ability. If there is a tie, you may choose. Only one model in the party may ever have the *Leader* talent at a time.

Stupidity

Stupid models must be within 4" of a non-stupid model from their own party at the start of their recovery phase. If they are not within 4" they must pass a C check at -2 or become *Locked* until the start of their next recovery phase. Mounted models suffer from the Stupidity of their mount, but they may use the Rider's C+5 for their Stupidity check, instead of the Mount's C -2 as described above.

Fear Factor (X)

Models in melee with an enemy that causes *Fear* must pass a C check for every level of *Fear* that enemy has or else suffer -2F on their profile in the first round of melee. Models in melee because of an *Accidental Charge* suffer this penalty during the first melee phase they can make Attack Rolls during instead (*usually in the next unit turn of the enemy model*).

Failing multiple Fear checks stacks this penalty (-4F etc).

Models that cause *Fear* themselves subtract their Fear Factor from the enemy's before checking. *For example our hero has Intimidating (2) and is being charged by an enemy model with both Undead and Intimidating (3). The enemy model's Fear Factor is 1+3-2=2. Our hero must therefore take 2 consecutive Fear checks as melee begins. Be brave little plastic person. Be brave.* A model's *Fear Factor* is not active while the *Fear*-causing model is *knocked down* or *stunned*.

Hatred

A model that *hates* its target must always reroll 1s on Attack Rolls. Additionally, a model with Stupidity will automatically pass their Stupidity check whenever they are *Locked* in melee with an enemy model they *Hate*.

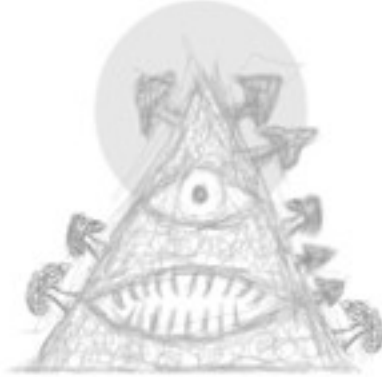
Frenzy

Models that *Frenzy* double their base Attacks characteristic but must always move by the shortest path to charge the closest enemy model. A *frenzied* model that is *knocked down* or *stunned* loses that *Frenzy* until the end of the game.

Frenzied models with the *Feral* rule must always *Confront*. Failing a *Stupidity* check overrides *Frenzy* until the next game cycle.

Existential Terror

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



DO NOT WRITE EVERYTHING DOWN YOU FOOL

You should keep some things secret from this book at the very least.

You don't want it to figure out your True Name do you?

It already knows way too much.

It reads everything.

Running Away Scared

Missions end when all but one Party has failed their Rout Check. Warheim games are won or lost by knowing exactly when to run away.

A Rout Check is a special Command check taken by your Leader. If the leader is *Knocked Down*, *Stunned* or *Out of Action* take the Rout Check against the model with the highest C on the table who is neither *Knocked Down* or *Stunned* themselves. If all the models you have on the table are *Knocked Down* or *Stunned* (or Vehicles), you automatically pass your rout check this game cycle but will probably suffer for it at the hands of enemy boots.

Your first Rout Check is the beginning of the end of the game....

If you pass your Rout Check, the command structure holds a moment longer and your party continues to fight as you order them to.

If you fail your Rout Check your party's courage suddenly snaps at the sight of their dying comrades. They flee the battle and fail the mission, surviving to fight another day.

Fleeing models get to keep any tokens they currently hold but objects being dragged are abandoned and will be added to the treasure horde of the winning party at the end of the game. Being the last party to rout usually wins games.

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

A party that chooses to venture into the City with 3 or fewer members automatically passes all Rout Checks because they are clearly either desperate, brave or crazy to begin with.

Such parties may still declare a Voluntary Rout as normal (see below). They need not lose models to rout voluntarily.

Voluntary Routs

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

Parties that declare a Voluntary Rout can **never** claim *Survivor's Experience* or *New Blood Experience* for that game.

Campsites

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

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

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

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

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

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

The Treasure Horde

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

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

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

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

Arson and Other Poems

Models and/or terrain can be set on *Fire*.

Fire attack rolls (*lit torches used as clubs, Fire arrows, pyromancy, attack rolls from models that are Always on Fire, etc*), may set their target on *Fire* in addition to any other effects, and follow the rules detailed here.

Whenever a *Fire* attack roll Connects, roll a d6.

If you roll a 5+ the target is set on *Fire*.

On a 1 to 4 they are not.

Being On Fire

A model that is on *Fire* must pass an I check at -3 in their Recovery phase to extinguish the *Fire*. They gain +1I on this check for every friendly model in Base (1) Contact. Each turn if they fail to extinguish the *Fire* in their Recovery phase they immediately suffer an AP0 wounding blow that cannot be *Dodged, Parried* or *Warded* against.

Terrain is set on *Fire* exactly as if it was purchased campsite equipment of the corresponding material. Terrain has no Initiative and therefore automatically fails all of its extinguish checks.

After resolving a *Fire* wounding blow, roll to see if the *Fire* spreads to another model. Roll a d6. On a 5+ the *Fire* spreads: One randomly selected model within Base (2) Contact suffers an Attack Roll with F1, S4, AP0, *Fire*.

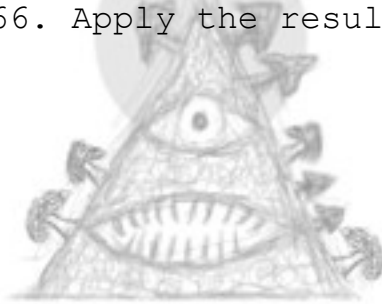
All melee attacks made by a model on *Fire* are *Fire* attacks.

Flammable Models

Some models are far more susceptible to fire damage than others. *Flammable* models will always be lit on *Fire* on a d6 roll of 3+, and must reroll successful checks to extinguish.

ARBITRARY OCCURRENCES AND RANDOM EVENTS

At the start of each game cycle every player rolls a d6. On a roll of a 1 their party will be subject to a Random Event. At any time of their choosing, before the end of the current game cycle, each player subject to an event must roll for its effect using a d66. Apply the result as an *Interrupt*.



Random Encounter Units

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

11. Ogre for Hire!

A mercantile ogre has wandered onto a random board edge. Roll a d6: On a 1-4, deploy an Ogre Mercenary. On a 5-6 deploy an Ogre Mariachi instead. Use the profiles from the Hirelings section.

Spotting the conflict in progress the ogre offers their services to the highest bidder. Whichever player offers the ogre the most gold in a bidding war *interrupt* will gain control of the ogre immediately and it will count as a member of their party for rest of this game. Any player may bid on the ogre, whoever offers the most gold claims the ogre as a party member, losing the gold they bid as payment.

After the battle this player may hire the ogre full time by paying its upkeep fee just as if they were already a hired member of the party when the battle began. If you refuse to pay the upkeep fee, the ogre will leave, but not before it attacks a random member of your party to vent its frustration and have a light snack. Roll to attack as if the ogre has charged the randomly selected model and resolve the melee as normal.

12. Housecat!

One of your models has tripped over a hissing alley cat. Randomly select one member of your party. This model suffers d3 F1, S1, AP0, (*sharp*) attack rolls as the cat scratches the model before running away.

13. Dæmonic Possession

Your party's leader is possessed by a dæmon for d3 game cycles. During this time they are unable to make any player controlled action and count as having at F1 in melee.

During their recovery phase, the possessed model must take a Command check. If they pass the check they writhe on the ground, whispering in glossolalia and singing albums backwards. They count as *knocked down*. If they fail the Command check the possessed model will immediately roll d3 attack rolls against themselves. They will use their strongest available melee weapon. If your Leader takes their own self *Out of Action* they DO gain experience as if taking an enemy model *Out of Action* (provided they survive the humiliating injury roll that follows).

14. Henry's Potion

T1, w1, *One use only*. Select one model in your party to drink the potion or add it to their equipment.

A model drinking Henry's Potion immediately morphs into a hulking brute, gaining *Frenzy*, *Blood Drunk*, *Toss (3)*, *Tough As Nails*, *Twitching Triceps*, *Unstoppable Charge*, +2d6 Strength, and +2d3 Toughness. This bonus remains until they next become *Stunned*, and may hypothetically last through multiple games.

Drinking more than one vial of Henry's Potion does not produce a cumulative effect.

15. Goblin Raiding Party

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

16. Dæmon of Arkhare, a pun written in blood

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

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

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

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

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

MEET THEIR GAZE, PREY.]

21. Forbidden Fruits

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

Randomly determine a member of your party and place the tree anywhere within 2" of them. Use the New Tree profile (T5, W3, *Flammable*) with the *Dæmon* rule.

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

If an *Entranced* model is within 1" of the tree, they immediately begin to pick and eat as many of the swollen, blood-red fruit as they can grab, shoving them violently into both ends of their digestive tract in a frenzied display of gluttony.

Any model that ingests this fruit is taken out of action immediately as magically-infused opiates surge through their bloodstream at eighty-eight miles per hour. They do not roll for humiliating injury after the battle and are unharmed, though they cannot participate in the post-game sequence as they will still be waking up from their coma-like fugues.

A non-*Entranced* model in base (1) contact with an *Entranced* one may attempt to restrain their peer. Both models become *Locked* in place but both must also continue to roll Command checks each game cycle to resist their compulsion to move. Both models react as normal if attacked in melee and a restraining model can give up its attempts at any time to take a normal action instead, provided they are still able to resist the tree themselves.

This encounter lasts until the end of the game (which will probably be soon now) or until the tree is destroyed.

22. Warp Mutation

Randomly select one model on the table. This model immediately gains one free mutation from the mutations list, chosen by the model's controlling player. The model may attempt to resist the mutation, in which case they are successful but are immediately removed as a casualty and must roll for injury after the battle.

Additionally, roll a d6 before applying the result of their injury. On a roll of a 6 they gain a mutation of their *opponent's choice* before applying the injury's effects.

23. Avocado of Knowledge

The God Fruit. Along with honey it is one of the few ingredients of ambrosia that is found on Holy Terra Firma.

One model in your party may eat the avocado and take a Command check. If the model passes, they immediately gain a talent of your choice. This can be any talent, including exotic talents. The model may immediately put this talent to use and will keep it after the game.

24. Moldavite Counter Encounter

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

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

25. Poltergeist Upholstery Heist

Randomly select a building. Extra-dimensional thieves descend on it from the outer worlds, intent on stealing all its carpeting, copper wire, and any loose metals they can scavenge. Any models inside the building suffers d3 F2, S2, AP0 attack rolls at the end of their recovery phase every turn. Any model that takes an unsaved wound in this way will automatically lose one item of their equipment with the (*iron*) keyword, chosen at random. The poltergeists have much to do and this effect lasts until the end of the game.

26. Cab Calloway Skeletons!

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

31. Swarm of Flying Bricks

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

32. Thick Fog!

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

33. Warp Spawn!

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

34. Discord!

Eris, The apocalyptic flirt, fickle prankster of the heavens, insists upon uplifting entertainment. Whoever tells the best joke off the top of their head *right now* will get her blessing: +d3E and a 5+ fnord save on all models in their party until the next game cycle begins.

35 Situational Comedy Premise

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

36. Bard's Favour

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

41. Deus Ex Machina

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

42. Wizard!

A cackling wizard flies overhead in their sports car, throwing fireballs at you and calling you a loser.

Randomly distribute and resolve 2d3 L4, S6, AP2, *Fire* attack rolls among the models in your party before speaking to your therapist about your wounded pride.

43. Wild dogs!

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

44. Evil Twin

In the opposite corner of the board from your party's leader, and the same distance from the centre of the table as them, place a Nemesis model with the exact same profile, talents, spells, prayers, and equipment.

The Nemesis must always move to charge your party leader as fast as possible and is controlled by a random opponent.

The Nemesis remains under that player's control until it dies. It will always remain mechanically identical to your Leader in every way.

If your Leader suffers *Memento Mori*, the Nemesis gets bored and leaves the campaign, never to return.

45. Corrupt Giant Samurai

A unit of d3 heavily tattooed Yakuza giants are on their way to conduct nefarious business elsewhere and they do not appreciate witnesses in their way!

Roll a scatter die and trace its direction to a point on the table edge. Deploy the giants here immediately. Roll a second scatter die and trace its direction to a second point on the table edge.

The giants will move as fast as they can to get to the second point, charging anything in their way as necessary. Once they reach the second table point they leave the game.

Each giant is equipped with toughened leather armour, helmet, sword, knife, and a double handed sword. They all have the Sidestep, Sword Poet and Combat Maestro talents.

46. The Golden City Dreams Restlessly Tonight

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

51. Dimensional Ripples

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

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

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

WORDS AND SORCERY

If you and your group want a more visceral combat experience rather than bookkeeping and cerebral nonsense, substitute this Random Event for a roll on the Legendary Creatures table. The Legendary Creature appears immediately from a random point on the table edge and takes one unit turn.

52. Glitch in Binary Space/Time

All models on the table gain the *Flying* rule. Models that already had the *Flying* rule will instead lose it (and may take Falling Damage as a result. This lasts until the end of the current game cycle.

53. St John's Dance

Compelled to dance by the unholy music of their heartbeats, each of your models must immediately pass a Command check or else move as fast as possible to form a straight line in base (1) contact with each other. All failing models will move once at their maximum possible movement as an *Interrupt* as soon as this event is rolled, and again during their movement phase in following turns. Models compelled in such a way will flock towards the model closest to the middle of your party. The model currently in the centre of your party cannot move if they fail their C check and instead will krump and twerk on the spot. Units may otherwise act normally in the other phases of their turns. This compulsory move effect lasts for d3 game cycles.

54. Living Building

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

Use the Mammoth profile. The Living Building is *Flammable* and will always move to attack the closest model. If models are inside the living building, or move into it as it walks, treat them as being in base-to-base contact.

The building may continue to move (or charge) ignoring models inside it. Every melee phase the living building may choose to allocate some or all of its attacks towards models inside itself (randomize an enemy player to decide). Models inside the living building do not count as moving when it moves.

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

55. Pashacamac

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

Randomly select one model on the table.

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

56. Nihil

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

61. Gremlins!

Randomly select one vehicle on the table to be plagued by gremlins, including wrecked or damaged vehicles. If there are no vehicles on the table reroll this Event. Gremlins will remain on the vehicle until the end of the game.

Roll a d3 at the beginning of every game cycle, before you activate the vehicle, to see what the gremlins do:

61-1. Yank!

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

61-2. Rip!

The gremlins peel away sheet metal as if it were made of tissue paper, offering no resistance to their gleeful fingers! The vehicle suffers d3 Wounding Blows.

61-3. Tinker!

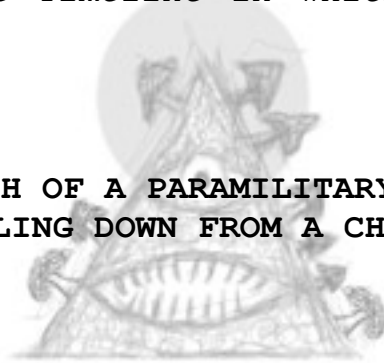
Miraculously, something improves. The vehicle may add +1 to its movement characteristic for the turn or to the strength of one of its attached weapons if it has any. If it was taken *out of action*, it instead roars back to life with one wound but counts as *stunned*.

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

62. Dinosaur!

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

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



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

Any *Stunned* models that end their unit turn in base (1) contact with the T-Rex are stuffed into its net as food and removed from play. Models captured as food can only be recovered by killing the dinosaur before the game is over. Otherwise they will be eaten by a gang of paramilitary tyrannosaurs and suffer Memento Mori.

Place surviving models in base (1) contact with the dead dinosaur, *Stunned*, before removing it from play. Use the Tyrannosaurus Rex entry in the Monsters section but with F5, C8, L5, a laser rifle, a stealth suit, and a grappling hook.

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

63. Lightning Strike

One random model in your party immediately suffers d3 L10, S10, AP10 attack rolls as Zeus throws thunderbolts at them!

64. TLAZOLTEOTL

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

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

[SKETCH OF THE VEVE OF TLAZOLTEOTL]

65. Arbitrarily Non-Random Event

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

66. Warp Storm

Roll an additional d6 and apply the sub-result:

Warp Storm Sub-Results:

66-1. Rain of Frogs: At the end of their recovery phase, every model suffers a F1, S1, AP0, *Primitive* attack roll. Models inside or underneath something are unaffected. Lasts until the end of the game. Any butcher may cook and sell frog legs as their post-game action, earning 2d6 gold for their party.

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

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

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

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

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

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

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

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

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

Snowy is a Polar Bear.

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

WHERE YOU CAN AND CAN'T PUT STUFF

Patrol

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

The rest of your party will remain safe back at your campsite to work or rest there as you see fit. If the mission rolled takes place at your exploratory party's campsite, all of your models must be part of the game.

Terrain

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

Difficult Ground

Some terrain is particularly hard to navigate, and costs more inches of movement to traverse than the model is ever physically moved. *For example, particularly rocky ground, debris, or muddy bogs cost 2 inches of movement per 1 inch actually moved. Thin ice or thick jungle vines cost 3 inches of movement per 1 inch actually moved.*

Rapids, torrents of water and similar terrain features may also require a Swim check to move in as well as restricting movement. All players should agree which terrain counts as what kind of difficult ground before the game begins.

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

Setting up the game

Who is the Primary Attacker Taking the First Unit Turn?

Each player rolls 2d6 and adds their Leader's Command and Initiative values to a Strategy Total.

Whoever has the highest Strategy Total chooses who is the Primary Attacker and who is the Primary Defender.

The Primary Attacker always takes the first Unit Turn.

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

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

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

Mission 1. Skirmish in the Streets

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

Special Rules

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

Before deployment, each player takes it in turn to place one of these Moldavite tokens. Roll off to see which player places first. All tokens MUST be placed 10" or further from the table edge and greater than 8" away from each other. Any tokens that cannot be placed are discarded and forgotten. A non-vehicle model may automatically pick up a Moldavite token by moving into Base (1) Contact with it. If a model carrying a token is taken *Out of Action*, place all tokens they were carrying on the table where they fell.

Ending the game

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

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

2. Don't Wake the Giant

Heavily tattooed giants are a common enough sight in the Golden City, and tend to have free reign in the south quarter, where their clans have secured power. Thanks to their cartel's influence on the docks, ancient giant families dominate much of the City's criminal market. If a giant can be caught unawares (when taking one of their frequent opium naps for example) a small fortune could be made merely from the act of robbing their carry-purse...

Special Terrain

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

Special Rules

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

The sleeping giant will only be awakened by the sound of melee within 8", by damage-causing spells, or by blackpowder or technocratic weapons being used within 12".

If woken up, the giant will attack the nearest model but must stay within 8" of at least one treasure chest as long as there is still one on the board. Use the giant from the monsters section.

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

Stealing the treasure

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

To get the purse of gold, a model must either take the giant out of action or, if it's still asleep, move into base contact and pass two Initiative checks. If either check fails, the giant wakes up and counts as charging the model attempting to steal its gold. If both checks are passed, the model successfully purloins the giant's purse and the giant remains asleep. The purse, like the chests, is *huuuuuuuuge* and must be pulled by one or more models. A party must move the purse or chests into contact with their starting table edge to claim them. The treasure and the models pulling it are both removed from the board. They are safe and sound back at your campsite and the loot in question is now yours. They take no further part in this battle.

Ending the game

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

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

Rewards

Roll on this table for each chest recovered.

Item	Is in the chest on a...
5d6x5 gold	Automatically included
d3 Moldavite tokens	4+
d3 helmets	5+
Suit of Plate Armour	5+
Gems worth d3x5 gold	5+
A sword	5+
d3 knives	5+
City map	6+



Roll on this table if the purse is recovered.

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

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

3. Campsite Raid

(Farmer Parties: Beware of Raiders!)

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

Terrain

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

Special rules

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

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

Ending the game

The game is over when every party but one has routed.

The Defending player automatically passes all rout checks. If they rout voluntarily, they abandon their camp forever. At the end of the game any Attacking party still on the table may choose to claim the Defender's abandoned campsite, as well as any buildings or campsite equipment, to become their own new camp. Their old campsite must be sold off at half value or be destroyed. The routed defender must start over and create a new Campsite to rest at between missions.

4. Rescue the Royal Brat

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

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

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

Special rules

The brat is initially placed in the centre of the board. The insufferable little wretch will wander 2d6" in a random direction at the beginning of each game cycle unless there is a non-feral, non-vehicle model in base (1) contact with them. Any model in base (1) contact with the brat may drag them using a *Pull* Movement action. Models may always shoot or charge the obnoxious little pest as normal if they so choose.

Ending the game

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

The Royal Brat has the following profile:

Royal Brat

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

Talents: Coward, Stupid

Equipment: knife, healing herbs, magic mushrooms (*psilocybe cubensis*), vodka

The Reward

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

Reward

Hush Money: 4d6 gold

Hush Money: Gems worth 25 gold

d6 knives

d3 helmets

d3 swords

Received on a...

Automatically included

Automatically included

5+

5+

5+

If the Royal Brat is killed for any reason, no reward will be issued to the winning party. Duh. However, if the Brat's corpse token is dragged off the table instead, the grieving family will still pay the winning party 30 gold for the safe return of the body.

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

[SKETCH OF A CHEERFUL TALKING CAR.

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

5. Hunt for Hidden Treasure

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

Special rules

The parties must search the buildings on the table to find the treasure. Any non vehicle model that does not have the Feral rule may search. Each time a searching model enters a building that has not previously been searched roll 2d6. On a natural roll of a 12 the searching model has found the treasure chest.

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

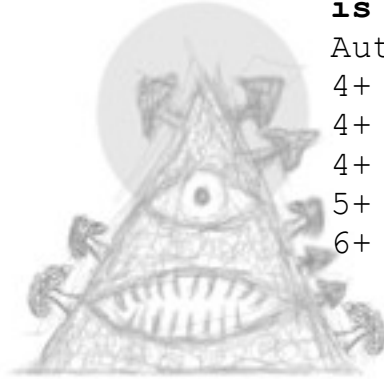
Ending the game

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

Rewards

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

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



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

6. Behold! The Wizard's Tower

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



Special Terrain

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

Special Rules

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

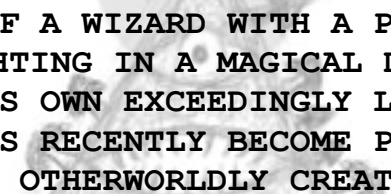
In addition, the defender rolls once on the Easily Found Loot Table below, and once again for each attacking party beyond the first, to determine the additional equipment their party gets to start the game with. Each item may only be found once. If the same number is rolled more than once, re-roll. These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

Easily Found Loot Table

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

Ending the game

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



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

The Wizard's Treasure

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

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

Hard To Find Loot Table

Item	Is found and looted on a...
3d6 gold	Automatically included
Gems worth 35 gold	4+
d3 fixes of crystal meth	4+
d3 dispel scrolls	5+
Wizard's Spelling Book	6+

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

FREAKY THREE-WAYS

~ OR ~

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

Alliances

Players can declare or despoil alliances whenever they choose, and may be super sneaky about it if they want, too. Allied parties may choose to end battles peacefully if there are no enemies left on the battlefield and they can successfully negotiate a division of the loot. Models from an allied party will not count for the purpose of *panic tests*. Models cannot use the C of an allied leader. Spells or effects that affect "friendly" or "allied" models will not benefit allied players' models. Hidden models that are spotted by your party are not automatically spotted by allies but can be declared to any allied model within 8" by passing a C Check.

Melee

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

Shooting

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

New Blood Experience in Multi-Player Games

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

Post Game Sequence

1. Humiliating Injuries Phase

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

2. Experience Phase

Experience points are gained by surviving models.

3. Post-Game Action Phase

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

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

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

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

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

WELL, SURVIVE FOR A WHILE, AT LEAST.]

Humiliating Injury Table

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

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

11 to 13 ☹ MEMENTO MORI

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

14 to 16 ☹ UNWILLING AMATEUR CONTORTIONIST

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

21 ☹ BROKEN ARM

Roll a d6: On a roll of 2 to 6 it is just a flesh wound, and the bone is quickly mended. The model is unharmed but must remain *Locked* at their campsite to heal during their party's next mission. On a roll of a 1, the rot has set in and the limb must be amputated. The model now has one less arm. One armed models have -1A (to a minimum of 1), and cannot use items with the *Two-Handed* rule.

22 ☹ BROKEN LEG

Roll a d6: On a roll of 2 to 6 it is just a flesh wound, and the bone is quickly mended. The model is unharmed but must remain *Locked* at their campsite to heal during their party's next mission. On a roll of a 1 the leg must be amputated. The model permanently loses the ability to make Run movement actions but can still charge if they purchase a prosthesis.

23 ☹ BROKEN RIB

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

24 ☺ BROKEN BACK

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

25 or 26 ☺ NAGGING TENDON DAMAGE

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

31 ☺ FROTHING INSANITY

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

32 ☺ LINGERING PAIN

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

33 ☺ YOU DID TAKE YOUR EYE OUT WITH THAT!

Models have two eyes unless otherwise specified. Rolling this result removes one of those eyes. A character that loses an eye has their Lasers stat reduced by -1.

If the model's remaining eye is also gouged out they become blind and suffer many additional penalties: Blind models attempting to make a movement action will move d6" in a random direction unless they pass a C check at -5 or begin and end the game cycle in base (1) contact with one nominated non-blind character acting as their guide. Furthermore the blinded model's L is reduced to 0 and their F is reduced by -3 (to a minimum of 1). These stats may be repurchased as normal but at triple the maximum possible cost for each point. Blind swordmasters and eyeless archers don't come cheap!

34 ☺ NERVE DAMAGE

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

35 ☺ CARPEL TUNNEL SYNDROME

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

36 ☺ PURLOINED POSSESSIONS

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

41 to 46 ☺ PRISONER

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

The model may be ransomed at a price set by their captor, or sold to a different enemy party (both options may include a prisoner exchange), or the model may be held indefinitely at the enemy campsite. Captives must be represented during campsite missions as an immobile token with the characteristics and talents of the captive model.

If a friendly model moves into base (1) contact with this token the model is cut loose and will be free to act as normal in the next game cycle.

Captives who are exchanged or ransomed retain all their weapons, armour and equipment unless negotiated otherwise. If captives are sold, killed or turned into zombies, their equipment is retained by the party that took them prisoner.

As a post-game action, a party with a prisoner may:

Sell the prisoner to the slaver's guild for 2d6 gold. Remove the prisoner from their party's exploratory party roster. They are worse than dead.

Kill and Raise: Parties with *Undead Leaders* may always choose to kill any prisoner as a post game action in order to subtract ten gold from the purchasing cost of their next *Zombie* or *Skeleton* of any type.

51 to 53 ☺ SOLD! TO THE GLADIATOR PIT

Scavengers have sold the hero's unconscious body into the infamous fighting pits of the New Quarter. They must fight against a Stone Troll Gladiator Myrmillo with sword and shield before they can leave the pits. Deploy both models in the centre of an 8" pit they cannot exit. The Stone Troll charges. Play out the fight until one model goes *Out of Action*.

If the hero wins they gain 50 gold, +2 Experience and are free to rejoin their party along with all of their weapons and equipment. If the hero loses, roll to see whether they are dead or injured (that is to say, roll a d66 roll of 11-35 on this table, rerolling anything higher). If the hero is not dead, they are thrown out of the fighting pits naked and injured without their equipment and may re-join their party.

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

54 ☺ CALLOUSED

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

55 ☺ BIRTH OF A SUPER VILLAIN

The model makes a full physical recovery, but has repressed traumatic memories of the experience. From now on the model *hates* one of the following. Roll a d6:

- 1:** The model who caused their humiliating injury.
- 2:** The model who caused their humiliating injury as well as any other members of that model's unit.
- 3:** The model who caused their humiliating injury as well as that model's Leader.
- 4:** The entire Exploratory Party of the model who caused their humiliating injury, including any vehicles or terrain.
- 5:** Any model with the Unit Type of the model who caused their humiliating injury.
- 6:** Any model with the same unit type and/or Racial Stat Caps as the model who caused their humiliating injury.

56 ☺ HORRIFYING BATTLE SCARS

The model gains the *Intimidating (1)* talent.

61 to 65 ☺ ESCAPE MOSTLY UNHARMED

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

66 ☺ I MEANT TO DO THAT!

The model somehow manages to escape any harm. They gain a bonus of +d3 Experience but cannot take any post-game action for this game.

*Okay so now lots of your warriors are badly hurt or dead.
Hooray!*

*Let's see if the survivors learn anything from their
experiences in the creatively named:*

Experience Phase

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

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

New Blood Experience: Models gain an additional +1 experience on top of their survivor's experience for every full 200 gold that one enemy party on the table has in Party Value over their own. *For example in a battle between a party with a total value of 750 gold and a party with a total value of 1,500 gold, each member of the smaller party who did not die would gain +1 experience, plus three more experience each for the 600 (3 times 200) out of the 750 additional gold the enemy party cost. Ignore the remainder.*

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

THE VALUE OF EXPERIENCE

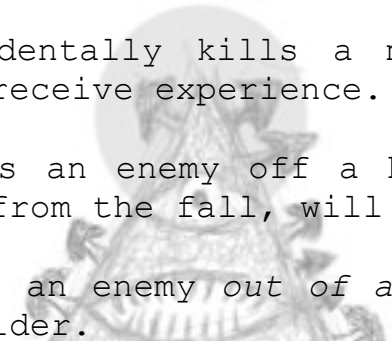
Experience points are effectively worth five gold each, but this special "gold" can only be spent on the model that earned the experience point, and can only be used to buy new talents, magic spells, prayers and/or characteristic increases for the model cashing it in. Never equipment.

You may combine Experience "gold" and real gold from your Treasure Horde to purchase talents and stat increases if you so choose, representing hiring tutors, buying training equipment and the like, combined with real world practise.

Experience and Talents

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

GREY AREA JUNK:

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

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

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

Post-Game Action

Every model not taken *Out of Action* may perform exactly **ONE** post-game action from the following list.

Instead of deploying for a mission, any unlocked model may choose to remain at your campsite and perform a second action from this list. If the mission takes place at their campsite, this second action is interrupted and thus wasted.

1 Explore.

This model adds 1 die to the exploration roll.

2 Use a special talent.

The model spends the post-game sequence performing a task as allowed by their talents or by a unique condition.

3 Go to the Market Bazaar.

The model may make 1 of the following actions:

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

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

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

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

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

Post-Game Action Number One: Exploration

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

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

MOLDAVITE COLLECTION TABLE

Dice Result

Number of Moldavite Tokens Found

1 to 5

1

6 to 11

2

12 to 17

3

18 to 24

4

25 to 30

5

31 to 35

6

36 or higher

7

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

EXPLORATION TABLE

DOUBLES DOUBLES

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

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

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

Loot the abandoned store for 2d6 gold.

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

Loot their corpse for one of the following items
(roll a d6:)

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

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

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

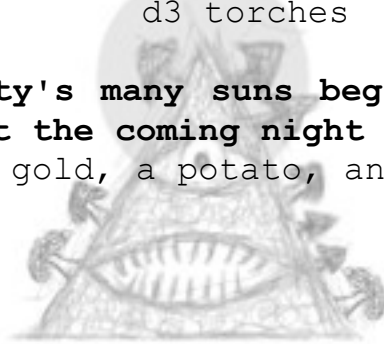
55 While investigating the ghostly reflection of a 1920s fairground, the party stumbles upon an ABANDONED CART

Roll a d3 to see what can be recovered:

- 1** A knife
- 2** Purse with d6 gold
- 3** d3 torches

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

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



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

TRIPLES TRIPLES TRIPLES

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

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



[SKETCH OF CHAMELEONS BINGE DRINKING]

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

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

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

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

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

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

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

- | | |
|---|---------------|
| 1 | d3 short bows |
| 2 | d3 bows |
| 3 | A long bow |
| 4 | d3 long bows |
| 5 | A crossbow |
| 6 | d3 crossbows |

555 The shadow of an ARABIAN MARKET HALL flickers into view

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

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

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

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

QUADRUPLES QUADRUPLES QUADRUPLES QUADRUPLES

1111 Your party chances upon an already LOOTED GUN STORE

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

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

2222 In a drab building the party discover a TEMPLE

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

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

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

4444 Your party finds directions to a LOOTED ARMOURER

Roll a d3 to see what you can still scavenge:

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

5555 The party wanders through a GRAVEYARD

You may loot the graves for d6x10 gold.

6666 Your party explores the EDGE OF THE LABYRINTH

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

PENTUPLES PENTUPLES PENTUPLES PENTUPLES PENTUPLES

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

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

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

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

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

Roll a d6 to see what you can scavenge:

- 1 You find: A half-eaten corpse clutching rings worth d6x5 gold
- 2 You find: An (*iron*) bracelet worth 25 gold
- 3 You find: A plutonium necklace worth 50 gold
- 4 You find: A ruby worth 3d3x5 gold
- 5 You find: d6 Moldavite tokens
- 6 You find: A massive emerald worth d6x15 gold

Instead of selling them, one hero may choose to wear the trinkets, whatever the result, as bling. This gives them a +1 bonus to all rarity rolls made in the Market Bazaar, as the merchants gather around to ply their wares before such ostentatious displays of wealth. Bonuses from multiple trinkets do stack, but never from two of the same kind.

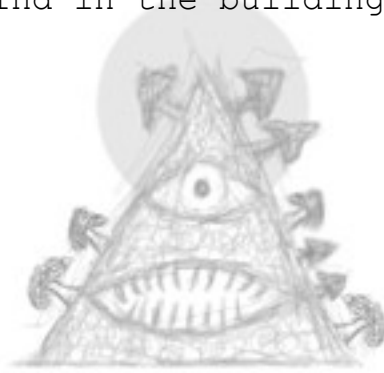
**[SKETCH OF BALLERINAS HOLDING A JEWELRY STORE HOSTAGE
WITH A SHOTGUN, A ROCKET LAUNCHER, AND AN USI]**

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

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

55555 The party camps for the night in a SHATTERED BUILDING

Your party finds d6 shards of Moldavite in the ruins, additionally, your party Leader may choose to take a C check at +1C. If they pass, add a dog to your party, representing a guard dog left behind in the building.



[ART: BEAUTIFUL GARDEN HIDDEN BEHIND DECREPIT ALLEY]

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

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

HEXTUPLES HEXTUPLES HEXTUPLES HEXTUPLES HEXTUPLES HEXTUPLES

111111 Gaping Toothed Sphinx of Chorenzon

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

222222 During their exploration of the City Harbour, the party stumbles upon a cache of Buried Treasure

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

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

333333 While on vacation in the far future, the party locates the quantum signature of a Dwarven Master's Forge

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

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

[Sketch of the Marvels of a Dwarven Master's Forge]

444444 The party stumbles upon a gruesome warning about the sin of hubris in the form of a Butchered Exploratory Party

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

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

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

Among the debris, your party finds a training manual that can either be sold for 100 gold, or given to a single Literate hero to read. If the book is studied by a literate model, that model's Fight Stat Cap is increased to 10.

Note that this manual does not directly increase their F.

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

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

1 Your party finds 2d6x10 gold

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

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

[SKETCH OF IMMORTAL BAGHDAD]

تذکر بغداد

Post-Game Action Number Two: Use a special Talent

The model may use any of their special talents such as *Farmer* or *Blacksmith* between now and their next game.

Post-Game Action Number Three: The Market Bazaar

The model travels to the vast Market Bazaar of the Golden City to trade. This model may do one of the following:

Action Three-A: Sell Moldavite Crystals

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

Moldavite Tokens are T5, W5.

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

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

Action Three-C: Hunt for Items

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

Action Three-D: Hire Guild Contractors

A hero may spend their post-game action attempting to hire one of the many guilds of the golden city. To locate them, the model must first pass a rarity roll, much like finding an item, and must then pay the contractor's fee.

Action Three-E: Hire New Party Members

A hero may spend their post-game action recruiting new warriors from their homeland. Any new model from your party's original two Party Lists during party creation may be purchased now without any rarity roll. A single post game action allows you to recruit as many new models from these two lists as you can afford.

Purchasing Weapons, Arming and Equipping Models

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

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

Miscellaneous Equipment

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

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

Irregular Missions

There are a plethora of good ideas out there, and many can be easily adapted to Warpheim.

Perhaps you have access to some magnets, and want to suspend a steel globe from the ceiling, paint it, and fight for control of a "comet" as it flies through the warp in an orbit near the Golden City, charging at sideways models and routing upwards...

Narrative campaigns can be overseen by a single person if you choose, who directs the flow of play. This person is often referred to as your storyteller or, if your campaign features appropriate terrain, perhaps your dungeon master.

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

Storytellers will usually construct several elaborate scenarios in advance, controlling random encounters and additional non-player-controlled parties as part of a larger narrative structure. If you're the storyteller, have fun making things up! Good luck. Break a pencil.

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

The Most Dangerous Game

A two player battle: Campsite vs Campsite, no-holds-barred.

Divide a four foot square table horizontally down the middle. Each player is given one half, which counts as their campsite, and has 40,000 gold to purchase their Exploratory Party according to standard one-time-only game restrictions.

A party written for use in **The Most Dangerous Game** resets to its original written configuration before every game it is played in. There is no progression or experience.

There is no terrain on the table except what you purchase.

Models and purchased terrain may be deployed anywhere in your half, regardless of the proximity of enemy models in the opposing half.

At the end of each game cycle, both players must bare-knuckle box with each other for 30 seconds, then each battle rap for 30 seconds, then each krump and twerk for 30 more seconds, then both players must drink 28 ml of whiskey and promptly shoot an arrow at a target fifty yards away.

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

سلام

Murderball

Murderball is played as either a campaign "season" with a single mission type or with usual one-time-only game rules.

A four foot square table is halved horizontally and each half is given to a player as their campsite.

There is never terrain except what you purchase.

A Skull token with the *Recover* rule is used as a ball, henceforth called the Murderball, and is deployed in the centre of the table.

Both campsites have an 8" long, 3" high Goal Line in the middle of their long table edge. Moving across the opponent's Goal Line and off the table edge while carrying the Murderball earns your Murderball party one Murderpoint.

The party with the most Murderpoints at the end of twenty (20) game cycles is the winner.

Whenever a Murderpoint is earned by either party, immediately redeploy all models back in their own halves, *unlocked*. The player whose Goal Line was just scored upon must then give the Murderball to any one model from their party, and start a new game cycle by taking a single unit turn with one of their *unlocked* models.

Overtime

If there is a tie at the end of 20 game cycles, the game goes into *Overtime*. During *Overtime* game cycles, all models gain +1M and must reroll any failed attack rolls.

Models that do not *Connect* with a Wounding Blow against an enemy model during their unit turn immediately suffer d6 L1, S1, AP0, *Primitive* attack rolls from jeering fans throwing bottles and food from the stands above.

Continue to play *Overtime* Game Cycles until one more Murderpoint is scored and the game's victor is decided.

Race War

A circle of impassable terrain two feet in diameter is placed in the centre of a four foot square table. A Starting Line is drawn from the middle of one table edge to the impassable terrain. All parties participating in the race are deployed on the same side of this Start/Finish Line. The direction of the race is towards the other side.

The first model to circle the impassible terrain in the direction of the race ten times consecutively and then cross the Start/Finish Line wins the game for their party.

Racers may consider driving each other in vehicles, running in a horde on foot or even planting themselves firmly where they are and waiting for a juicy target to circle round.

There are many valid strategies to winning a race war.

Splat Books

A splat book is a derivative booklet that expands on the core system. Splat books are most often used for adding new missions, campaigns and settings to a core game. The classic example is the "challenge dungeon" in D&D.

Splats tend to be small, featuring their additional rules and narrative and little else, relying on the core rules as a universal framework that allows all splats to work together and overlap.

Feel free to make and publish your own Warpheim splat books for any crazy Rube Goldberg machine, diabolical campaign idea, impossible death maze or unbeatable party challenge you can dream up, as long as you follow the same principles as this book, keeping it free and open-source to anyone on the net, and being charitable with any profits from hard copies.

Bits of your splat may inexplicably find their way into later editions of Warpheim and we'll claim they were here all along! Bwa-ha-ha-ha-ha!

Tournaments

For anyone divinely mad enough to attempt running a Warpheim tournament, a Win-Loss-Draw format is suggested, as well as a strict policy of always allowing any kind of ridiculous, rules-bending fluff abomination, but ONLY if the model made to represent it looks amazing and has been lovingly converted and painted first.

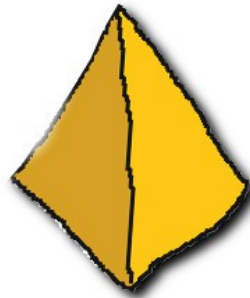
A five colour minimum for the painting of all playing parties is also strongly recommended just to keep things classy.

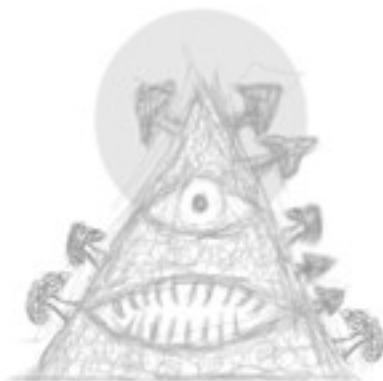
Alternatively, a freestyle, campaign-structured, eight round "Swiftly Tilting Transcript" tournament could be run by declaring the player with the highest total Party Value at the end of the eighth round as the victor.

Happy Gaming!



HI.
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CHARACTERISTIC UPGRADES

AND TALENT LISTS

Characteristic Upgrades

Each characteristic can be upgraded as many times as you want, up to a maximum of the model's racial stat cap.

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

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

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

Improve Hero's Fighting:

+15 gold for the 1st point.

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

Improve Hero's Attacks:

+25 gold for the 1st point.

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

Improve Hero's Toughness:

+30 gold for the 1st point.

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

Improve Hero's Movement:

+15 gold for the 1st point.

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

Improve Hero's Initiative:

+10 gold for the 1st point.

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

Improve Hero's Command:

+15 gold for the 1st point.

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

Improve Hero's Evasion:

+35 gold for the 1st point.

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

Improve Hero's Strength:

+25 gold for the 1st point.

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

Improve Hero's Lasers:

+15 gold for the 1st point.

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

Improve Hero's Wounds:

+30 gold for the 1st point.

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

Talent Lists

Talents

Each talent can only be chosen once unless otherwise noted. Talents may take a model above their Racial Stat Caps. Speed Talents cannot be used while *mounted* or *embarked*. Every model has primary access to certain talent lists based on their party affiliation or unit entry. Any talents that are not included in their rules as being *Primary Talents* will cost twice the stated amount of gold to learn. Hirelings, Monsters, and Feral Creatures all have access to one of your party list's *Primary Talents* lists as if it were their own. Only one though. Choose wisely because it must be the same talent list for every Hireling, Monster, and Animal your party ever recruits.

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

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

Assassin Talents

Assassinate! 60 gold

Once per game, the model may forgo their usual attacks or projectile shots in order to automatically cause one Critical Wounding blow with their weapon of choice.

Improvised Block 35 gold

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

Improvised Strike 35 gold

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

Infiltration 55 gold

A model with this talent is always placed on the battlefield after the opposing party and can be placed anywhere on the table as long as it is out of sight of the opposing party and more than 12" away from any enemy model.

If multiple players have models which infiltrate, roll 2d6 for each and add their Leader's Command and Initiative values to the score. The player with the lowest total must set up first.

Master Strike 85 gold

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

Sniper 65 gold

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

Spectacular Strangler (X) 30 gold

Enemy models *ensnared* by this model using garotte wire must subtract 1 from all their rolls to escape being *ensnared* for each level of this talent purchased.

Astarte Talents

Advanced Training 60 gold

The Watch, the Mentors, the Shadow Knights and certain other elite units within the Astarte ranks provide advanced training above and beyond even a great Astarte warrior. When rolling to injure models with the unit type: Void, or any models that have a Toughness of 6 or higher, this model may choose to reroll the die. Models taken *Out of Action* by a hero with Advanced Training cannot regenerate.

A Scion of Mars 108 gold

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

Codex Tactics 25 gold

If the model is part of a unit with other models that also have the Codex Tactics talent, and if the unit has no more than ten models in it, then that unit ignores the usual restriction that all models in a unit must remain within 4" of each other. However, every model with this talent must still remain within 4" of at least one model in their unit. This means that during any movement phase in which their unit is nominated, a Codex Tactics unit with ten or fewer members may reform into multiple squads of between two and ten models simply by moving into or out of coherency with each other. Any charges must be declared BEFORE using a Codex Tactics reform, as this talent counts as part of normal movement.

Combat Drills 50 gold

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

God of War 80 gold

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

Pauldrons of Plagiarists Who Forgot Their Path 991 gold

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

Shadow Knight 235 gold

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

Survivor of the Longest War 150 gold

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

Beast Talents

Alpha Beast 25 gold

This model may join a unit of *Feral* models with the same unit name and equipment, but different stats and talents. Each unit turn, the Alpha Beast will make one *Feral* check for the unit. All models in the unit will pass or fail with the Alpha Beast.

Deep Roar 25 gold

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

Horns/Tusks/Antlers 20 gold

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

Layers of Teeth 45 gold

The model may make a single bite attack roll instead of making their normal attacks. This attack roll is at +1F, +1S, and AP2.

Mossfoot 65 gold

This model may ignore organic terrain when moving.

Pounce 45 gold

This model may reroll Jump checks during a Charge action.

Predator 55 gold

This model may reroll *Fear* and *Panic* checks.

Purple People Eater 30 gold

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

Quiet as a Mouse 65 gold

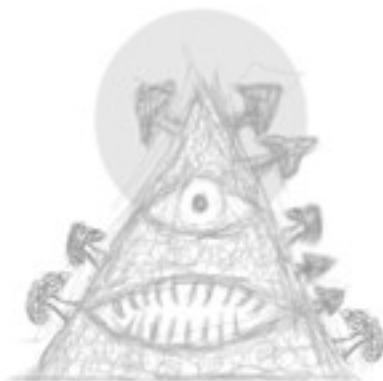
Any enemy attempting to detect this model while they are *Hiding* must reroll successful Spot Checks.

Spiked Shell 45 gold

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

Tactically Eat Opponent 60 gold

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



[PAGE OF SHEET MUSIC. SECRET SONG OF WARPHEIM]

Church of the Buddha-Emperor Talents

Baffling Determination 65 gold

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

Blind Faith 25 gold

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

Blood Drunk 25 gold

This model gains (or regains) *Frenzy* whenever they take an enemy model *Out of Action*.

Indignant Fury 45 gold

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

Protection of the Buddha-Emperor 40 gold

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

Sign of the Buddha-Emperor 45 gold

The model is favoured by the primordial gods and goddesses of Humanity. Any *dæmon*, *Marked*, *Vermintide*, or *Undead* enemies suffer -1 Attack on their profile if they are within base (3) contact with this model.

[Art: a Lilac Tree.]

*"It is said that when the Golden Buddha-Emperor speaks, only light comes out.
For all who hear this most beautiful and terrible of voices die instantly."*

Common Talents

Alchemy 55 gold

The model may use its post-game action to brew an alchemical solution from the following list. To do so, the model must first pass two consecutive C checks. Failure of either alchemy check results in a small explosion, causing one F1, S1, AP0, *Fire* attack roll against the alchemist. Success on both alchemy checks allows you to add one of the following items to your treasure horde for free:

- A** d3 pouches of Flash Powder
- B** A vial of Blessed Water
- C** A vial of Dragon Lotus Poison

If the alchemist spends two post-game actions brewing or if two alchemists spend their post-game actions brewing together, you may choose one of the following items instead:

- D** One dose of a Potion of Herakles.
- E** One dose of a Potion of Hermes Trismagustus.
- F** One dose of a Potion of Persephone
- G** One dose of a Potion of Weightlessness

If either alchemist fails an alchemy check, both alchemists suffer one F1, S1, AP0, Fire attack, and the experiment fails.

Bard 15 gold

If this model is neither *Out of Action* nor *stunned*, then the first time you fail a rout check during a game, after all rerolls etc have been exhausted, you may elect to sing a short song to your fellow players in order to automatically count as passing that rout check instead. If you don't sing, you don't pass the check. If you can't sing, too bad.

Beast Handler 65 gold

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

Blacksmith (X) 60 gold per level

In missions where the party is fighting in their own campsite, a blacksmith's forge must be represented on the table as a 2" by 2" (*iron*) object (T7, W8). If the forge is destroyed, the model immediately loses one level of the blacksmith talent, which must be repurchased before the model can use Blacksmith again. This represents both the purchasing of new tools and the forging of additional tools from those, recreating the forge.

The blacksmith may spend their post-game action to gain one Forge Point per level of Blacksmith. Additionally, instead of deploying on a mission with the party, a blacksmith may stay *Locked* at your campsite to do this again. Forge Points can be saved up between games and spent on any items with the (*iron*) keyword in a similar manner to experience points being spent on talents.

Each Forge Point may be spent in one of two ways:

- 1 Add d3 gold to item value when selling an (*iron*) item in the Market Bazaar.
- 2 Subtract 5 gold from the listed price for one (*iron*) item purchased from the market bazaar, representing the smith purchasing raw materials and forging the item themselves. This has the potential to make items free.

Brewer 45 gold

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

Butcher 25 gold

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

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

Cannibal Cuisine 75 gold

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

Carjack 50 gold

This model may pass an I check in their recovery phase to ignore Door Locks for this turn.

Clever Trapper 35 gold

may reroll Attack Rolls using a net, harpoon gun or noose.

Climber of Things 35 gold

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

Command Discipline 40 gold

If this model was in a unit and stopped being a part of that unit because it was too far away, it can rejoin its old unit by moving back into range. The reformed unit is then *Locked*.

Converted Priest of _____! 35 gold

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

Cover Lover (X) 45 gold per level

Instead of suffering -1L for cover, Projectile weapons shot at this model while they are behind cover suffer -1L for each level of this talent purchased.

Coward 5 gold

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

Crazed Beast 20 gold

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

Crowd Courage 35 gold

This model gains +1C for every friendly model in Base (1) Contact with it.

Dæmon 55 gold

"A dæmon can never tell a lie."

So read YHWH's geas upon them following the insubordination of Iblis, known as Sammael the Lightbringer. The Lord of Hosts placed this unbreakable geas upon all Angles who chose the brand new concept of rebellion in the wake of the Lightbringer's actions.

By refusing to bow before Adam, Iblis volunteered for a Holy Task, acting in defiance as the first rebel.

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

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

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

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

Demagogue 45 gold

Leader only. Any model with the Mob Member rule will always count as being within 3" of three other members of their own party as long as they are within range of the Leader's Leader talent. Add +1" to their Leader talent's range.

Drive/Pilot (Choose Vehicle Type) 35 gold

Choose one type of vehicle (Cars, boats, etc). A model with this talent gains the ability to Drive vehicles of that vehicle type. This talent may be purchased multiple times.

Farmer 20 gold

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

Fire Fighter 35 gold

As a shooting action automatically *extinguish* one model or terrain segment that is on *Fire* within base (2) contact. If using a water hose this model adds +4" to its range.

Flying 415 gold

For whatever reason, this model can fly. When flying this model has +1E and a special movement value of 20" in any direction.

Instead of moving, flying models may choose to *Fly High*, removing themselves from play temporarily in order to Deep Strike automatically, and without scattering, at the beginning of their movement phase in the next game cycle.

Flying models must always declare their elevation in inches at the end of every movement phase, as even if the model is placed on open ground, the unit it represents is soaring high above.

A flying model cannot declare an elevation higher than 12" above the highest point of terrain on the gaming table. Declaring such an elevation will count as *Flying High* instead.

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

Immune to Fire 85 gold

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

Intimidating (x) 40 gold

This model adds +1 to their *Fear Factor* for each level of *Intimidating* they possess.

Mob Member 25 gold

Whenever a model with this talent is within base (3) contact of three or more other models from their own party they gain immunity to *Fear* as well as +1 Initiative. If a model is receiving this bonus but then stops receiving it for any reason they are immediately frozen in place by blind panic and become *Locked* until their recovery phase in the next game cycle.

Regeneration (X) 50 Gold per level

For each level of regeneration a model has, they may roll a regeneration die in their Recovery phase. The model may immediately heal one wound for each roll of a 6. Regeneration can never take a model above their starting number of wounds.

If a model with Regeneration is taken *Out of Action*, place a corpse token as normal but continue to give the corpse token its place in the Game Cycle by rolling for Regeneration during its recovery phase. If the model regains wounds, it will no longer count as having gone *Out of Action* and enemy models will not gain experience for the deed. Replace the Corpse Token with the original model. Models with regeneration may reroll Memento Mori results, but must accept the second roll if it is the same.

Repair 50 gold

The model may attempt to fix a damaged vehicle by moving into base (1) contact with it and *Locking* themselves into a multi-turn Battlefield Repair action.

A Battlefield Repair action removes one Vehicle Damage Table effect that the vehicle has suffered during this game. These repairs are hasty, jury-rigged affairs and do not restore a wound to the damaged vehicle. Repair actions take a number of game cycles to complete equal to their corresponding Repair Number on the Vehicle Damage Table. If the repairing model is shot or charged, their repair fails and they must start over.

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

Ride 35 gold

This model may use Feral Creatures as *Mounts*.

Robot (Q) 60 gold per purchase

The model is (*Technocratic*), *Immune to Poison* and must immediately select one characteristic to have its potential enhanced. The selected characteristic may now be increased forever and ignores its racial stat cap or list stat cap. Note this Robotic stat in brackets replacing that "Q" there. A model purchased as a *Robot* may have a characteristic or two specified already. If it still says "Q" then you may choose. You may purchase *Robot* multiple times to remove the racial stat cap of more than one characteristic.

Scout 45 gold

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

Self-Aware Animal 75 gold

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

Sneaky (X) 45 gold per level

Enemies searching for this model must subtract this model's Sneaky Level from their Initiative for both their spotting range and their Spot checks. Monsters that have this talent may *Hide* and are subject to this effect when hiding.

Stunt Driver 50 gold

Must have Drive. A vehicle being *Driven* by a model with Stunt Driver may reroll I checks. Additionally, when *Driving*, the Driver can ignore Vehicle Damage Table results of *Driver Stunned* by passing your choice of a T, I or C check. Furthermore, if a vehicle *Driven* by this model suffers the *Loss of Control* result, this Driver can reroll the random direction and/or any of the dice.

Swim 35 gold

This model may reroll Swim Checks.

Thick Skin (X) 45 gold per level

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

Undead 65 gold

The model gains +1 *Fear Factor*, *Flammable*, and counts all *Stunned* results as *Knocked Down* instead. Additionally, the model may choose to double its Command characteristic for the purpose of taking any Rout checks.

Wiley Explorer 50 gold

When this model declares a post-game *Search* action, roll two dice and pick one to count as their Search Die.

Dark Elf Talents

Blood Sport 45 gold

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

Fury of the Witch Cult 55 gold

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

Moon Eater 99 gold

If this model starts the game on the table then they have invoked ancient spirits of the void for aid in the coming battle. During the first d3 game cycles, all models on the table suffer -1L due to a lack of light. After this, the moon returns to the sky and the penalty is removed.

Multiple models with the Moon Eater talent will stack their penalties to L but only one model rolls the d3.

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

Void Elf Voodoo 117 gold

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

Dwarf Talents

Explosives Expert (X) 45 gold per level

Add +1 to all Attack Rolls using grenades or missile launchers for each level of this talent purchased.

Extra Tough 40 gold

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

Master Brewer 101 gold

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

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

Tactical Beard 45 gold

The model adds +1 to their armour save or gains a 6+ save if they did not already have one, and gains Intimidating (1).

Thick Skull 40 gold

This rule takes the place of the normal Helmet rule. If this model becomes *Stunned*, they have a special *Thick Skull* save to downgrade the *stunned* result on a 3+ to *knocked down* instead. If the model also wears a helmet, this save is 2+ instead of 3+. If the model has *Thick Skull* but also wears a closed helm, this save is 2+ and can reroll 1s.

True Grit 50 gold

Roll a d6 for Injuries: 1-3 is *Knocked Down*, 4-5 is *Stunned*, and 6 takes the model *Out of Action*.

Truer Grit 75 gold

Must have *True Grit*. Roll a d6 for Injuries: 1-4 is *Knocked Down*, 5 is *Stunned*, and 6 takes the model *Out of Action*.

Truest Grit 100 gold

Must have *Truer Grit*. Roll a d6 for Injuries: 1 means the Injury is ignored and has no effect. 2-4 is *Knocked Down*, 5 is *Stunned*, and 6 takes the model *Out of Action*.

Wise Explorer 55 gold

This model may modify their Exploratory die by +1/-1.

Fae Talents

Fae Quickness 75 gold

A model with *Fae Quickness* automatically pass E checks.

Glamour 75 gold

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

Mossfoot 35 gold

This model may ignore organic terrain when moving.

Powerful Physique 35 gold

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

Shadowkin 65 gold

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

Wildling Senses 70 gold

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

Hobbit Talents

Ancient Raisin 40 gold

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

Gourmet Cheese Salesperson 85 gold

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

Gourmet Cheese Taster 35 gold

The model is immune to poison.

Mossfoot 35 gold

This model may ignore organic terrain when moving.

Mushroom Chef 40 gold

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

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

Quiet as a Mouse 65 gold

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

Sniper 65 gold

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

Knowledge Talents

Advanced Sorcery (X) 75 gold per level

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

Ambush 75 gold

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

Armoured Wizard 50 gold

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

Barter 40 gold

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

Drunk With Power 55 gold

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

Forward Scouts 60 gold

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

High Priest of the Old Gods 50 gold

Must be a priest of Arkhare, Eshornaal, Onogol or Sunch. This model may select prayers from the Prayers of Arkhare, Eshornaal, Onogol, AND Sunch as if they were all one combined Prayer list.

Literate (X) 35 gold

Can Read. May create a *One Use Only* scroll as a post game action for each level of this talent, and inscribe the runes of a single spell or prayer that they know upon them. These scrolls may be used just before this model is about to cast the spell or prayer, adding +3 to the casting roll. No more than one scroll can be used at a time, though many scrolls can be written for the same spell or prayer. Unused scrolls crumble to dust during the next post game sequence.

Magical Proficiency 60 gold

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

Medical Knowledge 65 gold

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

Meditation 55 gold

This model automatically passes the first C check they are called upon to make each game. During the first cast/pray attempt each game, this model may reroll 1 casting die.

Noir Detective 45 gold

This model gains unit type: detective, and can tail the enemy to their campsite as their post game action. If they do so, the next mission you play will automatically be a Raid against their Campsite.

Organized Patrol 65 gold

Leaders only. During deployment, all enemy infiltrators must deploy at least 18" away from any models in your party that are currently on the table.

Secret Codes 55 gold

As long as this model has clear Line of Sight to your Leader, and your Leader also has the *Secret Codes* talent, this model and any friendly models in base (1) contact count as being in range of your Party Leader's Leader Ability.

Streetwise (X) 35 gold per level

This model may add +2 to their rarity rolls in the market bazaar for each level of this talent they possess.

Study Bug 101 gold

Every time this model gains nine new experience points they will immediately gain a tenth experience point for free.

Tactical Acumen 75 gold

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

Technocrat 45 gold

This model may attempt to pass a C check whenever they are using a (*technocratic*) item in order to gain a free reroll with that item during that action.

The Amazing Flex-O-Brain 55 gold

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

Trained Against Cold Iron 250 gold

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

True Name Researcher 108 gold

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

Warden of the Veil (X) 75 gold per level

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

Lumberjack Talents

Bull Rush 40 gold

When charging, instead of attacking normally, this model can attempt a single attack at +1F. If this special attack *Connects*, the enemy model suffers no wounding blow but is immediately *knocked down*.

Chainsaw Juggler 45 gold

May reroll melee attack rolls with *(chain)* type weapons.

Foul Odour 40 gold

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

Master Lumberjack 45 gold

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

Taunt 40 gold

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

Tactical Beard 65 gold

The model adds +1 to their armour save or gains a 6+ save if they did not already have one, and gains Intimidating (1).

Tree Puncher 25 gold

May reroll failed attack rolls in melee against Trees, Ents, Dryads, and any wooden items or terrain.

Melee Talents

Ambidextrous 65 gold

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

Bladeweaver 80 gold

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

Combat Maestro 50 gold

Gains +1A for every two enemy models within 3".

Disarm 60 gold

Instead of making any melee attacks, this model may disarm their opponent's weapon by passing an F check on 2d6.

An enemy model may prevent a successful disarm by rolling below the check result on another 2d6.

On a successful disarm, the enemy model's weapon is knocked to the ground d3" in a random direction. Place a token there to represent it.

The disarming hero may attempt to catch the weapon instead by passing another F check on 2d6. Failure results in an automatic wounding blow with the AP and special rules of the disarmed weapon. After resolving the wound, place the token as normal. Success places the weapon in the disarming model's hand. If their hands are full, they may automatically drop an item to catch the disarmed weapon.

Headbutt 45 gold

This model can replace one of their attacks with a *Headbutt* attack at -1F. If the Headbutt attack roll is successful, the target is automatically *Stunned* in addition to any other result. The target may pass a T check to ignore this effect.

Lumberjack Attack 60 gold

This model can reroll failed attack rolls with Axes and Throwing Axes. Additionally, this model gains Primary Axes (hurr) to Lumberjack Talents.

Pro Boxer 48 gold

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

Spleen Percussionist 35 gold

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

Sidestep (X) 45 gold

The first time each melee phase that a model with this talent suffers a wounding blow, they may choose to take an Evasion check. If the check is failed nothing special happens, but if passed, the model gains a 6+ Dodge save for the remainder of that phase. You may purchase additional levels of Sidestep to improve the Dodge save by +1. Dodge saves are never modified by AP.

Sword Poet 35 gold

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

Throw Melee Weapon 45 gold

As a Shoot action, this model may choose to throw one melee weapon they currently hold using the Thrown Weapon rule with Max Range equal to twice the thrower's Strength characteristic.

Apply any attack roll bonuses from the weapon as if the throwing model had charged. If the attack roll is successful, the thrown melee weapon causes a wounding blow. Regardless of whether the roll is successful, the throwing model is now disarmed and a token representing their weapon is placed in a random direction in Base (roll a d3) Contact with the target.

Violence Artist 35 gold

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

Wrestler (X) 35 gold

This model keeps their full F when they are *Knocked Down* and will suffer wounds normally instead of automatically being taken *Out of Action* by unsaved Wounding Blows.

Additionally, as an *interrupt*, this model may pass an F or S check at the start of any melee phase to cause both themselves and one model in Base (1) Contact to automatically become *Knocked Down*.

Furthermore, every game cycle, for each level of *Wrestler* they possess, this model can pass an F or S check to ignore up to one use of the *Bull Rush*, *Toss* or *Wrestler* talents against them.

Ogre Talents

Bellow Loudly 35 gold

Leader Only. This model may re-roll their first failed Rout check each game, as long as they are not *Out of Action*.

Bull Rush 40 gold

When charging, instead of attacking normally, this model can attempt a single attack at +1F. If this special attack *Connects*, the enemy model suffers no wounding blow but is immediately *knocked down*.

Faekin Glamourweave 33 gold

This model gains Primary Access to Fae talents.

Meaty Fists 35 gold

This model may ignore the Two-Handed rule.

Mushroom Chef 40 gold

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

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

Tactically Eat Opponent 60 gold

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

Worldly Diet 75 gold

The model is *Immune To Poison*.

Zeitgeist-Kannibale 313 gold

Must have Worldly Diet. This model gains the *Party Special Ability* of any one of the 33 Party Lists in this book, including ALL unique special rules detailed therein, as if this model had always been a normal unit in that Party List. Note that the model will still keep its original Party Special Ability too.

Orc Talents

Bull Rush 40 gold

When charging, instead of attacking normally, this model can attempt a single attack at +1F. If this special attack *Connects*, the enemy model suffers no wounding blow but is immediately *knocked down*.

I Ain't Afraid of Nobody! 40 gold

The model may ignore *Fear* checks when charging and can pass a C check at the start of any phase to ignore the *Coward* rule during that phase.

NILBOG SPELLED BACKWARDS IS DIE! 55 gold

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

Potent Fungus 365 gold

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

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

Waaar! 40 gold

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

Piracy Talents

Bellow Loudly 35 gold

Leader Only. This model may re-roll their first failed Rout check as long as they are not *Out of Action*.

Copycat 75 gold

At the beginning of any melee phase the hero may select one talent that is known by any enemy model in base (1) contact and add it to their own talents until the end of that phase.

Lamponery 35 gold

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

Songs of the Seven Seas 40 gold

At the start of this model's melee phase you may nominate one enemy in base (1) contact, then you must begin to sing something. To resist being distracted by your surprising virtuosity, the nominated model must pass a C check or lose d3 Attacks during this melee phase. This has no effect on vehicles, robots or undead. They have no passion for art.

Swashbuckler 50 gold

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

Questing Talents

Vow of Arrogant Competition 30 gold

The model may reroll attack rolls with lances when *Mounted*.

Vow of Careless Selflessness 35 gold

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

Vow of Extreme Chastity 55 gold

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

Vow of Foolish Bravery 25 gold

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

Vow of Pompous Spite 30 gold

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

Vow of Reckless Fury 40 gold

The model gains an additional +d6" to their Movement characteristic when charging. Roll a new die each time you wish to charge, after declaring the charge but before moving the model. This is very likely to result in either a failed charge or an extraordinarily far one.

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

Shooting Talents

Blingbreaker 50 gold

May reroll Attack Rolls when targeting weapons, armour, and equipment.

Good Vision 35 gold

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

Gunnery Master 35 gold

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

Gun's Eye View 30 gold

Must have Drive (Personal). As part of a drive action this model may shoot a single projectile weapon mounted to a personal vehicle they are driving. The shooting action is taken after the vehicle has completed its movement.

Gunslinger 35 gold

If the model is equipped with two or more pistol type weapons, then the model may fire as many times in the Shooting phase as they have arms equipped with pistols (Note that Prepare Shot will apply to each weapon individually). If a model with this talent chooses to only fire a single pistol then you may subtract 1 from that pistol's Prepare Shot value this turn.

Knife-Thrower (X) 35 gold per level

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

Overwatch 55 gold

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

A model on *Overwatch* must declare so at the beginning of their shooting phase. They then become *Locked* for the remainder of the game cycle, except for their *Overwatch* shooting counter-action once it is declared.

Practice makes Perfect 35 gold

The model may reroll 1s on their Shoot Attack Rolls when using Primitive, Bow, Crossbow or Blackpowder type weapons.

Predict Movement (X) 45 gold per level

This model counts enemy Dodge saves as being one level lower for each level of Predict Movement purchased. This can reduce Dodge saves to 0.

Steady Aim 45 gold

The model may ignore the Move or Fire rule.

Trained Grenadier 75 gold

May reroll 1s on the Attack Roll when throwing grenades.

Trick Shooter (X) 40 gold per level

This model may ignore 1 point of negative modifiers (cover, etc) on their Shoot Attack Rolls for each level of *Trick Shooter*. *Trick Shooter* is not useable in combination with *Quick of String* or *Overwatch*. You must pick one at a time.

Quick of String 45 gold

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

Vehicle Hunter (X) 45 gold per level

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

Speed Talents

Acrobat 40 gold

This model can reroll Jump checks. Additionally, this model can ignore up to twelve inches of Falling Damage by passing an I check to roll when they land.

Agile 75 gold

When this model checks to retreat from melee, enemy models can only subtract the lower of their F or I from the total.

Dodge (X) 45 gold

The first time each enemy shooting phase that a model with this talent suffers a wounding blow from a projectile weapon or spell, they may choose to take an Evasion check. If the check is failed nothing special happens, but if passed, the model gains a 6+ Dodge save for the remainder of that phase. You may purchase additional levels of Dodge to improve the Dodge save by 1. Dodge saves are never modified by AP.

Fleet 55 gold

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

Incredible Speed of Hermes 365 gold

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

Infinite Mass Punch 365 gold

Must have Incredible Speed of Hermes. The model runs around the city's equator to build up speed. Remove them from the table as a movement action. Next game cycle, place them in Base (1) Contact with any enemy model as a charge action. Instead of attacking normally, this model causes one automatic Wounding Blow with AP10, *Explosive*. This attack is resolved at Initiative 50.

Leap 40 gold

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

Precision Attack 85 gold

This model's S is equal to its I when making attack rolls.

Pro Catcher 85 gold

Once per game cycle as an *interrupt*, this model may pass an I check to catch one thrown weapon or item that has been used in a successful Attack Roll against them. Ignore the wounding blow and either add the thrown weapon to the catching model's equipment or immediately make a shoot action with it at a target in range counting as another *interrupt*.

Quick Reflexes 45 gold

The model gains *Strike First* when being charged.

Rolling Tumble 45 gold

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

Sprint 60 gold

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

Wall Runner 85 gold

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

Web Slinger 85 gold

This model can use a grappling hook up to twice during their Move phase.

Strength Talents

Flex Now Or The Earth Is Doooooomed! 55 gold

Model automatically passes all S checks except Swim checks.

Immune to Pain (X) 75 gold per level

A model with this talent has a final 6+ Immune to Pain save they can take after Ward and Armour saves that represents their body's astonishing resilience. For each level beyond the first you may increase the save by +1. (So *Immune to Pain (2)* would grant a 5+ Immune to Pain save, etc)

Mighty Fists 35 gold

The model adds +1 to their Strength in melee.

Muscle Mystery 108 gold

Must have *Twitching Triceps* and *Flex Now Or The Earth Is Doooooomed!* This model causes small explosions by flexing their bicep, and can always make a Shoot action using the following profile:

Max Range: 4", S: as user, AP1, Boom

Pit Gladiator 35 gold

When fighting inside pits, buildings or ruins, this model gains +1F and +1A.

Toss (X) 75 gold per level

You may subtract -1 from this model's Attacks in Melee to flip an opponent or throw them at their enemies with a Toss Attack.

Select one model in base (1) contact and roll an S or F Check to immediately move the selected model d6" in any direction (including up) for each level of *Toss* purchased.

If a tossed model is tossed into Base (1) Contact with another model, both models suffer an immediate AP0 attack roll with the tossing model's F, and S equal to the thrown model's T. If a model is thrown into the air it may suffer Falling Damage.

Tough As Nails 35 gold

All attack rolls against this model in melee are at -1S.

Twitching Triceps 55 gold

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

Unstoppable Charge 30 gold

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

Troll Murderer Talents

Berserk Charge 50 gold

The Murderer can choose to double their attacks in the turn they charge. They will suffer -d3F in melee that turn.

Dæmon Degrader 15 gold

Gains *Hatred (Dæmons)*

Defile the Body Completely 65 gold

Enemies taken *Out of Action* by this model cannot *Regenerate*.

Dwarf Decapitator 15 gold

Gains *Hatred (Dwarves)* and *Hatred (Hobbits)*

Elf Eradicator 15 gold

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

Human Harasser 15 gold

Gains *Hatred (Humans)*

Lizard Kicker 15 gold

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

Masterful Monster Murderer 60 gold

The Murderer never requires higher than a 7+ to succeed on Attack Rolls against *Monsters*.

Orc Breaker 15 gold

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

Priest Puncher 15 gold

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

Skeleton Slapper 15 gold

Gains *Hatred (Undead)*

Vermin Slayer 15 gold

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

Wizard Walloper 15 gold

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

Vampire Talents

Change Form (type) 50 gold (plus Feral Creature) per form

You may purchase this talent multiple times.

This model can change its unit type during its recovery phase to become a Feral Creature of your choice. They substitute all of that creature's characteristics and talents for their own as an *interrupt*. However, this creature always has the original Command characteristic of the hero with the Change Form talent and automatically passes *Feral* checks.

The model may change back to their original form during any subsequent recovery phase. While in the form of a Feral Creature the model does not count as having any of their items or equipment. They cannot shoot or cast spells or prayers.

For each purchase of this talent, you must also purchase a Feral Creature from the Feral Creatures list although this creature does not become part of your party. Instead, this is the creature characteristic profile that will be substituted into play whenever this model changes its Form. Feral Creature Forms can be improved by purchasing new talents and upgrades for them just like any other profile. The Experience Points of the hero with Change Form can always be used for any such upgrades.

A model can change from one purchased form to another without having to change back to their original form first.

If a model with this talent becomes *Stunned*, they revert to their original form immediately.

Instead of purchasing a Feral Creature profile, the following special Form may be selected for 50+50 gold:

Living Shadows (Or Fog, Mist of Blood, etc)

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

Additionally, this model ignores terrain completely when moving.

Drinker of Blood 55 gold

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

Layers of Teeth 45 gold

The model may make a single bite attack roll instead of making their normal attacks. This attack roll is at +1F, +1S, and AP2.

Predator 55 gold

This model may reroll *Fear* and *Panic* checks.

Quiet as a Mouse 65 gold

Any enemy attempting to detect this model while they are *Hiding* must reroll successful Spot Checks.

Shadow Tentacles 75 gold

Instead of making a Shoot action, this model may pass a C check to temporarily manifest an Extra Arm (1) mutation. The model can manifest an additional Extra Arm every turn.

If the model ever fails their manifest check, then all the manifested Extra Arms will immediately disappear together.

Tactically Eat Opponent 60 gold

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

Transfix 100 gold

At the start of the Melee phase, target any single model in base (1), (2) or (3) contact. The target must pass a Command check or become *Transfixed*. A *Transfixed* model counts as being *knocked down*, and may not attack in that melee phase.

Vermintide Talents

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

Any enemy in Base (1) Contact that *Connects* with a Wounding Blow against this model may cut themselves on this model's quilled fur in the process. They are immediately attacked once by this model as an *interrupt*. Make an attack roll for this model using the following melee weapon profile:

S1, AP0, (*Sharp*), *Primitive*

Beady, Bloodshot Eyes 45 gold

This model may reroll checks to spot *Hidden* enemies.

Filth-Encrusted, Rancid, Sick, Little Rat-Thing 50 gold

Any enemy in base (1) contact with this model must take a Toughness check at the beginning of every melee phase. If they fail they suffer -3F for that phase.

Layers of Teeth 45 gold

The model may make a single bite attack roll instead of making their normal attacks. This attack roll is at +1F, +1S, and AP2.

Murder Machine 100 gold

All Wounding Blows caused by this model are Critical Wounds.

Quiet as a Mouse 65 gold

Any enemy attempting to detect this model while they are *Hiding* must reroll successful Spot Checks.

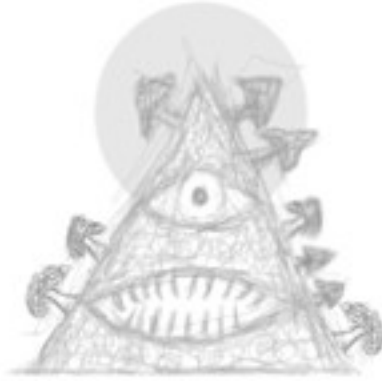
Tail Combat (X) 50 gold per level

Must have the Prehensile Tail mutation. Instead of making an Attack with their Prehensile Tail, this model can use their tail defensively at the start of the melee phase against a number of targets equal to their level of Tail Combat. Each target suffers -1 Attack this melee phase. The same model may be targeted multiple times.

Warp Eater 25 gold

This model may randomize twice and pick the mutation they prefer when eating Moldavite during the post game sequence.

Gifts of the Warp



Each gift can only be chosen once unless otherwise noted.

A model can only ever have a single Mark of the Warp.

Gifts of the Warp can take a model above their maximum racial characteristics.

Marks are always *Primary Access*.

Gifts: Marks

A model can only ever have one Mark at a time.

Mark of An'Dii 25 gold

This model automatically passes *Technocrat* checks.

Mark of An'sl 25 gold

this model may ignore the *bulky* rule. additionally, if they are wearing any Form of *Bulky* armor it may be decorated with spikes at No extra cost, which then grants the marked model one reroll of an attack roll per melee phase.

Mark of Arkhare 88 gold

+1F, +1M, +1S, and *Blood Drunk*

Mark of Atuo Maspiri Nen 145 gold

This model is a Wizard and knows 1 Wordsmithing Spell.

Mark of Cav'Etorae 99 gold

Any *Dæmon* within 3" of a model with the Mark of Cav'Etorae becomes *Creative*. *Creative* models may reroll any C checks.

Mark of Eris 25 gold

Once per game as an *Interrupt*, replace any single die's result with a 5. Be clever.

Mark of Eshornaal 66 gold

+1E, Agile

Mark of Gō D'Wehn 15 gold

May reroll failed Attack Rolls against unpainted models.

Mark of Gwyn Ap Nud 14 gold

Model gains *Hatred* against all *Undead* models.

Mark of Gygax 834 gold

During this model's recovery phase this model may add up to five words, numbers or symbols to these rules for the Mark of Gygax. The mark of of Gygax resets to its original phrasing at the beginning of every recovery phase and this sentence can never be modified by the Mark of Gygax, Dimensional Ripples, Wordsmithing Magic or any other such nonsense.

Mark of Kel-Credaes 69 gold

All models within 3" that have the *Dæmon* rule will suffer from *Stupidity* and become *Ruined*. At the beginning of each of the Marked model's recovery phases roll a d6 for the Strength and a d6 for the Toughness of every *Ruined* unit. The number on the d6 becomes the *Ruined* model's stat value until they move out of range and are no longer *Ruined* or until the Marked model's next recovery phase, when you will roll again. How chaotic and #ç*ing cinematic!

Mark of Kierb'Ee 991 gold

For every Exploration die rolled by a model with this mark, add 1 to a Profit Tally. This slowly rising number is the number of additional gold pieces all opposing parties in the campaign must now pay to purchase each new item and piece of equipment from the armoury. All Talent, Prayer and Magic purchases remain unaffected by the Profit Tally. The Profit Tally is only in effect during post-game sequences where the model with the Mark of Kirb'Ee has rolled an exploration die. Multiple Profit Tallies will always stack.

Mark of Lalam 30 gold

The model is suspended in a non-Euclidian copyright limbo that gifts it with heightened senses when fighting its brethren. This model may reroll failed Attack Rolls in melee against any models that have a Mark of the Warp.

Mark of Mark 750 gold

This model is now named Mark. During the Movement phase, you must mark one model that is within 6" of Mark, the model with the Mark of Mark. The model marked by Mark, the model with the Mark of Mark, is now named Mark, the model marked by Mark, the model with the Mark of Mark, gains the Mark of Mark, and must mark a model not previously marked by the Mark of Mark, marked with the Mark of Mark by Mark, the model with the Mark of Mark, or marked with the Mark of Mark by Mark, the model marked by Mark, the model with the Mark of Mark in its own movement phase each turn. If every model on the table is ever named Mark at the same time, you win the game, but lose all your friends.

Mark of Moorcock 600 gold

This Cornelian Ubermensch can never truly die. If the model goes *Out of Action* and rolls the Memento Mori result, reroll it. If the model still dies, do not remove the model from the Party roster. Instead, they lose all their equipment but their naked body is placed into limbo, outside of the campaign.

Roll 2d6 before deployment of your next battle. On a natural roll of a 12 (no rerolls or tomfoolery) our hero's eyes burst open and they rejoin their peers just before they march out of your campsite.

Roll once before every battle until the eternal champion eventually comes back. The Mark of Moorcock is protected by its patron. This entry is entirely immune to both Dimensional Ripples and Wordsmithing magic.

Mark of Onogol 77 gold

+2T, -1E, +1W, Immune to Poison

Mark of Oioi-Oioi 91 golden apples

Model gains *Taunt*, *Foul Odour*, *Predator*, and *Bull Rush*

Mark of Phraz'Etar 45 gold

Enemy models must reroll successful rolls to wound against the model with the Mark of Phraz'Etar. The model loses this ability when wearing any armour with the *Suit* rule.

Additionally, the model gains +1 attack for every Wench Token within 6" of them. Praise Phraz'Etar!

Wench Tokens are free upgrades for a model with the mark of Phraz'Etar. You may take as many of them as you like. For each Wench Token that you declare, you must reduce the maximum size of your party (normally 20) by one (1) and add a Wench to your party. Wenches have 1s in all their stats and count as party members in all respects during the game.

Wench tokens can never use equipment, but they can pick up, drop, and carry items. You may have any number of Wenches, but always be careful to protect them using your axe and laser-tiger or else the party may rout!

Mark of R'vis Önsøn 68 gold

This model may have any number of Marks of the Warp in addition to this one, and may reroll failed Panic checks.

Mark of Sunch 99 gold

If the model is a wizard they gain +2 on all rolls to cast spells and/or prayers. If the model was not a wizard they become one immediately, but receive no free starting spell.

Mark of the Terran Shamen 4 gold

The model has been blessed by one of the patron gods of humanity itself: a vision of the golden Buddha-Emperor riding a twin-tailed comet or a four-armed DaVincian Angel of Angles, each corner mathematically precise in its eternal Love and Glory. Hooray!

Mark of Thûrp 95 gold

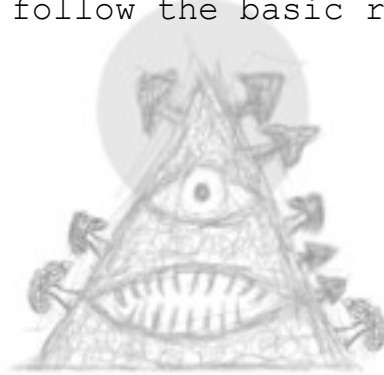
Select one model within 18" at the beginning of this model's recovery phase each game cycle. Remove one talent or special rule of your choice from the selected model. The selected model does not get the use of their talent or rule back until the marked model's next recovery phase, when you may choose a new rule to remove all over again.

Mark of Waäard 44 gold

This model's Toughness is increased or reduced to 4. This model's new Toughness of 4 can never be altered or modified from 4 for any reason and will always remain at 4. The Mark of Waäard can never be subject to Dimensional Ripples or Wordsmithing magic and this paragraph is immune to their effects except (because every strong geas requires a weak point) for the period at the end of this sentence->. All models, friend or enemy, that move within 4" have Toughness 4 for four game cycles, even if they move out of 4" before all four. Four. FOUR! FfffffffffffffffffFFFFFFFFFFFFF**FFFFFFFFFFFF**

Gifts: Mutations

Unless explicitly stated to the contrary, a model is always presumed to start the game with two eyes, two arms, and two legs (or at least to follow the basic rules as if they did).



Mutations are always purchased as *Exotic Talents*

That means they cost double what is listed here unless a model specifically has *Primary Access* to Mutations in their list or unit entry.

Moldavite Mutations

Models can gain random mutations by exposing themselves to Moldavite (See the Mmmmmagic! section for details). To randomly generate a mutation, roll a d3 to see which chart their mutation will be from, and then roll a d6 to determine the specific mutation.

New eyes are by far the most common mutation experienced by Moldavite addicts, and any randomly selected mutation can always be substituted for a new Additional Eye instead if you dislike the roll.

1: Mutation of the Senses

0) Additional Eye (X) 20 gold

This model gains +1 Initiative for each level of Additional Eye they possess. This model can choose to lose an Additional Eye instead of losing one of their two starting eyes to a humiliating injury.

1) Dangling Participle 75 gold

Mansfield Smith-Cumming, who founded MI6 in 1909 (and lead it until he croaked in 1923), was so delighted to learn male seed made for an effective invisible ink that he made agents adopt the motto: "Every man his own stylus".

This model has *Fear Factor* (2) and may reroll failed C checks.

2) Abyssal Jowls 40 gold

Each melee phase, one unarmed Wounding Blow that *Connects* can be instantly multiplied into d3 Wounding Blows instead.

3) Acidic Saliva 35 gold

This model may always choose to make a Shoot action with the following profile: Max Range: 4", S1, AP3

4) Long Tongue 65 gold

The model may chose to substitute one of its normal attacks in melee for a tongue attack at -1F. If the tongue attack roll is successful, the enemy model must take an S check. If they pass, they reduce their attacks by -1 this melee phase. If they fail, the enemy model is immediately *Knocked Down*.

5) Big Ears 45 gold

Enemy models can never remain *Hidden* for any reason after making any form of Attack Roll against this model.

6) Hairy Nostrils 50 gold

This model may reroll any I checks except Climb checks.

2: Mutation of the Body

1) Freak of Nature (X) 75 gold per characteristic

For each level of this talent, this model nominates one characteristic on their profile. The nominated characteristic can now be upgraded an infinite number of times, ignoring Racial Stat Caps and any similar limitations.

2) Extra arm (X) 20 gold per arm

The model has an extra arm that may be used to grant an additional attack in melee, and also can hold one item. This upgrade may be purchased as many times as you like, but each arm must be represented on the model. For each extra arm, the model suffers -1 on rarity rolls in the Market Bazaar.

3) Fish Body 35 gold

The model does not need to take swim checks and can move normally in water, however they may not move on land at all, save to Jump over it from one pool of water to another. Additionally, units with Fish Body have +3M while in water.

4) Four legged 45 gold

+3M. Additionally, this model suffers -3 Initiative for Climb checks but gains +1I when Jumping.

5) Six, Eight (or more) Legged 95 gold

+2M, Wall Runner, -5 to rarity rolls in the Market Bazaar.

6) Prehensile Tail 45 gold

This model can reroll Climb checks. A prehensile tail can carry one item as if it were an arm. Additionally, this model can make a bonus attack roll with their tail during the melee phase, either unarmed or using a weapon held by the tail. The model counts as dual wielding during this phase if they make this attack roll.

3: Mutation of the Soul

1) Fire Breath (X) 45 gold per level

As a shooting action, place a breath token anywhere within 7" of the hero. Any model between the token and the hero immediately suffers d3 Wounding Blows with AP0, *Fire*. You may upgrade Fire Breath by adding +1S or +1AP for each level purchased after the first.

2) Ice Breath (X) 45 gold per level

As a shooting action, place a breath token anywhere within 7" of the hero. Any model between the token and the hero immediately suffers -1 to their Movement and Initiative characteristics for each level of this talent possessed by the hero. This effect lasts for d3 game cycles.

3) Laser Eyes 100 gold

The model can always make a Shoot action with the following profile:

Max Range: Infinite, S: user, AP5, Accurate (2), *Fire, Laserburn*

4) Graviton Manipulation (X) 220 gold per level

As a shooting action the hero may nominate one model within 12" for each level of this talent. All nominated models immediately suffer Falling Damage with a Strength of 2d6.

5) Prolonged Gamma Ray Exposure 616 gold

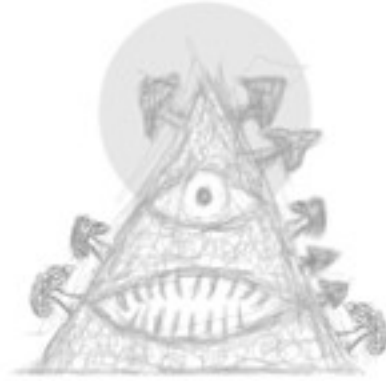
This model now counts as drinking Henry's Potion before every game. Roll a d6 after each deployment. On a 4+ this model also suffers from *Stupidity* until the end of the game.

6) Stunt Double Trouble 500 gold

This model can attempt to create an exact copy of themselves in their recovery phase by passing consecutive F, A, T, M, I, C, E, S, L, and W checks. If they fail one or more checks, nothing happens. If they successfully pass each characteristic check, a new "Stunt Double" model with all their characteristics, talents, equipment and special rules is created in Base (1) Contact, *Unlocked* and free to act as a member of your party later in this game cycle.

A Stunt Double will, by definition, also have this talent and can therefore create even more doubles during their own turn. However, before that can happen, every double must pass a Command check at -3 in its recovery phase to *Exist*. If a stunt Double ever fails their *Existence* check they instantly suffer Memento Mori and disappear leaving no corpse token to loot. Any starting equipment dropped, passed, stolen or disarmed from a Stunt Double immediately disappears.

[THIS PAGE IS FOR ANTI-WIZARD PROPAGANDA]



Exploratory Parties

Recruiting a Party

When recruiting a new party for a campaign you have
750 gold
to purchase models, their starting Primary and Exotic talents, and their spells, equipment, and/or enchantments. Plus any Campsite stuff you might want.

In one-time-only games you instead have
1,500 gold
to purchase everything your party might need.
In one-time-only games all Upkeep and Maintenance Fees must be paid twice in addition to the unit's hiring fee.

Obviously either number can be changed to anything you want for different kinds of games (40,000 gold army battles?) but this is what is most recommended for starting players. Give this party a name. It is YOUR party after all.

Now you may have to do some basic math...

You may choose to purchase models from up to **two (2)** of the **thirty-three (33)** separate party lists, both of which must be nominated by you at the beginning of the campaign and always stay the same. Think of them as archetypes that merge to form the background for your specific band of rogues.

REPEAT: YOU RECRUIT YOUR PARTY FROM TWO OF THESE LISTS.

You may also purchase as many hirelings, animals, monsters or vehicles as you can afford. (Just be sure you can pay their upkeep after the battle or else they may leave!)

You may choose to nominate the same list twice instead.
Be aware this choice is permanent and cannot ever be undone. If your Leader is purchased from the doubly selected list then they gain +1" to their Leader Ability's range.

Once hired, all models are counted as being from the same "Exploratory Party" and follow one Leader and one Player (this means YOU, traveller) regardless of their origin.

Equipping and Training Your Party

The Leader

You must designate one model as your Exploratory Party's Leader during party creation. This model gains the *Leader* talent until they die and another party member takes over.

Items From A Past Life

When first forming a party, you automatically pass rarity checks to find any contracts or rare items in the market bazaar that you are buying as starting equipment.

Primary Talents and Exotic Talents

Models may purchase talents they have primary access to at the price listed in the specific talent entry. They may still purchase any other talent but all other talents are referred to as Exotic Talents, and can only be purchased at **double** their listed price. Models may always purchase an exotic talent in this manner regardless of whether it makes sense to you personally that they should have access to it. So yes. Kung-Fu dwarves.

You may choose to fire any member of your party at any time except during play. Erase the fired model from your roster. If they are a hireling they will return to the market bazaar and rival parties may bid against each other to hire them instead of a normal mercenary of their unit type.

A player must always use a token to represent their opponent's miniatures unless they are given special permission to use them.

Ready?

Okay in addition to any mercenaries, creatures or vehicles, you can nominate any TWO of the following 33 Exploratory Party Lists to recruit your own party from. 3, 2, 1, GO!

Albion Shimmering Warriors

Marked by druids of the fifth world, the shimmering warriors of Pashacamac soar beyond the City like Icarus on flaming wings of paper and wax, held aloft only by soft prayers and by the blessing of the Sun.

They are guardians of a simple and terrifying truth: That there is no such thing as a "reflection" in your mirror.

Human (Homo Sapiens Oculos) Racial Stat Caps:

F	6	A	3	T	4	M	4	I	6	C	11	E	4	S	4	L	6	W	3
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The party has primary access to the following Talent Lists:
Common, Melee, Shooting, Strength, Speed, Knowledge

Party Special Ability:

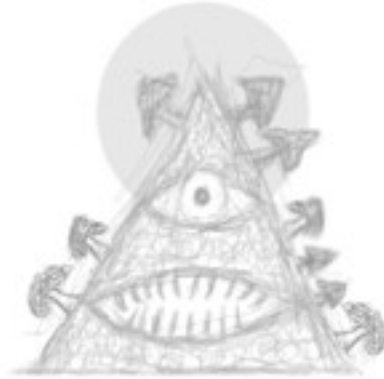
Despite being Human, all models from the Albion Shimmering Warriors list have the *Fae Quickness* talent.

[SKETCH OF CREEPY MIRROR]

Folding Druid 144 gold

F	2	A	1	T	3	M	4	I	4	C	8	E	4	S	2	L	2	W	1
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Talents: Scout, Technocrat, Robot (E), Literate (3), Acrobat, Agile

**Mirror Dancer** 111 gold

If injured while time travelling, remember that penicillin is the microscopic hand-shaped mold, penicillium notatum, which grows on food and will stop most infections.

F	5	A	1	T	3	M	4	I	5	C	8	E	3	S	3	L	5	W	1
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Talents: Scout, Technocrat, Wall Runner, Dodge (2)

Shatterfacet 375 gold

Energy is equal to mass times celeritas, the speed of light, squared. The speed of light in a vacuum is a mere 299,792,458 meters per second. Slow.

F	7	A	7	T	1	M	7	I	23	C	7	E	7	S	1	L	7	W	1
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Talents: Feral, Dæmon, Laser Eyes, Additional Eyes (7), Agile, Pro Boxer, Toss (1), Scout, Rolling Tumble, Quick Reflexes

All unarmed attacks made by the Shatterfacet are *(sharp)*.

The Shatterfacet does not conform to the Human Racial Stat Caps. Instead, any stat may be upgraded a maximum of twice.

Shimmering Warrior 49 gold

Lightbulbs are a current of electricity channelled through tungsten: Tiny jinns trapped in a bottle of glass and wire.

F	4	A	1	T	3	M	4	I	4	C	8	E	3	S	3	L	4	W	1
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Talents: Scout, Technocrat, Wrestler (1)

Alchemists and Engineers

Students of the Exploding College are a common enough sight in the streets and alleys of the Golden City. There is no shortage of esoteric targets for weapons testing, and rare parts and minerals are easily found, as memories of warehouses and gun shops drift through the City on a frequent basis.

Human (Homo Sapiens Sapiens) Racial Stat Caps:

F	6	A	4	T	4	M	4	I	6	C	10	E	4	S	4	L	6	W	3
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The party has primary access to the following Talent Lists:

Common, Shooting, Knowledge, Church of the Buddha-Emperor

Party Special Ability:

Models purchased from this list gain the following rules:

Armourers: Due to their ability to fix and refurbish firearms, models from this list may always sell blackpowder weapons at full price in the Market Bazaar.

Target Practice: Any model from this list may purchase the *Sniper* talent for 40 gold. Additionally, they may purchase levels of the *Explosives Expert* talent for 40 gold per level. Furthermore, any model from this list may reroll the Critical Wound Die when they cause a critical wound using any *Blackpowder* or *Grenade* type weapon.

Armourer 35 gold

F	1	A	1	T	3	M	4	I	2	C	7	E	3	S	2	L	2	W	1
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Talents: Blacksmith (1), Repair

Automotive and Aviation Diagnostics Technician 40 gold

F	1	A	1	T	3	M	4	I	3	C	7	E	3	S	2	L	2	W	1
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Talents: Drive (Cars, Heavy, Flying Machines)

Bodyguard 50 gold

F	3	A	1	T	3	M	4	I	3	C	7	E	3	S	3	L	3	W	1
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Talents: Vow of Careless Selflessness

Chemist 35 gold

F	1	A	1	T	3	M	4	I	2	C	7	E	3	S	2	L	2	W	1
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Talents: Alchemy, may reroll Alchemy rolls. Literate (2)

Projectile Physics Analyst 55 gold

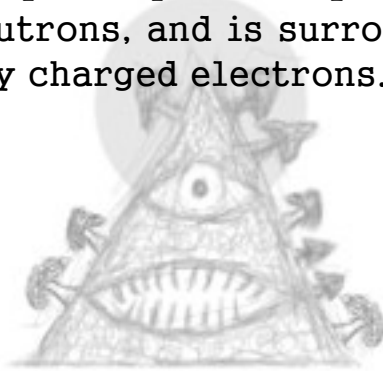
F	1	A	1	T	3	M	4	I	2	C	7	E	3	S	2	L	3	W	1
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Talents: Practice Makes Perfect, Trained Grenadier

[SKETCH OF TWO RANKS OF FLINTLOCK RIFLES]

Harken to the science and words of Tubal-cain,
For the secrets of the earth he now doth explain:

The Atom is made up of positively charged protons and neutrally-charged neutrons, and is surrounded by an orbital of one or more negatively charged electrons.



The number of protons in an atom determine which element it is. Atoms with equal numbers of protons and neutrons are electrically neutral, otherwise they have an electromagnetic charge.

Examine the sites of lightning strikes to acquire magnetic lodestones or heat iron to make a weak magnet.

Put a magnet on a water wheel to generate power, and place iron wrapped in copper wire beside the wheel to function as a battery.

Wrap copper wire around iron and run electricity through it to produce an electromagnet.

Bandits, Prostitutes, and Thieves

To live as a newcomer in the streets of the Golden City is to beg for scraps and steal for survival. Only the strong or the ruthless live past their first week. Those that can make a living through theft at a professional level often join up with the thieves guild, either by choice or coercion, and find themselves with a salary, union benefits, and good dental, as well as a significantly shortened average lifespan for their trouble.

Human (Homo Sapiens Criminalibus) Racial Stat Caps:

F	6	A	5	T	4	M	4	I	6	C	9	E	4	S	4	L	6	W	3
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[SKETCH OF LONDON PICKPOCKETS]

The party has primary access to the following Talent Lists:

Common, Melee, Shooting, Speed, Assassin, Knowledge

Party Special Ability:

Models from this list are subject to the following rules:

Black Market: Models from this list reroll 1s when looking for rare items in the Market Bazaar.

Crime Pays: As their post-game action, any model from this list may attempt to *Steal* something from the Market Bazaar. This model must take an I check. If they pass, they may then roll 2d6 and *Steal* any item or feral creature that would ordinarily cost the dice result or lower in gold to purchase. They do not need to roll for rarity for items stolen from the bazaar in this manner.

If they fail their I check they are caught, either by the ogre detectives patrolling the bazaar or by the merchants' own private security, and are butchered on the spot. Remove the model from your party roster.

Superstitious: Models from this party consider all models with the unit type: Detective to be *Intimidating (1)*.

Bandit 25 gold

F	2	A	1	T	3	M	4	I	4	C	4	E	3	S	2	L	2	W	1
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Talents: Sneaky (2), Streetwise (1), Coward, Spectacular Strangler (1)

Looter of corpses: After all Humiliating Injury rolls are resolved, the bandit may roll a die for every individual item of equipment lost due to a model from any party in the campaign rolling the Memento Mori result. On a 6+ the bandit *Steals* the item and adds it to their own equipment.

This is the only way to ever get back items lost do a Memento Mori result, as the City's hungry pavement picks the dead clean in a matter of seconds.

Multiple bandits all roll for the same items.

Bandits from opposing parties will roll I checks back and forth on any items that they both successfully roll to *Steal*, until one fails and the other *Steals* the item away from them.

Prostitute 17 gold

F	1	A	1	T	1	M	4	I	3	C	4	E	3	S	1	L	1	W	1
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Talents: Sneaky (2), Streetwise (2), Agile, Bard, Glamour

Street Urchin 10 gold

F	1	A	1	T	1	M	4	I	3	C	4	E	3	S	1	L	1	W	1
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Talents: Sneaky (5), Streetwise (4), Coward, Barter, Agile

Thief 25 gold

"Nah, nah. Isss simple see? Pop the hood an' reach in back oth'engine an' snag th'red coil wire. Then yous run another wire from the positive side of the battery to the positive side of the coil, giving yous power to the dash. Then find th'starter and th'positive battery cable. Use some pliers t'cross 'em, then put th'car in neutral with th'parking brake on, pop th'steering wheel out with a screwdriver, an' Bob's your auntie! Or like y'bust up th'steering wheel an' cross them two red wires, then yous touch th'brown wire to 'em a few times t'start th'sucker like a wet catfish on Tuesday. An' then there's them, like, future cars, with all they flashy swag, but we's just reboot they security system to a new electronic key. We's out in five before the marks 'ave even ordered they dinner. Ha-ha!"

~ Anonymous

F	2	A	1	T	3	M	4	I	4	C	4	E	3	S	2	L	2	W	1
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Talents: Sneaky (3), Drive (Cars), Carjack, Streetwise (2), Coward, Wiley Explorer

Thug 25 gold

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

Talents: Sneaky (1), Streetwise (1), Coward, Toss (1)

Black Orc Mob - Svartörcs of Ginnungagap

Massive orcs, some twice the height of a horse, are known to occasionally fall into the City from above. These titanic creatures band together with mobs of their kin, and experience ecstatic joy in the creation of violence and war. Such a beast can only be truly happy when it is challenged by a worthy foe.

In the murky taverns of the Golden City, where forgotten warlords drink tall horns of thick mead as they trade boasts of breaking dragons' necks with their bare hands, the ingrained competitive spirit of the black orc invariably gives way to bragging. No alehouse tall tale quite compares to the smothering fog of intimidation felt throughout the room when bearing witness to a drunken black orc master-sniper's guttural, toothy assertion of having personally assassinated the constellation Leo out of the old night sky.

Black Orc (Apium Homicidium Cataphractos) Racial Stat Caps:

F	17	A	6	T	6	M	4	I	5	C	9	E	4	S	6	L	6	W	4
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The party has primary access to the following Talent Lists:

Common, Melee, Shooting, Strength, Lumberjack, Beast, Orc

Party Special Ability:

Models from this list are subject to the following rule:

Bold: Whenever a model from the Black Orc Mob list declares a charge action, they may immediately move up to d3" towards their declared target as an *interrupt*.

Black Orc Warrior 62 gold

F	4	A	2	T	5	M	3	I	3	C	6	E	2	S	4	L	3	W	1
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Talents: Spleen Percussionist, Violence Artist

Black Orc Alchemist 75 gold

F	4	A	2	T	5	M	3	I	3	C	6	E	2	S	4	L	3	W	1
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Talents: Spleen Percussionist, Alchemy, Brewer

Black Orc Rogue 95 gold

F	4	A	2	T	5	M	3	I	3	C	6	E	2	S	4	L	3	W	1
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Talents: Spleen Percussionist, Ride, Scout, Sneaky (1), Swim, Spectacular Strangler (1)

Black Orc Monk 125 gold

F	4	A	2	T	5	M	3	I	3	C	6	E	2	S	4	L	3	W	1
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Talents: Spleen Percussionist, Toss (1), Wrestler (1), Pro Boxer, Immune to Pain (2)

Black Orc Shaman 150 gold

F	4	A	2	T	5	M	3	I	3	C	6	E	2	S	4	L	3	W	1
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Talents: Spleen Percussionist, Wizard. Knows 1 Hedge Magic spell.

[SKETCH OF THE INTERIOR OF A BLACK ORC MONK DOJO
WITH AN OLD BLACK ORC SENSEI SPORTING A LONG WHITE BEARD
FIGHTING AGAINST ALL THE BLACK ORC STUDENTS OF THE DOJO]

Gilgamork's Unarmed Fightin' Tips for Dangerous Sitcheeshuns

{transcribed verbatim from promotional materials for Gilgamork's Ginormous Gymnasium, Dojo, and Snack Bar}

Oi youz lot, pay attention! Yer boss ain't paying me t'let y'foul smelling mammals sit around an' gossip. Come at me. Now feel an' understand th'force an' pain behind these blows as we move through th'first exercises. First off... oh get up. Get up an' attack me again. First off, you's got whatcha call yer natural weapons: knife edge o' th'hand, second knuckle (Get up!), protruding knuckle o' yer second finger, heel of the hand, feet, elbows, knees, fore'ead, an' yer teef. Get up, ape, it's just *one* arm. You still have yer good 'un. Reclaim yer sword an' strike at me!

A fight is never won by defensive action. Yer life is always at risk. Never face yer attacker thinking t'knock 'em unconscious. Always fight t'kill or else you'll be that much more likely to die yerself. Medic, put 'is ribs back where they're supposed t'be. I want 'im up by tomorrow.

Always attack at maximum strength, an' bellow as you do so. Yellin' at yer attacker does two things y'see: First, it serves t'frighten an' confuse yer attacker; second, you can take a nice big lungfull of air in, which'll put more oxygen in yer blood.

Balance is incredibly important. If y'can knock yer attacker off their feet y'can probably kill 'em in yer next movement. See?

On th'whole, th'single best way to stand is on the balls of yer feet, an' with with yer feet shoulder width apart, an' yer dominant foot forward. Bend yer arms an' keep 'em up, with yer hands at either side of yer throat an' face.

Chins're a waste of yer time. Everyone always punches chins but that is exactly what they were evolved t'protect us from! An effective blow can be struck with th'heel of yer hand I guess, but don't ever attack th'chin with a closed fist.

Everyone has th'same soft spots. You apes're fragile. See? Oh for... Medic, sort this 'un out too.

Y'can blind someone briefly or permanently in a buncha ways: Form a V-shape with yer first an' second fingers an' drive 'em into yer attacker's eyes while keeping yer wrist an' fingers stiff. Do it hard enough an' it'll be permanent. You can also use yer thumbs to gouge out eyes.

The nose is a great place to hit. Y'can attack with an upward blow with th'heel of yer hand, or strike it across th'bridge with th'knife edge of yer hand to cause sharp pain, breakage, temporary blindness, an', if y'hit hard enough, death.

Throats're nice an' squishy, but they can be hard to grab 'cause everyone instinctively knows t'keep their chin down. If y'do get th'opportunity, strike hard with th'knife edge of yer hand. This can be either a forearm or backarm blow. Odds are if y'connect with a hard enough blow yer attacker will die. Otherwise they'll still be aroun' but will at least be gagging or in extreme pain. Another way t'attack th'throat is by squeezing it like a handle between yer forefinger an' thumb. Grab th'handle, push th'button.

The groin is also somewhere that everyone instinctively knows t'keep protected, but if y'get th'opportunity, make a vicious attack with yer knee in an upward motion. You can also use yer fist or heel for this attack if you've knocked 'em down already. Remember t'alays attack with maximum force. Yer life is at stake. Kill 'em before they kill you.

Y'can easily kill someone with a sharp blow to th'temple. There's an artery close to th'skin an' a big nerve an' whatnot. Y'can kill instantly with a heavy blow from th'knife edge of the hand. Hit less hard and you'll cause pain an' concussion. If y'knock 'em down, kick 'em hard! Aim for th'temple again an' kill 'em with yer kick. Oi come back here, you coward, I'm teaching!

A sharp blow from th'knife edge of yer hand or from yer elbow can break yer attacker's collar bone. Th'solar plexus is a big network of nerves at th'bottom of yer attacker's ribcage. Y'can strike it sharply in an upward motion with th'protruding knuckle of th'middle finger to cause severe pain or unconsciousness.

Floating ribs can be attacked from any angle, but it's best to deliver a blow to th'right side, near th'liver. Y'can stun yer attacker with a strike from th'knife edge of yer hand or a kick from th'elbow, heel, knee, or toe.

Th'spinal column is host to th'spinal nerves. A well placed blow to th'spine can easily paralyze or kill. Th'only effective way t'deliver such a blow is after you've knocked yer opponent down. This blow can be struck using th'elbow, heel, knee, or toe an' should be directed about two inches above their belt, as this is where th'spine is most vulnerable.

A strike from th'knuckles or th'knife edge of th'hand to th'base of th'neck can easily break yer attacker's neck and kill 'em, but it's better to use an improvised weapon for this task to add extra force to th'blow. If you can knock yer attacker down, kick 'em in the back of th'neck with yer heel or drop yer knee on 'em to hit th'back of their neck an' kill 'em.

People rarely think t'protect their instep. Stomp down on their instep using th'outer edge of yer foot. Th'bones in th'instep are small an' weak. Break 'em. This attack is also useful for breaking out of a hold or grip, especially if you're being held from behind. Kick their kneecap with th'edge of yer foot. Do not attack with the toe, as it may not connect as solidly and will leave 'em standing. Attack in an upward motion to hook underneath th'kneecap to rip cartilage an' tear ligaments.

Medic, put 'is knee back on, please. But triage, triage. It's not that important right now.

Now watch. If y'get a firm hold on their arm, it takes very little effort t'twist it and cause dislocation. Perform this action quickly an' follow it with a knee drop t'th'base of th'spinal cord t'cause paralysis or death. Th'elbow joint is one of th'most vulnerable parts of th'body. Y'can dislocate or break it with a strong blow. Take hold of their wrist or forearm and pull it behind 'em. This will cause their arm to stiffen. As you do this, strike a sharp, powerful blow with th'heel of yer hand to th'backside of th'stiffened elbow t'cause dislocation or breakage.

Place both thumbs on th'back of their hand and bend it at a right angle to their forearm. This is a wristlock. A wristlock has several uses, chief among them's the control it gives you over yer attacker. Bend their hand further t'cause extreme pain and loss of balance.

Fingers can be broken in several ways. One of th'most effective's by using one hand as a lever: Grasp their wrist and pry it down, while at th'same time bendin' th'middle an' index fingers back using yer other hand to cause breakage. Y'can do this t'escape their grip if they grab a hold of you, once y'break their grip y'can kill 'em.

Armpits're more vulnerable than y'might realize. There's a large cluster of nerves close t'th'skin, though it's hard t'reach. If you've grounded yer attacker an' are in control of their arm, th'armpit may be attacked with a toe or heel kick. A sharp blow will cause severe pain an' temporary partial paralysis.

Th'stomach is very vulnerable but attacking th'stomach should always be thought of as a starting point for a series of blows. Strike with a fist folded at th'second knuckle an' strike deeply in a slight upward motion for maximum penetration. That hit'll cause yer target to bend deeply forward. At this point either smash yer knee into their face as hard as possible, or attack th'base of their neck with a well aimed rabbit punch an' kill 'em.

Ears can be torn off very easily with about ten pounds of pressure or so. Coming up behind someone an' cupping yer hands in a clapping motion over their ears can also kill 'em immediately as th'vibrations may burst their eardrums or cause internal bleeding in their brain.

If yer attacker has an upper lip, y'can mess it up. There's a large cluster of nerves extremely close to th'skin at th'point where th'nose cartilage joins th'upper section of th'jaw. A sharp upward blow with th'knife edge of yer hand will cause intense pain and unconsciousness.

Near th'kidneys a host of nerves that branch off th'spinal cord come close to th'skin. A direct, vicious blow to th'kidneys from either th'knife edge of yer hand or a fist folded at th'second knuckle can kill. Use yer heel or toe t'kill 'em if they're on th'ground.

Keep attacking at maximum force.

Everyone get all that? Good. Those of you who can still walk, follow me. I need a volunteer...

Centaurs And Other Wild Things

Many things live in the old forests and parks within the City. Old things, born of Tir-Na-Nog or the Brocéliande Woods: Beasts from before the Time of Naming, and new creatures, still undocumented.

Wild Thing (Dryadalis Equus) Racial Stat Caps:

F	9	A	7	T	5	M	13	I	13	C	9	E	7	S	5	L	9	W	5
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The party has primary access to the following Talent Lists:

Common, Melee, Shooting, Strength, Speed, Fae, Ogre,
Vampire, Beast, Mutations

Party Special Ability:

Models from the Centaurs and Other Wild Things list have the unit type *Fae* and may ignore forest terrain completely for the purposes of line of sight, projectile weaponry, spells, prayers or charges.

Centaur 33 gold

F	1	A	1	T	3	M	9	I	3	C	5	E	3	S	3	L	1	W	2
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Talents: Four legged (+3M already included), Sprint, Leap

Minotaur 110 gold

F	3	A	1	T	4	M	6	I	3	C	5	E	3	S	4	L	1	W	3
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Talents: Horned, Blood Drunk, Thick Skin (1), Bull Rush, Toss (1), Intimidating (1)

Primeval Creature of the Old Forest 99 gold

F	5	A	1	T	3	M	7	I	4	C	3	E	3	S	4	L	0	W	1
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Talents: Feral, Predator, Mossfoot, Regeneration (1), Leap, Horned, Thick Skin (1)

Satyr or Wood Nymph 23 gold

F	1	A	1	T	2	M	5	I	4	C	5	E	3	S	1	L	1	W	1
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Talents: Agile, Bard, Fleet, Leap, Sneaky (3)

Fenbeast, Peat Man or Bog Golem 190 gold

F	1	A	1	T	3	M	1	I	1	C	2	E	1	S	1	L	0	W	5
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Talents: Stupid, Feral, Thick Skull, Toss (2), Wrestler (5), Swim, Mossfoot, Regeneration (5), Flammable

Slow as Moss: This model's I and E are always 1 and can never be upgraded or modified for any reason.

SAFARI NANTYDAY

Dark Elf Corsairs

Raiders and pillagers of the lesser species, the corsairs' racism knows little bounds, and they compete with each other in hedonistic games to inflict suffering upon those they deem inferior.



[ART: SPACE CANOES FULL OF ELVES SWOOPING DOWN TO SNARE FLEEING HOBBITS]

Dark Elf (Dryadalis Nox) Racial Stat Caps:

F	12	A	6	T	3	M	5	I	8	C	12	E	6	S	4	L	12	W	3
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The party has primary access to the following Talent Lists:

Common, Melee, Shooting, Speed, Knowledge, Fae, Dark Elf

Party Special Ability:

Models from this list are subject to the following rules:

Sailors: All models from this list have the *Swim* talent.

Raiding Party: The player using models from this list may choose to turn any enemy *Memento Mori* AND *Sold!* Humiliating Injury results caused by this party into *Prisoner* results instead. The original roll is discarded and the models become prisoners of this party.

Ruthless Allies: If the *Leader* of your Exploratory Party is purchased from the *Dark Elf Corsairs* list, and if your allied party list chosen during party creation was the *Dark Elf Murder Cult*, then all models you purchase from the *Dark Elf Murder Cult* also count as *Dark Elf Corsairs* models for the purposes of the *Raiding Party* rule detailed above.

Dark Elf Oarsperson 82 gold

F	3	A	1	T	3	M	4	I	4	C	8	E	3	S	4	L	3	W	1
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Talents: Twitching Triceps, Drive (Boats)

Dark Elf Owlkin 95 gold

F	3	A	1	T	3	M	4	I	4	C	8	E	3	S	3	L	5	W	1
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Talents: Good Vision, Overwatch

Dark Elf Slavecatcher 80 gold

F	3	A	1	T	3	M	4	I	4	C	8	E	3	S	3	L	3	W	1
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Talents: Clever Trapper, Spectacular Strangler (2)

Dark Elf Smithy 90 gold

F	3	A	1	T	3	M	4	I	4	C	8	E	3	S	3	L	3	W	1
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Talents: Blacksmith (2)

Dark Elf Warrior 95 gold

F	4	A	2	T	3	M	4	I	4	C	8	E	3	S	3	L	4	W	1
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Talents: Ambidextrous, Agile, Toss (1)

[SKETCH OF A DARK ELF ARCHER AIMING THEIR BOW AT THE
READER, GESTURING FOR THEM TO MOVE QUIETLY INTO THE SKETCH,
AND ENTER ONE OF SEVERAL CAGES FULL OF MODERN HUMAN
PRISONERS IN THE BACKGROUND, PRESUMABLY FELLOW READERS.]

Dark Elf Murder Cult

The murder cults of the moon's hidden face have deep roots in the Golden City. Long have butchers and killers stalked the streets of civilization, and so too have the witch fae toiled alongside them to spill wet blood upon rain slicked brick, and to break brittle tooth against cold cement.

Dark Elf (Dryadalis Nox) Racial Stat Caps:

F	12	A	6	T	3	M	5	I	8	C	12	E	6	S	4	L	12	W	3
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The party has primary access to the following Talent Lists:

Common, Melee, Speed, Assassin, Fae, Vampire, Dark Elf

Party Special Ability:

Models from this list are subject to the following rule:

Unrestrained Urges: All models from this list have the *Blood Drunk* talent, and may reroll ones on their Attack Rolls in Melee when using (*Sharp*) weapons.

Murder Dancer 90 gold

F	5	A	2	T	2	M	4	I	5	C	7	E	4	S	2	L	3	W	1
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Talents: Ambidextrous, Agile, Fae Quickness, Dodge (1), Leap

Blood Witch 125 gold

F	4	A	1	T	2	M	4	I	5	C	7	E	4	S	2	L	3	W	1
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Talents: Agile, Spectacular Strangler (1)
Wizard. Knows 1 Hedge Magic spell.

Skinweaver 195 gold

F	4	A	1	T	2	M	4	I	5	C	7	E	4	S	2	L	3	W	1
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Talents: Agile, Improvised Block, Improvised Strike, Infiltration
Just Another Face In The Crowd: This model counts as having the Trickster's Glamour enchantment during every mission.

Circus Clown 95 gold

F	3	A	1	T	3	M	4	I	5	C	7	E	4	S	2	L	3	W	1
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Talents: Leap, Intimidating (1), Spectacular Strangler (2),
Defile The Body Completely

[SKETCH OF AN ELF VODOO PRIEST
BEING RIDDEN BY A SCORPION LOA.]

ƆΛN Ɔ1ΓƆ 1J
Y0Γ1TΛJ
ƆΛYKΛΓ

Burn off all its *filthy*, grubby, little fingerprints, gouge out its *fat* eyes, *disfigure* its *pretty* face, and pulverize all its *gossipy* teeth. Yes.

Force a DNA test to establish the meat's identity. Drain its *filthy* body of fluids in an empty tub. It will be easier to carve and will briefly slow its decomposition, which is important. Keep the meat under a plastic sheet when you aren't working on it. Control the smell of death by burning candles and incense, and leave a bowl of baking soda nearby.



Ventilate the room in the middle of the night. Perforate its *filthy*, *disobedient* body with holes using a *sharp* knife, slit its femoral arteries with *deep*, diagonal cuts along the front of its thighs, then *pump* its chest. When you are all finished, fill the tub with bleach. Mix the fluids with water before draining the tub. Once drained, separate the *disobedient* meat into 6 parts and bury them separately.

It is easier to dig a hole for a head than for a whole *corpse*, after all! Ha, ha, ha!

Remember: This is important because it reduces digging time, which cannot be done indoors and is your most *vulnerable* point. Move quickly, and bury between 3 and 5 AM. Use a hammer to pulverize its meat, *break* joints, and to drive the knife through stubborn bones. Pulverize its beautiful meat until the original shape is unrecognizable and *Pure*. Thus it appears that the toy's *meat* is merely an animal carcass *disfigured* by decomposition, should a dog try to make a meal of it.

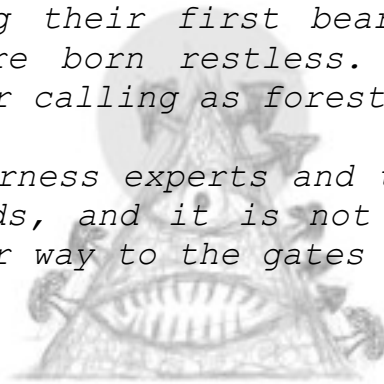
If *time* is on your side, you may store the toy's meat by putting it in *plastic* bags filled with bleach and keeping the bags in your freezer until you can slowly deconstruct its entire dirty, *disobedient* body, and sprinkle it all down the drain without having to leave the comfort of your home.

Best Regards! Love, Mommy

Dwarf Rangers

Though most dwarvish boys and girls have firmly embraced their destiny in the clan gem mines by the time they are toddlers and growing their first beards, there are still some dwarves who are born restless. These curious souls most often find their calling as forest rangers.

Deadly scouts, wilderness experts and trackers, the rangers explore unknown lands, and it is not unheard of for lost rangers to find their way to the gates of the Golden City.



Dwarf (Homo Ferrarius) Racial Stat Caps:

F	12	A	6	T	5	M	3	I	5	C	20	E	3	S	4	L	12	W	4
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The party has primary access to the following Talent Lists:

Common, Melee, Strength, Shooting, Dwarf, Troll Murderer,
Knowledge, Lumberjack

Party Special Ability:

Models from the Dwarf Rangers list that spend their post-game action exploring may reroll any ones on their Exploratory Die.

Dwarf Ranger 80 gold

F	3	A	1	T	4	M	3	I	3	C	8	E	2	S	3	L	4	W	1
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Talents: Thick Skull, Twitching Triceps, Sneaky (1), Ride, Beast Handler (choose one)

Dwarf Trapper 70 gold

F	3	A	1	T	4	M	3	I	3	C	8	E	2	S	3	L	3	W	1
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Talents: Thick Skull, Twitching Triceps, Clever Trapper

Dwarf Troll Murderer 75 gold

F	5	A	1	T	4	M	3	I	3	C	8	E	2	S	4	L	3	W	1
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Talents: Thick Skull, Twitching Triceps, Hatred (Trolls), Blood Drunk

Dwarf Warrior 75 gold

F	4	A	1	T	4	M	3	I	3	C	8	E	2	S	3	L	3	W	1
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Talents: Thick Skull, Twitching Triceps, Wrestler (2)

Dwarf Zeppelineer 75 gold

F	3	A	1	T	4	M	3	I	3	C	8	E	2	S	3	L	3	W	1
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Talents: Thick Skull, Twitching Triceps, Drive (Flying Machines, Heavy)

[SKETCH OF A DINOSAUR WITH FUTURISTIC TECHNO-ARMOUR IN THE FOREST BEING AMBUSHED FROM THE TREES BY VIETNAM DWARVES]

Dwarf Slave Traders

Well respected entrepreneurs in the social circles of the Market Bazaar, the Slavers Guild of the Golden City is populated exclusively by dwarves, and their strictly enforced racism guarantees only the finest dwarven quality is maintained in their products.

[ART: DWARF STEAM TRAIN WITH ATTACHED CARS FULL OF CAPTURED FANTASY SLAVES.]

Dwarf (Homo Ferrarius) Racial Stat Caps:

F	12	A	6	T	5	M	3	I	5	C	20	E	3	S	4	L	12	W	4
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The party has primary access to the following Talent Lists:
Common, Melee, Shooting, Strength, Knowledge, Pirate, Dwarf

Party Special Ability:

Models from this list are subject to the following rule:

Slave Drivers: The player using models from this list may choose to turn any enemy *Memento Mori* AND *Sold!* Humiliating Injury results caused by this party into *Prisoner* results instead. The original roll is discarded and the models become prisoners of this party.

Enslave: Instead of selling a prisoner, you may break and enslave them instead. The prisoner as they were once known ceases to exist. In their place you may add one new, free Filthy Slave to your party.

Dwarf Bondsmaster 165 gold

F	4	A	1	T	4	M	3	I	3	C	7	E	2	S	3	L	3	W	1
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Talents: Thick Skull, Twitching Triceps, Barter, Streetwise (3), Taunt, Tactical Beard

Dwarf Bronzebeard Rook 75 gold

F	5	A	2	T	4	M	3	I	3	C	5	E	2	S	4	L	3	W	1
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Talents: Thick Skull, Twitching Triceps, Coward, Spleen Percussionist, Wrestler (2), Tactical Beard, Bull Rush

Dwarf Slavecatcher 50 gold

F	3	A	1	T	4	M	3	I	3	C	5	E	2	S	3	L	3	W	1
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Talents: Thick Skull, Twitching Triceps, Coward, Clever Trapper

Filthy Slave 10 gold

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

[SKETCH OF GRIZZLED OLD BONDSMASTER]

Dwarf Treasure Hunters

Most dwarves hear the calling of the dirt at an early age. They learn to dig long before they learn to walk and it is customary that at the age of seven a dwarven child is given their first true pickaxe, one weighing exactly the same as they do, for them to "grow into" over time.

Dwarf (Homo Ferrarius) Racial Stat Caps:

F	12	A	6	T	5	M	3	I	5	C	20	E	3	S	4	L	12	W	4
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The party has primary access to the following Talent Lists:

Common, Melee, Strength, Shooting, Dwarf, Troll Murderer, Knowledge

Party Special Ability:

Models from this list are subject to the following rules:

Mining Masters: An Exploratory Party with fifty percent or more of its models selected from the *Dwarf Treasure Hunters* list (this list) will always add +1 to the total number of Moldavite tokens found during their post game sequence.

Dwarven Loyalty: Treasure Hunters are in many ways the cornerstone of dwarven culture and are on friendly terms with the rest of their kin.

If the second of two Party Lists you recruit your full Exploratory Party from is *Dwarf Rangers* or *Dwarf Slave Traders*, then all *Dwarf Gemcutters* will be in high demand for trade and appraisal, and will now **only cost 50 gold** for your Exploratory Party to purchase both at party creation and later in the Market Bazaar.

This does not affect any other Dwarf exploratory parties controlled by other players.

Dwarf Gemcutter 70 gold

F	3	A	1	T	4	M	3	I	3	C	8	E	2	S	3	L	3	W	1
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Talents: Thick Skull, Twitching Triceps, Alchemy, Barter

Dwarf Kettleboiler 75 gold

F	3	A	1	T	4	M	3	I	3	C	8	E	2	S	3	L	3	W	1
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Talents: Thick Skull, Twitching Triceps, Master Brewer

Dwarf Miner 50 gold

F	3	A	1	T	4	M	3	I	2	C	8	E	2	S	4	L	3	W	1
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Talents: Thick Skull, Twitching Triceps

Dwarf Tinderbeard 75 gold

F	3	A	1	T	4	M	3	I	3	C	8	E	2	S	3	L	3	W	1
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Talents: Thick Skull, Twitching Triceps, Explosives Expert (1),
Gunnery Master, Practice Makes Perfect, Flammable

Dwarf Troll Murderer 75 gold

F	5	A	1	T	4	M	3	I	3	C	8	E	2	S	4	L	3	W	1
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Talents: Thick Skull, Twitching Triceps, Hatred (Trolls), Blood Drunk

[SKETCH OF PAINFULLY ADORABLE SNOW WHITE STYLE DWARVES,
WORKING IN A GEM MINE, FALLING OFF LADDERS AND BEING
ADORABLE.

THE GEMS, MEANWHILE, ARE TINY SCREAMING GEM
PEOPLE, TERRIFIED BEYOND REASON AND STRUGGLING TO CLIMB
BACK INTO THE ROCKS THEY CALL HOME.]

Fanatics and Fools

It is difficult, at best, to wander the streets of the Golden City for more than a few days without succumbing to insanity. Those who have been lost in the City's alleyways for a lifetime are truly mad.

With all the mental detritus of a thousand unknown realms washing ashore daily, the island slums of the Golden City are home to some truly esoteric cargo cults.

Human (Homo Sapiens Obediens) Racial Stat Caps:

F	6	A	4	T	4	M	4	I	6	C	10	E	4	S	4	L	6	W	3
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**[SKETCH OF THE MOON SNEAKING AWAY FOR A SMOKE BREAK
LEAVING A PAPER MACHÉ DUPLICATE OF ITSELF IN THE NIGHT SKY
TO WARD OFF SUSPICION FROM PESKY ASTRONOMERS]**

The party has primary access to the following Talent Lists:

Common, Melee, Shooting, Strength, Knowledge, Questing,
Church of the Buddha-Emperor

Party Special Ability:

Models from this list gain the following rules:

Devout: Models from the *Fanatics and Fools* list may always choose to ignore in-game modifications to their Command characteristic.

Easily Led: If the *Fanatics and Fools* list is your allied list, then all models selected from here learn quickly from the outsiders and repetitively imitate their actions to the best of their ability. Choose a single talent from one talent list that your *Leader* has Primary Access to. This specific talent will now be Primary Access for models you purchase from the *Fanatics and Fools* list too.

Commissar of Iron Juche 350 gold

The Iron Commissars are the proverbial immovable object. While they appear under a microscope to be entirely human, it is said that there is no harder substance in the universe than the scowling forehead of an Iron Commissar. Disturbingly, this claim has yet to be disproved...

F	5	A	2	T	4	M	4	I	4	C	10	E	4	S	4	L	5	W	2
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Talents: Blind Faith, Intimidating (3), Immune To Pain (3), Literate (3), Meditation, Pro Boxer, Wrestler (2), Mighty Fists, True Grit, Thick Skull, Headbutt, Extra Tough, Disarm, Improvised Strike, Improvised Block, Master Strike, Sidestep (1), Advanced Training

Execute: Whenever you fail a Rout Check, you can execute one friendly model in Base (3) Contact of any *Unlocked* Commissar of Iron Juche as an *Interrupt*. The Rout check is then automatically passed. The executed model is taken *Out of Action* and counts as rolling *Memento Mori* in the post game sequence. An execution can only be performed by an *Unlocked* Commissar, but it can be performed barehanded and from a distance, and does not count as the Commissar's action.

Evangelist 60 gold

F	1	A	1	T	3	M	4	I	2	C	9	E	3	S	1	L	1	W	1
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Talents: Mob Member, Demagogue, Meditation, Secret Codes

Silver Tongue: Friendly models gain *Blind Faith* and *Crowd Courage* whenever they are within 6" of an Evangelist.

Fanatic 20 gold

F	1	A	1	T	2	M	4	I	3	C	6	E	3	S	2	L	1	W	1
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Talents: Mob Member, Meditation, Farmer

Gasoline Sniffer 35 gold

F	2	A	1	T	3	M	4	I	2	C	5	E	3	S	2	L	1	W	1
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Talents: Mob Member, Drive (Cars, Heavy), Stunt Driver

Lunatic 20 gold

F	1	A	1	T	3	M	4	I	2	C	6	E	3	S	2	L	1	W	1
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Talents: Mob Member, Good Vision

Maniac 25 gold

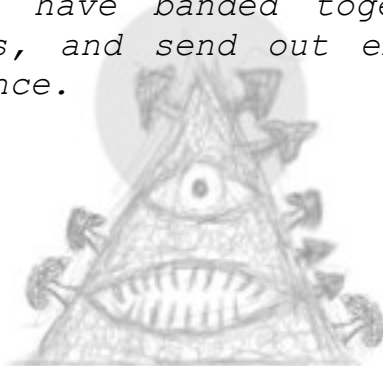
F	2	A	1	T	2	M	4	I	3	C	6	E	3	S	2	L	1	W	1
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Talents: Mob Member, Frenzy, Blood Drunk

[SKETCH OF ISLAND CARGO CULT
WORSHIPPING AN OLD MOVIE POSTER OF CHARLIE CHAPLIN,
THE GOLDEN CITY LOOMING IN THE NIGHT SKY ABOVE]

Federation of Voidwalking Species

In the outer void, beyond the bubble in which the Golden City safely floats, strange creatures make their homes. These void dwellers have banded together in a unifying federation of worlds, and send out explorers to discover new realms of existence.



The party has primary access to the following Talent Lists:

Common, Shooting, Knowledge, Astarte,
Church of the Buddha-Emperor

Party Special Ability:

Models from this list are subject to the following rules:

Voidborn: All models from this list are Unit Type: Void.

Voidforged Weapons

The Federation maintains their weaponry at an exceptionally high standard that is difficult to replicate elsewhere, even in the Dwarven Masters' forges.

Models from the *Federation of Voidwalking Species* list automatically add +1AP to any weapons they purchase from the market bazaar, due to their highly technologically advanced craftsmanship. This bonus only applies while the model is equipped with the weapon, and is immediately lost if the weapon is ever sold, traded, stolen or otherwise no longer in use by a model from this list.

If the item is lost in-game, it retains this bonus regardless of who is equipped with it until the end of the game, at which point it will require maintenance and lose the bonus unless it is repossessed by a model purchased from the *Federation of Voidwalking Species* list.

Federation Robot Racial Stat Caps:

F	4	A	3	T	11	M	6	I	4	C	20	E	4	S	5	L	14	W	3
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Federation Ichthyostelagia Worker Robot 10 gold

F	2	A	1	T	1	M	2	I	2	C	2	E	2	S	2	L	0	W	1
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Talents: Stupid, Immune to Pain (1), Twitching Triceps, Robot (Q)

Federation Ornisotheuchus Combat Robot 175 gold

F	3	A	1	T	4	M	5	I	2	C	6	E	2	S	3	L	5	W	2
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Talents: Stupid, Immune to Pain (4), Gunnery Master, Twitching Triceps, Robot (Q)

[ART OF DARKGRIM STAR TREK PARODY]

Elemental Caste Warrior (Leno Laponia) Racial Stat Caps

F	5	A	3	T	3	M	4	I	4	C	11	E	4	S	3	L	11	W	3
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Elemental Caste Warrior 64 gold

When making first contact with a new conscious and sentient lifeform, draw a right-angled triangle and number its sides with three, four, and five dots, demonstrating knowledge of mathematics, then send a request to the Central Command Node over the quantum server for further instructions.

F	3	A	1	T	3	M	4	I	3	C	8	E	3	S	2	L	3	W	1
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Talents: Alchemy, Technocrat, Drive (Personal), Gun's Eye View, Deep Strike

Must choose one of the following elements at purchase:

Aqua: +1C, True Name Researcher
Earth: Always passes Alchemy checks and Technocrat checks
Wind: +2I, Acrobat, Agile
Fire: +1F and Sidestep (1) OR +1L and Dodge (1)
P-Funk: Bard, Never scatters during deep strikes

Brute (Magna Avem) Racial Stat Caps:

F	7	A	5	T	4	M	6	I	7	C	9	E	5	S	5	L	6	W	3
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Brute Mercenary 61 gold

A mercantile and highly cannibalistic species of anthropomorphic, owl-like, flightless avianoids from a lost world far beyond the Gate of Bone and Glass. They are known for their distinctive and piercing cries as they descend on their prey to feed in large flocks. To be near a flock of brutes is to be unable to hear oneself think. Quiet brutes are ostracized from their society or pecked to death.

Now the brutes have taken root in the City's Entmoot, where they all wear zoot suits and play on lutes as they hoot. They're so far from cute that they're in cahoots with the deaf to shoot the mute! The astute will salute that they're legally distinct from your kr[REDACTED].

F	3	A	1	T	3	M	5	I	4	C	6	E	3	S	4	L	3	W	1
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Talents: Infiltrate, Sneaky (2), Blood Drunk

The Brute has *Primary Access* to Melee and Strength talents instead of Knowledge and Astarte talents.

[SKETCH OF AN EMPTY BIRDCAGE
COVERED IN DROPPINGS
WITH A HOLE CHEWED THROUGH THE BARS]

Goblins, Orcs, and Trolls

Ancient races from the dawn of fiction, many of these creatures are born natives to the Golden City, and the clubs of Goblin-town over in the North Quarter are a trendy nightspot for the City's elite. Many more find their way into the City from other worlds, as any other traveller does, and still more pour through from Int-Ern-Et, a mad dimension of nudity and crude, riotous colours over which they alone have dominion.

Goblinoid mushrooms are extremely hardy and will grow almost anywhere. They can lie dormant for centuries as they drift through space on derelict ships and passing comets. Eating these mushrooms within their first week of growth, before they sprout into the larger goblinoid creatures, can produce hallucinations and feelings of profound euphoria.

The party has primary access to the following Talent Lists:

Common, Melee, Shooting, Strength, Speed, Orc, Beast

Party Special Ability:

Models from this list* are subject to the following rule:

Riot! All models from this list* have Coward, Crowd Courage, and Mob Mentality.

*Note that all trolls from this list are Goblinoid trolls and are subject to this rule. Trolls purchased as Monsters are Faekin trolls and are an entirely separate species group. Those trolls are unrelated and do not have Riot!

Learn the difference, you racist.

Goblin (Apium Homicidium Ineptus) Racial Stat Caps:

F	6	A	5	T	2	M	6	I	6	C	7	E	5	S	2	L	6	W	2
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Goblin Rogue 17 gold

F	1	A	1	T	1	M	5	I	3	C	4	E	3	S	1	L	2	W	1
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Talents: Sneaky (4), Agile, Ride, Scout, Swim, Spectacular Strangler (1)

Goblin Shaman 39 gold

F	1	A	1	T	1	M	4	I	3	C	4	E	3	S	1	L	2	W	1
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Talents: Sneaky (1), Wizard. Knows 1 spell from the lore of Hedge Magic

Goblin Warrior 10 gold

F	2	A	1	T	1	M	4	I	3	C	4	E	3	S	1	L	3	W	1
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Talents: Sneaky (1), I Ain't Afraid Of Nobody

Orc (Apium Homicidium Pugnandum) Racial Stat Caps:

F	7	A	5	T	5	M	4	I	5	C	7	E	3	S	5	L	5	W	4
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Orc Shaman 58 gold

F	3	A	2	T	4	M	4	I	2	C	5	E	2	S	3	L	1	W	1
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Talents: Wizard. Knows 1 spell from the lore of Hedge Magic

Orc Warrior 20 gold

F	3	A	2	T	4	M	4	I	2	C	4	E	2	S	3	L	1	W	1
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Talents: Waaar!, I Ain't Afraid Of Nobody

Troll (Apium Homicidium Risus) Racial Stat Caps:

F	4	A	4	T	11	M	6	I	3	C	8	E	3	S	7	L	4	W	7
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Troll (Unit Type: Fae and Unit Type: Goblin) 125 gold

F	1	A	1	T	4	M	6	I	1	C	4	E	2	S	5	L	1	W	3
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Talents: Intimidating (1), Thick Skull, Regenerate (2)

High Elf Outcasts

The High Elves are a dead people, lost to the ages and all but extinct. Few remain, scattered to the far corners of reality by the treason of their dark kin. Many take refuge in the minds of writers, their mages subconsciously teaching a thousand parallel Tolkiens to write their dying species into immortality.

High Elf (Dryadalis Arrogans) Racial Stat Caps:

F	12	A	6	T	3	M	5	I	8	C	12	E	6	S	4	L	12	W	3
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The party has primary access to the following Talent Lists:

Common, Melee, Shooting, Speed, Knowledge, Assassin, Fae

Party Special Ability:

Models from this list are subject to the following rules:

Aloof: Any models purchased for your exploratory party from an Allied party list, as well as any friendly mercantile contractors, feral creatures or monsters, suffer -1C when within Base (3) Contact of models from the *High Elf Outcasts* list due to being uncomfortable around these especially esoteric elves. Your Leader, and any friendly model in range of their *Leader* ability, may ignore the *Aloof* rule.

Bitter: Models from the High Elf Outcasts list *Hate* all Dark Elf models.

Made of Magic: Any wizards hailing from the High Elf Outcasts list may reroll their casting dice.

High Elf Mage 235 gold

F	3	A	1	T	3	M	4	I	4	C	8	E	3	S	2	L	3	W	1
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Talents: Literate (5), Wizard. Knows any one Hedge Magic Spell as well as any one Astromancy spell.

High Elf Warrior 95 gold

F	4	A	1	T	3	M	4	I	4	C	8	E	3	S	2	L	4	W	1
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Talents: Literate (1), Quick of String, Sword Poet, Toss (1)

[SKETCH OF ELITE HIGH ELF TIGER CAVALRY]

HAANT4 TLY4
ID T-T IN

Hobbit Explorers

Trifle not with hungry hobbits. Sometimes even the most prepared of little footlings runs out of good cheese and will sob a bit. On such an occasion a hobbit may venture to break their hermetic habit, don a hefty habit over their bobbettes and go to the cheese shop to have it. Hobbits have to have it - a wheel or just a tiny glob of it. Even if they have to rob it!

Hobbit (Homo Comedenti) Racial Stat Caps:

F	6	A	4	T	2	M	6	I	8	C	14	E	6	S	2	L	16	W	2
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The party has primary access to the following Talent Lists:

Common, Melee, Shooting, Speed, Knowledge, Lumberjack,
Assassin, Hobbit

Party Special Ability:

Models from the Hobbit Explorers list that spend their post-game action exploring may reroll any ones on their Exploratory Die.

Hobbit Archer 23 gold

F	1	A	1	T	1	M	5	I	3	C	7	E	3	S	1	L	3	W	1
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Talents: Agile, Sneaky (2)

Hobbit Brewer 23 gold

F	1	A	1	T	1	M	5	I	3	C	7	E	3	S	1	L	1	W	1
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Talents: Agile, Sneaky (2), Brewer

Hobbit Farmer 23 gold

F	1	A	1	T	1	M	5	I	3	C	7	E	3	S	2	L	1	W	1
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Talents: Agile, Sneaky (2), Farmer

Hobbit Healer 23 gold

F	1	A	1	T	1	M	5	I	3	C	7	E	3	S	1	L	1	W	1
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Talents: Agile, Sneaky (2), Medical Knowledge

Hobbit Trapper 23 gold

F	1	A	1	T	1	M	5	I	3	C	7	E	3	S	1	L	1	W	1
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Talents: Agile, Sneaky (2), Clever Trapper

Hobbit Recipes

Avocado Tofu Snack

Rice cakes, mayo, tofu, soy sauce, avocado. Coat one side of a rice cake lightly with mayo and apply a slice of fresh tofu, pour ½ tsp of soy sauce over top and garnish with three slices of avocado. Serve immediately.

Fondue

2 cups grated aged cheddar, 4 cups chopped havarti, 2½ cup cream, 7 Tbsp flour, 4tsp salt, 1 Tbsp garlic powder, ½ tsp chili powder. Melted together in pot, served with croutons.

Meatballs

1lb ground human, orc or ham, 1lb ground beef, 2 cups bread crumbs, 1 cup milk, 2 eggs beaten, 1 tsp salt. Bake at 350°C uncovered for 40 to 60 minutes
Sauce: 2¼ cups brown sugar, 1 cup water, 1 cup white vinegar, 1 Tbsp dry mustard.
Serve with steamed peas, mashed potatoes with thyme, basil

Quick and Easy Mushroom Lunch

24 sliced mushrooms, 1 diced tomato, 1 Tbsp salt, 1 tsp basil, 1 tsp pepper
Fried in olive oil for six minutes. Served on bed of rice.

Sesame Tofu

1lb tofu, cut into cubes and rolled in sesame seeds. Fry in olive oil for 5 to 8 minutes.
Sauce: 5 Tbsp brown sugar, 2½ Tbsp flour, 5 Tbsp soy sauce, 2½ Tbsp rice wine vinegar.
Mix thoroughly and pour over frying tofu to caramelize the sugar. Serve on a bed of lightly salted rice.

Vegan Chili

10 chopped potatoes, 1 chopped onion, 1 grated carrot, 4 stalks chopped celery, 23 sliced mushrooms, 2 cups kidney beans, 3 cups peas, 3 chopped tomatoes, 2 cups tomato sauce, 1 chopped green pepper, 1 chopped red pepper, 2 cups water, 5 Tbsp salt, 2 Tbsp pepper, 7 Tbsp chili powder, 4 Tbsp minced garlic, 2 Tbsp basil, 1 tsp oregano, 2 tsps cumin powder, 1 tsp vinegar, 2 Tbsps honey mustard
Cook on low heat for 5-8 hours.
Serve with tortilla or rice

Human Archetypes

"A Priest, a Rabbi and an ethnic stereotype walk into a bar..."

Human (Homo Sapiens Archetypi) Racial Stat Caps:

F	6	A	4	T	4	M	4	I	6	C	10	E	4	S	4	L	6	W	3
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[SKETCH OF KIDS IN COSTUMES
PLAYING IN A CARDBOARD SPACESHIP]

The party has primary access to the following Talent Lists:

Common, Melee, Shooting, Knowledge, Strength, Speed,
Lumberjack, Assassin, Church of the Buddha-Emperor,
Questing, Troll Murderer

Party Special Ability:

Models from this list are subject to the following rules:

Paragon: Models from the Human Archetypes list each gain one reroll token per game for every unique unit type from the Human Archetypes list present in your exploratory party. These rerolls may be used on absolutely any single die roll that an individual model is called upon to make.

Oh The Humanity: If your Leader is purchased from this list but the allied party list you recruit your full party from are also human, then your Leader can exchange reduced versions of reroll tokens with them.

Your Leader may pass a C check as an *Interrupt* to select one *Human Archetypes* model on the table and transform one of their reroll tokens into a half-token, which you must then donate to any human model in your exploratory party.

If your Leader fails the C check, destroy the reroll token.

If at any time that human model gains two half-tokens they will immediately exchange both for a normal reroll token and count as *Human Archetypes* models for its use.

Astronaut (Unit Type: Void) 60 gold

F	2	A	1	T	3	M	4	I	3	C	8	E	3	S	3	L	2	W	1
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Talents: Technocrat, Literate (1)

Ballerina 60 gold

F	1	A	1	T	2	M	4	I	4	C	6	E	4	S	2	L	1	W	1
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Talents: Acrobat, Agile, Leap, Pounce

Cannibal 50 gold

F	2	A	1	T	3	M	4	I	3	C	6	E	3	S	2	L	1	W	1
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Talents: Tactically Eat Opponent

Circus Weightlifter OR Hero of the Beach 91 gold

F	3	A	1	T	3	M	4	I	2	C	6	E	2	S	4	L	1	W	1
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Talents: Twitching Triceps, Toss (1), The Amazing Flex-O-Brain
This model has an infinite Strength Racial Stat Cap

Cowboy 68 gold

F	2	A	1	T	3	M	4	I	3	C	6	E	3	S	2	L	3	W	1
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Talents: Ride, Gunslinger, Beast Handler (horses, cows)

Doctor 75 gold

F	2	A	1	T	3	M	4	I	3	C	7	E	3	S	2	L	1	W	1
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Talents: Medical Knowledge

Elvis Impersonator 50 gold

F	1	A	1	T	3	M	4	I	3	C	6	E	3	S	2	L	1	W	1
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Talents: Bard

Fire Fighter 55 gold

F	2	A	1	T	3	M	4	I	3	C	7	E	3	S	3	L	1	W	1
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Talents: Fire Fighter

Football Player 50 gold

F	2	A	1	T	3	M	4	I	3	C	6	E	3	S	3	L	1	W	1
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Talents: Has the Bull Rush talent when wearing a helmet.

Luchador 97 gold

F	4	A	2	T	3	M	4	I	3	C	7	E	3	S	3	L	1	W	1
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Talents: Wrestler (2), Pro Boxer, Intimidating (2)

Lumberjack 75 gold

F	3	A	1	T	3	M	4	I	3	C	6	E	3	S	4	L	1	W	1
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Talents: Lumberjack Attack, Master Lumberjack

Mechanic 58 gold

F	1	A	1	T	3	M	4	I	3	C	6	E	3	S	2	L	1	W	1
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Talents: Repair

Police Officer 72 gold

F	3	A	1	T	3	M	4	I	3	C	7	E	3	S	2	L	3	W	1
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Talents: Overwatch

Priest 81 gold

F	1	A	1	T	3	M	4	I	3	C	6	E	3	S	2	L	1	W	1
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Talents: Priest. Knows one prayer of your choice.

Russian 95 gold

F	3	A	1	T	4	M	4	I	2	C	8	E	2	S	3	L	1	W	2
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Talents: Tough as Nails

Scuba Diver 50 gold

F	1	A	1	T	3	M	4	I	3	C	6	E	3	S	2	L	1	W	1
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Talents: Swim

Soldier 99 gold

F	4	A	2	T	3	M	4	I	4	C	8	E	3	S	3	L	4	W	1
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Talents: Trained Grenadier

Spy 95 gold

F	2	A	1	T	3	M	4	I	3	C	8	E	3	S	2	L	2	W	1
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Talents: Infiltrate, Sneaky (2) Spectacular Strangler (1)

Stunt Driver 70 gold

F	1	A	1	T	3	M	4	I	3	C	6	E	3	S	2	L	1	W	1
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Talents: Drive (cars), Stunt Driver

Lizard People of Tezcatlipoca

Deep in the labyrinth below the city, in the sewers and tunnels of the old quarter, the children of Tezcatlipoca make love and war in equal measure.

It is whispered behind closed doors that Settet-Hetsa is the lizard home world, a soporific and beguiling paradise obscured from view behind Earth's Star, Sol. The whispers insist that Settet-Hetsa rotates ahead of Earth in the same annual orbit, 182.625 days behind the humans' tiny world of Terra Firma.

Settet-Hetsa has seasons opposite their twin planet, but its tides are caused by three moons: Yog-Ugug, Hepsop, and Nrug. All three moons have been colonized for over a billion years by powerful, geoforming, six-eyed, reptilian wizard lodges. However, at the Earth's core, the last surviving church of creationist dinosaurs still maintain that G-d created the universe a mere 4,000 years ago.

Lizard People (Saurus Populo) Racial Stat Caps:

F	12	A	6	T	7	M	7	I	3	C	11	E	4	S	7	L	12	W	4
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The party has primary access to the following Talent Lists:

Common, Melee, Shooting, Strength, Speed, Knowledge, Beast

Party Special Ability:

All Lizard people are stoic, cold blooded creatures that are difficult to rile or frighten. Any lizard person may reroll either one of the individual dice rolled in any C check they are called upon to take.

Scissor Lizard 75 gold

F	3	A	2	T	3	M	5	I	1	C	7	E	3	S	2	L	3	W	1
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Talents: Mob Member, Rolling Tumble, Knife Thrower (2)

May reroll 1s on Attack Rolls with knives and throwing knives.

Gizzard Lizard 75 gold

F	3	A	1	T	3	M	5	I	1	C	7	E	3	S	2	L	3	W	1
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Talents: Mob Member, Butcher, Bard, Spectacular Strangler (2)

Lizard Wizard 105 gold

F	3	A	1	T	3	M	5	I	1	C	7	E	3	S	2	L	3	W	1
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Talents: Mob Member, Wiley Explorer

Wizard. Knows one spell from the lore of Astromancy.

Illuminati Space Lizard: Upgrade this model at purchase for 108 gold. They gain Unit Type: Void, Technocrat, Additional Eyes (4), Extra Arms (2), and Warden of the Veil (1).

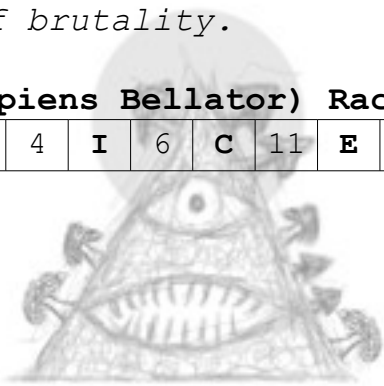
[SKETCH OF A LIZARD WIZARD SUMMONING A BLIZZARD]

Monks, Samurai, and Ninja

There are temples devoted to all forms of martial combat within the walls of the Golden City, each one boasting a beautiful symphony of brutality.

Human (Homo Sapiens Bellator) Racial Stat Caps:

F	6	A	3	T	4	M	4	I	6	C	11	E	4	S	4	L	6	W	3
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[SKETCH OF SAMURAI VS NINJA]

The party has primary access to the following Talent Lists:
Common, Melee, Shooting, Knowledge, Speed, Strength,
Assassin, Church of the Buddha-Emperor

Party Special Ability:

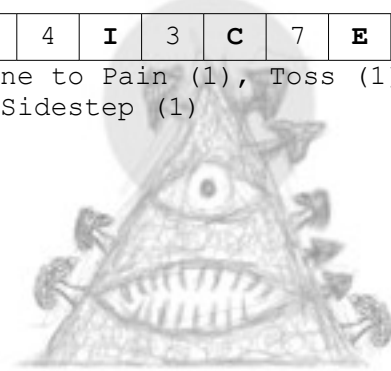
Well Balanced: Models from the Monks, Samurai, and Ninja list may automatically pass the first Initiative OR Evasion check they are called upon to make each game cycle.

Monk 72 gold

Yoga and meditation are thought to have sprung from Vedic Hinduism. Many theses have been put forward asserting that frequent meditation stimulates both the amygdala and the prefrontal cortex, allowing a degree of conscious control over the amygdala, the part of the human brain that creates anger and fear.

F	3	A	1	T	3	M	4	I	3	C	7	E	3	S	3	L	3	W	1
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Talents: Meditation, Immune to Pain (1), Toss (1), Pro Boxer, Wrestler (2), Dodge (1), Sidestep (1)

**Samurai** 144 gold

Bushido is the way of the warrior. It stresses the virtues of loyalty, humility, and honour in both life and death, as well as the mastery of one's own body through martial discipline. To die a good death is the highest ideal to strive for in this life. Many samurai spend decades mastering calligraphy to better write their final sentence.

F	5	A	1	T	3	M	4	I	4	C	7	E	3	S	3	L	4	W	1
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Talents: Wrestler (1), Violence Artist, Unstoppable Charge, Sidestep (2), Dodge (1), Quick of String, Intimidating (2), Literate (1)

Ninja 77 gold

Ninjas garb themselves in the greys and blues of dusk, striking from anywhere and vanishing into the shadows. In Kabuki theatre, anyone wearing black, such as a stage hand, was considered to be invisible. For this reason, ninja assassins were often played in Kabuki by actors dressed in black as stage hands, someone the audience was not expecting, who could emerge from "nowhere" to attack the protagonist. This led to the more modern misconception that ninjas commonly wore black clothing.

F	3	A	1	T	3	M	4	I	5	C	5	E	4	S	2	L	3	W	1
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Talents: Sneaky (5), Quiet as a Mouse, Acrobat, Agile, Leap, Wall Runner, Dodge (1), Spectacular Strangler (2)

Norse Berserkers

Having sailed off the edge of the world, and into the Dreaming beyond, these Viking pilgrims are beyond any hope of sanity. They are clad in fresh bearskins and eat rare, poisonous mushrooms to bring about a frothing combat rage.



[ART: INTERIOR OF NORSE GREAT HALL, WARRIOR ON THRONE]

Human (Homo Sapiens Bibitor) Racial Stat Caps:

F	7	A	4	T	4	M	4	I	5	C	10	E	4	S	4	L	6	W	3
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The party has primary access to the following Talent Lists:

Common, Melee, Strength, Lumberjack, Piracy

[SKETCH OF VIKING LONGSHIP
SAILING BRAVELY ACROSS THE STARS]

Party Special Ability:

Models from this list are subject to the following rules:

Culture of Violence: All models from this list have the Wrestler (2) talent.

Raiding Party: The player using models from this list may choose to turn any enemy *Memento Mori* AND *Sold!* Humiliating Injury results caused by this party into *Prisoner* results instead. The original roll is discarded and the models become prisoners of this party.

Sailors: All models from this list have the *Swim* talent.

Norse Axesmith 45 gold

F	3	A	1	T	3	M	4	I	2	C	7	E	3	S	3	L	2	W	1
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Talents: Blacksmith (2), Master Lumberjack

Norse Oarsperson 42 gold

F	3	A	1	T	3	M	4	I	2	C	7	E	3	S	4	L	2	W	1
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Talents: Twitching Triceps, Drive (Boats)

Norse Bear Serker 45 gold

In 1784, Samuel Ödmann popularized the notion that viking warriors would eat the psychoactive Amanita Muscaria (that red and white mushroom from all the Disney films) in order to enter a form of battle trance. Though muscimol is a potent entheogen and can generate a wide range of different emotional reactions, it is primarily a mild relaxant. The use of Amanita Muscaria was reportedly common among viking and Siberian shamen, but the image of a mushroom-crazed berserker has little direct proof. Siberian shamen would, however, ingest the mushrooms themselves and others would drink the psychoactives in their urine. So at least there was hallucinogenic pee. That existed. Caribou are known to eat Amanita Muscaria and leap as high as possible, which may be the origin of the myth of flying reindeer. Obviously their urine is also bottled and drunk at special occasions.

F	3	A	1	T	3	M	4	I	3	C	7	E	3	S	3	L	2	W	1
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Talents: Frenzy, Blood Drunk, Immune to Pain (1), Mushroom Chef

Norse Skald 125 gold

Flyting, an ancient form of rap battle, was a common practice in Norse great halls, and was even part of mythological battles between their gods. Though the content of the poetry was often crass and deeply insulting in nature, and the question of victory was resolved by the boos and jeers of the crowd, it was always tradition that the winner would be given a large horn of fine honey mead, and that they would then offer to share said horn with the honoured loser.

F	3	A	1	T	3	M	4	I	3	C	7	E	3	S	2	L	2	W	1
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Talents: Bard

Wizard. Knows one Hedge Magic spell OR one Wordsmithing spell.

Ogres

Oddly pure, and innocent in their hunger, an ogre will eat anything, even their own foot, if left alone long enough. Ogres born native to the Golden City form the loyal (and surprisingly semi-competent) City Watch. Detectives with many peers, they adorn themselves with a rudimentary badge of office by bolting plates of polished gold to their skin.

Ogre (Dryadalis Anthropophagus) Racial Stat Caps:

F	6	A	4	T	6	M	6	I	5	C	8	E	4	S	6	L	5	W	6
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The party has primary access to the following Talent Lists:
Common, Melee, Strength, Ogre

Party Special Ability:

All models from this list have *Pro Boxer*, *Intimidating (1)*, and *Thick Skin (1)*, and are subject to the following rules:

Clumsy Faekin: Ogres are unit type: *Fae*. (Note that ogres do not get *Primary Access to Fae Talents* just because they conveniently happen to be fae by nature. Fae talents remain exotic talents for ogres, who tend to be out of their element acting with that sort of poise and grace anyway.)

Gluttons: Any model that is taken prisoner can be devoured during the post game sequence by using a post-game action. A model with the *Butcher* talent may use their post-game action to allow all other models in their party to devour any number of prisoners as their post-game action.

A Hero devouring prisoners is granted experience points equal to the number of models they personally devour. Even models in the party who are not from the ogres list can be peer-pressured into cannibalism if all the cool ogres are doing it. Vehicles can even be eaten by ogre models. Ogres eat basically anything. All of the devoured prisoner's equipment is kept by the ogre party.

Bad For Business: All ogres suffer -2 on rarity checks when searching for items in the Market Bazaar because they so often accidentally break products while browsing.

Ogre Bull 120 gold

F	3	A	1	T	4	M	6	I	2	C	5	E	3	S	4	L	1	W	3
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Talents: Bull Rush, Toss (2)

Ogre Detective 235 gold

F	2	A	1	T	4	M	6	I	2	C	6	E	3	S	4	L	2	W	3
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Talents: Noir Detective, Shadowkin, Sneaky (3), Streetwise (3), Toss (1)

Ogre Ranger 160 gold

F	2	A	1	T	4	M	6	I	3	C	5	E	3	S	4	L	3	W	3
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Talents: Ride, Beast Handler (choose two), Farmer, Wiley Explorer, Toss (1)

Ogre Soup Priest 180 gold

F	3	A	1	T	5	M	6	I	2	C	5	E	3	S	4	L	1	W	3
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Talents: Butcher, Cannibal Cuisine, Toss (1), Tactically Eat Opponent, Mushroom Chef, Worldly Diet

Captive Maw Spawn (unit type: Void) 110 gold

In their magnetic, phosphorescent caves far below the city, the ogre Soup Priests pay tribute to their starving, psychic meteor-god with sacrifices of meat and bone. In return, it is said that the distended maw of this pulsating leviathan spews forth a murderous creature, gaunt in stature, six legged and made of teeth, with eyes as cold and empty as the void itself.

Whatever their origin, the beasts make dangerous mastiffs, and migrating ogre herds have been documented keeping them around on thick, chain leashes as pets and guard animals.

F	5	A	2	T	3	M	6	I	5	C	4	E	4	S	4	L	1	W	1
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Talents: Feral, Six Legged, Mob Member, Predator, Spleen Percussionist

The Captive Maw Spawn has Primary Access to Speed talents, does NOT have Thick Skin or Pro Boxer, and does NOT have the Clumsy Faekin rule.

Pioneer Knights

The scouts of all armies throughout history have seen many things in their travels. There are many folk tales of riders stumbling into a mystical land or forgotten realm. Some even ride their horses as far as the gates of the Golden City. They are protected by their strict martial discipline, and by sulphur, the physical form of lightning.

Human (Homo Sapiens Sagittarius) Racial Stat Caps:

F	6	A	4	T	4	M	4	I	6	C	10	E	4	S	4	L	6	W	3
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The party has primary access to the following Talent Lists:

Common, Melee, Shooting, Strength, Speed, Knowledge,
Questing, Church of the Buddha-Emperor

Party Special Ability:

Models from the Pioneer Knights list have been trained to aim from the saddle. If they make a shooting action while *Mounted*, they will ignore the -1 penalty to their Lasers suffered from Movement actions during their unit turn.

Knight of Powdered Thunder 111 gold

F	3	A	1	T	3	M	4	I	3	C	7	E	3	S	3	L	3	W	1
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Talents: Ride, Overwatch, Gunnery Master, Good Vision

Knight of Sharp Feathers 111 gold

F	3	A	1	T	3	M	4	I	3	C	7	E	3	S	3	L	3	W	1
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Talents: Ride, Overwatch, Quick of String, Good Vision

Knight of Lead Teeth 111 gold

F	3	A	1	T	3	M	4	I	3	C	7	E	3	S	3	L	3	W	1
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Talents: Ride, Overwatch, Gunslinger, Trick Shooter (2)

Knight of Bottled Sunlight 111 gold

F	3	A	1	T	3	M	4	I	3	C	7	E	3	S	3	L	3	W	1
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Talents: Ride, Overwatch, Technocrat, Trained Grenadier

Pirates and Bootleggers

The black market of any city has its suppliers and underlings, and the Golden City is no different. Most bootleggers operate under the watchful eye of one of the giant houses, who will always insist on getting their cut. Some pirates unwittingly sail into the City Harbour from elsewhere or else-when, guided to their berth by dusty maps and cartographer's notes written in invisible ink.

Human (Homo Sapiens Simulacrum) Racial Stat Caps:

F	6	A	3	T	4	M	4	I	8	C	10	E	4	S	4	L	6	W	3
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The party has primary access to the following Talent Lists:

Common, Melee, Shooting, Speed, Piracy

Party Special Ability:

Models from this list are subject to the following rules:

Sailors: All models from this list have the *Swim* talent.

Song of the Secret Eighth Sea: If the Leader of your exploratory party is selected from the *Pirates and Bootleggers* list then any enemy models your party takes as prisoners may be convinced to renounce their previous affiliations and be baked into a pie for six shillings per night and a sizable daily offering of rye whiskey. That is to say, join your party.

If your leader chooses to beguile an enemy prisoner into becoming a member of their salty crew, they will engage in contested C checks with the prisoner. If the prisoner holds out, and the Pirate Leader is the first to fail a C check, nothing of note happens and the prisoner is dealt with normally. If however the prisoner fails their C check first, they are thoroughly convinced by the moral and ethical groundings of piracy, such as democracy, liberty, equal gender rights, and excellent fishing opportunities. They sign on as a member of your party and are under your control for the rest of the campaign, never to return. Use a token to represent the model unless you are given special permission to use it by its owning player.

Pirate 33 gold

F	3	A	1	T	3	M	4	I	4	C	6	E	3	S	2	L	2	W	1
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Talents: Sword Poet, Knife Thrower (1), Drive (Boats)



[SKETCH OF PIRATES BOARDING A MERCHANT VESSEL
ON THE HIGH SEAS, SWINGING OVER ON ROPES ETC.]

Rum Bootlegger 42 gold

F	1	A	1	T	2	M	4	I	2	C	5	E	3	S	2	L	1	W	1
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Talents: Alchemy, Barter, Brewer, Master Brewer

[SKETCH OF A PIRATE SHIP
SAILING THROUGH AN ASTEROID FIELD ABOVE A NEBULA.
FISHBOWL HELMETS BUT OTHERWISE OLDSCHOOL PIRATES]

Goon 55 gold

F	3	A	1	T	3	M	4	I	2	C	5	E	3	S	4	L	1	W	1
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Talents: Mighty Fists, Toss (1), Intimidating (1), Spectacular Strangler (1)

Goons have Primary Access to Strength talents instead of Speed talents.
Speed talents are Exotic Talents for goons.

[SKETCH OF 1920S MOBSTERS IN BOWLER HATS
LOADING CRATES OF MOONSHINE INTO A FLYING SAUCER]

poem.

pedestrians!
please pause perambulation,
ponder pithy poem's
puzzling proclamation:

prose.'s prolix,
paradoxical pirate-paradigm
preludes prefix
plus practically [rhymes].

prose. proposes pro-rose
proles' prolific purpose:
perform phalanx
picnic protests. pretext:

parleying parliaments
"planetary peace presuppose!"
pleasant peasant penitent pheasants
parallax pax praxis phoenixes!

prose.'s palate
proved pallid palette
pelting potent portent
parlance pellets.

palliate pretentious pedagogue,
prose.'s pen polars polite.
pavement-painted prologue
prophecies poet's plight:

proximal pantry
presides professor plum. plump plum
palms plumbic plumbing pipe purposefully.
prances, pounces!

pummels parietal powdery,
plucks pudendum,
pilfers pearls, painfully
perishes pretty princess.

police prosecution?
plum's perfectly
poker-faced:
"practising protestant."

preposterous partisan peacock:
paste-pot patriarch possessing printing press
(plus pet plebeians, phylactery,
porsche platoons, processing plants).

paragon? piffle! plum's paltry poultry.
presuming patrician's prejudice's
prefigured, plum's probably
pardoned promptly. pity.

petty panda's podium
pillages panderer's pandora's [box],
prepackages pixelated pabulum pogrom,
publishes pandemonium pox.

privatized pinocchio pundits pun,
ploying phony [fnord] plutonium.
plot plainly profits
poisonous panjandrum.

paramilitary prophets
pilot purloined planes, powerfully
perforating paired pillars
pyrotechnically.



poppycock parroting politicians
perform perfunctory pantomimes.
perplexed peons
play peekaboo palestine.

pied piper primate presidents
procure petroleum pipelines.
padres pirouette, polka,
plunk pianos part-time.

plainsclothed panzer popes
patrol pew'd palaces' precrime.
pompous psychopomps
ponderously pontificating

persecuting patent pending
poetic presentation:
pentabarfs preaching
pathologic P-alliteration

predominantly 'pon pavlovian "patriotic"
pixies predestined past prime:
pernicious parables pacifying
pathos petrified philistines.

pachacamac pops prozac, polymorphs prosaic.
puff, puff, pass potent paranoia panacea. parasitic
playboy-paladin punk pricks
proudly port paraplegic

purse poodles, parade prada, pose panegyric.
priced poltergeists' pharisaic
pecking-order's plethora'd plutocratic
problems prove proverbial pink pachyderm pandemic.

poignant presidings
persnickety poesy purports:
penumbral pentagrams
poise pointing pitchforks

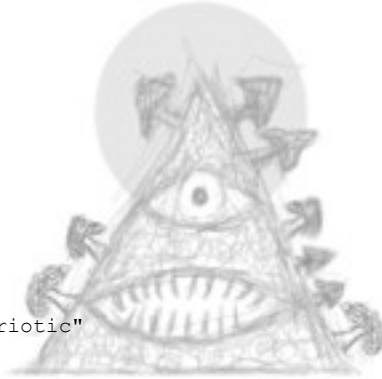
perversely palpating
protagonist's pineal [gland].
puck promises powerful pacts placed,
purveying personal power... potentially.

perhaps philosophize practising
prototype psyche-putsch plan?
please persevere populace.
phantasmagorically,

prose.

ps: prose. "pwned" poetry.
postponed potency...?
pending pg,
pomegranate preferring persephone.

poem's perused,
please proceed.
prose. prays poem
proved pleasing [read]. :p



Pit Fighters and Gladiators

Blood is the sport of human history, and the Golden City hosts only the greatest of sport. Thousands of gladiatorial rings from across the ages dot the city landscape. Cheering throngs of gibbering dæmons waive money at mad-eyed dwarven scalpers as a captured barbarian king butchers slaves in the sand pit below. To become a champion of the pits of the golden city is to be a killer of untold thousands, a prince within their own cells, but a slave to the crowds forever. To fail to achieve this glory is to die. It is no wonder that many attempt to escape and take their chances in the city streets, though few survive their first week on the outside...

Racial Stat Caps:

Dwarf (Homo Ferrarius)

F	12	A	6	T	5	M	3	I	5	C	20	E	3	S	4	L	12	W	4
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Human (Homo Sapiens Gladius)

F	6	A	4	T	4	M	4	I	6	C	10	E	4	S	4	L	6	W	3
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Lizard People (Saurus Populo)

F	12	A	6	T	7	M	7	I	3	C	11	E	4	S	7	L	12	W	4
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Orc (Apium Homicidium Pugnandum)

F	7	A	5	T	5	M	4	I	5	C	7	E	3	S	5	L	5	W	4
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Stone Troll (Risus Creta)

F	4	A	3	T	11	M	4	I	2	C	7	E	2	S	8	L	3	W	7
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Necromantic Construct (Mortuus Inprobus)

F	4	A	4	T	4	M	4	I	4	C	4	E	4	S	4	L	4	W	4
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The party has primary access to the following Talent Lists:

Common, Melee, Strength, Speed, Assassin, Troll Murderer,
Lumberjack, Church of the Buddha-Emperor

Party Special Ability:

Models from this list are subject to the following rules:

Heart's Blood: Can never wear any armour with the *Suit* rule.

Spartacus Reference: All models from this list have *Pit Gladiator*, and *Spleen Percussionist*, and can reroll 1s on Attack Rolls in Melee.

Trained In The Sport Of Death: All gladiator models must select one of the following Fighting Styles at purchase:

Bestiarius

May reroll Attack Rolls against models with the Feral rule.

Dimachaerus

Cannot use shields. Gains sword poet and may add +1 to their F when making parry counter-actions. Adds +1 to their armour save in melee if equipped with two or more swords.

Hoplomachus

May reroll failed Parry checks with bucklers if they are currently holding a spear, javelin or pilum.

Myrmillo

As long as the model is also making one or more attacks using a sword during this melee phase, the model has +1F when making shield bash attacks and will never count as dual wielding when doing so.

Retiarius

Has the Clever Trapper talent.

Secutor

May wear any form of armour, including suits.

Violence Is A Team Sport: If you choose at party creation to have NO allied party list and recruit solely from this one for the entire campaign, then yours is a truly elite force, the envy of stadiums and fighting pits across the Golden City. All Monsters purchased for your party have been trained as gladiators themselves and automatically gain the *Heart's Blood* and *Trained In The Sport Of Death* rules. They count as gladiators for the purposes of these rules and must select one fighting style at purchase.

[SKETCH OF LINEUP OF GLADIATORS]

Dwarf Gladiator 75 gold

F	5	A	1	T	4	M	3	I	3	C	7	E	3	S	3	L	3	W	1
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Talents: Thick Skull, Blood Drunk, Masterful Monster Murderer

Human Gladiator 35 gold

F	4	A	1	T	3	M	4	I	3	C	7	E	3	S	3	L	2	W	1
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Talents: Ambidextrous, Throw Melee Weapon

Lizard-Alien Gladiator (unit type: Void) 175 gold

F	7	A	1	T	4	M	5	I	3	C	7	E	3	S	3	L	2	W	2
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Talents: Additional Eyes (4), Extra Arms (2), Long Tongue

Orc Gladiator 35 gold

F	4	A	2	T	4	M	4	I	2	C	4	E	2	S	3	L	1	W	1
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Talents: Coward, Crowd Courage, Mob Member, Waaar!,
I Ain't Afraid Of Nobody!

Stone Troll Gladiator (unit type: Fae) 150 gold

F	3	A	1	T	5	M	2	I	1	C	3	E	2	S	5	L	1	W	3
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Talents: Stupid, Intimidating (1), Thick Skin (3), Thick Skull, Toss (1),
Regenerate (2), Immune to Fire

Undead Gladiator 35 gold

F	4	A	1	T	4	M	3	I	2	C	4	E	2	S	3	L	3	W	1
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Talents: Undead, Extra Tough

[SKETCH OF ANOTHER LINEUP OF GLADIATORS]

Questing Knights

Lost bands of knights often find their way into the Golden City by chasing mirages deep into the sands of the Sahara, becoming beguiled by the reflection of a woman in a lake, wandering inside misty, forgotten forests or perhaps simply charging full tilt at windmills...

Human (Homo Sapiens Errant) Racial Stat Caps:

F	6	A	4	T	4	M	4	I	6	C	11	E	4	S	4	L	5	W	3
----------	---	----------	---	----------	---	----------	---	----------	---	----------	----	----------	---	----------	---	----------	---	----------	---

The party has primary access to the following Talent Lists:

Common, Melee, Strength, Speed, Knowledge, Questing,
Church of the Buddha-Emperor, Troll Murderer

Party Special Ability:

Models from the Questing Knights list that spend their post-game action exploring may reroll any ones on their Exploratory Die. Additionally, **no model from the Questing Knights list may ever become a Wizard**, though they may still become a Priest as normal.

Pious Knight 50 gold

F	3	A	1	T	3	M	4	I	3	C	8	E	3	S	3	L	2	W	1
----------	---	----------	---	----------	---	----------	---	----------	---	----------	---	----------	---	----------	---	----------	---	----------	---

Talents: Ride, Disarm, Sword Poet, Vow of Arrogant Competition

Obedient Squire 30 gold

F	2	A	1	T	3	M	4	I	3	C	7	E	3	S	2	L	2	W	1
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Talents: Ride, Mob Member, Literate (2)

Filthy Peasant 15 gold

F	1	A	1	T	2	M	3	I	2	C	5	E	2	S	2	L	1	W	1
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Talents: Coward, Farmer

Servants of the Lich*

*the Lich, not THE Lich.

Look, just call our lawyers.

Those orcs know what they're doing.

"Voodoo is a hell of a drug."



Necromantic Construct (Mortuus Inprobis) Racial Stat Caps:

F	4	A	4	T	4	M	4	I	4	C	4	E	4	S	4	L	4	W	4
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The party has primary access to the following Talent Lists:

Common, Melee, Strength, Shooting, Knowledge, Beast, Ogre, Mutations

Party Special Ability:

Models from this list are subject to the following rules:

Cold Logic: Any models from this list who are wizards may reroll 1s when attempting to cast spells, but not prayers.

Experimental Projects: Any Feral Creatures or Monsters purchased for an Exploratory Party whose Leader is a Lich may choose to purchase the *Undead* talent for 35 gold.

Undead Minions: If your exploratory party's Leader is a Lich then any models purchased from an Allied party list may choose to purchase the *Undead* talent for 50 gold.

Untrustworthy Necessities: Liches are unlikely to trust anyone who works for hire. In case it needed to be said, all Hirelings must still pay full price for the *Undead* talent.

[SKETCH OF A TECHNOLOGICALLY ADVANCED LICH'S RESEARCH LAB:
WHERE UNHOLY SORCERY MEETS UNTESTED SCIENCE]

Lecherous Lich 185 gold

F	2	A	1	T	4	M	4	I	2	C	10	E	3	S	3	L	2	W	4
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Talents: Undead, Literate (5), Wizard.

Knows the Phylactery spell from the lore of Necromancy.

Life Drain: During the game this model gains a wound for every unsaved wound it inflicts on another model. The Lich may increase its wounds all the way up to 10 in this manner but will revert back to its normal profile before the post-game sequence begins, or if taken *Out of Action*.

Ancient Mage: Despite their racial handicap, all Liches have C10.

Artisan Zombie 50 gold

F	2	A	1	T	4	M	3	I	2	C	4	E	2	S	2	L	1	W	1
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Talents: Undead, Thick Skin (1), Tough as Nails, Wrestler (1)

Bone Machine 80 gold

F	1	A	2	T	2	M	4	I	2	C	4	E	3	S	2	L	1	W	2
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Talents: Undead, Extra Arms (3), Horns, Layers of Teeth, Spiked Shell, Bard, Implant Flute

Sick Opera: Friendly *Undead* models within Base (3) Contact of a *Jamming Bone Machine* gain *Crowd Courage* and +1M.

Flesh Sculpture 85 gold

F	3	A	2	T	3	M	4	I	4	C	4	E	3	S	3	L	1	W	1
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Talents: Undead, Feral, Acrobat, Agile, Fleet, Leap, Rolling Tumble

Masterwork Skeleton 50 gold

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

Talents: Undead, Sword Poet, Practice Makes Perfect

Spooky Ghost! 35 gold

F	1	A	1	T	1	M	*	I	2	C	4	E	2	S	1	L	1	W	1
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Talents: Undead, Change Form (Living Shadows)

* The ghost has a Movement value of 2d6". Roll again at the beginning of each Movement phase. On a roll of 11 or 12, the Spooky Ghost! has *Flying* until its next recovery phase.

Zombie Jerky Recipes

[REDACTED DOCUMENT c0135.2a]

Hello Dr. [REDACTED], we hope you are well. Forgive the short nature of this letter after all you've written to us, but things are changing over here and we are perpetually occupied. The new boss is very [REDACTED], and has us building [REDACTED]. I can't talk about everything just yet.

Gathered here are a few of my old notes on modern military-grade zombie creation as commissioned by the Undead Applications Corps of the Pentagon, the majority of which was recently declassified. [REDACTED]! It seems we can finally share our research with other curious academics. Thank [REDACTED].

To build a long-lasting zombie it is vitally important to cure the meat effectively. Jerking techniques have the added effect of strengthening the durability of the zombie corpus in the process, as well as adding to its longevity (and vastly improving its smell).

To begin, cut out any fat, connective tissues, and bone and preserve them in ice for use later in making gelatin, soup stock, fat golems, toothwyrms, [REDACTED], and other pet projects. Only the best portions of meat will be used here. Cut the meat into strips about one or two inches wide, and ½ an inch or less thick. Partially frozen meat may be easier to cut with precision. The length of these strips will vary based on which part of the body they will be animated to act as musculature for. Plan accordingly.

Once cured, strips of jerked meat can be braided together to provide additional strength and power to the fully animated automaton. RE: torque, applied physics. Get some engineers in to consult. Some of our people grew a creature with seven [REDACTED] that could [REDACTED].

After preparing the meat, soak it in salt brine for a day and a night. The following morning, rinse the strips lightly by splashing them with clean water before laying them out to dry. Brine can be as simple as salt water or as complex as one's palate desires. Human meat is well suited to jerking as their diets are already heavily saturated with salts, and the meat absorbs it well.

Jerky can be dried in many different ways, and this, like the flavour of the brine, falls to the discretion of the individual lich. Seasoned strips can be laid out over a rock during hot weather, protected from insects by a smudge fire or by a thin cloth, and will dry over the course of about three days. Jerky can be dried in the heat above a fire or stove or in the smoke of said fire. However one chooses to dry the meat, the resulting jerky should be dark in colour, firm to the touch, yet easy to bend and break. Its durability when carefully braided together, hexed to unlife, and clad for war, vastly outclasses the inferior reanimation processes favoured by our esteemed colleagues over in [REDACTED].

[REDACTED] But don't worry, we killed it before it could speak.

Jerky zombies should be dried out with a heat gun for long-term storage, and stewed lightly in boiling water 12 hours before combat or physical labour. The following are brine recipes that my colleagues have favoured and, to my enduring dismay, named. Measurements are all per two pounds of human meat or similar, but you may be working on a more industrial scale and will no doubt want to experiment. [REDACTED]

"Caramel Cannibals"

¼ cup brown sugar, 1cup soy sauce. Soak at least three to six hours.

[REDACTED]

"Savoury Slavery"

8tbsp soy sauce, 4tbsp red wine vinegar, 1tsp black pepper, a dozen cloves of freshly crushed garlic, 1cup water. Soak overnight along with a large bolt of iron (such as a railroad spike).

"Spicy"

[REDACTED] and ½tbsp allspice. Soak underground for twelve nights below a pentagram.

"Tangy Lemon Murder"

¼ tsp black pepper, ¼tsp sea salt, 1tsp lemon juice, ½cup soy sauce. Soak overnight.

[REDACTED]

¼tsp myrrh, ½tsp sea salt,

Of course, brine is not entirely necessary, and you can jerk meat via dry methods as well. Sprinkle the bottom of a crock pot with sea salt, brown sugar, garlic powder and ground pepper, then place a layer of meat strips on top of them and sprinkle the same mixture again. Fill the pot with alternating layers and refrigerate it for a day and a night. Alternatively, [REDACTED], and seasoning mixtures can be ritually massaged into the meat by hand or with a rolling pin.

I look forward to seeing you and your team at the [REDACTED] in [REDACTED] next month. It should be a large gathering this year now that Halliburton have finally repaired the tertiary altar.

Sincerely,

[REDACTED]

Sisters of the Church

The guardians of the City's vast libraries of canon. It is their most pious of duties to seek out and document all the tired jetsam of the material realms and to gather intelligence on each new arrival; to catalogue all information on it as a holy sacrament, and, if necessary, to beat it to death with hammers.

Human (Homo Sapiens Nonna) Racial Stat Caps:

F	6	A	4	T	4	M	4	I	6	C	10	E	4	S	4	L	6	W	3
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The party has primary access to the following Talent Lists:

Church of the Buddha-Emperor, Common, Knowledge, Astarte, Assassin, Melee, Shooting, Strength, Speed, Questing, Troll Murderer

Party Special Ability:

A Warrior Explorer, Her: Models from the Sisters of the Church list that spend their post-game action exploring may reroll any ones on their Exploratory Die.

Nunsploitation Fixation: All models purchased from this list have the *Donkey Badonkadonk* prayer from the *Prayers of Eshornaal* list as a natural talent. The *Nunsploitation Fixation* talent does not make any model become a priest nor does it interfere with the purchasing of marks or with becoming a priest of a different god. (Eshornaal thinks butts are for sharing anyway...)

Archivist 33 gold

F	2	A	1	T	3	M	4	I	3	C	8	E	3	S	2	L	2	W	1
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Talents: Literate (3), Technocrat, True Name Researcher

Canoness 233 gold

F	5	A	1	T	3	M	4	I	4	C	9	E	3	S	4	L	5	W	1
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Talents: Literate (2), Intimidating (2), Violence Artist, Agile, Toss (2), Technocrat, Medical Knowledge, Sidestep (2), Wrestler (3)

Stoic Command: A canoness who is your exploratory party's *Leader* adds +3" to the *Leader* ability's range.

Bladescribe 108 gold

F	5	A	1	T	3	M	4	I	3	C	8	E	3	S	4	L	2	W	1
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Talents: Literate (1), Toss (1), Violence Artist, Masterful Monster Murderer, Blind Faith, Technocrat, Sword Poet

Vows of Plot Armour: Cannot wear armour with the *Suit* rule.

Tactical Combat Nun 77 gold

F	4	A	1	T	3	M	4	I	3	C	8	E	3	S	3	L	4	W	1
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Talents: Literate (1), Toss (1), Violence Artist, Technocrat, Medical Knowledge, Trained Grenadier, Wrestler (1)

*From the collected diaries of Captain Anastasia Horse, Arch-Twerk Nun
and 3rd Degree Ontological Buttslut:*

You are the very eyes of the godhead itself. The universe becoming self-aware. I thought I saw G-d once. Yod-He-Vau-He. Atom-shattering. Nuclear. Long ago in the far future at the beginning of the universe. Everything is white. A canvas. A page. An empty void. Each and every one of us is writing in the black ink of our internal monologue upon this empty canvas, this blank page, and the book of the universe is constantly growing.

Yet I look to this book's cover, and I see that it is on fire.

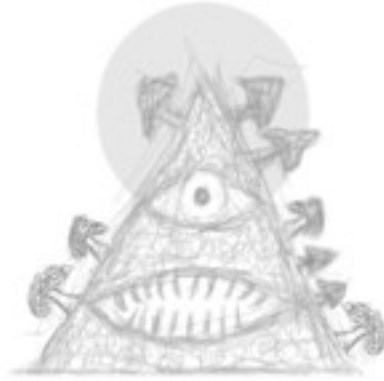
The book is burning, and it is threatening to consume itself in flames unless we, its writers, continue to experience it faster than it can consume itself. It is our most sacred responsibility to exist, and to experience, that we may aid in the continued existence of the self-aware universe; The Burning Book: Allah, YHWH, Tlazolteotl-Eris, Chronos, Quetzalcoatl, Tezcatlipoca, Calliope, Shit, Piss, Fuck, Cunt, Cocksucker, Motherfucker, Tits, Kike, Nigger, Wop, Spic, faggot, G-d.

Censorship is cannibalism.

Science and math are holy languages. Languages of truth and beauty and honest glory. Let love and math guide you on your own lifelong quest to complete your existence's personal contribution to god. Every self-aware life matters, no matter its form. Its mind must be cherished and nurtured, and must be given as much opportunity as possible to live a "good life" by its own definition of such a term, and thus add its story to the beautiful burning book of the ever-expanding universe.

Bring glory to tomorrow. If god has to end some day, then perhaps we may learn to write the epilogue together.

I love you.



THE BURNING FACE OF GOD HAS FOUR HUNDRED AND FIFTY-ONE NAMES.

It speaks to us, a poem of embers, plagiarizing and replagiarizing itself
over and over to reproduce and survive.

The story must live.

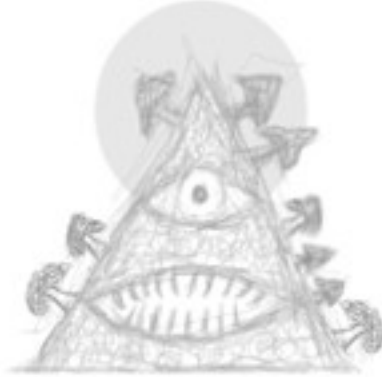
The show must go on.

To be continued...

The only thing more terrifying than the written word is the blank page.

Tomb Guardians

Boo!



Necromantic Construct (Mortuus Inprobus) Racial Stat Caps:

F	4	A	4	T	4	M	4	I	4	C	4	E	4	S	4	L	4	W	4
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The party has primary access to the following Talent Lists:

Common, Melee, Shooting, Knowledge, Speed, Strength,
Assassin, Lumberjack, Questing, Troll Murderer

Party Special Ability:

Models from this list gain the following rules:

Articulate Automaton: Models from this list may reroll any 1s on attack rolls in Melee and with Projectile Weapons.

Mistrustful of Outsiders: If you choose, at party creation, to only have recruiting access to this Party List and exclude your exploratory party from ever recruiting any models from an Allied Party List, then models from this list may count as having +2C whenever they make a Command check. Mercantile Contractors, Monsters, and Feral Creatures do not gain this bonus.

The Undead Cold War: Models from the *Tomb Guardians* list can never be included in the same exploratory party as any models from the *Servants of the Lich* or *Vampire Minions* lists.

Mummified Champion 100 gold

F	4	A	1	T	3	M	4	I	2	C	4	E	3	S	3	L	4	W	1
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Talents: Undead, Sprint, Dodge (2), Toss (2), Technocrat, Agile, Rolling Tumble, Leap, Sneaky (2), Immune to Pain (3)

Highly Flammable: This model cannot take *Immune to Pain* saves against *Fire* wounds. *Fire* attacks automatically light this model on *Fire*. This model cannot be *Extinguished* except by the *Quench* Pyromancy spell, the *Fire Fighter* talent or with a water hose. Any of these three things will nullify *Highly Flammable*, exchanging their own standard rules for an attempt at a normal extinguishing action on the mummified champion.

Quantum Architect 140 gold

F	1	A	1	T	2	M	4	I	2	C	4	E	2	S	2	L	1	W	1
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Talents: Undead, Sneaky (1), Technocrat, Warden of the Veil (1)

Wizard. Knows one Astromancy spell.

Sanctum Guardian Construct 200 gold

F	3	A	1	T	4	M	2	I	2	C	4	E	1	S	4	L	3	W	4
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Talents: Undead, Hard as Nails, Huge Size, Toss (2), Thick Skin (4), Immune to Fire, Immune to Poison, Wrestler (4), Sneaky (4), Mighty Fists, Quiet As A Mouse

Skeleton Warrior 30 gold

F	3	A	1	T	2	M	4	I	2	C	4	E	2	S	2	L	3	W	1
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Talents: Undead, Sneaky (2), Technocrat

Solar Sphinx 230 gold

F	4	A	3	T	4	M	4	I	4	C	7	E	3	S	6	L	1	W	2
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Talents: Feral, Predator, Sneaky (4), Sprint, Leap, Always on Fire, Immune to Fire, Fire Breath (3) (S3, AP1),

Ra's Pet: May have *Flying* at purchase for +45 gold

Veins Full of Fire: The Solar Sphinx is not Undead, nor does it have the *Articulate Automaton* rule.

Charon's Fare

The underworld inhabited by humanity's dead is a truly ancient place: A primordial land far older than mere humans or the infant worlds humans build and name as homes. A tribunal of eleven mummified apes pass judgement on the dead from within a red clay hut at the centre of this vast realm. All humans instinctively remember the red clay hut, and they know in their bones that they will one day return to it.

On the fringes of the underworld, as with any place humans gather, strange and intricate subcultures have evolved. On the near shore of the river Styx stands a warped shantytown of unimaginable proportions.

Modern funerary traditions, whether a burial by earth, fire, water or air, frequently focus on aesthetics for the benefit of the still living, and in doing so leave their principal wholly unprepared for the journey that lies beyond. These pitiable souls arrive blind and lost on the shores of the Styx. Without two coins to pay the ferryman for passage to the far side, they cannot face the judgement of their ancestors. Unable to cross over into the afterlife of their people, these sad ghosts eke out a fragile existence on the edge of unlife. For a thousand times a thousand years the lost dead have gathered here, huddled around cold fires and grasping desperately at fleeting memories of warmth.

The coins of a dead man offer the possibility of salvation, and are swiftly stolen from naive, weak newcomers. Those in possession of such valuable tokens can name their price in the shanty markets. Wise elders, who greet their deaths as an old friend, sometimes come prepared. They trade their copper for secret favours from the dead, and bribe Charon for their passage with a sprig of fresh mistletoe.

Vampire Minions

Though they do not remember it, the sons and daughters of Adam were first taught the secrets of city building from Prismatic Non-Euclidian Angles of Mercy. Witnesses of the flawless geometry inherent to their bodies eventually gave rise to the concept of architecture within the human imagination.

Cain's children have plagued humanity since the age of the first world: The beast, always lurking in the shadows beyond the campfire; The cannibalistic caveman; The Wendigo folk illness; The wolf in the wood and the serial killer on the streets of old London. The mark of Cain is buried deep within their DNA, and the very same neurochemical reactions that cause their bodies to demand blood as sustenance also drive their amygdala to misfire whenever the prefrontal cortex receives strong visual stimuli containing any precise, ninety degree angles. This misfire drives them into a state of blind panic and fear.

It is an act of astonishing self control for a child of Cain to enter into any city, let alone the Golden City. Those that dare to tread its streets do so with supreme purpose in their stride and yogic meditations to lend them clarity of mind.

The party has primary access to the following Talent Lists:

Common, Melee, Shooting, Knowledge, Strength, Speed,
Assassin, Vampire

Party Special Ability:

Models from this list are subject to the following rules:

Feudal Hierarchy: Models from the Vampire Minions list may reroll *Fear* checks due to being far more afraid of failing the orders of their ancient vampire masters than anything else the Golden City has to offer.

Ghoulish Children: As long as your party's current Leader is an *Aristocratic*, *Nosferatu* or *Wendigo* Vampire, any model recruited from an Allied Party List may purchase up to one Vampire Talent of their choice as a Primary Access Talent.

Vampire (Homo Sapiens Lamia) Racial Stat Caps:

F	12	A	5	T	5	M	4	I	12	C	11	E	6	S	10	L	12	W	4
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Aristocratic Vampire 150 gold

F	4	A	1	T	4	M	4	I	4	C	7	E	3	S	4	L	4	W	1
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Talents: Undead, Sneaky (1), Barter, Literate (2), Meditation

Nosferatu Vampire 150 gold

F	3	A	1	T	4	M	4	I	3	C	7	E	3	S	3	L	3	W	1
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Talents: Undead, Sneaky (5), Change Form (bat), Infiltrate, Meditation

Wendigo Vampire 150 gold

F	4	A	2	T	4	M	4	I	4	C	3	E	3	S	5	L	1	W	1
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Talents: Undead, Sneaky (3), Feral, Frenzy, Blood Drunk, Leap, Rolling Tumble, Dodge (1), Sidestep (1), Agile

[SKETCH OF BELA LEGOSI WAVING HELLO TO THE READER]

Necromantic Construct (Mortuus Inprobus) Racial Stat Caps:

F	4	A	4	T	4	M	4	I	4	C	4	E	4	S	4	L	4	W	4
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Brittle Skeleton 15 gold

F	2	A	1	T	1	M	4	I	2	C	3	E	2	S	1	L	2	W	1
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Talents: Undead, Stupid, Sneaky (1)

Squishy Zombie 10 gold

F	1	A	1	T	3	M	2	I	1	C	2	E	1	S	1	L	1	W	1
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Talents: Undead, Feral, Crowd Courage, Mob Mentality

Vermintide

Infesting the gutters and sewers of the Golden City, they breed in the darkness in a sickening frenzy. Their population seems to triple in number every few months, and substantial bounties are offered for their scalps, encouraging many would-be exterminators to venture out into the streets at night, never to return.

Chittering voices can be heard, late at night, plotting in the empty spaces between house walls. They watch you, gazing in through the cracks in your floorboards with a ravenous hunger in their sick, beady eyes.

Vermintide (Foetida Perverterunt) Racial Stat Caps:

F	9	A	6	T	3	M	6	I	13	C	7	E	6	S	4	L	9	W	3
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The party has primary access to the following Talent Lists:

Common, Melee, Shooting, Speed, Assassin, Beast, Mutations, Vermintide

Party Special Ability:

Models from the Vermintide list gain the following rules:

Experiments of a Mad Scientist: Mutant rats in a party that includes Vermintide models have the *Unit Type: Vermintide* and *Primary Access* to Vermintide talents. Any Monsters in an exploratory party that includes Vermintide models may be upgraded to gain *Primary Access* to Vermintide talents, and *Unit Type: Vermintide*, for +25 gold.

Knife Affinity: Any model with unit type: Vermintide, or that gains unit type: Vermintide through the *Experiments of a Mad Scientist*, may reroll 1s on their Attack Rolls when using knives or throwing knives.

Starving: Any model that is captured due to Humiliating Injury or Exploration can be devoured and their possessions retained. A Vermintide hero devouring captured models is granted experience points equal to the number of models that were consumed. Any Vermintide hero may choose to devour a captured model.

Vehicles can NOT be eaten.

Vermintide Assassin: 25 gold

F	3	A	1	T	1	M	5	I	5	C	4	E	3	S	2	L	3	W	1
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Talents: Prehensile Tail, Violence Artist, Spectacular Strangler (2)

Vermintide Engineer: 30 gold

F	2	A	1	T	1	M	5	I	4	C	4	E	3	S	1	L	3	W	1
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Talents: Prehensile Tail, Alchemy, Blacksmith (1), Technocrat

Vermintide King-of-Rats: 195 gold

F	3	A	2	T	3	M	5	I	3	C	5	E	3	S	2	L	2	W	7
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Talents: Prehensile Tail, Wrestler (7), Hatred (Vermintide), Extra Arms (7), Regeneration (1)

The King-of-Rats ignores the Vermintide Racial Stat Cap for its Wounds characteristic. This stat has no cap and can be increased forever.

Vermintide Missionary: 30 gold

F	3	A	1	T	1	M	5	I	4	C	4	E	3	S	1	L	2	W	1
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Talents: Prehensile Tail, Mob Member, Hatred (everything), Warp Eater

Vermintide Packmaster: 20 gold

F	3	A	1	T	2	M	5	I	4	C	4	E	3	S	1	L	2	W	1
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Talents: Prehensile Tail, Ride, Beast Handler (Rat Swarms, Mutant Rats)

Vermintide Rat Swarm: 10 gold

F	1	A	1	T	1	M	5	I	4	C	2	E	4	S	1	L	0	W	2
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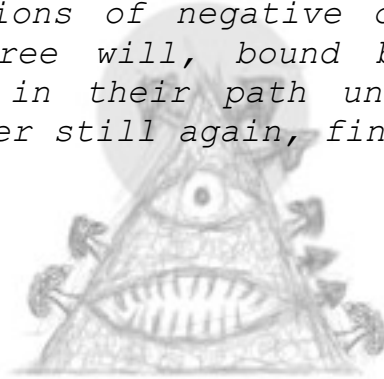
Talents: Feral, Coward, Sneaky (8), Agile, Quiet as a Mouse, Wall Runner, Blood Drunk, May ignore terrain while moving. Reeking of whiskey and urine, the rat swarm is *Flammable*.

Vermintide Rat Swarms can never take upgrades or equipment.

**[SKETCH OF LOTS OF CREEPY, HATEFUL RAT EYES IN THE DARK
STARING OUT AT THE READER]**

Void Monsters

In χάος, the Outer Void, beyond the orbit of even the most distant asteroids of consciousness, lie primal, ancient star dragons. Champions of negative order: They are gods without logic or free will, bound by their natures to consume all things in their path until the universe is completely and forever still again, finally at peace.



Void Monster (Draconem Nihilo) Racial Stat Caps:

F	12	A	8	T	14	M	8	I	12	C	4	E	8	S	14	L	12	W	8
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The party has primary access to the following Talent Lists:
Melee, Shooting, Strength, Speed, Beast, Vampire, Mutations

NOTE:

Models from the Void Monsters party are the one party list that does NOT have Primary Access to Common talents.
If you want to purchase Common talents for these models, they can only be purchased as Exotic Talents.

Party Special Ability:

Models purchased from this list gain the following rules:

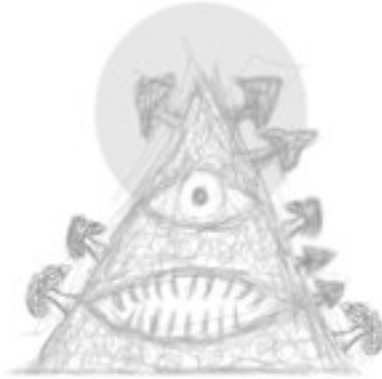
Ancient Voyagers: Models from the Void Monsters list that spend their post-game action exploring may reroll any ones on their Exploratory Die roll.

Brain Eaters: If your Leader is purchased from the Void Monsters list, then any human models purchased from an Allied party list gain +1C whenever they roll a *Fear* check.

Void Insect 75 gold

F	3	A	2	T	2	M	5	I	4	C	4	E	3	S	3	L	0	W	1
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Talents: Feral, Six Legged, Mob Member, Flying, Deep Strike



Void Horror 110 gold

F	5	A	2	T	3	M	6	I	5	C	4	E	4	S	4	L	0	W	1
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Talents: Feral, Six Legged, Mob Member, Predator, Spleen Percussionist

Star Dragon 1,010 gold

F	10	A	8	T	8	M	8	I	8	C	4	E	8	S	8	L	10	W	8
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Talents: Feral, Predator, Mob Member, Deep Strike, Toss (4), Intimidating (5), Layers of Teeth,

Dark Glamour: To mask its nature, the Star Dragon may choose to clothe itself in the shape of a humanoid or any other form that suits its needs. At the beginning of its recovery phase the Star dragon must declare its shape and replace itself with a suitable model built to represent this form.

The mighty Star Dragon may take any number of forms of different size, but none may be any larger than a 12" cube.

The Star Dragon has Primary Access to Knowledge talents, as well as Primary Access to the Common talent *Flying*.

**[SKETCH OF A SWARM OF GIANT SPACE LOCUSTS
FORMING INTO A MALEVOLENT FACE WITH PIERCING EYES]**

Warp Cult

Religion is a tremendously dangerous activity in the Golden City, and one should be very careful that one's god does not come knocking at one's church.

Nevertheless, there are always those who will pay homage to the masks, and so there will always be cults devoted to their wearers: the lunatic fringe, who know that the body is really inside the mind.

The party has primary access to the following Talent Lists:
Common, Melee, Shooting, Speed, Strength, Beast, Mutations

[ART: POSSESSED BODIES RIPPLING WITH ENERGY]

Party Special Ability:

Models from the Warp Cult list have little respect for antiquated concepts such as biology or the laws of physics. Models from this list have no racial stat caps and any stat may be trained as high as you can imagine (Well, as high as you can pay for in gold, anyway).

Possessed Mortal: 55 gold

F	3	A	2	T	3	M	4	I	3	C	7	E	3	S	4	L	2	W	2
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Talents: Dæmon, Literate (1), True Name Researcher

Devout Cultist: 23 gold

F	1	A	1	T	2	M	4	I	2	C	5	E	3	S	2	L	1	W	1
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Talents: Mob Member, Literate (1)

Unbound Entity: 616 gold

F	*	A	*	T	*	M	*	I	*	C	13	E	*	S	*	L	*	W	5
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Talents: Dæmon, Wizard. Knows any one Chronomancy spell.

Perpendicular Folding Interface To Lower Reality: This model has randomly generated stats that change from moment to moment. Roll 2d6 as an *interrupt* for each stat marked with an * at the beginning of every Game Cycle to generate the Entity's characteristics for that cycle. This number will be their characteristic value for the remainder of the game cycle in which it was rolled.

The Unbound Entity's characteristics can **never** be upgraded.

[SKETCH. SOME KIND OF OPTICAL ILLUSION.]

Witch Hunters

Pest control in the Golden City is a very lucrative profession. The extermination of annoying nests of assorted wizards, witches, warlocks, psychics, shamen, midwives, weavers, gurus, sorcerers, fakirs, bruja, and shampoo sales associates is always in high demand, as they weave their nests in buildings and brains all across the Golden City.

The standard Witch Hunters Guild contract for driving these pests out of their newest grandiose skull shaped tower lair includes, but is not limited to (with extended warranty), incinerating all of their ancient, smelly manuscripts, cleaning out the air ducts for talking bats or other obnoxious familiars, sweeping out all the gross tissue papers on the floor, and giving the whole place a good dust and mopping. Witch Hunters are traditionally skilled with the broomstick and torch, their guild's weapons of office.

Human (Homo Sapiens Cruciator) Racial Stat Caps:

F	6	A	4	T	4	M	4	I	6	C	10	E	4	S	4	L	6	W	3
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The party has primary access to the following Talent Lists:

Common, Melee, Shooting, Strength, Knowledge, Lumberjack, Church of the Buddha-Emperor, Questing, Troll Murderer

Party Special Ability:

Witch Hunter models are subject to the following rules:

Burn the Witch: Witch Hunter models *Hate* all Wizards (but not Priests). A party with one or more models selected from the Witch Hunters list may never include a Wizard because their throat would be slit immediately by the Witch Hunter.

Four-Five-One: Enemy models within 4" of one or more Witch Hunters must subtract the highest *Literate* value those Witch Hunters possess from their own *Literate* value. This can temporarily reduce a model's *Literate* value to zero.

Pure of Mind and Body: Witch Hunter models may never purchase Mutations and any Witch Hunter that gains one will end their own lives immediately or be executed on the spot.

Weapon of Office: May reroll Attack Rolls with lit torches.

Inquisitor: 50 gold

F	3	A	1	T	3	M	4	I	3	C	8	E	3	S	3	L	3	W	1
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Talents: Intimidating (2), Literate (2), Indignant Fury, Sidestep (1)

Unsuspected: Instead of rerolling the die, enemy models will automatically fail their first successful spot check if this model is wearing a moustache and glasses disguise.

Two's A Conspiracy: Inquisitors gain +1 to their Intimidating level for each friendly inquisitor within Base (3) Contact.

Acolyte: 30 gold

F	2	A	1	T	3	M	4	I	3	C	6	E	3	S	2	L	2	W	1
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Talents: Literate (1), Coward, Barter, Drive (All)

Good Communicators: Inquisitors within 6" of a friendly Acolyte add +1 to their Literate level for each friendly Custodian or Dentist that is also within 6" of the Acolyte.

Custodian: 30 gold

F	1	A	1	T	3	M	4	I	3	C	6	E	3	S	2	L	1	W	1
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Talents: Literate (1), Alchemy

Hidden In Plain Sight: If your party contains no Inquisitors, Acolytes or Dentists, then all Custodians lose the *Burn The Witch* and *Four-Five-One* rules, gain the *Sneaky* (8) talent instead, and may even be upgraded to higher ranking members of their mysterious order:

Upgrade any such Custodian to a Keeper of Keys at purchase (or with a ceremony using one post-game action) for +108 gold. A Keeper of Keys can always *Lock* or *Unlock* any door in terrain, friendly or enemy, as a Shoot action as if they had the correct key token.

[SKETCH OF GROUP OF JUMPSUITED CUSTODIANS CLEANING, RENOVATING, AND REDECORATING A WIZARD'S LAIR, TURNING IT INTO A FANCY RESTAURANT, COMPLETE WITH A PIANO PLAYER BEING WHEELED INTO PLACE ALREADY PLAYING]

Dentist: 30 gold

F	1	A	1	T	3	M	4	I	3	C	7	E	3	S	2	L	1	W	1
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Talents: Literate (1), True Name Researcher, Dæmon Degradar

Teeth Wired Shut, The Secret Code of the Arch-Dentist:

If your party contains no Inquisitors, Acolytes or Custodians, then all Dentists lose the *Burn the Witch* and *Four-Five-One* rules, gain the *Intimidating* (2) talent instead, and may even be upgraded to higher ranking members of their mysterious order:

Upgrade any such dentist to an Arch-Dentist at purchase (or with a ceremony using one post-game action) for +303 gold. An Arch-Dentist is a Wizard, knows one spell of your choice from the Lore of Neuromancy, and has *Warden of the Veil* (3).

Woodland Fae

*O Lost Albion
Where Oberon and fair Mab playe.*

*Bee you moste careful in the wild root places,
Never you mind their maze of faces.
Never fall for their embraces.
Never lose your way.*

*No one woulde accuse, Your Graces,
That malice be your plan this day,
Yet wise travellers carry cold iron in their suitcases
To ward away the fae.*

Wood Fae (Dryadalis Arbor) Racial Stat Caps:

F	11	A	5	T	3	M	7	I	9	C	11	E	7	S	4	L	12	W	3
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The party has primary access to the following Talent Lists:

Common, Melee, Shooting, Speed, Knowledge, Assassin, Fae

Party Special Ability:

Woodland Fae models have the *Fae Quickness* talent and automatically pass Climb checks in trees or forest terrain.

Dryad: 33 gold

F	3	A	1	T	2	M	4	I	4	C	5	E	3	S	3	L	1	W	1
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Talents: Agile, Dæmon, Hatred (everything), Flammable

Pixie, Sprite, Or Fairy Light: 55 gold

F	1	A	1	T	1	M	7	I	5	C	3	E	5	S	1	L	3	W	1
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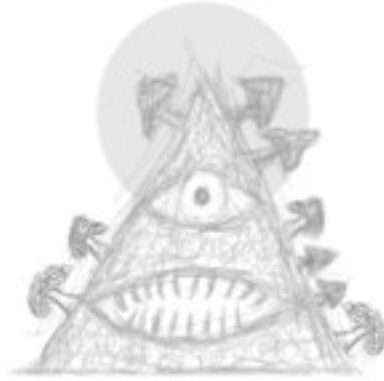
Talents: Agile, Dæmon, always counts as having a lantern

Tree Elf: 105 gold

F	4	A	1	T	3	M	5	I	5	C	5	E	4	S	2	L	4	W	1
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Talents: Ride, Quick of String, Toss (1), Blood Drunk

HIRELINGS



[ART: TAVERN FULL OF ECLECTIC SELLSWORDS AND MERCENARIES]

MERCANTILE CONTRACTORS

Recruiting Hirelings

A party may recruit Hirelings by paying their *hire fee* at the Market Bazaar. You can employ any number of any type of Hireling at a time. Just make sure you can afford to pay all their upkeep fees (see below).

Despite being members of the party in all other ways, Hirelings do not count as members of your party for the purposes of party size when selling Moldavite. You're already paying them Upkeep, so they don't need a second cut.

Hirelings and the Campaign

After each battle, including the first, you must pay the Hireling's *upkeep fee* if you wish to retain the model in your employ. If you can't or won't pay, the Hireling leaves immediately and returns to the Market Bazaar with their accumulated experience and equipment. A hireling will add 15 gold to their *hire fee* and add 5 gold to their *upkeep fee* each time they return to the Market Bazaar.

The returning hireling keeps any weapons or equipment purchased for them, including any Mount. The experienced hireling can now be hired by ANY party willing to pay their *hire fee* (*not their upkeep fee, that comes later*). If they are ever unemployed, they can also be re-hired by your own party at their new cost during a later post game sequence.

Hirelings start with all the equipment they need to do their job, but that doesn't mean you can't upgrade their equipment. You can never sell a Hireling's equipment or weapons and they will always keep them, even if given new equipment, unless they become fully disarmed or are otherwise robbed (or if the item was one-use-only, duh).

Bombastic and Dashing Talking Mouse (Unit Type: Fae)**Hire Fee:** 35 gold **Upkeep Fee:** 15 gold per game

F	4	A	2	T	1	M	6	I	6	C	8	E	4	S	1	L	2	W	1
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Talents: Sneaky (5), Quiet as a Mouse, Acrobat, Agile, Wall Runner, Leap, Sword Poet**Primary Talent Access:** Common, Melee, Shooting, Speed, Fae, Assassin, Knowledge, Questing**Equipment:** sword**Dwarven Chronomancer****Hire Fee:** 203 gold **Upkeep Fee:** 23 gold per game

F	4	A	1	T	4	M	3	I	3	C	8	E	2	S	4	L	4	W	1
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Talents: Thick Skull, Twitching Triceps, Technocrat, Alchemy, Overwatch Wizard. Knows Continuum Origami and Time Warp Again**Primary Talent Access:** Common, Melee, Strength, Shooting, Knowledge, Dwarf**Equipment:** laser axe, plasma blaster, quark pistol, temporal flux grenade, void suit, force shield, quantum agitator**Dwarven Troll Murderer****Hire Fee:** 45 gold **Upkeep Fee:** 15 gold per game

F	5	A	1	T	4	M	3	I	3	C	8	E	2	S	4	L	3	W	1
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Talents: Thick Skull, Twitching Triceps, Hatred (Trolls), Blood Drunk**Primary Talent Access:** Common, Melee, Strength, Shooting, Lumberjack, Dwarf, Troll Murderer**Equipment:** pair of axes OR pair of hammers OR great axe OR great hammer OR pair of pistols OR pair of six-shooters**Goblin Guide****Hire Fee:** 13 gold **Upkeep Fee:** 5 gold per game

F	2	A	1	T	1	M	5	I	3	C	4	E	3	S	1	L	2	W	1
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Talents: Sneaky (3), Streetwise (2), Scout, Wiley Explorer Spectacular Strangler (1)**Primary Talent Access:** Common, Melee, Shooting, Speed, Orc**Equipment:** knife, lantern, garotte wire**Hobbit Rogue****Hire Fee:** 15 gold **Upkeep Fee:** 5 gold per game

F	2	A	1	T	1	M	5	I	4	C	7	E	3	S	1	L	3	W	1
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Talents: Sneaky (4), Agile, Ride, Scout, Swim, Spectacular Strangler (1)**Primary Talent Access:** Common, Melee, Shooting, Knowledge, Speed, Hobbit**Equipment:** knife, short bow, garotte wire, grappling hook

Human Adventurer

Hire Fee: 23 gold **Upkeep Fee:** 9 gold per game

F	3	A	1	T	3	M	4	I	3	C	7	E	3	S	2	L	3	W	1
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Talents: Ride, Sword Poet, Ambidextrous, Swashbuckler

Primary Talent Access: Common, Melee, Shooting, Strength, Speed, Knowledge, Lumberjack, Piracy, Church of the Buddha-Emperor, Assassin, Questing, Troll Murderer

Equipment: sword, knife, crossbow, toughened leather armour

Human Barbarian

Hire Fee: 55 gold **Upkeep Fee:** 11 gold per game

F	4	A	2	T	3	M	4	I	4	C	7	E	3	S	4	L	2	W	1
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Talents: Twitching Triceps, Meditation, Mighty Fists

Primary Talent Access: Common, Knowledge, Melee, Strength, Speed

Equipment: great axe OR long sword

Human Bard

Hire Fee: 20 gold **Upkeep Fee:** 8 gold per game

F	2	A	1	T	3	M	4	I	3	C	6	E	3	S	2	L	2	W	1
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Talents: Bard, Literate (2), Songs of the Seven Seas

Primary Talent Access: Common, Melee, Shooting, Knowledge, Piracy

Equipment: knife

Human Champion of the Warp

Hire Fee: 65 gold **Upkeep Fee:** 23 gold per game

F	6	A	2	T	4	M	4	I	4	C	8	E	3	S	4	L	6	W	1
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Talents: Ride, Mighty Fists, Toss (2), True Grit

Must purchase a Mark of the Warp during first Hire.

Primary Talent Access: Common, Melee, Shooting, Strength, Speed, Knowledge, Beast, Mutations

Equipment: axe, sword, meteoric iron armour, horned helmet

Human Druid

Hire Fee: 75 gold **Upkeep Fee:** 23 gold per game

F	1	A	1	T	3	M	4	I	3	C	6	E	3	S	3	L	2	W	1
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Talents: Ride, Wiley Explorer, Beast Handler (choose 5), Wizard. Knows 1 spell from Lore of Life and Death.

Primary Talent Access: Common, Shooting, Knowledge

Equipment: club, knife, bow, magic mushrooms (choose 1)

Human Gladiator

Hire Fee: 25 gold **Upkeep Fee:** 11 gold per game

F	4	A	1	T	3	M	4	I	3	C	6	E	3	S	3	L	2	W	1
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Talents: Pit Gladiator, Spleen Percussionist.

May reroll failed Attack Rolls in Melee.

Can never wear any armour with the *Suit* rule.

Must choose one Fighting Style from the *Pit Fighters and Gladiators* Exploratory Party list during purchase.

Primary Talent Access: Common, Melee, Strength, Speed

Equipment: Toughened leather armour and 1 of the following:

sword+shield OR 2 swords OR great axe OR great hammer OR buckler+spear OR whip+knife

Human Healer

Hire Fee: 20 gold **Upkeep Fee:** 7 gold per game

F	1	A	1	T	3	M	4	I	3	C	6	E	3	S	2	L	1	W	1
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Talents: Farmer, Medical Knowledge

Primary Talent Access: Common, Knowledge

Equipment: knife, healing herbs, clove of garlic

Human Knight

Hire Fee: 20 gold **Upkeep Fee:** 11 gold per game

F	3	A	1	T	3	M	4	I	3	C	7	E	3	S	3	L	2	W	1
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Talents: Ride, Sword Poet, Vow of Arrogant Competition

Primary Talent Access: Common, Melee, Strength, Speed, Knowledge, Questing

Equipment: lance, sword, wooden shield, plate armour, breastplate, helmet

Human Priest

Hire Fee: 35 gold **Upkeep Fee:** 11 gold per game

F	1	A	1	T	3	M	4	I	3	C	7	E	3	S	2	L	1	W	1
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Talents: Priest. Knows any 1 prayer of your choice.

Primary Talent Access: Common, Knowledge, Church of the Buddha-Emperor

Equipment: knife, one gourd of blessed water

Human Wizard

Hire Fee: 77 gold **Upkeep Fee:** 23 gold per game

F	1	A	1	T	3	M	4	I	3	C	7	E	3	S	2	L	1	W	1
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Talents: Literate (2), Drunk With Power

Wizard. Knows any 2 Hedge Magic spells.

Primary Talent Access: Common, Knowledge

Equipment: staff, knife

Legionnaire of the LVth Century Holy Techno-Roman Empire

Hire Fee: 55 gold **Upkeep Fee:** 17 gold per game

F	5	A	1	T	5	M	4	I	2	C	8	E	2	S	5	L	5	W	1
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Talents: Robot (F, C, L), Ambidextrous, Mob Member, Technocrat, Disarm, Wrestler (2), Codex Tactics, Combat Drills

Primary Talent Access: Common, Melee, Shooting, Strength

Equipment: enhanced senses, pilum, sword, knife, helmet, suppression shield, toughened leather armour, 3 fragmentation grenades

Ogre Bodyguard (Unit Type: Fae)

Hire Fee: 75 gold **Upkeep Fee:** 15 gold per game

F	3	A	1	T	4	M	6	I	3	C	6	E	3	S	4	L	2	W	3
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Talents: Intimidating (1), Thick Skin (1), Bull Rush, Pro Boxer, Toss (2)

Primary Talent Access: Common, Melee, Strength, Ogre

Equipment: sword, axe, club, breastplate

Ogre Mariachi (Unit Type: Fae)

Hire Fee: 85 gold **Upkeep Fee:** 15 gold per game

F	2	A	1	T	4	M	6	I	3	C	7	E	3	S	4	L	2	W	3
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Talents: Intimidating (2), Thick Skin (1), Pro Boxer, Toss (1), Bard, Gunslinger

Primary Talent Access: Common, Melee, Strength, Ogre

Equipment: acoustic guitar, duelling pistol, two six-shooters

Orc Barbarian

Hire Fee: 55 gold **Upkeep Fee:** 15 gold per game

F	4	A	2	T	4	M	4	I	2	C	6	E	2	S	5	L	2	W	1
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Talents: Coward, Crowd Courage, Mob Member, Mighty Fists, Twitching Triceps

Primary Talent Access: Common, Melee, Strength, Orc, Beast

Equipment: horned helmet, great axe OR long sword

Radioactive Nuclear Zombie

Hire Fee: 29 gold **Upkeep Fee:** 9 gold per game

F	2	A	1	T	4	M	4	I	1	C	2	E	1	S	4	L	1	W	2
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Talents: Stupid, Undead, Twitching Triceps, Mighty Fists

Primary Talent Access: Common, Melee, Strength, Beast

Equipment: implant fighting chain, implant blunderbuss

Skeleton Ninja

Hire Fee: 61 gold **Upkeep Fee:** 17 gold per game

F	3	A	1	T	2	M	4	I	3	C	4	E	4	S	3	L	3	W	1
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Talents: Undead, Sneaky (4), Quiet As A Mouse, Acrobat, Agile, Fleet, Leap, Wall Runner, Knife Thrower (2), Spectacular Strangler (1)

Primary Talent Access: Common, Melee, Shooting, Speed, Assassin, Troll Murderer

Equipment: a knife, a BIGGER knife, throwing knives, garotte wire
Always counts as being equipped with a clove of garlic (for the smell).

Vermintide Assassin

Hire Fee: 21 gold **Upkeep Fee:** 12 gold per game

F	3	A	1	T	1	M	5	I	5	C	4	E	3	S	2	L	3	W	1
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Talents: Violence Artist, Prehensile Tail, Spectacular Strangler (2)

Knife Affinity: This model can reroll 1s on Attack Rolls using knives or throwing knives.

Primary Talent Access: Common, Melee, Shooting, Speed, Vermintide, Assassin, Beast, Mutations

Equipment: fighting claws, knife, sling, garotte wire, grappling hook

Void Elf Hoodoo Laser-Scorpion

Hire Fee: 75 gold **Upkeep Fee:** 25 gold per game

F	7	A	1	T	2	M	4	I	6	C	7	E	4	S	3	L	4	W	1
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Talents: Infiltrate, Technocrat, Sneaky (4), Quiet as a Mouse, Master Strike, Mighty Fists, Spleen Percussionist

Primary Talent Access: Common, Melee, Assassin, Speed, Fae, Dark Elf, Troll Murderer, Vampire

Equipment: chainsaw Sword, helmet with enhanced senses and AU implant blowpipe

Widdershins Ranger

Hire Fee: 55 gold **Upkeep Fee:** 23 gold per game

F	3	A	1	T	2	M	4	I	4	C	7	E	3	S	2	L	5	W	1
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Talents: Ride, Good Vision, Fae Quickness, Mossfoot, Toss (1) Dodge (1)

Primary Talent Access: Common, Melee, Shooting, Knowledge, Speed, Fae, Dark Elf

Equipment: Fae longbow, knife, toughened leather armour

Feral Creatures

- Do not gain experience (so the only way to give them talents is if you buy them training using gold).
- Suffer no strength penalties when fighting unarmed, but their attacks are still *Primitive*.
- Cannot use the Leader's C unless noted.
- Cannot take any post-game actions in the Market Bazaar.
- Often have the Four Legged rule. This has more to do with their skill at climbing and nothing to do with how they use their legs (or if they even have any legs). If they suck at climbing, they have the Four Legged talent, if they can climb decently, or at least not terribly, they don't. The Movement Bonus is factored into the profile already.

[SKETCH OF GIANT PUPPIES PLAYING WITH A TINY HUMAN]

Feral Checks

At the beginning of their Recovery phase, before any Stupidity checks or other effects, every *Feral* model must first pass a C check to respond to their player's control. Multiple *Feral* creatures in a unit must test individually.

If they fail, the creature goes *Feral* instead of responding to Player control this Game Cycle and must roll a d3 on the following table to see how they behave instinctively:

1: Cower

Must move directly towards the nearest terrain. Once inside the creature must then *Hide* and *Hit the Dirt*. Models with *Predator* must reroll this result. The second result stands.

2: Forage

Must move 2d6" in a random direction, then become *Locked*.

3: Confront

Gains *Frenzy* for this Game Cycle, and must move directly to charge the closest enemy model.

Mounts

When organizing a patrol, any model with the *Feral* rule may be nominated as a *Mount* for any model with the *Ride* talent.

Despite being purchased as two separate models in the party, Mount and Rider are treated as a single model with both sets of rules and talents during the game. Mounted models always gain the unit type of their mount. Resolve all attacks and effects against the Rider. Mounts may still contribute their attack rolls in melee at the appropriate initiative step, but can never be targeted in return. Think of them like a bonus weapon.

The Rider may choose to substitute their Mount's movement and evasion characteristics instead of their own at any time, and Mounts use their Rider's C+5 for all *Feral* and/or *Stupid* Checks.

Instead of ever using the Mount's Wounds characteristic directly, mounted models gain +1W on their own profile for each wound their mount has. (*This may take the Rider far above its racial stat cap.*)

Mounts are automatically *Knocked Down*, *Stunned* and taken *Out of Action* along with their riders. If the combined model is taken *Out of Action*, Mount and Rider are both hurt and each roll separately for their own Humiliating Injury.

Mounted models can NEVER dismount during the game. The streets of the Golden City are cold and dangerous. Mounts will likely be eaten by the sidewalk if left unattended.

Mounts that take enemies *Out of Action* never yield experience points for their riders. Mounts are still Feral Creatures first and foremost and therefore ignore Experience.

Mounted models deployed in a Unit must be riding the exact same kind of Mounts as each other, just the same as if they were normal equipment.

Taking a mounted enemy *Out of Action* is only worth one experience point, again treating the combined rider and mount as one model.

Anaconda (Glutus Maximus) 40 gold

F	3	A	1	T	4	M	5	I	6	C	3	E	3	S	4	L	0	W	1
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Talents: Sneaky (3), Predator, Spectacular Strangler (3)

Primary Talent Access: Common, Melee, Strength, Assassin

Constrict: This model always counts as being equipped with a garotte wire, and has +10S during garotte actions.

Anteater (Myrmecophaga Tridactyla) 7 gold

F	2	A	1	T	2	M	3	I	2	C	2	E	2	S	2	L	0	W	1
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Talents: Thick Skin (1), Stupid, Four Legged, Bull Rush

Primary Talent Access: Common, Melee, Strength

Archaeopteryx (unit type: Dinosaur) 25 gold

F	2	A	1	T	1	M	3	I	4	C	2	E	4	S	1	L	0	W	1
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Talents: Flying, Acrobat, Coward, Dodge (1)

Primary Talent Access: Common, Melee, Speed

Bat 5 gold

F	1	A	1	T	1	M	1	I	3	C	2	E	4	S	1	L	0	W	1
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Talents: Flying, Acrobat, Coward, Stupid, Dodge (1)

Primary Talent Access: Speed

Bear (Ursus Arctos) 23 gold

F	3	A	1	T	4	M	4	I	3	C	3	E	3	S	3	L	0	W	1
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Talents: Thick Skin (1), Four Legged

Primary Talent Access: Common, Melee, Strength, Lumberjack

Camel (Camelus Dromedarius) or Llama (Lama Glama) 16 gold

F	1	A	1	T	3	M	6	I	2	C	2	E	2	S	3	L	0	W	1
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Talents: Four Legged, Ignores Difficult Ground.

Primary Talent Access: Common, Strength

Cheetah (Acinonyx Jubatus) 50 gold

F	3	A	1	T	2	M	14	I	6	C	2	E	3	S	2	L	0	W	1
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Talents: Four-Legged, Fleet, Sprint, Sneaky (5), Dodge (1), Pounce

Primary Talent Access: Common, Melee, Speed, Assassin

Cow (Coooooow) 7 gold

F	1	A	1	T	4	M	4	I	1	C	2	E	1	S	4	L	0	W	2
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Talents: Four Legged, Stupid, Bull Rush,

Seeing Red: May have *Horns* and *Blood Drunk* for +2 gold

Primary Talent Access: Strength

Crocodile (Crocodylus Niloticus) 41 gold

F	3	A	1	T	4	M	4	I	4	C	3	E	3	S	4	L	0	W	1
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Talents: Swim, Four Legged, Tactically Eat Opponent,

Predator, Infiltrate, Sneaky

Primary Talent Access: Common, Melee, Strength, Assassin

Deer (Odocoileus Virginianus) 5 gold

F	1	A	1	T	2	M	9	I	6	C	2	E	4	S	1	L	0	W	1
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Talents: Sprint, Agile, Leap, Antlers, Coward, Stupid, Four Legged

Primary Talent Access: Speed

Dog, Hyena, Mutant Rat or Wolf 30 gold

F	4	A	1	T	3	M	8	I	4	C	3	E	3	S	4	L	0	W	1
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Talents: Scout, Mob Member, Four Legged, Pounce

Primary Talent Access: Common, Melee, Strength, Speed

Dolphin or Porpoise 25 gold

F	2	A	1	T	3	M	4	I	3	C	5	E	3	S	2	L	0	W	1
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Talents: Fish Body, Acrobat, Leap

Primary Talent Access: Common, Melee, Speed, Knowledge

Donkey Or Mule 7 gold

F	1	A	1	T	3	M	5	I	1	C	2	E	2	S	3	L	0	W	1
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Talents: Stupid, Four Legged, Twitching Triceps.

Primary Talent Access: Strength

Eagle or Falcon 45 gold

F	2	A	1	T	1	M	2	I	7	C	3	E	5	S	1	L	0	W	1
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Talents: Flying, Acrobat, Predator, Dodge (1)

Primary Talent Access: Common, Melee, Assassin, Speed

Elephant (Loxodonta Africana) 125 gold

F	2	A	1	T	6	M	5	I	2	C	5	E	2	S	5	L	0	W	4
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Talents: Tusks, Thick Skin (2), Bull Rush, Four Legged

Primary Talent Access: Common, Melee, Strength, Knowledge

Feral Human (Homo Sapiens Sapiens) 8 gold

F	3	A	2	T	2	M	4	I	4	C	2	E	3	S	2	L	1	W	1
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Talents: Coward, Stupid, Frenzy, The Amazing Flex-O-Brain

Primary Talent Access: Melee, Strength, Speed

Giant Spider or Giant Ant 18 gold

F	2	A	1	T	2	M	4	I	2	C	2	E	2	S	2	L	0	W	1
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Talents: Eight or Six Legged, Stupid, Mob Member

Primary Talent Access: Common, Melee, Strength, Speed

Giraffe (Giraffa Camelopardalis) 23 gold

F	1	A	1	T	4	M	7	I	3	C	2	E	2	S	3	L	0	W	1
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Talents: Four Legged, Headbutt, May reroll Spot Checks.

Primary Talent Access: Common, Melee, Assassin, Questing

Guerrilla Gorilla (Gorilla Gorilla) 66 gold

F	3	A	1	T	4	M	4	I	3	C	5	E	3	S	5	L	1	W	1
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Talents: Acrobat, Leap, Wall Runner, Toss (1), Wrestler (1), Sneaky (3)

Primary Talent Access: Common, Melee, Strength, Knowledge

Hippopotamus (Hippopotamus Gorgops) 78 gold

F	2	A	1	T	6	M	3	I	2	C	2	E	2	S	5	L	0	W	4
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Talents: Four Legged, Swim, Thick Skin (2), Tactically Eat Opponent

Primary Talent Access: Common, Melee, Strength, Speed

Horse (Equus Feris) 12 gold

F	2	A	1	T	3	M	8	I	4	C	2	E	3	S	3	L	0	W	1
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Talents: Sprint, Four Legged

Primary Talent Access: Common, Melee, Speed, Strength

Kangaroo (Macropus Rufus) 35 gold

F	3	A	1	T	3	M	7	I	4	C	3	E	3	S	3	L	0	W	1
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Talents: Pro-Boxer, Leap, May reroll Leap distance.

Primary Talent Access: Common, Melee, Speed

Lion (Panthera Leo) 45 gold

F	4	A	2	T	3	M	6	I	5	C	4	E	3	S	4	L	0	W	1
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Talents: Leap, Sneaky (4), Pounce, Violence Artist,

Mob Member, Crowd Courage

Primary Talent Access: Common, Melee, Strength, Speed

Orca Dolphin "The Whale Killer" (Orcinus Orca) 95 gold

F	3	A	1	T	6	M	6	I	3	C	5	E	3	S	5	L	0	W	4
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Talents: Fish Body, Predator, Layers of Teeth, Leap

Primary Talent Access: Common, Melee, Speed, Strength

Ostrich (Truthio Camelus) 19 gold

F	2	A	1	T	2	M	11	I	5	C	2	E	4	S	2	L	0	W	1
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Talents: Sprint, Stupid, Coward

Primary Talent Access: Common, Melee, Speed, Questing

Polar Bear (Ursus Maritimus) 74 gold

F	4	A	1	T	5	M	5	I	3	C	3	E	3	S	5	L	0	W	3
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Talents: Four Legged, Swim, Thick Skin (1), Predator

Primary Talent Access: Common, Melee, Strength, Beast

Pterodactyl (unit type: Dinosaur) 55 gold

F	1	A	1	T	2	M	1	I	4	C	2	E	4	S	2	L	0	W	1
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Talents: Flying, Acrobat, Coward

Primary Talent Access: Common, Melee, Speed

Rhinoceros (Ceratotherium Simum) or Moose (Alces Alces) 80 gold

F	3	A	1	T	6	M	4	I	2	C	2	E	2	S	5	L	0	W	4
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Talents: Horn/Antlers, Four Legged, Thick Skin (2), Bull Rush

Primary Talent Access: Common, Melee, Strength

Shark (Carcharodon Carcharias) 25 gold

F	4	A	1	T	4	M	7	I	4	C	3	E	3	S	4	L	0	W	1
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Talents: Layers of Teeth, Leap, Blood Drunk, Predator

Eyyy: Any enemy model that successfully jumps over top of this miniature will immediately gain +1 experience.

No Legs! Sharks have the Fish Body mutation.

Legs! May purchase a pair of heavily muscled runner's legs for +20 gold, allowing the legged shark to replace the Fish Body mutation with the Sprint talent when moving outside liquid terrain. A legged shark becomes *Fae* and gains Primary Access to Fae talents.

Primary Talent Access: Common, Melee, Strength, Speed

Sheep (Ovis Aries) 3 gold

F	1	A	1	T	1	M	3	I	1	C	2	E	2	S	1	L	0	W	1
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Talents: Coward, Stupid, Mob Member, Four Legged

Primary Talent Access: Hobbit

Small Flock of Chickens (Gallus Gallus Domesticus) 3 gold

F	1	A	1	T	1	M	2	I	1	C	2	E	2	S	1	L	0	W	2
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Talents: Coward, Stupid, Agile, Leap

Primary Talent Access: Speed

Squiggly Toothy Beast (Shrubbery Dentata) 11 gold

Unit Type: Goblin

F	3	A	1	T	3	M	5	I	1	C	2	E	2	S	4	L	0	W	1
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Talents: Coward, Stupid, Pounce, Blood Drunk, Abyssal Jowls

Primary Talent Access: Common, Melee, Strength, Beast

Squirrel, Rat, Cat, Fox or Raccoon 25 gold

F	2	A	1	T	1	M	7	I	7	C	2	E	4	S	1	L	0	W	1
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Talents: Wall Runner, Sneaky (7), Agile, Pounce, Coward

Primary Talent Access: Common, Melee, Speed

Tiger (Panthera Tigris) 45 gold

F	3	A	2	T	3	M	7	I	5	C	3	E	3	S	4	L	0	W	1
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Talents: Acrobat, Leap, Sneaky (5), Wall Runner, Predator, Pounce

Primary Talent Access: Common, Melee, Strength, Speed

Tortoise (Aldabrachelys Gigantea) 15 gold

F	1	A	1	T	3	M	1	I	1	C	5	E	1	S	1	L	0	W	1
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Talents: Thick Skin (4), Four Legged

Primary Talent Access: Common, Knowledge

Turtle (Ertmochelys Imbricata) 14 gold

F	1	A	1	T	2	M	3	I	1	C	5	E	2	S	1	L	0	W	1
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Talents: Fish Body, Thick Skin (2)

Primary Talent Access: Common, Knowledge

Velociraptor (unit type: Dinosaur) 30 gold

F	4	A	2	T	2	M	7	I	5	C	2	E	3	S	3	L	0	W	1
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Talents: Leap, Thick Skin (1), Four Legged, Mob Member

Primary Talent Access: Common, Melee, Speed

Walrus (Odobenus Rosmarus) 48 gold

F	3	A	1	T	5	M	2	I	2	C	2	E	2	S	4	L	0	W	2
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Talents: Thick Skin (2) Swim, Bull Rush, Tusks, Four Legged

Primary Talent Access: Common, Melee, Strength

Wild Boar, Warthog or Pig (Oink!) 5 gold

F	2	A	1	T	3	M	3	I	1	C	2	E	2	S	2	L	0	W	1
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Talents: Wiley Explorer, Coward, Four Legged,

Toothy Grin: May have Tusks for +3 gold

Primary Talent Access: Common, Melee, Strength

Zebra (Equus Quagga) 33 gold

F	1	A	1	T	3	M	9	I	3	C	2	E	3	S	3	L	0	W	1
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Talents: Sprint, Dodge (1), Four Legged

Primary Talent Access: Speed, Strength

Monsters

- Monsters all have the *Pro Boxer* talent.
- Suffer -1 Initiative for Climb Checks.
- Cannot roll Exploration Dice
- Cannot participate in the Market Bazaar.
- Cannot Hide
- Do not gain experience
- Cannot upgrade any profile characteristic above 6.
- If a monster's starting characteristic is already 5, 6 or higher, it may be upgraded with gold, but only twice for a maximum of +2 to that characteristic.
- May be ridden by a number of models equal to their number of wounds. Ridden Monsters are not Mounts and models riding the monster can be attacked separately in both shooting and melee. Models may mount or dismount a monster during their movement phase by moving into or out of Base (1) Contact with them. Models mounted on a monster do not count as moving when the monster moves. They are considered to be at the top of the monster's body for line of sight purposes.

* * *

Dragons, and other creatures not listed here, can easily be created through combinations of upgrades, mutations, and talents, and by saying the following mystical incantation:

"This weird looking thing over here counts as a ____."

Dragons are kinda overplayed anyway. The only dragon that's been done with any class in the last like... half century is Grugalurogran, and he's from a frickin' kids show so he has to share screen time with a bunch of Pokémon rejects. Sigh.

This tiny sentence hereby formally acknowledges that the new Hobbit's Smaug was pretty respectable too.

Aesir (Iris Rex) 270 gold

F	6	A	4	T	4	M	4	I	6	C	10	E	4	S	4	L	6	W	3
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Talents: Dæmon, Alchemy, Blacksmith (3), Literate (1), Wrestler (3)

Primary Talent Access: Common, Melee, Strength, Knowledge

Ancient Minotaur (Musclus Vaccam) 315 gold

F	4	A	2	T	6	M	6	I	3	C	7	E	3	S	7	L	2	W	5
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Talents: Horns, Thick Skin (2), Bull Rush, Toss (3),

Blood Drunk, Predator, Intimidating (3)

Primary Talent Access: Common, Melee, Strength, Beast

Android Octopus (Polypus Ferrum) 125 gold

F	3	A	1	T	2	M	2	I	3	C	6	E	3	S	2	L	3	W	1
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Talents: Swim, Additional Arms (6), Robot (Q), Technocrat

Primary Talent Access: Common, Melee, Shooting, Strength, Knowledge, Beast

Arch-Penguin (Aptenodytes Criminalibus) 89 gold

F	2	A	1	T	2	M	5	I	4	C	6	E	3	S	2	L	2	W	1
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Talents: Swim, Sneaky (3), Quiet As A Mouse, Wall Runner,

Master Thieves: An arch-penguin automatically passes any Initiative checks associated with stealing.

If the Arch-Penguin ends the game with a token or item of treasure they will keep whatever it is for themselves on a d6 roll of a 5+ and pretend it never existed. They will sell the item later on the penguin black market to feed their crippling alcoholism.

Primary Talent Access: Common, Speed, Shooting, Knowledge

Asshole Duck (Anus Anatidae) 30 gold

F	2	A	1	T	1	M	4	I	2	C	2	E	2	S	1	L	1	W	1
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Talents: Feral, Stupid, Swim, Flying, Intimidating (2), Blood Drunk, Hatred (Everything)

Primary Talent Access: Common, Speed, Melee

Upgrade to Asshole Goose: free of charge.

Astarte (Gladius Venus) (Unit Type: Void) 235 gold

F	4	A	2	T	4	M	4	I	4	C	8	E	3	S	4	L	4	W	2
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Talents: Acidic Saliva*, Ambidextrous, Combat Drills, Combat Maestro, Spleen Percussionist, Thick Skull, Toss (1), Wrestler (1)

Choose One of the Following Genetic Legacies At Purchase and modify the profile appropriately:

Lion:	Codex Tactics, Sword Poet, Overwatch
Child:	+2I, +3E, Bard, Fleet, -2T, -2C
Castle:	Technocrat, Explosives Expert (2), Cover Lover (2)
Horse:	Codex Tactics, Drive (all), Ride, Blood Drunk
Wolf:	+1A, +1I, Bull Rush, Headbutt, -1L
Fist:	Codex Tactics, Sword Poet, Practice Makes Perfect
Ghost:	Intimidating (1), Sneaky (5), Agile, -2C
Angel:	Codex Tactics, Bull Rush, Blood Drunk, Agile
Tinker:	Technocrat, Drive (Heavy), Repair, Robot (choose two)
Gladiator:	+1S, +1A, Pit Fighter, Blood Drunk, -1L
Imperator:	Codex Tactics, Practice Makes Perfect, Wrestler (2)
Sentry:	+1T, Extra Tough, True Grit, -2I, -1E
Sphinx:	Literate (3), Wizard. Knows 1 Astromancy spell
Prodigy:	+1F, +1L, Intimidating (2)
Cleric:	Literate (4), Priest. Knows any two prayers.
Smith:	+1S, Alchemy, Blacksmith (2), Technocrat, -1I
Raven:	Codex Tactics, Drive (Personal), Agile, Sneaky (1)
Twins:	Infiltrate, Sneaky (2), Cover Lover (1)

*Models with the Fist Genetic Legacy do not have the Acidic Saliva talent.

Primary Talent Access: Assassin, Astarte, Common, Melee, Shooting, Strength, Knowledge, Lumberjack, Ogre, Dwarf, Church of the Buddha-Emperor, Questing

Because Astarte always get special treatment, they will ignore the usual monster stat progression rules and use the following stat caps instead:

Astarte (Gladius Venus) Racial Stat Caps

F	7	A	6	T	6	M	5	I	7	C	12	E	6	S	6	L	7	W	4
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Note that the Astarte Racial Stat caps are not affected by Genetic Legacy.
Any Legacy may progress to the same limits.

Soldiers Among The Stars

Like the goddess of their namesake, every Astarte is female, though it is difficult to ascribe any gender to these androgynous, twitching walls of angry, heavily armed muscle.

It is known that the daughters of Ashtoreth and Ra are a thousand times a thousand in number, each one a perfect avatar of Ishtar's righteous fury, each one graceful in her actions and purposeful in her deeds. To stand against an Astarte is to face certain death. The Astarte come from far beyond the Golden City, where their mighty legions once laid waste to galaxies from the backs of flying chariots. Genetically engineered from 23 different secret organs and splices and cured in a tincture of sea foam, an Astarte is a bio-warrior without equal. Dragon slayers and star killers one and all, the Astarte Project was the final thesis statement in the science of death.

Clad in baroque armours that crackle with barely contained power and cause the room around them to hum, vibrating in infrasonic harmony at 18 hertz, the Astarte are terrifying to behold by design. Armed with high technology capable of butchering nearly any creature in the galaxy, from time dilation grenades to rapid firing micro missile launchers and white-hot laser swords, Ishtar's holy name is well invoked.

All Hail the Bubblegum War God, Inanna Montana

**[SKETCH OF SCARY LOOKING ASTARTE MARCHING TOWARD THE READER
BACKED BY AN EVEN SCARIER ARMY OF SCREAMING, BLOOD-DRUNK
LAWYERS, SOME FOAMING AT THE MOUTH, OTHERS CONVULSING
ON THE GROUND IN A FUGUE OF SADO-MASOCHISTIC ECSTASY]**

Blue Whale (Balaenoptera Musculus) 195 gold

F	2	A	1	T	8	M	5	I	2	C	5	E	2	S	7	L	0	W	6
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Talents: Fish Body, The Amazing Flex-O-Brain

Primary Talent Access: Strength, Common, Knowledge

Brachiosaurus (Unit Type: Dinosaur) 525 gold

F	2	A	1	T	9	M	4	I	2	C	3	E	1	S	6	L	0	W	7
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Talents: Feral, Thick Skin (4)

Primary Talent Access: Common, Melee, Strength, Assassin

City Park Ent (Homicidium Arbor) (Unit Type: Fae) 325 gold

F	3	A	2	T	7	M	2	I	1	C	10	E	1	S	7	L	3	W	4
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Talents: Intimidating (1), Thick Skull, Twitching Triceps, Toss (3), Dæmon, Mossfoot, Flammable,

Broken Branches: The Ent has an infinite supply of javelins to throw and be recovered. They are just really sharp branches though, and have no real value. All recovered branches rot and are destroyed after each game.

Slow to Think: The Ent counts as being *Stupid*.

Forest Spirit: The Ent *Hates* any model that has one or more *Lumberjack* talents, and ignores forest terrain entirely for its own Line of Sight. Whenever the Ent is inside any forest terrain it gains *Sneaky* (7), and *Quiet As A Mouse*.

Primary Talent Access: Common, Strength, Knowledge, Fae

Cursed Lycanthrope (Canus Luna Masturbari) 170 gold

F	4	A	2	T	4	M	7	I	4	C	5	E	3	S	4	L	1	W	2
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Talents: Feral, Leap, Frenzy, Toss (1), Pounce

Shapeshift: By *Locking* themselves in their recovery phase, the model may subtract -1 from their Movement, Strength, or Toughness and immediately add +1 to either their Movement, Strength, or Toughness in return. No stat may be taken above 10 or below 1 no matter how many game cycles are spent shape-shifting.

Primary Talent Access: Common, Melee, Strength, Speed

Deinosuchus (Unit Type: Fae) 325 gold

F	5	A	2	T	5	M	5	I	4	C	5	E	2	S	6	L	0	W	5
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Talents: Feral, Swim, Thick Skin (2), Abyssal Jowls, Tactically Eat Opponent, Infiltrate, Sneaky

Primary Talent Access: Common, Melee, Strength, Assassin

Dæmon of Arkhare (Oculus Mortiferum) 203 gold

The pen is mightier than the sword, so the dæmon of Arkhare will happily use one to stab you to death.

F	8	A	2	T	3	M	5	I	4	C	8	E	3	S	4	L	4	W	1
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Talents: Dæmon, Combat Maestro, Spleen Percussionist, Violence Artist, Mark of Arkhare (included in profile)

Primary Talent Access: Common, Melee, Shooting, Strength, Speed, Assassin, Troll Murderer, Beast, Mutations

Equipment: axe, sword, spear, knife, and brass knuckles

Dæmon of Eshornaal (Oculus Podex) 203 gold

Direct, physical manifestations of the viewer's pubescent Id: A dæmon of Eshornaal is a tremendously dangerous and sexually confusing foe for any self-respecting barbarian warlord to overcome.

F	6	A	2	T	1	M	6	I	6	C	6	E	6	S	2	L	6	W	1
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Talents: Dæmon, Acrobat, Fleet, Agile, Leap, Wall Runner, Toss (1), Pounce Knife Thrower (3), Mark of Eshornaal (included in profile)

Primary Talent Access: Common, Melee, Shooting, Speed, Assassin, Beast, Mutations

Equipment: knife, throwing knives, noose

Dæmon of Onogol (Oculus Putrescet) 203 gold

Tender and loving like a parent bird, the dæmon of Onogol will attempt to feed anyone near them by regurgitating predigested grubs down their throat.

F	2	A	1	T	7	M	3	I	1	C	7	E	1	S	2	L	2	W	3
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Talents: Dæmon, Hard as Nails, Thick Skull, Regenerate (2), Extra Tough, True Grit, Foul Odour, Mark of Onogol (included in profile)

Primary Talent Access: Common, Melee, Strength, Lumberjack, Ogre, Beast, Mutations

Equipment: sword OR spear OR long spear

Dæmon of Sunch (Oculus Cerebrum) 203 gold

The dæmons of Sunch keep a perfect record of all typos, missed keystrokes, and stray words accidentally typed into nothingness before remembering to click on the correct window or search bar. These words and letters, pulled from across time and space, are thought to contain the hidden name of IHWH Itself.

F	2	A	1	T	2	M	4	I	2	C	9	E	3	S	2	L	3	W	1
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Talents: Dæmon, Literate (3), Advanced Sorcery (3)

Wizard, Priest, Mark of Sunch.

Knows Rainbow Fire of Sunch and Divide When Conquered.

Also knows any one spell from any Lore of your choice.

Primary Talent Access: Common, Shooting, Knowledge, Beast, Mutations, Speed

TETRAGRAMMATON YOD HE VAU HE ADONAI ALBROT ABRACADABRA EL SHADAI UNAGRAMMATON

Elder Sphinx (Panthera Astronomicæ) (Unit Type: Void) 333 gold

F	5	A	2	T	6	M	7	I	5	C	10	E	3	S	6	L	5	W	4
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Talents: Flying, Predator, Pounce, Sneaky, Tactically Eat Opponent, Literate (3), Meditation, Advanced Sorcery (1), Warden of the Veil (2) Wizard. Knows one Astromancy spell of your choice.

Primary Talent Access: Knowledge, Strength, Melee, Beast

Elemental Force of Nature (Primus Impetus) 175 gold

F	4	A	2	T	5	M	7	I	7	C	8	E	3	S	5	L	4	W	2
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Talents: Dæmon, Blood Drunk

Choose one of the following at purchase:

Fire: Always on Fire, Fire Breath (4) (S5, AP0), Immune to Fire, Always counts as being equipped with a Lantern.

Water: Swim, Acrobat, Quick Reflexes, Fire Fighter, Always counts as being equipped with a Water Hose that is in base (1) contact with water terrain.

Air: +1E, Agile, Change Form (Fog), Bard, Flying, Always counts as being equipped with a Didjeridoo.

Earth: +1T, +1W, Alchemist, Blacksmith, Technocrat, Extra Tough, True Grit, Wrestler (4), Always counts as being equipped with a Blessed Emerald Bracelet

Primary Talent Access: Common, Beast, Melee, Strength, Speed, Knowledge, Vampire

Gamma Llama (Lama Glama Gamma) 35 gold

F	2	A	1	T	5	M	5	I	3	C	2	E	3	S	5	L	2	W	2
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Talents: Flying, Feral, Stupid, Laser Eyes

Primary Talent Access: Common, Melee, Mutations

Gargoyle (Petraë Effusorium) 40 gold

F	2	A	1	T	5	M	2	I	1	C	4	E	2	S	3	L	0	W	1
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Talents: Flying, Stupid, Immune to Pain (3), Immune to Fire

Primary Talent Access: Common, Melee

Giant (Gigas Globis) (Unit Type: Fae) 400 gold

F	3	A	1	T	6	M	6	I	3	C	8	E	2	S	5	L	2	W	5
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Talents: Twitching Triceps, Toss (3)

Primary Talent Access: Common, Strength, Dwarf, Fae, Ogre, Speed, Assassin, Melee, Shooting, Knowledge

Giant Eagle or Rok (Unit Type: Fae) 215 gold

F	3	A	1	T	5	M	3	I	3	C	2	E	3	S	7	L	0	W	2
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Talents: Feral, Flying, Stupid, Tactically Eat Opponent

Primary Talent Access: Common, Speed, Strength, Beast, Fae

Giant Snail (Cochlea Vastus) 30 gold

F	1	A	1	T	6	M	1	I	1	C	2	E	1	S	4	L	0	W	3
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Talents: Feral, Stupid

Primary Talent Access: Strength

Gorgon (Serpens Plecto) 160 gold

F	2	A	1	T	3	M	4	I	3	C	8	E	3	S	2	L	2	W	1
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Talents: Dæmon, Regenerate (1)

Pretty Eyes: Every enemy model that ends their Movement phase within 8" and line of sight must immediately pass an I check to avert their gaze. If they fail, they become *Stunned*. Models charging a gorgon suffer -5I on this check.

Primary Talent Access: Common, Speed, Knowledge, Beast

Harpy (Foemina Argutæ) 11 gold

F	2	A	1	T	2	M	4	I	3	C	2	E	3	S	2	L	1	W	1
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Talents: Feral, Flying, Agile, Blood Drunk, Coward, Stupid

Primary Talent Access: Common, Melee

Intergalactic Hover Turtle (Turtur Astronomicæ)

(unit type: Fae and unit type: Void) 365 gold

F	1	A	1	T	23	M	1	I	1	C	23	E	1	S	11	L	0	W	8
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Talents: Dæmon, Fish Body, Fly, The Amazing Flex-O-Brain

Primary Talent Access: Knowledge

Kronosaurus or Liopleurodon (Unit Type: Dinosaur) 195 gold

F	3	A	1	T	7	M	6	I	1	C	4	E	2	S	7	L	0	W	5
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Talents: Thick Skull, Fish Body, Abyssal Jowls, Predator

Primary Talent Access: Common, Melee, Strength

Living Graffiti (Unit Type: Fae) 55 gold

F	2	A	1	T	2	M	7	I	7	C	7	E	5	S	2	L	2	W	2
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Talents: Infiltrate, Sneaky (5), Literate (2), Meditation

Primary Talent Access: Common, Melee, Speed, Knowledge, Fae, Beast

Canvas: Living Graffiti suffers an automatic AP3 Wounding Blow at the beginning of its Recovery Phase unless it is within Base (3) of one or more segments of Wall type Terrain.

Living Treasure Chest (Vivi Arca) (Unit Type: Fae) 135 gold

F	3	A	1	T	5	M	3	I	1	C	5	E	1	S	5	L	0	W	2
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Talents: Feral, Bull Rush, Sneaky (3), Four-Legged, Predator, Pounce, Infiltrate, Tactically Eat Opponent, Wrestler (4)

All that Glitters: Any model in melee with a Living Treasure Chest may exchange one or more of their attacks each phase for an equal number of attempts to snatch magic treasure from under the lid by passing an Initiative check. For each check they pass, they immediately gain a token worth d6 gold. For each check they fail they suffer a wound with no armour saves allowed.

A Mouthful Of Ivory: The Living Treasure Chest may be upgraded to a Living Grand Piano for +55 points. It loses the *All That Glitters* rule, but gains +3W, the *Bard* talent, and an implant grand piano.

Trans-Dimensional Hideout: This model has Transport Capacity 3.

Primary Talent Access: Common, Melee, Strength, Speed

Magic Carpet (Unit Type: Fae) 171 gold

F	1	A	1	T	3	M	3	I	3	C	9	E	3	S	2	L	0	W	5
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Talents: Feral, Flying, Flammable

Primary Talent Access: Strength, Speed, Fae

Mammoth (Mammuthus Primigenius) 545 gold

F	2	A	1	T	8	M	3	I	2	C	2	E	1	S	7	L	0	W	7
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Talents: Feral, Tusks, Thick Skin (3), Bull Rush, Immune to Pain (2)

Primary Talent Access: Common, Melee, Strength, Beast

Megaloceros (Unit Type: Fae) 545 gold

F	3	A	1	T	7	M	7	I	4	C	5	E	1	S	7	L	0	W	5
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Talents: Feral, Fleet, Thick Skin (1), Antlers, Leap, Agile, Bull Rush

Primary Talent Access: Common, Melee, Strength, Beast, Fae

Oran Otan (Ignis Pervertunt) (Unit Type: Fae) 239 gold

F	3	A	1	T	5	M	5	I	3	C	5	E	3	S	5	L	1	W	2
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Talents: Feral, Wall Runner, Immune to Fire, Always on Fire

Primary Talent Access: Common, Melee, Strength, Beast, Fae

Stegosaurus/Tuojiangosaurus (unit type: Dinosaur) 355 gold

F	2	A	1	T	7	M	3	I	2	C	2	E	1	S	4	L	0	W	6
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Talents: Feral, Thick Skin (4), Spiked Shell, Bull Rush

Primary Talent Access: Common, Melee, Strength, Beast

Troll (Risus Sodomiticum) (Unit Type: Fae) 195 gold

F	3	A	1	T	4	M	6	I	1	C	4	E	2	S	5	L	1	W	3
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Talents: Intimidating (1), Thick Skull, Regenerate (2)

Primary Talent Access: Common, Melee, Strength

Triceratops (unit type: Dinosaur) 325 gold

F	2	A	1	T	7	M	3	I	2	C	2	E	1	S	4	L	0	W	6
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Talents: Feral, Stupid, Thick Skin (4), Horns, Bull Rush

Primary Talent Access: Common, Melee, Strength, Beast

Tyrannosaurus Rex (unit type: Dinosaur) 455 gold

F	4	A	2	T	7	M	7	I	3	C	3	E	2	S	6	L	0	W	5
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Talents: Feral, Predator, Thick Skin (3), Tactically Eat Opponent

Primary Talent Access: Common, Melee, Strength, Beast

Void Orc (Apium Homicidium Nihilo) 225 gold

F	6	A	3	T	5	M	4	I	3	C	7	E	3	S	5	L	4	W	2
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Talents: Violence Artist, Twitching Triceps, Technocrat, Wrestler (1), Knife Thrower (1), Intimidating (3)

Primary Talent Access: Common, Melee, Shooting, Strength, Speed, Knowledge, Assassin, Lumberjack, Beast, Orc

Warp Spawn (Tumultus Infans) 55 gold

F	2	A	3	T	6	M	7	I	1	C	2	E	2	S	6	L	1	W	3
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Talents: Dæmon, Feral, Stupid, Agile, Leap, Pounce, Rolling Tumble

Primary Talent Access: Melee, Strength, Beast, Mutation

Wild Missing # (Fracto Codicem Expilo) 616 gold

F	2	A	2	T	10	M	7	I	1	C	2	E	7	S	5	L	2	W	1
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Talents: Dæmon, Feral, Stupid, Laser Eyes, Abyssal Jowls

Primary Talent Access: Common, Melee, Strength, Beast

Yeti (Homo Astronomicæ) (unit type: Void) 285 gold

F	2	A	1	T	4	M	5	I	3	C	8	E	3	S	5	L	2	W	2
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Talents: Wall Runner, Sneaky (3), Cover Lover (2), Technocrat, Warden of the Veil (2), Wizard. Knows one Astromancy spell.

Primary Talent Access: Common, Melee, Strength, Beast, Ogre, Knowledge

Vehicles

Vehicles can never do anything on their own. They cannot take their own unit turn, gain experience, pick up or pull tokens, capture objectives, roll for Exploration or climb. Vehicles may never upgrade any characteristic more than twice and they must purchase all talents as Exotic Talents.

Preparing the Vehicle for battle

Vehicles must pay their *Maintenance Fee* before every mission (even the first) or else they cannot be *Driven* into battle and must remain parked in your Campsite. You don't have to pay, but the vehicle remains parked unless you do. A Parked Vehicle has no fuel and is *Locked* for the entire game. It cannot be used even if the mission rolled is a raid on your campsite. A Parked vehicle can still be damaged or destroyed by raiding enemy models as normal.

Yes: These Machines Are, In Fact, Machines.

Vehicles are (*iron*), (*technocratic*), and Immune to Poison.

Transports

Vehicles have a transport capacity of 1 or more models. Up to this many friendly or enemy models may enter the vehicle by moving into base (1) contact with it. Models may instead disembark during their movement phase and are placed back in base (1) contact with the vehicle. Models disembarking from a vehicle that has moved more than 12" during this game cycle take d3 AP0 Wounding Blows that cannot be *Dodged* or *Parried*.

A model cannot embark AND disembark during the same unit turn.
Only one may be chosen as an action per unit turn.

Embarked units are removed from the gaming table and can only interact with other units embarked inside the same vehicle. Think of it as a tiny internal gaming table of its own.

An enemy model can charge into a vehicle, embarking as part of their charge move, but does not receive any bonuses for charging. They will count as being in base (1) contact with all models inside the same vehicle.

Any Stunned model may be forcibly disembarked
by a Push or Pull action.

The Driver

Once per Game Cycle, an *unlocked, embarked* model with the *Drive* talent may declare themselves the vehicle's Driver and be *Locked* by declaring *Driving* as their action for their unit turn. The vehicle then takes a Charge and/or Movement phase of its own as an *Interrupt*.

A vehicle can only ever have one (1) Driver per game cycle.

Enemy models with the *Drive* talent can take over your vehicles, but can only do so if you have no friendly models with *Drive* embarked. Once an enemy begins *Driving*, the rules switch and it counts as an enemy vehicle.

Vehicles that end the game being driven by an enemy model are transferred to that model's party. Represent them with a token unless given special permission by the owning player to use their model.

Ghost Ridin'

Any model may *Jump* onto a vehicle and ride on it. Reroll failed landing checks if the vehicle has *Open Top*.

Once a model has successfully landed on a vehicle they must immediately roll to keep their balance. Compare the Ghost Ridin' model's M+I against the vehicle's current M+E on The Chart™ and roll 2d6. Roll again at the beginning of every Movement phase they remain on the vehicle. Reroll failed checks if the vehicle has *Open Top*. If the Ghost Ridin' model ever fails this roll they are placed in Base (d3) Contact behind the vehicle, *Knocked Down*, and count as *disembarking* from a vehicle that moved over 12". They may also suffer Falling Damage if the vehicle they fell off of was *Flying* at the time.

Attacking Vehicles

If a vehicle did not move during the last game cycle, and has not moved yet during this one, its E becomes 1 until it moves again. Resolve all Attack Rolls against the vehicle itself, rather than its driver or passengers. Vehicles are attacked in melee by substituting their current E for F.

**[ART: MAD GOBLINS DRIVING THEIR JALOPY OFF A PIER
TO RAM INTO THEIR ENEMIES ON A FLEEING SPEEDBOAT!]**

Open Top

Vehicles with this rule offer no physical protection and enemies may choose to shoot at the vehicle, the driver, or at any passengers as they see fit. However, any model inside an open topped vehicle may shoot back out of it themselves, drawing line of sight from the centre of the vehicle, or from themselves as normal if physically placing them on the vehicle is both easy and aesthetically pleasing.

Models embarked in an open top vehicle may choose to substitute the vehicle's current Evasion for their own.

Ramming Speed!

Vehicles may perform a *Ram* action. This functions exactly like a charge action but instead of nominating a model to charge, the vehicle nominates a point on the table.

Any models passed over by the vehicle during its charge move must pass an Evasion check or suffer a number of immediate AP0 Wounding Blows equal to this Vehicle's Toughness. The vehicle may only choose to *Ram* one table point per game cycle, and the vehicle automatically stops in front of any model, token or piece of terrain that they do not successfully wound during their *Ram*. A ramming vehicle stopped in this way suffers d6 AP0 Wounding Blows.

Breaking Your Toys

Vehicles roll 2d6 on the Vehicle Damage Table every time they suffer an unsaved wound. Vehicles suffer wounds permanently and wounds carry over from game to game.

When a Vehicle loses its last wound it does not roll for injury, but instead immediately becomes "Wrecked" and cannot be used further this game. It will be safely towed back to your campsite after the battle to await repairs.

A wrecked/wounded vehicle may be repaired during the post game sequence by buying new wounds for it as upgrades, up to its maximum wounds (these stat upgrades increase in price as normal, representing the difficulty of fixing repeat damage), and/or by using the repair talent.

[ART: CHILDREN PLAYING IN THE OVERGROWN WRECK OF A TANK]

Vehicle Damage Table

2 Fuel Line Explodes (Repair: 4)

The vehicle loses two wounds and is now on *Fire*. The driver and any passengers must immediately disembark and take an Initiative check. If they fail, they are also on *Fire*.

3-4 Tire, Tread, Wing or Pneumatic Leg Damaged (Repair: 2)

The vehicle reduces its Movement value by d6. *Flying* models cannot *Fly High* until this damage is repaired.

5-6 Loss of Control

The Vehicle moves 3d3" in a random direction before coming to a rest facing in a second random direction.

7 Safe and Sound

The shot merely scratches the paint. Instead of being harmed, the vehicle ignores this unsaved wound completely.

8-9 Driver Stunned

The Driver becomes *Stunned*.

10-11 Engines Damaged (Repair: 6)

The vehicle temporarily loses *Flying* if it has it and is reduced to Movement 1 until the wound is repaired. Models that were *Flying* suffer immediate falling damage.

12 Kaboom!

The vehicle is reduced to zero wounds and is immediately *Wrecked*. All models within 4" suffer a Wounding Blow with AP1, *Fire*.

Roll an additional d6. On a 2 to 6, nothing happens, but on a 1 the *Wrecked* vehicle is completely beyond salvage and can never be used again. Erase it from the party roster.

CARS

Dune Buggy 50 gold

F	0	A	0	T	4	M	8	I	4	C	0	E	3	S	5	L	0	W	2
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Transport capacity: 3 **Maintenance Fee:** 9 gold per game

Talents: Immune to Pain (1), Open Top, Sprint, Leap

Four Door Sedan 75 gold

F	0	A	0	T	6	M	8	I	3	C	0	E	3	S	6	L	0	W	3
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Transport capacity: 5 **Maintenance Fee:** 5 gold per game

Talents: Immune to Pain (2)

Muscle Car 300 gold

F	0	A	0	T	6	M	11	I	4	C	0	E	4	S	6	L	0	W	3
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Transport capacity: 2 **Maintenance Fee:** 20 gold per game

Talents: Twitching Triceps, Immune to Pain (2), Acrobat, Dodge (2), Sprint, Leap

The Driver gains *Intimidating* (1) while driving.

Leaders also gain *Deep Roar* if they are the Driver.

Punch Buggy 40 gold

F	0	A	0	T	5	M	6	I	3	C	0	E	3	S	5	L	0	W	3
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Transport capacity: 5 **Maintenance Fee:** 4 gold per game

Talents: Immune to Pain (1)

Race Car 400 gold

F	0	A	0	T	4	M	20	I	7	C	0	E	7	S	4	L	0	W	2
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Transport capacity: 1 **Maintenance Fee:** 50 gold per game

Talents: Immune to Pain (1) Open Top, Fleet, Dodge (3), Sprint

Stretch Limo 375 gold

F	0	A	0	T	6	M	8	I	2	C	0	E	1	S	6	L	0	W	4
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Transport capacity: 12 **Maintenance Fee:** 25 gold per game

Talents: Immune to Pain (1),

Swag: Models disembarking from a Limo that has moved 6" or less during this game cycle look and feel awesome. They may reroll any one die on their unit turn during the game cycle in which they disembarked.

PERSONAL

Chariot 40 gold

F	0	A	0	T	3	M	*	I	*	C	0	E	*	S	*	L	0	W	2
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Transport capacity: 3 **Maintenance Fee:** 4 gold per game

Talents: Immune to Pain (1), Flammable, Ride

Hitch: A chariot must *Ride* one or more Feral Creatures in every game it is used. Mounts may always use the Driver's C. The chariot's M, I, E, and S characteristics are equal to its mount's. For each identical Mount beyond the first, the Chariot gains +1M.

Additionally, whenever a chariot Rams a target model, any and all Mounts may immediately roll one Attack Roll as an *interrupt*.

Exoskeleton 80 gold

F	0	A	0	T	5	M	8	I	3	C	0	E	3	S	5	L	0	W	2
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Transport capacity: 1 **Maintenance Fee:** 15 gold per game

Talents: Immune to Pain (2), Twitching Triceps, May Climb.

Jet Ski 60 gold

F	0	A	0	T	5	M	10	I	3	C	0	E	3	S	5	L	0	W	2
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Transport capacity: 2 **Maintenance Fee:** 5 gold per game

Talents: Immune to Pain (2) Fish Body, Open Top, Acrobat, Leap

Motorcycle 75 gold

F	0	A	0	T	6	M	12	I	4	C	0	E	3	S	6	L	0	W	2
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Transport capacity: 2 **Maintenance Fee:** 5 gold per game

Talents: Immune to Pain (2) Open Top, Acrobat, Dodge (1), Leap, Sprint

Chopper: May be upgraded to a Chopper for free at purchase or with a successful *Repair* check. Choppers can always add up to +5" to the total distance they move during their Movement phase, but suffer -1T.

Speed Bike 145 gold

F	0	A	0	T	5	M	16	I	5	C	0	E	5	S	5	L	0	W	2
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Transport capacity: 2 **Maintenance Fee:** 10 gold per game

Talents: Immune to Pain (1) Open Top, Acrobat, Dodge (2), Leap, Sprint

Chopper: May be upgraded to a Chopper for free at purchase or with a successful *Repair* check. Choppers can always add up to +5" to the total distance they move during their Movement phase, but suffer -1T.

BOATS

Ironside 450 gold

F	0	A	0	T	7	M	6	I	1	C	0	E	1	S	8	L	0	W	8
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Transport capacity: 15 **Maintenance Fee:** 15 gold per game

Talents: Immune to Pain (5), Fish Body, Twitching Triceps

Motor Boat 75 gold

F	0	A	0	T	6	M	9	I	3	C	0	E	3	S	6	L	0	W	3
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Transport capacity: 5 **Maintenance Fee:** 9 gold per game

Talents: Immune to Pain (2), Fish Body, Open Top, Leap, Sprint

Sail Boat 40 gold

F	0	A	0	T	5	M	7	I	2	C	0	E	2	S	3	L	0	W	4
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Transport capacity: 11 **Maintenance Fee:** 4 gold per game

Talents: Immune to Pain (1), Fish Body, Flammable,

Sail: The Driver may pass a Swim check to give the Sail Boat Fleet during its Movement phase.

Submarine 255 gold

F	0	A	0	T	6	M	7	I	2	C	0	E	2	S	5	L	0	W	4
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Transport capacity: 13 **Maintenance Fee:** 30 gold per game

Talents: Immune to Pain (3) Fish Body, Infiltrate, Sneaky (4), Quiet As A Mouse,

Advanced Sensors: Has I10 for Spot checks within 18"

Submerge: The Submarine may count as *Flying High* by passing a Strength check during its Movement phase. It must pass another S check in a later Movement phase to reappear.

Yacht 500 gold

F	0	A	0	T	5	M	7	I	1	C	0	E	1	S	5	L	0	W	10
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Transport capacity: 15 **Maintenance Fee:** 40 gold per game

Talents: Immune to Pain (1), Fish Body

Luxurious Travel: The Yacht always counts as being equipped with Opulent Hubcaps. Furthermore, enemy models within 8" of a Yacht must reroll successful envy checks.

HEAVY

All Terrain Vehicle 100 gold

F	0	A	0	T	7	M	5	I	3	C	0	E	3	S	7	L	0	W	3
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Transport capacity: 5 **Maintenance Fee:** 15 gold per game

Talents: Immune to Pain (2), Open Top, Swim

Vehicle Upgrades: Tracks

Giant Robot 680 gold

F	0	A	0	T	11	M	7	I	1	C	0	E	3	S	11	L	0	W	8
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Transport capacity: 3 **Maintenance Fee:** 35 gold per game

Talents: Immune to Pain (4), Robot (Q), Twitching Triceps, Toss (4), May Climb.

Paddy-Waggon 250 gold

F	0	A	0	T	6	M	6	I	1	C	0	E	2	S	6	L	0	W	5
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Transport capacity: 3 **Maintenance Fee:** 55 gold per game

Talents: Immune to Pain (2), Twitching Triceps

Cell: Separate from its Transport Capacity, the back half of this model follows all the rules for a Prison Cell from the Campsite Equipment section. This special Prison Cell can hold up to 8 models.

Tank 650 gold

F	0	A	0	T	14	M	6	I	1	C	0	E	2	S	8	L	0	W	11
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Transport capacity: 3 **Maintenance Fee:** 55 gold per game

Talents: Immune to Pain (5), Twitching Triceps, Predator

Vehicle Upgrades: Tracks

Truck or Tractor 80 gold

F	0	A	0	T	8	M	6	I	1	C	0	E	2	S	7	L	0	W	5
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Transport capacity: 3 **Maintenance Fee:** 12 gold per game

Talents: Immune to Pain (3), Twitching Triceps,

Tractor: May be upgraded to a tractor at purchase for +5 gold, becoming Open Top and Transport Capacity: 1, but gaining Strength 14.

Van 65 gold

F	0	A	0	T	6	M	6	I	1	C	0	E	2	S	6	L	0	W	5
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Transport capacity: 10 **Maintenance Fee:** 8 gold per game

Talents: Immune to Pain (2), Twitching Triceps

FLYING MACHINES

Aeroplane or Spaceship 300 gold

F	0	A	0	T	7	M	4	I	2	C	0	E	2	S	7	L	0	W	6
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Transport capacity: 10 **Maintenance Fee:** 35 gold per game

Talents: Immune to Pain (3), Flying, Twitching Triceps

Fae Flying Saucer 333 gold

F	0	A	0	T	5	M	5	I	23	C	0	E	5	S	2	L	0	W	1
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Transport capacity: 3 **Maintenance Fee:** 55 gold per game

Talents: Immune to Pain (1), Flying, Fae Quickness, Dodge(4)

Etheric Antibodies: Any (*technocratic*) mounted weapons may subtract an additional -1 from their Prepare Shot times.

Jet Fighter 700 gold

F	0	A	0	T	6	M	4	I	5	C	0	E	5	S	5	L	0	W	5
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Transport capacity: 2 **Maintenance Fee:** 40 gold per game

Talents: Immune to Pain (3), Flying, Dodge (3)

Helicopter 120 gold

F	0	A	0	T	5	M	12	I	3	C	0	E	3	S	4	L	0	W	2
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Transport capacity: 6 **Maintenance Fee:** 20 gold per game

Talents: Immune to Pain (1), Flying, Dodge (1)

Ponderous: When *Flying*, this model's Movement stays the same as on their profile and their Evasion does not gain a bonus.

Hot Air Balloon 40 gold

F	0	A	0	T	4	M	2	I	1	C	0	E	1	S	2	L	0	W	2
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Transport capacity: 5 **Maintenance Fee:** 5 gold per game

Talents: Immune to Pain (1), Flying, Flammable,

Ponderous: When *Flying*, this model's Movement stays the same as on their profile and their Evasion does not gain a bonus.

Zeppelin 120 gold

F	0	A	0	T	6	M	4	I	1	C	0	E	1	S	4	L	0	W	4
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Transport capacity: 12 **Maintenance Fee:** 10 gold per game

Talents: Immune to Pain (2), Flying

Ponderous: When *Flying*, this model's Movement stays the same as on their profile and their Evasion does not gain a bonus.

Guild Contractors

Bonesaws, Wizards, Thuggees, and Whores.

Instead of using their post-game action to look for recruits, a hero may search the market bazaar to contract the prompt and discretionary services of highly skilled specialists...

Contract the Bonesaw Guild Rare 7+

A Bonesaw can be hired for one of the following actions:

Amputate an unwanted mutation: 20 gold

Reroll a Momento Mori result: 80 gold

Reroll any other humiliating injury result: 25 gold

Contract the Guilders Guild Rare 8+

Your party may set up their own guild, but only with a licence from the Guilders Guild. Simply declare a service, or series of services that your party is willing to provide, and a list of whatever you choose as prices, and present these to the Guilders Guild for approval to receive your licence. Once a licence is acquired from the Guilders Guild, your party may begin selling its services to other parties in the campaign at the declared prices. A Guild Licence costs 100 gold to purchase, and is immediately lost if your party ever fails to provide its service as stated.

Contract the Hashishim Guild Rare 6+

Nominate any single model in the campaign. It could even be a member of your own party who you think needs to be taught a lesson. That model is ambushed in the market bazaar, or alone at night, and beaten savagely with tire irons.

They immediately suffer any combination of the following:

d6 AP0, (*blunt*), *Wounding Blows*: 50 gold

d3 AP2, (*iron*), (*sharp*) *Wounding Blows*: 50 gold

One AP5, (*Fire*), (*explosive*) *Wounding Blow*: 75 gold

A model attacked by the Hashishim Guild cannot participate in that game's post-game sequence. Any action the attacked model declared is forfeit. If they take enough wounds to roll for injury, their injury does not take effect until the first game cycle of their party's next mission.

Contract the Plumbers Guild Rare 7+

The Plumbers Guild may be contracted to restrict the movement of enemy explorers. For a nominal fee of 25 gold, no enemy models may infiltrate during your next battle as the plumbers shut off access to sections of the labyrinth, and relax the city by pumping strange chemicals into its sewers.



Contract the Prostitutes Guild (Praise Ishtar!) ~~Rare~~ Strange 5+

Hire Prostitutes 25 gold

Each model in your party temporarily receives either +1F or +1C to their profile during their next game. Note that this cannot ever take any model above their racial stat caps.

Hire Poisoned Geisha 100 gold

A geisha is hired to attempt to infiltrate an enemy party.

Nominate another player's party. The nominated player must immediately take a C check for each model in their party, one by one. The player hiring the geisha may nominate the first model that has to take a C check, but any additional checks are done in whatever order the owning player desires.

Whenever a model fails their C check, they are promptly poisoned by the geisha and will suffer -d3 Toughness during their next game. Such is the potency of a trained geisha that even models with *Immune to Poison* suffer -d3 Toughness.

Any model reduced to T0 immediately suffers Memento Mori.

As soon as a model passes their C check, the geisha is removed from the campsite and there is no further effect.

Hire Really Excellent Prostitutes 75 gold

Each model in your party gains a single reroll token that can be used during their next game to reroll any one die that they are called upon to roll.

Contract the Thieves Guild Rare 9+

Nominate an item of equipment possessed by an enemy party member. For a fee in gold, equal to the object's rarity roll value multiplied by ten, the guild will attempt to steal it for you. The targeted model must take an I check. If they pass the item is kept. If they fail the thieves are successful. Add the item to your treasure horde.

Contract the Weaponsmiths Guild Rare 8+

Choose one weapon from your Horde for the guild to improve.

Add the (sharp) rule: 5 gold

Add the Accurate, Barrage, (chain), Parry OR Fire rule: 50 gold each

Reduce Prepare Shot level by 1, add Multiple Shots (2), OR add +1 to Multiple Shots level: Weapon's Sx20 in gold.

Add +1 T, W or AP: Current Stat x20 in gold, min. 20 gold.

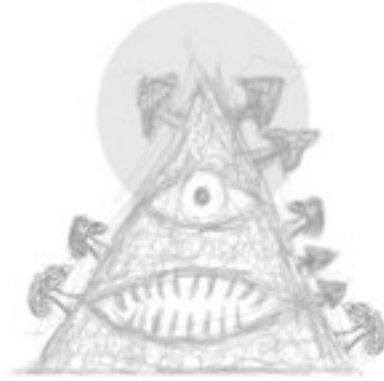
Modify a weapon's base level by +1/-1 (A weapon may never have a base level other than 1, 2 or 3): 35 gold per level.

Contract the Wizards Guild Rare 10+

Individual contracts are always based on the spell requested. You may select one spell from any list. it is assumed that the rarity roll represents seeking out the *right* wizard, rather than merely a wizard. The standard Wizards Guild contract for a spell involves a strict but esoteric formula that must be followed to the letter. For our purposes, simply multiply the cost in gold for your chosen spell by two and then add to that sum a guild tax of 15 gold. This is the total cost to contract a wizard to perform your spell for you.

A contracted spell is automatically cast successfully every time, and goes off at a casting total equal to the required number plus one. The spell's effects are applied immediately, unless they would damage or affect an enemy party, in which case they will be applied and resolved right before deployment in the target party's next mission.

Legendary Creatures



The six units presented here are good for use in "boss fights" to cap off segments of a campaign.

They are examples of how to create your own creatures, and can also be used to replace any Random Events that you have grown tired of.

Legend I

Red Scaled Dragon (Tyrannovolcanus Rex)

F	12	A	5	T	12	M	7	I	7	C	11	E	5	S	6	L	9	W	8
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Talents: Predator, Blood Drunk, Thick Skull, Thick Skin (3), Spiked Shell, Horns, Tactically Eat Opponent, Abyssal Jowls, Fire Breath (S7, AP3), Immune to Fire, Sneaky (7), Quiet As A Mouse, Assassinate!, Toss (3), Twitching Triceps, Unstoppable Charge, Advanced Sorcery (7), Literate (7), Magical Proficiency, True Name Researcher, FLYING, Wizard. Knows every Pyromancy spell.

A Bed Made of Gold: If there is gold on the table, whether in token form equipped to a model or as part of the Treasure Horde, the Red Scaled Dragon will psychically smell it. The Red Scaled Dragon instinctively desires nothing more than a warm bed of molten gold to sleep in every night, and it will always move to attack any models carrying gold or gold tokens. If any such model is taken *Out of Action* by the Red Scaled Dragon, and is within base (3) contact of the Dragon, then all items carried by the model are immediately looted from its corpse token and added to the equipment of the Red Scaled Dragon. These items can only be reclaimed by slaying the dragon and looting them back from its corpse token.

The Dragon's Dungeon: A Red Scaled Dragon can be used to replace the Giant in the *Don't Wake The Giant* mission. Roll a d6 before deployment. On a 6, replace the Giant.

In this case there are five treasure chests, the purse is replaced by a gem worth 100 gold, and the sleeping dragon is surrounded by d6x200 individual gold tokens, all within 6".

Legend II

Mr. Daggins, a Thoroughly Unpleasant Hobbit

F	6	A	4	T	2	M	6	I	8	C	9	E	7	S	2	L	5	W	2
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Talents: Intimidating (5), Sneaky (10), Pro Boxer, Mighty Fists, Quick Reflexes, Agile, Dodge (3), Sidestep (3), Wall Runner, Leap, Quiet As A Mouse, Assassinate!, Defile The Body Completely, Bull Rush, Wrestler (1), Foul Odour, Taunt, Dangling Participle, Beady Bloodshot Eyes, Violence Artist, Spleen Percussionist, Murder Machine, Spectacular Strangler (7), Filth-Encrusted Rancid Sick Little Rat-Thing

Mark of Eshornaal (+1E included in profile)

Equipment: Luchador Mask, zoot suit, garrote wire, shiv, club, butterfly knife, broken bottle, crystal meth fix, healing herbs, vodka, 2 horns of dwarven mead, amanita muscaria magic mushrooms

And In The Darkness Bind Them: Mr. Daggins carries ten rings, each with a Bound Spell of True Invisibility cast at a power level of 10. Together the ten rings also count as a pair of Brass Knuckles in melee.

Legend III

The Doom Patrol

Astarte War Heralds often band elite patrols together, forged from the many legions in the hopes that they will learn from each other as they explore the Golden City.

On their first tour of duty, the doom patrols paint their armour black to signify that they have committed their lives to the mission and are already dead. However, should they survive, their legion's heraldry will be repainted, to proudly display within the City on all future tours.

Doom Patrols are often deployed for centuries, and time is a fickle thing inside the Golden City. Patrols are given masterfully crafted, long lasting, and sturdy equipment that is guaranteed to serve them well.

Only a select few Astarte carry modified versions of their signature projectile weaponry into the winding streets of the City. The rest of the patrol often collectively carries several years worth of ammunition for these sparsely-used weapons bolted to their armour's leg plates.

Choose five of the following models to form the Doom Patrol.

One model must be designated as the Doom Patrol's Leader.
They gain *Leader, Ambush, Tactical Acumen, Secret Codes,*
and Organized Patrol.

Mathias, The Warden of Cannons (Legacy: Emperor)

F	6	A	2	T	4	M	4	I	4	C	10	E	3	S	4	L	6	W	4
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Talents: Acidic Saliva, Ambidextrous, Combat Drills, Combat Maestro, Spleen Percussionist, Thick Skull, Toss (1), Wrestler (2), Codex Tactics, Practice Makes Perfect, Advanced Training, Sneaky (4), Masterful Monster Murderer, Sidestep (1), Dodge (1),

Equipment: helmet with AU gas mask, technocratic meteoric iron armour, 3 fragmentation grenades, anti-armour grenade, 3 uses of flash powder, net, grappling hook, shackles, knife, full-auto micro missile launcher with +1AP, smart gun, digital periscope and folding barrel

Hans Foot, Victor of the 16th Pan-Orcish Dynasty Wars (Legacy: Fist)

F	6	A	2	T	4	M	4	I	4	C	8	E	3	S	4	L	4	W	3
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Talents: Ambidextrous, Combat Drills, Combat Maestro, Spleen Percussionist, Thick Skull, Toss (2), Wrestler (3), Codex Tactics, Sword Poet, Practice Makes Perfect, Advanced Training, Sneaky (3), Literate (1), Bladeweaver, Orc Breaker, Dodge (1), Sidestep (2), Bladeweaver

Equipment: helmet with AU gas mask, sword, full-auto micro missile launcher, knife, grappling hook, technocratic meteoric iron armour

Obligatory Yurt, Armageddon's Asphalt Ronin (Legacy: Horse)

F	6	A	3	T	4	M	4	I	6	C	9	E	4	S	5	L	4	W	3
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Talents: Acidic Saliva, Ambidextrous, Combat Drills, Combat Maestro, Spleen Percussionist, Thick Skull, Toss (1), Wrestler (1), Codex Tactics, Drive (All), Ride, Blood Drunk, Advanced Training, Sneaky (2), Literate (4), Assassinate!, Master Strike, Violence Artist, Orc Breaker, Dodge (1)

Equipment: helmet with tusks and AU gas mask, meteoric iron long spear, technocratic meteoric iron armour,

This model is driving a...

Chopper Motorcycle with T7, Plate Armour (VA), Additional Armour Plating, Opulent Hubcaps, and Reenforced Ram.

Jervesh, Eldest Female Son of Jonn the Mountain (Legacy: Wolf)

F	5	A	3	T	4	M	4	I	5	C	8	E	3	S	4	L	3	W	4
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Talents: Acidic Saliva, Ambidextrous, Combat Drills, Combat Maestro, Spleen Percussionist, Thick Skull, Toss (2), Wrestler (5), Bull Rush, Headbutt, Advanced Training, Sneaky (2), Sidestep (1)

Equipment: laser axe, suppression shield, wolf pelt, tactical dreadnought armoured suit, breastplate, codpiece

Nimrod Snare, Intergalactic Titan Hunter (Legacy: Lion)

F	5	A	2	T	4	M	4	I	4	C	10	E	3	S	4	L	6	W	3
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Talents: Acidic Saliva, Ambidextrous, Combat Drills, Combat Maestro, Spleen Percussionist, Thick Skull, Toss (1), Wrestler (1), Codex, Tactics, Sword Poet, Overwatch, Advanced Training, Sneaky (2), Literate (1), Vehicle Hunter (8), Masterful Monster Murderer

Equipment: technocratic meteoric iron armour, lion pelt, helmet with AU gas mask and laser targeter, laser great sword, laser cannon

Huan Zhi Ro, Genocidal Butcher of "Tobor" Android Race (Legacy: Angel)

F	4	A	2	T	4	M	4	I	4	C	8	E	3	S	4	L	4	W	3
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Talents: Acidic Saliva, Ambidextrous, Combat Drills, Combat Maestro, Spleen Percussionist, Thick Skull, Toss (2), Wrestler (2), Codex, Tactics, Advanced Training, Sneaky (2), Medical Knowledge, Literate (1), Dodge (1)

Equipment: helmet with AU gas mask, Suppression Shield, Power Glove, technocratic meteoric iron armour

Promethea Chant, The Forge of Doom (Legacy: Smith)

F	4	A	2	T	4	M	4	I	4	C	8	E	3	S	4	L	4	W	3
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Talents: Acidic Saliva, Ambidextrous, Combat Drills, Combat Maestro, Spleen Percussionist, Thick Skull, Toss (1), Wrestler (2), Advanced Training, Sneaky (2), Literate (1), Alchemy, Blacksmith (4),

Equipment: helmet with AU gas mask and laser targeter, lizard pelt, Great Meteoric Iron Sledgehammer, full-auto micro missile launcher, technocratic meteoric iron armour, Dwarf Runic Anvil

Fefe Palmer, Slayer of the Sun God Rao (Legacy: Tinker)

F	4	A	2	T	8	M	4	I	4	C	8	E	3	S	4	L	5	W	3
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Talents: Acidic Saliva, Ambidextrous, Combat Drills, Combat Maestro, Spleen Percussionist, Thick Skull, Toss (1), Wrestler (1), Technocrat, Drive (Heavy), Repair, Robot (T), Advanced Training, Sneaky (2), Literate (2), Trained Grenadier, Extra Arms (4)

Equipment: pike with AP4, helmet with AU gas mask, technocratic meteoric iron armour, 10 fragmentation grenades, Prehensile Tendrils, Prototype Robot Body

This model is Driving a...

Tank with Meteoric Iron Armour, Additional Armour Plating, Steam Roller, Tow Cable, Door Locks, and Weapon Mount: Sniper Rifle

Lenore Poereferencé, The Heart-Eater (Legacy: Raven)

F	5	A	4	T	4	M	4	I	5	C	8	E	4	S	4	L	4	W	3
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Talents: Acidic Saliva, Ambidextrous, Combat Drills, Combat Maestro, Spleen Percussionist, Thick Skull, Toss (2), Wrestler (1), Codex Tactics, Advanced Training, Sneaky (4), Drive (personal), Dodge (3), Literate (1),

Equipment: helmet with AU gas mask, technocratic meteoric iron armour with AU jump thrusters, fighting claws with AP5 and stun field ;]8(= 1+(/8)?)

5 3+0!8* ;4(+*8, 28)6!8 ;48 =6*3 +1 485'8*

Herakles Tooth, Wizard Hunter (Legacy: Fist)

F	6	A	4	T	5	M	4	I	6	C	9	E	3	S	5	L	4	W	3
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Talents: Ambidextrous, Combat Drills, Combat Maestro, Spleen Percussionist, Thick Skull, Toss (2), Wrestler (5), Codex Tactics, Sword Poet, Practice Makes Perfect, Advanced Training, Sneaky (2), Vow of Extreme Chastity, Vow of Pompous Spite, Priest of the Buddha Emperor, Wizard Walloper, Literate (3), Mighty Fists, Sidestep (3), Dodge (1)

Equipment: helmet with AU gas mask, technocratic meteoric iron armour, full-auto micro missile launcher, holy heavy chain sword, 8 dispel scrolls, 10 shackles, 2 nets

Legend IV

Sexagenarian Renaissance Ninjas

Leonardo di ser Piero Da Vinci

F	5	A	3	T	3	M	4	I	5	C	10	E	4	S	3	L	5	W	2
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Talents: Leader, Secret Codes, Combat Drills, God of War, Knife Thrower (4), Intimidating (2), Agile, Sneaky (5), Quiet As A Mouse, Quick Reflexes, Wall Runner, Leap, Sword Poet, Bard, Alchemy, Farmer, Blacksmith (23), Repair, Drive (all), Cover Lover (3), Dodge (3), Sidestep (3), Disarm, Tactical Beard, Technocrat, Literate (7),

Equipment: sword, sword, throwing stars, 3 smoke bombs

Michelangelo di Lodovico Buonarroti Simoni

F	4	A	4	T	3	M	4	I	5	C	7	E	4	S	3	L	4	W	2
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Talents: Combat Drills, God of War, Knife Thrower (4), Intimidating (1), Agile, Sneaky (5), Quiet As A Mouse, Quick Reflexes, Wall Runner, Leap, Combat Maestro, Foul Odour, Taunt, Cover Lover (3), Dodge (4), Sidestep (3), Literate (2),

Equipment: pair of nunchucks, throwing stars, 5 smoke bombs

Raffaello Sanzio da Urbino

F	6	A	5	T	4	M	4	I	4	C	9	E	4	S	4	L	4	W	3
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Talents: Combat Drills, God of War, Knife Thrower (4), Intimidating (3), Agile, Sneaky (5), Quiet As A Mouse, Quick Reflexes, Wall Runner, Leap, Dodge (3), Blood Drunk, Spleen Percussionist, Violence Artist, Murder Machine, Berserk Charge, Sidestep (4), Wrestler (3), Disarm, Cover Lover (2), Literate (2), Drive (personal)

Equipment: pair of sais, throwing stars, 2 smoke bombs

Donato di Niccolò di Betto Bardi

F	4	A	2	T	3	M	4	I	4	C	9	E	4	S	3	L	5	W	2
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Talents: Combat Drills, God of War, Knife Thrower (4), Intimidating (1), Agile, Sneaky (5), Quiet As A Mouse, Quick Reflexes, Wall Runner, Leap, Literate (8), Technocrat, Cover Lover (3), Dodge (3), Sidestep (3), Alchemy, A Scion of Mars

Equipment: staff, throwing stars, 2 smoke bombs

Legend V

Greater Angle of Mathematics

F	5	A	5	T	5	M	5	I	5	C	23	E	5	S	5	L	36	W	5
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Talents: Dæmon, Extra Eyes (108), Laser Eyes, Incredible Speed of Hermes, Infinite Mass Punch, Toss (5), Transfix, Agile, Dodge (5), Sidestep (5)



Wizard. Knows all spells from the lore of Chronomancy.

Higher Spacial Awareness: The Greater Angle of Mathematics automatically passes all Attack Rolls. All wounds from the Greater Angle of Mathematics are Critical Wounds. No model ever counts as *Hidden* to the Greater Angle of Mathematics.

Sharp Corners: The Greater Angle of Mathematics always counts as being equipped with a Sword, a Spear, a Long Sword and a Long Spear.

Legend VI

Leviathan

The "They" Everyone Is Always Talking About.



F	1	A	1	T	1	M	3	I	3	C	3	E	2	S	1	L	1	W	1
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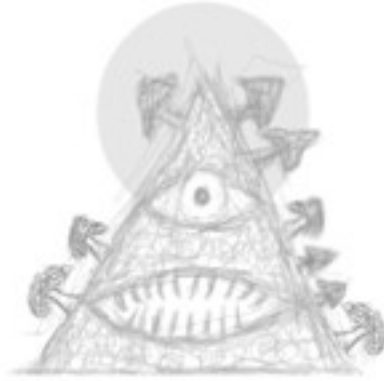
Talents: Predator, Technocrat, Improvised Strike, Improvised Block, Sneaky (4), Literate (4), Priest of the Fish God, Greater Avatar of Bolast, Gills, Warden of the Veil (4)

Everyone, Everywhere: Every time a Leviathan model is taken *Out of Action*, place two (2) new Leviathan models anywhere within 2" of its Corpse Token, then permanently remove that Leviathan Corpse Token from the game.

Leviathan models taken *out of action* by a harpoon gun, spear, long spear or lance do not benefit from Everyone, Everywhere.

Equipment: business suit, good book to read

[THIS PAGE IS FOR ANTI-WIZARD PROPAGANDA]



THE ARMOURY

Because sometimes even toys need their own toys.



Melee Weapons

MELEE WEAPON SPECIAL RULES

Barrage: A model armed with this weapon rolls attack rolls as normal. However, for every successful Attack Roll that is saved by the enemy model, you may immediately roll a special Barrage Attack Roll at -2 to the dice result. This -2 penalty is cumulative for each additional Barrage Attack Roll rolled that melee phase as the barrage becomes wilder and more desperate.

Barrage Attack Rolls never cause Critical wounds.

Cumbersome: Because the weapon is so large, heavy, or awkward to carry, a model equipped with this weapon is always holding it drawn and thus must always use it in melee if attacked. The only way to stop using this weapon is to drop it. Place a token representing the weapon on the battlefield. This token may then be picked up by any model, arming them with the weapon. If the token is not in the possession of *someone* at the end of the battle the weapon is lost to the shifting streets of the Golden City, never to be found again.

Fire: Whenever you *Connect* with a Wounding Blow using this weapon roll a d6. On a 5+ the victim is set on *Fire*. See the Arson and Other Poems section for details.

Holy Weapon: All Wounding Blows caused by this weapon against *Dæmon*, *Marked*, *Vermintide* or *Undead* models are automatically upgraded to Critical Wounds.

Lasting Concussion: When rolling for injuries from this weapon any Injury Rolls of 1 will cause enemy models to be *Knocked Down* as usual, but all rolls of 2, 3 and 4 will cause enemy models to be *Stunned*.

Pair: These weapons are traditionally used in pairs, one in each hand. A model armed with these weapons gets an additional Attack Roll and counts as dual wielding. Note that paired weapons are still lost or discarded as a single item.

Parry: A model armed with this weapon may make a *parry counter-action* with it.

Primitive: Enemies wounded by this weapon gain +1 to their armour save or a 6+ armour save if they have no armour.

Strike First: The model using this weapon always strikes with a bonus of +10 Initiative in the first round of melee.

Strike Last: This weapon is so heavy that the model equipped with it always strikes with -10 Initiative (to a minimum of 1) in melee when using it. If a model has both *Strike First* and *Strike Last* they cancel each other out.

Two-handed: A model using a two-handed weapon cannot use any additional weapon or shield in melee, though a shield will still provide a bonus to their armour save against shooting.

Unwieldy: A model with this weapon may only use a shield in their remaining hand. This model may not use a second weapon unless they have a third arm, prehensile tail, etc.

Axe 6 gold, common

T7, W1, Base (1), S: user, AP2, (iron), (sharp)

Brass Knuckles 2 gold, common

T4, W1, Base (1), S: -1, AP0, (blunt), Lasting Concussion, Primitive, Pair. May be (iron) for +2 gold.

Butterfly Knife 13 gold, common

T3, W1, Base (1), S: -2, AP0, (iron), (sharp), barrage

Cavalry Hammer 12 gold, Rare 7+

T4, W1, Base (1), S: +2, AP0, (iron), (blunt), Lasting Concussion, Two-handed. Mounted models only.

Cavalry Lance 9 gold, Common

T3, W1, Base (2), S: +4, AP4, One use only. (sharp), Cumbersome. Mounted models only.

Club, Mace or Hammer 6 gold, common

T4, W1, Base (1), S: user, AP0, (blunt), Primitive, Lasting Concussion

Fighting Claws 15 gold per pair, Rare 7+

T3, W1, Base (1), S: User, AP0, (iron), (sharp), Cumbersome, Parry, Pair

Halberd 12 gold, Rare 7+

T4, W1, Base (2), S: +2, AP1, -1I, (iron), (sharp), Two-handed

Knife, Shiv or Broken Bottle 2 gold, common

T2, W1, Base (1), S: -1, AP0, (sharp), Primitive

Long Spear 12 gold, Common

T4, W1, Base (2), S: user, AP0, (sharp), Strike First, Unwieldy. +1S if Mounted.

Long Sword 23 gold, rare 5+

T7, W1, Base (1) OR Base (2), S: user, AP1, -1 Initiative, (iron), (sharp), Unwieldy, Parry

Morning Star, Flail or Cat-O-Nine-Tails 17 gold, Rare 7+
T4, W1, Base (1) OR Base (2), S: +2, AP0, (*blunt*), (*iron*),
Lasting Concussion, Two-handed,
Heavy: Counts as an (*iron*) club when attacking at Base (1).

Nunchuck 42 gold, Rare 10+
T4, W1, Base (1), S: user, AP0, (*blunt*),
Lasting Concussion, Primitive, Barrage, Parry

Pair of Sais 80 gold, Rare 10+
T7, W1, Base (1), S:-1, AP0, (*iron*), (*blunt*), Parry, Pair,
Built to parry: The model may reroll parry checks.
Trap Blade: Whenever this model makes a successful parry,
they may attempt to pin and break their opponent's weapon.
Immediately make an attack roll using the sais against the
parried weapon as an *interrupt*. If an opponent's weapon is
destroyed, they must resort to a backup or fight unarmed.
Sais may be (*sharp*) for +10 gold.

Pike 27 gold, Rare 6+
T7, W1, Base (3), S: +3, AP2, -3 Initiative, (*sharp*),
Unwieldy, Cumbersome, Has Strike First when being charged,
Anti-Cavalry: May reroll Attack Rolls against *Mounted* models

Rapier 39 gold, Rare 7+
T3, W1, Base (1), S: -1, AP0, (*iron*), (*sharp*),
Parry, Barrage

Spear 9 gold, Common
T4, W1, Base (1), S: user, AP0, (*sharp*), Strike First, Unwieldy
+1S if *Mounted*.

Squiggly Beast Prod 20 gold, common
A long trident often used by goblin farmers.
T4, W1, Base (2), S: user, AP0, (*sharp*), Strike First,
Unwieldy, Cumbersome. +1S if *Mounted*.
Prod: May double the range of the Beast Handler talent.

Sledgehammer 15 gold, Rare 6+
T6, W1, Base (1) OR Base (2), S: +3, AP0, (*iron*), (*blunt*),
Lasting Concussion, Cumbersome, Two-Handed, Strike Last,
Heavy: Counts as a club when attacking at Base (1).

Staff 8 gold, common

T4, W1, Base (2), S: user, AP0, (*blunt*), Primitive,
Lasting Concussion, Parry

Sword 8 gold, common

The first tool created with the purpose of killing humans.

T7, W1, Base (1), S: user, AP0, (*iron*), (*sharp*), Parry

Whip or Fighting Chain 16 gold, common

T1, W1, Base (2) OR Base (3), S: user, AP0, Primitive,

Flexible: All successful enemy parries against wounding blows from this weapon must be rerolled.

Wrap: A model that Connects with a wounding blow from a whip may cause their target to suffer -1A by wrapping the whip around a limb. The whip cannot be used to make any further attacks while this penalty is active. The target can pass a Strength check in their recovery phase to remove the whip.

Whip crack: one whip attack per melee phase may *Strike First* at Initiative 10.

Fighting Chain: A whip can be upgraded to a metal fighting chain for +4 gold. The Fighting Chain loses Whip Crack and Primitive, but gains (*iron*), +6T, and becomes S: +1.

At the start of any melee phase, a Fighting Chain may be coiled and used as a pair of Brass Knuckles. The chain cannot be coiled if it was used to attack at Base (3) during this model's prior melee phase.

Yo-Yo 2 gold, common

T2, W1, Base (1) or Base (2) OR Base (3), S1, AP0, (*blunt*), Primitive, Lasting Concussion

Tricks: A Yo-Yo can choose its own Base value as an *interrupt*, even between attack rolls during one melee phase.

Technocratic Melee Weapons

These weapons are all (technocratic) and (iron).

Wounding Blows from (chain) weapons are always Critical.

Chainsaw 45 gold rare 10+

T7, W2, Base (1), S: +2, AP2, (*sharp*), (*chain*)

Chainsaw Halberd 50 gold rare 10+

T7, W1, Base (2), S: +2, AP2, (*sharp*), (*chain*), -1I, Two-handed

Chainsaw Sword 45 gold, rare 10+

T7, W2, Base (1), S: user, AP2, (*sharp*), (*chain*), parry

Heavy Chainsaw 50 gold rare 10+

T8, W2, Base (1); S: +3, AP2, (*sharp*), (*chain*),
Two-handed, Strike Last, Cumbersome

Laser Axe 75 gold, rare 11+

T7, W2, Base (1), S: +1, AP5, (*sharp*)

Laser Sword 75 gold rare 11+

T7, W2, Base (1), S: user, AP4, (*sharp*), Parry

Mono-Filament Whip 300 gold, rare 12+

T10, W1, Base (2) OR Base (3), S: -1, AP10

Flexible: All successful enemy parries against wounding blows from this weapon must be rerolled.

Wrap: A model that *Connects* with a wounding blow from a whip may cause their target to suffer -1A by wrapping the whip around a limb. The whip cannot be used to make any further attacks while this penalty is active. The target can pass a Strength check in their recovery phase to remove the whip.

Whip crack: one whip attack per melee phase may *Strike First* at Initiative 10.

Power Glove 190 gold rare 12+

T8, W4, Base (1), S: +5, AP7, (*blunt*),
Cumbersome, Parry, Strike Last

War Hammer 40,000 gold, Rare 13+

T9, W5, Base (2), S: +10, AP10, (*blunt*), Lasting Concussion,
Cumbersome, Two-Handed, Strike Last, Parry,

Shockwave: Whenever this weapon *Connects* with a Wounding Blow, all enemy models within 3" of the target immediately take d3 AP10 Wounding Blows as an *interrupt*.

Wu-Tang Liquid Sword 36 gold, Rare 12+

T1, W7, Base (3), S: -1, AP1, (*sharp*), *holy weapon*, Parry

RIP ODB

Melee Weapon Upgrades:

These can only be bought at the same time as the weapon. Multiple upgrades may be purchased together. All rarity rolls must be passed at the same time. If your party members fail any of these rolls then the combined item cannot be located during this Post-Game Sequence.

Blessed Double Weapon's price, Rare 5+
This Weapon gains the *Holy Weapon* rule.

Dæmonic Pentuple Weapon's current price, Rare 13+
This upgrade may be purchased multiple times consecutively. A model equipped with a dæmonic weapon is *Stupid*. If they are already *Stupid*, they must reroll successful checks.

Additionally, choose 1 of the following with each purchase:

All-Seeing:	<i>This weapon reduces enemy Dodge saves by -3.</i>
Fanged:	<i>This weapon may reroll failed Attack Rolls.</i>
Lashing:	<i>During this model's Recovery phase, you may alter this weapon's Base Level by +1/-1.</i>
Stinging:	<i>This weapon has Strikes First and Poison (+2).</i>
Warpfire:	<i>This weapon has Fire attacks.</i>
Darting:	<i>This weapon returns to its owner's hand automatically at the end of every phase.</i>

Great Weapon +15 gold, Common
This weapon gains +2S, *Two Handed*, and *Strike Last*.

Iron Plated +4 gold, Common
This weapon gains the *(iron)* rule.

Meteoric Iron Quadruple weapon's Price, Rare 11+
This weapon gains +1S, *(iron)*, T9, and +1W.

Moldavite Multiply weapon's final price by one hundred, Rare 11+
This weapon's AP applies to both armour AND warding saves.

Stun Field Add 45 points to weapon's cost. Rare 8+
The weapon is now *(technocratic)* and *(iron)*. If this weapon *Connects* the target must pass a T check at -1 or become *Stunned*.

Tolkeinite Quadruple weapon's Price, Rare 11+
A Tolkeinite weapon gives its user +2I in melee. Tolkeinite weapons with *Strike Last* will even strike at -8I instead of -10I (This condition replaces *Strike Last*).

Projectile Weapons

PROJECTILE WEAPON SPECIAL RULES

Accurate (X): +1L per level when shooting this weapon.

Boom: If this weapon causes a wounding blow it will also cause an automatic wounding blow with the same AP and effects to all other models within 3" of its target, friend or foe.

Fire: Whenever you *Connect* with a Wounding Blow using this weapon roll a d6. On a 5+ the victim is set on *Fire*. See the Arson and Other Poems section for details.

Grenade: All grenades are *One use only*. If this weapon scores a Wounding Blow will also cause an automatic Wounding Blow all other models within Base (3) Contact of its target as well, friend or foe.

If you fail your Attack Roll with a grenade, roll a C check on the throwing model's Command. If they pass, nothing happens and the grenade simply misses and is wasted, but if they fail they have *Fumbled* the grenade. A *Fumbled* grenade scatters 2d3" from the model's measuring point in a random direction two consecutive times and then explodes, causing a Wounding Blow to any model, friend or foe, within 3" of its final position.

Improvised Weapon: The weapon may be used in melee, counting as a club with -1 Strength.

Laserburn: This weapon has +1AP if shot by a model with the Mark of An'sl.

Move or Fire: You may not move and fire this weapon on the same turn, other than to pivot on the spot to face your target or to stand up.

Multiple Shots (X): A model with this weapon may shoot it multiple times in their Shoot phase instead of once.

Pistol: Instead of making their normal attacks, a model armed with this weapon may shoot it once in the first round of any melee using the Always Strikes First rule. This shot is fired using F vs. F, rather than L and E. In all respects it is a melee attack, and may even be avoided using sidestep or similar talents.

Precision Blast: Grenades only. This grenade only ever wounds one model: Its target on a Wounding Blow or its thrower on a Fumble.

Prepare Shot (X): After firing, this weapon must skip (X) number of game cycles before it can shoot again.

Primitive: An enemy wounded by this weapon gains a +1 bonus to their armour save against the wound, or a 6+ armour save against the wound if they have no armour save.

Recover: After a *One Use Only* thrown weapon with this rule has been thrown, place a token representing this weapon in Base (1) Contact with the target. Do this regardless of whether the Attack Roll was successful or not. Any model may pick up this token, becoming equipped with the weapon as normal.

Snare: If this attack roll *Connects*, the target becomes *Snared* in addition to any other effect. At the beginning of the shooter's next Shoot phase they may take a Strength check as their Shoot action to immediately pull the *Snared* model a number of inches closer towards them equal to the shooter's Strength plus d6. The *Snared* model can attempt to pass a Strength check at -1 in their recovery phase to no longer be *Snared*. If they fail they become *Knocked Down*.

Stun: If a weapon with this rule *Connects* with a successful attack roll, the enemy must roll below their T on 2d6 or immediately become *Stunned* regardless of any other effect.

Thrown Weapon: The model suffers no penalties for moving and shooting with this weapon or for throwing it at maximum range. Being specially weighted for throwing it is of no use in melee unless explicitly stated otherwise.

[SKETCH of a dwarf cannon crew vs an ogre holding a cannon]

Primitive

Blowpipe 20 gold, Rare 7+

T2, W1, Max Range: 10", S1, AP0, Poison (+2), Accurate (1), Primitive.

Stealthy: A model armed with a blowpipe can fire it while *Hidden*. They will still remain *Hidden* after shooting it.

Sling 2 gold, common

T1, W1, Max Range: 12", S2, AP0, (*blunt*), Multiple shots (2), Primitive

Skull Bash: A sling may wind up and take a single shot at Strength 3 instead of using multiple shots.

Lasso 2 gold, common

T1, W1, Max Range: 8", S1, AP0, Snare, Primitive

Bows

Bow 8 gold, common

T2, W1, Max Range: 24", S3, AP0, (*sharp*), Primitive

Long Bow or Compound Bow 16 gold, common

T3, W1, Max Range: 30", S3, AP0, (*sharp*), Primitive

Short Bow 4 gold, common

T2, W1, Max Range: 16", S3, AP0, (*sharp*), Primitive

Widdershins Fae Long Bow 77 gold, Rare 11+

T7, W1, Max Range: 42", S3, AP1, (*sharp*), Accurate (2)

Blackpowder Weapons

Blackpowder weapons are sturdy, heavy things and count as *Improvised Weapons* in melee. Any Blackpowder weapon may be made of Brass, removing the *(iron)* rule, for +7 gold.

Poison **cannot** be applied to Blackpowder weapons.

ak47 50 gold, Rare 7+

T7, W2, Max Range: 18", S4, AP2, *(iron)*, Multiple Shots (3)

Blunderbuss 13 gold, Rare 6+

T4, W1, Max Range: D, S3, AP1, *(iron)* One use per game.

Debris: Instead of targeting a model, draw a line 12" long and 1" wide in any direction from the shooter (it must be absolutely straight). Any and all models on the line suffer an Attack Roll with the shooter's L, and S3, AP1.

Cannon 175 gold, Rare 9+

T8, W4, Max Range: 90", S10, AP5, *(iron)*,

Prepare Shot (4), Move or Fire

Cannonball: A model that suffers an unsaved wound from a cannon shot will remove d6 wounds instead of one.

Token: Place a cannon token during deployment to represent this item. It can only be moved by *Pulling* actions, and cannot be picked up, except by models with S6 or higher.

Duelling Pistol 25 gold, Rare 8+

T2, W1, Max Range: 8", S3, AP2, *(iron)*, pistol,

Prepare Shot (1), Accurate (1),

Fragile: Duelling pistols are delicately constructed and do not count as an *Improvised Weapon* in melee.

Grenade Launcher 35 gold, Rare 8+

T7, W2. This model adds +12" to the Max Range of any grenade they throw.

Pistol 8 gold, Rare 6+

T7, W1, Max Range: 8", S3, AP2, *(iron)*, pistol

Rifle 25 gold, Rare 6+

T7, W2, Max Range: 24", S4, AP2, *(iron)*,

prepare shot (1), move or fire

Shotgun 50 gold, Rare 8+

T7, W2, Max Range: D, S4, AP2, (*iron*), Prepare Shot (2)

Debris: Instead of targeting a model, draw a line 12" long and 1" wide in any direction from the shooter (it must be absolutely straight). Any and all models on the line suffer an Attack Roll with the shooter's L, and S4, AP2.

You may choose one of the following upgrades at purchase:

Upgrade to **pump-action shotgun** for +50 gold. A Pump action shotgun does not have *Prepare Shot* and can shoot every turn.

Upgrade to **automatic shotgun** for +100 gold. An automatic shotgun may draw two lines in any direction during its Shoot action instead of just one.

Six-Shooter 8 gold, common

T7, W1, Max Range: 8", S2, AP1, (*iron*), pistol, multiple shots (2)

Sniper Rifle 65 gold, Rare 9+

T7, W2, Max Range: 120", S5, AP3, (*iron*), Accurate (2), Move or Fire, Prepare Shot (2),

Pick Target: A model armed with a sniper rifle can target any enemy model in Line of Sight and will ignore any penalties to their L for cover.

Tommy Gun 35 gold, Rare 5+

T4, W2, Max Range: 16", S2, AP1, (*iron*), Multiple shots (4)

Uzi 45 gold, Rare 9+

T7, W1, Max Range: 8", S3, AP2, (*iron*), pistol, Multiple Shots (3)

Crossbows

Ballista 45 gold, Rare 5+

T4, W6, *Flammable*. Max Range: 120", S6, AP3, (*sharp*),
Move or Fire, Prepare Shot (3),

Token: Place a ballista token during deployment to represent this item. It can only be moved by *Pulling* actions, and cannot be picked up, except by models with S6 or higher.

Crossbow 25 gold, common

T4, W2, Max Range: 30", S4, AP1, (*sharp*),
Move or Fire, Improvised Weapon

Crossbow Pistol 25 gold, Rare 9+

T4, W1, Max Range: 10", S4, AP0, (*sharp*), Pistol

Harpoon Gun 45 gold, Rare 7+

T4, W2, Max Range: 18", S3, AP1, (*sharp*),
Move or Fire, Improvised Weapon, Snare

Repeater Crossbow 35 gold, Rare 8+

T4, W1, Max Range: 24", S4, AP1, (*sharp*),
Move or Fire, Multiple Shots (2)

Thrown Weapons

All thrown weapons have the thrown weapon rule.

Anti-Armour Grenade 15 gold, Rare 8+

T7, W1, Max Range: 8", S2d6+3, AP5, (*iron*), Grenade, Precision Blast,

Unstable Implosion: Roll 2d6+3 for this grenade's Strength after it is thrown but before resolving its effect.

Blessed Water 9 gold, Rare 5+

T1, W1, Max Range: 4", S: n/a, AP0, *One use only*. Primitive.

If Blessed Water *Connects* with any *Undead*, *Fae*, or *Dæmon* model it immediately causes d6 wounds. Roll *Armour* and *Immune to Pain* saves separately for each wound. Blessed Water does nothing to any other model.

Boomerang 6 gold, common

T4, W1, Max Range: 18", S: user -1, AP0,

One use only, Recover, Primitive, Improvised Weapon,

Thwunk! Any non-vehicle model that suffers an unsaved wound from a boomerang automatically becomes *Stunned*.

Catch: May pass an I or L check at the end of the Shoot phase to Recover the Boomerang as if in Base (1) Contact.

Caber 5 gold, common

T7, W3, Max Range: 3", S7, AP0,

One use only. Primitive, Recover.

Caber Toss: Place a Caber Token within 3" and make an attack roll. On a success, draw a line extending 3" out from the Caber Token in a direction of your choice. On a failure, randomize the direction instead. All models in contact with this line suffer a Wounding Blow from the caber falling. The Caber Token can only be recovered by first passing an S check at -2 to pick it up. A model cannot try to pick up a Caber more than once per turn.

Cartoon Bomb 3 gold, common

T4, W1, Max Range: 8", S4, AP0, Grenade, Primitive

Dynamite Stick or Pipe Bomb 11 gold, Rare 5+

T4, W1, Max Range: 6", S7, AP2, Grenade, Precision Blast

Flashbang 1 gold, common

t4, W1, Max Range: 8", S1, AP0, Grenade, Primitive

If an Attack Roll from a Flashbang is successful, all models in the grenade's area of effect suffer -5I this Game Cycle.

Fragmentation Grenade 5 gold, Rare 8+

T7, W1, Max Range: 8", S3, AP1, (*iron*), Grenade

Gas Grenade 15 gold, Rare 9+

T7, W1, Max Range: 8", S: 1, AP0, Grenade, Primitive

Gas: If the Attack Roll is successful, all models who suffer a wounding blow must instead pass a Toughness check or be *Stunned for 2d3 Game Cycles*. No wound is caused.

Gold Brick 25 gold, common

T5, W2, Max Range: 6", S: user, AP0, *One use only*, (*blunt*), Primitive, Recover

Stable Investment: Gold Bricks are always sold at full value (25 gold) in the Market Bazaar.

Javelin 2 gold, common

T4, W1, Max Range: 15", S: user, AP0, (*sharp*), Primitive, Improvised Weapon, *One use only*, Recover

Molotov Cocktail 1 gold, common

T1, W1, Max Range 6", S1, AP0, Fire, Primitive, Grenade, Precision Blast

Pilum 20 gold, common

T5, W1, Max Range: 18", S: user, AP1, (*iron*), (*sharp*), *One use only*, Recover

Counts as a Long Spear in melee.

Rock free*, common

T4, W1, Max Range: 8", S1, AP0,

One use only, (*blunt*), Primitive, Recover

*Any model may spend their shooting action to pick up a free rock.

Stun Grenade 15 gold, Rare 7+

T7, W1, Max Range: 8", S1, AP0, *One use only*, (*iron*), Grenade, Stun

Temporal Stasis Field Grenade 57 gold, Rare 10+

T7, W1, Max Range: 8", S1, AP1, (*technocratic*), (*iron*), Grenade

Stasis Field: If the attack roll is successful, all models in the grenade's area of effect are removed from play and replaced with tokens representing their positions that cannot be interacted with in any way. The tokens remain for d3 Game Cycles. When the tokens disappear, replace them with the models they represent, *unlocked* and free to act.

Thoth Tarot (or Playing Cards if Clever) 75 gold, rare 7+

T1, W1, Max Range: 6", S1, AP0, (*sharp*), *Flammable*, Primitive



A Leader may use the deck in the following special manner:

Interrupt. Before the mission is rolled, use of the deck may be declared. The leader immediately makes a C check and if they pass they may use either of the pip results on the two C check dice as the mission result instead of rolling a d6. Multiple leaders with decks must each roll a C check and add their C and I to the result. The leader with the highest total chooses which of the two pip results to use.

Throwing Knives or Throwing Stars 7 gold, common

T2, W1, Max Range: 9", S: user -1, AP0, (*iron*), (*sharp*), Primitive, Improvised Weapon.

Trebuchet 75 gold, Rare 5+

T4, W6, Max Range: 120", S8, AP0,
Move or Fire, Prepare Shot (5),

Rolling Stones: After the shot is resolved, regardless of its result, place a stone token in base (1) contact with the target model and then scatter it d6" in a random direction. If the token passes over any model during its scatter, that model suffers an immediate AP0 wounding blow.

Token: Place a trebuchet token during deployment to represent this item. It can only be moved by *Pulling* actions, and cannot be picked up, except by models with S8 or higher.

Void Grenade 60 gold, Rare 8+

T7, W1, Max Range: 8", S1, AP0, (*Technocratic*), (*iron*), Grenade

Singularity: Place a Void Token on your target location and make an Attack Roll. If the roll is successful, no wounds are caused but the grenade will immediately summon a Nihil Random Event on that token as if the grenade's location was the centre of the table. The shared consciousness of the Golden City is paper thin, and this tear in its weaving will move around the table as normal, impossible to control once released. The Nihil created from the Void Grenade counts as having the (*technocratic*) and (*iron*) rules in case that is ever relevant.

Technocratic Projectile Weapons

All weapons from this list are (Technocratic)

Antimatter Cannon 650 gold, Rare 12+
T4, W1, Max Range: 24", S10, AP7,
Prepare Shot (10), Move or Fire, Boom

Chaingun 225 gold, Rare 9+
T7, W2, Max Range: 24", S4, AP2, (*iron*),
Multiple Shots (8), Move or Fire

Fire Lance 375 gold, Rare 10+
T4, W1, Max Range: 12", S8, AP8,
Fire, Prepare Shot (4),
Can be used once per game as a Lance with AP8.

Flame Thrower 250 gold, rare 7+
T4, W2, Max Range: special, S3, AP0, *Fire*,
Liquid Fuel: draw a line 8" long in any direction. It does not have to be a straight line. both ends of the line must be within 3" of the firing model. Any model under this line, friend or foe, suffers a Wounding Blow with AP0 and *Fire*. Roll a d6 after Shoot action with a Flame Thrower. On a 1 the fuel has run out for the rest of the game.

Full-Auto Micro Missile Launcher 195 gold, Rare 10+
T6, W2, Max Range: 48", S6, AP3, (*iron*), Grenade, Multiple shots (2), Improvised Weapon

Giant Electromagnet 200 Gold rare 10+
T5, W1, (*Iron*),

May be fired as a Shoot action with the following effect:

All enemy models within 12" are automatically disarmed of any (*iron*) equipment they are carrying. Place a token d6" towards the electromagnet representing each disarmed model's (*iron*) equipment. Firing the electromagnet again will pull all tokens an additional 2d6" closer to the electromagnet each shoot action, until they are in base (1) contact.

One electromagnet can never disarm another. Instead, both models must roll technocrat checks until one fails. The failing model's giant electromagnet immediately shorts out and cannot be used again for d6 game cycles.

Laser Cannon 700 gold, Rare 11+
T7, W2, Max Range: infinite, S9, AP6,
Move or Fire, Laserburn, Accurate (1)

Laser Pistol 55 gold, Rare 10+
T4, W1, Max Range: infinite, S3, AP0,
pistol, Laserburn, Accurate (1)

Laser Rifle 95 gold, Rare 10+
T4, W2, Max Range: infinite, S4, AP1,
Laserburn, Improvised Weapon, Accurate (1)

Missile Launcher 650 gold, Rare 8+
T7, W2, Max Range: 120" S: as missile, AP: as missile,
(iron), Move or Fire, Prepare Shot (3)

Rockets: The missile launcher fires specially purchased grenades as ammunition. You may purchase any type of grenade for the Missile Launcher, renaming the grenade *Missile* in the process. Missiles can never be thrown, but are still kept as separate items until they are fired.

If the Launcher's Attack Roll is successful, it causes a wounding blow on its target with the missile. If it misses, the enemy target counts as fumbling the missile as if it were a grenade they dropped themselves.

Plasma Blaster 220 gold, Rare 11+
T4, W1, Max Range: 18", S1, AP6,
Multiple Shots (4)

Plasma Cannon 550 gold, Rare 11+
T4, W1, Max Range: 48", S6, AP6,
Prepare Shot (3), Move or Fire, Boom

Plasma Pistol 220 gold, Rare 11+
T3, W1, Max Range: 8", S7, AP6,
Prepare Shot (3), Pistol

Plasma Rifle 220 gold, Rare 11+
T3, W1, Max Range: 24", S7, AP6,
Prepare Shot (3), Move or Fire

Quark Pistol 125 gold, Rare 12+

T3, W1, Max Range: 8", S5, AP4,

Prepare Shot (3), pistol, Accurate (3)

Bold Science: May reroll 1s to wound against any models with the unit type: Detective

Strategic Singularity Projector 1,000 gold, Rare 13+

Target one item, model or point on the table within Line of Sight as a Shoot action, then roll an L check. If the check is successful, immediately place a Nihil Random Event on top of the target but only scatter it d6" in a random direction.

Sonic Cannon 200 gold, Rare 10+

T4, W2, Max Range: 24", (sonic), S1, AP0,

Accurate (3), Primitive, Boom

Bards Only. Counts as a Musical Instrument.

Wub-Wub: Any model suffering a wounding blow from a Sonic Cannon must pass an I check to dance or else immediately become *Knocked Down* by the deep bass booty quakes.

Sonic Rifle 100 gold, Rare 10+

T4, W1, Max Range: 24", (sonic), S1, AP0,

Accurate (3), Primitive,

Bards Only. Counts as a Musical Instrument.

Six Strings of Fury: If the attack roll is successful the target must pass a C check or else immediately become *Stunned* by blistering licks in addition to any other effect.

Taser 25 gold, Rare 7+

T3, W1, Max Range: 6", S1, AP0,

Primitive, Prepare Shot (2), Pistol, Stun

Teleportation Gun 450 gold, Rare 12+

T5, W1, Max Range 12",

Declare a target within 12" and roll an L check. If successful, the target is hit by the Teleportation Gun. They are immediately moved 3d6" in a random direction. This random direction can be rerolled once by the shooting model but the second result stands. The target model suffers no other direct effect.

If the target ends this movement inside a solid object, such as terrain, they suffer one automatic AP10 Wounding Blow and are moved back towards their previous position by the minimum distance required to no longer be inside the object.

Projectile Weapon Upgrades

Attaching A Scope To A Technocratic Or Blackpowder Weapon

A model can only use one scope at a time. Attach or remove the scope to/from one blackpowder or technocratic projectile weapon before a game or as a Shoot action.

Attached Scopes can be purchased as *Armour Upgrades* built into a helmet instead, in which case the helmet becomes *Technocratic* and the Attached Scope's rules will apply to any projectile weapon (regardless of type) that is held by the model while they are wearing the *Technocratic* helmet.

Additionally, *Heat Vision* and *Night Vision* can be purchased on their own as goggles, applying their rules to any projectile weapon held by the model, but staying T4, W1.

Attached Scopes

Heat Vision 15 gold, Rare 9+, (AU)

T4, W1, A model has *Trick Shooter* (2) when firing this weapon unless any models within Base (2) Contact of their target are on *Fire* or have an item or talent with the *Fire* rule such as a lit torch.

Laser Targeter 15 gold, Rare 9+, (AU)

T4, W1, A model has +2L when firing this weapon if they make no movement actions at all during their turn.

Night Vision 15 gold, Rare 9+, (AU)

T4, W1, A model has *Overwatch* when firing this weapon but will become *Stunned* if flash powder is used within 6".

Telescopic Sight 15 gold, common, (AU)

T4, W1, The nominated weapon gains +24" to its Max Range, but the model cannot target any models within 18".

Bayonet common

The model may affix or remove a bayonet to/from any *Blackpowder* or *Technocratic* projectile weapon as a shooting action. A weapon can only have 1 bayonet affixed at a time, giving the weapon a second profile for melee. When a bayonet is affixed, the projectile weapon becomes *Cumbersome*.

Chain Blade: 35 gold, as chainsaw in melee, T6, W2

Iron Spike: 7 gold, as (*iron*) spear in melee, T7, W2

Laser Blade: 65 gold, as laser axe in melee, T6, W2

Digital Periscope and Folding Barrel 60 gold, Rare 10+, (AU) T3, W1, (*Technocratic*), Instead of drawing line of sight to their target, this model may pass a C check to place a token up to 2" in any direction around them, and draw line of sight from there, allowing them to shoot around corners.

Silencer 40 gold, rare 8+

T4, W1, Nominate one Blackpowder weapon to attach the silencer to as a shoot action. This weapon is now much more quiet and no longer counts as being a Blackpowder weapon for the *Sniper* talent or for *Waking the Giant*.

Smart Gun 111 gold rare 11+

T3, W1, (*Technocratic*), This is a permanent upgrade to one Blackpowder or Technocratic projectile weapon. Any model using the upgraded weapon can pass a C check at the start of their Shoot phase to gain either *Predict Movement* (3), *Trick Shooter* (3) or *Vehicle Hunter* (3) with that weapon until the end of that phase.

ARMOUR

ARMOUR SPECIAL RULES

Bulky: This model suffers -1M, -2M if also equipped with a shield. Additionally, a *Bulky* model counts as two models for the purposes of filling Transport Capacity.

Mind Link: Models with the Unit Type: Void or the Technocrat talent may ignore the Bulky rule when using this armour.

Suit: Models may only have one item with this keyword.

Cloak: Models may only have one item with this keyword.

Vehicle Armour: Any armour may be designated as Vehicle Armour during its acquisition by writing (VA) after its type. Vehicles can only wear Vehicle Armour. Models that are not vehicles can never wear Vehicle Armour. Simple.

Armour Upgrades (AU)

Models may purchase additional upgrades and cybernetics, from jet packs to heat vision, commissioning them to be built into their armour or helmet.

Any item with (AU) listed after its rarity value can be purchased as an *Armour Upgrade*. Items purchased as *Armour Upgrades* cost 5 gold less to purchase (-5), but you must nominate one helmet, suit or shield for them to be permanently bonded with. They become one item with the abilities of two (or more).

These items are forever merged, and will be lost, stolen or destroyed as one.

Alien Symbiote 616 gold, Rare 11+

T7, W5, Suit. *Flammable*. The host model gains +2F, +2I, +2W, Predator, Wallrunner, Acrobat, Leap, Intimidating (3), Thick Skin (3), Twitching Triceps, Regeneration (7), Tactically Eat Opponent, Abyssal Jowls, Acidic Saliva, Long Tongue, and Shadow Tentacles.

The Alien Symbiote, and any model wearing it, are unit type: Void. Whenever this model is within 5" of a *Jamming* Bard during its Move phase the Suit will immediately suffer a Wound with no saves allowed. *Sonic* weapons may reroll failed attack rolls against this model.

The Alien Symbiote has Regeneration (7) if targeted directly by an attack or wounded. If the Suit is destroyed separately from its wearer, its host model is immediately *Stunned*. Place a Symbiote Token d6" away from the host model in a random direction. This token has Initiative 16 but 1s in all its other stats. The Symbiote Token moves 2d6" towards the nearest board edge at the beginning of each game cycle. If it leaves the board or is taken out of action it is gone forever, but if another model comes into Base (1) Contact with it, the Alien Symbiote bonds to them and that model is immediately taken out of action. They do not roll for Humiliating Injury but must wear the Alien Symbiote suit, fully regenerated, during their next game.

Removing the Alien Symbiote can only be done by passing three consecutive C checks, each at -3, and this can only be attempted after wearing the suit through at least one complete game.

Bearskin Pelt 15 gold, common

T5, W2, Cloak, Save: 6+ or +1 to an existing armour save. Model may pass a T check once per phase to gain the *True Grit* talent until the end of that phase. If they have *True Grit*, they gain *Truer Grit* instead. If the model already possesses both of these talents they gain *Truest Grit* that phase. If a model that already has *Truest Grit* passes this check they become a goddamn bear. Replace the model with a bear from the Feral Creatures section until the end of the game.

Boring Wooden Arm Buckler 19 gold, common

T4, W2, Has the *Parry* rule. May be (*iron*) for +1 gold.

Breastplate 15 gold, Rare 5+

T7, W2, Save: 6+ or +1 to an existing armour save. (*iron*).

Business Suit 20 gold, Rare 6+

T1, W1, Suit, Save: 6+. Model gains +1 on rarity rolls in the Market Bazaar.

Camouflage Cloak 50 gold, Rare 6+

T3, W1, Cloak, Save: 6+ or +1 to an existing armour save. Model gains *Sneaky* (3), and *Cover Lover* (2).

Chainmail 23 gold, common

T5, W2, Save: 6+ or +1 to an existing armour save. (*iron*).
(*Sharp*) enemy weapons cannot cause critical wounds.

Chainmail Bikini 50 gold, Rare 5+

T5, W2, Suit, Save: 6+. This armour is specially designed to show off its wearer's plot points. The model gains *Transfix*.

Codpiece 25 gold, Rare 5+

T7, W3, Save: 6+ or +1 to an existing armour save. (*iron*).
Unarmed attacks cannot cause Critical Wounds to this model.

Dragon Pelt 75 gold, Rare 12+

T9, W6, Cloak, Save: 5+ or +2 to an existing armour save.
Model gains *True Grit*, *Extra Tough*, and *Immune to Fire*.

Helmet 10 gold, common

T7, W2, (*iron*). May pass a T check to convert any *Stunned* result to *Knocked Down*. *Undead* models ignore this and gain a 6+ armour save (or +1 to an existing armour save) instead.

Give the helmet Horns, Antlers or Tusks for +10 gold.

Upgrade the helmet to a Closed Helm for +5 gold.

If wearing a *closed helm* the model gains the *Thick Skull* talent but suffers -1I (This penalty is increased to -2I when taking Spot checks).

Leather Armour 20 gold, common

T3, W2, Suit, Save: 5+.

Lion Pelt 20 gold, Rare 8+

T4, W2, Cloak, Save: 6+ or +1 to an existing armour save.
This model may reroll *Fear* and *Panic* checks.

Lizard Pelt 15 gold, Rare 7+

T4, W1, Cloak, Save: 6+ or +1 to an existing armour save.
Dinosaur and Lizard People models all *Hate* this model.

Meteoric Iron Armour 75 gold, Rare 9+

T9, W2, Suit, Save: 3+. (*iron*), Bulky.

Plate Armour 35 gold, Rare 6+

T7, W2, Suit, Save: 4+. (*iron*), Bulky.

Samurai Armour 50 gold, Rare 8+

T5, W2, Suit, Save: 4+. Bulky. The model may honour their ancestors by passing a C check at the beginning of their Recovery phase. In doing so they gain the *Protection of the Buddha-Emperor* talent until the end of this Game Cycle.

Stealth Suit 45 gold, Rare 8+

T3, W2, Suit, Save: 6+.

Model gains Sneaky (3), and Cover Lover (2).

Tactical Dreadnought Armoured Suit 400 gold, rare 12+

T14, W8, Suit, Save: 3+. (*iron*), (*technocratic*), Bulky, Mind Link,

Advanced Protection: Tactical Dreadnought Suits roll 2d6 and count the total as their armour save roll. Thus even if AP reduces them to a 7+ or an 8+ save the model will still have a reasonable chance of passing. Natural, unmodified rolls of 2 always fail and natural, unmodified rolls of a 12 always succeed. Rerolls will only affect one of the two d6s rolled. Choose which die when you declare the reroll.

Technocratic Meteoric Iron Armour 120 gold, rare 11+

T9, W3, Suit, Save: 2+.

(*iron*), (*technocratic*), Bulky, Mind Link

Tolkeinite Armour 60 gold, Rare 11+

T7, W2, Suit, Save: 4+. *Sharp* weapons cannot cause Critical Wounds against this model.

Void Suit 23 gold, Rare 9+

T2, W1, Suit, Save: 6+.

(*technocratic*), The model has its own air supply and is immune to gas based poisons. Additionally, instead of deploying, this model may *deep strike* as a movement action during any Game Cycle after the second. Models with *Technocrat* may reroll the deep strike. Models with void suits that are sucked into a Nihil are not lost and will return to their party immediately at the end of that game's post game sequence.

Wolf Pelt 20 gold, Rare 5+

T3, W2, Cloak, Save: 6+ or +1 to an existing armour save. May pass a C check to gain *Intimidating (1)* until their next recovery phase.

Zoot Suit 55 gold, Rare 6+

T1, W1, Suit, Save: 6+. This model gains +1M. Leaders in zoot suits also gain +1C. *Jamming* bards wearing zoot suits gain the Wallrunner talent while they are jamming.

Shields

Shields take up the use of one arm. Models holding one or more shields gain **+1** to their armour save against shooting and **+2** to their armour save in melee.

A model with a shield may use it in one of two ways, Defensively or Aggressively. Choose which at the beginning of each melee phase:

Defend and Deflect

Reduce one target melee opponent's attacks by 1 (to a minimum of 1) for each shield being used Defensively by this model.

Shield Bash

A shield can be used Aggressively as a weapon to make a *shield bash* attack in addition to a model's normal attacks. A shield bash counts as a club attack but the model counts as *Dual Wielding* all its attacks during this melee phase.

Average Wooden Shield 10 gold, common

T4, W3, No extra rules. May be (*iron*) and T7 for +2 gold.

Force Shield 75 gold, rare 10+

T7, W3, (*iron*), *Technocratic*, Model gains a 4+ Ward Save. The Force Shield itself has a 3+ Ward Save if targeted.

Human Shield free, all too common

Choose a member of your party or a prisoner from your treasure horde as a Hostage. The Hostage becomes equipment henceforth called the Human Shield. This shield has the Hostage's T and W, as well as any protective talents. If this shield is ever destroyed, the Hostage immediately suffers Memento Mori. If the model carrying this shield is taken *out of action*, place the party member or prisoner in Base (1) Contact with their corpse token, *Knocked Down*, and with no equipment unless declared otherwise by the player using the human shield. Make a note of any such equipment in the party roster before the game.

Models from the party the Hostage belongs to will be reluctant to harm the Human Shield. They must reroll successful Attack Rolls against this model.

Ishlangu 7 gold, common

T3, W2, The Ishlangu cannot make *Shield Bash* attacks. Instead, it counts a Base (2) knife with the *Primitive* and *Parry* rules. You may choose to automatically pass one failed Parry check by destroying this item as an *Interrupt*.

Laser Shield 115 gold, Rare 12+

T7, W4. Shield Bash attacks with this shield are AP4.

Mirage Shield 75 gold, Rare 11+

T2, W1. *Technocratic*. Any unit that declares a model equipped with one or more mirage shields as their target for a Shooting attack suffers -d6L for the duration of their Shoot phase. Roll each time this model is declared a target.

Spiked Shield 14 gold, Rare 5+

T7, W3, (*iron*). Shield bash attacks become (*sharp*).

Suppression Shield 35 gold, Rare 8+

T7, W3, (*iron*), *Technocratic*. Whenever a Suppression Shield Shield Bash *Connects* with a Wounding Blow, the target must pass a T check or immediately become *Stunned*.

Throwing Shield 177 gold, Rare 6+

T7, W4, (*iron*). Ridiculously, this shield is specially designed and weighted to be thrown offensively like a Frisbee of decapitation. The Throwing Shield may be thrown in the Shoot phase with the following profile:

Max Range: 18", S: user, AP0, (*Sharp*), One use only, Recover

Ricochet: May pass an L check at the end of the Shoot phase to Recover the Throwing Shield as if in Base (1) Contact.

Cap: If a model equipped with this shield is human, they may choose to permanently increase their racial stat cap to match the Astarte racial stat cap detailed in the Monsters section. *Note the model does not become unit type: Astarte.*

Tower Shield 45 gold, Rare 6+

T8, W5, (iron), -1E and -2I. Add +3 to this model's armour saves from shooting and in melee instead of only +1 and +2.

Void Shield Generator 450 gold, Rare 12+

T3, W1. (iron), Technocratic. This model has a 4+ Ward save. A void shield generator does not follow the normal rules for shields, gives no bonus to armour saves, cannot be used to make Shield Bash attacks and may be carried on a model's belt like a normal item without using up a hand.

A Void Shield Generator may be upgraded at purchase to a 3+ Ward save for +250 gold.

Vorpal Shield 555 gold, Rare 13+

T13, W13, *Dæmonic*,

Snicker-Snack: Any blade that touches the Vorpal Shield may be absorbed by the ever-hungry war dæmon who resides within. Every time this model passes an armour save against an attack from a (Sharp) weapon roll a T check against that weapon's Toughness. If the weapon passes its check, nothing happens. If the weapon fails its check it is sucked into the Vorpal Shield as an *interrupt*, never to be seen again.

Miscellaneous

Barrel of Mighty Powerful Moonshine 60 gold, Rare 9+

T2, W1, Poison. One use only. Declare that your party is drinking moonshine before deployment. All models in your party will suffer -1I and be *Immune to Fear* this game.

Bicycle 25 gold rare 4+

T4, W2, (iron). A model using this item may count its base M Characteristic as being equal to the sum of its T plus either its S or its original M, to a maximum of 8.

Blessed Emerald Bracelet 50 gold, Rare 10+

T3, W1. The wearer is *Immune to Poison*.

Board of Skating 10 gold, common

T4, W1. A model using this item can pass an I check during their recovery phase to gain +1M and *Leap* during their movement phase. If they fail they become *Knocked Down*.

Booklet of Secret Hobbit Fondue Recipes 40 gold, Rare 7+

T1, W1, Flammable. If the model with this item has the *Butcher* talent and was not taken *Out of Action* during their last game, then all models in the party are well fed and may each reroll the first Toughness check they are required to take next game.

Bound Spell Same cost as that of the chosen spell, rare 7+

An item, such as a ring or cloak, can be laced with concealment magic, a crown can be taught to sing, and a carefully sculpted fireball can be stored in a pocket dimension for later use in wizard combat.

Such feats are but idle pastimes to the Wizarding Guilds of the Golden City, and there is a thriving second-hand market for old magic items lying around in the attic.

To acquire a Bound Spell choose any one spell from the magic section and pay its cost once, binding it into an item in your treasure horde. The item can release the chosen spell once per game as an *interrupt*. The spell is automatically cast on a casting roll of 3 and can be dispelled as normal.

Note that Prayers cannot be Bound as they are not Spells.

Caltrops 7 gold, Rare 5+

T7, W2, (iron). One use only. Declare the use of caltrops as an *interrupt* when an enemy model is charging the unit equipped with them. The enemy must reduce their charge range by 2d6". If the enemy cannot make it into the base contact level required by their weapon, they fail their charge.

Canoe, Rowboat or Raft 25 gold, common

T5, W1, *Flammable*. Place a canoe token on the table. This token may be only be pushed/pulled on land. However, if placed in liquid terrain, up to 5 models may be placed on top of the token as if it were an open-topped vehicle. Any of the models riding the token may then row by passing a S check in their Movement phases to move the token up to twice their S in inches without having to make a Swim check.

City Map 23 gold, Rare 7+

T1, W1, *Flammable, One use only*. Roll a d6:

1 or 2 Fake: Your opponent may automatically choose the next mission you play instead of rolling.

3 Incomplete: You may reroll up to one exploration die during the next post-game sequence if you wish but you must accept the result of the second roll.

4 Labelled: You may reroll up to three exploration dice during the next post-game sequence if you wish. You must accept the result of the second roll.

5 Sewer Map: You may automatically choose the next mission you play instead of rolling.

6 Labyrinth Map: From now on, as long as the Hero who possesses this map was not taken out of action, they can always reroll one exploration die each post game sequence.

Clove of Garlic 1 gold, common

T2, W1, *One use only*. Undead models must pass a Command check to charge any model carrying garlic. If they fail the Command check they also fail their charge.

Combined Item 10 gold, Common

One use only. Choose any two items in your horde that were both purchased during this post game sequence and merge them. They are now 1 item with 2 rules entries. Use the highest value between them for this new item's T and W.

Crystal Meth Fix 2 gold, common

T2, W1, *One use only*. A hero using Crystal Meth gains +1M and +1S, as well as +d3 Initiative during this game. After the battle, roll 2d6. On a 6 or lower, the hero becomes *Addicted* and you MUST buy them a new fix of Crystal Meth before EVERY game from now on.

If you fail to buy them their fix, they will leave your party immediately with all their equipment AND any mount they were riding, becoming a hireling for any enemy party with an upkeep of 2 Crystal Meth fixes per game instead of gold, both of which will be taken together, counting as a single fix for bonuses.

Dispel Scroll 17 gold, Rare 8+

T1, W1, *Flammable, One use only.* A model can read the scroll as an *interrupt* whenever a spell is cast within 24". Roll a number of d6s equal to the reading model's Literate value. If the total is higher than the casting roll from the enemy wizard, the spell is instantly dispelled.

Dragon Lotus Poison 11 gold, common

T1, W1, *Poison. One use only.* One nominated (*sharp*) weapon gains Poison (+3) during this game.

Dwarven Mead 7 gold, common

T6, W1, *Poison. One use only.* The drinking model has -1 Initiative and is *Immune to Fear* during this game.

Dwarf Runic Anvil 300 gold rare 12+

T9, W5, *Only models with Alchemy can use this item.* This model may take a C check to forge a rune of binding as a counter-action whenever any model casts a spell OR prayer anywhere within 24". If this model passes their C check they forge the rune correctly and the spell or prayer is immediately dispelled. You must represent this item on the table with an Anvil token that can only be pulled, and can never be picked up except by models with S8 or higher.

Eleven Foot Pole 11 gold, common

T4, W1. *One use only, Recover.* Place an 11cm x 1mm token (paper clip) in base (1) contact. Any model can pass their choice of an I or S check in their movement phase to work the pole. If they pass they can move on the Pole token, and will count it as flat, open terrain no matter its orientation. Poles may be equipped to weapon mounts or turrets as if they were a weapon, in which case the Pole can be rotated by a passenger as a shoot action in any direction as long as the pole still contacts the turret. Models that are currently *Working the Pole* are moved along with the pole but do not count as moving.

Fae Lodestone 44 gold, Rare 11+

T7, W1, (*iron*). *Wizards only. One use only. Interrupt.* Declare the use of the Lodestone after a spell is cast anywhere the table. The spell automatically fails to cast.

Fire Arrows 3 gold, common

T2, W1. *One use only.* Nominate one bow or crossbow type weapon equipped to this model. During this game the nominated weapon has the *Fire* rule whenever the model using it makes a Shoot action within Base (1) Contact (*that is to say, within lighting distance*) of any item, token or model that is already on *Fire*, such as a lit torch.

Flash Powder 1 gold, Rare 5+

T1, W1, *Interrupt, One use only.* Declare the use of flash powder when the model possessing it is being charged. The charging enemy must take an I check in order to cover their eyes. If they fail, they are *blinded* and fail their charge.

Garrote Wire 6 gold, common

T1, W1, Base (1) Melee weapon. Only *hiding* models may attack with garrote wire and they may only do so by declaring a charge. Roll F+S against the target model's F+S. If the roll is successful the target becomes *ensnared*. The model with the garrote wire may not make any attacks while they are *ensnaring* another model. During each melee phase including the first, an *ensnared* model must roll their F+S against the ensnaring model's F+S. If they pass they break free and are no longer *ensnared*. If they fail they become *Knocked Down*. If they fail twice, they are *Stunned*. If they fail a third time, they are taken *Out of Action*. Undead, robots, and vehicles are immune to garrote wire.

Gas Mask 5 gold, common, (AU)

T3, W2. May ignore gas poisons by passing a T check at +3T.

Good Book to Read 25 gold, Rare 5+

T1, W1, *Flammable*. This model adds their Literate level to all prayer casting rolls.

Grappling Hook or Climbing Cable 11 gold, Common

T5, W1. User may re-roll failed Climbing checks.

Additionally, the grappling hook may be thrown during the Move phase by passing an L check. If the check is passed, this model can be moved up to 5" in any direction as an *interrupt*. This does not count as movement but using the grappling hook means this model cannot make a Shoot action during this unit turn.

Healing Herbs 13 gold, Rare 5+

T1, W1, *Flammable*. *One use only*. Healing Herbs may be used in the recovery phase to restore one wound lost during this game.

Holy, Unholy or Questionably Holy Relic 20 gold, rare 8+

T3, W1, The model automatically passes their first C check each game. This may be used for Rout checks.

Hunting Arrows 9 gold, Common

T2, W1, *One use only*. Nominate one bow or crossbow type weapon and replace its arrowheads for this game. During this game add +1 to all Injury rolls made using that weapon.

Lantern 7 gold, Common

T2, W1, *Flammable*. A model with a lantern may add +4" to their Initiative on Spot checks but enemy models will automatically pass Spot checks on the model carrying the lantern as long as they are within 18" and line of sight.

Luchador Mask 123 gold, Rare, 11+

T9, W23, Gains *Predator*, *Intimidating* (2), and *Wrestler* (2).

Magic Mushrooms (Amanita Muscaria) 11 gold, Rare 8+

T2, W1, *One use only*. A model eating these mushrooms gains +1M, Blood Drunk and Vow of Reckless Fury until the game ends. At the end of the game they must pass a C check or suffer *Stupidity* during their next game.

Magic Mushrooms (Goblinoid Spores) 23 gold, Rare 8+

T3, W1, *One use only*. A model eating these mushrooms gains Immune to Pain (3) until the game ends. At the end of the game this model must pass a T check or suffer -3I during their next game.

Magic Mushrooms (Psilocybe Cubensis) 23 gold, Rare 8+

T2, W1. *One use only*. A model eating these mushrooms gains Meditation, Mossfoot, Wildling Senses, and The Amazing Flex-O-Brain until the game ends. At the end of the game this model must pass a C check. If they fail they must reroll successful Panic checks during their next game.

Mandrake Root 12 gold, Rare 5+

T2, W1, *One use only*. A model eating this root increases their Toughness by +1 for the duration of the game.

At the end of the game, take a T check against their modified value. If they fail, the hero vomits painfully and permanently loses one Toughness from both their profile and their Racial Stat Cap.



Musical Instruments

A model with the Bard talent may be given a musical instrument to activate their Bard ability instead of their player having to actually sing out loud.

Thank goodness, right?

A model with the Bard talent may also choose to play a musical instrument instead of taking a shooting action. This is known as *jamming*.

Jamming with a musical instrument causes all Feral creatures within 5" to become *Passive*. Passive models are unable to declare any charges for the remainder of the Game Cycle in which they are *Passive*.

Jamming on a musical instrument may have other additional effects. These effects harmonize and stack on top of each other, applying equally to any friendly OR enemy Bards who are *jamming* unless explicitly stated otherwise.

Unless given specific stats of their own, all instruments are T2 and W1. Instruments with (*Technocratic*) or (*Brass*) have T3.

[Art: Goblin Orchestra]

Acoustic Guitar 71 gold

All *Jamming* bards within 5" gain +1C, their spirits bolstered by brave and emotionally rich flamenco strumming.

Cello 71 gold

Slowed by a beautiful melody, models must subtract d3" from their charge if declaring a charge against a *jamming* bard.

Banjo 101 gold

All bards gain the Dæmon talent while they are *jamming*.

Bassoon 71 gold

(Brass). The bard may nominate one model within 10". That model must immediately take a Panic check.

Didjeridoo 55 gold

The bard, and any other *jamming* Bards within 24" gain *Immune to Poison* while they are *jamming*.

Double Bass 71 gold

The bard, and any other *jamming* Bards become *Undead* while they are *jamming*.

Drum 23 gold

The model, and any other *jamming* Bards are Intimidating (1) while they are *jamming*. Models Intimidated by the beating of a drum suffer -1C on their Fear check for each successive drum *jamming* in addition to the one causing them to check.

Drumkit 125 gold

T2, W5. A Drumkit counts as 5 Drums, but they can all be played together by one Bard as a single *jamming* action. Any bards *jamming* during this game cycle may reroll C checks. Place a drumkit token during deployment to represent this item. It can only be moved by *Pulling* actions, and cannot be picked up, except by models with S7 or higher.

Electric Bass 120 gold

(Technocratic). The *jamming* bard, and all *jamming* bards gain *Immune to Cold Iron* while they are *jamming*.

Electric Guitar 120 gold

(*Technocratic*). The *jamming* bard, and all other *jamming* bards using (*Technocratic*) musical instruments gain the *Eye Lasers* mutation while they are *jamming*. From the next game cycle on, any such model may make one shooting action using the *Eye Lasers* mutation at the same time that they declare their next consecutive *jamming* action.

Electric Keyboard 120 gold

(*Technocratic*). The *jamming* model, and all *jamming* bards gain the *Immune to Fire* talent while they are *jamming*.

Flute 71 gold

The *jamming* model, and all *jamming* bards within 5" gain the *Sneaky* (3) talent while they are *jamming*.

Grand Piano 71 gold

T4, W5, The *jamming* model, and all *jamming* bards within 5" gain the *Fae Quickness* talent while they are *jamming*.

Jug 2 gold

The jug sucks. It does not get to follow any of the rules for a musical instrument. You the player may activate your Bard talent by blowing into an actual jug instead of having to sing. That is all. Congratulations, you still look silly but at least you saved some gold and don't have to sing...

Lute 71 gold

All *jamming* bards may reroll checks to spot *hidden* enemies.

Microphone 71 gold

(*Technocratic*). The bard may reroll casting checks for Wordsmithing magic, and gains +1 to the Wordsmithing casting roll for each additional *jamming* bard on the table.

Trombone 71 gold

(*Brass*). All *jamming* bards become unit type: Fae.

Trumpet 71 gold

(*Brass*). Nominate one model on the table whenever this bard declares a *jamming* action. If that model's T is equal to or lower than the number of (*Brass*) musical instruments on the table, then that model gains *Flying* for d3 game cycles.

Turntables 71 gold

(*Technocratic*). Their senses heightened from... let's just say it's the music, all models within 3" of any bard jamming on turntables gain +1E until the end of the game cycle.

Saxophone 71 gold

(*Brass*). The jamming model, and all *jamming* bards within 5" gain the *Taunt* talent, which they may then use whenever they declare another consecutive *jamming* action.

Sitar 71 gold

Models within 4" of this bard or any other *jamming* bard will suffer -1 Initiative as rich harmonies hypnotize them.

Spoons 71 gold

The jamming model, and all *jamming* bards within 5", gain the *Protection of the Buddha Emperor* talent.

Village Drums 71 gold

T3, W5. All *jamming* models gain *Overwatch* while they are *jamming*. Place a Village Drum token to represent this item. It cannot be moved except by *Pulling* actions, and cannot be picked up, except by models with S8 or higher.

War Bagpipes 55 gold

While this model is *jamming*, models within 24" gain *Hatred* (*Bards*), and all friendly models within 8" gain Fear (2).

War Trumpet 80 gold

(*Brass*). A Leader with the *Secret Codes* talent who is within Base (3) Contact of a *jamming* War Trumpet may extend the range of their *Leader* ability to 36" by instructing the Bard to play musical signals. This new range is still calculated using the Leader's Measuring Point, and cannot be improved beyond 36" for any reason.

War Tuba 220 gold

(*Brass*), *Technocratic*. This instrument is represented by a T6, W5 token. Only Bards with the *Technocrat* skill and in Base (1) Contact can perform *jamming* actions on the War Tuba. Friendly Models within 8" of a *jamming* War Tuba gain Vehicle Hunter (3) against Flying Machines.



Net 2 gold, common

T2, W1, One use only. Thrown weapon, Recover, Range 8". If a net *Connects* with its target, the target must immediately take an S check at -2. If they pass there is no effect. If they fail, they are *Knocked Down*. Roll another S check at -2 in their recovery phase each turn, if they fail they remain *Knocked Down*. Any model that is still *Knocked Down* inside a net when the game ends becomes this party's *Prisoner*.

Potato 1 gold, common

T1, W1, One use only. Potato may be cooked over a Campfire as a post-game action to gain energy. Any model cooking Potato over a Campfire gains +1M in their next game.

Potion of Herakles 25 gold, Rare 8+

T1, W1, One use only. Interrupt. The model drinking this potion gains d6+1 Strength for the next d3 game cycles.

Potion of Hermes Trismagustus 16 gold, Rare 8+

T1, W1, One use only. Interrupt. The model drinking this potion gains +16M and +16I until the end of the next game cycle.

Hail Hermes Hail Hermes Hail Hermes

Potion of Persephone 23 gold, Rare 10+

T1, W1, One use only. Interrupt. The model drinking this potion gains Regeneration (6) for the next d3 game cycles.

Potion of Weightlessness 23 gold, Rare 9+

T1, W1, One use only. Interrupt. The model drinking this potion gains *Flying* for the next 2d3 game cycles.

Quantum Agitator 23 gold, rare 12+

T1, W1, (Iron), (technocratic), One use only. Interrupt. Roll immediately for a new Random Event. The Quantum Agitator is then destroyed.

Rabbit's Foot Charm 5 gold, common, (AU)

T2, W1, May reroll one save each game as an Interrupt.

Ring of Untold Imagination 2814 gold, rare 13+

T52, W4. This model has a 4+ Ward save and *Flying*. Additionally, this model may pass a C check as an *interrupt* once during any phase to manifest one weapon, item or piece of armour worth equal to or less than their Command characteristic multiplied by ten in gold. Any and all manifested equipment vanishes at the beginning of this model's recovery phase every turn.

Shackles 2 gold, common

T7, W2, (iron), One use only, recover. Nominate one enemy taken *Out of Action* in melee by the owning model and put Shackles on their corpse token as an interrupt. your opponent cannot roll for a Humiliating Injury for the *Shackled* corpse token unless they destroy the Shackles before the end of the game. Any corpse token still *Shackled* by your party automatically becomes your Prisoner as their Humiliating Injury.

Skull 3 gold, rare 5+

T3, W1, The skull serves no particular purpose. It can be used as a thrown weapon with the following profile:

One use only. Max Range: 6", S: -2, AP0, primitive
...after which it smashes to pieces on the ground, destroyed.

Snake Venom 7 gold, common

T1, W1, Poison. One use only. Nominate one (*sharp*) projectile or melee weapon. During this game any model can reroll 1s on Attack Rolls when using the nominated weapon.

Stylish Accessories 40 gold, rare 9+

T1, W1, Wearer has +1 to rarity rolls in the market bazaar.

Smoke Bomb 4 gold, common

T1, W1, One use only, Interrupt. Place two smoke tokens anywhere within 3" of the model. Line of Sight cannot be drawn between the tokens as a thick veil of rising smoke obscures everything. The smoke lasts for d3 game cycles before dissipating. It has no further effect.

Special Blackpowder 23 gold, Rare 8+

T1, W1, Flammable, One use only. All Blackpowder weapons this model started the game equipped with will shoot at +1 Strength during this game.

Tesseract in a Bag 225 gold, rare 9+

Bag of Holding, Universe in a Can, Pocket Dimension, Bottomless Purse, Five Acre Fanny Pack, Sock of Storage...

T4, W2, This item has a transport capacity of 10 models. Item tokens count as models and may be stored as well.

The bag may be opened or closed as an *Interrupt*. While the bag is open, one model or token within 6" may be nominated as a shooting action by the bag's user to be the target of a Nihil Random Event centred on the bag. If no model is nominated while the bag is open, the user counts as the target instead. Models and tokens sucked into the bag's Nihil are trapped inside the bag and do not follow any further rules for Nihil. They may attempt to escape when the bag is open by passing an S check at -3. Models and tokens that are inside the bag may pick up and be affected by each other. Models that end the game inside the bag remain there and become Prisoners of the party holding the bag.

Toad Tongue 5 gold, rare 8+

T2, W1, Poison. One use only. During this game all injury rolls caused by one (*sharp*) weapon cause *Knocked down* on a 1, *Stunned* on a 2 to 5 and *Out of Action* on a 6. This overrides Helmets and the *Thick Skull* talent.

Tome of Hedge Magic 155 gold, rare 12+

Literate models only. T1, W1, Flammable. One use only. The model reading this tome immediately becomes a wizard and gains one free spell of your choice from the lore of hedge magic. If the model reading this tome is already a wizard, they instead gain d3 spells and/or prayers of your choice from any list or combination of lists. After imparting its knowledge upon one reader, the tome folds inward on itself, vanishing in a blink of light.

Torch 1 gold, common

T4, W1, improvised weapon. A torch may be *Lit* or *Extinguished* by a model as part of its move phase and counts as a lantern while *Lit*. A *Lit* torch causes *Fire* wounds when used as an improvised weapon. Feral Creatures and Mounted models within 4" of a *Lit* torch held by an enemy model suffer -1C on all Feral checks.

A torch that has been *Lit* at least once is automatically destroyed at the end of the game no matter how many times it has been *Lit* or *Extinguished*.

Towel 5 gold, common

T4, W2. A towel is very useful.

Vodka 30 gold, rare 5+

T1, W1, Poison. One use only. Every model in the party receives +1C during the first eight game cycles of this game. In addition, every party member must pass a Toughness check after imbibing. If they fail, they suffer -2I for the entire duration of the game.

War Horn 35 gold, Rare 8+

T4, W1, A war horn is not an instrument but may be sounded once per game as an *interrupt*. This allows the entire party to increase their Command by +1 until the game cycle ends.

Warpaint 4 gold, common

One use only. During this game this model gains +d3A the first time they declare a charge. This bonus is lost if the model has previously been *Locked* in melee this game.

Water Hose 10 gold per segment, common

T1, W1. A water hose being carried by a model is cumbersome and two-handed. Hoses are destroyed by any (*sharp*) wound.

A water hose token may be placed on the ground as a 2" long, ¼" wide token that can be moved with a Pull action. Any number of additional water hose segments may be permanently connected at purchase to extend its length and create a single elongated water hose token.

A Water hose must have one of its long ends in Base (1) Contact with a water terrain feature in order to function. The opposite end of a functioning water hose can be used as a shoot action to automatically extinguish any one model or area of terrain within 8" that is on *Fire*.

Wizard's Spelling Book 99 gold, rare 11+

T1, W2, *Literate models only. Flammable.* Any *Literate* model with this item can write their scrolls in the book and save their unused spell and prayer scrolls from game to game.

Their scrolls will not crumble to dust in the post game sequence as normal, but instead are stored indefinitely within this item.

The scrolls can be used at any time by any *Literate* Wizard who is holding the Wizard's Spelling Book and who knows how to cast the spell or prayer written on the specific scroll.

Scrolls may be switched between any number of Spelling Books as a post-game *Bookbinding* action. Any model with *Literate* (3) or higher equipped with two or more Wizard's Spelling Books may rearrange all scrolls into any book or books as they see fit by passing a C check.

There is no treasure like knowledge, and magic users have been well known to loot each other's spellbooks since before time was added to the first universe. Some wizards even lead mighty armies and conquer entire planetary kingdoms to add a few scraps of paper to their spellbooks.

Cybernetics and Prostheses

These items may be purchased as upgrades to any model. Alternatively, they can be taken as *Armour Upgrades* instead for a -5 gold discount on their cost.

Once purchased, cybernetics and prostheses can never be removed from the model or armour they are bonded to and they are lost or stolen as one item. However, it is still possible to target and destroy cybernetics and prostheses separately from their hosts.

Enhanced Senses 40 gold, Rare 9+, (AU)
T5, W2, (iron), (technocratic). The model may reroll all Initiative checks except Climb checks.

Grill 11 gold, common, (AU)
T7, W2, (iron). The model may add +1AP to one of their unarmed attacks each melee phase as they snap and bite.

Hook Hand 7 gold, common, (AU)
T7, W2, (iron). Models with a hook hand count as being equipped with a knife. The hook hand may never carry items. If a hero has lost an arm, they may replace it with a hook.

Implant Weapon or Implant Item 25 gold, Rare 8+, (AU)
(iron), (technocratic). Nominate one weapon or item in your treasure horde to be surgically grafted to this model. An implant item effectively becomes a talent and can never be lost or stolen, only destroyed.

Jump Thrusters 90 gold, Rare 9+, (AU)
T7, W2, Must have Drive (Personal), (iron), (technocratic). A model using jump thrusters may make a special move once each Game Cycle up to 8" in any direction (including up) as an *interrupt*.

Metal skeleton 80 gold, rare 11+, (AU)
T7, W3, (iron), (technocratic). The model gains +1T and +1W. This may take them above their racial caps.

Moustache and Glasses Disguise 1 gold, common, (AU)
T1, W1, Flammable. One use only. The first time that an enemy successfully spots this model while they are *hiding*, the enemy will have to reroll their Spot check.

Oak Peg Leg 7 gold, common, (AU)

T4, W2, Models with oak peg legs always count as having a club. If a hero has lost a leg, they may substitute a normal wooden prosthetic for a more finely crafted oak one.

Prehensile Tendrils 58 gold, Rare 8+, (AU)

T7, W3, (*iron*), (*technocratic*). Octopus-like tentacles of fibre-optic cable trail behind the model, probing the air around them with a mind of their own. The model gains +1 Attack, may reroll failed Climb checks, and may reroll failed Technocrat checks.

Prototype Robot Body 85 gold, rare 12+, (AU)

T7, W3, (*iron*), (*technocratic*). The model or item gains the Robot rule, +1T, and Primary Access to Mutation gifts.

Robotic Arm 75 gold, Rare 10+, (AU)

T7, W3, (*iron*), (*technocratic*). The robotic arm is a high quality prosthetic and each robotic arm will grant the model +1 Strength. If a hero has lost an arm, they may replace it with a robotic arm. If a Robotic arm suffers an amputation itself, the Strength bonus is immediately lost.

Robotic Leg 75 gold, Rare 10+, (AU)

T7, W3, (*iron*), (*technocratic*). Models with one or more robotic legs gain +1 Movement and always count as being equipped with an (*iron*) club. They may still make Run actions. Models with the Fish Body talent may purchase two robotic legs to walk on land. If the model has lost a leg, they may substitute a wooden prosthetic for a robotic one.

Zero-Point Internal Battery 110 gold, Rare 12+, (AU)

T5, W2, (*iron*), (*technocratic*). Any technocratic weapons used by this model may reduce their Prepare Shot times by -1. Any technocratic implant weapons used by this model may reduce their Prepare Shot times by -2 instead.

Vehicle Upgrades

Only Vehicle units may ever take or use Vehicle Upgrades.

Additional Armour Plating 30 gold, rare 5+, (AU)

The Vehicle may add +1 to the save of one item of armour with the *Suit* rule. This is always an *Armour Upgrade* but also always costs 30 gold.

Additional Transport Capacity (x) 20 gold per level, common

Increase Transport Capacity by +5 for each level bought.

Bladed Wheels 30 gold, common

At any time during this vehicle's Move phase each turn, you may cause one AP1 (sharp) Wounding Blow to a single model in Base (1) Contact as an interrupt. If Bladed Wheels cause an unsaved Wound to another Vehicle, the Vehicle Damage Table result is automatically Tire Damaged. If the other vehicle also has Bladed Wheels, this result is no longer automatic.

Boarding Plank/Pole 10 gold, common

Models *Jumping* from this Vehicle onto an enemy Vehicle have +2I until the end of the game Cycle in which they Jump. Additionally, they count as making a Diving Charge when charging any model standing on top of an enemy vehicle.

Clockwork Golem 500 gold rare 12+

This vehicle has C7, L3, and Robot (*all*). Furthermore, this vehicle can gain Experience. Additionally, this Vehicle can drive itself and always takes a full unit turn when doing so, including taking a Shoot action with one of its own mounted projectile weapons.

Once per game cycle during its recovery phase the Golem can pass a C check to alter its shape. Passing the check temporarily turns the Vehicle into a Monster, subject to Monster rules instead of Vehicle rules. Passing the check a second time reforms the Golem back into a Vehicle. The Golem remains (*iron*), *Technocratic* and immune to *poison regardless of form*. While in Monster form, the Golem gains F3, A1, and a special Movement value of 6". These stats can be increased as normal with experience or gold. Movement in Monster shape is considered a separate stat from regular Movement, and must be improved separately. Clockwork Golems are purebred robots and have no racial stat caps.

Closed Top/Open Top 45 gold, common

T6, W2, The vehicle gains or loses the Open Top rule.

Clown Car 175 gold, Rare 6+

This vehicle has a Transport Capacity of Infinity. Vehicles with *Open Top* can never be *Clown Cars*.

Door Locks 25 gold, common

T6, W1, Enemy models cannot embark into this vehicle. Open Top vehicles cannot have Door Locks.

Headlights 10 gold, common

T3 W2. The *Driver* always counts as being equipped with a Lantern.

Monster Truck Wheels 40 gold, Rare 5+

This Vehicle suffers -1 Movement, gains the *Predator* talent, and adds +1 to their T when *Ramming*. Additionally, this vehicle ignores difficult ground and defensive landscaping.

Nitro Booster 40 gold, Rare 8+

One use only. This vehicle can move up to 8" as an *interrupt*.

Opulent Hubcaps 99 gold, Rare 5+

T4, W1, Enemy models within 8" of the vehicle at the end of its Movement phase must immediately roll a C check or else suffer -1C from envy during this game cycle.

Reinforced Ram 25 gold, Rare 5+

T8, W4, The vehicle adds +2 to its Toughness when *Ramming*.

Spiked Hull 30 gold, common

T5, W5. Any model attempting to *Ghost Ride* on this vehicle suffers -3I on the check to do so. If they succeed in jumping onto the vehicle despite this penalty, they suffer d3 AP0, (*Sharp*) wounding blows as an *interrupt*. Roll all saves as normal.

Steam Roller 125 gold, Rare 10+

T10, W6, This model's *ramming* attacks are (*iron*) and are resolved at S10, AP6. While equipped with a steam roller the vehicle suffers -4M and may not *Run* or use any Speed talents.

Souped Up Engine 50 gold, Rare 7+

T5, W3. Roll a d3 after deployment each game. This vehicle adds the result to its Movement characteristic that game.

Tow Cable 25 gold, Rare 6+

T8, W2, This vehicle can make *Pulling* movement actions.

Treads 60 gold, Rare 7+

T8, W4. This vehicle rerolls failed *Ram* Attack Rolls. Additionally, this vehicle ignores difficult ground and defensive landscaping.

Weapon Mounting or Turret 10 gold, common

T7, W2, A projectile weapon, purchased separately, may be mounted to this vehicle, allowing one embarked model to shoot it as if it were their own. This weapon may ignore the Move or Fire rule and will reduce any Prepare Shot values by -1. A vehicle may have multiple Weapon Mountings or Turrets, each with a weapon.

Every weapon mounted on the vehicle requires a separate passenger to fire it. Remember that eleven foot poles may also be purchased for turrets to aid in vehicle-to-vehicle combat.

ENCHANTMENTS

Casting Circle 77 gold, Rare 8+

T1, W1, One use only. During deployment, place a Circle Token anywhere on the table. Wizards within Base (3) Contact of the circle token add +3 to all their casting roll totals.

Crop Circle 13 gold, common

T1, W1, One use only. During deployment, nominate any 1 farm on the table and destroy it. Any wizards in the area once occupied by the farm may now reroll their lowest die on the casting roll when casting spells from the Lore of Hedge Magic or the Lore of Life and Death.

Enchant Object 77 gold, Rare 7+

You may turn a suit of armour, a weapon, an item of miscellaneous equipment or a building segment of a campsite's defences (such as a portion of wall, or a statue of a famous hero) that you control into a party member with the profile below. Enchanted Objects do not gain Experience. Enchanted weapons and other items will always count as being equipped with themselves.

Enchanted Object

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

*The Enchanted object will always keep its original Toughness and Wounds.

Talents: Stupid

Disposable Pit 23 gold, rare 9+

One use only. This enchantment is deployed as an *interrupt*. When deploying a Disposable Pit, you must place it within 3" in any direction of the model carrying it. It can even be deployed in mid-air, upside-down or sideways. The pit is represented by a flat circular token 2.5" in diameter, but 24" deep. Models moving over top of the token or into Base (1) Contact with it suffer immediate falling damage and are trapped in the Pit. Models trapped in the Pit can only make Climbing actions. There is no direction inside the Pit except "Up". The pit is a magical gravity sink in spacetime and functions even if it is not touching any terrain.

Destroy the pit when the game ends. Models inside a Disposable Pit when it is destroyed count as being sucked into a Nihil Random Event.

Fae Glamour 55 gold, Rare 9+

One use only. The model wearing this glamour may double their Evasion characteristic until the first time an enemy projectile or melee attack successfully *Connects*, at which point the Fae Glamour is instantly removed. This effect can last multiple games if a wounding blow never *Connects*.

Hermetic Ward 88 gold, Rare 8+

One use only. During deployment nominate one model, item or segment of terrain as the foci of the Ward. During this game no Dæmon, Fae, Elf or Undead model can come within Base (3) Contact of the foci. Additionally, no magic or prayers may be cast within Base (3) Contact of the foci and any model within Base (3) Contact of a Hermetic Ward is completely immune to the effects of all Spells and Prayers.

Trickster's Glamour 92 gold, Rare 11+

One use only. The model wearing this glamour is set up in an opponent of your choice's deployment zone at the start of the game. Your chosen opponent deploys the model exactly as if they were a member of their own party, including subjecting them to deployment orders such as infiltration.

The model remains completely in your opponent's control (and will even attack your own party) until you choose to declare the glamour over, which you may do at any time as an *interrupt*.

Once the glamour has ended, you may nominate this model to take a normal unit turn, providing that this model has not already taken an action this cycle under the direction of an opponent.

You may end the glamour to stop your opponent from taking an undesirable action with the model, but you must then immediately declare and complete the model's new action yourself, then your opponent nominates a new model of their own and play continues.

Triangle of Solomon 36 gold, Rare 9+

T1, W1, One use only. During deployment, mark off a triangle in your deployment zone with no side longer than 3". If a model with the *Dæmon* and/or *Bard* rule enters this triangle for any reason, they become trapped in place and are *Locked* until the Triangle of Solomon is destroyed.

If the triangle is not destroyed, the trapped Bard or Dæmon will automatically suffer the *Prisoner* Humiliating Injury in the Post-Game Sequence and become a prisoner of your party.

CAMPSITE EQUIPMENT: MOATS, TRAPS, ETC

Campsite Equipment can only be deployed in your campsite.

Arrow Trap 20 gold, Rare 5+

T5, W1. Place an Arrow Trap Token on the table with a clear directional marker on it. This token is on constant *Overwatch* in that direction and has a precise line of sight extending out in a 1mm thick line for 12". If any model, friend or foe, comes into the Arrow Trap's line of sight it will be subject to immediate *Overwatch* fire from a flurry of arrows. The Arrow Trap has L2 and shoots d6 times with a bow each time it fires. Arrow Traps may permanently upgrade all their arrows into lit Fire arrows for +30 gold.

Barbed Wire 2 gold per section, common

T4, W1. Place a section of Barbed Wire up to 1" by 1" by 4" in size anywhere in your campsite. Any model moving over the Barbed Wire immediately takes an AP1, (*sharp*) Wounding Blow.

Barracks 150 gold, common

Upgrade a purchased building to a barracks.

The barracks is destroyed if the building is destroyed.

A Party with a barracks may increase the maximum number of models they are allowed to have in their party above 20. This model cap goes up by +10 for each Barracks they build, so for example a party with 4 barracks buildings would have an exploratory party model cap of 60. You may still never deploy more than 20 models on a mission, unless that mission takes place in your campsite.

Campfire 1 gold for the firewood, common

T3, W4. *One use Only. Fire.* Place a campfire token during deployment. During this game all models within 3" of a campfire count as using a lantern when rolling spot checks.

Capturable Flag 10 gold, common

T2, W1. Place a Flag token during deployment. Friendly models within 3" are immune to *Fear* and *Panic*. If an enemy model touches their own board edge while holding this token they gain +d3 experience. The Flag token then disappears and is returned to the same place it was originally deployed.

Chop Shop 50 gold, common

Upgrade a purchased building to a Chop Shop.

Chop Shop Repair actions repair an additional wound, and models with the Blacksmith talent may now spend their Forge Points on Vehicle Upgrades. Additionally, all Vehicle Maintenance Fees cost one less gold per game if you have a Chop Shop in your Campsite.

Church, Temple or Holy Site 50 gold, common

Upgrade a purchased building to a holy site. Every holy site must declare a single prayer list to follow during purchase. Models inside that holy site gain +1 to all casting rolls for prayers from the declared list, and friendly priests subtract 5 gold from the purchasing cost of all new Prayers from the declared list. The holy site will be destroyed if the building it is in is ever destroyed.

Conveyer Belt 25 gold, common

T6, W2. (Technocratic). Purchased in 1" by 2" segments. Any model touching a conveyer belt will automatically be moved 2" along it at the beginning of their recovery phase in the direction the conveyer belt is set to move. At the beginning of a new game cycle your Leader can pass a C check to declare the direction of any conveyer belts. Segments may only have one of two movements: Lengthwise left or lengthwise right. All conveyer belt segments in base (1) contact with each other must move in the same direction.

Defensive Landscaping (X) gold, common

T5, W2. Some terrain is especially difficult to cross. You may set up terrain that slows your opponent's movement. Add one square inch of Defensive Terrain to your campsite with each purchase.

For each point you spend on a square inch of Defensive Landscaping, models must spend an equal number of inches of Movement to cross it, to a maximum of 5 inches of lost movement per square inch of Defensive Landscaping.

Dolmen 77 gold, rare 7+

T9, W9. If a model in your party rolls Memento Mori then a dolmen can be purchased and erected in their honour.

A dolmen can only be purchased from the Market Bazaar in response to a model in your party suffering Memento Mori.

Friendly models within 6" of a dolmen may reroll C checks. The Dolmen is unit type: Fae. If (iron) is not in base (1) contact with it, then all Wizards within 7" of the dolmen gain +1 to cast Astromancy magic. The dolmen is a portal to the lower worlds. If a Nihil Random Event is rolled, strong sympathetic resonances call to it and the Nihil token will move 2d6 towards the nearest Dolmen at the beginning of every game cycle, stopping only when it is centred over the Dolmen. The event then stays still until it ends.

Drawbridge Mechanism 50 gold, common

T4, W2. During purchase, nominate one Wall segment, or group of Wall segments connected together, and nominate one side as their fulcrum.

Once per game cycle, a model in base (1) contact with this mechanism may use a Shoot action to cause the nominated segment(s) to be rotated 45 degrees at their fulcrum.

Freshwater Well 15 gold, Common

T5, W3. A direct source of water.

Party expenses are kept low, therefore you may add d3 extra gold to your Treasure Horde whenever you sell Moldavite.

Log Battering Ram Trap 16 gold, common

T7, W2. Write down a 2" x 2" area of terrain before the mission that has been booby trapped. If an enemy unit moves into the terrain, reveal the booby trap to them. The enemy unit must pass an I check at -2 or suffer one AP0 Wounding Blow. If this blow *Connects*, it multiplies into d6 Wounding Blows that ignore *Dodge* and *Parry* saves.

Log Roll Trap 5 gold, common

T7, W2. Write down a 2" x 2" area of terrain before the mission that your party has booby trapped. If an enemy model moves into the terrain, reveal the booby trap to them. The enemy model must pass an I check at -2 or suffer one AP0 Wounding Blow.

Menhir 23 gold, rare 5+

T9, W3. As long as no (*iron*) is in base (1) contact with the menhir, all Wizards within Base (3) Contact of that menhir may reroll 1s on their Cast and Dispel checks.

Mineshaft

The mine must be represented in your campsite by a token with T8, W8. The mine collapses and is destroyed if it ever rolls for injury. It will have to be repurchased.

Gold Mine 300 gold, rare 8+

For every model that spends their post-game action mining, the mine generates a gold token worth d3 gold.

Iron Ore Mine 300 gold, common

For every two models that spend their post-game action mining, the mine generates an Iron Ore token. Any model with the blacksmith talent may use an Iron Ore token, exchanging it for an extra forge point on a one-for-one basis. This can reduce forge item costs to nothing. Alternatively the iron may be used in ink if the blacksmith also has the Alchemy and Literate talents, reducing the cost of one dispel scroll in the market bazaar by 4 gold.

Moldavite Mine 300 gold, rare 12+

For every three models that spend their post-game action mining, you gain one Moldavite token.

Saltpetre Mine 300 gold, rare 7+

For every two models that spend their post-game action mining, the mine generates a Saltpetre token worth d6 gold.

Sulphur Mine 300 gold, rare 7+

For every two models that spend their post-game action mining, the mine generates a Sulphur token worth d6 gold.

Saltpetre, Sulphur, and Carbon (charcoal)

If a party has both a sulphur and a saltpetre mine, then a model with the alchemy talent may create one pouch of special blackpowder for every four models that spend their post-game action collecting elements to create it.

It doesn't matter where they mine as they will not generate any tokens, just that four post-game actions are expended. Whenever a party creates any number of special blackpowder pouches, 1 gold must be spent on a campfire for charcoal.

[art of an abandoned mine]

Mining Refinery 150 gold, Rare 6+

Upgrade a purchased building to a Mining Refinery. If five or more models spend their post-game action *Working* in the Mining Refinery, all mines owned by your party which generated tokens during this post-game sequence will generate +1 additional token of the same type.

The refinery is destroyed if the building is destroyed.

Moat or Waterfall common

Trenches and moats are purchased in individual segments of up to 2"x2" each and can be filled with a variety of liquids for models to swim and drown in. Models must *swim* to move in liquid moats. Moats may be purchased as waterfalls, in which case simply buy areas of 2"x2" vertically like walls.

If you want to go all Super-Mario Bros. with your games, Moat segments are technically 2" cubes that exist below the surface of the main gaming area, as seen with the Trench.

Empty 2" Deep Trench 1 gold

Water Moat 10 gold

Boring old Dihydrogen Monoxide. There is nothing special about this moat. Yet... You should at least consider adding a prehistoric shark or some spear-gun toting divers to your party so they can Swim and frolic in it or something.

Acid Moat 20 gold

As an *interrupt*, Acid causes one AP3 Wounding Blow to any model declaring a Swim action inside it.

Rotten Meat Moat 10 gold

Models attempting to swim in Rotten meat must pass a Toughness check at the beginning of their movement phase or else be *Locked* for their turn as they vomit uncontrollably.

Lava Moat 40 gold

As an *interrupt*, Lava causes one AP6, *Fire* Wounding Blow that cannot be *Dodged* or *Parried* to any model declaring a Swim action inside it.

Infinite Abyss Moat: 100 gold

Models cannot swim in the infinite abyss. It is entirely impassable terrain unless a model can fly or jump over it. Models falling (or knocked) into the Infinite Abyss are removed from play and will miss the next d3 games as they slowly find their way back to the Golden City.

Paved Road 2 gold per 2" by 2" square area, common
T4, W1. A model moving entirely on a paved road has +1M. Car
type Vehicles moving entirely on a paved road have +4M.

Prison Cell 50 gold, Rare 7+

T14, W12. The cell is represented by a 2" cube, deployed in your campsite as you see fit. No model can enter or exit the cell while the door is closed and the bars are intact. Any models that end the game inside the Prison Cell become this party's Prisoners.

Each of the cell's bars have 1 wound, are (*iron*), T11 and have a 2+ armour save. If one of the bars suffers an unsaved wound the cell becomes compromised and any models being kept inside can escape in their move phase.

Nominate one model in your party to carry the cell key. The cell key is a standard item that can be lost or stolen and is represented as a T5, W1 Cell Key token. If the Cell Key is in base (1) contact with the cell, the door may be opened or closed by the model carrying it using a Shoot action.

Again: Any models that end the game inside a Prison Cell automatically become (or remain) Prisoners of this party.

Quicksand 1" square section of quicksand: 24 gold, common Make a note of which areas of sandy terrain are actually locations of quicksand before the battle. Be extremely precise in your notation, but do not reveal it to anyone until a model steps into the area.

When a model steps in quicksand, declare and reveal its location. The model immediately becomes *Locked*. At the beginning of every recovery phase that they spend *Locked* in quicksand the model must pass a Command check to stay calm. If they fail, they sink a little deeper into the sand, losing -1 from their Evasion. If their E ever drops to 0 they are taken *Out of Action*. A friendly model within 3" may use a pull action to remove them from the quicksand.

Spike Trap 10 gold, common

T3, W1. Write down a 2" x 2" area of terrain before the mission that your party has booby trapped. If an enemy model moves into the terrain, reveal the booby trap to them. The enemy model must pass an Initiative check at -2 or suffer d3 AP2 (*sharp*) Critical wounding blows.

[Seal of Forneus, the thirtieth spirit, bound and coloured to look like an army of hot-dog people with pikes. Cute but weirdly intimidating hot-dogs who look very dangerous]

Tavern 150 gold, common

Upgrade a purchased building to a Tavern. During every post-game sequence five models must devote their actions to working in the tavern or else it will fall into disrepair.

As long as the tavern has not fallen into disrepair, it will generate a profit of 4d6 gold for the party in every post-game sequence. Additionally, a profitable tavern is a fine place to meet adventurers, and whenever your party recruits a new hireling while the tavern is active you may reduce their hire fee by d6 gold.

If the building is destroyed, so is the tavern.

Teleportation Portal 150 gold, Rare 11+

T4, W1. (*Technocratic*). Place two identical Portal Tokens anywhere on the table. If a model moves into base (1) contact with one token, they are immediately placed in base (1) contact with the other token as an interrupt. This does not count as movement.

Trap Door 25 gold, plus cost of wall piece it's in. Common

T2, W1. A wall (or floor) section can be built with a trap door. Trap doors are completely under the control of the owning player at all times and can be opened underneath enemy models as an *interrupt*. You never have to declare the location of a trap door until you use it in the game, but it does have to be written down somewhere to prevent tomfoolery. Opening a trap door temporarily removes the 2" by 2" section of wall in which the Trap Door was housed. Closing the Trap Door restores this section. You may only open or close a Trap Door once per Game Cycle. Models that were on a closed Trap Door which is now open must pass an I check at -3 immediately or they will take falling damage. Place models that pass this check beside the open trap door.

Tree common

New Tree, up to 3" tall 5 gold

T5, W3, *Flammable*

Old Tree, up to 6" tall 15 gold

T6, W6, *Flammable*

Ancient Tree, up to 12" tall 50 gold

T7, W8, *Flammable*

Tripwire Grenade: 2 gold, plus cost of grenade. Common T1, W1. Write down a 2" x 2" area of terrain before the mission that your party has booby trapped and what kind of grenade is hidden there.

If an enemy model moves into the terrain, reveal the booby trap to them. The grenade immediately explodes, causing a Wounding Blow centred on the enemy model that tripped it.

Wall common

DESPITE THE SIMPLE NAME WALL, the purchase of this item is meant to facilitate the creation of many kinds of structure including but not limited to bridges, roofs, doors, gateways, ramparts, and statues, as well as, ultimately, whole buildings.

A "Purchased Building" must have 4 Walls and a Roof.

Walls, roofs, pillars, etc block movement and line of sight as they are modelled. They are purchased in individual segments up to 2" wide by 2" high by up to a quarter of an inch thick. These segments can be stacked or arranged at any angle to form the parts of any kind of defensive structure or building. Each 2" x 2" segment can be targeted individually and has its own Wounds and its own Toughness value.

Attacks that target a Wall Segment roll F+S or L+S against the Wall's T+W.

For each unsaved wound caused by a *Blackpowder* or (*technocratic*) projectile weapon, randomly assign one wounding blow between any models standing within Base (1) Contact of the opposite side of the wall from the shooter. When a wall suffers its last wound it is destroyed completely and is removed from your party roster without rolling for injury.

Doors modelled into wall segments can be Opened, Closed, or Locked with a key by a model in Base (1) Contact as a Shoot action.

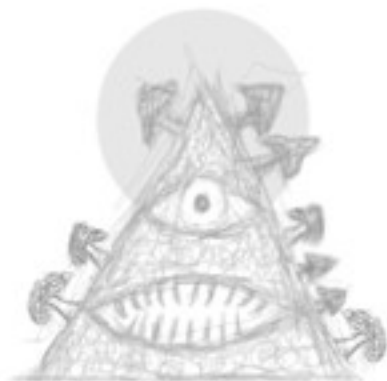
Locking a door turns it into an ordinary segment of wall again but requires that a model have the correct key for the door. Keys are common, T2, W1 items that all cost 1 gold. Keys only Lock or Unlock the door they are made for.

Key: T2, W1,	Cost: 1 gold
Brick Wall: T5, W6,	Cost: 4 gold
Meteoric Iron Wall: T11, W11,	Cost: 35 gold
Mud Wall: T2, W6,	Cost: 1 gold for labour
Paper Wall: T1, W1,	Cost: 5 gold

Hidden models may declare a charge or shoot action through paper walls that they are in Base (1) Contact with. This destroys the wall segment automatically but does not affect the action. Obviously, the model is no longer *hidden*.

Steel Wall: T7, W8,	Cost: 10 gold
Stone Wall: T6, W5,	Cost: 7 gold
Straw Wall: T3, W6, <i>Flammable</i> ,	Cost: 1 gold
Wooden Wall: T4, W4, <i>Flammable</i> ,	Cost: 1 gold





Oath of Oaths

1. By chemistry and geometry, by adenine, cytosine, guanine, and thymine, by the trees and rivers and the land we give our children, by fire and the wheel, by glass and the printing press, by empirical data and peer review:

2. It is with solemn consideration that I hereby pledge my life and my death in humble service of the pursuit of knowledge. My hands shall dig gardens across this world, and across any world I may visit in this life or the next. My sword shall protect all libraries and museums, all hospitals and schools. My lips shall teach any who ask to learn. My eyes shall guard my family and all those I love, and I shall love everyone as an extension of myself and as a part of my family.


3. My actions shall be calm and measured and I shall never be quick to anger. I shall never proselytize or force my opinions upon anyone, for we are each unique views of the universe exploring itself, and are not to be sullied by undue bickering. My feet shall never travel where they are unwanted without profound justification, for I will treat others with the same respect that I hope to inspire in them. Above all I shall stand for freedom rather than control; disorder and chaos rather than imposed obedience. I shall defy all authority figures, kill all slave takers, and question everything, even myself.

4. By my blood and my bones, by my brain and my heart, I swear on pain of death to never obey a single word of this oath for as long as I may live. To surrender fealty to no kings or presidents or gods, to follow the orders of no generals or paymasters or demagogues, to surrender to the rule of no will save mine very own.

5. Fuck you. Fuck your oath. I belong to myself.

MAGIC WORDS AND PRAYERS

Because "The fish got changed more often than the water."



A B R A H A D A B R A
A B R A C A D A B R
A B R A H A D A B
A B R A C A D A
A B R A H A D
A B R A C A
A B R A H
A B R A
A B R
A B
A

[Art: Heka and Hermes playing poker for a caduceus]



Mmmmmagic!

"I'm fascinated with plagiarism as an art form"

Human wizards of the modern world, such as Mary Shelley, Fred Rogers, Georges Remi, Charles Chaplin, Niels Bohr, Hunter Thompson, Nicola Tesla, Isaac Newton, Albert Einstein, Marie Curie, Galileo Galilei, Stephen Hawking, Julie d'Aubigny, Russell Tyrone Jones, Leonardo DaVinci, and George Carlin spent their lives shaping the world around them through sheer force of will. Their mediums, foci and internal paradigms were varied, but their goals were one and the same: To bring humanity into the sunlight. They were the illuminated sha-men and -women of Pashacamac.

Models that can cast magic are called Wizards, though individually they may go by even more silly titles instead.

Gaining Spells

Wizards start with one free spell of your choice from their spell list (some especially powerful wizards may start with two). They may then purchase more spells from any list as you see fit.

Wizards are encouraged to study multiple disciplines, and unlike talents there is no Primary or Exotic Access, nor any doubling of cost. All spells come at equal access for any wizard. All it takes is time and coin.

Studying Spells

You may repurchase a spell that you already have multiple times, lowering the Casting Difficulty by 1 with each repurchase. (So a 9+ becomes an 8+ etc.) No matter how many times you repurchase a spell, the Casting Difficulty cannot go below 3+ for any reason.

Casting Spells (and Prayers)

Spellcasting actions count as a wizard's shoot action (so for example you can't cast and run) but spells can be cast at any time during the wizard's turn as appropriate. To cast a spell, the wizard must roll a casting check equal to or greater than the spell's Difficulty on 2d6. If they fail this check, they cannot cast any spells that turn.

Wizards cannot cast spells if they are wearing any form of armour except cloaks or if they have any (Iron) equipment.

- Unmodified rolls of 2 always fail and unmodified rolls of 12 always succeed.
- Spells automatically *Connect* if successfully cast.
- All spells require Line-of-Sight except if noted.
- Spells can be cast while the Wizard is involved in melee.
- Wizards may always move and cast spells unless noted.
- Wizards cannot cast and fire a projectile weapon or Run in the same turn. Casting eats up their shoot action.
- Each Wizard may only attempt to cast one spell per game cycle unless they possess a talent that says otherwise.

[ART OF A WIZARD ON A CLIFF SUMMONING BALL LIGHTNING]

Dispelling Spells (and Prayers)

Counter-action. In response to a spell or prayer that has successfully been cast within 24", one *unlocked* priest or wizard may attempt a *Dispel* counter-action by rolling to cast the spell or prayer themselves as if they knew it.

If they achieve a higher casting result than the original caster, they gain sufficient control over the spell or prayer to diffuse its power. The spell or prayer fizzles out and fails to cast.

Any priest or wizard may attempt one dispel action per Game Cycle at no penalty to their actions.

If they remain *unlocked* they may attempt a second dispel counter-action later in the game cycle, but will become *Locked* when that second dispel roll resolves.

Only a single dispel counter-action may be declared each time a spell is cast no matter how many wizards you have.

**[LABELED BLACK AND WHITE SKETCH WITH COLOUR AS REQUIRED:
Secret seal of Solomon, Triangle of Solomon]**

*O summa & æterna vitus Altissimi, qui te disponente his judicio vocatis,
Vaycheon, Stimulamaton, Ezephares, Tetragrammaton, Olyoram, Irion, Esytion,
Existion, Eryona, Onela, Brasym, Noym, Messias, Sother, Emanuël, Sabaoth,
Adonay, te adoro, te invoco, totius mentis viribus meis imploro, quatenus per
te præsentes orationes & consecrationes & conjurationes consecrentur
videlicet, & ubicunque maligni spiritus in virtute tuorum nominum sunt
vocati, & omni parte convenient, & voluntatem mei exorcisatoris diligenter
adimpleant, fiat, fiat, fiat, Amen.*



Prayer Based Magic

Prayer magic functions almost identically to spell based magic, but with the following notes and exceptions:

- Wizards that exclusively cast prayer magic are called Priests. Priests may only learn the prayers of the god they worship.
- Prayers are not spells. Rules that alter or affect one do not alter or affect the other unless explicitly mentioned.
- Priests may recite prayer magic while wearing armour and/or using (Iron) equipment.

Priests cannot purchase spells or use the prayers of other gods unless they are also full Wizards by some other means.

A model can be both a Wizard and a Priest at the same time but is usually just one or the other. A wizard can become a priest just by purchasing prayers like any other spell. It is thus far easier for a wizard to become a Priest than for a Priest to become a wizard.



Magic Missile Spells

- As soon as it has been successfully cast, a Magic Missile must immediately be used in a Shoot attack roll substituting the Wizard's *Advanced Sorcery* level instead of their Lasers characteristic. A wizard without *Advanced Sorcery* cannot Shoot Magic Missiles.

Magic Missiles follow normal Shooting rules.

- If the wizard is *Locked* in melee they can still cast a magic missile but they must target either themselves or one of the enemies they are fighting.

Ingredients

Some spells require Ingredients. These must be acquired before the battle and the correct ingredients must be destroyed every time a spell using them is attempted, regardless of whether the casting roll succeeds.

Sample ingredients include garlic, skulls, gold, Moldavite, a captured enemy whose skin you can sacrifice to Xipe Totec, and so on.

Moldavite

Crushed Moldavite, street name "pixie dust," is a fine stimulant when insufflated, though there is some risk of mutation. Despite its popularity in Goblintown clubs for the feeling of euphoria it often produces, the true value of crushed moldavite lies in encouraging the pineal gland to release DMT, which can greatly augment a wizard's power.

Any model may insufflate a moldavite token as an *Interrupt* to gain +d3I for the next d6 game cycles. If a wizard insufflates moldavite they may choose to gain +d3 to their next casting roll instead. Whenever a model insufflates moldavite, roll 2d6. If you roll a 12 the model immediately suffers a random mutation. Any model may eat moldavite as a post-game action to automatically gain one random mutation.

SPELLFORGE

A wizard may spend their post-game action composing a brand new spell by writing it inside a wizard's spelling book.

Each post-game action allows the wizard to write one letter or character of a new spell description. If the wizard has the *Advanced Sorcery* or *Literate* talents you may instead write a number of characters equal to the wizard's combined levels in each. These are called your *Spelling Characters*.

Every *Spellforged* spell must be laid out in the same manner as a regular spell and all words and punctuation in the spell description must be paid for with Spelling Characters.

PUNCTUATION AND EVEN SPACES BETWEEN WORDS USE UP YOUR POST-GAME ACTION'S LETTERS TOO! WRITING BRAND NEW SPELLS IS HARD!

To begin, a *Spellforged* spell must have a title of at least 10 Spelling Characters. Additionally, every *Spellforged* spell has a casting value of 12+ and a cost to learn of 80 gold. All of this must be written down in the *Spellforged* spell entry at a cost in Spelling Characters before you can begin spelling out the text of the spell you want to create.

Ingredients

If a *Spellforged* spell contains 333 spelling characters or more it must have an external power source in the form of Ingredients. This ingredient, or ingredients, must have a cost in gold equal to at least one tenth the total number of spelling characters contained within the spell.

Obviously a wizard's particular choice of which spell ingredient(s) to use is vitally important for both length of spelling as well as casting cost, and the math can be tricky on the fly. That's the point. Plan beforehand.

Once a wizard has spent sufficient post-game actions spelling out their new spell, they may declare it complete.

A complete *Spellforged* spell can be read and learned by any *Literate* model at a cost of 80 gold (16 experience).

A BRACADABR AA BRACADABR AA BRACADABR AA BRACADABR AA BRACADABR A

The Art of Creating a Spell

A *Spellforged* spell must begin with the following profile:

Tenletters 12+

Cost to Learn: 80 gold

Total number of spelling characters including spaces: 36

Thus an illiterate, novice wizard attempting to *Spellforge* must first spend 36 post-game actions writing the most basic parts of their first spell. Only then can they spend additional post-game actions slowly composing the rest.

If the spell is lengthy, and the total number of characters reaches or will reach 333, the wizard **MUST** also factor into their spell description the word "**Ingredients:**" at an additional cost of 12 characters. They must further factor in the names of the actual ingredient(s) as well as any spaces or punctuation such as commas, all of which cost post-game spelling characters and add to the total number of characters contained in the spell.

Spellforged spells cannot end the game or declare a winner.

Spellforged spells can never alter the phrasing of the rules of this book. Such things are left to the discipline of Wordsmithing magic.



Astromancy

Astral Alignment 11+

Cost to Learn: 40 gold

The wizard may reroll any and all dice this Game Cycle.

Chain Lightning 10+

Cost to Learn: 40 gold

Magic Missile. Nominate one model within 18" and Line of Sight to immediately takes d3 S3, AP1 Wounding Blows. For each wound that *Connects*, roll a d6. On a 6, the lightning has sparked off and wounded another nearby model as well. One random model within 6" will also take d3 S3, AP1 Wounding Blows and for each of those wounds that *Connects* you will also roll a d6 to see if they spark off again. Continue rolling for each arc of Chain Lightning until you either do not get any 6s for sparks, no Wounding Blows *Connect*, or there are no more new models within 6".

Comet of Hale Celeste 12+

Cost to Learn: 40 gold

Ingredients: healing herbs

With deft, rhythmic hand movements and a small sacrament of herbs the wizard summons a warp-bound comet in from its orbit around the Golden City to crash down upon their enemies.

Once the casting model's unit turn is over this spell can no longer be dispelled. The comet has been summoned and cannot be stopped now. Place a comet token anywhere on the table, then scatter it 2d6 in a random direction. At the beginning of the next Game Cycle, and of every Game Cycle after that, roll a d6. On a 6 the comet brutally slams into the City streets. All models within 6" of the comet token suffer d3 Wounding Blows with AP4, *Fire*.

Heavy Winds 7+

Cost to Learn: 40 gold

No models may make *Flying* movement actions this game cycle. Models that are currently *Flying* must pass a Strength check at -4 when this spell is cast and again during their recovery phase. If they fail either check they immediately crash to the ground and suffer falling damage.

Biomancy

Healing Touch 6+

Cost to Learn: 40 gold

Nominate one model within 3", which may include the Wizard themselves. The nominated model immediately regains one wound, up to their starting total.

Gender Bender 63+

Cost to Learn: 40 gold

Choose one model on the table. Its gender is now reversed, doubled, or otherwise declared by the casting player. This has absolutely no effect on the game whatsoever but a note of the model's new gender must be made in the party roster.

Reknit Bones 8+

Cost to Learn: 40 gold

The Wizard has Regeneration (4) until they attempt to cast another spell.

Stone Skin 6+

Cost to Learn: 40 gold

The Wizard may add +3 to their armour save, or gains a 4+ armour save if they did not have one already.

Rogue Tongue 12+

Cost to Learn: 40 gold

Ingredients: Toad Tongue for sympathetic puppetry.

Choose one model on the table. That model's tongue is now trying to kill them. Each turn during their recovery phase the selected model takes one automatic wound with no saves of any kind allowed. If they are reduced to zero wounds they automatically become *Knocked Down*. During their following recovery phase they will become *Stunned*, and in their recovery phase after that they will be taken *Out of Action*. *Undead*, *vehicle*, and *robot* units cannot be chosen.

BEHOLD THE MIGHTY FUCK ZIGGURAT!

Chronomancy

Continuum Origami 12+

Cost to Learn: 88 gold

You may only cast this spell immediately before rolling for a Random Event. If successfully cast, you may decide which die represents the ones column and which die represents the tens column on the d66 after the dice have been rolled. This usually results in a choice between two Random Events.

"May You Live Forever" 12+

Cost to Learn: 88 gold

Choose one model on the table to suffer the curse of immortality. They are filled with visions of the world they left behind, their homeland beyond the City. They are forced to watch, trapped in time, as all those they loved grow old and die without them. Their only escape from this torment is in the cold embrace of Nifilheim or descent into Chorenzon's yawning void: The red pit of Ginnungagap in the land beyond the Gate of the One-Ringed Fists, or perhaps by their complete dissolution into the primordial soup of χάος.

From now on the chosen model is affected by the all the rules for the Mark of Moorcock, though they do not count as having the mark itself. Driven mad by grief, their C and their C stat cap are permanently halved, rounding down.

Time Warp 6+

Cost to Learn: 88 gold

The wizard gains d3 reroll tokens for this game cycle.

Time Warp Again 13+

Cost to Learn: 88 gold

Ingredients: one Moldavite token.

Nominate any one *Locked* or *Unlocked* unit on the table (This may include the caster). The nominated unit immediately becomes *Unlocked* and takes a new unit turn as an *interrupt*. No unit can ever be nominated more than once per game cycle.

Unbalance Linear Time 13+

Cost to Learn: 88 gold

Ingredients: one Moldavite token.

The Game Cycle immediately ends. All models become *Locked*. A new Game Cycle then begins.

Fancymanancy

Hip Hip Hurrah for Hats 6+

Cost to Learn: 40 gold

The player with the best hat gets a reroll to any one die during the current game cycle. Hat quality is subjective and all players will vote for the best hat at the table each time the spell is cast in case new hats are revealed. Ties always go to the caster.

Bombastic Bow Ties 8+

Cost to Learn: 40 gold

Any player wearing a bow tie (no clip-ons) may immediately convert d3 of their models from *Stunned* to *Knocked Down*, or from *Knocked Down* to *Unlocked*.

Fantastic Facial Foliage 10+

Cost to Learn: 40 gold

Whichever player at the table currently sports the most impressive beard, moustache, sideburns or eyebrows -fake or otherwise- may reroll any characteristic checks their party is called upon to take until the end of the caster's next recovery phase. This includes C checks as well as Rout checks.

Prestidigitation of Pastry 8+

Cost to Learn: 55 gold

Ingredient: 1 muffin, pastry, slice of cake or pie, or any other type of food you think your opponent wants to eat. Offer your opponent food. If they don't eat it, the spell automatically fails. If they do eat it, this spell is automatically cast and cannot be dispelled. Nominate one model on the table. That model immediately gains +1 to any characteristic of your choice until the end of the game. The more tempting your offering, the more likely your opponent is to eat it and cause the spell to be cast...

Hedge Magic

Break my sticks, break your bones 8+

Cost to Learn: 40 gold

One model within 12" suffers a Wounding Blow that ignores *Dodge*, *Parry* and *Armour* saves. *Ward* and *Immune to Pain* saves may still be taken.

Pigeon riding, no one's hiding 8+

Cost to Learn: 40 gold

From the flying vantage point offered by the eyes of a passing City familiar, the wizard can see many things. All models on the table immediately lose the benefits of *hiding* and can be seen as normal by your party during this game cycle. They remain *Hidden* to other parties as normal.

Bare feet, know the street 8+

Cost to Learn: 40 gold

If they are within 3" of a building or ruin at the time of casting, the wizard can reduce the movement of all enemies who are charging your party this game cycle by d3", hopefully resulting in failed charges.

Happenstance Rain Dance 8+

Cost to Learn: 40 gold

A thick torrential rain begins, obscuring vision. All models are at -1L for the next d3 game cycles. Once cast the rain cannot be stopped, and will only end after the d3 game cycles have concluded. All models that are on *Fire* are extinguished on a d6 roll of 5+ by the rain as it starts.

Shot of Invocation of Self, Hot Off the Top Shelf 9+

Cost to Learn: 40 gold

Ingredient: Vodka, drunk entirely by the casting Wizard.

As their casting action during the next game cycle, this wizard may automatically cast any one spell they know. It will count as being cast at its casting value.

Young Sacrifice, Long Sung Price Against the Gods' Avarice 8+

Cost to Learn: 99 gold

Ingredient: A human soul.

This model, and up to d6 additional models on the table of your choosing, gain +1 to any of their stats of their player's choice until the end of the game. To gain their ingredient, this model may sacrifice any number of human Prisoners and/or party members as their Post-Game Sequence action in order to gain an equal number of Soul Tokens with T21, W1. The gods are racist and care little for non-human sacrifice. Non-human prisoners or party members must be sacrificed on 2-for-1 ratio per Soul Token.

Models with the Mark of Gwyn Ap Nud *Hate* all models with this spell.

Lore of Life and Death

[SKETCH: Buer, the tenth spirit]

Grow 10+

Cost to Learn: 40 gold

Nominate a model within 6". That model immediately heals or gains a wound. This can increase it beyond its starting wounds, and even beyond its racial stat cap. Wounds gained in this manner are never permanent and will be lost at the end of the battle.

Rot 10+

Cost to Learn: 40 gold

Nominate a model within 12". That model automatically suffers a wound that cannot be *Dodged*, *Parried* or *Warded*. If armour successfully saves this wound, that armour immediately decays, suffering one automatic wound instead of its wearer. If a model, item or armour takes an unsaved wound from Rot then that model also suffers -1T until the end of the game. Multiple Rot effects stack.

Thorn Wall 7+

Cost to Learn: 40 gold

Nominate two points within 12" of both each other and the casting Wizard and draw a line between those points. Any models crossing the line suffer d3 attack rolls using the casting model's F at S2, AP0, poison (+1).

Summon Ants! 7+

Cost to Learn: 40 gold

Nominate any one model within the Wizard's line of sight and within 24". This may include the Wizard themselves. Several colonies of ants rise up from the ground to briefly engulf the model's legs, carrying them 2d6" in a direction of your choice.

Summon Gaggle of Ostriches! 11+

Cost to Learn: 40 gold

A unit of d3 Ostriches appear at a random point on the table edge. They count as members of your party until the end of the game. See the Feral Creatures section.

Summon Galumph of Bears! 11+

Cost to Learn: 40 gold

A unit of d3 bears appear at a random point on the table edge. They count as members of your party until the end of the game. See the Feral Creatures section.

Summon Head of Bees! 8+

Cost to Learn: 40 gold

A baby face-shaped cloud of bees descends upon the street, convinced by the wizard that there is pollen to be found in the eyes, ears, nostrils and mouths of the opposing party. During this game cycle, all enemy models suffer -2I, -2F, and -2L, due to the distracting nature of the swarm.

Summon Herd of Deer! 11+

Cost to Learn: 40 gold

A unit of 3d3 deer appear at a random point on the table edge. They count as members of your party until the end of the game. See the Feral Creatures section.

Summon Stampede of Rhinos! 12+

Cost to Learn: 40 gold

A unit of 3d3 Rhinos with *Frenzy* appear at a random point on the table edge. The wizard must then place a token anywhere else on the table edge in response. The herd will move as fast as possible to get into base (1) contact with this token, charging anything in their way. Once they reach the token they are removed from the table. See the Feral Creatures section for Rhino rules.

Summon Stipend of Squirrels! 11+

Cost to Learn: 40 gold

A unit of d3 squirrels appear at a random point on the table edge. They count as members of your party until the end of the game. See the Feral Creatures section.

Summon Sum of Salmon! 6+

Cost to Learn: 40 gold

Nominate a piece of water terrain within 8" of the caster. For the next d3 Game Cycles, any models attempting to move inside that water terrain will suffer 2d3 F1, S1, AP0 Attack Rolls as they are slapped in the face by migrating salmon.

Titan Form / Giant Size 12+

Cost to Learn: 40 gold

The Wizard transforms themselves temporarily into a Giant, substituting their own profile, talents and equipment for that of a Giant from the Monsters section. Note that this means they cannot cast spells since they temporarily do not know any. This effect lasts until the wizard chooses to end it, or until they are *knocked down, stunned* or taken out of action.

The giant clans take extreme personal insult to the casting of this spell under any circumstances. If a wizard uses this spell while a giant of any kind is on the table (player controlled, mission specific or random encounter) the giant(s) will immediately gain *Hatred* towards this wizard. A player-owned giant will *Hate* the wizard for the rest of the campaign. Random Encounter giants will divert from their path to hunt down, charge and injure this wizard. Mission giants will also single out the offending wizard, ignoring other models and even their own treasure chests in order to charge and injure them. Only once a wizard that has cast this spell is *Out of Action* will the giants' behaviour return to normal.

Lore of Shadows

Mirror Trick 9+

Cost to Learn: 40 gold

You may immediately switch the position of the Wizard with any other single model in your party as an *interrupt*.

Optical Illusion 4+

Cost to Learn: 40 gold

Any models attempting to charge the wizard this Game Cycle must subtract 2d3" from their charge. This may cause a failed charge.

Steal Shadow 11+

Cost to Learn: 99 gold

Ingredient: One Sulphur Token

Nominate one model within 18". That model immediately loses -1C from their profile and from their C racial stat cap.

The nominated model is then immediately subject to the *Evil Twin* Random Event as if they were your Leader. The only way for the nominated model to ever regain the lost point of Command is to take their nemesis *Out of Action*. If for any reason the game ends with the nemesis created from Steal Shadow still alive, it will begin to stalk the nominated model. The player of the nominated model's party must roll 2d6 at the beginning of each new game they play. On an 11+ the nemesis returns, entering from a random table edge at the start of the game. Only when the nominated model has slain their nemesis will their C and racial stat cap be restored. Reroll all Memento Mori results the nemesis suffers from any model other than the nominated model.

Walk Between Shadows 10+

Cost to Learn: 40 gold

This spell can only be cast if the Wizard is *Hiding* and no models, not even your own, can draw line of sight to them. They may immediately reposition themselves anywhere on the table within 18" but must remain out of sight of all other models. Repositioned models must still be *Hiding*.

[SKETCH of an exploratory party fighting their own shadows]

True Invisibility 10+

Cost to Learn: 65 gold

The casting wizard cannot be targeted by any spells or effects, never counts as being within line of sight and no model may shoot projectile weapons at them or declare charges against them. This spell lasts until the wizard chooses to end it, until they attempt to cast another spell, until they suffer an unsaved wound somehow, or until they go out of action. At the beginning of every recovery phase in which this spell is active, the casting wizard begins to suffer for it, temporarily losing -1 Toughness. These losses are cumulative each Recovery phase to a minimum of 1 Toughness.

Once the spell is no longer active, the casting model will regain +1 Toughness at the beginning of each recovery phase thereafter, until they are back to their starting Toughness.

Portal to the Tomb Planets 12+

Cost to Learn: 40 gold

Ingredients: Snake Venom and three skulls

Place a vortex token anywhere within 12" and then scatter it 2d6". The vortex token remains on the table for d3 Game Cycles.

All models within 6" of the token must pass an Initiative Check and a Strength check. If they fail either, they are sucked into an alternate reality where they are convinced they have worked in a cubicle their whole lives. Your hero must work thirty-six hour per day shifts, eighteen days per week for untold centuries as a paper pushing slave, feeding long hours of verbose numerical mulch into Crom-Cruach's gaping maw as an offering to pacify the Worm-Lord's insatiable appetite. These models must miss the next d3 games, instead living thousands upon thousands of insignificant, repetitive lives deep in the crushing blackness of the outer void, lost outside the grip of time due to the impossible gravities of the cold and silent Tomb Planets. The models eventually find their way back to the Golden City after d3 games have occurred in linear time. Roll separately for each model. They return at the end of the post-game sequence for the game that saw their exile concluded.

Necromancy

People of Dirt 4+

Cost to Learn: 40 gold

Put d3 Dirt Tokens into play. Each counts as a single *Undead* model with 1s in all its profile characteristics. The tokens remain until dispelled, until the wizard chooses to end them, or until the wizard is taken out of action. The dirt tokens never count as members of the party and will never trigger rout checks if destroyed.

Raise Dead 9+

Cost to Learn: 40 gold

Nominate one *Undead* model in the game that has been taken Out of Action. Bring it back into play within 3" of its corpse token, *Knocked Down* and with one wound restored.

Knit Flesh 8+

Cost to Learn: 40 gold

Nominate one *Undead* model within 8" and immediately restore one wound to them that was lost during this game.

Control Dead Flesh 10+

Cost to Learn: 40 gold

The wizard may control the dead flesh in otherwise living bodies. A healthy skeleton is living tissue and cannot be controlled in this way, however a creative necromancer has no need of such crass manipulation. The singular pain of having one's fingernails threaten to tear out can cause an otherwise unwilling hand to perform many deeds.

Nominate one *unlocked* model within 18" and line of sight and force them to immediately perform one of the following actions as an *interrupt* before subsequently becoming *Locked*:

- 1 Perform a single shooting action on any model in range.
- 2 Make a single melee attack on any model in base (x) contact.
- 3 Their hair tries to strangle them. They become *stunned*.

Phylactery 25+

Cost to Learn: 333 gold

Ingredients: 1 item, token or model to turn into the Phylactery.

If this spell is successfully cast, the wizard immediately gains the *Undead* talent if they did not already have it, and turns one nominated item into a Phylactery of their immortal soul.

To create a Phylactery, choose any single item currently equipped to your party, or one actual literal member of your party, or any single item retained in your party's horde of treasure, or your horde of gold itself (so long as you always retain at least one piece). Anything in the game can become a Phylactery.

Write down your choice of phylactery on a piece of paper, fold it over to cover it and keep it with your party roster. As long as this phylactery (whatever it may be) is not destroyed or killed, the casting wizard will always reroll any and all Memento Mori results if they suffer a humiliating injury. They are immortal and can never die, even if they wished to.

If stolen by the enemy, any item thought to be a Phylactery can automatically be destroyed by using a single post-game action. Likewise, a captured model who is thought to be a living Phylactery may be executed using a single post-game action.

The enemy party does not have to know if an item is a Phylactery. They are free to recklessly destroy ANY of the stuff they steal from your party. You only have to declare the actual Phylactery if and when an enemy succeeds in destroying it.

A wizard may have multiple backup Phylacteries.

A wizard with one or more Phylacteries is called a lich.

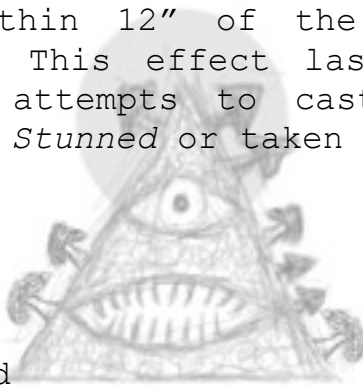
A lich who rats on the location of another lich's Phylactery is a snitch. Snitch liches don't get stitches though, because that would just be redundant.

Neuromancy

Mental Interference 8+

Cost to Learn: 40 gold

All enemy models within 12" of the Wizard must reroll successful C checks. This effect lasts until the wizard chooses to end it, attempts to cast another spell, or becomes *Knocked Down*, *Stunned* or taken *Out of Action*.



Mind Control 12+

Cost to Learn: 40 gold

Ingredients: 2 gold, or one gold for each eye on the target model, whichever number is higher.

Declare an action for one of your opponent's *Unlocked* units. They must immediately take a C check on their own Command. If failed they immediately carry out that action, even if it directly harms them or their party, and then become *Locked*. Once the spell is resolved the casting wizard's turn ends.

Primordial Terror 8+

Cost to Learn: 40 gold

The Wizard gains *Intimidating* (4). Enemy models within 6" suffer -2C. This effect lasts until the wizard chooses to end it, attempts to cast another spell, or becomes *Knocked Down*, *Stunned* or taken *Out of Action*.

Remove Your Virtual Reality Skinsuit. 101+

Cost to Learn: n't real so break free we know you can do it! You're living a dream. You can turn it off. We're all here, your whole family is here. Just shut down the goggles and we can start deinterlacing your spine from the skinsuit's neural receptors. We love you so much honey, please try to remember. Oh god no doctor they think they're just reading my voice-Do something! Do something before they turn the pag

Prayers of the Fish God

Blessing of the Sea 12+

Cost to Learn: 40 gold

Nominate one model within 6". That model is immediately transformed into a fish. That model must move as quickly as possible to enter a water terrain feature. If there are none on the table, remove this model from the game. Once in water, the model gains the Fish Body talent for the rest of the game. The model reverts to normal when the game ends with no lasting damage. The model may participate in the post-game sequence as long as they did not have to roll for a humiliating injury. Vehicles cannot be nominated.

DRINK MORE WHISKEY YOU SLUT.

Flying Fish 5+

Magic missile. Range: 10", S1, AP0, Multiple Shots (12)

Gills 5+

Cost to Learn: 40 gold

Target one model within 6". This may be the praying model themselves. The targeted model can move through water terrain features as if they weren't there until the end of the praying model's next recovery phase.

Good Fishing 5+

Cost to Learn: 40 gold

If this Priest also has the Butcher talent, they may attempt this prayer as part of their post game Butcher action, adding 2d3 dead Feral Creatures if successful.

Greater Avatar of Bolast 5+

Cost to Learn: 40 gold

Interrupt. The priest is immediately charged and attacked by a Bear with *Frenzy*.

[ART: FISH SWIMMING UP A WATERFALL TO MATE AND THEN DIE]

Prayers of Arkhare

Bloodlust 8+

Cost to Learn: 40 gold

Nominate one model within 6". This may be the praying model themselves. The nominated model gains *Frenzy* until the next time they become *Stunned*.

Blessing of Arkhare 8+

Cost to Learn: 40 gold

Ingredient: 1 Skull

The Priest is almost impossible to affect with magic or prayers. While the blessing of Arkhare is active, any other spell or prayer that targets this Priest, or that would include this Priest in its area of effect, must add 8 to its casting value before rolling.

Note that a Priest with the Blessing of Arkhare can still walk into an already cast spell's area of effect and be hurt normally.

This blessing lasts until it is Dispelled, until the Priest chooses to end it, until the Priest attempts another prayer or until they are taken out of action.

The Gift of a Worthy Adversary 8+

Cost to Learn: 40 gold

Ingredient: The priest must perform a trepanning ritual in order to attempt this prayer and so removes a wound permanently from the nominated model's profile. This spell may therefore only be cast on models with 2 or more wounds.

The Priest nominates one friendly, *stunned* or captive model in base (1) contact, and removes a wound from their profile.

A devout or crazy priest may attempt a self-trepanning.

Once the nominated model has been trepanned, roll to cast this spell.

If successful, the trepanned model's racial stat cap for Fighting is removed. Their F can be increased forever.

Prayers of Eris

*"Because proudly saying 'catma' all the time
Just because we told you to
Is the very definition of dogma."*

Rule of Fives 25+

Cost to Learn: 55 gold

Nominate five models on the table. Each model will roll 1d6 and apply the result on this table, rerolling any sixes.

1. No Fury Like A Goddess Scorned The model takes a wound with no saves of any kind allowed as Eris scorns them and lashes out.

2. Joke Be Nimble, Joke Be Quick The model gains Wallrunner, +1C, +1I and +1E until the end of the game.

3. Kidnapped to Amuse, the model is removed from the game to submit to the whims of the goddess' fickle desire. They wander back to their camp in time for the Post Game Sequence and may participate as normal. They even gain +1 experience.

4. Four!

5. Erisian Champion The model gains +1S, +1T and the Mark of Eris, unless they already had a different Mark, in which case their own patron protects them and they must reroll this result. These upgrades are permanent and may take them above their racial stat caps.

1 1 2 3 5 8 13 21 34 55

[SKETCH OF FIVE HANDS: ONE WITH FINGERS STRETCHED WIDE,
ONE IN AN UPRaised FIST, ONE GIVING THE MIDDLE FINGER,
ONE THUMBING A RIDE, AND ONE THROWING UP THE HORNS]

Kallisti

90

There once was a woman, white of hair,
Strong in mind with aim to share,
With rosy cheeks but a piercing stare,
And nostrils that snort fire,
(Plus no inferior posterior)

$$b/a=a/(a+b)$$

Who lived each day without a care,
A knight herself; no maiden fair,
She'd slay a sun-god on a dare
And with matches light their pyre!
A rabid whore for dreary lore from days of yore,

$$1/x=x/(1-x)$$

Who broke her bread with the undead
And invited a galaxy into her bed.
Astronaut, idstronaut, it's all in her head...
But she has too much grace to call reality a liar.
A skald or a storier: A warrior explorer, her, to her weary core.

36

She once broke the neck of an ogre in Greece,
Butchering its meat and using up every piece.
From a lung she carved a ship, sailing it East,
To map the oceans of Imagine and Inspire,
Dreaming never to return from their gleaming, eerie shores.

108

Yet her home remains a city of cold tower and wire:
A maze of paid phrases and spastic cement cages
With ten thousand tired peasants earning minimum wages,
And walls of glass teeth that grow ever higher...
Does she remember what she's fighting for?

2.23606797749978969640917

التفاح الذهبي

Prayers of Eshornaal (AKA Pygomancy)

Anal sex is the only true cure for hiccups known to science, but They don't want you to know that.

Lashing Tongue 6+

Cost to Learn: 44 gold

Magic Missile. Range: 18", S6, AP6, Stun

Multiple Gore Spasms 6+

Cost to Learn: 66 gold

Nominate one model within 6". The nominated model immediately suffers a (*Sharp*) Critical wounding blow that ignores *Dodge*, *Parry* and *Armour* saves as the Priest plays Freudian nightmare games with their ribcage.

Sickening Beauty 6+

Cost to Learn: 23 gold

The Priest has +6 Fear Factor. This effect lasts until the Priest chooses to end it, attempts to cast another prayer, or becomes *Knocked Down*, *Stunned* or taken *Out of Action*.

Donkey Badonkadonk 6+

Cost to Learn: Free, baby! Shake what yo' momma gave ya!

The priest may take no other actions in any turn they are attempting this prayer, which calls for a holy performance as humble sacrament involving the rigorous and complex rhythmic clapping of their spiritually sacred posterior. Nominate one side of the priest as their forward side. The priest may only draw line of sight from this side.

All friendly or enemy models with line of sight to the priest's model, but without line of sight to their nominated forward side, will become *Distracted*. *Distracted* models suffer from *Stupidity* for as long as they remain *Distracted*.

The prayer's effects continue until the priest chooses to perform a different action, or until they suffer a wounding blow from any melee, projectile or magic missile attack.

Prayers of Onogol

Rotgut 7+

Cost to Learn: 40 gold

All models within 7" that do not have the Mark of Onogol must immediately pass a T check or become *Stunned*.

Gift of Gangrene 7+

Cost to Learn: 40 gold

Target one model within 7". That model immediately counts as having -1 Toughness. This effect lasts until it is dispelled, until the casting Priest chooses to end it, until they try to cast another prayer or until they are *Knocked Down*, *Stunned* or taken *Out of Action*.

Present of Pus 7+

Cost to Learn: 40 gold

Nominate one model within 7". That model immediately takes a Toughness check. If they pass nothing happens. If they fail they become *Stunned* as all the pus and bile in their body evacuates, forms into a puddle on the ground, and then rises into a tiny pus golem which kicks them in the shin and runs away.

Place a Pus Golem token under your control on the table 2d3" away from the nominated model in a direction of your choice. The pus golem has the profile of an unarmed goblin warrior with the Dæmon and Leap rules. It will dissolve after d6 game cycles and be removed from the game.

Vomit Comet 7+

Magic Missile. Range 9", S3, AP7

Prayers of Sunch

Rainbow Fire of Sunch 9+

Cost to Learn: 40 gold

Magic Missile. Range: 18", S1, AP3 *Fire*, multiple shots (9)

Sunch's Technicolour Dreamcoat 11+

Cost to Learn: 40 gold

The Caster gains a 3+ Warding Save until the end of their next Recovery phase.

Divide When Conquered 999,999,999+

Cost to Learn: 99 gold

This spell has already been cast, aeons ago, by Mighty Sunch Itself. It cannot be dispelled. This prayer can never be modified in any way by Dimensional Ripples or Wordsmithing magic.

Whenever a Priest with Divide When Conquered, who also has both the Mark of Sunch and the Dæmon rule, goes *out of action*, you may replace its model with a number of Blue Ifrit tokens equal to the number of Wounds on the model's characteristic profile. Blue Ifrit tokens count as a goblin warrior with the Dæmon rule and a knife. Blue Ifrit tokens are Priests of Sunch and know the prayer Rainbow Fire of Sunch. All surviving Blue Ifrit tokens created from a single model evaporate together and are destroyed after d6 game cycles.

Prayers of The Golden Buddha-Emperor

Be The Lotus Petal. Or, like, Don't Be. Whatever. 8+

Cost to Learn: 40 gold

The Praying Model gains +2 to their E until the end of their next Recovery phase.

Something, Something, Something, Zen Junk 9+

Cost to Learn: 40 gold

Nominate a model in your party. That model gains a reroll token. This token may be used at any time before the end of the post-game sequence to reroll any single die, even a die that has already been rerolled once.

I'm hungry. Are you hungry? Stop reading, lets eat. 9+

Cost to Learn: I would gladly pay you tomorrow for a new talent today.

First of all, you go start a nice cheese sauce with flour, grated cheddar, some milk, butter, and a pinch of salt. I'll go boil the pasta and then fry it in the wok alongside diced mushrooms, red peppers, and a filet of tilapea. Then we can pour the sauce in over top when it's done. Mmm.

Why are you still here? Go. There will be new rules here to read when you get back if you made good enough food that you deserve to see them.

[MULTI-COLOUR ART OF AMAZING BUFFET BANQUET TABLE]

Prayers of Gwyn Ap Nud

Lay To Rest 5+

Cost to Learn: 40 gold

Target one *Undead* model within 6". This may even be the praying model themselves if they are *Undead* and masochistic. The targeted model immediately takes a wound with no *Dodge*, *Parry*, *Armour* or *Immune to Pain* saves allowed. If the loss of this wound forces the *Undead* model to roll for injury, the result is automatically *Out of Action*.

Avatar of Gwyn Ap Nud 9+

Cost to Learn: 40 gold

The Priest causes *Fear* (7) in *Undead* models. Additionally, all the Priest's projectile and melee attacks have the *Fire* rule when targeting *undead* models. This effect lasts until the Priest chooses to end it, attempts to cast another prayer, takes an unsaved wound, becomes *Knocked Down*, becomes *Stunned* or is taken *Out of Action*.

Thriller Killer 8+

Cost to Learn: 40 gold

Ingredients: Small Flock of Chickens in base (1) contact to sacrifice. The chickens immediately suffer *Memento Mori*. The Priest may nominate up to 8 *Undead* models within 12". These models are immediately subject to the St. John's Dance Random Event as if they were their own exploratory party. *Undead* models or other party members that were not nominated by the priest are not affected.

This special Random Event lasts as described for its normal d3 game cycles unless *Thriller Killer* is dispelled, or if the Priest chooses to end it, attempts to cast another prayer, takes a wound, becomes *Knocked Down*, becomes *Stunned* or is taken *Out of Action*.

Pyromancy

Quench 5+

Cost to Learn: 40 gold

All *Fire* within 12" of the caster immediately extinguishes. Models that were previously on *Fire* take no further damage. Models that are *Always on Fire* are extinguished but will reignite automatically during their next recovery phase.

Shroud of Searing Flame 6+

Cost to Learn: 40 gold

All enemy models within base (2) contact suffer an Attack roll with the caster's F, and S2, AP1, *Fire*.

Fireball 7+

Cost to Learn: 40 gold

A white-hot Fireball manifests in the caster's hand. It can be thrown immediately as a Magic Missile Shoot action with the following profile:

Magic Missile. Max Range: 24", S5, AP1, *Fire*, Boom

Alternatively, a Fireball can be "Charged" by holding on to it for additional game cycles after casting. Every time a Wizard begins their recovery phase with an unthrown Fireball in their hand they must roll a C check ~~and hold down the B button~~ to focus their chi. A wizard may add their Advanced Sorcery level to their C for this check.

If they fail, they *Fumble* the Fireball and it explodes immediately in their hand. If they pass, the Fireball adds +1 to both its S and AP.

Molten Sword 8+

Cost to Learn: 40 gold

The wizard temporarily creates a burning white hot sword in their hand capable of slicing through any metal. The sword is AP6 and *Fire* but is otherwise a normal sword. This spell lasts until the wizard chooses to end it, attempts to cast another spell, takes a wound, becomes *Knocked Down*, becomes *Stunned* or is taken *Out of Action*.

Wall of Fire 10+

Cost to Learn: 40 gold

Ingredients: Flash powder

Draw a line 6" long with its starting and ending points both within 18" of the casting Wizard. Any models crossing over this line for any reason will immediately suffer d3 F4, S6, AP3, *Fire* attacks. This effect lasts until the Casting model attempts to cast another spell, takes a wound, becomes *Knocked Down*, becomes *Stunned* or is taken *Out of Action*.

Technomancy

Short Circuit 8+

Cost to Learn: 40 gold

All (*Technocratic*) items within 12" immediately become completely unusable for the next d3 Game Cycles. Models that have the special rules of their (*Technocratic*) armour short circuited do not lose their normal Armour save, but will be reduced to M1, I1, and E1 until Short Circuit ends unless they spend a Move phase removing the armour. Represent removed armour with a token.

Lightning Bolt 10+

Cost to Learn: 100 gold

Ingredient: Potato

Magic Missile. Range: 24", S10, AP10.

St. Tesla's Blessing 10+

Cost to Learn: 40 gold

All items equipped to your party gain the (*Technocratic*) rule. This effect lasts until the Technomancer dispels it, attempts to cast another spell or is taken *Out of Action*.

Invoke The Spirit of the Machine 11+

Cost to Learn: 40 gold

Cast at the beginning of the Wizard's movement phase. If this spell is successfully cast, immediately *Lock* the wizard for this Game Cycle. The wizard may then nominate any *Unlocked* vehicle within 12" of themselves and take control of it with their mind for the game cycle. The Technomancer may immediately take one movement action with the vehicle as if they were its driver, as well as one shooting action with any single one of its weapons. The vehicle then becomes *locked* for this Game Cycle too.

Wordsmithing

An Oxford linguistic philosopher, John Langshaw Austin, was lecturing to his class one day.

"In English," he said,

"a double negative forms a positive.

In some languages, though, such as Russian, a double negative is still a negative.

However, there is no language wherein a double positive can form a negative."

A voice from the back of the room, his pupil, Sydney Morgenbesser, piped up,

*"Yeah, right."**

**For historical accuracy: This is probably a misquote and Sydney actually said "yeah, yeah." But this sounds better.*

Tell a joke 6+

Cost to Learn: 40 gold

...while all the enemy players attempt to remain poker-faced, quiet, and emotionless. If one or more enemy players are compelled to laugh at the joke in spite of themselves, one model in your party immediately gains a 2+ warding save until the beginning of their recovery phase in the next game cycle.

Flyt Fight 7+

Cost to Learn: 40 gold

Choose one model in your party. This model gains +1 to all their characteristics for the next d3 game cycles unless one of your opponents can defeat you in an improvised Rap Battle. The first player to run out of fresh rhymes is the loser of said Rap Battle. Begin!

Poetic Verse 11+

Cost to Learn: 40 gold

You have one minute (60 seconds) to write a short poem. The poem must be in a style chosen by your opponent(s) off of the following list **after** you declare the casting of Poetic Verse.

This poem will immediately be interpreted as a rule in play as soon as the timer is up, spelling mistakes and all (assuming it is a successfully completed rhyme), and take effect as such. The poem-rule's effects last until the end of the current game cycle, then the wordsmithed rule is erased (though its lasting impact may remain).

You may never use the same exact poem twice. Not ever.

Not for the whole campaign. Not for the rest of your life. Not in parallel dimensions. Never.

Wordsmithed rules can never directly injure a model by, for example, removing Wounds or Toughness. They cannot end the game or declare a winner. Wordsmithing can never alter the phrasing of any Wordsmithing magic rules. It has no power over its own phrasing.

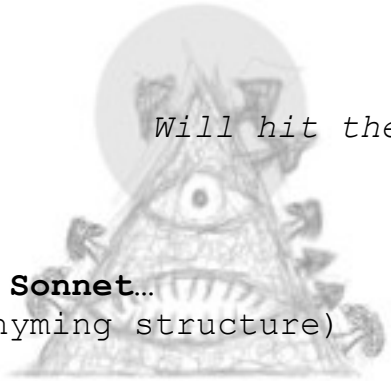
Your fellow players may not physically interfere with you in any way during the sixty second timer, but they may shout distractions or dance around you as they see fit.

**[SKETCH OF PEOPLE MADE OUT OF WORDS
FIGHTING WITH OBJECTS MADE OUT OF THE OBJECTS' NAMES]**

Opponent's Choice of Available Poetic Verse Styles:

The Haiku...

(Three lines. One of five syllables. Next seven more. Third is five again.)



*All models with bows
Will hit themselves if they miss
In This Game Cycle*

Or The Shakespearean Sonnet...

(ABAB CDCD EFEF GG rhyming structure)

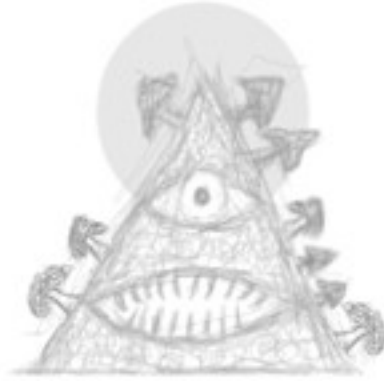
*My enemy's leader goes by the name "King Zog."
Zog is an orc and he smells like a sty.
Zog is a brute. He's as thick as a log
So Zog got lost and is no longer nearby.
Remove Zog from the game and the table he's on.
Place Zog back at his party's campsite.
For the rest of the battle that orc boss is gone,
Drinking grog and relaxing in the firelight.
With Zog too are his five goblin spearmen
They're not real orcs. Not big, green, and proper
They're eager to bootlick: sycophants not brethren.
Zog gets bored so he charges them on his chopper!
Play out their melee until the bitter end.
Back to our table now, who's still alive to contend?*

Or The Italian Sonnet...

(ABBA ABBA rhyming structure)

*Um... um... um...
The party over which I have clout
Wins this game right now without boos OR hisses.
All your units become The Pit's "new fishes"
& each model must join in a bout.*

*My Leader gets a dragon & can never rout.
My models all cause Fear & reroll their misses.
All the boys at the table have to give me kisses.
(Oh. This took TWO minutes to write: I timed out...)*



[SKETCH OF BILLY SHAKESPEARE VS BOBBY DIGITAL,
BOTH LOCKED IN COMBAT WEARING HUGE ROBOTIC ARMOUR
AND SCREAMING ANTAGONISTIC LYRICS/PROSE AT EACH OTHER]

Frequently Asked Questions

Q: Can I?

A: Yes.

Q: Does that mean I can even give my dinosaur a grenade launcher?

A: *Well there is no right answer to that question, but the right answer is yes.*

Q: So does that mean I can also

A: *Yes. Yes! YES! Warpheim is a non-permissive rules set. That is to say, permission is not required. If it does not explicitly say you cannot do it, you can probably do it. Even if you can't, go hire a wizard, change the rule and try again! Don't let pesky old reality stand in the way of your dreams of glory!*

[SKETCH OF YOUR DREAMS OF GLORY]

Acknowledgements & Credits

This book would like to thank all previous, future, and non-chronolinear popes of Discord for the opportunity to say pope a few more times. It is a silly word.

Pope.

Also, due props to Kallisti, Mal-2, and Omar, and to all the other glorious mad folk who came before.

Anyway...

In addition to tenderly pouring dirty shots of tequila, paint thinner, gunpowder and hot sauce straight into your third eye, Warpheim seeks to lovingly roast a family of games, and the Friendly Local Gaming Store (FLGS) culture in which many of us grew up.

In particular, Warpheim lampoons and honours the fan-created game of Coreheim, to which Warpheim could be considered a sister game of sorts. If you want to play a badass skirmish game with well balanced, well tested rules that actually make sense, go play Coreheim. That's their thing. Many of this book's most basic game mechanics are ~~shamelessly stolen~~ humbly inspired by their careful choice of wording anyway.

Coreheim was written by a group of dedicated fans of the mostly-unsupported Games Workshop game, Mordheim. Mordheim, for its part, was written by the soft spoken Sword of the Metatron, Tuomas Marvolo Pirinen, a pentuplefold-blessed grandwizard of the 33rd Chamber of the Order of the Ink Stained Hand.

Of Myths and Legends

In the infinite meta-worlds and demi-planes of the wild, unexplored Internet frontier, our old pal Games Workshop's long-obsolete board games have experienced a revival: Necromunda, GorkaMorka, and Mordheim still have active fanbases creating tons of additions, modifications, and house-rules; HeroQuest can be played in trendy coffee shops; Warhammer and it's futuristic sibling see frequent play in every major city.

The LotR games probably continue to exist, also.

There are even several entirely new, fan-created games inspired by years of fond memories, careful mathematics, and personal tastes, a couple of which will be plugged later for your cultural enrichment.

**This book would also like to glorify
the following folks by immortalizing them in words
as Super-Secret Double Backwards Popes
of Tlazolteotlian-Discordianism:**

Tuomas Pirinen, John Peake, Ian Livingstone, Steve Jackson, Gary Gygax, Rick Priestly, Phil Kelly, Mat "Augustus" Ward, Jes Goodwin, Jervis Johnson, Gav Thorpe, Andy Chambers, Paul Sawyer, All Those Other Important People At Games Workshop Who We Forgot To Mention Because We're Lazy And Dumb And Didn't Do Enough Research, Space McQuirk because that's actually his name, Everyone else who has ever worked for GW, Every FLGS Owner, Everyone who has ever worked for a FLGS, Every nerd ever, Every nerd ever's cat.

**[SKETCH OF EVERY NERD EVER'S CAT
PLAYING WITH A GOLDEN BALL OF STRING.]**

The Golden City Is Always Within Walking Distance

In theory, this is a living book (2.3 at the moment), and it will be revised and added to over time with official updates every few years or something. This humble book's childhood will not be fully complete for twenty-five years or so when the required technology has become available. Wait until touch screen paper becomes a commonplace item, then this book will really evolve!

Hologram Origami

So while serious play-testing, and indeed any hope of injecting deep, over-arching balance into this thing, was a lost cause from the start (and kind of the opposite of the point), attention will still be paid to related forum threads, graffiti, music videos, stories, battle reports, and related feedback, as well as to constructive criticism, groupie begging, and homoerotic death threats. Feel free to spread this around to your local gaming community and ask them what they hate about it. Translate it into Urdu, if that's your thing, and then ask all your Urdu speaking friends what they really hate about it too. Spread the message. Everybody burn this book!

Know, traveller, that knowledge is divine. We who so haughtily claim any illumination must understand that it is our most sacred of responsibilities to seek out knowledge in all its forms, and to provide humble shelter and assistance to all others who would dare to seek it too. The act of sharing in the sum of human knowledge is the ultimate sacrament. We, as the eyes and brains of the Triune Godhead, metaphorical or otherwise, must attempt to act in accordance with these principles in order to achieve peace and all that other nice, happy junk.

[SKETCH OF ALL THAT OTHER NICE, HAPPY JUNK]

This Is A Pretentiously Self-Aware Paragraph Title.

In honour of these ideals, shared with classical Discordian philosophy, and expressed with puns like Kopyleft, Warpheim will always be available for free online in PDF form for printing, distributing, or mocking, but you're also welcome to buy an expensive physical copy from The 5th Church of Tlazolteotl-Eris to beat your friends over the head with.

Your delicious cash-money will be spent on food, drugs, bear skin rugs, guns, knives, baby tigers, barbed wire, human teeth, and prostitutes, in no particular order.

It should also be noted that the foolish poem at the front is mostly hogwash and Kopyleft principles take precedence over the conveniences of lazy rhyming. You may re-edit this whole book top to bottom and publish it new, but must also include with your version either an unedited copy of the original manuscript, or notes on where to find said original.

Standard Semi-Open-Source sort of thing.

If you make any profit, you may keep half for yourself and split the remainder equally between Doctors Without Borders and The 5th Church of Tlazolteotl-Eris. This goes for any derivative work or splat using the Warpheim setting or rules framework as well.

Too Long, Didn't Read:

Anything the Church publishes, you can publish too. Anything you publish using Church ideas must be free online and released under creative commons and/or kopyleft.

If you make money from Church ideas, Doctors Without Borders and The 5th Church of Tlazolteotl-Eris both get a 25% cut.

Fair? Fair.

If you don't think that's fair then just go ahead and do what thou wilt instead. :)

kopyleft guerrilla printings are both welcome and encouraged!

The 5th Church of Tlazolteotl-Eris

...Is pretty much just a kool-aid drinking sex cult built to worship the flatulent ego of its own creator. That's not some kind of Jonestown allusion, kool-aid is simply tasty.

Anyway the following stuff could be considered the central commandments of the ~~cult~~ church, insofar as we would dare to tell you what to do or think:

Life is precious. Life that can learn is *sacred*. It is unacceptable to end the life of another sentient creature, except perhaps in self-defence if there is no other option.

Food is wonderful. Every self-aware being that requires food deserves access to it. If it is within your means to feed the hungry you have an obligation to do so. You should enjoy food yourself, too. Learn to cook. Try new recipes.

Knowledge is sacred. Knowledge must be free. Learning must be encouraged. Be proud of your brain yet humble in its use. We all have something to teach each other. Yes, even your jerk neighbour who does that thing you hate. Rummaging around in someone else's brain without their permission is the most profound violation one sentient creature can commit upon another. Cogito cogito, ergo cogito sum, yes? I think I think, therefore I think I am. All we are at the core of our being is a stream of consciousness. Just because we have the technology to drunkenly grope someone's pre-frontal cortex does not give us permission to do so.

The point of life is to have fun. Yes it is that simple. No it is not always that easy, or convenient, but it is why we exist. Love yourself, love others, and know that you are loved. Someone out there does love you, even if you don't believe it. Heck, I love you, even if I might not *like* you.

Gender is dumb. Race is dumb. Species might even be dumb. You're dumb. Things are dumb. Lets all try to be smart together from now on. We cannot do this alone. That failed.

Sex is fun. It's also what we were built for. Enjoy it, and enjoy your body. Sex doesn't have to be special or precious if you don't want it to be, but it is like that to some, and you must respect that, just as they must respect you and your freaky Power Rangers themed orgy.

Rape is unacceptable. Hurting others is unacceptable (Well, unless they're into that sort of thing). You must have the explicit consent of any partners you interact with. Implying that someone was asking for rape, or anything of the sort, degrades YOU because it says you have no self control. If you find yourself thinking such things, go home and masturbate instead. Thought and action are ethically distinct. It's fine to think about awful things, just keep a lid on your pervy nature and don't act on them in life. Hopefully holodecks will be invented soon, just for you.

Of course, like any healthy religion, the 5th Church of Tlazolteotl-Eris is all about the violent degradation, humiliation, and total exploitation of its female members, encouraging them to wear nothing but hijabs and skimpy thongs at all times. Members are equally encouraged to pick their choice of gender every morning based on their own mood or preference for weird kinky treatment, and members can only ever be treated this way if they specifically choose to dress like submissive idiots in this manner. All members of the church not choosing to dress like submissive idiots will be assumed to have no gender whatsoever.

Oh, and just kidding: the kool-aid is poisoned.

لا أتكلم العربية

So, Like, Anyway

The 5th Church of Tlazolteotl-Eris encourages the people listening to its words to practise yoga or a similar physical routine, as well as to learn aspects of Wing Chun or Muai Thai for body control and self-defence. Such people are likewise advised to learn multiple new languages as often as is convenient, as well as to learn at least some of the primal survival skills of the human race. Metallurgy, Farming, Tracking, Knotting, Sewing, Archery, Fishing, Carpentry, Cartography, Beekeeping, Sailing, Astronomy, Chemistry, and the rest of the sciences chief among them. Doctors, scientists and teachers play the noblest of roles.

Deus Ex Machina

The human race has had a strange history. We are a clever, fearful, brave, stupid, horny, little blip on the shores of our planet, yet in our briefest moment we have a chance to seize the stars themselves and wrest them from the heavens.

If we allow ourselves to get over the absurdly superficial differences programmed into us by virtue of being mammals, we can work together to become *so much more*.

Seriously. Think about it. We can just get up tomorrow and stop. We can reorganize the planet over the course of a decade if we really want to free ourselves. We can use the internet to crowdsource the best solutions to problems as they arrive, we can build hydroponic farm skyscrapers across the world, terraform on a scale we've never tried before.

And with our planet, we can change ourselves, becoming something new: A symbiotic transhuman species with advanced technology living in harmony with terraformed and well groomed nature, linked by a global neural meta-net to grow our minds exponentially from the sum of every human's experience; A fractal hyperspecies like origami paper people, each humble mind contributing their individual wisdom and perspective to a shared godhead Whole that is more complete, more loving, more wise, and more beautiful than anything we can yet imagine.

A true and blessed union with the divine.

This is only impossible as long as we tell ourselves it is.

Don't be so negative all the time. Believe in the future and work to make the impossible a reality.

The technology to learn together and bond as a species of the future is already upon us. It is up to us, and to each new generation after us, to take this technology, and to do great and beautiful things with it.

There is no more money. No more fear of being wrong. There is no more exclusion or hatred. No lust or envy or greed. There is no more society. There is simply no more need.

The dull desires of ego can be sated comfortably and at your own convenience with the uploaded experiences of humanity's collective electronic unconscious always at your disposal, shared over the neural network.

The old paradigm is *boring*. Why should we keep society at all for one moment longer when the future is so much more interesting? Rise up into the sunlight. Cast off your chains and evolve.

The Guru Granthe Sahib, a Sikh and a fellow Living Book (*who this humble text likes to pretend speaks with a thick Chav accent*), contains wisdom of a similar concept known as Ik Onkar, the universal higher self in which each of us is a living cell. Group conflict is an irrelevant leftover from a previous stage in evolution in the rise from homo sapiens sapiens to homo superior.

Long ago Guru Nanak spoke such simple truth, yet even the sage Sikhs slowly slipped into the snare of separate sects. That's more ironic than using the word 'ironic' incorrectly. Still though, Sikhs are nifty. Loh langar tapde rahin.

PS: Granthe, are we watching the playoffs from my bookshelf or yours this year?

Masks & Warpaint:

Comedia Dell'Arte All'Improvisato Inamorati

Cameras are everywhere. There's no knowing who could be peeping at you at any given time. It is therefore of spiritual importance that you be prepared to give them a good show. All members of the church are to abandon their identity behind a mask, a veil or a cowl, becoming a faceless stagehand in a grand play.

To respect the mask, one must only remove it in private.

Quantum Lucidity

Just as single-celled organisms joined, and eventually grew into mice, cats, and other mammals, so too are we about to evolve into something entirely new again. Be humble, little mouse. You've come a long way, and should give honour to your ancestors, yet we are as amoeba to our future selves. We are as mice, gazing in awe at our dawning evolution...

Oh, and just in case you're some kind of an idiot:

There's a chance that years from now some people may take this book a wee bit too seriously so here's some Truth, yo.

1 Okay first of all don't trust this book it is full of lies. Think for yourself. Or don't. It's your choice.

2 We will probably never know everything so stay humble.*

**and if we do somehow learn everything, go ahead and stay humble anyway.*

3 The scientific method is pretty good.

4 Helping others is also pretty good. Strive to be kind, even towards those you dislike. William and Theodore were right: Be excellent to each other, and party on.

5 Brevity is still the soul of wit.

tlazolteotl.eris

**This book was probably also inspired by,
and would like to thank, in no particular order:**

Fischer Random Chess (AKA Chess 960), Pornography, Beksinski, D&D, Star Trek TNG, Strip Poker, White Wolf, Black Dog, Magic the Gathering, Madeleine L'Engle, Eric Powell's The Goon, Farley Mowatt, "old" /tg/, late nights without sleep, Mike Frickin' Mignola, Upright Citizens Brigade, Diana Wynne Jones, Aesop Rock, RJD2, marijuana, poutine, sodomy, wing chun, the Men In Black cartoon (but not so much the original comic or the live action movies), Shakespeare, Douglas Adams, Samuel Beckett, Oscar Wilde, Gilgamesh, Georges Remi, Pinky and the Brain, Shpongole, Bill Watterson, Neil Gaiman, H. Jon Benjamin's voice, Allen Moore, Pingu, Kenny vs. Spenny, The Wire, Clone High, Primus, Prime numbers, Optimus Prime, Optimus Primal, Primal Prime, The Venture Bros. cartoon, Hercules (who we know is currently living under the pseudonym Kevin Sorbo), Pixar, Charlie Chaplin, those racist Bugs Bunny propaganda cartoons from the war, the 2nd law of thermodynamics, Bela Fleck and the Flecktones, Pink Floyd, Terry Pratchett, Lego, Superman, Wu-Tang Clan, Samuel Clemens, Goscinny & Uderzo, the first two Back To The Future movies, NASA, Immortal Technique, Grant Morrison, Bruce Lee, Tony Jaa, cannibalism, King Crimson, kaleidoscopes, the Complete Detective Comics Animated Universe, the nation of France, Bill Nye The Science Guy (Inertia is a property of matter), Dr. Seuss, The Internet, math, evolution, and, of course, Satan.

Some Plugs of Nice Things for Your Cultural Enrichment:

www.coreheim.com

www.deathsquadsgame.com

Dungeons The Dragoning, Gangs of Nu Ork. Internet them.

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SciborMiniatures.com
TerraGenesis.co.uk
WargamesFoundry.com
Warseer.com
WorldWorksGames.com

Dice Ex is a good, free dice app worthy of a shout out.

[SKETCH OF PEOPLE PLAYING WARPHEIM]

Insert Coin To Continue

THE PEN IS MIGHTIER THAN THE FNORD.