

# IMBRA JURRIS

On the Ancient Lands, in the Land of Morten, two giant Dark Towers loom many miles away. The sky appears to be teared by their spires resembling monstrous claws. Nevertheless, they are not lonely, for the greatest city of the world spreads around a darkling place called Umbra Turris. Surrounded by monumental walls which stretch kilometres, it implies plenty of old quarters, temples and squares, reminding the times of Human race glory as well as their Fall. Its history is equally perverse as the Fate of the oldest race which, having fought the internecine battles, shortly thereafter engendered the purest Evil...

Its origin was taken in the faraway West, in the Land of Sheol-morg, where the first emperor commanded building huge towers on the lands of Humans from the Ancient Lands. That ominous structure aimed at reminding them, whom these lands belong to and whom they should pay tribute to.

Then again, people from the Ancient Lands didn't listen.

The Land of Morten exploded into a massive battlefield straightaway and Humans, despite the weaker forces, emerged victorious. The Dark Towers which they desired, finally were in their hands. They also recklessly adjudged that Evil has been defeated...

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Still, Towers weren't ordinary at all, they appeared to emanate with outre energy sensible for anybody who was close to them. Ones were sent into a pure insanity, others - deceived by visions of glory and might. Their power was impossible to avoid, however there were also those who knew their real nature. But it was way too late for a flush of wisdom...

Humans have been building a vast city around them for centuries, as a proof of their virtue and sway. In the welfare and overall happiness nobody has seen the Evil watching, how its finely brewed plan is executing. With every cycle of the Moon, the great metropolis of Humans was closer and closer to the dark Fate...

Legends show that, at the beginning, Humans were alone in the Battle gainst the Hords from Sheol-morg which blew up called by agelong whisper from the Dark Towers.

Terrific beasts commanded by black knights and giant creatures with horned heads were consuming beauteous and wealthy Human lands. At bottom, Humans were fighting the most vicious and full-blooded battles for their Towers which virtually contributed to their defeat.

Lands of Morten, the most beautiful land of Humans, became paved with graves, dark fortresses and mangy cloisters, where the Evil rallied to the further battles. The army of undead was assaulting villages and castles, a trail of their migration was earmarked by sinister chapels devoted to the gods of Sheol-morg. Spells of demonic Warlocks rendered gargantuan, dark trees sprout everywhere, distructing beautiful buildings and covering their ruins with prickly shrubs.

Humans weren't able no more to face the enemy, however it wasn't the time of their extinction. From Boria, the land of cloisters, monastic armies supported by Wood Elves reconnoiterers were blowing up. From the southern lands of Estanya mercenary armies of Dwarves and Halflings were walking accompanied by small troops of Tigerian Hunters. Dark fortresses were shuddering at the posts and subsiding into the ground chasms, from where the steel Gnomes' mechadrills were creeping out to face the giant beasts.

Bastions of the enemy, surrounded by black trees, were burning shelled from Greenskin hirelings blunderbusses. The bygone enemies

joined forces to face the great enemy, pure Evil from the far lands...

The invader has been repulsed but everyone paid a high price. Pride and majesty of Human race were gone along with the bravest palladins and knights from many orders. Their ghosts are straying to this day around deserted fields of the Land of Morten. The Great City has been partly reconstructed but in many places it is just a meld of old ruins, unshapen buildings and sombre laneways, where still something, giving people sleepless nights, is lurking...

The City of Humans has become a habitat of outcasts who started to call it UMBRA TURRIS. Beforetime governed by the King of Morten, today is in vicious lords' hands, lords descending from brigandish lines as well as arcane guilds and brotherhoods. Each district is an utterly different place, where distinct rules prevail. More or less corrupted city guardians at guilds' or one's of the greatest five families service uphold observing them.

Many adventurers, tempted by a vision of fame and fortune, arrive multitudinously to bare undiscovered secrets of the City. Rich districts, although these times they are barely their own shadow, seduce people with bizarre tabernacles, musty taverns and perverse lounges of lechery. There are plenty of mangy places here, it's common to meet members of all the races and professions, who are in murky business. Poor districts cloak lots of mysteries, just as outwardly peaceful business quarters or the ones ancillary to the guild of Mages.

After hundreds of centuries nowadays, brooding prayer issue again from the Dark Towers, the time of truly terrific wars and chaos is coming...



## Contents

Preface	2
Welcome to the Dark City	6

#### RULES

Introduction	10
Game cycle and phases	14
Movement	18
Combat	24
Shooting	30
Magic	36
Psychology	42
Races	46
Professions	58
Guilds	70
Party	72
Equipment	78
Starting the game	90
Terrain	92
Card rules	96
Multiplayer games	98
Party Sheet	w

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Andrzej "Hans" Pryzowicz, Krzysztof "Garran" Jabłoński. Marcin Gaładyk, Iga Stolpe, Marcin Gładosz, Bartosz Szafran Alight the burg

Despite the late time, street is crowded and an unusual barbling comes from all sides. Various fragrances hover in the air, blending with stink of gutter and sweat of thrusting rabble. The buildings come across as ruins - fissured, wrapped in ivy and ominously looking climbers. There are ancient ornaments everywhere, which testify that formerly, it used to be one of the most charming streets. Looking above the crowd, afar of, you are able to see profiles of towers so high, that you imagine them almost touching clouds. Many of them are connected by bridges, which giant, massive columns appear thin like needles from further afield. Nearby walls of several buildings are adorned by plentiful memorials of the Saints and sculptures presenting various creatures, o'er which grimly looking gargoyles are towering. Their shape, sometimes strangely disquieting, is connected with different gods or guilds' sigils, which strength in the Dark City is endlessly large. Everywhere, like thousands of stars, street lights, candles in habitations, torches and lanterns are slowly effulging with yellow light, their colour and shape symbolize particular districts.

Whenas the crowd's behaving loudly, you heard a hooded goblin screaming abuse towards a well-dressed, drunken elf. Both of them took refuge in the dark arcades nearby a pavement stall of a gnome who sells charms, old books and enigmatic artefacts. Suddenly, a mysterious gentleman is quickly aprroaching them, he withdrawed an old map from his breast pocket and, in the glow of the goblin lantern, they all headed for the dark alley. Before they disappeared into the darkness, you've seen the one who held the map - a peculiar face, rather animal than human, glossy eyes and skin covered with tattoos...

Blade has been covered with fresh blood and big, over a two-meter individual grinned. His entire outfit is splashed with blood, heavy hands look like the ones that could readily twist a nape. A big, old signboard is hanging just above the half-giant's head. There you can read some misshapen letters reading - "Gurgul the carnifex". His stall is decorated with large pieces of meat, various carboys and mephitic, fuming balls, whose task is to repel the flies. Two halflings, clad in rags, are just stocking up in the jar strewn with odd, greenish ick. By the alley's midst, the cart is lumbering along, harnessed in a big, hairy animal with pig's snout which is shoving mongst the crowd without much trouble. On top of the cart, like on a rum throne, Dwarf with a thick, varicoloured beard is sitting, rushing the animal with reins. Enigmatic vehicle in the shape reminding of a big, turgid vesica on bizarre wheels, has swords, axes, shields and other military equipment hanging on each side. To make itself more conspicuous, there are also a few lit lanterns which simplify choices of equipment. Two Orc guards started to scream at the Dwarf, bidding him to rush the animal, for his mobile stall is gridlocking the exit of a cart which belongs to the Gravediggers guild. The grim man, clad in a black mantle, sweared and pulled out at such a speed, that all the coffins almost fell on the pavement. An odd scent floated in the air...

Barterers started to leisurely roll their stalls and booths, however the buzz and singing don't seem to still. Nearby taverns and inns, which colourful signboards hang virtually everywhere, attract clients offering much joy and lapses after working day. Streets are becoming more solitary, characters wearing dark capotes, bizarre costumes or simply rags which hide things that shouldn't be seen in a daylight, are coming out of the darkness, slowly as vermin. Barrowboys' stands are now replaced by toughs with arrogant look, women with so fishy eyes that they can only revolt, certainly not arouse lust, and others, which deformations and disorders are less visible in the darkness. You are able to hear many doors are getting barred and shutters - meticulously locked out. Some characters are extinguishing a few lanterns nearby, somewhere you hear screaming...

Tales say that at midnight, through the streets of the Dark City, creatures from the worst nightmares are walking and temples of the dark gods are getting filled with Cultist singing and whine of beasts.

Darkness can imply danger, but it can also be a perfect hideaway. Grab your weapon and go to the place, where you will find what you came for...

Welcome to Umbra Turris!



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Introduction

#### Welcome to Umbra Turris!

Umbra Turris is a primeval city fraught with enigmatic, secret places, to which many adventurers arrive, hungry for dominion and fortune. They fight heroic battles among haunted cementaries, ruins of the ancient temples, musty roads and squares hiding plenty of forgotten treasures and artefacts. Many of them band together creating troops which bravely face enemies and unknown powers lurking in the shadows of the Dark City.

Now you have a chance to make your own Party of heroes and fare forth into the majestic, full of mysteries Umbra Turris!

#### What do you need?

To fight hundreds of battles you will need figures which represent particular heroes and creatures accompanying your troop. You can get them all at www.spellcrow.com or in well-equipped hobby stores. It is worth fitting your collection with a mock-up mirroring a terrain where heroes will skirmish and also the table of minimum 70 cm x 70 cm. More about the terrain and mock-up's you can find in the following. You require D6 dice, tape measure in cm scale and opponents with whom you will fight for Triumph Points guaranteeing victory in the game. If you want to battle in a wider bevy, the last section is devoted to the rules for more than 2 players. Firstly, our advice is only to familiarise yourself with this rulebook instead of learning it by heart. You need only a few test games to simply make a note of the rules.

To make control of your team easier, in the last section you will find a Party sheet, where you write in: heroes, their abilities and equipment.

Remember! If you have any questions, don't hesitate to contact us by writing to: spellcrow@umbraturris.com or by joining our forum where you will be able to discuss about Umbra Turris.

11

#### How to start?

The following pages include acronyms you will use in the game. Don't worry - there are only a few, specially designed for much easier consociating. After taking a look at them, you will read about the Cycle, the details of its three Phases and you will also understand how each Phase works. The Cycle and its elements are not complicated but it is worth reading this section very carefully to make the game smoother - paying attention especially to the Turns Phase. What the Turn is and how it looks like, you will know exactly from the section devoted to the Cycle.

From the forward chapters you will know how to use the special mechanism of waging a battle as well as strikes which your heroes are able to do. The chapter entitled "Shooting" is designed to let you know about the art of firing the enemy, then chapter "Magic" discloses using all the secret magic skills and Domains of Magic.

After reading the rules, further part helps you to create the Party. The "Races" chapter explains in detail which heroes you aable to have in your Party and the "Professions" chapter allow you to match the professions with them.

During creating a Party in Umbra Turris, pay attention to the fact that it can consist of heroes from the same race or different - it's your choice!

This unique solution lets all the players create troops from e.g. only Goblins or other races, where sight of Elfs and Dwarves fighting on the same side of battlefield is nothing extraordinary. Each hero is one of a kind hence it is worth naming him or even fancy a short story. Your team can contain heroes with exceptional and mighty professions, like Palladin or Black Knight, but if you find Umbra Turris Guilds better, offering much more than a heroic warrior, after meeting their requirements you can join them.

The game offers many varied combinations, so you can boldly experiment with matching races, professions and equipment. It will provide you a lot of exciting battles but also easily allow you to convert even the weakest Party into the tough and grim one.

#### What else do I need to know?

If you are a beginner who has no experiences with miniature wargaming, try to know something more about it - prepare yourself for the first battle. Hobby stores are an excellent way to enter the incredible world of miniature warriors, beasts and other fascinating creatures.

"Umbra Turris has been created in a positive way, so you can simply enjoy the game, no matter how experienced or what a lucky dog you are." We wish you hundreds of epic battles in Umbra Turris!

#### Characteristics in the game

There are several acronyms used in this rulebook. They were designed to be easy to remember. The detailed rules for all characteristics are explained later in the rulebook, the acronyms are given below for quick reference.

#### LD Leadership

A hero with high LD stat is a better strategist and tactician, whereas a hero with low LD is ruthless and brutal.

#### M Movement in cm

Thanks to this characteristic you know how far a hero can move.

#### WS Weapon Skill

It determines how well will a hero do in standard close combat.

#### S Strength

This stat shows you how strong a hero is and how well he can use his strength in combat. It also determines the chance of preventing an enemy from moving out of combat.

#### Sp Speed

A hero with a higher Speed has better chance in any task which requires reflexes and dexterity. This stat affects Precision strike and many tests, such as swimming, climbing etc.

#### BS Ballistic skill

It shows how good a hero is with ranged weapons.

#### T Toughness

A tougher hero has a better chance of resisting Power strikes and ranged attacks.

#### W Wounds

This defines how resilient a hero is and how much damage can he take.

#### C Cost

It Defines the value of the hero and his capabilities. The higher the cost in Dragon Coins, the more powerful the character is.

#### Al Race alignment

This determines the parties the hero can be included in.

### Measuring

To measure the range between models always measure the range between edges of their bases.

## Other acronyms

"d6" - stands for a six-sided dice

"On a 4+ the test is successful..." 4+ means rolling a d6 and achieving a result of 4 or higher. Similarly, 2+ means that the test requires a result of 2 or higher to be successful.

"-2 to BS" – in this case (-2) is the number to deduct from BS. If a character has a BS of 7, then the above modifier "-2 to BS" will reduce it to 5.

"Movement =  $Sp^{n}$  - this means changing the movement distance typical for a given race to the Speed stat of the hero, in cm.

In this situation, a model with Sp of 7 will move 7 cm instead of his normal M.

"Double" - achieving identical results on both dices when rolling 2d6

"Dice re-roll" - allows to re-roll one chosen dice

"Test re-roll" - allows to re-roll all dices used in particular test

#### <sup>®</sup> Rolling dice and results

If you need to get a particular result on a d6 roll, no modifiers can be used for this roll.



### Game cycle and phases



A game cycle consists of three Phases. Start of the Cycle means the beginning of Action Dice Placement Phase, the end of the Cycle means the end of Hero Turn Phase. If no player achieves their victory conditions, then after one Cycle ends, another one begins.

### Game Phases

#### **Action Dice Placement Phase**

Both players place one dice behind the base of each model to mark that the model has not been activated yet. A model whose Turn started is marked by removing the dice.

#### Initiative phase

To determine who has the initiative, roll a d6 and add your Leader's LD. The player who gets the higher result decides which of his models will be activated first. If one player had lost their Leader, the player who still has a Leader always wins the initiative. If both Leaders are dead, players roll a d6 and add the highest LD from their remaining models. The player with the better result goes first.

#### **Turn Phase**

Players take turns by alternate activating their models. Player who activates a model, starts its Turn by removing its Action Dice. When player finishes all of the actions intendedfor a given model, the activated hero's Turn ends.

This is probably the most important and complex phase of the game. Just like in a good game of checkers or chess, players go back and forth and the game can change dramatically from move to move. A player starts from activating a chosen model from his party. Removing the Action Dice of the activated hero marks the beginning of the chosen hero's Turn. In his turn hero can perform one Basic Action and one Minor Action.

### Actions

A Basic Action is any action which can be performed ONLY ONCE per hero's turn and it cannot be combined with other Basic Actions.

#### Basic Actions: Move, Charge, Fight, Shoot, Cast

A Minor Action is an action you can perform ONLY ONCE per turn, but it can be combined with Basic Actions.

A model can use a Minor Action before or after performing Basic Action. A Minor Action can be directed against another target than the Basic Action.

#### Minor Actions: Hide, Spot, Issue an Order, Use an Item, Loot Test

There are also activities and effects in the game that are not Basic or Minor Actions. They are connected with the rules of race or profession and can be performed in addition to the Basic and Minor Actions.

When you finish your hero's Turn, your opponent can activate their hero. He removes the Action Dice of the activated model, and when they finish its Turn, you activate another one of your heroes, and the game lasts with both players alternately activating their heroes until all of them are activated which signifies the end of the Turn Phase. When all models are activated, marked by the lack of Action Dice near their bases, the Cycle ends. If for any reason a model cannot be activated, and it still has its Action Dice, the dice is removed as soon as the Turn Phase ends. A new Cycle begins with the Place Action Dice phase, followed by the Initiative phase and Turn phase. The game follows this sequence until one of the players wins.

#### 6 The sequence of actions

There are a couple of things you have to keep in mind when playing Umbra Turris. Most actions such as Basic and Minor actions can be performed in any order, and directed against different enemies. It depends on a player whether his hero, during its turn, will shoot as his Basic Action and then use spot as his Minor Action, or the other way around. A hero who has the profession of a Marksman or Mage can, as part of his Turn, combine Movement = Sp with Shooting or Casting, which is normally impossible, as you usually cannot combine Basic Actions. This is an exception which is the

part of the abilities of the said professions. In this case player can also decide whether he want to shoot first and move later, or the other way around.

Sometimes the rules of professions, weapons, spells etc. will contradict the basic rules. In such cases, the special rules ALWAYS take precedence over basic rules.

If the above rule does not correspond to the situation in the game, please follow the following table, which shows the exact graduation of rules importance.

Rules of Item cards V Rules of spells V Rules of equipment V Rules of professions V Rules of races V Rules of alignment V Basic rules





#### Moving models

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The movement distance of models depends on their size. Smaller models are usually more agile and move more swiftly than larger and bulkier ones, like trolls or treemen. For example, small models include goblins and halflings, medium models include humans, elves and dwarfs, and large models include half-ogres. The M stat of a race determines how far they can move in the game.

Movement distance:

Small 20 cm

Medium 15 cm Large 10 cm



#### Turning and field of vision

Before or after performing Move basic action or before attack, and only once per Turn, a model can turn to face any direction. A model can perform actions on and react only to the elements he has in his Field of Vision. A model's Field of Vision includes anything in front of a model and on his sides, as shown in the picture. The rear is outside of the Field of Vision, which means the hero cannot perform any actions directed backwards, and when attacked from the rear he cannot parry or block with a shield.

### Charge

If a model wants to charge, a player must declare it before measuring the range. The target of a charge can be any enemy in the Field of Vision of the charging model, even if it is not directly visible. It is assumed that a hero knows where the enemy is, despite them being obscured by other heroes or terrain features. After the charge has been declared, the player should remove the Action Dice and measure the closest distance by which the charging model can move to reach its enemy. Measuring should be done from any edge of the hero's base. Player can add 2 cm to the move, and if the enemy is within this distance, the model can make the charge. All large models add 5 cm instead of 2 to their charge moves. A charging model MUST be placed with the front of its base facing the target of the charge. At this stage, the models will fight – see "Combat".

#### Moving charging models and failed charge

A charging hero is placed facing the edge of the enemy's base which he can reach by moving by the shortest, unobstructed route. Player must measure the charge distance to that edge. If the hero has not enough movement to reach the closest free edge of the enemy's base, the charge is considered failed. The hero must move 10 cm towards the charge target and then his Turn ends. Only models in FULL base contact are considered locked in combat.

The exception is the situation in which it is impossible to place models in base contact because of terrain (stairs, landings, low boulders, etc.). You should assume that if the terrain prevent base contact, models can fight if the difference in the levels at which are their bases is not greater than 2 cm.

### Base contact

The only way a hero can be placed in base contact with an enemy is making a charge. When the hero charges, he MUST be placed in base contact with his target and MAY be placed in base contact with any enemy who is not the target. Otherwise, the hero CANNOT be placed in base contact with any enemy.

### Moving and charging through obstacles

A model may move through obstacles up its own height, but it can never move over other heroes or creatures. If the model has a decorative base, measure only the height of the model itself and add the height of the base. A model can move through obstacles when charging, but if it does so, the charge distance may not be increased and remains equal to the model's Movement.

#### Moving between obstacles

If the model wants to move between obstacles such as terrain or models with bases, there must be space equal to the size of its base. If there is not enough space to fit models base then model can not move between obstacles.

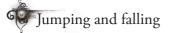
### Climbing

If a model wants to move through a piece of terrain, which is higher than the height of the model representing him, he must climb it. It means that the model can climb on top of some ruins or a steep rock, but this is the only thing it will be able to do in its turn. A model can climb a distance of up to his Speed (in cm). The climbing distance is measured from the model's base. The model may not perform any other Basic Action in turn it was climbing.

If the model cannot be placed firmly on the table after climbing you must roll a d6. If you roll 3 or less, the hero falls down (see Falling Down). If you roll 4 or better, the hero does not fall down, but you have to mark the actual spot where he is standing – preferably with an empty base.

If the hero was climbing down a slope, he falls down on the level where the model will be able to stand on its own without help. The players must decide which terrain pieces are climbable, but heroes can never climb vertical building walls or cliffs.

Ladders and ropes will make climbing up and down easier, and when using them a hero can make a normal move which is not treated as Climbing.



Models can jump from one terrain fragment to another, if the distance between them is not greater than the jumping model's speed in cm. A jumping model must roll a d6.

On 3+ the jump is successful, and the model can use his remaining movement normally. The jump distance is counted towards the distance moved. A failed test means that the model falls down and falling down rules must be used. Jumping can be done when charging.

A failed jump test means the model falls down. The model falls on the lower level just next to the edge of the terrain he was jumping into. As a result of his unsuccessful jump, the mode loses d6 wounds if the falling distance is less than 10 cm, and if the distance is more than 10 cm, he loses 2d6 wounds.

Armor does not give any protection against falling. If a model contacted another model's base when falling, that model also loses d6 wounds. The model which fell shouldbe placed 1 cm away from the contacted model if it was an enemy.

21

### Jumping down

A model can jump down, which is treated like normal movement if the height does not exceed 5 cm. The jump down distance is counted towards the overall movement distance.

If the jump down distance is above 5 cm, you must roll a d6. On a 4+ the model managed to jump down safely. The model is placed directly below the level it was jumping down from and can use its remaining movement. A failed test means that the model loses 1 wound and cannot move any further or perform any other action in this turn. Jumping down from a height of 10 cm or more is treated like falling down. Jumping down can be a part of charging.

### Swimming

A model which wants to cross a body of water must make a swimming test immediately after entering the water.

Roll a d6. On a 3+ the model can swim a distance of up to his Speed. A lower result means that the model loses 1 wound and cannot move further. If a model starts its turn in the water, it must make a swimming test at the start of its turn.

Swimming cannot be a part of the charge.

### Hiding

In order to hide himself, a model must not be involved in a combat with another model.

A model which wants to hide is marked with a "Hidden" marker at the start of its turn. A hidden model can only move up to its Speed in cm and cannot shoot, cast spells etc. A hidden model cannot be targeted by charges, ranged attacks and spells, even if the spells are cast by a friendly Mage. Spells affecting the model indirectly, e.g. area of effect spells, work normally. The hidden model is treated as if it was invisible, which means that it does not obscure any other model. The hidden marker remains with the model until it moves further than its Speed or makes any other Basic Action.

23

Spot (This is a Minor Action, a model can use it in addition to its Basic Action)

A model which wants to Spot a hidden enemy must first declare spotting and measure the distance to the enemy. If it is 30 cm or less, you can make a Spot Test. Roll a d6. On a 4+ the test is successful and the model managed to Spot the hidden enemy. The Spotted enemy loses its hidden marker immediately and is no longer treated as hidden.

If the test is failed or distance to the target enemy is greater than 30 cm, then the model did not Spot the hidden model, and enemy remains hidden.

### Spotting and terrain

If the hidden model is obscured by a terrain piece and is in base contact with that piece or is within this terrain, it is much more difficult to Spot. In this case Spotting tests are made with a -1 modifier. If the hidden model is obscured by another model it can be Spotted normally (even if it is in base contact with the obscuring model).

### Flying

A model which can fly can move up to 30 cm during its turn. This movement is not limited by terrain or any other obstacles. A flying model can end its movement in terrain, but it is treated as hovering over the terrain, which means it cannot benefit from any cover. Also, a flying model cannot gain benefits of any cover it is in base contact with. No hero models, and no obstacles lower than 5 cm, grant any cover to a flyer. Obstacles with the height of 5 cm and more may however obscure it completely. It is assumed that a flying model begins and ends its turn in the air, which means it cannot be targeted by Charges. Flying models never obscure line of sight and cannot Hide. Flying models cannot complete tasks from Quest Cards!

For more details about flying models fight see Combat.



#### Hitting an opponent

To successfully hit an enemy, a player must decide which weapon model uses and which location will be target of an attack. A Player places a dice so that his opponent cannot see it and turns it to show the number of the attacked location.

#### (See the picture)

The opponent decides which weapon uses and takes a defense dice, hides it from the attacking player and chooses the defended location. This is called Parrying. When the

5-6 Głowa

3-4 Korpus

#### 1-2 Nogi

dice are placed, both players reveal the chosen locations.

If the attack dice shows another location than the Parrying dice, the strike is successful, as the opponent did not foresee where the attack was going to land. If both dice show the same location, the defense was successful.

A hero can Parry whenever he is attacked. Parrying does not require removing any Action Dice (if the defending hero still has one). If a hero cannot Parry for any reason, his opponent can choose any location and attack it!

#### <sup>®</sup>Damage and weapon bonus

After managing to get through his opponent's parrying, the player must choose the way in which he will try to damage enemy. Fast heroes will prefer Precision Strike, and strong heroes will prefer Power Strike, but it is player's decision to choose the type of strike he wants to make. It is good to make the decision after comparing the relevant stats of the attacker and the defender. Weapons grant bonuses ONLY during attack!

#### Basic strike types are:

#### Normal Strike Ws vs Ws

The attacker rolls a d6 and adds his Ws and the weapon bonus. The defending player rolls a d6 and adds his Ws. If the attacker's result is better, the strike is successful. The damage is equal to the difference between the results. If the defender's result is better or equal, the attack fails. If the attacker rolled 6 on dice, the model made Perfect Strike and the attacker may roll another d6 and add the result to the attack.

#### Power Strike S vs T

The attacker rolls 2d6 and adds his S and the weapon bonus. The defending player rolls 2d6 and adds his T. If the attacker's result is better, the strike is successful. The damage is equal to the difference between the results. If the defender's result is better, the attack fails.

#### Precision Strike Sp vs Sp

The attacker rolls 2d6 and adds his Sp and the weapon bonus. The defending player rolls 2d6 and adds his Sp. If the attacker's result is better, the strike is successful. •The damage is always equal 2.

Armor saves from precision strikes only on 1d6 instead 3d6. Shields saves from precision strikes as normal.

If the attacker rolled a 6 on one of the dice, there is a chance of landing a critical strike. The attacker rolls another d6 – if he rolls a 5 or 6, the enemy dies instantly!

If the defender's result is better, the attack fails.

### Unarmed combat

A hero without any combat weapon can attack unarmed, but he cannot party strikes made with any weapon. If two heroes fight unarmed, they can party each other's blows.

#### Unarmed attack Ws vs Ws

The attacking player rolls a d6 and adds his Ws. The defending player rolls a d6 and adds his Ws. If attacking player's result is better, the attack succeeds. Unarmed attacks always inflict 1 damage.

26

### Group combat

It may happen that a model will be in full base contact with more than one enemy. This means that the model is engaged in group combat. When attacking, it can freely decide whom to attack and how to position itself in relation to its enemies (see movement – turning and field of vision). A hero locked in combat from all directions cannot disengage from combat.

#### Disengaging from combat

A model can attempt to disengage from combat if it still has an Action Dice. Roll 2d6 and add the model's Sp. The opponent rolls 2d6 and adds the S of their model in order to stop you from disengaging. If your result is better, the model managed to disengage and must be placed exactly 1 cm away from the enemy. When disengaging from group combat, model must be placed 1 cm away from each enemy the model was in base contact with, but may not move more than 2 cm. If the model may not move away exactly 1 cm from each of its opponents, the disengaging is cancelled.

A disengaging model has -1 Sp for each subsequent enemy it is in FULL base contact with. After disengaging, a model can make any action, but it cannot charge the model or models he just disengaged from. A disengaging model's movement is equal to its Sp x 2 during the turn it disengages.

If disengaging was unsuccessful, the model can fight as normal!

If model has received Death Counter, the enemy may disengage without making any test.

### Stunning

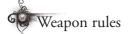
The model which was stunned lose its Action Dice if it has one. Stunned heroes cannot be given orders until the end of the Cycle, and if it was the Leader who was stunned, he cannot issue any orders.

If a model receives a hit in the head with Normal or Power Strike, there is a chance the model will be stunned. The attacking player rolls a d6 for the model. On a 5+ the model is stunned.

### Critical Strike

A model which managed to damage its enemy with a Precision Strike has a chance of inflicting a critical wound if one or more 6 was rolled for damage. For each 6 roll another d6. On a 5 or 6 the enemy model is struck critically and loses all its remaining Wounds.

Rolls for critical strikes CANNOT be modified in any way, and they cannot be rerolled! The model which received critical strike may make the Armor save with 1d6.



Each hero MUST be equipped with at least one weapon, but it is the player who decides whether it will be a melee weapon or a ranged weapon. Each hero MAY be equipped with an extra weapon and the player decides whether it will be a melee weapon or a ranger weapon. Equipping the hero with an extra weapon automatically triples its cost. For more details about deciding which weapon hero use see Combat and Shooting. A hero with a melee weapon can parry enemy strikes, so always consider having one, even if your hero is a shooting type.

**Example:** An Elven Marksman buys a bow, but to be able to hold his own in close combat and parry his opponent's blows, he also buys a dagger, for which he must pay  $7 DC \times 3 = 21 DC$ .

If you buy a two-handed or light weapon for your hero, you can't also get a shield. A shield requires using a one-handed weapon. The weapon descriptions contain modifiers, which can be applied during making particular types of strikes. Weapon bonuses are not used when defending. If a weapon has no modifier for a given strike then no bonus is provided for making that strike with the weapon.

**Example:** An Elf attacks with a sword, but he decides to make a Precision Strike. A sword has no bonus for this attack type. If the Elf used a Normal Strike, he would get a + 1.

If the model is not a summoned model and has stated in its race description that has a natural weapons such as fangs, claws, tentacles or other tool predisposed to fight, then that weapon allows him to perform Parry. It should be treated as a one-handed weapon.

#### Losing wounds

A wounded model reduces its W stat by the number of damage points received. For example, if the model received 3 damage points, its Wounds are reduced by 3. If the model has armor in the location it was hit, the amount of Wounds lost may be decreased. If a model is reduced to 0 Wounds it falls mortally wounded – this should be marked by putting the Death Counter beside the model to indicate that model lost all its Wounds.

#### Removing wounded models

If a model lost all its Wounds and has Death Counter beside, it is about to leave the battlefield soon. It can no longer be activated, even if it still has an Action Dice. The model with Death Counter remains on battlefield until the end of Hero Turn Phase and is removed from play at the end of the Cycle. A model with Death Counter can be targeted by another model which may attempt to heal it, resurrect it etc.

### <sup>®</sup>Flying models fighting non-flyers

A flying model can make a Charge (called a Swooping Attack) but it risks being damaged when doing so. If a flying model makes a Swooping Attack, roll for damage immediately, as the enemy cannot parry. Counter attack does not work on Swooping Attack. The model with the better result inflicts damage equal to the difference between the rolls. After making the attack it is assumed that the flyer rises back into the air, even though it is still in base contact with the enemy, and regardless of whether it damaged the enemy or was damaged itself. A Swooping Attack, a model cannot make a Precision Strike.

#### <sup>®</sup>Combat between flying models

Flying models fight in exactly the same way as non-flyers.

## Disengaging a flying model

When flying models fight with each other, they are not treated as locked in combat and can freely move out of it.

### Flying models and shooting

If a flying model is equipped with a ranged weapon, it can shoot and also move up to 15 cm in the same turn. If a non-flying model wants to shoot a flying model, or the other way around, add 10 cm to the measured range. If a flying model wants to shoot another flying model, the distance is measured in a normal way.

### Removing flying models

Flying models reduced to 0 Wounds are immediately removed from the battlefield. It is assumed that such models crash onto the ground and die instantly.

#### <sup>®</sup>Flying models and terrain

A flying model, which wants to make a Swooping Attack against an enemy on terrain, is placed in base contact with the enemy if the terrain allows it. If this is impossible, place a marker in base contact with the enemy to mark the position of the flyer. A flying model making a Swooping Attack against a model inside the terrain risks being damaged. To reflect this, when making an attack roll, the flyer takes 2 damage for each 1 rolled.



#### Shooting procedure – hitting the target.

If a model wants to shoot an enemy with a ranged weapon, it must first declare which weapon uses and which model will be the target (without pre-measuring).

The shooting model must be able to see the enemy, and then his shot must reach the distance where the target is. The Difficulty Level rises with the range – to determine it the player must measure the distance between the shooter and the target. The decimal number on the measure is usually equal to what you must roll to hit the target. Asuccessful roll means that the shot reached and hit the target.

Range	Difficulty Level
1 - 19 cm	hit on 2+ (+1 Dam, +1 BS)
20 - 29 cm	hit on 2+
30 - 39 cm	hit on 3+
40 - 49 cm	hit on 4+
50 - 59 cm	hit on 5+
60 cm and more	hit on 6+

For example, if the enemy is within 23 cm, the result on the dice must be 2 or more, if the distance is 45 cm - 4+ must be rolled etc. If the result on the dice is 1, the shot misses regardless of the range. A successful roll means that the shot reached the target.

### Wounding the target

The better the model is at shooting, the higher the chance the shot will damage the enemy. A better weapon will add to this chance as well, which is reflected by modifiers added to the BS of the shooter. Also, you must take into account whether the target isstatic or moving (see Shooting – Modifiers and Cover).

In order to check if the shot managed to damage the target, the player who shot rolls 2d6 and adds all relevant modifiers along with his model's BS. The opponent rolls 2d6 and adds the target's T.

#### Ranged Attack BS vs T

The player who shot rolls 2d6 and adds shooting hero's BS + all relevant modifiers.

The opponent rolls 2d6 and adds the target's T.

If shooting player's result is better, the shot will damage the target.

The damage is equal to the Damage stat of the weapon.

If the opponent's result is better, the shot fails to damage the target.



A hero can throw an object up to 20 cm. First he must hit the target, the same as with normal shooting. Throwing hero can also use aiming when throwing. Any weapon or shield may be thrown, but not parts of armor. The hero loses the item he threw, except for weapons described as "thrown weapons".

The stronger the throwing model the more chance it has to damage the enemy. To see whether the throw was successful, roll 2d6 and add the throwing model's S. The opponent rolls 2d6 and adds the T of the target.

#### Throwing Attack S vs T

The throwing player rolls 2d6 and adds S + all relevant modifiers. The opponent rolls 2d6 and adds the target's T.

If throwing player's result is better, the throw will damage the target. The damage is equal 1 plus any additional resulting from Aiming. If the opponent's result is better, the throw fails to damage the target.

#### <sup>•</sup>Hit location

If a model hit by a ranged attack has armor, shooting player must roll an additional d6 to determine the hit location. If the model is hit in a location where it has armor, the damage may be reduced in accordance with the armor value. If the model is hit in the head, the stun rules also apply – see Combat.

### Increasing damage – Aiming

When making a ranged attack, player may decide if he want to aim. Aiming makes hitting harder, but it increases the chance of inflicting damage, as well as the actual damage inflicted. Each +1 to the Difficulty Level will add a +1 to your BS and damage. Effectively it is "increasing" the range of the attack in order to get bonuses. Player may increase the Difficulty Level as much as he want.

Example: An Elf marksman wants to shoot an Orc. The player declares a ranged attack with bow and measures the range - it is 28 cm. This means that the Elf must roll a 2+ to hit the enemy. The player declares aiming, and they want to increase the BS and damage by 2. Thus the Elf is treated as shooting an enemy 48 cm away, so he must roll a 4+. The player rolls a d6 and gets a 5, which means the Elf hit the target regardless of the increased difficulty. The Elf has an already impressive BS of 8, and he gets another +2 thanks to aiming, as well as a +1 thanks to firing at a static target, but the Orc is quite a tough guy with T 8, so it takes a good shoot to harm him. The Elf gets a 5 on 2d6, and after adding his BS of 8 and modifiers, he gets a 16.

The Orc was not very lucky and rolled a 3, with his T of 8 he gets an 11. The shot hit and damaged the target. Bow has Damage of 1, but the aimed shot adds 2 to this value resulting in a 3. The Orc loses 3 Wounds as a result of the attack.

### Visibility

A hero can be targeted by a ranged attack only if one of his locations (Head, Body, Legs) is visible. Arms, weapons, protruding elements, banners, fluttering robes etc. cannot be targeted. It is assumed that such elements are constantly moving or are too small or insignificant to be targeted by a shooter.

If the targeted model is partially obscured by another model or terrain, but is not in base contact with it, shooting at such model is not made more difficult. It is assumed that the hero is moving, so he can be shot just as if he was out in the open.

### Terrain modifiers

A model in base contact with terrain or another model is considered as partially in cover, if the obscuring obstacle is located between the shooter and the target. **The shooter gets -1 BS modifier.** 

A model which whole base is standing at terrain is considered as in cover, even if the model is not obscured by any element of this terrain. **The shooter gets -2 BS modifier.** 

A model which is completely obscured by another model or terrain cannot be targeted. It is treated as completely invisible if the shooter cannot see any hit location of the miniature.

### Static and moving targets

The model which has Action Dice is considered as static target, which means that it is easier to shoot.

The shooter gets +1 BS modifier when shooting at model with Action Dice.

The model, which used its Action Dice is considered as moving target, and better versed in the situation. The model could crouch down or take the position that makes it difficult to hit.

The shooter gets -1 BS modifier when shooting at model without Action Dice.

A model which is locked in combat can shoot any enemy other than the one it is fighting with, but it gets a -3 BS modifier.

### Shooting into and through close combat

When shooting at a model locked in close combat, additional d6 roll must be made after hitting the target. On a 4+ the target shooting player wanted was hit. Otherwise the enemy can choose who gets hit. After determining which model is hit, roll for damage as normal. Models locked in close combat completely obscure models behind them for purposes of ranged attacks. The models with Death Counter never obscures visibility and could never be targeted by shooting attacks.



#### Domains of Magic

Before the game player must choose Domains of Magic for your Mage. Depending on their actual profession, a Mage has access to one or two Domains. In the course of the battle, a Mage can cast any spells from the chosen Domains.

### Magical Items and equipment

Each Mage provides your Party with 3 Item Cards before the battle. More information on drawing the Cards can be found inStarting the Game section.

Most Mages can only use staves as their weapons, unless the description of a given profession states otherwise. All Mages can only use light armor.

### Casting Spells – The Magic Test

The Mage wanting to cast a spell has to choose a target of spell without pre-measuring. Once this is done, the player can proceed to measure whether the target is within spell range. If chosen target is out of the range, Mage can not cast a spell but can move up to his Sp, regardless of whether Mage has performed move in his turn or not. If target is within range, Mage must spend 1 Wound and make a Magic Test.

Roll a d6 - if the result is equal or higher than the casting chance of the spell, it is successful. A lower result means the spell failed. The result of 1 is a Fumble, and the Mage loses another Wound. A Mage who is locked in combat can cast spells, but gets a -1 modifier to Magic Tests. A hero who wants to cast a spell cannot move his full movement during his turn and may only move up to Sp! Casting a spell is a Basic Action.

### Losing Wounds

If a spellcaster has only one Wound left, he cannot cast any spells. In this case he may only use Self-heal or other methods of regaining Wounds.



Mages take various precautions to be able to cast spells without endangering their lives. The first, and the simplest one is Self-heal. A Mage who wants to Self-heal must have at least one Wound left and he may not make any other Action during the turn he Self-heals. He can be targeted by charges, ranged attacks and spells as normal. A Mage who used his turn to Self-heal regains 2 Wounds. He cannot regain more wounds than his starting value.

## Summoned Creatures

Any summoned creature is placed in front of the summoner in contact with the front of his base. If it is impossible, the summoned creature is placed in contact with any side of his base, and if that is also impossible, the Mage cannot summon the creature. Creatures may face any direction, and they receive an Action Dice immediately when summoned. Such creatures CANNOT complete any tasks from Quest Cards and cannot be used as targets for completing such tasks. A summoned creature can only be put into the game if the party does not have any other summoned creature, and it remains in play as long as it has any Wounds left. Although Summoned creatures usually have some kind of weapons, they cannot Party strikes!

### Visibility and armor

A Mage must follow all targeting rules, just like when making ranged attacks (mage must see the target), but the target does not receive any modifiers from Cover or being in terrain. In addition, armor does not protect against magic.

### Spells and potions

If their descriptions do not state otherwise, spells and potions work until the end of the Cycle they were used in. The effect of spells and potions which restore Wounds is immediate and permanent (until the end of the battle). A hero affected by a spell can be targeted by another instance of the same spell, or a different spell. Domains, which state an alignment, can be taken ONLY by parties which have this particular alignment!

#### Domains of magic

#### **Domain of Shadow** (only Mages in Anarchist parties)

*Invisibility* – chance: 3+ range: 20 cm. Replace the target model with an empty base. The empty base cannot be targeted by any actions and cannot make any actions itself. When all models on the battlefield have used their Action Dice, replace the empty base with the model.

**Shade** –chance: 3+ range: Mage. The mage summons a creature with the following characteristics:

LD-0, M-15, WS-6, S-6, Sp-6, BS-0, T-6, W-3

After charging an enemy, the Shade does not make an attack. Instead, from now on it moves together with the charge target until it is eliminated or the target dies. The Shade's action dice is removed at the same time as the target's dice is removed. The Shade may disengage from the target without any tests. As long as the Shade is in base contact with enemy, that enemy may not use any ability of their profession or race.

**Daze** – chance: 3+ range: 40 cm. Target model cannot Parry strikes in combat.

#### **Domain of Air**

*Wind swipe* – chance: 3+ range: 20 cm. Target is struck by strong winds and surrounded by clouds of dust. It loses its Action Dice.

**Thunderbolt** – chance: 4+ range: 30 cm. Target enemy loses 1 Wound. The closest model within 10 cm of the wounded hero is also targeted and wounded (1) by the Thunderbolt. If there are any other models, which have not yet been struck within 10 cm of the second wounded model, the Thunderbolt strikes the closest one. This is repeated until there is no model, which has not been struck by the Thunderbolt within 10 cm of the last wounded model.

*Levitate* – chance: 2+ range: 20 cm. Target hero can move 25 cm instead of its M. Its Movement is not hindered by terrain!

#### **Domain of Earth**

Quake - chance: 3+ range: unlimited.

When making a move, all models can only move up to 10 cm.

**Stoneskin** - chance: 2+ range: 40 cm. Target model is treated as if having heavy, armor in all locations.

**Tremor** - chance: 4+ range: 30 cm. The Mage picks any target on the battlefield. Each hero within 10 cm of the target loses 1 Wound.

#### **Domain of Fire**

*Kula* – chance: 3+ range: 30 cm. Target enemy loses 2 Wounds. *Fire wave* – chance: 4+ range: 20 cm. The Mage conjures a 5 cm wide moving fire wall. The wave starts at the Mage's base and ends within 20cm of him. Each model on its path loses 1 Wound. The wave disappears immediately after dealing damage.

*Fire strike* – chance: 2+ range: Mage. This spell may be used only in close combat. One chosen enemy in base contact with Mage loses 3 Wounds.

#### **Domains of Death** (only Mages in Evil parties)

**Raise dead** – chance: 3+ range: Mage.

The mage summons an Undead with the following characteristics: LD-0, M-15, WS-6, S-6, Sp-5, BS-0, T-6, W-2, Permanent Fear Undead is armed with natural weapon - Claws (+1 Power Strike). As long as no hero was eliminated from the game, the Mage can summon only one Undead. For each eliminated hero from either party, the Mage can summon an additional Undead.

Black death - chance: 2+ range: Mage.

Each enemy in base contact with Mage loses 2 Wounds.

Breath of death - chance: 4+ range: unlimited.

Any model which is reduced to 0 Wounds in its turn, is, at the end of the Cycle, replaced with an Undead. Immediately after it is placed, the Undead receives an Action Dice and it is controlled by the player who was the first to use the Breath of death spell during the Cycle.

39

### Magic

#### **Domain of Spirit**

*Fighting spirit* – chance: 4+ range: 10 cm. The Mage may cast this spell on any other model. The model gets an additional Action Dice.

Will of life – chance: 3+ range: 30 cm.

Target model cannot be wounded.

*Lack of resolve* – chance: 3+ range: 20 cm. Target model loses its Action Dice and it cannot be activated.

#### Domain of Water

**Rain** – chance: 3+ range: unlimited. It starts to rain really badly and models cannot make ranged attacks.

*Freeze* – chance: 2+ range: 40 cm.

Target model's Movement is equal to its Strength.

*Scalding vapors* – chance: 4+ range: 30 cm. Choose a spot on the battlefield. Any model within 10 cm must roll a d6. On a 3+ it loses its action dice.

#### Domain of Light (only Mages in Good parties)

*Heal* – chance: 3+ range: 20 cm. Target hero (other than the Mage) whose Wounds are higher than 0, regains 2 Wounds.

Aura of life – chance: 3+ range: 10 cm.

All models within 10 cm of the Mage regain 1 Wound.

**Summon Cherub** – chance: 3+ range: Mage. The Mage summons a Cherub with the following characteristics: LD-0, M-15, WS-6, S-6, Sp-6, BS-0, T-6, W-2 Weapons: Bastard sword (only Normal Strike)

The Cherub cannot Parry! If any hero is reduced to 0 Wounds, you may sacrifice the Cherub and roll a d6. On a 5+ the hero lives and has one Wound left.

Prinous

#### **Domain of Mind** (only Mages in Lawful parties)

War eagle - chance: 3+ range: Mage.

The Mage summons a War eagle with the following characteristics: LD-0, M-Flying, WS-6, S-6, Sp-7, BS-0, T-6, W-2 Natural weapon: Claws (only Normal Strike)

**Control** – chance: 4+ range: 10 cm. The Mage gains control of target hero who still has an Action Dice. You must IMMEDIATELY resolve the controlled hero's turn. Target hero is activated out of activation order.

**Sharpen senses** – chance: 2+ range: 30 cm. Target model gains WS +2 or BS +3.

#### **Domain of Nature** (only Mages in Neutral parties)

*Shapeshift* – chance: 3+ range: Mage.

The Mage turns into a Wildwood demon (big for the rest of the battle. Wildwood demon has the following characteristics:

(Fear) LD no change, M 10, WS no change, S 12, Sp 6, BS 0, T 9,

W no change, Natural weapon - Claws (the Wildwood demon

may only make Power Strikes, it is however able to parry)

The Demon may not use the abilities of the hero's race or his weapons, but it can still cast spells, self-heal etc.

*Ferocious attack* – chance: 4+ range: 20 cm.

Target hero gains an additional d6 to any Strike in close combat.

Ally of the nature - chance: 2+ range: unlimited.

The next Initiative roll for the party may by modified by +3 or -3.

#### Domain of Change

**Summon spawn** – chance: 3+ range: Mage. The Mage summons two Magic Spawns. From now on, when casting spells, the Mage may decide that a spawn loses a wound instead of him. See "summoned creatures". Spawns have the following characteristics:

LD-0, M-15, WS-6, S-6, Sp-6, BS-0, T-6, W-1

Natural weapon - Fangs (only Normal and Power strikes)

Turn into spawn - chance: 4+ range: 15 cm.

The mage turns an enemy into a Magic Spawn. The spell works until the end of the Cycle. Casting this spell causes mage to lose 2 Wounds instead of 1. A hero who is turned into a Magic Spawn can still Parry!

*Transmute magic* – chance: varying, range: varying. The Mage may cast a spell from any domain not belonging to any particular alignment. The Mage has -1 to casting that spell. The Mage loses 2 Wounds instead of 1 when casting that spell.



## Orders

The leaders of parties may use their battle expertise and charisma to motivate heroes to be more effective in battle. During a battle, a Leader may make three attempts to issue orders, but he may attempt only once per turn. Orders are issued to heroes who already have been activated and don't have an Action Dice. Issuing an order is a Minor Action. The Leader picks a hero and rolls a d6. On a 4+ the hero gains an Action Dice and thus can be activated again even though he has already been activated.

A Leader may issue an order to any model within 20 cm. If the Leader wanted to issue an order, but the target hero was out of range, the order is lost.

To issue an order to a hero, the Leader does not have to see him, and it doesn't matter if the hero is Hidden or under a spell effect.

Mark the pool of remaining orders in the three circles on the Leader's chart.

## One race parties

If a party consists of heroes belonging to the same race, the Leader gains the Bound by blood ability.

#### Panic tests

During combat, heroes can lose resolve when seeing their comrades being killed. A Leader with a high LD is quicker to make decisions, so the party is more likely to gain initiative. But if the party starts to lose, it does not matter if the Leader is an expert tactician. He must be stubborn, ruthless and fearless to keep the party together. To account for this, heroes with high LD have a higher chance to win initiative, but heroeswith low LD have a higher chance to continue fighting despite the losses.

43

If a party loses half or more of its heroes during a battle, player must make a Panic Test at the beginning of every Cycle.

To pass the Panic Test player must roll 2d6 and compare the result to player's Leader's LD. If it is equal or higher, the test is passed and the party remains in play. If it is lower, the party flees and opponent wins the game!

If the Leader has lost all Wounds, Panic Test must be made immediately. If Leader had been removed from play, the hero with the highest LD is compared in Panic Test. If there is a couple of heroes with highest LD, player may choose any of the tied heroes.

Remember that you can use the Fervor ability or any items which may affect the Panic Test.



### Psychology



If a hero has Fear in the description of his race, professionor equipment, he instills fear in charged enemieswhich makes it impossible for them to parry the hero's strikes. Fear only works when charging! If a hero withFear charges an enemy who also has Fear, the abilities cancel each other and the enemy may parry.

#### Permanent Fear

If a hero has Permanent Fear in the description of his race, profession or equipment, his strikes may never be parried. If a hero with Permanent Fear fights an enemy with Fear or Permanent Fear, the abilities cancel each other and both heroes may parry.

#### Fearless

If hero has Frenzy in the description of his race, profession or equipment, orders are given to him with a -1 modifier. Also, each time he is inflicted exactly one wound in combat the wound is canceled.

## Frenzy

If hero has Frenzy in the description of his race, profession or equipment, orders are given to him with a -1 modifier. Also, each time he is inflicted exactly one wound in combat the wound is canceled.

Fervor

If a hero has Fervor in the description of his race, profession or equipment, he gains +2 to panic tests. Bonuses for Fervor are not cumulative. If it is the Leader who has this ability, the bonus is not gained.

#### Fanatic

If a hero has Fanatic in the description of his race, profession or equipment, orders given to him or by him may be re-rolled.

#### Fury

If a hero has Fury in the description of his race, profession or equipment, he gains +2 S when charging.

#### Heroism

If a hero has Heroism in the description of his race, profession or equipment, his Wounds are increased by 1.

#### Brotherhood

If a hero has 'brotherhood' in the description of his race or profession, he is the party leader, and there is at least one model of the same race or profession on the battlefield, the Leader gains a +1 to LD during the Initiative Phase.

This bonus is not cumulative.

#### Bound by blood

If the leader issues an order to a hero within 10 cm, the order succeeds on a 3+. If you roll a 6 when issuing orders, the order is free and it does not reduce the remaining orders.

#### Stubborn

Each large model (Movement 10 cm) has a principle of Stubborn! If the model does not have Action Dice, for each damage received from the enemy that are NOT a result of combat, 2d6 test must be performed. If the result is equal to or greater than model's Sp, model receives Action Dice. The model can use Stubborn only once in a Cycle.

#### Ambush

The model has a remarkable ability in finding places where it can lurk for their prey. Thanks to this, model does not have to be placed in the deployment zone. With the beginning of the first Cycle the player must make a d6 roll. Result of 3+ means that the model can be placed anywhere on the battlefield, but not more than 20 cm from the players deployment zone. If the roll is unsuccessful, it must be made again at the beginning of each subsequent cycle until the model could be placed on the battlefield.



### Acronyms

Each hero in Umbra Turris has his characteristics profile which determines his strengths and weaknesses. The names of the characteristics and their acronyms were designed to be recognizable and easy to remember.

LD

М

S

Sp

BS

Т

W

С

Al

WS



Leadership Movement in cm Weapon Skill Strength Speed Ballistic Skill Toughness Wounds Cost

Race alignment

## Racial characteristics

There are many races in the world of Umbra Turris. Below we present the common races. Other beasts and uncommon races will be described in future expansions.

Races

47

2	1 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1										
	Humans	LD 7	M 15	WS 7	S 7	Sp 7	BS 7	T 7	W 7	C 55	Al (G, L, N, A, E)
	Elves	LD 7	M 15	WS 7	S 7	Sp 8	BS 8	Т 6	W 7	C 57	Al (G, L,, A, E)
	Dwarfs	LD 5	M 15	WS 7	S 8	Sp 6	BS 7	T 8	W 8	C 62	Al (L, N, A, E)
	Orcs	LD 5	M 15	WS 6	S 8	Sp 6	BS 6	T 8	W 7	C 59	Al (L, N, A, E)
	Black Orcs	LD 5	M 10	WS 6	S 9	Sp 6	BS 5	T 8	W 9	C 69	Al (A, E)
	Half-giants	LD 7	M 10	WS 6	S 9	Sp 6	BS 5	Т 9	W 9	C 70	Al (G, L, N)
	Dark Fauns	LD 5	M 15	WS 6	S 8	Sp 6	BS 6	T 8	W 9	С 77	Al (A, E)
	Goblins	LD 6	M 20	WS 6	S 6	Sp 8	BS 7	Т 6	W 5	C 46	Al (N, A, E)
	Halflings	LD 6	M 20	WS 6	S 6	Sp 8	BS 7	Т 6	W 5	C 46	Al (G, L, A, E)
	Tigerians	LD 6	M 15	WS 6	S 8	Sp 8	BS 5	T 8	W 7	C 65	Al (G, L,)
	Vorak	LD 5	M 15	WS 7	S 6	Sp 8	BS 8	Т 7	W 8	C 60	Al (N, A)
	Hobgoblins	LD 6	M 15	WS 6	S 7	Sp 7			W 7		Al (A, E)
	Gnomes	LD 7	M 15	WS .6	S 7	Sp 6	BS 8	T 6	W 6	C 50	Al (G, L)
	15 M 10 10 10 10 10 10 10 10 10 10 10 10 10			1						1	and the second

(G, L, N, A, E) - Good, Lawful, Neutral, Anarchists, Evil

## Humans

#### Mortenians: Defensive instinct Race alignment: Good, Neutral, Evil

They were the first to face the Evil of Sheol-morg, and they faced it with courage and dedication.

They were the first to face the Evil of Sheol-morg, and they faced it with courage and dedication. If a Mortenian is charged and attacked with a Normal or Power Strike, the damage he receives may be lowered by 1 (Triggered Ability).

#### Borians: Faith

#### Race alignment: Good, Neutral, Evil

Living in a land of monasteries and orders, they believe in discipline and have faith in their gods.

If a Borian is the party Leader, you may re-roll any 1s when making a Leadership test during the Initiative Phase. Orders issued to Borians may be re-rolled.

 Vartevians: Invulnerability
 Race alignment: Good, Neutral, Evil

 They do not fear death, as they are so used to it. They know it so well...
 If the hero Wounds are reduced to 0 and still has an Action Dice, the hero receives

 Death Counter but still can use his Action Dice.
 As long as the hero has Death Counter he gains Permanent Fear ability.

**Estanians:** Lethal precision **Race alignment:** Good, Neutral, Evil Crime in Estanian cities is so prevalent that it has become a part of Estanian culture and society.

An Estanian may re-roll 1s when making a Precision Strike. (Estanians cannot be Paladins, Order Knights or Black Knights)

#### Undorhans: Rage

Race alignment: Good, Neutral, Evil

Undorhans are wild and independent barbarians who live to fight. They gain +1 Strength when charging.

(Undorhans may not use heavy armor and cannot be Paladins, Order Knights or Black Knights)



## Elfs

#### Wood elves: Sneak

#### Race alignment: Good

Wood elves silently approach their enemies and strike from the shadows, bringing doom like enchanted spirits of the forest.

If Wood Elf is Hidden at the beginning of his turn and makes a charge, roll a d6. On a 4+ the enemy cannot Parry his attack. In addition, if Wood Elf is Hidden at the beginning of his turn, Wood Elf does not lose hidden status when shooting any kind of bow.

#### Dark Elves: Fierce charge

#### Race alignment: Evil

The darkness of their hearts and souls is only exceeded by their legendary aggression. A charging Dark Elf gains a +1 when making a Normal or Precision Strike.



Dwarfs of Thargomind: Knocking out Race alignment: Neutral

These bearded fellows strike so hard that they will knock anyone down. Dwarfs of Thargomind Stun enemies on 3+ instead of 5+. If Dwarf of Thargomind is equipped with any sword or hammer, the opponent can be Stunned regardless of having armor on his head.

#### Northern Dwarfs: Vengeful

50

#### Race alignment: Evil

*They do not know mercy. Their desire of revenge fuels their thirst of constant bloodshed.* If a Northern Dwarf loses 2 or more Wounds, he gains +2 to Power Strikes until the end of the Cycle.



## Orcs

#### City Orcs: Brawl

222

#### Race alignment: Neutral, Evil

When fighting a City Orc, the defending hero who rolls a 1 or 2 must take that dice away. Its result does not count.

#### Orcs of Ugruk-hor: Brutal

#### Race alignment: Neutral, Evil

Untamed aggression has always been deeply rooted in the nature of Orcs. When charging, Orcs inflict +2 damage. (Triggered ability)

#### Black Orcs: Mutilate (Stubborn)

#### Race alignment: Evil

Even most courageous foes fear the fangs and claws of these beasts.

Instead of using a weapon, a Black Orc may use its natural weapon - fangs and claws when charging. Such attack grants him +3 to a Normal Strike. It may result in a critical strike!

## Goblins

#### City Goblins: Vitality

Races

Race alignment: Neutral, Evil

They are known for being exceptionally resistant to death.

If a Goblin is reduced to 0 Wounds, the player may roll a d6.

On a 6+ the Goblin does not die and has 1 Wound.

If a Goblin possess a profession of base cost greater than 30 gets +1 modifier to this test.

#### Wild Goblins: Madness

#### Race alignment: Evil

*Their primal ferocity and rage drives them to many heroic, if downright foolish, actions.* When making a Power Strike, a Wild Goblin may re-roll any one dice used in Power Strike. Each 6 rolled causes Wild Goblin to lose one Wound.

## Halflings

#### Shortlings: Dexterity

#### Race alignment: Good

These little individuals share a special bond, which makes them incredibly dangerous in groups.

Any weapon used by a Shortling grants them +1 to Precision Strike. This modifier replaces any negative modifier, or lack of modifier to Precision Strike. If the weapon's modifier is higher, it is not replaced. A Shortling attacking an enemy gains +1 to Precision Strike for each other Shortling within 20 cm.

#### Darklings: Cursing

#### Race alignment: Evil

The power of their curses is so great that it destroys life around them. Each time a Darkling loses Wounds due to hostile combat, shooting or any magical effect, the payer may roll a d6. On a 3+ target hero within 20 cm loses 1 Wound.

53



## Half-giants

Half-giants: Tough hide (Stubborn)Race alignment: Good, NeutralThe skin of half ogres is known not only for unorthodox coloration, it is incredibly tough as well.

Critical strikes against half-ogres are inflicted only on a roll of 6.

## Dark Fauns

#### Dark Fauns: Cruelty

#### Race alignment: Evil

Born of the madness and darkness of Sheol-morg, they have only one message for the rest of the world: death.

If when making a Power Strike a Dark Faun rolls 6 on one or more dices, the player may immediately roll another dice and add the score to the result.

## Tigerians

#### Tigerians: Knockdown

#### Race alignment: Good

When charging, the Tigerians use the impetus and mass of their bodies to knock their enemies out of balance.

After a Tigerian makes a successful charge, roll a d6. On a 5+ the opponent loses their Action Dice if they had one. (Triggered ability)

## Vorak

#### Vorak: Backstab

54

#### Race alignment: Neutral

10/10

These shadowy creatures always try to sneak up on their enemies from behind. A Vorak who charged an enemy may roll a d6. If Vorak charged the front of enemy, on a 6+ the enemy cannot parry. If Vorak charged the enemy from the side, on a 5+ the enemy cannot parry.

### Hobgoblins

#### Hobgoblins: Destiny

#### Race alignment: Evil

Race alignment: Good

*If the dark scheme is to be fulfilled, their rituals and practices have to be kept secret.* Any successful spell or ranged attack against any hero made by an enemy within 20 cm of a Hobgoblin may be cancelled. Roll a d6. On a 5+ the magic is dissolved or the shot misses. This ability may be used only once per spell/shot, regardless of the amount of Hobgoblins nearby. If there is more than one Hobgoblin in the party, the radius of the ability is 25 cm.

### Gnomes

#### Gnomes: Innate power

Since ancient times, these small people had magical potential within them, which could instill them with incredible powers.

Gnome during any attack may roll a d6. On a 5+ Gnome can change the result on one dice rolled in attack by 1.

Any Gnome who is to lose Wounds as a result of casting a spell or being targeted by a spell, may roll a d6. On a 5+ the Gnome does not lose any Wounds. If there is more than one Gnome in the party at that moment, you may re-roll that test.



### <sup>®</sup> Abilities of races and professions

All abilities of races or professions, which require tests by rolling dice, are activated for free and do not count as Basic or Minor Actions.

### Triggered abilities – priority

The player whose model is active has priority. This means that the activated model's race or profession Triggered abilities will be activated first. If there is no special annotation, Triggered abilities are activated before Attacking and Parrying. Triggered abilities are activated in a reaction to an event and do not require spending Action Dice.

#### Example:

56

A goblin with a light Shield is being charged. The shield's Triggered ability works when the model bearing it is charged and attacked while still having an Action Dice. Therefore before combat is resolved, the Goblin decides to use the shield and prevent his enemy from hitting him. However, the charging model is a Tigerian who has a racial Triggered ability. This is his turn, so his Triggered ability has priority. Only after resolving the Tigerian's Triggered ability, the goblin's ability is activated.







#### Profession list and costs

Any model in the game must have a profession, so you must decide which one will you buy for your hero. There can be more than one model with the same profession in the party, but this applies only for professions which cost less than 50 DC. The second model with the same profession must pay 10 DC more for it, the third one 20 DC more etc.

**Leader:** cost 10 DC / 5 DC if Leader's main profession cost is greater than 30 DC. (This profession is bought in addition to another profession the hero has). Fearless, Heroism

## **Orders.** Leaders are determined and confident adventurers who know how to direct their comrades in order to achieve their goals.

During battle the Leader may issue orders. Before battle the Leader gets tasks for the party. Moreover, the Leader can buy an additional weapon without tripling its cost.

#### Acolyte: cost14 DC Fanatic, Fervor

Service. An acolyte has many duties, but he fulfills them with dedication and devotion.

As long as the Acolyte is in the game, he increases all ability ranges of Clerics and Witch Hunters by 5 cm. Thanks to the Acolyte, the modifier imposed by the False Prophet is -3 instead of -2.

#### Alchemist: cost 45 DC (Mage)

**Potions.** They travel through the world exploring the secrets of alchemy, facing its dangers and overcoming obstacles. Many die in pursuit of the Alchemists ultimate goal – the Sorcerer's Stone and the Elixir of Life...

Alchemists may have any equipment!

Before battle the Alchemist provides the party with Potions which do not count against the Additional Equipment limit.

The player must allocate chosen/drawn Potions to chosen heroes before battle.

Choose two different Potions or roll d6 four times.

6 - Potion of strength, adds +3 S

5 - Potion of vitality, restores 2 Wounds

4 - Potion of combat prowess, adds +2 to WS

- 3 Potion of speed, adds + 2 to Sp
- 2 Potion of accuracy, adds +4 to BS
- 1 Potion of toughness, adds +2 T

For rules regarding Potions see the Magic section. An alchemist may choose any one Domain of Magic. An alchemist may re-roll Magic Test for any spell from Domain of Fire.

#### Outlaw: cost 21 DC (cannot be in a Lawful party) Brotherhood

**Cunning.** They will slip away and escape anyone, especially law and order. This makes their battle tactics rather interesting.

An Outlaw gains an additional d6 when disengaging from combat. If an Outlaw begins his turn hidden, charges and his attack is parried, you may roll a d6. If the result shows another location than the parried one, the attack was not parried and you may make a strike.

**Barbarian:** cost 33 DC (cannot be in a Lawful party) Fury *Brawn. They are especially brutal and deadly with two-handed weapons.* Barbarian gains +1 S in close combat. Barbarian cannot use heavy armours.

**Bard:** cost 21 DC Fervor (a Bard may not be the party's Leader) **Poetic chronicles.** The Bard follows the Leader anywhere he goes, praising his deeds in epic

poems and heroic sagas.

If the Leader is within 20 cm of the Bard, he has LD 8. If the enemy Leader is within 20 cm of the Bard, he may not issue orders to his comrades. There may be only one **Bard in a party!** 

Berserker: cost 41 DC (cannot be in a Lawful party)
Fear, Fearless, Fury
Battle frenzy. The more of his blood you spill, the more ferocious he becomes...
If a Berserker lost 2 or more Wounds and does not have an Action Dice anymore, roll a d6. On a 3+ the Berserker regains the Action Dice.

Black Knight: cost 45 DC (only Darklings and Humans, only Evil parties) Fear, Fearless, Heroism

Aura of death. His followers share his triumphs, but pay for them in blood ...

In close combat, after parrying, the Black Knight may mark any models in his party within 20 cm with the Aura of death. Each hero marked this way gives the Black Knight +2 to Power Strike. If the strike wounds the enemy, each marked model loses 1 Wound. Otherwise nothing happens. If during battle the Black Knight is reduced to 0 Wounds, each enemy model within 15 cm loses 2 Wounds and the Black Knight is immediately removed from play. If the enemy party has Good alignment, the enemies lose 3 Wounds instead!

Wizard: cost 51 DC / for Elves 41 DC (Mage) Spellcasting. Magic is incredibly powerful, but demands incredible sacrifice... A wizard may choose two Domains of Magic before the battle.



**Royal Champion:** cost 37 DC Fervor, Fearless **Specialization.** Years of training make him an adversary you cannot just ignore...

An attack of the Royal Champion may be parried only with a weapon from the same group as the Champion's weapon. If the Champion attacks with a one-handed weapon, the enemy may parry the blow only with another one-handed weapon etc. Moreover, if the Champion fails to parry a blow, you may roll a d6. On a 6 the champion dodges the blow and the attack fails.

#### Druid: cost 48 DC (Mage) (cannot be in an Evil party)

*Magical Menhir.* Forests are temples of Druids. Trees are their chapels. Great stones are their altars.

During deployment, the Druid may place a Menhir anywhere on the battlefield. A Druid within 20 cm of the Menhir does not lose any Wounds if he rolls a 6 in Magic Test. If the Druid is a Halfling or an Elf, self-healing within 20 cm of the Menhir restores 3 Wounds. If the Druid is a Human or a Dwarf, he may re-roll 1s in Magic Tests. A test may be re-rolled only once. Moreover, if a Druid is reduced to 0 Wounds, he may immediately regain 4 Wounds by removing the Menhir from the table. Druids are Mages, but may have only one Domain of Magic.

## False Prophet: cost 45 DC (only Humans, Northern Dwarves and Goblins, only for Anarchist parties) Fear, Fearless, Frenzy

## **Accursed visions.** For some his words are holy, for others they are blasphemous. Nevertheless, their power is undeniable.

Once per turn, at any point during his turn the False Prophet may roll a d6. On a 3+ any target enemy within 30 cm gets -2 modifier to any roll or characteristic other than W chosen by the controller of False Prophet. The modifier lasts until end of the Cycle and cannot accumulate. Each friendly hero within 10 cm of the False Prophet has Frenzy.

#### Squire: cost 18 DC Fervor

*Distraction.* Let me take care of this, Sire, you have better things to do... If a Squire joins combat with another friendly hero, that hero may disengage without making a test. If the Squire buys an additional weapon, its cost is not tripled!

#### Gladiator: cost 28 DC

#### Weak Spot. They see opportunity where others see only obstacles.

A shield wielded by a Gladiator has a +1 bonus and if an attack by the Gladiator is parried, roll a d6. On a 3+ the enemy loses one Wound. Armor offers no protection against the Gladiator's strikes.

#### Guardsman: cost 35 DC

# **Assault.** Thanks to their training they can make fearsome assaults and hold the gained position.

If a Guardsman uses a weapon with the 'counter-attack' special rule, he can re-roll his Strikes when charging. If Guardsman is charged by an enemy and does not have an Action Dice, you may roll a d6. On a 4+ the Guardsman may immediately make a free attack against the charging enemy.

#### Grave Robber: cost 16 DC

#### Necropolis lore. Indeed this is a fearsome city of graves...

If a Mage in the same party uses a spell from the Domain of Death, he gains a +1 for Magic Tests and may summon one more Undead than it would be normally possible.



**Priest:** cost 52 DC (Mage) *Holy crusade.* Priests will oppose anyone who breaks the laws of their gods, both spiritually and in combat. Many of them are considered holy warriors who protect the Law, many are considered great enemies...

A priest is a Mage, but has access to any equipment and one Domain of Magic. If the Paladin is in the party with Priest, the Priest gains Fury ability.

Cleric: cost 45 DC / cost for Halflings 40 DC (Mage) (cannot be in an Anarchist party)

**Prayer.** The power of prayer allows the Cleric to gain the favor of the gods – whether they are good, or evil.

Once per turn the Cleric may pray for favor for any other hero in the party. Roll a d6. On a 3+ the prayer is successful. Target model within 15 cm of the Cleric may re-roll any one dice. The Cleric does not lose any Wounds when praying. The Cleric has only access to one Domain of Magic.

#### Corsair: cost 31DC

Bold charge. Corsairs strike boldly with unrivaled ferocity.

A corsair charges up to Sp x 3 in cm. If the enemy's Sp is equal or less than the Corsair's, he may re-roll 1s and 2s when making a Normal Strike.

Witch Hunter: cost 39 DC (cannot be in Good or Evil parties) Fanatic, Fear (only for Mages)

**The Hunt.** The Witch Hunter strives to root out any corruption, which manifests itself in the form of magic...

If an enemy Mage is within 30 cm of the Witch Hunter, all spells he casts make him lose one more Wound. Once per turn, for each friendly Acolyte or Soldier within 20 cm, the Witch Hunter may modify one dice roll by +2 or -2. If the Witch Hunter reduces the enemy Mage to 0 Wounds, the party gains one Triumph Point as long as the Hunter lives.

#### Scoundrel: cost 12 DC

Many people are only interested in drinking and partying, which makes them not very useful in battle.

Their greatest asset is that they are cheap and will easily join your party, their greatest drawback is that they can't do much...

#### Headhunter: cost 29 DC Fanatic

#### Attack the head. Enemy scalps are his most prized trophies.

When striking at an enemy's head, a Headhunter doubles the bonus of his weapon. If the Headhunter reduces an enemy to 0 Wounds in close combat, the enemy party must immediately make a Panic Test.

#### Bounty Hunter: cost 31 DC

#### Great opportunity. Fortune for some is always misfortune for others.

When fighting enemy Leader or Mage, a Bounty Hunter may gain a +2 bonus to any roll. If the Bounty Hunter reduces the enemy Leader or Mage to 0 Wounds, the party gains one Triumph Points as long as the Hunter is alive.

#### Bow Master: cost 32 DC

*Eagle eye.* The Bow Master's accuracy makes his weapons especially deadly... Ballistic Skill characteristic of Bow Master is increased and equals 8. Any bow in a Bow Master's hands has Damage 2. In addition, when a Bow Master makes a ranged attack, he may also move up to his Sp in cm.

#### Sword Master: cost 34 DC

#### Perfection. Whatever you do, master that discipline.

Sword Master using any sword may use rules and modifiers any other swords, choosing at any time those that Sword Master considers appropriate. When making Normal Attack, Sword Master make Perfect Strike on the result 4+.

#### Monk: cost 21 DC Fervor

#### **Temple lore.** If this Temple has a soul, I will let it guide me to show me its Legend... Thanks to the Monk, every spell cast by a friendly Mage from the Domain of Light has its range increased by 10 cm. When casting a spell from that Domain, the Mage may make the Monk lose a wound instead of him, if the monk is within 15 cm.

#### **Cutthroat:** cost 26 DC (cannot be in a Lawful or Good party)

**Stab.** Daggers wielded by this individual freeze even the hearts of those who forgot they had them...

When using a knife or dagger for making a Precision Strike, the Cutthroat inflicts 3 damage instead of 2.

### Professions

**Paladin:** cost 45 DC (only Shortlings and Humans, only for Good parties) Fearless, Heroism

# **Aura of Inspiration.** Paladins tread through battlefields like demigods of war, radiating a powerful aura...

At any moment during his turn, but only once per Cycle, the Paladin may activate a powerful Aura, which will strengthen him and any other hero from his party. Roll a d6. On a 3+ the Paladin gains +2 to any one of his characteristic (except Wounds), and any hero within 20 cm gains a +1 to any one characteristic (except Wounds) of that hero. The Paladin's aura works until the end of the Cycle it was activated in. The Paladin provides two additional Blessed Dices to his party. Moreover if the Priest is in the party, the Paladin gains Fear ability.

#### Crafty Merchant: cost 28 DC

## **Commerce.** The knowledge of commerce comes with age... but cunning helps it grow even more.

The Merchant may buy 3 different items from Additional equipment section. When an enemy charges the Merchant, he may immediately give enemy one of those items and thus prevent enemy from attacking. The Merchant may give an item this way only while being charged.

In addition, when drawing Item Cards, the player may draw twice as many cards as allowed, and keep the player considers appropriate (player may keep only a number of cards that normally would be allowed to draw).

#### Tracker: cost 26 DC

*Tracking knowledge.* To see the unseen you have to understand the incomprehensible... Tracker has a Spot range of 40 cm, also Tracker can re-roll failed Spot tests.

If the Tracker charges an enemy whom he spotted or who is within terrain, his attacks may not be parried.

**Brigand:** cost 31 DC (cannot be in a Good or Lawful party) Fear, Brotherhood *Surprise attack.* By living a life of crime and robbery, he learned that surprise is his best friend.

If, at the beginning of his turn, the Brigand is in terrain or he is hidden, when he charges he gets +2 to any Strike. A brigand fighting an enemy in terrain always inflicts 1 more damage.

#### Gunsmith: cost 28 DC

#### Gunsmithing. He can repair any firearm as well as make it very deadly.

Any firearm with the 'Faulty' rule possessed by any hero in the party will wound the owner only on a 6+ instead of 4+. In addition to making a ranged attack, a Gunsmith may move up to his Sp in cm, and when firing a firearm Gunsmith gains a +1 to hit rolls.

Knight of the Order: cost 45 DC (only Humans and Half-giants, only for Neutral parties) Fearless, Heroism, Fury, Brotherhood

**Monastic devotion.** Knights of the Order are among the best and fiercest warriors, able to overcome enemies much stronger than them.

If a Knight of the Order inflicts any damage to an enemy without an Action Dice, the enemy is dealt 2 additional damage. If the enemy had an Action Dice and he was inflicted more than one damage, roll a d6. On a 2+ the enemy loses the Action Dice. The Knight makes all Armor tests with a +1 bonus.

#### Guard Sergeant: cost 27 DC Fervor

#### **Protect and serve.** He strives to perform his duties with due diligence.

As long as the Sergeant is on the battlefield, the party may pass any won initiative rolls to the opponent, and the opponent must accept them. If the party lost Initiative, the Sergeant may remove his Action Dice and roll a d6. On a 3+ the party takes Initiative and the enemy may not try to seize it this Cycle. The Sergeant may use Heavy Armor, and he may re-roll armor tests for his shield.

#### Skald: cost 19 DC

## **Battle song.** His tales of great heroes and gods inspire the party to bravely face their enemies.

During his turn, a Skald may sing a song, which will inspire him and any other hero. Roll a d6. On a 3+ the Skald and any other hero within 20 cm have 'Fury' until the end of the Cycle.

#### **Executioner:** cost 36 DC (cannot be in Good parties)

#### **Perfect kill.** They are elite killers, able to eliminate any enemy...

Speed characteristic of Executioner is increased and equals 8. When making a ranged attack, Executioner can also move up to his Sp in cm. Executioner may inflict Critical Strikes when shooting with any bow or crossbow. A Sniper equipped with Poison may re-roll Critical Strikes in combat.

#### Ranger: cost 25 DC

## **Wilderness lore.** Where you see just trees, he sees a map of mysterious woods and hills.

Thanks to the Ranger, one hero from players party may be deployed 20 cm further than the normal deployment zone. If the Ranger is within a terrain piece, his close combat weapons, regardless of their type, have the 'counter-attack' special rule. Thanks to the Ranger, Mage may re-roll Magic Tests for any spells from the Domain of Nature.może wykonać Przerzut każdego czaru z domeny Natury.



Marksman: cost 19 DC

**Move and shoot.** For a Marksman, his ranged weapon is an extension of his will...

Marksman may move up to his Sp in cm in addition to making a ranged attack. If Marksman buys an additional weapon, its cost is not tripled.

Shaman: cost 47 DC / cost for Goblins 42 DC (Mage) (cannot be in a Lawful or Good party)

**Ritual.** The Witch Doctor contacts the spirits by performing a blood ritual.

To consult the spirits, Shaman loses 1 Wound and performs Magic Test by rolling on the Spirit Table. Shaman cannot have any Domain of Magic. Shaman as any Mage must see his target to cast a spell!

6 - The power of spirits. The spirits change the course of reality. Shaman regains one Wound, and any two chosen enemy models lose one wound each.

**5** - The revenge of Mati-Puti. Select any model from your party. If an enemy model inflicts damage on that model, it receives the same amount of damage back.

**4** - Doom. The opponent must choose one model from his party. That model loses its Action Dice.

**3** - Frenzied dance. Move any enemy model not locked in close combat up to its M in any direction.

**2** - Blood tribute. The opponent must choose one model from his party. That model loses 2 Wounds.

1 - Blood feast. Spirits crave for more blood. The Shaman loses an additional Wound.

#### Duelist: cost 34 DC

**Sweeping cut.** The duelist swings his weapon with awesome precision. That weapon is usually the last thing you see. Ever.

Duelist fighting with a weapon with a +1 bonus to Normal Strikes, gains a +2 bonus instead. If he fights with a weapon with a +2 bonus to Power Strikes, he gains a +3 bonus instead. If the Duelist buys an additional weapon, its cost is not tripled!

#### Charlatan: cost 23 DC Frenzy

## **Crazy blabber.** Thy abscesses shall explode, and from thy furuncles larvae shall sluggishly crawl. Aluum gazuluum TULUUM!!!

Any enemy Mage within 20 cm of the Charlatan has -1 to Magic Tests. The Charlatan increases the range of all abilities of False Prophets by 5 cm. After removing the Action Dice in the first Cycle, Charlatan gives the Anarchists team one Rage Dice without performing any test.

#### Fencer: cost 35 DC

#### Guard. Try to break his defenses ...

Weapon Skill of Fencer equipped with a sword, saber or rapier is increased and equals 8. If a Fencer equipped with a sword, saber or rapier is attacked from the front, the Fencer may Parry by using two dice instead of one. The Fencer defends two locations at the same time.

#### Axeman: cost 23 DC

#### The power of the axe. Axemen are known for their exceptional prowess with heavy axes.

Any one-handed axe wielded by an Axeman has the 'Thrown' special rule (not counted into ranged weapon limit). An axe thrown by an Axeman has Damage 2, and in addition to throwing the axe, the Axeman may move up to his Sp. A Great Axe grants him a +3 bonus instead of +1 if you roll doubles.

Street Judge: cost 45 DC (only Humans and Half-giants, only Lawful parties) Fearless,

Fanatic, Heroism

I am the LAW!!! Their life is filled with constant struggle with those who won't obey the law.

At any point during his turn, but only once per Cycle, a Street Judge may try to shout a war cry which will strengthen the resolve of Street Judge and his companions. Roll a d6. On a 3+ until the end of the Cycle, all Armor Tests of Street Judge have a re-roll and the Judge and any hero from his party within 10 cm, double the bonus of their weapons.

#### Wizard Apprentice: cost 34 DC Fervor

# **Apprentice.** The way to learn the secrets of Magic is long and far from straight... just like the dungeons of Morgathor.

A Wizard Apprentice has one spell chosen from the spells of the party's Wizard. Thanks to Apprentice, the Wizard may re-roll tests for summoning Magic Spawns and draw one more Item Card at the beginning of the game.

#### Master Gamekeeper: cost 24 DC

#### Knowledge of the Land. Where you see just trees, he sees a map ...

Any bow or crossbow wielded by the Master Gamekeeper has the /Stun special rule – see Equipment. As long as Master Gamekeeper is present on the battlefield, you can summon a second War Eagle and the bonus of the 'Sharpen Senses' spell is doubled.

#### Clan Warrior: cost 27 DC Brotherhood

**Ritual combat.** Surrounded by fumes of incense and shamanic incantations, the clan warrior seeks the favor of gods of war.

When making a Normal or Power Strike, a Clan Warrior may modify the dice result by 1.

### Professions

#### Fortune teller: cost 18 DC

*Foretelling.* Whether he is reading cards or stars, he knows what is going to happen... As long as the Fortune Teller is alive in a Good or Neutral party, the Leader may reroll Initiative with a +1 or -1 bonus. In an Evil party, Fortune Teller allows to use the Torment Dice re-roll with a +1 bonus.

#### Assassin: cost 29 DC (cannot be in Good parties)

**Deadly strike.** Through years of perfecting their dark arts, Assassins excel in deadly strikes.

An Assassin may modify his chance of inflicting a Critical Strike when making a recision Strike by +1. If Assassin uses a light weapon, the attack bonus of this weapon is doubled.

#### Soldier: cost 31 DC

## **Training.** A soldier spends his life fighting wars, which makes him an expert in handling his battle gear.

A Soldier makes all Armor Tests with a +1 bonus. If there is a Knight of the Order within 15 cm, the Soldier gains the 'Fearless' special rule.

#### Herbalist: cost 18 DC

Potion/poison brewing. The knowledge of herbs allows one to heal... or harm.

In a Good party, Herbalist allows to use the Blessed Dice to re-roll not only 1s, but also 2s in combat. Also, any hero equipped with Poison inflicts 2 damage instead of 1, if he rolls a 6 when making a Precision Strike.

#### Thief: cost 20 DC (cannot be in Lawful Parties)

#### Pickpocket. If you can't find something... he probably had found it already.

Thanks to Thief your Mage can draw one more Item Card at the beginning of the game. If the Thief inflicted in combat at least 3 Damage to an enemy, roll a d6. On a 3+ the Thief steals one item from the enemy's additional equipment. The Thief may use the item until the end of the battle.

#### Swashbuckler: cost 31 DC Fury

# **Dual wield.** These able warriors are so good at fighting that they can wield two weapons at the same time.

A Swashbuckler equipped with two identical one-handed weapons may may make a second attack if his first attack was parried. The Swashbuckler additional weapon cost is not tripled, but instead is halved, rounding down, if it is the same as his first weapon.

#### Scout: cost 24 DC

Stealth. You won't hear or see me. I am your shadow. Hidden Scouts may move their full Movement.





### What are Guilds?

Membership in a Guild gives some unique options to the Leader and his party. To belong to a Guild, your party must fulfill certain requirements. Parties containing heroes with professions costing more than 40 DC (except for Mages) cannot belong to a Guild. You may choose to be a member of one of the following Guilds:

#### **Assassins Guild**

To belong to the Assassin Guild, the Leader must be an Assassin, and at least two other heroes must pick the profession of an Assassin, Executioner or Cutthroat.

#### Benefits

All heroes from the party gain +1 to Precision Strikes, and all knives and daggers in the party are Poisoned. See Equipment – Poison.

The Leader gains the ,Fear' special rule.

When shooting at heroes from Assassin Guild, all terrain modifiers provide additional -1 BS for the shooter.

#### **Thieves Guild**

To belong to the Thieves Guild, the Leader must be a Thief or Brigand, and at least two other heroes must pick the profession of a Thief, Outlaw or Brigand.

#### Benefits

70

All heroes may move additional 3 cm when Hidden.

All heroes may re-roll Loot Tests.

Also, the player may spend 5% Dragon Coins more on the party than the agreed total (rounded down).

71

#### Mages Guild

To belong to the Mages Guild the party MUST have a Mage. The Leader can also pick a Mage for his profession. Such Leader does not contribute additional Item Cards, but he can benefit from all other rules concerning Mages. The Leader is still treated as a Leader, not a Mage!

#### Benefits

Any hero who is casting a spell and has two other friendly heroes within 10 cm may decide that one of those friendly heroes will lose a Wound instead of him.

The Leader, who picked one of Mage professions, may choose an additional spell from any available Domain.

#### **Tracker Guild**

To belong to the Tracker Guild, the Leader must be a Bow Master or a Tracker, and at least two other heroes must pick the profession of a Bow Master, Marksman, Tracker or Scout. Up to the half of the party (rounded up) may be equipped with ranged or thrown weapons. The heroes in the party may not use firearms!

#### Benefits

The Party gains access to the equipment of the Tracker Guild.

If the Leader is a Bow Master, any hero equipped with bow, longbow or crossbow can inflict Critical Strikes when shooting.

If the Leader is a Tracker, each hero in the party gains +1 BS and +1 to Precision Strikes. All heroes in the party may re-roll Spot tests.

#### Mercenary Guild

To belong to the Mercenary Guild, the Leader must be a Duelist or a Guardsman, and at least two other heroes must pick the profession of a Duelist, Guardsman, Soldier, Fencer or Swashbuckler.

#### Benefits

All heroes in the party gain +1 to WS or S when charging.

The Leader gains the 'Brotherhood' special rule and has one more order to issue.



### Alignment

Before creating a party, you must decide what will be its alignment. Alignment gives you additional rules which will grant your party unique options on the battlefield. Alignment is not limited to the rules however – it gives your party a certain flair and it should be reflected by their appearance. When painting your miniatures you should choose colors in order take into account the alignment of your party, and you can show what places they frequently visit by modeling their bases. The unique look of your party will make your victories all the more enjoyable.

#### GOOD

symbol - Fading Sun



#### "VIRTUE AND HONESTY"

#### Blessing

At the beginning of the game, the party receives a number of Blessing Dice equal to half of party size (rounded up). If a hero is to be reduced to 0 Wounds during the game, the player may use Blessing Dice and make a roll. On a 4+ the hero is reduced to 1 Wound instead, and on a 6 he does not receive any damage whatsoever. These rolls may not be modified for any reason!

In addition, if during combat any hero rolls a 1, the player may use Blessing Dice to re-roll that 1, and if the result after re-roll is 5+, the player gets the Blessing Dice back!

#### LAWFUL symbol - The Aegis of Law



"JUSTICE AND ORDER"

#### Battle tactics

If during one Cycle, as a result of one hero actions, one enemy model loses 3 Wounds in total, then the party gets one Battle Tactics Dice.

Make a d6 roll and put the dice with whatever score you rolled on your party sheet as a Battle Tactics Dice. At any point during the game you can switch any dice you rolled to one of your Battle Tactics Dices. The player may have a maximum of two Battle Tactics Dice at any given time. If player would gain another one, the player may discard one of already possessed and replace it with the new one. NEUTRAL symbol - Artifact Chalice



#### "INDEPENDENCE AND BALANCE"

#### Battle inspiration

The party gains a number of Inspiration Dice equal to the Leader's LD divided in half rounded up. The player may use an Inspiration Dice when an attack made by player's hero is parried by the enemy. Roll a d6, on a 3+ the hero regains Action Dice. The player may also use an Inspiration Dice when player's hero did not parry enemy. The player may use Inspiration Dice and try to parry once again. The hero may use only one Inspiration Dice per Cycle. If a hero reduces an enemy to 0 Wounds, the party gets one Inspiration Dice.

### ANARCHISTS symbol - Three Moons



### "AGGRESSION AND CHANGE"

#### Battle rage

During the first game Cycle any heroes from party may remove their Action Dice in their turn and roll a d6. For each 4+ the party gets one Rage Dice which can be used during any Initiative Phase. When the player use Rage Dice, all player's heroes may add +1 to any characteristic used during attacking or defending until the end of the Cycle. The player may use only one Rage Dice per Cycle. The Anarchist's party gets one Rage Dice whenever in one Cycle the enemies have received in total as many Wounds as the number of heroes in Anarchists party at the beginning of the game.

*i.e. the Anarchists party has 7 heroes at the beginning of the game, so Anarchists must dealat least 7 Wounds to enemy in one Cycle to gain one Rage Dice.* 

#### EVIL

symbol - Mark of Darkness

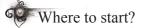


#### "DEATH AND DESTRUCTION"

73

#### Tormented souls

Before the game, any number of heroes may offer their souls to Dark Gods. Each model which does that loses one Wound and must roll a d6. On a 3+ that hero who made the offering provides one Torment Dice to the party, which can be spent at any point in the game to re-roll any dice. The second result always stands! Moreover, for every enemy removed from the game, a d6 roll must be made- on 4+ the party gets one Torment Dice.



There are some basic rules of creating a party. At first you shouldn't worry too much about the details, like picking right weapons or equipment for given races. The first games you play should be ,training' games, to familiarize yourself with what works and what doesn't. Obviously, you will need an opponent to play against. Now that you have chosen the alignment of your party, you should take a look at the rules of creating a party of a given alignment.



## Party alignment

Take a look at the racial characteristics. Each race has one or more letters (G, L, N, A or E) denoting the alignment the race can choose.

If you create a Good party for example, all heroes' races must have G. There are races which can pick from several alignments, like Humans which allows them to be selected for parties of varying alignments.

The parties the hero can be selected for depend on the letters his race has: for example, (G) means the hero may be selected for Good parties; (L) means the hero can be selected for Lawful parties.



Good (D) - Honesty and virtue Lawful (P) - Justice and order Neutral (N) - Independence and balance

Anarchy (A) - Aggression and change Evil (E) - Destruction and death

## Party size

You and your opponent must decide on the size of the game you wish to play. It determines how much Dragon Coins you will get to spend on your party. A standard party costs 1000 Dragon Coins (DC), but you can play smaller (750) or larger (1500) games. If you play other war games you will realize that Dragon Coins are just a fancy name for points.

You party may contain 6-16 models.

### Choose races

There are two approaches for building a party. The first one is to create a party with heroes belonging to the same race. Such a party benefits from the Bound by blood special rule. The second approach is to pick whatever you want and create a party of races which complement each other's abilities. Remember that you are still limited by the alignment you chose.

## Choose professions

After you choose races, each hero must pick a profession. You are not limited in your choice, but remember that some professions have restrictions (see Professions, pages 24-29).

Also, if you want to have more than one hero with the same profession, each additional instance of that profession costs 10 DC more, for example the first Barbarian in the party costs 33 DC, the second one -43 DC, the third one -53 DC etc.

# General rules for creating a party

The party MUST contain one hero which has the Leader profession in addition to his normal profession.

Each party MAY have one hero with a profession belonging to the 'Mage' group. Each hero MUST be equipped with at least one weapon.

Maximum up to the half of the party (rounded down) may be equipped with firearms, ranged or thrown weapons.

Any hero MAY be equipped with an additional weapon, but its cost is tripled.

Heavy armor may be chosen only for heroes with professions which cost more than 30 DC, below that price the hero is limited to light armor.

## Party sheet

Record your party on a Party Sheet. A Party Sheet allows you to keep all information concerning your heroes: their characteristics, cost, abilities and equipment. You will also be able to record any loss of Wounds by your heroes.









Sword, short sword +1 Normal Strike

(cost 11 DC)

Axe, Scimitar +1 Power Strike, -2 Precision Strike

Hammer, Morgenstern +1 Power Strike, -2 Precision Strike (-1 to every Armor Tests)

Saber, Rapier (cost 12 DC) +1 Normal Strike, -1 Power Strike, +2 Precision Strike

Spear (cost 13 DC) + 1 Normal Strike, -2 Power Strike, (counter-attack)

Mace, Club -2 Precision Strike, (Stun re-roll)

Pitchfork, Rod -2 Power Strike, -2 Precision Strike (cost 10 DC)

(cost 14 DC)

(cost 8 DC)

(cost 5 DC)

78

I III



Two-handed weapons:

**Bastard** sword (cost 17 DC) Normal Strike (re-roll), + 1 Power Strike, -1 Precision Strike (2hd)

#### Longsword

(cost 16 DC) - 1 Normal Strike (re-roll), + 2 Power Strike, -2 Precision Strike (2hd)

### Great Axe

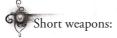
(cost 17 DC) + 2 Power Strike, -2 Precision Strike, (+1 to S if double) (2hd)

Great Hammer, Battle Staff (cost 19 DC) + 2 Power Strike, -2 Precision Strike, (-1 to every Armor Tests) (2hd)

Halberd (cost 22 DC) +2 Power Strike, -2 Precision Strike, (counter-attack), (2hd)

Flail Power Strike (re-roll), -2 Precision Strike, (2hd)

Staff, Ritual weapon -1 Precision Strike, (2hd)



Dagger, Hunting Knife +2 Precision Strike, -2 Power Strike, (light) (cost 7 DC)

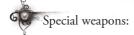
#### Knife

(cost 2 DC)

(cost 16 DC)

(cost 6 DC)

(cannot deal Critical Strike or Perfect Strike) +1 Precision Strike, -3 Power Strike, (light)



Asari Tiheri - Legendary powerful weapon that only the bravest of Tigerian warriors could wield.

+ 2 Power Strike, -2 Precision Strike, (+2 to Knockdown test) (2hd) (cost 21 DC) (only for Tigerians)

Axe of Grom - Dreadful great axe wielded by the most cruel of Grimm.

+ 3 Power Strike, -2 Precision Strike, (+1 to S if double) (2hd) (cost 38 DC) (only for Northern Dwarfs)

**Asmund's Hammer** - Ancient hammer which, as the legend says, was held by Asmund in his titanic battles against the Gods.

+ 2 Power Strike (re-roll), -2 Precision Strike, (Stun on every location) (-2 to every Armor Tests) (2hd) (cost 43 DC) (only for Dwarfs of Thargomind)

Ussarous - Ingenious weapon, blessed by blood of Vorak'hous virgins, for the most valiant sons of Argatea.

+2 Normal Strike, +2 Precision Strike (Backstab works on 4+ from every side, Perfect Strike made with two d6 and the player may choose better result) (cost 25 DC) (only for Voraks)



**Counter-attack** - (Triggered Ability) Weapon with counter-attack allows the hero who was charged to use Action Dice and perform his attack before enemy does.

**Two-Handed Weapon** (2hd) - Two-handed weapons cannot be purchased for the hero possessing a shield.

**Re-roll** - Weapons with this ability allows you to re-roll all the dices used in the attack. Annotation "re-roll" is always quoted alongside the target principle.

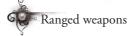
**Light** - These weapons are often moved from hand to hand during a fight so it cannot be purchased for the hero possessing a shield.

**Special Weapons** - In party there can be only one hero for whom special weapon has been purchased. It does not matter whether it is weapon used for fighting or hunting, only one character in the party can have this type of weapon.

### Natural weapons

This type of the weapon reflects weapons such as fangs, claws, talons but also all the improvised weapons as stones, sticks, etc. The model equipped with this type of weapon can have a special annotations for existing modifiers in combat. The natural weapons are equipped mainly to summoned creatures and beasts.





#### Bow

(cost 12 DC)

Dam 1 range up to 60cm

### Long Bow

(cost 19 DC)

range up to 70cm, +1 BS, min. 7 S and 7 Sp Dam 1

### Crossbow

(cost 17 DC) range up to 40cm, Armor Tests are made on 1d6 instead 3d6 Dam 1

#### Repeating crossbow

(cost 24 DC)

range up to 40cm, Dam 1 (first result of 1 or 2 on Hitting can be re-rolled)

### Sling

(cost 3 DC)

Dam 1 range up to 20cm, max. damage 2,





(only for Marksman or Gunsmith)

#### Musket

(cost 15 DC)

Dam 1 range up to 40cm, (Shields does not work)

#### Arquebus, Big Gun

(cost 26 DC)

Dam 2 range up to 40cm, BS=8, min. S 8. Faulty

#### Blunderbuss

Dam 1/Stun range up to 30cm, BS=7, min. S 8, Faulty, explosion 8 cm, max. damage 2,

#### Small cannon[]

(cost 16 DC)

(cost 22 DC)

Dam 1 range up to 50cm, Ricochet, only for small races, (BS re-roll), Armors does not work

### Pistol

(cost 3 DC)

Dam 1 range up to 20cm, max. damage 2, (may be bought by any profession)



#### Throwing knives

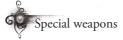
(cost 3 DC)

Dam 1 range up to 20cm, max. damage 3, Thrown, Sneak throw Allows to decide which characteristic is used for throwing - SP or S.

### Bomb

Dam 1/Stun

(cost 5 DC) Thrown, Faulty, no Aiming, explosion 8 cm



**Bow of Morrenviel** - (long bow) (cost 21 DC) An intricately designed and ornamented Elven bow given only to those who prove their heroism.

Dam 1/Stun range up to 70cm, +2 BS, min. 7 S and 7 Sp, (only for Elves)

Crossbow of Doom - (crossbow) (cost 21 DC) A weapon created by the cruelest Hobgoblin Necrogunsmiths.

Dam 2 range up to 40cm, Armors does not work, (only for Hobgoblins)

The King of Thieves' sling - (sling)(cost 16 DC)Nobody knows how it looks, but many know how it hurts.

Dam 1 range up to 30cm, max. damage 4, movement=Sp, sneak shoot (only for Halflings)

Corrupted Blunderbuss - (blunderbuss) (cost 28 DC) An enormous blunderbuss wreaking havoc among the enemies of Ugruk-hor.

Dam 1/Stun range up to 30cm, BS=8, Faulty, explosion 8 cm, Incendiary ammo, (only for Orcs)

Thrown The weapon is not lost as a result of throwing.

**Faulty** - If the player roll a 1 when rolling to hit, the attack misses and the hero using the weapon must roll a d6. On a 4+ hero loses a number of Wounds equal to the Damage of the weapon. If the weapon has Explosion, it applies as well.

**Explosion** - If the weapon hits and inflicts wounds on an enemy, the explosion inflicts the same amount of damage to all heroes within the radius specified in the weapon description. The radius is measured from the base edge of the enemy hit.

85

**Sneak** - (...) Weapons with Sneak (...) special rule do not cause a hero to lose the Hidden status when being used.

**BS=X** - When firing such weapons do not use the BS of the shooter. Use the value specified in the description instead.

**Ricochet** - After hitting a target, the bullet travels further it and hits all heroes it passes through. Every model within 10 cm of the target is hit. To specify the line of fire, measure from the exact middle of the base of the weapon, through the exact middle of the base of the main target, up to 10 cm behind the target. Each model covered by the tape measure is hit.

**Stun** - A hero hit with such a weapon in any location must immediately make a Stun test regardless of having helmet.

[] - This mark in the description of the weapon means that such weapon is put on a separate base. If the hero who owns it wants to shoot it, he must be in full base contact with the weapon base. He can touch the base with his front or any side edge, and the field of vision and range are measured from the hero's base. The hero can move with the weapon, but he can only move up to his Sp. If he wants to leave the weapon, he may do so, but the weapon will be useless until he comes back into full base contact with it. An enemy declaring a charge may charge either the hero, or his weapon. If the weapon is charged, remove it from play at the end of the enemy hero's turn.

**Incendiary** - If the player roll any 6 for wounding with the weapon, the enemy must immediately roll a d6. On a 5+ he loses his Action Dice and another 1 Wound.

#### Please note!

"Ominous Venom" card cannot be used for any firearms or for ranged weapons costing less than 10 SD.



Light helmet	light - save on 6+	(cost 5 DC)
Chain shirt	light - save on 6+	(cost 3 DC)
Leather greaves	light - save on 6+	(cost 4 DC)
Heavy helmet	heavy - save on 5+	(cost 9 DC)
Breastplate	heavy - save on 5+	(cost 7 DC)
Plate greaves	heavy - save on 5+	(cost 8 DC)
Wooden shield cannot be used with two-handed or light	light - save on 6+ weapons	(cost 6 DC)
Steel shield	heavy - save on 5+	(cost 12 DC)
cannot be used with two-handed or light weapons		

#### Armor

A hero wearing armor has a chance that the damage he receives will be halved (rounding up). An Armor Test is made when the player know the exact amount of Wounds the hero is going to lose. It is important to consider the location which was hit. If the hero has no armor in that location, he may not make the test. Heavy armor may be worn only by professions with base cost above 30 DC. A hero wearing any helmet can not be stunned.

#### Armor Test - roll 3d6

Regardless of on how many dices player obtained the desired result, damage is reduced by half only once.

If a player has rolled double of 1s during the Armor Test, the armor piece at the attacked location is destroyed, even if armor has reduced part of damage. Armor Test is made with 1d6 (instead of 3d6) against Precision Strike.

#### Shield - roll 1d6 (Triggered Ability)

Shield is a piece of armor with special rules which allows a hero to assume a defensive stance with a chance to absorb any attack or with a chance to hide from enemy shooting. Shield can only be used by a hero WITHOUT an Action Dice. A hero who still has an Action Dice and wants to use a shield may voluntarily remove his Action Dice or use a weapon with the 'counter-attack' special rule.



### Additional equipment

Each hero in the party may buy one item from the list below. If the description does not state otherwise, only two of the same item can be bought by a single party. You don't have to represent these items on models, we can just assume they are kept in sacks or purses. Items such as Trophies or Totems may be represented by whatever you want, some heroes keep the heads of their enemies, others may have symbols of their deities. Similarly, the Horn may be just as well represented by bagpipes, a drum or whatever you think will work. The numbers given with the items are used for Loot tests.

#### Rope (cost 1 DC)

The rope allows a hero to climb by moving normally and make any actions when in climbable terrain.

2 Lantern/torch (cost 3 DC)

A hero with this item has +1 to Spot tests.

3 Tinderbox "1" (cost 1 DC)

After using this item all heroes in a radius of 30 cm lose 'Hidden' marker.

#### **Healing potion** "1" (cost 5 DC)

The first Wound loss of the hero during the game is decreased by 2.

#### 5 **Poison** (cost 3 DC)

Any 6 rolled for a Precision Strike with any weapon will inflict 1 additional damage.

#### 6 **Herbs** "1" (cost 1 DC)

At the beginning of his turn the hero may perform a Minor Action to use herbs. Roll a d6, on a 4+ he regains 2 W.

#### **Talisman of Destiny** "1" (cost 4 DC)

The hero may use the Talisman when he wounds an enemy or receives wounds himself

during combat or as a result of shooting with weapon other than thrown weapons or firearms. Roll a d6. On a 4+ he may increase the wounds inflicted by 4, or decrease the wounds suffered by 4.

### 8 Battle relic "1" (cost 3 DC)

The hero may use this item as a Minor Action. Until the end of the cycle one of his characteristics is increased by 2.

#### Tracker cloak (cost 8 DC)

A hero with this cloak may be spotted only from 20 cm or less. Hero wearing Tracking cloak does not lose the hidden status as a result of spells or items.

#### 10 **Glass** "1" (cost 1 DC)

The hero may use this item as a Minor Action. Until the end of the cycle target enemy may not make any ranged attacks.

#### 11 Amulet of courage (cost 4 DC)

If the hero is charged by an enemy with Fear or Permanent Fear, the player may roll a d6. On a 3+ hero can try to parry the enemy's blow.

### 12 **Arrowheads and boltheads** (only for the Tracker Guild) Each of the different types of heads can be bought up to three times.

**Armor piercing** (cost 4 DC) - Armor Tests made with 1d6 instead 3d6. **Incendiary** (cost 3 DC) - any 6 rolled to wound means that the opponent must immediately roll a d6. On a 5+ he loses his Action Dice and an additional Wound. **Hunting** (cost 6 DC) - the hero gains +2 BS.

#### 13 The Mask of Assassins (Assassins Guild only) (cost6 DC)

The hero gains heavy armor in his head location which works only to the front. The Mask of Assassins Armor Test can ALWAYS be made, regardless of the weapon, attack or ability used by enemy. A hero with the Mask of Assassins gains the Fear special rule.

#### 14 **Trophy/totem** (cost 2 DC)

If there is a hero with a Trophy or Totem within 30 cm of the Leader at the moment of making a Panic Test, the player may add +2 to the roll. This item may not be bought for the Leader or the Mage, and only one can be bought per party.

#### 15 Horn (cost 4 DC)

Horn allows the player to make re-roll of failed Panic Test. This item may not be bought for the Leader or the Mage or a hero bearing a Trophy/Totem. Only one can be bought per party.

89

"1"- One use item.



### Preparing the table

You need a 70 cm x 70 cm table to play the game. You will also need a ruler or tape measure marked in centimeters, several six-sided dice and few terrain pieces.

#### Choosing a location

Draw a random location from Terrain Cards to see where you will play. If you and your opponent have different Terrain Decks, make a d6 roll and whoever rolls highest use his deck.

**Both players roll a d6** and whoever rolls highest shuffles the Terrain Cards and draws two randomly. From these two the choosing player picks the one he likes better. The chosen card is set near the playing area, the second one is returned to the deck.

#### Terrain setup, choosing sides and deployment

The Terrain Card will tell you the location where the battle will be fought and how many terrain pieces are required for the table. If both players agree, terrain can be set up differently, so as to represent another part of the City or the Graveyard. Next, each player has the opportunity to add one additional terrain piece (see Terrain – amount of terrain).

The player who drew Terrain Cards sets a 'Loot' token onto each terrain piece, wherever he wishes.

His opponent now can choose the side and deploy first. When he does so, the other player deploys his party.

Starting the game

### **Choosing Items**

The party Mages wander around marketplaces, stores and temples in search of various items which will help the party overcome their enemy. Each player must have their own Item Deck. Shuffle your item deck and draw three cards from the top. Your opponent does the same with his deck. If you draw several items of the same Type, you can discard one of them and draw another card which you have to keep. Set the Permanent Item

cards aside, face up, near your Party Sheet. Keep the other Item Cards secret.

#### Choosing game difficulty and Quests

Before the game, party Leaders walk around the city and get jobs from a Guild, a friendly mage or other Umbra Turris dwellers they know.

The players may set or draw game difficulty. The difficulty tells how many Triumph Points you should gain to win the battle. Choose or roll a d6: Easy (1, 2) = 2 TP Regular (3, 4, 5) = 3 TP Hard (6) = 4 TP

Both players roll a d6. The player who rolls highest chooses whose Quest Deck will be used and draws 3 cards from this deck. The opponent must not see these cards. The player may put those cards back to the deck if he does not like them, re-shuffle and draw again, but this time only two. Then the opponent draws Quest Cards and has the opportunity to discard them as well.

#### Starting the game

At this point you have to reveal the Quest Cards which state 'Reveal this card before battle' and you can start the game from the Place Action Dice phase (see Cycle and Game Phases).

How to win?

- The player wins if:
- has required Triumph Points
- the opponent, who lost half or more heroes, fails a Panic test
- has eliminated 75% worth in DC of opponent's heroes



## Terrain pieces

Terrain pieces affect the game and make it more interesting. The amount of terrain pieces and their types will inevitably affect the players' decisions: do I storm into close combat, or do I stand and shoot, using terrain for cover. You should choose terrain so as to ensure that each player, regardless of their favorite style of play, has an equal chance of winning the game.

## How much terrain

Normally a game of Umbra Turris involves 1-6 terrain pieces. Remember that each model terrain pieces are different. It is recommended that terrain pieces shown on the diagrams should be around 20 cm in diameter. If your pieces are small, set a couple of them adjacent to one another to count as one piece.

Each player may ALWAYS place one more terrain piece than normally used for the location type. Players may place those additional pieces wherever their want, but not in deployment zones. You decide whether you want to add terrain or not. After you set your terrain piece, your opponent may move it up to 20 cm in any direction.

Ultimately, it is the players who decide what terrain they want to play on, and if they both agree, they can use whatever terrain they want. Any disputes should be resolved amicably, preferably with a roll-off.

## Searching for loot

Terrain pieces, in addition to contributing to the atmosphere of the game, are places where interesting items can be found. Before the game, the player who won choosing terrain, place 'Loot' tokens on each terrain piece. The player may place them wherever he wishes within the terrain in question, regardless of how hard to reach that place is. A hero who contacts a 'Loot' token MAY in his Minor Action make a Loot test to see what's in that old chest, barrel, table or whatever it is. No bonuses or abilities may affect that test – the result on the dice is final. To see what the hero has found, make a Loot Test and remove the token from play.

93

Terrain 93 All tokens are models and should be placed on bases, same as heroes. This makes it easier to measure the range to the token and to determine whether the hero is in base contact with token.

All tokens appearing in the game can not be placed closer than 3 cm to another token.



1 - The hero was extremely unlucky. During the search hero was bitten by a venomous spider or dropped a vial which exploded.

The hero loses 1 Wound (regardless of armor and abilities).

2 - The hero found a strange brew which he risked and drank. The brew made him thirst for battle.

The hero regains his Action Dice.

3 - Delicious dry meat and a good drink refreshed the hero. Hero regains two Wounds.

4 - Between old ropes and barrels, the hero has found an interesting item.

Roll 2d6 and consult the Additional Equipment table in the Equipment section. The hero may take the item even if he has one of those already.

5 - The hero rummages through worthless trinkets and finds an exceptionally valuable item.

Player may immediately draw an Item Card from top of his deck.

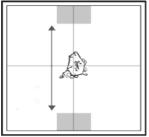
If drawn card is a Permanent Item, the player has to remove it from the game and draw another card from his deck.

#### 6 - The hero finds a large chest full of fat loot.

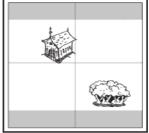
Player may immediately draw two Item Cards from top of his deck, pick one and shuffle the second one back into his deck.

If drawn card is a Permanent Item, the player has to remove it from the game and draw another card from his deck.

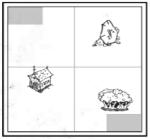




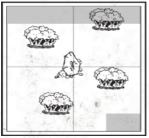
Haunted Graveyard



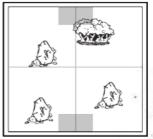
Battle Square



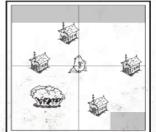
Mysterious Deepwoods



Ruins of the Temple







95

Deployment zone is 10 cm x 20 cm, and is 10 cm x 70 cm. Terrain should be set up more or less as shown on the pictures.

If you don't have appropriate terrain, use whatever terrain you have, or place some counts-as items. The playing field should be around 70 cm x 70 cm, and the distance between deployment zones should be 50 cm.



## General deck rules

There are three types of decks in the game – Terrain Deck, Item Deck and Quest Deck. Each deck has its individual rules which allow players for making various combos and styles of play. Below are the rules for each deck type.

## Terrain Deck

You need one Terrain Deck to play the game. Each player can customize their Terrain Deck by picking their favorite locations or the ones they deem advantageous. A Terrain Deck can contain 6-18 cards, and no card may be included more than once. The deck must also contain at least one card for each alignment and all alignments must be represented in equal proportions. Drawing Terrain Cards is described in the Starting the Game section.

## Item Deck

Each player should have his own Item Deck used to draw Items before the battle. Players can customize their item decks to match the style of their party, to include their favorite cards or however they want. An Item Deck can include 12-24 cards, no card may be included more than once. For each Permanent Item card you must include a card with another type. There are three types of Item Cards in the game:

#### Permanent Items

After drawing they are revealed and placed besides the Party Sheet. They work until the end of the battle.

#### **Temporary** Items

Player may reveal a temporary item at any point during the game. It works for a time specified on the card.

#### Instant Items

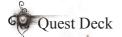
Player may reveal an instant item at any point during the game. Follow the card rules and then discard it.

#### PLEASE NOTE!

During the game the player Item Card Deck is placed next to party sheet, so that the front of cards is not visible! If a player can draw a card from the deck, shuffle the deck and draw a card from the top. Card content does not have to be revealed to opponent until the player decides to use and reveal this card.

## Revealing Item Cards

If the player wants to use one of his Item Cards, reveal it to his opponent. The player may do this whenever the player want, or in reaction to a particular situation in the battle. Cards associated with a given situation may be revealed only when that situation takes place. If there is '…use this card' on the card, the player may use it whenever the described situation arises or wait for another similar situation. If the Item Card does not explicitly state when to use it, the player may use it (reveal it) ONLY when the player is activating one of his heroes. The card need not affect the activated hero. After the card is used, discard it.



You must have one Quest Deck for the game. The Quest Deck must contain at least 16 cards and no card may be included more than once. Drawing Quest Cards is described in the Starting the Game section.

## Revealing Quest Cards

There are two situations in which Quest Cards are revealed. The first is when the card says 'Reveal this card before battle' – player must reveal it before the first Cycle of the game, before the Action Dice Placement Phase. The second is when player fulfills a task stated by the card, after which the player reveals it to show that he gained a Triumph Point or won the game.



## Multiplayer games

The game can be played with 3 to 4 players, but it uses certain rules which are different than in two player games.

## Preparing the table, deployment and terrain setup

You need a 70 cm x 70 cm playing area with 4 identical deployment zones in the corners. Players deploy their parties within 15 cm of the corners. Each player rolls a d6. The player who rolls highest shuffles the Terrain Deck and draws two cards. He then picks one card and shuffles the other one back to the deck. Setting up the terrain is described in detail in the Starting the game – Terrain section. After the terrain is set, each player rolls a d6 and, starting from the player with the highest roll, choose their deployment zones. Next, players draw Item Cards and then roll-off again and draw Quest Cards.

## Game sequence

The sequence is determined with the Initiative Test as normal, but now every player rolls for initiative.

## Quest cards and victory

The first player to complete a task which will grant them victory takes the first place, and the other players continue fighting for subsequent places. The models of players who completed their quests are removed from play.

If a Quest card is associated directly with a certain opponent, the player must pick one to be affected by the card. For example, three players (A, B and C) are playing the game. Player A draws Pillage and picks player C as their enemy. This means that only players A and C may win by reaching the tokens, player B will not win by reaching the tokens of players A or C. In the case of the Beat the Cowards card, the task is completed after defeating any 4 models from any enemy parties. Defeating means eliminating a hero by reducing him

to 0 wounds and thus removing him from play. Also, a player wins the game if he defeats any 5 models of his opponents this way.

## Close combat and shooting

A hero who wants to disengage from combat must take into account all enemy heroes he is in base contact with. The player whose model has the greatest strength from the models surrounding the hero in question makes the roll for holding him in. If all models have the same strength, the roll is made by the player whose model is in front of the disengaging hero. Otherwise the player to make the roll is selected randomly. Use the basic rules for shooting into and through combat, but if you fumble, any model from those locked in close combat can be hit.

# Alliances

Players can join forces and create alliances however they want, it does not affect the game mechanics. At any point you may change your mind as to whom to fight and whom to help.

