

Honour and Glory

High Fantasy

A Setting Book for the
Op-En Game System

By Stuart Latheron

Contents

Introduction	3
Honour and Glory	4
Opposing Forces in Honour and Glory	6
Allegiances	7
Forms	9
Traits	10
Abilities	12
Skills	17
Magic Spells	26
Equipment	34
Magic Items	40
Character Creation Example	43
Quick Opposing Forces	46
Scenarios	67
Scenario 1 – The Quest	68
Scenario 2 – The Village	70
Scenario 3 – The Find	72
Scenario 4 – The Beast	74
Scenario 5 – The Ritual	76
Scenario 6 – The Nest	78
The Honour and Glory Campaign	80
Post-Scenario Sequence	81
Balancing Campaign Forces	87
Campaign Prelude Scenario – The Storm	89
Campaign Finale Scenario – The Wizard's Trove	91
Monsters and Hirelings	93

With thanks to all of the play-testers who tried this game and offered their feedback to help make it better.

Introduction

Oppose-Engage is a skirmish game played between 2 (or sometimes more) players. It is designed to be played over the space of a few hours on a table of about 3 feet by 3 feet. The main rules for the Op-En system can be found in the Core Rulebook. Those will explain how you can play the game. This book is a Setting book and will give you all of the information you need to build your team of heroes or villains, referred to as an Opposing Force (or OF for short) to take part in the game as well as some scenarios to play through.

What is a Setting Book?

Op-En is intended to be a generic rule set that can cover a wide range of genres and styles of games. However, it would be impossible to encompass all of those options in a single book, nor would it be possible to balance them against one another. A medieval warrior wearing chain-mail and carrying a sword would have a difficult time facing a space explorer from the future wielding a laser blaster and a force field.

Each Setting book is a self-contained set of rules that covers a fairly broad section of a particular genre. This, combined with Op-En's miniature agnostic approach means that you should be able to find something in your model collection to use and play games with against other players while sharing a common aesthetic and a maintaining a fair suspension of disbelief.

Setting books will contain everything you need to make your own OF, as well as having some example Opposing Forces for you to use if you want to jump into a game quickly. There will also be scenarios themed to the genre of the book and options for playing a campaign game with your friends. Each Setting book is unique and the rules contained within will vary between books. If you do want to try a game pitting the aforementioned medieval warrior against the space explorer, you are of course free to do so, but you may well encounter some unexpected clashes between the rules in the two books. It is important to note that even if two Setting books have the rules with the same name, they might not work the same way, as the rules are connected to the theme of the Setting.

What you need to play

Op-En requires a few components to play the game. First of all, you will need the Op-En Core rulebook. This will explain how your models will interact with each other and the game. You will also need a Setting book as the Core Rulebook doesn't contain any of the information for your Opposing Force.

Once you have those, you will need a roster to record the details of the characters in your OF. You will also need some miniatures to represent those characters. Most games of Op-En will need between 5 and 15 miniatures per player. The game is written with models in the 25-32mm range of scales in mind, but can be played with smaller (or larger) miniatures with some changes to the size of the playing area and measurements.

You will need a set of dice and a tape measure which includes measurements in inches. You will need at least one each of the following types of dice: Four-sided, six-sided, eight-sided, ten-sided and twelve-sided. These can be found at most shops that sell board games and role-playing games.

You will need some counters or tokens to represent Engagement Tokens. You can use anything you want for these.

Finally you will need a flat surface to play on (the game is intended for a 3' by 3' square area) and some terrain to decorate it. The recommendation is to cover at least 25% of the game area with terrain, although you can go higher if you want to.

Honour and Glory

The theme for Honour and Glory is High Fantasy. Imagine a world of knights in shining armour, dragons roaring overhead and elves, goblins and other fantastical creatures mixing and mingling in cities crafted from gleaming marble and stranger materials beside. Magic is commonplace and supernatural beings from other planes of existence occasionally traverse the dimensions to interact with the more mundane realms of man and beast. Vast armies clash at the command of kings and queens, while sorcerers try to claim ultimate power. Giant beasts lurk at the edges of civilization and brave adventurers take on quests to uphold the ideals of justice and liberty.

Your characters can be any mystical, mythical being you like. They can be barbaric orcs, noble elves, indefatigable dwarves or humans of any creed and colour. Will your characters be righteous bastions of good, or vile exemplars of evil? Are they striving to defend their homes or out exploring beyond the borders of their realm? In the Honour and Glory Setting, all of these things are possible and your options are only limited by your imagination.

New Rules

The Honour and Glory Setting introduces some new rules to the Core Op-En system. These rules apply to all games played with the Honour and Glory Setting book, and take precedence over the Core rules whenever there is a conflict between the two.

Magic

Magic encompasses a wide range of options in the Honour and Glory Setting. You will find rules relating to Magic and its interactions across most sections of the Character Creation Process. There will be entries in the Forms, Traits, Abilities and Equipment sections which feature some reference to the Magic rule. The Skills section introduces several new Skills relating to Magic, particularly the ability to cast Magic Spells. When any Talent or Equipment includes an in-game effect relating to Magic, it will be indicated with an {M} symbol. By default, all Magic Spells have the {M} effect.

Magic Items

Magic items are a new sub-type of Equipment. All magic items will belong to one of the usual Equipment types such as weapons or armour. They will count against the maximum limit of each type of Equipment each character can carry. There are also restrictions on how many magic items a character may have and how many an OF can begin a game with.

Magic Spells

Magic Spells are a special upgrade that only characters with the Cast Skill may purchase. Usually a character gains one spell for free with the Cast Skill, and may purchase additional spells depending on their rank. All of the rules for using the Cast Skill, as well as how many spells a character may purchase can be found in the Magic Spells Section.

Allegiance

Good Versus Evil is a common theme in Fantasy stories, and in the Honour and Glory Setting, the Allegiance rule reflects that. When deciding on your OF, you will have the option to select an Allegiance for all of your characters, though there is no obligation to do so. Choosing an Allegiance will grant you access to more options during the creation process, but limits your access to others. An Opposing Force with an Allegiance may choose as many options (within the limits for each type of option) from the Talents, Equipment and Spells sections with the same Allegiance as they please. However, they may not select any options that have a different Allegiance.

An Opposing Force that has not selected an Allegiance may select one option of each Allegiance, but may not take two options from the same Allegiance. Each character may only have one option that has an Allegiance.

Example

Player A has selected the Evil Allegiance for their characters. Player A decides to give their Noble the *** Skill and the *** Ability, both of which have the Evil Allegiance.

Player B has not selected an Allegiance for their Characters. Player B decides to give their Noble the *** Skill which has the Magic Allegiance. They may not give any other Characters any options with the Magic Allegiance, nor may they give their Noble any other options that have an Allegiance.

Opposing Forces in Honour and Glory

The rules in the Creating your OF Section of the Core book explain how to create a standard OF in any Setting for Op-En. The Honour and Glory Setting makes some small changes to the process that are addressed in this section.

The OF Creation Process

First of all, the OF Roster includes an option for Allegiance

Name:	Total Value:
Core Stat:	<u>Allegiance:</u>
Treasury:	Notes:

Allegiance

You may select one Allegiance for your OF. This will give you more access to some options, but will limit your access to others. This is optional and you may leave this section empty should you so choose.

The options for Allegiances are presented in the Allegiances Section of this Book.

Starting Treasury

Opposing Forces in Honour and Glory represent their Cost with the term Gold Coins. A new OF begins with a starting Treasury of 700 Gold Coins.

Recruitment

Honour and Glory uses the normal Recruitment process outlined in the previous section of this book. Opposing Forces must consist of no less than 5 Characters and no more than 15 Characters when first created.

The Character Creation Process

Character Ranks

Use the table below for Character creation, including the Titles, Stats and limitations for Recruitment and Starting Skills and Abilities.

Rank	Title	Recruitment	Core Stat	Stats for Allocation	Skills and Abilities	Cost
4	Noble	1	10	10, 8, 8, 8, 6, Body +2	0-3	52
3	Veteran	0-3	8	8, 8, 6, 6, 6, Body +1	0-1	43
2	Warrior	Any	8	6, 6, 6, 6, 4	0	36
1	Peasant	Up to 50%	6	6, 4, 4, 4, 4, Body -1	N/A	27
0	Underling	N/A	N/A	N/A	N/A	N/A

Allegiances

Taking an Allegiance gives all characters in your OF access to all Talents, Spells and Equipment which have the same Allegiance restriction. You may not take any Talent, Spell or piece of Equipment which has a different Allegiance restriction.

If you have no Allegiance, you may select up to one Talent, Spell or piece of Equipment with each Allegiance restriction. Characters may not select more than one Talent, Spell or piece of Equipment with an Allegiance restriction.

The following Allegiances are available to any OF. You are not required to have an Allegiance.

GOOD

Opposing Forces with the Good Allegiance believe in justice, freedom and doing what is right. The Good Allegiance is home to heroes and champions, who protect the weak and defend those who cannot defend themselves. Talents with the Good Allegiance focus on granting bonuses to friendly characters, healing others and defence.

EVIL

Opposing Forces with the Evil Allegiance believe in gaining power for themselves and causing harm to others. Those who care little for the notions of morality or sacrifice will often belong to the Evil Allegiance. Talents with the Evil Allegiance focus on inflicting penalties on your enemies, supporting your leader and wearing down enemies with a host of effects.

MAGIC

Opposing Forces with the Magic Allegiance believe in gathering knowledge and studying the mystic arts. Wizards, sorcerers and spellcasters of all stripes can be found in the Magic Allegiance. Talents with the Magic Allegiance focus on creating unique effects in the Combat area, granting special abilities to teammates and utilising their inherent spell-casting techniques.

NATURE

Opposing Forces with the Nature Allegiance believe in the preservation of plants and animals. Whether they are attuned with the spirits of the wild or simply guardians of the forest, the Nature Allegiance welcomes all those who seek to maintain the natural balance of the world. Talents with the Nature Allegiance focus on channelling the forces of nature to defend and heal, summoning beasts and creatures to aid you and unleashing the wildness within.

ORDER

Opposing Forces with the Order Allegiance believe in strict hierarchies and commands. A force of Order has unity in it's actions and a clear chain of command. Soldiers, defenders of the peace and those to whom structure is vital to their existence will be in the Order Allegiance. Talents with the Order Allegiance focus on uniting your characters into a powerful force, team work and giving each character a role within the Opposing Force.

ANARCHY

Opposing Forces with the Anarchy Allegiance believe in the power of the individual. While many characters will form together into a force, they each have their own ways of doing things. The Anarchy Allegiance is a collection of individuals rather than a team. Talents with the Anarchy Allegiance focus on fighting alone, being self-reliant and smashing anything that stands in your way.

Forms

All characters must choose one Form. This will determine their Move and Body stats, as well as their CR. Some Forms give the character bonuses or penalties, and some limit the maximum number of characters in an OF who can have that Form. Some Forms have an additional cost when selected. Characters will not have an option to select further Forms during a campaign.

Average, Humanoid	Move: 6 Body: 6	Other Effects:	Cost: 12 CR: 0"
Small, Humanoid	Move: 5 Body: 5	Other Effects: When this character is targeted by a Shoot Action, they receive Agility [+1]	Cost: 12 CR: 0"
Large, Humanoid (Max 1 per OF)	Move: 7 Body: 8	Other Effects: Increase the Base Damage of any Melee Weapons by 1. Decrease Agility Stat by 2	Cost: 19 CR: 1"
Stout, Humanoid	Move: 5 Body: 7	Other Effects:	Cost: 12 CR: 0"
Mighty, Humanoid	Move: 6 Body: 6	Other Effects: Increase the Base Damage of any Melee Weapons by 1.	Cost: 16 CR: 0"
Swift, Humanoid	Move: 7 Body: 6	Other Effects:	Cost: 13 CR: 0"
Average, Quadruped	Move: 8 Body: 6	Other Effects: Must take an Animal Trait. Receives Natural Weapons for free. May not select or use any other weapons.	Cost: 14 CR: 0"
Small, Quadruped	Move: 7 Body: 5	Other Effects: Must take an Animal Trait. Receives Natural Weapons for free. May not select or use any other weapons. When this character is targeted by a Shoot Action, they receive Agility [+1]	Cost: 14 CR: 0"
Large, Quadruped (Max 1 per OF) (Max 2 per OF – Nature)	Move: 9 Body: 8	Other Effects: Increase the Base Damage of any Melee Weapons by 1. Decrease Agility Stat by 2 Must take an Animal Trait. Receives Natural Weapons for free. May not select or use any other weapons.	Cost: 21 CR: 1"

Traits

Characters may select up to 1 Trait during character creation, regardless of their rank. Characters will have no options for gaining Traits during a campaign. Traits may be freely duplicated across an Opposing Force. All Traits have a cost that must be paid for during character creation.

Physical Traits

The following Traits permanently increase one of a character's Stats. Note that the cost of the Stat will increase in addition to the cost of the Trait.

Fast	Effect: Move Stat is permanently increased by 2	Cost: 4
Trained	Effect: Fight Stat is permanently increased by 2	Cost: 4
Accurate	Effect: Shoot Stat is permanently increased by 2	Cost: 4
Tough	Effect: Toughness Stat is permanently increased by 2	Cost: 4
Nimble	Effect: Agility Stat is permanently increased by 2	Cost: 4
Wise	Effect: Intellect Stat is permanently increased by 2	Cost: 4
Brave	Effect: Will Stat is permanently increased by 2	Cost: 4
Healthy	Effect: Body Stat is permanently increased by 2	Cost: 4

Other Traits

Animal (Max 50% of OF) (Animal)	Effect: May not use the Interact skill. May not use Consumables. May not use Weapons, except Natural Weapons. Awareness range is increased by 2”.	Cost: 0
Impervious	Effect: When this character receives damage from a source that doesn't have the {M} rule, decrease the Base Damage by 1 point.	Cost: Stat Body
Magic Resistant	Effect: When this character is the Opposing character in any Test with a Magic Effect {M}, they receive [>] to the duel.	Cost: 4
Powerful	Effect: Increase the Base Damage of any Melee Weapons by 1.	Cost: Stat Fight

Allegiance Traits

Blessed (Good)	Effect: Once per turn, this character may use an Engagement Token to Boost a Test when they are the Opposing character in a Test.	Cost: 2
Craven (Evil)	Effect: Once per turn, after this character receives damage, it may Push itself up to 1” in any direction.	Cost: 2
Gifted (Magic) (Warrior/ Veteran/Noble)	Effect: Character may select 1 Spell and receives the Cast skill, even if they are not usually able to take a skill. This Trait ignores the usual limit on duplicate skills.	Cost: Stat Intellect
Awakened Animal (Nature)(Animal)	Effect: Awareness range is increased by 2”.	Cost: 4
Synchronised (Order)	Effect: When this character begins their activation in base contact with a Friendly character, this character receives [+1] on their first action.	Cost: 2
Ruinous (Anarchy)	Effect: Once per turn, after this character causes damage, it may use an Engagement Token to increase that damage by 1.	Cost: 2

Abilities

Abilities represent unusual training or specialization that a character has. Unless otherwise noted, (See the Mentor Ability) you may not duplicate Abilities within an Opposing Force. If you have selected an Ability for a character, you may not select that Ability again as long as the first character is in your OF. Should that character leave the OF (through death or some other means), you may select the Ability a second time.

When characters are first created, only Veterans or Nobles may select Abilities. Over the course of a campaign, characters will have the opportunity to gain new Abilities, though Peasants will need to first increase their Rank to Warrior before they can gain any Abilities.

Aimed Shot (Shoot)	Effect: When this character targets an Enemy character which has not activated this turn, this character receives Shoot [+2]	Cost: Stat Shoot
Blade Master Fight = 8 or higher	Effect: When this character is the Active character and takes a Fight Action, they may roll an additional d4 with the same modifiers as their usual roll. They may select which die they wish to use after seeing the results of their roll.	Cost: Stat Fight
Charge	Effect: When this character takes a Fight Action after moving at least 3" during their activation, they will cause an additional 1 Damage if the Fight Action is successful.	Cost: 2
Crippling Shot	Effect: After this character causes damage with a Shoot Action, the targeted character receives [<] on their next test this turn.	Cost: Stat Shoot
Crippling Strike	Effect: After this character causes damage with a Fight Action, the targeted character receives [<] on their next test this turn.	Cost: Stat Fight
Defensive Stance	Effect: When this character is the Opposing character in a Fight Test, they receive Fight [>]	Cost: 2
Eagle-eyed	Effect: Increase this character's Awareness Range by +2".	Cost: 2
Endurance Toughness = 8 or higher.	Effect: When this character would go Out of Action, but has not yet activated this turn, it does not go Out of Action immediately. Instead, it remains in the Combat Area until the end of your next activation and may activate as normal. However, it will go Out of Action regardless of any healing or other effects applied at the end of your next activation.	Cost: Stat Toughness
Flurry of Blows	Effect: This character may take two Fight Actions per turn. The second Fight Action receives Fight [<]	Cost: Stat Fight

Insight	Effect: When this character is the Active character and takes the Interact (Skill) Action, they receive Intellect [>]	Cost: 2
Hammer Blows	Effect: When this character is the Active character in a Fight Test and successfully causes damage, they may Push the Opposing character 1” in any direction. (Stacks with other Push effects)	Cost: 2
Inspirational	Effect: When this character is within Awareness Range of another Friendly character, that character receives Will [>]	Cost: 2
Knock-back	Effect: After this character causes damage with a Fight Action, the targeted character is pushed 1” directly away from this character.	Cost: Stat Fight
Leap	Effect: When this character is the Active character and they take the Jump (Skill) Action, they receive Agility [>]	Cost: 2
Mentor	Effect: Choose one other Skill or Ability this character has. One other character may also have that Skill or Ability. The other character must still purchase the Skill or Ability as usual.	Cost: 5
Outflank	Effect: This character may begin the game in Reserve. At the start of the third turn they may be placed within 1” of any edge of the Combat Area.	Cost: 5
Pig-headed	Effect: This character may use their Will Stat in place of their Intellect Stat for Interact Tests.	Cost: 2
Rapid Shot	Effect: This character may take two Shoot Actions per turn. The second Shoot Action receives Shoot [<]	Cost: Stat Shoot
Riposte	Effect: When this character is the Opposing character in a Fight Test and the Active character fails, the Active character receives 1 Damage.	Cost: 2
Sidestep	Effect: When this character is the Opposing character in a Fight Test and the Active character fails, this character may Push 1” in any direction.	Cost: 2

Stubborn Will = 8 or higher	Effect: When this character is the Opposing character and uses their Will Stat, they may roll an additional d4 with the same modifiers as their usual roll. They may select which die they wish to use after seeing the results of their rolls.	Cost: Stat Will
--------------------------------	---	--------------------

Strike and Fade	Effect: After this character causes damage with a Fight Action, this character may push 1” in any direction.	Cost: Stat Fight
-----------------	--	---------------------

Swift Blade	Effect: This character may use their Agility stat instead of their Fight stat when taking Fight Actions.	Cost: Stat Agility
-------------	--	-----------------------

Swift Movement	Effect: When this character is the Active character and takes the Sprint (Skill) Action, they receive Agility [>]	Cost: 2
----------------	---	---------

Allegiance Abilities - Good

Healing Aura (Good)	Effect: When this character activates, choose another Friendly character in this character's Awareness Range. That character heals 1 point of Damage.	Cost: 6
------------------------	---	---------

Martyr (Good)	Effect: If this character goes Out of Action, all other Friendly characters who were within this character's AR receive [+2] on their first test until End of Turn.	Cost: 5
------------------	---	---------

Pure (Good)	Effect: If this character has not yet activated this turn, it receives Toughness and Will [>].	Cost: 4
----------------	--	---------

Utopian Ideals (Good)	Effect: When another Friendly character within this character's Awareness Range and Line of Sight discards an Engagement Token to Boost a Test, they receive an additional [+1] to the test.	Cost: 2
--------------------------	--	---------

Allegiance Abilities - Evil

Backstab (Evil)	Effect: When this character takes the Fight Action against an Enemy character that is Locked in Combat with another character, this character receives Fight [+1] and Base Damage [+1]	Cost: 4
--------------------	--	---------

Pathetic Minion (Evil)	Effect: This character receives a Pathetic Minion (Underling). The rules for the Pathetic Minion can be found in the Monsters and Hirelings Section.	Cost: 20
---------------------------	--	----------

Sap Vitality (Evil)	Effect: When this character activates, it may choose another Friendly character in Awareness Range. That character receives 1 Damage. This character heals 1d3 Damage.	Cost: 2
------------------------	--	---------

Allegiance Abilities – Magic

Channel Power (Magic)	Effect: When this character boosts the Cast (Skill) Action with an Engagement Token, they also receive Intellect [+1].	Cost: 2
--------------------------	--	---------

Master of the Arts (Magic)	Effect: This character may learn one more spell than is usually allowed for their Rank.	Cost: 2
-------------------------------	---	---------

Allegiance Abilities - Nature

Bonded Hawk (Nature)	Effect: This character receives a Bonded Hawk (Underling). The rules for the Animal Companion can be found in the Monsters and Hirelings Section.	Cost: 20
-------------------------	---	----------

At Home in the Wild (Nature)	Effect: This character may move through Difficult Terrain as if it were Open Terrain	Cost: 5
---------------------------------	--	---------

Stampede (Nature)	Effect: If this character ends a Move Action in base contact with one or more Enemy characters, one of those characters receives 1 point of damage.	Cost: 4
----------------------	---	---------

Allegiance Abilities - Order

Form On Me (Order)	Effect: When this character activates, they may choose up to two other Friendly characters of a lower rank within their AR. Those characters are pushed 2” towards this character.	Cost: 4
Mark My Target (Order)	Effect: After this character takes the Shoot Action, choose up to one other Friendly character of a lower rank within their AR. That character receives Shoot [>] when targeting the same Enemy character.	Cost: 2
Tactical Genius (Order)	Effect: Once per turn, when a Friendly character within this characters AR uses an Engagement Token to Boost a Test, put the Token on this character's Character Card. This character may use the Token during their own activation to Boost a Test.	Cost: 4

Allegiance Abilities - Anarchy

Bash to Bits (Anarchy)	Effect: This character may use their Fight Stat in place of their Intellect Stat for Interact Tests.	Cost: 2
Berserker (Anarchy)	Effect: When this character activates, if they have received damage equal to or greater than half of their Body stat, they receive Base Damage [+1] and Toughness [+1] until the end of turn.	Cost: 4
I Stand Alone (Anarchy)	Effect: When this character activates, if there are no other Friendly characters within their AR, they receive +2” to their Move Stat and Fight [>] until the end of their activation.	Cost: 4
Never Outnumbered (Anarchy)	Effect: This character does not receive penalties for having Enemy characters in it's CR when taking the Fight Action.	Cost: 4

Skills

Skills grant characters a wider range of potential actions during their turn. Unlike Abilities, Skills take an action to use, (the Skill Action) and often include a Test of some kind. Some Skills function as Move, Shoot, Fight or Use Actions and follow the standard rules for not taking the same action twice in an activation.

When characters are first created, only Veterans or Nobles may select Skills. Over the course of a campaign, characters will have the opportunity to gain new Skills, though Peasants will need to first increase their Rank to Warrior before they can gain any Skills.

General Skills

Analyse Style	Effect: Make an Analyse Style Test against an Enemy character in Awareness range and Line of Sight		Cost: Stat Intellect
Analyse Style [OT]	Stat: Intellect	Success:	Until end of turn, Friendly characters that take a Fight Action against the target receive Fight [>]
	Op Stat: Fight	Rule of 1:	Until end of turn, Friendly characters that take a Fight Action against the target receive Fight [<]
Blow for Blow	Effect: Make a Blow for Blow Test against an Enemy character in Combat range		Cost: Stat Toughness
Blow for Blow [OT]	Stat: Toughness	Success:	The Opposing character receives 1 point of Damage.
		Degrees:	This character may receive 1 point of Damage. If they do, the Opposing character also receives 1 point of Damage.
	Op Stat: Toughness	Rule of 1:	This character takes 1 point of Damage.
Bulwark	Effect: Make a Bulwark Test.		Cost: Stat Toughness
Bulwark [FT]	Stat: Toughness	Success:	The next time this character would receive Damage this turn, reduce that Damage by 1, to a minimum of zero.
		Degrees:	Reduce the Damage by 1.
	Target: 4+	Rule of 1:	This character receives Toughness [<] until end of turn.
Cast {M}	Effect: This character may cast a spell they know. See the Spells section for more information on how this skill functions.		Cost: Stat Intellect

Cleave	Effect: Make a Cleave Test against an Enemy character in Combat Range.		Cost: Stat Fight
Cleave [OT]	Stat: Fight	Success: Target character receives Toughness [-1] until end of turn. Degrees: Target character receives Toughness [-1] until end of turn.	
	Op Stat: Agility	Rule of 1 This character receives 1 damage.	

Distract Foe	Effect: Make a Distract Foe Test against an Enemy in Awareness range.		Cost: Stat Will
Distract Foe [OT]	Stat: Will	Success: Until end of turn, when the targeted Enemy character makes any Opposed Tests against any character except this character, they receive [<] on the Test.	
	Op Stat: Intellect	Rule of 1:	

Evade	Effect: Make an Evade Test.		Cost: Stat Agility
Evade [FT]	Stat: Agility	Success: Until the end of turn, any Enemy character taking a Shoot Action targeting this character receives Shoot [-1]. Degrees: Push this character 1" in any direction.	
	Target: 4+	Rule of 1: Until the end of turn, any Enemy character taking a Shoot Action targeting this character receives Shoot [+1]	

Inspire Ally	Effect: Make an Inspire Ally Test targetting another Friendly character in Awareness range and Line of Sight.		Cost: Stat Will
Inspire Ally [FT]	Stat: Will	Success: Target character receives [+1] to their next Test this turn. Degrees Target character receives [+1] to their next Test this turn.	
	Target: 4+	Rule of 1: Target character receives [-1] to their next Test this turn.	

Intimidate	Effect: Make an Intimidate Test against an Enemy character in Awareness range and Line of Sight.		Cost: Stat Will
Intimidate [OT]	Stat: Will	Success: Target may not end a Move Action closer to this character than when it began the action.	
	Op Stat: Will	Rule of 1: Target may immediately move 1” towards this character.	

Predict Outcome	Effect: Make a Predict Outcome Test.		Cost: Stat Intellect
Predict Outcome [BT]	Stat: Intellect	Result: Make a note of the final result of this Test. When this character makes their next Test this turn, they may choose to use the result of this Predict Outcome Test instead of rolling a die.	

Shake Off	Effect: Make a Shake Off Test.		Cost: Stat Toughness
Shake Off [FT]	Stat: Toughness	Success: End one 'until End of Turn' effect on this character. Degrees: End one additional 'until End of Turn' effect.	
	Target: 4+	Rule of 1: This character receives 1 Damage.	

Weak Spot	Effect: Make a Weak Spot Test against an Enemy character in Awareness range and Line of Sight.		Cost: Stat Intellect
Weak Spot [OT]	Stat: Intellect	Success: Until end of turn, Friendly characters that make a Damage Test against the target receive Base Damage [+1]	
	Op Stat: Toughness	Rule of 1: Until end of turn, Friendly characters that make a Damage Test against the target receive Base Damage [-1]	

Allegiance Skills - Good

Lead By Example (Good)	Effect: Choose one of this character's Stats. Make a Lead by Example Test targeting one friendly character in this character's Awareness range.		Cost: Stat Will
Lead By Example [FT]	Stat: Will	Success: If the chosen Stat is higher than the same Stat of the target character, the target receives [>] on all Tests using that Stat until End of Turn. Degrees: Add one additional target friendly character in Awareness Range.	
	Target: 4+	Rule of 1: This character receives [<<] on all Tests with the chosen Stat until End of Turn.	

Healer (Good)	Effect: Choose a Friendly character within 2" of this character and make a Healer Test.		Cost: Stat Will
Healer [FT]	Stat: Will	Success: The targeted character heals by 1 point. Degrees: The target heals by 1 point.	
	Target: 4+	Rule of 1:	

Protector (Good)	Effect: Choose an Enemy character within Awareness Range and make a Protector Test.		Cost: Stat Toughness
Protector [OT]	Stat: Toughness	Success: The targeted Enemy character may not target any other Friendly characters with any action if this character is a valid target. They must target this character where possible.	
	Op Stat: Intellect	Rule of 1:	

Allegiance Skills - Evil

Accursed Aura (Evil)	Effect: This character makes an Accursed Aura Test.		Cost: Stat Will
Accursed Aura [FT]	Stat: Will	Success: Until End of Turn, all Enemy characters within Combat range of this character receive the following additional rule for all Tests: Rule of 1: This character receives 1 Damage.	
	Target: 4+	Degrees: Increase the range of this effect by 1". Rule of 1: This character receives 1 Damage.	
Claim the Weak (Evil)	Effect: Target an Enemy character in this character's Awareness range, and make a Claim the Weak Test.		Cost: Stat Will
Claim the Weak [OT]	Stat: Will	Success: Push the target 1" in any direction. Degrees: Push the target 1" in any direction.	
	Op Stat: Intellect	Rule of 1:	
Serve My Will (Evil)	Effect: Choose any number of friendly characters in this character's AR and make a Serve My Will Test.		Cost: Stat Will
Serve My Will [FT]	Stat: Will	Success: Each character targeted receives 1 damage. For each character targeted, this character may heal 1 damage, push 1" in any direction and add 1 Engagement Token to the OF's pool.	
	Target: (2+ the number of targeted characters) +	Rule of 1: This character suffers [<] on all Tests until the end of turn.	

Allegiance Skills - Magic

Dimensional Leap (Magic)	Effect: The character makes a Dimensional Leap Test.		Cost: Stat Agility
Dimensional Leap [BT]	Stat: Agility	Result:	This character makes a Teleport move with a maximum distance of the result of this Test.
Focus Energy (Magic)	Effect: This character takes a Focus Energy Test.		Cost: Stat Intellect
Focus Energy [BT]	Stat: Intellect	Result:	Add a number of Focus Tokens equal to the result of this Test to this character's OF. Any Friendly character may discard a Focus Token to receive Intellect [+1] when taking a Cast (Skill) Action.
Witch-fire (Magic)	Effect: Choose a weapon belonging to a friendly character within this character's AR and make a Witch-fire Test.		Cost: Stat Intellect
Witch-fire [FT]	Stat: Intellect	Success:	Increase the Base Damage of the chosen weapon by [+1] and add {m} until the end of turn.
		Degrees:	Increase the Base Damage of the chosen weapon by [+1]
	Target: 4+	Rule of 1:	Decrease the Base Damage of the chosen weapon by [+1]

Allegiance Skills - Nature

Chameleon (Nature)	Effect: This character makes a Hide Test. They may do this even if an Enemy character has a clear LoS to them. When this character has the Hidden status, it is only ended by being within an Enemy character's AR.		Cost: Stat Agility
Cloud of Spores (Nature)	Effect: This character makes a Cloud of Spores Test.		Cost: Stat Toughness
Cloud of Spores [BT]	Stat: Toughness	Result:	Until the end of turn, all characters within an area with a radius from this character equal to the result of this Test count as being Obscured for all LoS purposes.
Tooth and Claw (Nature)	Effect: Choose a Friendly character equipped with Natural Weapons within this character's AR and make a Tooth and Claw Test.		Cost: Stat Will
Tooth and Claw [FT]	Stat: Will	Success:	Until the end of turn, the target character's Natural Weapons increase their Base Damage by +1
		Degrees:	Another Friendly character within this character's AR increases the Base Damage of their Natural Weapons by +1 until the end of turn.
	Target: 4+	Rule of 1: This character receives 1 damage.	

Allegiance Skills - Order

Hundred Blades (Order)	Effect: Choose any number of Enemy characters that are Locked in Combat with friendly characters inside this character's AR, and make a Hundred Blades Test.		Cost: Stat Intellect
Hundred Blades [OT]	Stat: Intellect	Success: Targeted characters receive 1 damage. Degrees: One of the targeted characters receives 1 damage.	
	Op Stat: The highest Agility among the targeted characters.	Rule of 1: A friendly character that is Locked in Combat inside this character's AR receives 1 damage.	

My Lord (Order)	Effect: Choose a Friendly character of equal or higher Rank than this character, within this character's AR and make a My Lord Test.		Cost: Stat Agility
My Lord [FT]	Stat: Agility	Success: Targeted character receives Toughness [>] until the end of turn as long as they remain within this character's AR. Degrees: Push this character 1" directly towards the targeted character.	
	Target: 4+	Rule of 1:	

Rank and File (Order)	Effect: Choose any number of characters of lower Rank than this character, within this character's AR and make a Rank and File Test.		Cost: Stat Will
Rank and File [FT]	Stat: Will	Success: Targeted characters receive Fight [>] and Shoot [>] until the end of turn as long as they remain within this character's AR.	
	Target: (2+ the number of targeted characters) +	Rule of 1: This character receives Fight [<] and Agility [<] until the end of turn.	

Strategic Insight (Order)	Effect: This character makes a Strategic Insight Test.		Cost: Stat Intellect
Strategic Insight [FT]	Stat: Intellect	Success: This character's OF receives 1 Engagement Token. Degrees: This character's OF receives 1 Engagement Token.	
	Target: 4+	Rule of 1: This character's OF discards 1d3 Engagement Tokens.	

Allegiance Skills - Anarchy

Incite (Anarchy)	Effect: This character makes an Incite Test.		Cost: Stat Fight
Incite [BT]	Stat: Fight	Result:	Until the end of turn, all characters within a radius of this character equal to the result of this Test receive the following: Fight [>], Intellect [<].
Juggernaut (Anarchy) (Fight)	Effect: Push this character ½ their Move directly towards the closest Enemy character in their LoS. If they end in CR with the Enemy character, make a Juggernaut Test.		Cost: Stat Move
Juggernaut [OT]	Stat: Fight	Success:	Target character receives 1 damage.
		Degrees:	Target character receives 1 damage.
	Op Stat: Agility	Rule of 1:	This character receives 1d3 damage.
Stare Down (Anarchy)	Effect: Target an Enemy character within this character's AR and make a Stare Down Test.		Cost: Stat Will
Stare Down [OT]	Stat: Will	Success:	Target character is pushed 1” directly away from this character.
		Degrees:	Target character is pushed 1” directly away from this character. Then this character is pushed 1” towards the target character.
	Op Stat: Will	Rule of 1:	This character is pushed 1” directly away from the target character.

Magic Spells

Magic Spells are only available to characters that have the Cast Skill. When a character purchases the Cast Skill for the first time, they are allowed to choose 1 Magic Spell for free. Characters may then be able to purchase more Magic Spells depending on their Rank. Characters do not have to purchase extra Spells at character creation, and may acquire them later if you are playing a campaign. The Rank of a character will determine the maximum number of Spells that they may know. If characters improve their Rank, the maximum number of Spells available to them will automatically increase, though they will need to purchase the new Spells using the rules found in the Campaign Section.

Rank	Title	Maximum Number of Spells
4	Noble	3
3	Veteran	2
2	Warrior	1*
1	Peasant	0
0	Underling	N/A

*Warriors don't have the option to learn Spells unless they have the Magic Allegiance and have chosen the Gifted Trait.

Spell Duplication

Unlike Skills and Abilities, an OF can contain duplicate Spells, but there are some restrictions on which Spells can be copied in your force. Magical knowledge takes a long time to learn without assistance, so more experienced magic users will often train younger mages and sorcerers as their apprentice. The following restrictions apply to duplicating spells within your OF.

Any Spells known by your Noble may be copied by your Veterans or Warriors.

Any Spells known by your Veterans may be copied by your Warriors.

Veterans may not copy Spells that are only known to Warriors or other Veterans.

Warriors may not copy Spells that are only known to other Warriors.

Spell Costs

When a character purchases the Cast Skill, they can select 1 Magic Spell for free. This can be either a General Spell, or an Allegiance Spell if they have access to that Allegiance. Additional Spells may be purchased for a character, up to the maximum limits above. Each Spell has a cost equal to a character's Intellect Stat at the time the Spell is purchased.

Spell Cost = Intellect Stat

Casting Spells

To cast a Magic Spell, a character needs to use the Cast Skill. All Magic Spells use the same Skill, so usually a character may only cast one Spell per turn due to the limitation on using the same Skill twice in a turn. Depending on the Spell being Cast, the type of Test required may be a Basic Test, a Fixed Test or an Opposed Test. The type of Test, along with information on the range, target numbers and other variables will be found in the Spell description.

Cast {M}	Effect: This character makes a Cast Test.		Cost: Stat Intellect
Cast [BT/FT/OT]	Stat: Intellect	Success: Varies Degrees: Varies	
	Target: Varies	Rule of 1: Varies	

It can be very difficult to Cast Spells while Locked in Combat. Apply the following modifiers when a character takes the Cast (Skill) Action.

<u>Condition</u>	<u>Modifier</u>
Per Enemy character the Active character is Locked in Combat with.	Active character receives: Intellect [<]

General Spells

Cast {M} Arcane Wall	Effect: This character makes a Cast Test.		Cost: Stat Intellect
Cast [BT]	Stat: Intellect	Result:	Place 2 Markers within X” of this character, where X is the final result of this test. The Markers must be no more than 3” apart and there cannot be any characters between them. The Markers and the area between them block all movement, LoS, AR and CR for all characters. Remove both Markers at the end of turn.

Cast {M} Enchant Weapon	Effect: Choose a weapon being carried by a Friendly character within this character's AR. This character makes a Cast Test.		Cost: Stat Intellect
Cast [FT]	Stat: Intellect	Success: Increase the Base Damage of the weapon by +1 until the end of turn. Degrees: When using the chosen weapon to take an Attack Action, the user receives Fight [+1]	
	Target: 4+	Rule of 1: The character using the chosen weapon receives 1 damage.	

Cast {M} Energy Bolt	Effect: Target an Enemy character within this characters AR and LoS. This character makes a Cast Test.		Cost: Stat Intellect
Cast [OT]	Stat: Intellect	Success: The target character receives damage with Base Damage 2. Degrees: The target character receives +1 damage.	
	Target: Agility	Rule of 1: This character receives 1 damage.	

Cast {M} Ethereal Step	Effect: Choose a Friendly character within this character's AR. This character makes a Cast Test.		Cost: Stat Intellect
Cast [FT]	Stat: Intellect	Success: Until the end of turn, the Target character may move through all terrain as if it were Open terrain, may move through Friendly and Enemy characters and reduces all damage it suffers from sources without the {M} effect by 2. It may not end a move overlapping another character's base, or inside a piece of terrain it couldn't normally enter.	
	Target: 4+	Rule of 1: This character may not take Fight, Shoot, Skill or Use actions until the end of turn.	

Cast {M} Healing Pulse	Effect: Choose any number of Friendly characters within this character's AR. This character makes a Cast Test.		Cost: Stat Intellect
Cast [FT]	Stat: Intellect	Success: Each of the targeted characters heals 1 damage. Degrees: One of the targeted characters heals 1 damage.	
	Target: (2+ the number of targeted characters) +	Rule of 1: This character receives 1d3 damage.	

Cast {M} Soar	Effect: Choose a Friendly character within this character's AR. This character makes a Cast Test.		Cost: Stat Intellect
Cast [FT]	Stat: Intellect	Success: The target character may use Flying Movement until the end of turn. Degrees: Increase the Move of the target character by +1”.	
	Target: 4+	Rule of 1: Targeted character receives Agility [<] until end of turn.	

Allegiance Spells – Good

Cast {M} Guardian Spirit	Effect: Choose a Friendly character within this character's AR. This character makes a Cast Test. This Spell may not be cast again if there is a Friendly Guardian Spirit in the Combat Area.		Cost: Stat Intellect
Cast [FT]	Stat: Intellect	Success: Place a Guardian Spirit with Body 1 in base contact with the target character. See the Monsters and Hirelings Section. Degrees: Increase the Guardian Spirit's Body by 1.	
	Target: 4+	Rule of 1: Place a Cursed Spirit with Body 1 in base contact with this character. See the Monsters and Hirelings Section.	

Cast {M} Warding	Effect: This character makes a Cast Test.		Cost: Stat Intellect
Cast [BT]	Stat: Intellect	Result: Create a number of Warding Tokens equal to the final result of this Test. Then, starting with the closest and working towards the farthest, assign 1 Warding Token to each Friendly character within this character's AR. Characters may discard a Warding Token to reduce any damage they receive by 1 point. At the end of turn, discard all Warding Tokens.	

Allegiance Spells – Evil

Cast {M} Choking Mists	Effect: This character makes a Cast Test.		Cost: Stat Intellect
Cast [BT]	Stat: Intellect	Result: This Spell has a radius equal to the result of this Test in inches (Max Radius = this character's AR), centred on this character. Until the end of turn, Enemy characters that end their activation within the radius of this Spell must pass a Choking Test, or receive 1 damage.	
Choking [FT]	Stat: Toughness	Success: This character receives no damage from the Choking Mists Spell and cannot be affected by it again this turn.	
	Target: 4+	Rule of 1: This character receives +1 damage from the Choking Mists Spell.	

Cast {M} Ghastly Curse	Effect: Choose an Enemy character within this character's LoS. This character makes a Cast Test.		Cost: Stat Intellect
Cast [OT]	Stat: Intellect	Success: Choose 1 Stat. Until the end of turn, the target character receives [<] to that Stat. Degrees: Choose a different Stat. Until the end of turn, the target character receives [<] to that Stat.	
	Target: Will	Rule of 1: This character receives [<<] to the Stat of the target's choice.	

Allegiance Spells – Magic

Cast {M} Create Totem	Effect: Choose a point within this character's AR and at least 1” from any other characters. This character makes a Cast Test. This Spell may not be cast again if there is a Friendly Magic Totem in the Combat Area.		Cost: Stat Intellect
Cast [FT]	Stat: Intellect	Success: Place a Magic Totem with Body 1 at the chosen point. See the Monsters and Hirelings Section. Degrees: Increase the Magic Totem's Body by 1.	
	Target: 4+	Rule of 1: Place a Cursed Spirit with Body 1 in base contact with this character. See the Monsters and Hirelings Section.	

Cast {M} Firestorm	Effect: Place a Firestorm Marker onto the table within this character's LoS. This character makes a Cast Test.		Cost: Stat Intellect
Cast [FT]	Stat: Intellect	Success: All character's within 2” of the Firestorm Marker receive 1 damage. Degrees: Increase the range for receiving damage from this Spell by +1”.	
	Target: 4+	Rule of 1: The Firestorm Marker may be placed anywhere on the Combat Area by another player and then causes damage as if a Success had been rolled.	

Cast {M} Transposition	Effect: Choose an Enemy character and a Friendly character within this character's AR. This character makes a Cast Test.		Cost: Stat Intellect
Cast [OT]	Stat: Intellect	Success: Remove both characters from the Combat Area. Place the Enemy character where the Friendly character was previously and the Friendly character where the Enemy character was.	
	Target: Will	Rule of 1: This character and the Friendly character switch places.	

Cast {M} Upheaval	Effect: Place an Upheaval Marker anywhere within this character's AR. This character makes a Cast Test.		Cost: Stat Intellect
Cast [BT]	Stat: Intellect	Result: An area around the Upheaval Marker with a radius equal to the result of this Test in inches becomes Difficult Terrain. Remove the Marker at the end of the turn.	

Allegiance Spells – Nature

Cast {M} Nature's Gifts	Effect: Choose any number of Friendly characters within this character's AR. This character makes a Cast Test.		Cost: Stat Intellect
Cast [FT]	Stat: Intellect	Success: Each targeted character receives Base Damage [+1] on one Melee Weapon until end of turn. Degrees: One targeted character receives Fight [+1] until end of turn.	
	Target: (2+ the number of targeted characters) +	Rule of 1: This character receives Fight [<] until end of turn.	

Cast {M} Wild Spirit	Effect: Choose a Friendly character within this character's AR. This character makes a Cast Test. This Spell may not be cast again if there is a Friendly Wild Spirit in the Combat Area.		Cost: Stat Intellect
Cast [FT]	Stat: Intellect	Success: Place a Wild Spirit with Body 1 in base contact with the target character. See the Monsters and Hirelings Section. Degrees: Increase the Wild Spirit's Body by 1.	
	Target: 4+	Rule of 1: Place a Cursed Spirit with Body 1 in base contact with this character. See the Monsters and Hirelings Section.	

Allegiance Spells – Order

Cast {M} Gift of Experience	Effect: Choose any number of Friendly characters of lower Rank within this character's AR. This character makes a Cast Test.		Cost: Stat Intellect
Cast [FT]	Stat: Intellect	Success: Each targeted character receives an Engagement Token. Degrees: One targeted character receives an Engagement Token.	
	Target: (2+ the number of targeted characters) +	Rule of 1: This character cannot use Engagement Tokens until end of turn.	

Cast {M} Hierarchy of Power	Effect: Choose a Friendly character of equal or higher Rank within this character's AR. This character makes a Cast Test.		Cost: Stat Intellect
Cast [FT]	Stat: Intellect	Success: Target character receives [+1] on their next test this turn. Degrees: Another Friendly character within the target character's AR receives [+1] on their next test this turn.	
	Target: 4+	Rule of 1: Target character receives [-1] on their next test this turn.	

Allegiance Spells – Anarchy

Cast {M} Disorientation	Effect: Target an Enemy character within this character's AR. This character makes a Cast Test.		Cost: Stat Intellect
Cast [OT]	Stat: Intellect	Success: Until end of turn, before the targeted character takes any Action, they must first pass a Disorientation Test. (See below). If they fail the Test, they lose their Action. Degrees: Increase the Target Number of the Disorientation Test by +1.	
	Target: Will	Rule of 1: A Friendly character (Opponent's choice) within this character's AR is affected by this Spell as if it were a Success.	

Disorientation [FT]	Stat: Will	Success: The character may take their Action as normal.	
	Target: 2+		

Cast {M} Time Stutter	Effect: Choose any number of character's in this character's AR. This character makes a Cast Test.		Cost: Stat Intellect
Cast [FT]	Stat: Intellect	Success: Push each targeted character 1” in any direction. Degrees: Push this character 1” in any direction.	
	Target: (2+ the number of targeted characters) +	Rule of 1: This character receives Agility [<] until end of turn.	

Equipment

Over the course of hundreds of years of warfare, a great many weapons have been invented and improved upon in an effort to make killing easier and combat more deadly. While there are certainly differences between different types of weapons, the nuances between them are too small to represent with individual rules for every type of sword, axe and spear. Instead, weapons are grouped into broad categories, offering a set of rules to represent a multitude of implements of death. Players are free to record these weapons on their character cards using either the category name, or the specific name of the weapon, so long as they remember which set of rules they are using.

Example

Character A is equipped with a Light Melee weapon. On their Character Card, this is recorded as being a mace.

Character B is also equipped with a Light Melee weapon. On their Character Card, this is recorded as being an axe.

The same principle is true for ranged weapons, armour and some other pieces of equipment. The rules are related to the function rather than the form. This is done to prevent the equipment section of this book running to hundreds of pages with thousands of extra rules to remember.

Upgrades

To help players customise their characters a little more, weapons and armour have options to take upgrades. These are extra abilities that are added to the cost of the basic equipment. Each has an extra cost, which must be paid in addition to the weapon or armour selected. Any weapon or set of armour may only ever have 1 upgrade. Upgrades will often have a limitation based on the character they are being purchased for.

Upgrades may not be applied to Magic Items.

Weapon Limits

Each character is limited to 3 weapons. Whenever they attack an Enemy character, they will need to declare which weapon is being used to make the attack. Characters are free to switch weapons between actions, or during another character's activation. They may not switch weapons during an action.

In addition, characters are limited by how many weapons they can hold at any given time. Unless a Form says otherwise, a character only has two hands in which to hold weapons and perhaps a shield. A character can use one of the following combinations:

1x Weapon and 1x Shield

2x Weapons (Characters may only get the benefit of 1 weapon's special rules at a time).

1x 2-Handed Weapon

Weapon Special Rules

Some weapons have special rules that apply to characters equipped with them.

Reach – Add the value to the users CR. This bonus is not cumulative with other weapons, but it is cumulative with any increase to CR from Talents.

Piercing – The character being attacked by this weapon receives Toughness [-1] if they are wearing any sort of armour, This bonus is not cumulative with other weapons, but it is cumulative with any increase to CR from Talents.

Melee Weapons

Unarmed	Base Damage: 0	Cost: Free
	Special Rules: User receives Fight [<].	

Natural Weapons (May not be purchased)	Base Damage: 1	Cost: Free
	Special Rules: This equipment is only available to characters with specific Forms.	

Light Melee	Base Damage: 1	Cost: Stat Fight
	Special Rules:	

Pole-arm	Base Damage: 1	Cost: Stat Fight +2
	Special Rules: Reach 1”	

Heavy Melee	Base Damage: 2	Cost: Stat Fight +2
	Special Rules: 2-Handed Weapon	

Heavy Pole-arm	Base Damage: 2	Cost: Stat Fight +4
	Special Rules: 2-Handed Weapon, Reach 1”	

Melee Upgrades

Finely Balanced (Veteran/Noble)	Base Damage: Same as basic weapon	Cost: 2
	Special Rules: Fight [+1]	

Massive (Fight 8 or more)	Base Damage: This weapon's Base Damage increases by [+1]	Cost: 2
	Special Rules:	

Razor Sharp (Veteran/Noble)	Base Damage: Same as basic weapon	Cost: 2
	Special Rules: Piercing	

Poisoned Blade (Evil)	Base Damage: Same as basic weapon	Cost: 4
	Special Rules: After target receives damage from this weapon, they receive Toughness [<] until end of turn.	

Ranged Weapons

Some Ranged Weapons have a Close Range modifier. Add the bonus to the Shoot Stat of the character when taking the Shoot Action against a target within Close Range. A character is assumed to have enough ammunition (or enough weapons to throw) to last for a full game.

Light Thrown Weapon	Base Damage: 1	Cost: Stat Shoot +1
	Special Rules:	
	Close Range: Max Range: 6"	

Heavy Thrown Weapon	Base Damage: 2	Cost: Stat Shoot +3
	Special Rules:	
	Close Range: Max Range: 6"	

Light Ranged Weapon	Base Damage: 1	Cost: Stat Shoot +2
	Special Rules:	
	Close Range: AR [+1] Max Range: 12"	

Heavy Ranged Weapon	Base Damage: 1	Cost: Stat Shoot +4
	Special Rules:	
	Close Range: AR [+1] Max Range: 24"	

Ranged Upgrades

Armour Piercing (Veteran/Noble)	Base Damage: Same as basic weapon	Cost: 2
	Special Rules: Piercing	

High Powered (Shoot 8 or more)	Base Damage: This weapon's Base Damage increases by [+1]	Cost: 2
	Special Rules:	

True (Veteran/Noble)	Base Damage: Same as basic weapon	Cost: 2
	Special Rules: Close Range becomes 2xAR +1	

Armour

A character may have up to 1 Shield and up to 1 type of Armour. When damage is reduced by armour, first total up all of the damage caused by the Action and then reduce that total by the amount specified.

Shield	Effect: When this character is the Opposing character in a Fight Test, they receive Toughness [+1]. When this character is the Opposing character in a Shoot Test, they receive Agility [+1].	Cost: 4
Light Armour	Effect: This character reduces any damage they receive from Fight/Shoot Tests by 1. This character receives -1 on any Swimming Tests.	Cost: Stat Toughness
Heavy Armour	Effect: This character reduces any damage they receive from Fight/Shoot Tests by 2. This character receives -2 on any Swimming Tests, and -1 on any Sprinting Tests	Cost: Stat Toughness +2

Armour Upgrades

Lightweight (Veteran/Noble)	Special Rules: Reduce any negative penalties of the armour by 1.	Cost: 2
Reinforced (Veteran/Noble)	Special Rules: When this character receives damage from a weapon, reduce the Base Damage of the weapon by 1 to a minimum of 0.	Cost: 10
Warded (Noble)	Effect: When this character is the Opposing character in any Test with the Magic Effect {m}, this character receives [>] to their Stat for the Test.	Cost: 5

Items

Some Items require the character to take a Use Action to receive the benefit of the Item, this will be marked in the limitations of the Item. If there is no (Use) limitation on the Item, the benefits of the Item can be applied automatically with no separate Action required. A character may have up to 3 Items, but may only have 1 of each Item.

Climbing Gear	Effect: This character receives Agility [+2] on all Climb Skill Tests	Cost: 4
---------------	---	---------

Company Banner (Warrior/Veteran) (Use)	Effect: When this Item is used, the character takes a Rally Test.		Cost: Stat Will
Rally [FT]	Stat: Will	Success: All Friendly character's within this character's AR may immediately end 1 'until end of turn' Talent, Spell or Equipment rule affecting them.	
	Target: 4+	Rule of 1: This character receives Agility [-1] until end of turn.	

Musical Instrument (Veteran) (Use)	Effect: When this Item is used, the character takes a Signal Test.		Cost: Stat Will
Signal [FT]	Stat: Will	Success: All Friendly characters within this character's AR receive Move +1” until the end of turn.	
	Target: 4+	Rule of 1: This character receives Agility [-1] until end of turn.	

Personal Banner (Veteran/Noble)	Effect: As long as a Friendly character can draw LoS to this character, this character counts as being within the Friendly character's AR. This character cannot receive the Hidden Status.	Cost: 10
------------------------------------	---	----------

Tool Kit	Effect: This character receives Intellect [>] when making Interact Tests.	Cost: 2
----------	---	---------

Trophy Rack (Veteran/Noble)	Effect: This character receives Will [+2] when it is the Opposing character in an Opposed Test.	Cost: 4
--------------------------------	---	---------

Consumables

Consumables are a special type of Equipment. You can only receive the benefit of a Consumable once per game. The first time you claim the benefit, the Consumable is removed from the Character Card. If you are playing a campaign, the Consumable does not come back for the next game, you will need to purchase it again. A character may have up to 3 Consumables and may purchase the same Consumable multiple times (but no more than 3 Consumables total).

Some Consumables require the character to take a Use Action to receive the benefit of the Consumable, this will be marked in the limitations of the Consumable. If there is no (Use) limitation on the Consumable, the benefits of the Consumable can be applied automatically with no separate Action required.

Potion of Healing (Use)	Effect: When this Consumable is used, the character immediately heals 1d3 damage.	Cost: 6
Potion of Speed (Use)	Effect: When this Consumable is used, the character doubles their Move Stat and receives Agility [>] until the end of turn.	Cost: 6
Potion of Heroism (Use)	Effect: When this Consumable is used, the character's Will Stat is set to 12 until the end of turn.	Cost: 6
Potion of Steel (Use)	Effect: When this Consumable is used, the character's Toughness Stat is set to 12 until the end of turn.	Cost: 6
Luck Stone (Noble)	Effect: This Consumable can be used at any time. When it is used, this character receives [+2] on their next Test.	Cost: 10

Magic Items

Magic items are pieces of equipment that have been enchanted with powers to make them far superior to their mundane counterparts. They are very rare and are usually only found in the possession of mighty heroes and powerful mages.

Limitations

Upon the creation of a new OF, only one Magic Item may be purchased for the force and it may only be purchased for a character of Veteran or Noble Rank. If you are playing a campaign, new Magic Items may be found or purchased, but the number of Magic Items a character may possess is limited by their rank. Characters are still limited by the types of Equipment they may carry. (So a character could not have normal armour and magical armour, for example.)

Character's Rank	Max Number of Magic Items
Noble	3
Veteran	2
Warrior*	1
Peasant	0
Underling	0

*Warriors may only be equipped with Magic Items if all of the OF's Veterans and Noble already have the maximum number of Magic Items.

In addition to the above, no Magic Items may be duplicated in an OF. You are only allowed one of each. Should your OF gain a duplicate copy of a Magic Item, they instead receive gold equal to its value.

Magic Item Names

Where a Magic Item may have a name like The Sword of Smiting, you are free to use a model carrying a spear or an axe. All of the rules for the weapon will remain the same as they are written here though. The same holds true for the naming of other Magic Items, so long as the rules are used as written, you can substitute a necklace for a ring, or a staff for a wand.

Magic Melee Weapons

Dimensional Spear	Base Damage: 1	Cost: 15
	Special Rules: When this character takes a Fight action using this weapon, they may use their AR instead of their CR for choosing a target. This has no effect on other characters being Locked in Combat. Reach 1”	

Righteous Hammer (Good)	Base Damage: 1 or 3	Cost: 15
	Special Rules: This weapon has Base Damage 1 against characters with the Good Allegiance, and Base Damage 3 against all other characters.	

Sword of Smiting	Base Damage: 2 {M}	Cost: 20
	Special Rules: Once per game, after making a successful Fight test, but before making a Damage Test, the opposing character receives 1d3 damage. This damage may not be reduced by any means. Resolve the Damage Test as normal.	

Magic Ranged Weapons

Hunter's Bow	Base Damage: 2	Cost: 20
	Special Rules: When taking a Shoot action using this weapon, Obscured Line of Sight counts as Clear Line of Sight.	
	Close Range: AR [+2] Max Range: 24"	

Magic Armour

Blinding Shield	Effect: When this character is the Opposing character in a Fight Test, they receive Fight [+1] Any Line of Sight drawn to this character always counts as Obscured. Line of Sight drawn from this character uses the normal rules and conditions. This character may not hide.	Cost: 15
-----------------	---	----------

Armour of Fortitude	Effect: This character reduces any damage they receive from Fight/Shoot Tests by 2. When this character is the Opposing character in a Damage Test, if their Toughness is lower than the Fight of the Active character, they receive Toughness [>]	Cost: 20
---------------------	---	----------

Armour of Vengeance (Evil)	Effect: This character reduces any damage they receive from Fight/Shoot Tests by 2 When this character receives damage from any source, the closest Enemy character within this character's AR (This character's choice if there are two or more characters an equal distance away) also receives 1 damage.	Cost: 20
-------------------------------	--	----------

Magical Items

Arch-mage's Tome (Magic)	Effect: During the Start of Turn Phase, choose 1 Magic Spell this character knows. They may not use that Spell this turn. Choose 1 Magic Spell from the General Spells list. This character may use that Spell this turn.	Cost: 20
Black Wand	Effect: Whenever a character makes a Cast test within this character's AR, they receive Intellect [-2] on the Test.	Cost: 20
Boots of Speed	Effect: When this character takes a successful Move Action, they may move up to an additional 2".	Cost: 8
Champions Pennant (Order)	Effect: All Friendly characters of lower Rank who can draw LoS to this character receive Will [+1]. This character receives Fight [+1]	Cost: 20
Heroes Bane (Anarchy)	Effect: When an Enemy character is Locked in Combat with this character, when that Enemy character makes a Test, if their Stat is 10 or higher before modifiers, reduce their Stat to an 8.	Cost: 20
Gale Horn	Effect: Once per game, the bearer may take the Use action to activate the Gale Horn. All characters within this characters AR are pushed 1d3" directly away from this character. Until the end of turn, this character cannot be targeted by the Shoot action.	Cost: 15
Ring of Flight	Effect: This character may use Flying movement when the take the Move action. Their Move remains the same. In addition, the character automatically passes any Uncontrolled Fall tests they are required to make.	Cost: 10
Woodland Crown (Nature)	Effect: This character may move through Difficult Terrain as if it were Open Terrain. They receive Body [+1] CR [+1"] and the Base Damage of any Natural Weapons increases by 1.	Cost: 20

Character Creation Example

Player A wishes to create their own OF and the characters in it. Player A decides to start by creating one of the OF's Veterans to get a feel for the character creation process. Player A has decided that they want to create an OF that focuses on ranged combat and has selected Shoot as the Core Stat for the OF. The force will get the Nature Allegiance. A Veteran character has the following set of Stats and Talents available.

Rank	Title	Recruitment	Core Stat	Stats for Allocation	Skills and Abilities	Cost
3	Veteran	0-3	8	8, 8, 6, 6, 6, Body +1	0-1	43

Player A begins by filling in their character's name and Rank. They also fill in their Core Stat and the basic points value for a Veteran.

Name: Pevane Lanare					Rank/Title: Veteran			Total Cost:	
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost
				8					43

Now that the basics have been taken care of, Player A fills in the remaining Stats for Pevane. Seeing the character as someone who wants to move around a lot to get the best angle for their shots, Player A assigns an 8 to Pevane's Agility. They also assign an 8 to Intellect to increase Pevane's AR and enable them to interact with objectives easily. The remaining Stats of Fight, Toughness and Will are all assigned a 6.

Name: Pevane Lanare					Rank/Title: Veteran			Total Cost:	
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost
		6	6	8	8	8	6		43

With the variable Stats filled in, Player A decides to look at Forms and Traits to see what best suits their image of Pevane.

Looking over the Forms, Player A wants their character to be a fast moving Elven Scout and settles on Swift, Humanoid for Pevane, along with the Accurate Trait.

Swift, Humanoid	Move: 7	Other Effects:	Cost: 13
	Body: 6		CR: 0”
Accurate	Effect: Shoot Stat is permanently increased by 2		Cost: 4

Filling in more of Pevane's Character Card with the extra information, Pevane's Shoot Stat is increased from 8 to 10. As a Veteran, Pevane's Body Stat is one higher than the listed value for the Swift, Humanoid Form. Pevane's AR and CR can also be filled in at this step, 8 for AR (from Pevane's Intellect) and 0 for CR (from the Swift, Humanoid Form).

Name: Pevane Lanare					Rank/Title: Veteran			Total Cost:		
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost	
	7	6	6	10	8	8	6	7	43	
Equipment:					Cost	Form: Swift, Humanoid			Cost: 13	
						Trait: Accurate			Cost: 4	
						Notes:			AR: 8	
									CR: 0	
Damage Received:					Experience:					

As a Veteran, Pevane is able to take one Skill or Ability at character creation. Maintaining the theme of a ranged specialist, Player A selects Crippling Shot as Pevane's Ability. This will give any character Pevane damages with a Shoot Action a penalty on their next Test.

Crippling Shot	Effect: After this character causes damage with a Shoot Action, the targeted character receives [<] on their next test this turn.	Cost: Stat Shoot
----------------	---	------------------

Crippling Shot has a cost of Stat Shoot, which in Pevane's case is a 10. So, this Ability will add 10 Gold to Pevane's overall cost.

Name: Pevane Lanare					Rank/Title: Veteran			Total Cost:	
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost
	7	6	6	10	8	8	6	7	43
Abilities: Crippling Shot (Damaged target receives [$<$] on next test.				Cost 10	Skills:				Cost
Equipment:					Cost	Form: Swift, Humanoid			Cost: 13
						Trait: Accurate			Cost: 4
						Notes:			AR: 8
									CR: 0
Damage Received:					Experience:				

The next step is to decide what Equipment Pevane should be carrying. Looking over at the Elvish Archer model they are currently painting, Player A sees that the model is wearing what looks like a leather jerkin and is carrying a bow, a quiver, a sword and a potion of some kind. Comparing the miniature with the Equipment list, Player A decides that the leather jerkin is Light Armour, the Bow and Quiver is a Heavy Ranged Weapon, and the sword is a Light Melee Weapon. In the Consumables list, Player A selects a Potion of Healing, just in case Pevane gets into trouble. Looking again at the Equipment list, Player A decides to give Pevane's Heavy Ranged Weapon the True upgrade. This will double Pevane's AR when it comes to determining the Close Range modifiers for any Shoot Tests.

Name: Pevane Lanare					Rank/Title: Veteran			Total Cost:	
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost
	7	6	6	10	8	8	6	7	43
Abilities: Crippling Shot (Damaged target receives [$\leq$] on next test.			Cost 10	Skills:					Cost
Equipment: Light Armour True Longbow (<i>Heavy Ranged, Base 1, Max 24"</i> , <i>Close Range = 2x AR</i>) Sword (<i>Light Melee, Base 1</i>) Potion of Healing				Cost 6	Form: Swift, Humanoid			Cost: 13	
				16	Trait: Accurate			Cost: 4	
				6	Notes:			AR: 8	
				6				CR: 0	
Damage Received:					Experience:				

With all of Pevane's Stats, Talents and Equipment entered, the final step is to total up Pevane's Cost.

Pevane's base cost as a Veteran is 43, their Form and Trait add 13 and 4 respectively. The Crippling Shot Ability adds 10 to the total and all of Pevane's Equipment comes to 34. This gives Pevane a Total Cost of 104 Gold Coins.

Name: Pevane Lanare					Rank/Title: Veteran			Total Cost: 104		
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost	
	7	6	6	10	8	8	6	7	43	
Abilities: Crippling Shot (<i>Damaged target receives [$\leq$] on next test</i>)				Cost 10	Skills:				Cost	
Equipment: Light Armour True Longbow (<i>Heavy Ranged, Base 1, Max 24"</i> , <i>Close Range = 2x AR</i>) Sword (<i>Light Melee, Base 1</i>) Potion of Healing					Cost 6	Form: Swift, Humanoid			Cost: 13	
					16	Trait: Accurate			Cost: 4	
					6	Notes:			AR: 8	
					6				CR: 0	
					Damage Received:					Experience:

Quick Opposing Forces

Good Allegiance: The Defenders of the Western Marches

Led by Commander Delyat, the Defenders of the Western Marches are a dedicated group of warriors and levies that patrol the borders, keeping raiders and bandits at bay and protecting the local populace. Each and every member has sworn a solemn vow to never refuse aid to those that need it, a vow which they uphold with their life if need be.

Name: The Defenders of the Western Marches	Total Value:
Core Stat: Fight	Allegiance: Good
Treasury: 700 Gold Coins	Notes:

This OF must be led by Commander Delyat

Commander Delyat is an experienced warrior, well versed in the use of all weapons of war, though loathe to use them unless the cause is just.

Name: Commander Delyat					Rank/Title: Noble			Total Cost: 119	
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost
	6	10	10	6	8	8	8	10	52
Abilities: Healing Aura. Defensive Stance				Cost 6 2	Skills: Lead By Example				Cost 8
Equipment: Potion of Healing (Use) Righteous Hammer (Base Damage 1 or 3) Shield Light Armour					Cost 6 15	Form: Average, Humanoid		Cost: 12	
						Trait: Healthy		Cost: 4	
					4 10	Notes: Good		AR: 8	
								CR: 0	
Damage Received:						Experience:			

This OF may take up to 3 of the following Veterans. It may only include 1 of each.

Trained in the mystic arts, Ranther Helmwan provides healing and respite for those in need.

Name: Ranther Helmwan					Rank/Title: Veteran			Total Cost: 99		
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost	
	6	8	8	6	6	10	6	7	43	
Abilities:			Cost	Skills: Cast - Guardian Spirit Extra Spell - Healing Pulse					Cost 10 10	
Equipment: Club (Light Melee, Base Damage 1) Shield Light Armour				Cost 8 4 8	Form: Average, Humanoid			Cost: 12		
					Trait: Wise			Cost: 4		
					Notes: Good			AR: 10		
								CR: 0		
Damage Received:					Experience:					

A master of speech and song. Traken can always be relied upon to lift the hearts of his comrades and bolster their courage before battle.

Name: Traken the Bard					Rank/Title: Veteran			Total Cost: 87	
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost
	6	8	6	8	6	6	8	7	43
Abilities: Inspirational			Cost 2	Skills:					Cost
Equipment: Musical Instrument (Use) Longsword (Light Melee, Base Damage 1) Longbow (Heavy Ranged, Base Damage 1, 24")				Cost 8	Form: Average, Humanoid				Cost: 12
				8	Trait: Blessed				Cost: 2
				12	Notes: Good				AR: 6
									CR: 0
Damage Received:					Experience:				

A knight of renown, known for their prowess on the field of battle and the jousting lists at court, Ser Mull is a force to be reckoned with.

Name: Ser Harber Mull					Rank/Title: Veteran			Total Cost: 101	
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost
		8	8	6	6	6	8	7	43
Abilities: Utopian Ideals			Cost 2	Skills:					Cost
Equipment: Personal Banner Finely Balanced Great Sword (Heavy Melee, Base Damage 4, Fight [+1]) Heavy Armour				Cost 10	Form: Mighty, Humanoid				Cost: 16
				12	Trait: Powerful				Cost: 8
					Notes: Good				AR: 6
				10					CR: 0
Damage Received:					Experience:				

Though raised as a poacher, Grevis now serves as chief scout for the Defenders, keeping a watchful eye out for danger.

Name: Grevis Redheath					Rank/Title: Veteran			Total Cost: 100	
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost
	7	8	6	10	8	6	6	7	43
Abilities: Crippling Shot			Cost 10	Skills:					Cost
Equipment: Longsword (Light Melee, Base Damage 1) High Powered Longbow (Heavy Ranged, Base Damage 2, 24") Light Armour				Cost 8	Form: Swift, Humanoid				Cost: 13
				16	Trait: Accurate				Cost: 4
					Notes: Good				AR: 6
				6					CR: 0
Damage Received:					Experience:				

An OF may take any number of Warriors.

The warriors of the Defenders are a hardy bunch, equally at home telling tall tales around a campfire as they are fighting back the foes who would seek to destroy their homes.

Name: Defender of the Western Marches					Rank/Title: Warrior			Total Cost: A=70, B=72	
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost
	6	8	8	6	6	4	6	6	36
Abilities:			Cost	Skills:					Cost
Equipment: Option A Spear (Pole-arm, Base Damage 1, Reach 1’’) Light Armour Option B Short Sword (Light Melee, Base Damage 1) Short Bow (Light Ranged, Base Damage 1, 12’’) Shield				Cost	Form: Average, Humanoid			Cost: 12	
				10	Trait: Tough			Cost: 4	
				8	Notes: Good			AR: 4	
				8				CR: A = 1 B = 0	
				4					
Damage Received:					Experience:				

Up to half of an OF may be Peasants.

As part of their duties to their feudal lords, each citizen of the Western Marches must spend some time on patrol. This ensures that their lands are kept safe and free.

Name: Western March Levy					Rank/Title: Peasant			Total Cost: 55	
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost
	6	6	4	6	4	4	4	5	27
Abilities:			Cost	Skills:					Cost
Equipment: Option A Short Sword (Light Melee, Base Damage 1) Light Armour Shield Option B Short Sword (Light Melee, Base Damage 1) Short Bow (Light Ranged, Base Damage 1, 12")				Cost	Form: Average, Humanoid			Cost: 12	
				8 4 4 8 8	Trait:			Cost: 0	
					Notes: Good			AR: 4	
								CR: 0	
Damage Received:					Experience:				

Evil Allegiance: The Eaters of Hope

The Eaters of Hope are a growing cult led by the despotic Lord Srade. Seeking nothing less than complete domination of the kingdom, the Eaters are responsible for countless murders, raids and destruction. So far their small numbers have limited their actions, but as they gain new followers, their threat increases.

Name: The Eaters of Hope	Total Value:
Core Stat: Toughness	Allegiance: Evil
Treasury: 700 Gold Coins	Notes:

This OF must be led by Lord Srade.

Lord Srade is assumed to be an assumed name, as no noble family with that name has ever been recorded. Always fully clad in thick plate armour, Lord Srade is a fearsome combatant and a cunning strategist.

Name: Lord Srade					Rank/Title: Noble			Total Cost: 146		
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost	
	6	12	10	8	6	8	8	8	52	
Abilities: Pathetic Minion				Cost 20	Skills: Shake Off Serve My Will				Cost 10 8	
Equipment: Armour of Vengeance Finely Balanced Longsword (Light Melee, Base Damage 2, Fight [+1]) Shield					Cost 20 12	Form: Mighty, Humanoid			Cost: 16	
						Trait: Trained			Cost: 4	
					4	Notes: Evil			AR:	
									CR:	
Damage Received:					Experience:					

Lord Srade will always be accompanied by a Pathetic Minion.

Name: Pathetic Minion					Rank/Title: Underling			Total Cost: X		
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost	
	5	4	6	4	4	4	4	5	/	
Abilities: Backstab Questionably Loyal				Cost / /	Skills:				Cost	
Equipment: Rusty Dagger (Light Melee, Base Damage 1)					Cost /	Form: Small, Humanoid			Cost: /	
						Trait: Craven			Cost: /	
						Notes: Evil When this character is targeted by a Shoot Action, they receive Agility [+1]			AR: 4	
									CR: 0	
Damage Received:						Experience:				

This OF may take up to 3 of the following Veterans. It may only include 1 of each.

Garolff the Despoiler serves as Lord Srade's lieutenant, keeping the rest of the Eaters in line and punishing those who would defy Lord Srade's will.

Name: Garolff the Despoiler					Rank/Title: Veteran			Total Cost: 101		
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost	
	6	8	8	8	6	6	8	7	43	
Abilities:				Cost	Skills: Claim the Weak				Cost 8	
Equipment: Heavy Armour Glaive (Heavy Pole-arm, Base Damage 2, 2-Handed Weapon, Reach 1") Crossbow (Heavy Ranged Weapon, Base Damage 1, Max Range 24"					Cost 10 12	Form: Average, Humanoid			Cost: 12	
						Trait: Brave			Cost: 4	
					12	Notes: Evil			AR: 6	
									CR: 1	
Damage Received:						Experience:				

Turg Craktooth is an Ogre recruited by Lord Srade with the promise of plunder and mayhem. So far, Craktooth has not been disappointed.

Name: Turg Craktooth					Rank/Title: Veteran			Total Cost: 98	
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost
	7	8	10	6	4	6	8	9	43
Abilities:			Cost	Skills: Blow for Blow					Cost 10
Equipment: Massive Great Club (Heavy Melee, Base Damage 4, 2-Handed Weapon) Light Armour				Cost 12	Form: Large, Humanoid			Cost: 19	
					Trait: Tough			Cost: 4	
				10	Notes: Evil			AR: 6	
								CR: 1	
Damage Received:					Experience:				

Magister Loquas has gained a reputation for cruelty and harshness, one which is well deserved. Even among a group as dangerous as the Eaters of Hope, Loquas stands out as truly vile.

Name: Magister Loquas					Rank/Title: Veteran			Total Cost: 97	
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost
	6	6	8	6	6	10	8	7	43
Abilities:			Cost	Skills:					Cost
				Cast – Choking Mists					10
				Extra Spell – Ghastly Curse					10
Equipment: Poisoned Dagger (Light Melee, Base Damage 1, After damage, target Toughness [<] until EoT) Light Armour				Cost	Form: Average, Humanoid				Cost: 12
				10	Trait: Wise				Cost: 4
				8	Notes: Evil				AR: 10
									CR: 0
Damage Received:					Experience:				

When the Eaters of Hope want a target removed quickly and quietly, they turn to the figure known only as 'The Whisperblade'.

Name: The Whisperblade					Rank/Title: Veteran			Total Cost: 93	
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost
	7	8	8	8	8	6	6	7	43
Abilities:			Cost	Skills:					Cost
Backstab			4						
Equipment: Razor Sharp Rapier (Light Melee, Base Damage 1, Piercing) Armour Piercing Knives (Light Thrown, Base Damage 1, Piercing) Light Armour				Cost	Form: Swift, Humanoid				Cost: 13
				10	Trait: Nimble				Cost: 4
				11	Notes: Evil				AR: 6
				8					CR: 0
Damage Received:					Experience:				

An OF may take any number of Warriors.

The Eaters of Hope are an assortment of bandits and outlaws united under the charismatic leadership of Lord Srade. They thrive on violence and causing suffering, their bloodthirsty natures given free reign within the cult.

Name: Eater of Hope					Rank/Title: Warrior			Total Cost: A=66, B=68	
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost
	6	6	8	6	6	6	4	6	36
Abilities:			Cost	Skills:					Cost
Equipment: Option A Spear (Pole-arm, Base Damage 1, Reach 1") Light Armour Option B Short Sword (Light Melee, Base Damage 1) Short Bow (Light Ranged, Base Damage 1, 12") Shield					Cost	Form: Average, Humanoid			Cost: 12
					8	Trait: Craven			Cost: 2
					8	Notes: Evil			AR: 6
					6				CR: A = 1 B = 0
					8				
Damage Received:					4	Experience:			

Up to half of an OF may be Peasants.

Not all of the members of the Eaters of Hope are trained combatants, there exist many psychotic individuals within the cult. In battle they are callously herded forwards against the enemy to tie them up while Lord Srade and the inner circle achieve their objectives.

Name: Insane Cultist					Rank/Title: Peasant			Total Cost: 50		
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost	
	6	6	6	4	4	4	4	5	27	
Abilities:			Cost	Skills:					Cost	
Equipment: Dagger (Light Melee, Base Damage 1)				Cost 6	Form: Average, Humanoid			Cost: 12		
					Trait: Impervious			Cost: 5		
					Notes: Evil			AR: 4		
								CR: 0		
Damage Received:					Experience:					

Magic Allegiance: Agents of the Conclave

The Grand Conclave of Nevarr is thought of as being one of the greatest and most prestigious schools of the arcane, but it serves as more than just an educational facility. Agents and academics from the conclave will often be despatched at the behest of the Masters of the Conclave to retrieve lost relics or to deal with threats to the conclave's goals.

Name: Agents of the Conclave	Total Value:
Core Stat: Intellect	Allegiance: Magic
Treasury: 700 Gold Coins	Notes:

This OF must be led by Magustix Prime Invus

Magustix Prime Invus is one of the Grand Conclave's most trusted and reliable agents. A master of the magical arts and a learned scholar, there are few situations that Invus cannot handle.

Name: Magustix Prime Invus					Rank/Title: Noble			Total Cost: 156		
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost	
	6	8	8	6	8	12	10	8	52	
Abilities: Master of the Arts				Cost 2	Skills: Predict Outcome Cast – Create Totem Extra Spell – Firestorm Extra Spell – Transposition Extra Spell – Energy Bolt				Cost 12 12 12 12 12	
Equipment: Short Sword (Light Melee, Base Damage 1) Light Armour Luck Stone					Cost 8 8 10	Form: Average, Humanoid			Cost: 12	
						Trait: Wise			Cost: 4	
						Notes: Magic			AR: 12	
									CR: 0	
Damage Received:					Experience:					

This OF may take up to 3 of the following Veterans. It may only include 1 of each.

Magustix Secundus Shireni'i serves the Conclave as an assistant to Magustix Invus, but also as a watchful set of eyes, making sure that the Magustix Prime follows the conclave's orders to the letter.

Name: Magustix Secundus Shireni'i					Rank/Title: Veteran			Total Cost: 95		
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost	
	6	6	8	6	6	8	8	7	43	
Abilities:				Cost	Skills: Cast (Gifted) – Energy Bolt Extra Spell – Ethereal Step Focus Energy					Cost 0 8 8
Equipment: Staff (Pole-arm, Base Damage 1) Light Armour					Cost 8 8	Form: Average, Humanoid			Cost: 12	
						Trait: Gifted			Cost: 8	
						Notes: Magic			AR: 8	
									CR: 1	
Damage Received:					Experience:					

Ell-Goran Geas-born is one of the conclave's senior guards. Like all Geas-born, Ell-Goran is a huge, imposing figure, cutting down with muscle and steel anything which resists the arcane might of the other agents.

Name: Ell-Goran Geas-born					Rank/Title: Veteran			Total Cost: 109		
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost	
	7	10	8	6	4	8	6	9	43	
Abilities:			Cost	Skills: Bulwark					Cost 8	
Equipment: Dimensional Spear (Base Damage 2) Heavy Armour Shield Potion of Healing				Cost 15 10 4 6	Form: Large, Humanoid			Cost: 19		
					Trait: Trained			Cost: 4		
					Notes: Magic			AR:		
								CR:		
Damage Received:					Experience:					

Not all who attend the conclave are training to be mages, some are there to refine their natural, or supernatural gifts. Liftwind Bluegrace is one such alumni, who now finds employ as an agent of their former educators.

Name: Liftwind Bluegrace					Rank/Title: Veteran			Total Cost: 95	
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost
	5	6	6	8	10	8	6	6	43
Abilities:			Cost	Skills: Dimensional Leap					Cost 10
Equipment: Spear (Pole-arm, Base Damage 1, Reach 1") True Longbow (Heavy Ranged, Base Damage 1, Max 24") Shield				Cost	Form: Small, Humanoid				Cost: 12
				8	Trait: Nimble				Cost: 4
				14	Notes: Magic				AR: 8
				4	When targeted by Shoot, Agility [+1]				CR: 1
Damage Received:					Experience:				

Archivist Nune often accompanies other agents into the field, providing extensive knowledge on all things arcane and insight into rare and obscure lore.

Name: Archivist Nune					Rank/Title: Veteran			Total Cost: 95	
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost
	5	6	8	6	6	8	8	8	43
Abilities:			Cost	Skills: Cast (Gifted) – Upheaval Extra Spell – Transposition Witch-fire					Cost 0 8 8
Equipment: Staff (Pole-arm, Base Damage 1) Light Armour				Cost	Form: Stout, Humanoid				Cost: 12
				8	Trait: Gifted				Cost: 8
				8	Notes: Magic				AR: 8
									CR: 1
Damage Received:					Experience:				

An OF may take any number of Warriors.

The Agents of the Conclave are trained in the mystic arts and are able to draw upon magic powers in the pursuit of their duties.

Name: Agents of the Conclave					Rank/Title: Warrior			Total Cost: 68	
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost
	6	6	6	4	6	8	6	6	36
Abilities:			Cost	Skills:					Cost
				Option A					
				Cast (Gifted) – Energy Bolt					0
				Option B					
				Cast (Gifted) – Transposition					0
Equipment:				Cost	Form: Average, Humanoid				Cost: 12
Short Sword (Light Melee, Base Damage 1)				6	Trait: Gifted				Cost: 8
Light Armour				6	Notes: Magic				AR:
									CR:
Damage Received:					Experience:				

Up to half of an OF may be Peasants.

Conclave Guards will usually accompany agents to protect them from mundane threats. Though lacking in magic training themselves, the Guards are well educated and able to act on their own initiative when necessary

Name: Conclave Guards					Rank/Title: Peasant			Total Cost: A=61, B=59	
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost
	6	6	4	4	4	6	4	7	27
Abilities:			Cost	Skills:					Cost
Equipment:				Cost	Form: Mighty, Humanoid				Cost: 16
Option A					Trait: Healthy				Cost: 4
Short Sword (Light Melee, Base Damage 2)				6	Notes: Magic				AR: 6
Light Armour				4					CR: 0
Shield				4					
Option B									
Short Sword (Light Melee, Base Damage 2)				6					
Short Bow (Light Ranged, Base Damage 1, 12")				6					
Damage Received:					Experience:				

Nature Allegiance: The Wardens of the Grove

Dedicated to the defence of the natural realm, the Wardens of the Grove are an irregular order of druids, hunters, and wanderers. Serving no lords, or kings, the wardens follow their cause based on what feels right to them. Despite this lack of organisation, they are unified in their goals of protecting the wilderness and the fauna within it.

Name: The Wardens of the Grove	Total Value:
Core Stat: Agility	Allegiance: Nature
Treasury: 700 Gold Coins	Notes:

This OF must be led by Poranna Rusbin

Poranna Rusbin was once a druid of some standing, who first died defending an area of woodland from an uncontrolled fire. Since that time, Poranna has been reincarnated and awakened several times by other druids, to stand as the greatest of their heroes in times of need.

Name: Poranna Rusbin					Rank/Title: Noble			Total Cost: 131		
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost	
	9	10	8	6	8	8	8	11	52	
Abilities: Stampede Endurance				Cost 4 8	Skills: Tooth and Claw				Cost 8	
Equipment: Natural Weapons (Base Damage 3) Woodland Crown (Bonuses already included) Healing Potion Thick Pelt (Light Armour)					Cost 0 20 6 8	Form: Large, Quadruped			Cost: 21	
						Trait: Awakened Animal			Cost: 4	
						Notes: Nature			AR: 10	
									CR: 2	
Damage Received:					Experience:					

This OF may take up to 3 of the following Veterans. It may only include 1 of each.

Davan Hawkfriend is an experienced druid serving the wardens. Years of experience working alongside birds of prey have helped Davan develop a deep bond with the creatures.

Name: Davan Hawkfriend					Rank/Title: Veteran			Total Cost: 112		
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost	
	7	6	6	10	8	8	6	7	43	
Abilities: Bonded Hawk				Cost 20	Skills:				Cost	
Equipment: Finely Balanced Spear (Pole-arm, Base Damage 1, Reach 1") High Powered Long Bow (Heavy Ranged, Base Damage 2, Max 24") Light Armour					Cost 10	Form: Swift, Humanoid			Cost: 13	
						Trait: Accurate			Cost: 4	
					16	Notes: Nature			AR: 8	
									CR: 1	
Damage Received:						Experience:				

Davan Hawkfriend is always accompanied by a Bonded Hawk.

Name: Bonded Hawk					Rank/Title: Underling			Total Cost: X		
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost	
	8	6	4	4	6	4	4	4	/	
Abilities: Flight Bonded			Cost / /	Skills:					Cost	
Equipment: Beak and Claws (Natural Weapons, Base Damage 1)				Cost /	Form: Small, Avian				Cost: /	
					Trait: Animal				Cost: /	
					Notes: Nature When this character is targeted by a Shoot Action, they receive Agility [+1]				AR: 6	
									CR: 0	
Damage Received:					Experience:					

Among the Druidic circles, some learn to harness the powers of magic inherent in nature. Lorin Evergreen is still studying the arcane arts, but freely assists the wardens when called.

Name: Lorin Evergreen					Rank/Title: Veteran			Total Cost: 103		
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost	
	6	6	6	8	8	8	6	9	43	
Abilities:			Cost	Skills: Cast – Nature's Gifts Extra Spell – Soar					Cost 8 8	
Equipment: Spear (Pole-arm, Base Damage 1, Reach 1’’) Armour Piercing Long Bow (Heavy Ranged, Base Damage 1, Max 24’’) Light Armour				Cost 8 14	Form: Average, Humanoid			Cost: 12		
					Trait: Healthy			Cost: 4		
				6	Notes: Nature			AR: 8		
								CR: 1		
Damage Received:					Experience:					

Embracing a more martial attitude and an aggressive method of protecting nature, Ily-annis Ruthen is often at the forefront of the wardens' forces.

Name: Ily-annis Ruthen					Rank/Title: Veteran			Total Cost: 90		
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost	
	7	8	6	8	10	6	6	7	43	
Abilities: Swift Blade			Cost 10	Skills:					Cost	
Equipment: Razor Sharp Glaive (Heavy Pole-arm, Base Damage 2, 2-Handed Weapon, Reach 1") Light Armour				Cost 14	Form: Swift, Humanoid			Cost: 13		
					Trait: Nimble			Cost: 4		
				6	Notes: Nature			AR: 6		
								CR: 1		
Damage Received:					Experience:					

Morb is the name given to the large bear that has taken to following the wardens around. Possessed of great strength, Morb has been instrumental in turning the tide of battle many times.

Name:					Rank/Title: Veteran			Total Cost: 81		
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost	
	9	8	8	6	6	6	6	9	43	
Abilities: At Home in the Wild			Cost 5	Skills:					Cost	
Equipment: Claws (Natural Weapons, Base Damage 2) Thick Fur (Light Armour)				Cost 0 8	Form: Large, Quadruped			Cost: 21		
					Trait: Awakened Animal			Cost: 4		
					Notes: Nature			AR: 6		
								CR: 1		
Damage Received:					Experience:					

An OF may take any number of Warriors.

The Wardens of the Grove live off the land and build no homes. Their bodies have long since become used to the harshness of the nature they defend.

Name:					Rank/Title: Warrior			Total Cost: A=71, B=69		
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost	
	7	6	6	6	8	6	6	6	36	
Abilities:			Cost	Skills:					Cost	
Equipment: Option A Spear (Pole-arm, Base Damage 1, Reach 1’’) Light Armour Shield Option B Short Sword (Light Melee, Base Damage 1) Long Bow (Heavy Ranged, Base Damage 1, 24’’)				Cost 8 6 4 6 10	Form: Swift, Humanoid			Cost: 13		
					Trait: Brave			Cost: 4		
					Notes: Nature			AR: 6		
								CR: A = 1 B = 0		
Damage Received:					Experience:					

Up to half of an OF may be Peasants.

The druids' skills with animals means that a great many creatures can be found fighting alongside the wardens when danger threatens. Hunting packs of predatory creatures will often stalk the enemies of the grove at the behest of their bipedal partners.

Name: Hunting Pack					Rank/Title: Peasant			Total Cost: 45	
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost
	8	6	4	4	6	4	4	5	27
Abilities:			Cost	Skills:					Cost
Equipment: Fangs (Natural Weapons, Base Damage 1)				Cost 0	Form: Average, Quadruped			Cost: 14	
					Trait: Awakened Animal			Cost: 4	
					Notes: Nature			AR:	
								CR:	
Damage Received:					Experience:				

Order Allegiance: Garven's Band

Garven's Band is a group of Dwarven mercenaries known for their personal sense of honour and uncompromising nature. They are some of the best soldiers that money can buy. Each member of the band advances fearlessly, knowing that their comrades fight beside them.

Name: Garven's Band	Total Value:
Core Stat: Will	Allegiance: Order
Treasury: 700 Gold Coins	Notes:

This OF must be led by Garven Stonesmight

A leader of some renown, Garven Stonesmight has commanded the mercenary company for nearly a full century. In that time the band's fortunes have risen and fallen, but their reputation for valour remains unblemished thanks to Garven's charisma and force of will.

Name: Garven Stonesmight					Rank/Title: Noble			Total Cost: 130		
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost	
	5	10	8	8	6	8	10	9	52	
Abilities: Tactical Genius				Cost 4	Skills: Rank and File Analyse Style				Cost 10 8	
Equipment: Champions Pennant Finely Balanced Great Axe (Heavy Melee, Base Damage 2, 2-Handed Weapon) Heavy Armour					Cost 20 12	Form: Stout, Humanoid			Cost: 12	
						Trait: Synchronised			Cost: 2	
					10	Notes: Order			AR: 8	
									CR: 0	
Damage Received:						Experience:				

This OF may take up to 3 of the following Veterans. It may only include 1 of each.

Torman Ironwrought is Garven's long-time friend and second in command.

Name: Torman Ironwrought					Rank/Title: Veteran			Total Cost: 91		
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost	
	5	8	6	6	6	10	8	8	43	
Abilities:			Cost	Skills: Strategic Insight					Cost 10	
Equipment: Razor Sharp Longsword (Light Melee, Base Damage 1, Piercing) Heavy Armour Shield				Cost 10	Form: Stout, Humanoid			Cost: 12		
					Trait: Wise			Cost: 4		
				8 4	Notes: Order			AR: 10		
								CR:		
Damage Received:					Experience:					

Hulwar Wayforge is both the band's magical expert and their accountant. It is said that he knows the worth of every soldier's equipment down to the last copper penny.

Name: Hulwar Wayforge					Rank/Title: Veteran			Total Cost: 105		
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost	
	5	6	8	6	6	10	8	8	43	
Abilities:			Cost	Skills: Cast – Gift of Experience Extra Spell – Hierarchy of Power					Cost 10 10	
Equipment: Staff (Pole-arm, Base Damage 1, Reach 1’’) Thick Robes (Light Armour) Crossbow (Heavy Ranged, Base Damage 1, Max 24’’)				Cost 8 8 10	Form: Stout, Humanoid			Cost: 12		
					Trait: Wise			Cost: 4		
					Notes: Order			AR: 10		
							CR: 1			
				Damage Received:					Experience:	

One of Garven's many relatives, Doulan Ironwrought leads the band's scouts. “Knowledge Brings Victory” is the scout's motto and a creed Doulan lives by.

Name: Doulan Ironwrought					Rank/Title: Veteran			Total Cost: 91	
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost
	7	6	6	8	8	6	8	8	43
Abilities: Mark My Target			Cost 2	Skills:					Cost
Equipment: True Longbow (Heavy Melee, Base Damage 1, Max 24") Short Sword (Light Melee, Base Damage 1) Light Armour Climbing Gear				Cost 14	Form: Stout, Humanoid			Cost: 12	
					Trait: Fast			Cost: 4	
				6	Notes: Order			AR: 6	
				6				CR: 0	
				4					
Damage Received:					Experience:				

'Grey' Basaltfire is an old veteran of the band. 'Grey' has fought in every major battle and proudly bears both the company banner, and a lifetime of scars, at the head of the company's march.

Name: 'Grey' Basaltfire					Rank/Title: Veteran			Total Cost: 89		
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost	
	5	8	8	6	6	6	8	8	43	
Abilities:			Cost	Skills: Hundred Blades					Cost 8	
Equipment: Company Banner Longsword (Light Melee, Base Damage 1) Light Armour				Cost 8	Form: Stout, Humanoid			Cost: 12		
					Trait: Synchronised			Cost: 2		
				8	Notes: Order			AR: 6		
								CR: 0		
Damage Received:					Experience:					

An OF may take any number of Warriors.

Soldiers of the Band are fighters who have proven themselves time and again. There is said to be no foe who the Soldiers of the Band cannot overcome with their steadfast determination and cold steel.

Name: Soldiers of the Band					Rank/Title: Warrior			Total Cost: A=68, B=64	
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost
	5	6	6	6	4	6	8	7	36
Abilities:			Cost	Skills:					Cost
Equipment: Option A Spear (Pole-arm, Base Damage 1, Reach 1”) Light Armour Shield Option B Great Axe (Heavy Melee, Base Damage 2 2-Handed Weapon) Light Armour				Cost	Form: Stout, Humanoid			Cost: 12	
				8	Trait: Synchronised			Cost: 2	
				6	Notes: Order			AR: 6	
				4				CR: A = 1 B = 0	
				8					
				6					
Damage Received:				Experience:					

Up to half of an OF may be Peasants.

Scouts of the Band are younger warriors who are still undergoing training. Deployed ahead of the regular soldiers, they are taught to skirmish with the foe and then disengage when the regular soldiers deploy.

Name:					Rank/Title: Peasant			Total Cost: A=59, B=57		
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost	
	5	4	4	8	4	4	6	6	27	
Abilities:			Cost	Skills:					Cost	
Equipment: Option A Short Sword (Light Melee, Base Damage 1) Crossbow (Heavy Ranged Weapon, Base Damage 1, Max 24") Option B Short Sword (Light Melee, Base Damage 1) Short Bow (Light Ranged, Base Damage 1, 12")				Cost	Form: Stout, Humanoid			Cost: 12		
				4 12 4 10	Trait: Accurate			Cost: 4		
					Notes: Order			AR:		
								CR:		
Damage Received:					Experience:					

Anarchy Allegiance: The Stone-breakers

Descending from the Northern Tundra, the Stone-breakers have carved a path of destruction, leaving burned out villages and ransacked towns in their wake. Possessed of a wild and savage nature due to the harsh conditions of their homeland, the tribe cares little for the laws of civilization, only the resilience of the individual and the strength to take what you need.

Name: The Stone-breakers	Total Value:
Core Stat: Toughness	Allegiance: Anarchy
Treasury: 700 Gold Coins	Notes:

This OF must be led by H'ruk Oathmaker

H'ruk Oathmaker leads the Stone-breakers through force of will and strength of arms.

Name: H'ruk Oathmaker					Rank/Title: Noble			Total Cost: 140		
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost	
	6	10	10	8	8	6	8	8	52	
Abilities: Berserker I Stand Alone			Cost 4 4	Skills: Juggernaut					Cost 6	
Equipment: Great Axe (Heavy Melee, Base Damage 3) Light Armour Trophy Rack Heroes Bane Luck Stone				Cost 12 10 4 20 10	Form: Mighty, Humanoid				Cost: 16	
					Trait: Ruinous				Cost: 2	
					Notes: Anarchy				AR: 6	
									CR: 0	
Damage Received:					Experience:					

This OF may take up to 3 of the following Veterans. It may only include 1 of each.

Y'ran Greyhair is the Stone-breaker's shaman, unleashing wild magic at their foes.

Name: Y'ran Greyhair					Rank/Title: Veteran			Total Cost: 107		
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost	
	6	6	10	6	6	8	8	7	43	
Abilities:				Cost	Skills: Cast – Time Stutter Extra Spell – Energy Bolt					Cost 8 8
Equipment: Staff (Pole-arm, Base Damage 2, Reach 1’’) Crossbow (Heavy Ranged, Base Damage 1, Max Range 24’’) Light Armour					Cost 8 10	Form: Mighty, Humanoid			Cost: 16	
						Trait: Tough			Cost: 4	
					10	Notes: Anarchy			AR: 8	
									CR: 1	
Damage Received:						Experience:				

The hulking creature known simply as Chark fights alongside the Stone-breakers, revelling in the carnage it unleashes as it charges into combat.

Name: Chark					Rank/Title: Veteran			Total Cost: 90	
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost
	7	8	8	6	6	6	6	9	43
Abilities: Never Outnumbered			Cost 4	Skills:					Cost
Equipment: Massive War Axe (Heavy Pole-arm, Base Damage 4, Reach 1") Thick Skin (Light Armour)				Cost 14	Form: Large, Humanoid			Cost: 19	
					Trait: Ruinous			Cost: 2	
				8	Notes: Anarchy			AR: 6	
								CR: 2	
Damage Received:					Experience:				

Ripclaw is H'ruk Oathmaker's trained dire wolf. Standing as tall as a man, Ripclaw is incredibly loyal and ravenously hungry at all times.

Name: Ripclaw					Rank/Title: Veteran			Total Cost: 80	
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost
	9	8	8	6	6	6	6	9	43
Abilities: Flurry of Blows			Cost 8	Skills:					Cost
Equipment: Snapping Jaws (Natural Weapon, Base Damage 2) Shaggy Pelt (Light Armour)				Cost 0 8	Form: Large, Quadruped			Cost: 21	
					Trait: Animal			Cost: 0	
					Notes: Anarchy			AR: 8	
								CR: 1	
Damage Received:					Experience:				

Il'jak Wallsmasher is a rising star within the tribe. H'ruk sleeps with one eye open when Il'jak is around, the younger warrior openly covets H'ruk's position.

Name: Il'jak Wallsmasher					Rank/Title: Veteran			Total Cost: 111		
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost	
	6	10	8	6	8	6	6	7	43	
Abilities: Crippling Strike				Cost 10	Skills:					Cost
Equipment: Finely Balanced Great Sword (Heavy Melee, Base Damage 3, 2-Handed Weapon) Reinforced Light Armour Potion of Steel					Cost 14	Form: Mighty, Humanoid			Cost: 16	
						Trait: Trained			Cost: 4	
					18 6	Notes: Anarchy			AR: 6	
									CR:	
Damage Received:						Experience:				

An OF may take any number of Warriors.

The warriors of the Stone-breakers are wild and headstrong, but have the martial skills to overcome most foes. Favouring heavy weapons, or volleys of javelins, they close into combat eagerly.

Name:					Rank/Title: Warrior			Total Cost: A=74, B=75	
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost
	6	6	10	6	6	4	6	6	36
Abilities:			Cost	Skills:					Cost
Equipment: Option A Great Weapon (Heavy Melee, Base Damage 3, 2-Handed Weapon) Light Armour Option B Short Sword (Light Melee, Base Damage 2) Javelin (Heavy Thrown, Base Damage 2, 6'' Max) Shield				Cost	Form: Mighty, Humanoid			Cost: 16	
				8 10 6 9 4	Trait: Tough			Cost: 4	
					Notes: Anarchy			AR: 4	
								CR: 0	
Damage Received:					Experience:				

Up to half of an OF may be Peasants.

Originally born from slaves taken by earlier raids, the Freemen are second class citizens within the tribe. Often left to guard the camp or watch over the baggage train while the warriors of the tribe seek glory in combat.

Name: Freemen					Rank/Title: Peasant			Total Cost: 53		
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost	
	6	4	8	4	6	4	4	5	27	
Abilities:			Cost	Skills:					Cost	
Equipment: Option A Spear (pole-arm, Base Damage 1, Reach 1’’) Shield Option B Short Sword (Light Melee, Base Damage 1) Short Bow (Light Ranged, Base Damage 1, 12’’)				Cost	Form: Average, Humanoid			Cost: 12		
				6	Trait: Tough			Cost: 4		
				4	Notes: Anarchy			AR: 4		
								CR: A = 1’’ B = 0’’		
				4						
Damage Received:					Experience:					

Scenarios

A game of Op-En will usually involve a scenario. You are always free to just line up your OF's and have at it, but a scenario gives you objectives to complete and means that an OF needs more than just the strongest fighters to win. A player who keeps their eye on the objectives of a scenario is more likely to succeed than one who doesn't.

Scenario Format

Each scenario will follow a standard format, so that you will be able to jump right into the action after you familiarise yourself with it. Any special rules for a given scenario will be easy to reference for both players. Any special rules for campaign play will be included at the end of the scenario, but they can be ignored if you aren't playing a campaign.

Standard Set-up

All scenario's begin with setting up terrain features on the Combat Area. Some scenarios will have special rules for how to set up any important terrain for that particular game, but the rules below should cover the majority of games.

The recommendation for terrain in Op-En is to cover about 25% of the Combat Area. The Combat Area should be 3' by 3', which means you will need enough terrain to cover about 1.5' by 1.5'. This can be a mix of hills, buildings, woods, ruins, and more besides. By including a variety of terrain types, characters will have more options for how approach the scenario. That said, a themed set of terrain like a small town or an area of natural woodland is also fine. Whatever types of terrain you decide to include, try to spread it evenly across the Combat Area. There are a variety of methods you can use to set up the terrain, please choose one that is acceptable to both players.

Method 1 – Alternating Set-up

Both players take it in turns to set up a piece of terrain until they both feel that there is enough on the Combat Area.

Method 2 – Single Set-up

One player sets up all of the terrain. The other player may then re-arrange up to 3 pieces of terrain as they see fit.

Method 3 – Diorama Set-up

One or both players try to set-up the terrain to create a realistic looking scene. Paths lead to houses, fields are fenced off and near to the farm buildings, etc.

Objectives

All objectives should be represented by suitable Markers on the Combat Area. When an objective has been completed, (see the rules for the scenario) you should remove it from the Combat Area. If a character is required to pick up an objective as part of a scenario, place the Marker on their Character Card to show that they are carrying it. If that character goes Out of Action, place the Marker back onto the Combat Area in contact with the character (or as close as possible) before removing the character.

Scenario 1 – The Quest

Tales of lost artefacts and buried treasure hoards abound. Many a foolish explorer has spent their lives trying to track down such legends. Sometimes though the legends prove to be true, and kings, lords, and despots send their best warriors to claim the prize.

Set-up

Arrange the scenery in the Combat area following the standard method found at the beginning of the Scenarios section, with the following change:

Place a ruin (or similar piece of difficult terrain) in the centre of the Combat area. The ruin should be between 3" and 6" in width and length.

Objectives

Place an Objective Marker in the exact centre of the Combat area, within the Ruin or difficult terrain. This is the Quest Objective.

Both players then alternate placing 3 more Objective Markers each on the Combat Area. These Markers must be at least 6" from any other Marker that has already been placed and 6" from the edge of the Combat Area. These are Clue Objectives.

Objective	Target Number	Success:
Quest	10+	The character picks up the Quest Objective. Remove all remaining Clue Objectives from the Combat Area.
Clue	4+	The Target Number for the Quest Objective is reduced by 2 for each Clue Objective your OF has successfully interacted with. Remove the Clue Objective. Rule of 1: Remove the Clue Objective.

If the Quest Objective is picked up and later dropped (due to the character carrying it being taken Out of Action), any other character may make an Interact Test on a 2+ to pick it up if they are in base contact with the Marker.

Deployment

Players make opposed Intellect Tests using their OF's Leader. The winner decides which edge of the Combat Area they will deploy from, the loser will deploy from the opposite edge. Starting with the winner, both players declare if they are putting any characters into Reserves.

The loser of the Intellect Test deploys their OF within 6" of their edge of the Combat Area. The winner then deploys their OF within 6" of their edge.

Game Length

The game will last for up to 8 turns, but may end sooner under the following conditions:

Condition	Condition/Result
An OF concedes.	The conceding force drops the Quest Objective (If they were carrying it).
An OF is wiped out.	The game ends at the final stage of the End of Turn Phase.
Quest Complete!	If a character is carrying the Quest Objective and is within 1" of their deployment edge during the End of Turn phase, the game ends.
It's not here!	At the end of Turn 6, if the Quest Objective has not been picked up, the game ends.

Victory

If the game ends due to the 'Quest Complete!' rule above, the OF carrying the Quest Objective wins the game.

If the game ends due to the turn limit, 'Wiped Out' or 'It's not here' rules calculate victory points to determine the winner. Victory Points are awarded to each OF as follows:

Condition	Victory Points
Per Clue Objective successfully interacted with.	+1 Victory Point
Picking up the Quest Objective.	+1 Victory Point
Carrying the Quest Objective at the end of the game.	+1 Victory Point

Campaign Experience

In addition to the standard experience points received from participating in a scenario, award the following bonus points to qualifying characters.

Condition	Bonus Experience
Successfully Interacted with a Clue Objective	+1 Experience Point
Picked up the Quest Objective	+1 Experience Point
Carrying the Quest Objective at the end of the game	+1 Experience Point

Scenario 2 – The Village

Raids against small settlements by rival forces is a fact of life if you live in the border regions between great kingdoms. Many farmers and merchants will try to engage some heroes or mercenaries to defend the village. Usually this serves as enough deterrent to keep any raiders away, but many a conflict has been fought for control of a small farmstead, or hamlet.

In this scenario, one OF will be the Attacker and one OF will be the Defender. Players should make an Opposed Intellect Test using their OF's Leader. The highest scoring player may select to be the Attacker or the Defender.

Set-up

Arrange the scenery in the Combat Area following the standard method found at the beginning of the Scenarios section, with the following change:

Place two to four small buildings within 6" of the centre of the Combat Area. Each building should be no more than 6" by 6".

Objectives

The Attacker places two Objective Markers, each marker must be in contact with a different building. These are the Fire Markers.

The Defender places two Objective Markers, each marker must be in contact with a different building. These are the Loot Markers.

Objective	Target Number	Success:
Fire	4+	If the Attacker successfully Interacts with this Marker, the building receives 1 Burning Marker. If the Defender successfully Interacts with this Marker, the building removes 1 Burning Marker. It can never have less than zero Burning Markers. Burning Markers cannot be a target for Interact Tests. Rule of 1: The character receives 1 damage.
Loot	4+	If the Attacker successfully Interacts with this Marker, the character picks up a Loot Token. Remove the Loot Marker.

If a Loot Token is dropped (due to the character carrying it being taken Out of Action), place a Loot Marker in base contact with the character before removing them from the Combat Area. Any other character may make an Interact Test on a 2+ to pick up a Loot Marker if they are in base contact with the Marker. Replace the Loot Marker with a Loot Token.

Deployment

The Defender deploys half of their OF (rounded up) within 6" of the centre of the Combat Area. All of the other characters in their OF are placed into Reserve. The Attacker chooses two edges on opposite sides of the Combat Area. They deploy half of their OF (rounded up) within 6" of one of the edges, and the rest of their OF within 6" of the opposite edge.

The Defender's characters that are in Reserve may enter the Combat Area from the start of turn 3 from either of the board edges that the attacker did not choose.

Game Length

The game will last for up to 8 turns, but may end sooner under the following conditions:

Condition	Condition/Result
An OF concedes.	The conceding OF loses the game.
An OF is wiped out.	The game ends at the final stage of the End of Turn Phase.

Victory

Both Opposing Forces receive Victory Points at the end of every turn after the first. The OF with the most Victory Points at the end of the game wins.

Condition	Victory Points
One or more buildings has a Burning Marker	Attacker +1 Victory Point
No buildings have a Burning Marker	Defender +1 Victory Points
One or more Attackers is carrying a Loot Token	Attacker +1 Victory Point
No Attackers are carrying Loot Tokens	Defender +1 Victory Points

Campaign Experience

In addition to the standard experience points received from participating in a scenario, award the following bonus points to qualifying characters.

Condition	Bonus Experience
Successfully Interacted with a Fire Marker	+1 Experience Point
(Attacker) Picked up a Loot Token	+1 Experience Point
(Defender) At the end of the game, no Attackers were carrying Loot Tokens	+1 Experience Point for each character still in the Combat Area

Scenario 3 – The Find

Luck-stones are a rare and precious commodity. No-one knows exactly where they come from or how they are formed. Learned mages have theorized that they occur naturally, in places where there is a strong magical flux. From time to time, small patches of Luck-stones will be found, sparking a rush as people try to get their hands on these valuable and powerful items.

Set-up

Arrange the scenery in the Combat Area following the standard method found at the beginning of the Scenarios section.

Objectives

Each player takes it in turns to place Objective Markers in the Combat Area. The Objective Markers must be at least 6" away from any edge and from other Markers. Each player may place up to 5 Markers. These are the Find Markers

Objective	Target Number	Success:
Find	4+	Regardless of the result of the Test, remove the Marker. The character picks up a Stone Token. Characters may pick up any number of Stone Tokens.

If a Stone Token is dropped (due to the character carrying it being taken Out of Action), place a Find Marker in base contact with the character before removing them from the Combat Area. This Marker can be within 6" of another Marker.

Deployment

Players make opposed Intellect Tests using their OF's Leader. The winner decides which edge of the Combat Area they will deploy from, the loser will deploy from the opposite edge. Starting with the winner, both players declare if they are putting any characters into Reserves.

The loser of the Intellect Test deploys their OF within 6" of their edge of the Combat Area. The winner then deploys their OF within 6" of their edge.

Game Length

The game will last for up to 8 turns, but may end sooner under the following conditions:

Condition	Condition/Result
An OF concedes.	The conceding OF loses the game.
An OF is wiped out.	The game ends at the final stage of the End of Turn Phase.
Just a rumour.	At the end of Turn 6, if no characters have picked up a Stone Token, the game ends.

Victory

If the game ends due to the turn limit, 'Wiped Out' or 'Just a rumour' rules calculate victory points to determine the winner. Victory Points are awarded to each OF as follows:

Condition	Victory Points
Per Find Marker Interacted with	+1 Victory Point
Per Stone Token carried by a character.	+1 Victory Point

Campaign Experience

In addition to the standard experience points received from participating in a scenario, award the following bonus points to qualifying characters.

Condition	Bonus Experience
Picked up a Stone Token	+1 Experience Point

Scenario 4 – The Beast

On the borders of civilization there live great beasts, Giants, Manticores, and even more deadly creatures. From time to time, these gargantuan monsters will roam through settled areas, causing mass destruction and death to any they come across. Dealing with these creatures is best done by first leading them away from farms and towns, and then either eliminating them or driving them off at spear-point

Set-up

Arrange the scenery in the Combat Area following the standard method found at the beginning of the Scenarios section. Nominate one of the edges of the Combat Area as the Beast's edge.

Objectives

Place an Objective Marker 24” from the Beast's Edge, on the centreline of the Combat Area. Then, each player places one Objective Marker anywhere on the Combat Area, at least 6” away from any edge and any other Markers. These are the Lure Markers

Place an Objective Marker in the exact centre of the Combat Area. This is the Altar Objective.

Objective	Target Number	Success:
Lure	4+	The Beast (see below) takes an immediate Move Action towards this Marker, using the shortest route possible. If it finishes its move in contact with the Marker, remove the Marker. A Lure Marker may only be interacted with once per turn, successfully or not.

Deployment

Players make opposed Intellect Tests using their OF's Leader. The winner decides which edge of the Combat Area they will deploy from, the loser will deploy from the opposite edge. The Beast's edge, and the edge directly opposite the Beast's edge cannot be chosen. Starting with the winner, both players declare if they are putting any characters into Reserves.

The loser of the Intellect Test deploys their OF within 6" of their edge of the Combat Area, and at least 12” away from the Beast's edge. The winner then deploys their OF within 6" of their edge, and at least 12” away from the Beast's edge.

The loser of the Intellect Test deploys the Beast in contact with the Beast's edge and at least 6” away from any other edge.

The Beast

The Beast can be any suitably large monster. Profiles for three monsters are included in the Monsters and Hirelings section. To decide which profile to use, add up the total value of both OF's and consult the table below. If you don't have the exact model handy to represent the Beast, any other suitably sized miniature can be used as a substitute.

Total value of both OF's	Profile
1400 Gold or less	Giant
1650 Gold or less	Manticore
1651 Gold or more	Dragon

The Beast will activate during the scenario-specific events step of the End of Turn Phase. Use the Priority rules in the Beast's chosen profile to determine its actions. Both players will need to track how much damage the Beast receives from their characters.

Game Length

The game will last for up to 8 turns, but may end sooner under the following conditions:

Condition	Condition/Result
An OF concedes.	The conceding OF loses the game.
An OF is wiped out.	The game ends at the final stage of the End of Turn Phase.
The Beast is dead.	If the Beast is taken Out of Action, the game ends at the final stage of the End of Turn Phase.

Victory

If the game ends due to the turn limit, 'Wiped Out' or 'The Beast is Dead' rules calculate victory points to determine the winner. Victory Points are awarded to each OF as follows:

Condition	Victory Points
Per point of damage caused to the Beast	+1 Victory Point
Taking the Beast Out of Action	+2 Victory Points

Campaign Experience

In addition to the standard experience points received from participating in a scenario, award the following bonus points to qualifying characters.

Condition	Bonus Experience
Caused damage to the Beast	+1 Experience Point
Took the Beast Out of Action	+2 Experience Points

Scenario 5 – The Ritual

Magic runs throughout the land, it whispers on the wind and dives deep beneath the waves. For those with the skill to use it, it offers great benefits and opportunities. There are times when magic waxes and times when it wanes. At its peak, great rites can be performed by those with the knowledge and the will to do so. These rituals are a tricky affair, where everything must be perfectly balanced for the magic to flow freely.

Set-up

Arrange the scenery in the Combat Area following the standard method found at the beginning of the Scenarios section, with the following change:

No scenery of any kind can be placed within 3” of the exact centre of the Combat Area.

Objectives

Place an Objective Marker halfway between the centre of the Combat Area, and each corner. These are the Ritual Objectives.

Place an Objective Marker in the exact centre of the Combat Area. This is the Altar Objective.

Objective	Target Number	Success:
Ritual	4+	The character's OF gains control of the Objective. Another character can take control of the Objective by successfully taking an Interact (Skill) Test.
Altar	6+	The character receives a Boon until the end of the game. The type of Boon depends on the number of Ritual Objectives controlled by the character's OF when this Interact (Skill) Test was successful. A character may only ever have one Boon. Only one character per OF may take an Interact (Skill) Test with the Altar Objective per turn. No Talent, Spell or Equipment may remove a Boon.

No. of Ritual Objectives Controlled	Boon
0	This character receives 1 damage at the end of turn.
1	This character's move increases by 1”.
2	This character receives [>] on their first test each turn.
3	This character heals 1 damage at the end of turn.
4	Increase all of this character's Stats by 2.

Deployment

Players make opposed Intellect Tests using their OF's Leader. The winner decides which edge of the Combat Area they will deploy from, the loser will deploy from the opposite edge. Starting with the winner, both players declare if they are putting any characters into Reserves.

The loser of the Intellect Test deploys their OF within 6" of their edge of the Combat Area. The winner then deploys their OF within 6" of their edge.

Game Length

The game will last for up to 8 turns, but may end sooner under the following conditions:

Condition	Condition/Result
An OF concedes.	The conceding OF loses the game.
An OF is wiped out.	The game ends at the final stage of the End of Turn Phase.
The Magic Fades.	At the end of Turn 6, if no characters have interacted with the Altar Objective, the game ends.

Victory

If the game ends due to the turn limit, 'Wiped Out' or 'The Magic Fades' rules calculate victory points to determine the winner. Victory Points are awarded to each OF as follows:

Condition	Victory Points
Per Ritual Objectives Controlled.	+1 Victory Point
Per Boon Received.	+1 Victory Points

Campaign Experience

In addition to the standard experience points received from participating in a scenario, award the following bonus points to qualifying characters.

Condition	Bonus Experience
Gained control of a Ritual Objective	+1 Experience Point
Received a Boon	+2 Experience Points

Scenario 6 – The Nest

Though every king, emperor, or despot worth the name would love to have a dragon or a griffon to bear them into battle, magical creatures are incredibly challenging to tame. Only a monster reared from infancy has a chance to be domesticated, and even then the chances are that it will turn on and devour its trainers long before anyone can safely use it as a mount. Despite that, there are still those who will gladly seek out the eggs of such beasts in exchange for the princely sums they can command, or even with an eye to rearing the creature themselves.

Set-up

Arrange the scenery in the Combat area following the standard method found at the beginning of the Scenarios section, with the following change:

Place a piece of difficult terrain in the centre of the Combat area. The terrain should be between 3” and 6” in width and length.

Objectives

Place an Objective Marker in the exact centre of the Combat area, within the area of difficult terrain. This is the Nest Objective.

Objective	Target Number	Success:
Nest	4+	The character picks up an Egg Token. Increase the Target Number by 2 for all following Interact Tests. A character may only carry 1 Egg Token at a time.

If an Egg Token is dropped (due to the character carrying it being taken Out of Action), place an Egg Marker in base contact with the character before removing them from the Combat Area. Any other character may make an Interact Test on a 2+ to pick up an Egg Marker if they are in base contact with the Marker. Replace the Egg Marker with an Egg Token.

Deployment

Players make opposed Intellect Tests using their OF's Leader. The winner decides which edge of the Combat Area they will deploy from, the loser will deploy from the opposite edge. Starting with the winner, both players declare if they are putting any characters into Reserves.

The loser of the Intellect Test deploys their OF within 6" of their edge of the Combat Area. The winner then deploys their OF within 6" of their edge.

During the Scenario Specific Events Step of the Start of Turn Phase of Turn 3, The player with the Initiative may place a Griffon* (see the Monsters and Hirelings Section) in base contact with the Nest Marker. If there is not enough space, place the Griffon as close as possible to the Marker.

Should the player choose not to place the Griffon, during the Scenario Specific Events Step of the Start of Turn Phase of Turn 4, the other player places the Griffon anywhere within 6” of the Nest Marker.

The Griffon will activate during the Scenario Specific Events Step of the End of Turn Phase of every turn.

*If you don't have a Griffon model, any large monster can be used as a substitute.

Game Length

The game will last for up to 8 turns, but may end sooner under the following conditions:

Condition	Condition/Result
An OF concedes.	The conceding force drops any Egg Tokens (If they were carrying any).
An OF is wiped out.	The game ends at the final stage of the End of Turn Phase.
Better luck next time.	At the end of Turn 6, if no characters currently have an Egg Token, the game ends.

Victory

If the game ends due to the turn limit, 'Wiped Out' or 'Better luck next time' rules calculate victory points to determine the winner. Victory Points are awarded to each OF as follows:

Condition	Bonus Experience
Per Egg Token carried by a character in your OF.	+1 Victory Point
Taking the Griffon Out of Action.	+2 Victory Points

Campaign Experience

In addition to the standard experience points received from participating in a scenario, award the following bonus points to qualifying characters.

Condition	Bonus Experience
Picked up an Egg Token	+1 Experience Point
Took the Griffon Out of Action	+3 Experience Points

The Honour and Glory Campaign

Honour and Glory can be played as either a set of one-off games, or as a series of linked games, where Opposing Forces will grow and develop over time. If you are primarily interested in the former, then you can feel free to skip this section of the rules. If, however, you would like to see the heights you can reach leading your OF to victory after victory, then this section will explain how to guide your forces (and those of your friends) through a campaign.

Campaign Structure

A campaign is a series of games, where the results of each game have an impact on the next. Between games, OF's will have a chance to recruit new characters, learn new Talents, and acquire new equipment. Some characters will get injured, some may die, and others will get promoted, depending on their luck and skill-at-arms.

Campaigns do not necessarily have a fixed number of rounds or a time limit. It is suggested that each player in the campaign has the opportunity to play each other player at least once each. So a 4-player campaign will require 3 rounds of games as a minimum, whereas an 8-player campaign would need 7 rounds of games. This is just a suggestion though, and it is up to the players in the campaign to decide when they are ready to wrap things up. Where possible, players should play scenarios that they haven't played before, or that they haven't played recently. You can replay certain scenarios if you like, but it is good for variety to try out different options. Once players feel that the campaign has run its course, there are two final scenarios to undertake: The Prelude and The Finale.

The Prelude scenario is a qualifying round for all of the players to attempt. The two OF's that score the highest in the Prelude will be invited to attempt the Finale, a battle between the greatest champions of the campaign. Only the strongest and most cunning force will emerge victorious.

Campaign Rounds

A campaign round is the time period in which each player plays one game in the campaign, and goes through the Post-Scenario Sequence (see below). If there are an odd number of players, then either one player will need to play twice, or one player will miss their game during a round. It is recommended that in either situation, the group rotates which players play extra games or miss games each round, to help keep things balanced. Depending on your group and the frequency with which you play, a round could take place in a single evening of gaming, or be spread across a month or more.

Opposing Force Selection

There are no particular limitations on selecting an OF for campaign play, you are free to select a force as normal. However, once you have selected your OF, you can't make any changes to it. If a player feels that they are too far behind, they may always retire their current OF and make a new one, but this new force will be starting from scratch compared to the more experienced forces, so this is not a decision to make lightly.

Starting a Campaign

Once all players have created their forces, they should be paired up randomly and given a random scenario to play. After that, following each game, they should all go through the Post-Scenario Sequence before moving on to the next game.

Post-Scenario Sequence

After each game has been completed, and the victor determined, each OF will have a chance to gain and use their experience, receive some income, and more besides. Both forces, winners and losers will need to go through these steps, one by one.

Check for Injuries

When a character goes Out of Action, it means that they have been injured enough to prevent them from taking any further part in the current scenario. After the game, their comrades will help them from the field, dress their wounds and get them back on their feet if possible.

Any character that is taken Out of Action will need to make an Injury Test to determine the long term effects of the damage they received. Failure on this test will require the character to roll to see what type of injury they received using the Injury Table below. No Talent or equipment may be used to modify this Test unless it specifically states that it can be used for Injury Tests.

Injury [FT]	Stat: Will	Success: The character receives no injury and does NOT need to roll on the Injury Table.
	Target: 4+	Rule of 1: The character dies. Remove them from the OF roster. All of their Equipment is lost.

An OF's success during a scenario can have a big impact on their ability to rescue their comrades before they succumb to their wounds. This is represented by the following modifiers.

<u>Condition</u>	<u>Modifier</u>
The OF won the scenario.	Will [+1]
The OF was Wiped Out.	Will [<]

To roll on the Injury Table, roll 2d6 and add the numbers together. A character can never have a Stat lower than 4, or a Body or Move Stat lower than 1. If a character would reduce a Stat to lower than these values, treat the result as a 2 instead. Adjust the character's Costs to reflect any changes.

<u>Injury Table</u>			
2d6	Result	2d6	Result
2	The character dies.	8	Reduce the character's Agility Stat by 2.
3	Reduce the character's Move Stat by 1.	9	Reduce the character's Will Stat by 2.
4	Reduce the character's Shoot Stat by 2.	10	Reduce the character's Fight Stat by 2.
5	Reduce the character's Intellect Stat by 2.	11	Reduce the character's Body Stat by 1.
6	Reduce the character's Toughness Stat by 2.	12	The character misses the next game, but gains 1d3 Experience Points
7	The character misses the next game.		

Missing and Dead Characters

If a character is forced to miss a game due to an Injury, the OF's Total Value is temporarily reduced by that character's Total Cost. Once the character is available to use again, their Total Cost is once again included in the OF's Total Value.

If a character dies, all of their equipment (including Magical Items) is lost. Remove their Character Card from the OF's Roster and reduce the OF's Total Value by the Total Cost of the dead character.

Gain Experience Points

Characters who survive a scenario are entitled to get some Experience Points. These represent the character learning new techniques, improving their skills, and adapting to the changing circumstances around them. Characters gain Experience Points in two ways. Each scenario awards bonus Experience Points for completing certain objectives. If characters meet the requirements of the scenario, they will receive the points listed there. All characters are also eligible for gaining Experience Points using the table below.

<u>Condition</u>	<u>Experience</u>
The character was part of the winning OF.	+1 Experience Point
The character was not taken Out of Action.	+1 Experience Point
Per Rank 4 character this character took Out of Action	+3 Experience Points
Per Rank 3 character this character took Out of Action	+2 Experience Points
Per Rank 2 character this character took Out of Action	+1 Experience Point
Per Rank 1 character this character took Out of Action (Rank 1 or Rank 2 characters only)	+1 Experience Point
The enemy OF's value was 50 Gold +, more expensive.	+1 Experience Point*
The enemy OF's value was 150 Gold +, more expensive	+2 Experience Points*
The enemy OF's value was 250 Gold +, more expensive	+3 Experience Points*

*A character may only benefit from one of these options.

Experience Points and Conceding Games

An OF the concedes before the end of Turn 5 only receives Experience Points from Scenario Objectives and from taking Enemy characters Out of Action.

Spending Experience Points

Once characters have gained Experience Points, they may spend them to learn new Talents or to improve their Stats. After spending Experience Points, players will need to add the cost of any new Talent, or adjust the cost of any increased Stats on the Character Card. These changes will also need to be factored in to the Total Cost of the character and the Total Value of the OF.

Characters may spend Experience Points to improve any Stat. A character may only improve a Stat once per Post-Scenario Sequence, no matter how many Experience Points they have available. The Move and Body Stats may only be increased by 1 per improvement. All other Stats are increased by 2 per improvement. When a character wishes to improve a Stat, they need to spend a number of Experience Points equal to the improved value of the Stat. Improving a Stat does not change the cost of any Talents or equipment bought previously. Any Talents or equipment bought after a Stat increase will use the new, higher value.

Characters may spend Experience Points to raise a Stat that was lowered due to an Injury in the same Campaign Round as the injury was suffered. No Stat may ever be raised to a Die Level higher than a 12.

Example

Ser Mull wishes to increase their Move Stat. Ser Mull's current Move is 6. Move only increases by 1 per improvement, so the improved Stat would be 7. It will cost Ser Mull 7 Experience Points.

Garolff the Despoiler wishes to increase their Fight Stat. Garolff's current Fight is 8. Fight increases by 2 per improvement, so the improved Stat would be 10. It will cost Garolff 10 Experience Points.

Characters may spend Experience Points to learn a new Talent, or to learn a new Spell. Characters may only learn new Skills and Abilities using Experience Points. Forms and Traits may only be selected when a character is created. There are limits on how many Skills or Abilities a character may have (see below). Only a character who has the Cast Skill may learn new Spells, and there are limits on how many Spells each character may know.

<u>Character Rank</u>	<u>Maximum Skills & Abilities</u>	<u>Maximum Spells</u>
4	9	3
3	6	2
2	3	1
1	0	0

To learn a new Skill or Ability, a character will need to spend a number of Experience Points equal to the cost of that Skill or Ability. To learn a new Spell, a character will need to spend a number of Experience Points equal to their Intellect Stat.

Example

Ser Mull wishes to learn the Flurry of Blows Skill. Flurry of Blows cost is equal to the character's Fight Stat. Ser Mull has a Fight Stat of 8, so the new Skill will cost 8 Experience Points.

Garolff the Despoiler wishes to learn the Sap Vitality Ability. Sap Vitality has a cost of 2, so the new Ability will cost 2 Experience Points.

Increasing Rank

As characters spend their Experience Points they will increase their Rank automatically. An Opposing Force may only ever have one Rank 4 character. Any Rank 3 characters that reach the Rank 4 threshold remain at Rank 3 (with all of the limitations of that Rank), until the Rank 4 character dies, or is otherwise removed from the OF. If there are two or more Rank 3 characters eligible to become Rank 4, the controlling player may decide which to promote.

<u>Rank Change</u>	<u>Minimum Experience Spent</u>
Rank 1 > Rank 2	Spend 18 Experience Points
Rank 2 > Rank 3	Spend 24 Experience Points
Rank 3 > Rank 4	Spend 30 Experience Points

Income

In addition to Experience, an Opposing Force also generates some Income by taking part in a scenario. This money could be loot that the OF picked up along their way, a reward for services rendered or payment for goods and services. This money can be used to recruit new characters for an OF, to purchase new weaponry and equipment, and to acquire unique services and magical support.

Generating Income

An OF gains Income from taking part in a scenario. Some scenarios may include extra Income or rewards for successful forces. In addition, an OF may assign some characters to certain tasks to increase their Income. Only characters who were not taken Out of Action during a scenario, and no more than 3 characters total may attempt these tasks. Each task may only be attempted once per Campaign Round per OF. All Income is added to the Treasury section of the OF's Roster.

<u>Condition</u>	<u>Income</u>
Participated in a scenario	The OF receives an amount of Gold equal to the Core Stat of the Leader*.
Won a scenario	The OF receives 5 Gold.

*If the OF's Leader was taken Out of Action during the scenario, use the Core Stat of any character that was not taken Out of Action.

<u>Task</u>	<u>Income Received</u>
Pit Fight	Character receives ½ of their Fight Stat in Gold
Manual Labour	Character receives ½ of their Body Stat in Gold
Bodyguard	Character receives ½ of their Toughness Stat in Gold
Training	Character receives ½ of their Intellect Stat in Gold
Guide	Character receives ½ of their Will Stat in Gold

Spending Income

An OF may use any Income it has generated as well as any money remaining in their Treasury in a number of ways. An OF can never spend more money than it has available.

Recruiting New Characters

An OF is free to recruit new characters during the Post-Scenario Sequence. These characters can be created in exactly the same manner as characters being created for a new OF. All of the usual limitations and restrictions apply, but there are also some new limitations.

- Characters purchased during the Post-Scenario Sequence may not select any Magical Items.
- No Rank 4 characters can be purchased.
- Only one Rank 3 character can be purchased per Campaign Round.

The Total Cost of the new character should be added to the OF's Total Value on its Roster.

Purchasing Equipment

An OF may purchase new equipment for any characters in the OF at the same cost of equipment selected during the creation of a new OF. All of the same restrictions on how many pieces of equipment a character can carry apply. Characters may choose to discard any pieces of equipment they no longer need, but they receive no refund for doing so. Likewise, equipment cannot be traded or exchanged between characters.

Example

Ser Mull wishes to purchase a set of Throwing Axes (Heavy Thrown Weapons). Heavy Thrown Weapons have a cost of "Shoot + 3". Ser Mull's Shoot Stat is 8, so these Throwing Axes will cost a total of 11 Gold ($8+3=11$).

The cost of any new equipment should be added to the character's Total Cost on their Character Card and on the OF's Total Value on its Roster.

Purchasing Magical Items

Unlike mundane equipment, Magical Items are not readily available at every blacksmith or general supplies store. Instead, the Leader of an OF, (or the character of your choice if the Leader was taken Out of Action during the scenario), must make an Acquisition Test, and only one Test can be made per Campaign Round. Characters assigned to Income Tasks cannot make Acquisition Tests. To represent each OF going about things in their own way, the Stat used for the Acquisition Test will be the Core Stat for your force. Before making the Test, you need to declare which Magical Item you are trying to purchase. If you are successful, you may only purchase that Magical Item.

Acquisition [FT]	Stat: Core	Success: The Magical Item is available. You may purchase it for a total of its listed price plus an additional 5 Gold Degrees: Reduce the price by 1 Gold.
	Target: 6+	Rule of 1: The Magical Item is not available and you may not make an Acquisition Test to purchase the same item in the next Campaign Round.

Any purchased Magical Items should be added to a character's Character Card. Use the listed price of the Magical Item for the cost on the Character Card, not the actual price paid. The character's Total Cost and the OF's Total Value should also be updated.

Campaign Purchases

In addition to new characters and equipment, an OF may also spend its Gold on some special options. An OF may only choose each option once per Campaign Round. These have no direct effect on the Total Value of an Opposing Force.

<u>Option</u>	<u>Cost</u>	<u>Effect</u>
Resurrection	100 Gold	One character who died during the Campaign Round is returned to the OF's Roster, as if they had been successful on their Injury Test.
Training	15 Gold	One character gains 3 Experience Points, but misses the next game.
Blessing	25 Gold	One character gains [+3] to one Test during the next game.

Update the OF Roster

After making all of the changes to Character Cards due to Injuries, deaths, spending Experience Points, and purchasing new equipment, you will need to make sure that the Total Value of your OF's Roster is up to date. Any changes made during the Post-Scenario Sequence are permanent.

Loss of a Leader

If your Leader dies or is Injured, the character with the highest Intellect Stat in your OF (your choice if there is a tie) becomes the Leader until any character reaches Rank 4, or your Leader recovers from their injury.

Balancing Campaign Forces

One of the more difficult aspects of Campaign Play is balancing any power gaps between players. It is often the case that when a player starts winning, they will find that their force gets stronger and stronger, while a player who has a particularly bad game can often find themselves on a downwards spiral as they cannot recover their losses. Op-En has two systems that players can use to try to keep games fair, even if one player has a significant advantage over another. The first system is Raw Recruits, and represents an OF calling up untrained rookies and emergency reservists to fill out its ranks while it recuperates from a devastating loss. The other system is the Nemesis. A Nemesis is a special character that actively tries to thwart your plans. You will create the character, but you will give them to your opponent to use during a game.

Raw Recruits

At the start of any Campaign Round where your OF's Total Value is less than the starting value of the campaign (Usually 700 Gold Coins), you may activate the Raw Recruits rule. Any characters who are temporarily unavailable due to Injuries have their value deducted from your OF's Total Value. Characters who are unavailable due to Training do not.

Raw Recruits lets you hire and equip any number of Peasant (Rank 1) characters to bring your OF's Total Value up to the starting value of the campaign. These characters do not gain experience, do not check for injuries and may not make Acquisition Tests, but they can generate income. At the end of each Campaign Round, any Raw Recruits leave your OF, though depending on your Total Value, you may generate new Raw Recruits, or reuse the same ones again.

Nemesis

As your force becomes more renowned and powerful, they will inevitably attract the attention of a Nemesis. This could be a rival warrior, determined to prove themselves superior to your force's leader, a spiritual champion, pledged to bring down your despotic band of evil monsters, or an evil counterpart looking to foil your plans. As with your Opposing Force, your Nemesis is part of the story you are telling and it is up to you to develop them appropriately.

It is worth remembering that your Nemesis won't be under your control during a game and exists to help balance out any differences in power level between your OF and your opponent's. It is entirely possible that they will never see play, but that doesn't mean you shouldn't be prepared. As with the rest of your force, you will need a suitable miniature to represent your Nemesis. During a game, your opponent will be using the model, so don't forget to pick it up at the end of the game.

Timing

To begin with, your OF won't be famous enough to have drawn the attentions of a Nemesis, but as your force gets stronger, so too does your Nemesis. The first time the Total Value of your Opposing Force reaches 750 Gold Coins or more, you should start your Nemesis. At the beginning of any game, if the Total Value of your OF exceeds that of your opponent's by 50 Gold Coins or more, then your Nemesis character is added to their roster for that game.

Creation

The Nemesis begins as a Warrior (Rank 2). You should fill out a Character Card for your Nemesis, the same as any other character. The Nemesis must have an Allegiance and it cannot be the same as your OF's Allegiance (if any). Between Stats, Forms and Traits, the Nemesis should have a cost of 60 Gold Coins. The Nemesis is equipped with a Melee Weapon (of any type) for free.

Advancement

As your Opposing Force gets stronger, your Nemesis will get new skills and abilities, becoming better and better over time. You will need to track their growth on their Nemesis Character card. They will begin at Level 1 and improve 1 level each time you fulfil one of the following conditions:

You win a game.

Your Leader gains a new Skill, Ability or Spell.

The first time your OF's Total Value reaches 800 Gold Coins.

The first time your OF's Total Value reaches 825 Gold Coins.

The first time your OF's Total Value reaches 850 Gold Coins.

The first time your OF's Total Value reaches 900 Gold Coins.

The first time your OF's Total Value reaches 950 Gold Coins.

The first time your OF's Total Value reaches 1000 Gold Coins.

Your OF qualifies for the Finale scenario.

If, during the course of a game, your Nemesis goes Out of Action, they automatically get the 'Full Recovery' result on the Injury table and improve by 2 levels.

A Nemesis cannot go above Level 20.

For each Bonus, if there are several choices available, choose the one you think is most appropriate. Remember that the goal here is to create a suitable character to balance games between two unequal sides, and to tell the story of your force.

Levels

Level	Bonus	Level	Bonus
1	Creation	11	Gains +1" Speed
2	Lowest Stat +2	12	Lowest Stat +2
3	Gains a Heavy Ranged Weapon	13	Gains an Allegiance Skill
4	Highest Stat +2	14	Highest Stat +2
5	Gains Body +1 and Light Armour	15	Gains Body +1
6	Lowest Stat +2	16	Lowest Stat +2
7	Gains 1 Item	17	Gains a Health Potion (every game)
8	Gains an Allegiance Ability	18	Gains an Allegiance Skill or Ability
9	Highest Stat +2	19	Highest Stat +2
10	Gains Body +1, the Cast skill and 1 Allegiance Spell	20	Gains Body +1 and 1 Allegiance Spell

At last, Vengeance!

If your OF's Leader dies, your Nemesis' thirst for Vengeance is slated. Your current Nemesis is removed from your OF's roster. If your OF's value is over 750 Gold Coins, you will need to start a new Nemesis character at Level 1.

Campaign Prelude Scenario – The Storm

Clashes between rival warriors are always tense affairs, with victory or defeat balanced on a knife's edge. Just as two forces were about to enter battle, a storm has sprung up, making things even more difficult. But this is no ordinary storm, deep in the centre of it is a spinning vortex. The legends say that when this vortex appears, it will lead those brave enough to enter it to treasures unheard of. To pass through the vortex unharmed requires a key of sorts, a rock struck by the eldritch energies being unleashed by the storm.

All players in a campaign should have the opportunity to play this Scenario during the same Campaign Round.

Set-up

Arrange the scenery in the Combat Area following the standard method found at the beginning of the Scenarios section, with the following change:

There should be no terrain within 3" of the centre-point of the Combat Area.

Objectives

Place 1 Objective Marker on the centre-point of the Combat Area. This is the Vortex Marker. Each player then places 2 Objective Markers anywhere in the Combat Area at least 6" from any edge and from any other Markers. These are Way-stone Markers

Objective	Target Number	Success:
Vortex	8+	A character carrying a Way-stone Token may successfully Interact with the Vortex Marker on a 2+ If a character successfully Interacts with this Marker, they enter the Vortex. Remove the character from the Combat Area. If a character is not successful when Interacting with this Marker, they receive 1d3 Damage with the {m} effect and lose any remaining Actions this turn. Rule of 1: The character receives 1d6 Damage with the {m} effect and lose any remaining Actions this turn.
Way-stone	2+	If the Attacker successfully Interacts with this Marker, the character picks up a Way-stone Token. Remove the Way-stone Marker.

If a Way-stone Token is dropped (due to the character carrying it being taken Out of Action), place a Way-stone Marker in base contact with the character before removing them from the Combat Area. Any other character may make an Interact Test on a 2+ to pick up a Way-stone Marker if they are in base contact with the Marker. Replace the Way-stone Marker with a Way-stone Token.

Deployment

Players make opposed Intellect Tests using their OF's Leader. The winner decides which edge of the Combat Area they will deploy from, the loser will deploy from the opposite edge. Starting with the winner, both players declare if they are putting any characters into Reserves.

The loser of the Intellect Test deploys their OF within 6" of their edge of the Combat Area. The winner then deploys their OF within 6" of their edge.

Special Rules

During the Scenario Specific Events step of the Start of Turn Phase, one player rolls 1d6 and the other player rolls 1d8. Place a new Way-stone Marker 1d6+3 inches away from the Vortex using the following table, based on the result of the 1d8 roll. All directions relate to the player who rolled the 1d8. If a Way-stone Marker would be placed on top of an existing Way-stone Marker re-roll both dice. If a Way-stone Marker would be placed on top of a character, do not place the Marker. Instead that character receives 1d3 Damage with the {m} effect.

Result	Direction	Result	Direction
1	Centre of your edge.	5	Centre corner of Opponent's edge.
2	Left corner of your edge.	6	Right corner of Opponent's edge.
3	Centre of left edge.	7	Centre of right edge.
4	Left corner of Opponent's edge.	8	Right corner or your edge.

Game Length

The game will last for up to 8 turns, but may end sooner under the following conditions:

Condition	Condition/Result
An OF concedes.	The conceding OF loses the game.
An OF is wiped out.	The game ends at the final stage of the End of Turn Phase.
All characters in an OF enter the Vortex*	The game ends at the final stage of the End of Turn Phase.

*Characters taken Out of Action are ignored when determining this condition.

Victory

Both Opposing Forces gain Victory Points at the end of every turn after the first. The OF with the most Victory Points at the end of the game wins.

Condition	Victory Points
Per Peasant or Warrior that entered the Vortex	+1 Victory Point
Per Veteran or Noble that entered the Vortex	+2 Victory Points

The two highest scoring OF's from this Campaign Round will proceed to the Campaign Finale Scenario.

Campaign Experience

In addition to the standard experience points gained from participating in a scenario, award the following bonus points to qualifying characters.

Condition	Bonus Experience
Successfully entered the Vortex	+1d3 Experience Points

Campaign Finale Scenario – The Wizard's Trove

As the legends claimed, the Vortex does indeed lead to treasures beyond reckoning. Centuries ago, a powerful mage created a vault and filled it with all the gold, jewels and arcane artefacts that they could find. After a lifetime of hoarding and plundering, the mage sealed the vault away, intending to keep their treasures even after death. But with so many magical items stored in one place, the build-up of energies created the Vortex. A Vortex that even now is flickering as the energy dissipates.

Set-up

Arrange the scenery in the Combat Area as follows:
Place an area of difficult terrain (roughly 3”-6” to a side) 12” from each corner, on a line running through the centre of the Combat Area. Place a barrier (6” long and 2” high) 12” from each edge, parallel to that edge.

Objectives

Place 1 Objective Marker on the centre-point of the Combat Area. This is the Vortex Marker. Each player places 4 Objective Markers on the Combat Area, within 8” of an Edge, but at least 6” from any other Markers. These are Trove Markers

Objective	Target Number	Success:
Vortex	2+	If a character successfully Interacts with this Marker, they enter the Vortex. Remove the character from the Combat Area. Rule of 1: The character receives 1d6 Damage with the {m} effect and lose any remaining Actions this turn.
Trove	4+	If the Attacker successfully Interacts with this Marker, the character picks up a Treasure Token. Remove the Trove Marker.

If a Treasure Token is dropped (due to the character carrying it being taken Out of Action), place a Trove Marker in base contact with the character before removing them from the Combat Area. Any other character may make an Interact Test on a 2+ to pick up a Trove Marker if they are in base contact with the Marker. Replace the Trove Marker with a Treasure Token.

Deployment

Players make opposed Intellect Tests using their OF's Leader. The player that rolls the highest then makes a Will Test for one of their characters. Both players then alternate making Will Tests for their characters until all a test has been made for every character. Use the table below for Deployment.

Will Test Result	Deployment
1	The character is placed in Reserve. See the Reserve rules below.
2-3	Place the character within 9” of the Vortex and at least 4” from any Enemies.
4-6	Place the character within 12” of the Vortex and at least 4” from any Enemies.
7+	Place the character within 15” of the Vortex and at least 4” from any Enemies.

Reserves

Characters normally able to be placed in Reserve may do so, but will enter play using the rules found below, along with any other characters in Reserve.

From the second turn onwards, a character in Reserve may attempt to enter the Combat Area. They will need to make a Will Test, using the table below.

Will Test Result	Deployment
1-2	The character remains in Reserve.
3-6	Place the character within 3" of the Vortex and at least 2" from any Enemies.
7+	Place the character within 6" of the Vortex and at least 2" from any Enemies.

Game Length

The game will last for up to 8 turns, but may end sooner under the following conditions:

Condition	Condition/Result
An OF concedes.	The conceding OF loses the game.
An OF is wiped out.	The game ends at the final stage of the End of Turn Phase.
All characters in an OF enter the Vortex*	The game ends at the final stage of the End of Turn Phase.

*Characters taken Out of Action are ignored when determining this condition.

Victory

Both Opposing Forces gain Victory Points at the end of every turn after the first. The OF with the most Victory Points at the end of the game wins.

Condition	Victory Points
Per Treasure Token carried by a character that entered the Vortex.	+1 Victory Point
Per character that entered the Vortex without a Treasure Token.	-1 Victory Point

Campaign Experience

As the Campaign Finale, there is no Experience gained from this scenario. The winning OF has acquired enough treasure to retire and live out their lives in luxury.

(If you do want to add some Experience Points, you can use the table below).

Condition	Bonus Experience
Successfully entered the Vortex, carrying one or more Treasure Tokens.	+1d6 Experience Points

Monsters and Hirelings

The characters in this section cannot be purchased for an OF directly. Some of them are purchased as part of another character's Talents. Some can be summoned during a game due to a Magic Spell, and some will form a part of a scenario.

When a character is purchased as part of another character's Talents, it is a Subordinate character. The character with the Talent is known as the Prime character.

Subordinate always count as being part of the Prime character's OF for determining if they are Friendly characters. Summoned characters will usually count as being Friendly to the character (and their OF) that summoned them. Where this is not the case, it will be clearly stated in the character's rules. Characters that are part of a scenario count as being Enemy characters to one or both Opposing Forces. This will be clearly stated in the scenario's rules.

Subordinate characters and Summoned characters activate as if they were a normal character in their OF. Scenario characters have their own rules for when they activate and what Actions they may take.

All characters from this section must be used exactly as they are. They cannot be given any extra Equipment, purchase any extra Talents, or change their Stats. Any Talents they have do not count towards the usual limitations an Opposing Force may have.

Subordinate characters, or those summoned through a Magic Spell always count as being Rank 0 characters, or Underlings. Characters that are part of a scenario may have any Rank and Title, and these will be clearly stated in their rules entry.

Subordinate characters will automatically leave an OF during a campaign if the Prime characters. If the Prime character is taken Out of Action during a game, check the rules entry for the effect that will have on the Subordinate character. Similarly, if the Subordinate character is taken Out of Action, there may be an effect on the Prime character. Subordinate characters count as being a normal member of the OF in all ways.

Characters summoned through a Magic Spell are not removed from the Combat Area if the character that summoned them is taken Out of Action. Summoned characters will not remain in the Combat Area for long though. Each of them has a special rule called Fading. This represents the energy used to summon them fading away over time. The rules for Fading can vary from character to character, and the details can be found in each character's entry. When a summoned character is taken Out of Action, immediately remove them from the Combat Area.

Summoned characters cannot be given Tokens, nor can they take the Interact Action with Markers of any kind.

Scenario Characters

Scenario Characters are usually monsters that both OF's will have to overcome to reach their goals. Their behaviour is determined by a Priority system which can be found with their rules below. Scenario characters activate during the Scenario Specific Events step of the End of Turn Phase. When a scenario character activates, if they are Locked in Combat, they will take a Fight Action against the character(s) preventing it from moving.

Scenario characters treat all other characters as Enemy characters. If there are ever 2 or more potential targets for a scenario character to target with a Fight Action, roll 1d6 for each character (re-rolling ties). It will direct its first Fight Test against the lowest scoring character, its second Fight Test against the second lowest scoring character and so on.

Subordinate Characters

Name: Pathetic Minion					Rank/Title: Underling			Total Cost: X		
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost	
	5	4	6	4	4	4	4	5	/	
Abilities: Backstab Questionably Loyal				Cost	Skills:				Cost	
Equipment: Rusty Dagger (Light Melee, Base Damage 1)					Cost	Form: Small, Humanoid			Cost: /	
						Trait: Craven			Cost: /	
						Notes: Evil			AR: 4	
						When this character is targeted by a Shoot Action, they receive Agility [+1]			CR: 0	
Damage Received:						Experience:				

Questionably Loyal – This character must always remain within the AR of the Prime character with the Pathetic Minion ability. If this character begins its activation outside of that radius, they must take a Move Action using the shortest route possible to re-enter that radius. If this is insufficient, they must use the Sprint Action if that would allow them to move closer. If the Prime character is ever taken Out of Action, immediately remove this character from the Combat Area.

Name: Bonded Hawk					Rank/Title: Underling			Total Cost: X		
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost	
	8	6	4	4	6	4	4	4	/	
Abilities: Flight Bonded			Cost / /	Skills:					Cost	
Equipment: Beak and Claws (Natural Weapons, Base Damage 1)				Cost /	Form: Small, Avian				Cost: /	
					Trait: Animal				Cost: /	
					Notes: Nature				AR: 6	
					When this character is targeted by a Shoot Action, they receive Agility [+1]				CR: 0	
Damage Received:					Experience:					

Flight – This character may always use Flying Movement.

Bonded – The Prime character with the Bonded Hawk Ability may draw LoS from the Bonded Hawk rather than from themselves if they wish. The Bonded Hawk always counts as being within the AR of the Prime character. If the Bonded Hawk is taken Out of Action, the Prime character receives [<] on all Tests until the end of turn.

Summoned Characters

Name: Cursed Spirit					Rank/Title: Underling			Total Cost: X		
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost	
	4	4	4	4	4	6	4	Var.	/	
Abilities: Cursed Aura Fading: Cursed Spirit				Cost / /	Skills:				Cost	
Equipment:					Cost	Form: Ethereal			Cost: /	
						Trait:			Cost: /	
						Notes: Enemy			AR: 6	
									CR: X	
Damage Received:					Experience:					

Ethereal – This character reduces all damage from sources that don't have the {M} effect by 1. It does not have a CR, so may not cause a character to become Locked in Combat. This character may not take any Actions except the Move Action, and may never be Locked in Combat itself.

Cursed Aura – All characters within this character's AR receive [<] to all Tests.

Enemy – When summoned, this character counts as an Enemy to the character (and the OF) that summoned it. It counts as a member of the Enemy OF and may be activated by that OF's controlling player.

Fading: Cursed Spirit – At the end of each turn, increase this character's Body Stat by 1.

Name: Guardian Spirit					Rank/Title: Underling			Total Cost: X		
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost	
	4	4	6	4	4	4	4	Var.	/	
Abilities: Damage Absorption Fading: Guardian Spirit				Cost / /	Skills:				Cost	
Equipment:					Cost	Form: Ethereal			Cost: /	
						Trait:			Cost:	
						Notes: Good			AR: 4	
									CR: X	
Damage Received:					Experience:					

Ethereal – This character reduces all damage from sources that don't have the {M} effect by 1. It does not have a CR, so may not cause a character to become Locked in Combat. This character may not take any Actions except the Move Action, and may never be Locked in Combat itself.

Damage Absorption – When a Friendly character in contact with this character would receive damage from any source, up to half of that damage (rounded up) may be reduced. The Guardian Spirit receives an amount of damage equal to the amount of damage reduced.

Fading: Guardian Spirit – At the end of each turn, this character receives 1 damage with the {M} effect. If the character that summoned it has been taken Out of Action, it takes an additional 1 {M} damage.

Name: Magic Totem					Rank/Title: Underling			Total Cost: X		
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost	
	4	4	4	4	4	6	4	Var.	/	
Abilities: Arcane Focus Fading: Magic Totem				Cost / /	Skills:				Cost	
Equipment:					Cost	Form: Ethereal			Cost: /	
						Trait:			Cost:	
						Notes: Magic			AR: 6	
									CR: X	
Damage Received:					Experience:					

Ethereal – This character reduces all damage from sources that don't have the {M} effect by 1. It does not have a CR, so may not cause a character to become Locked in Combat. This character may not take any Actions except the Move Action, and may never be Locked in Combat itself.

Arcane Focus – When a Friendly character that is within this character's AR takes a Cast (Skill) Action, they may use this character's AR and LoS for determining the Magic Spell's range and effect.

Fading: Magic Totem – At the end of each turn, this character receives 1 damage with the {M} effect. If the character that summoned it has been taken Out of Action, it takes an additional 1 {M} damage.

Name: Wild Spirit					Rank/Title: Underling			Total Cost: X		
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost	
	4	4	4	4	6	4	4	Var.	/	
Abilities: Wild Growth Fading: Wild Spirit				Cost / /	Skills:					Cost
Equipment:					Cost	Form: Ethereal			Cost: /	
						Trait:			Cost:	
						Notes: Nature			AR:	
									CR:	
Damage Received:						Experience:				

Ethereal – This character reduces all damage from sources that don't have the {M} effect by 1. It does not have a CR, so may not cause a character to become Locked in Combat. This character may not take any Actions except the Move Action, and may never be Locked in Combat itself.

Wild Growth – The area within this character's AR counts as difficult terrain for all Enemy characters, in addition to any other terrain types. The area within this character's AR never counts as difficult terrain for Friendly characters, even if it would usually have the difficult terrain type. (Note this only applies to the space inside the AR, any terrain which is only partially within the area will still retain it's usual type for any parts outside the AR radius).

Fading: Magic Totem – At the end of each turn, this character receives 1 damage with the {M} effect. If the character that summoned it has been taken Out of Action, it takes an additional 1 {M} damage.

Scenario Characters

Name: Griffon					Rank/Title: Veteran			Total Cost: X		
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost	
	12	10	8	4	8	6	8	10	/	
Abilities: Flight Multiple Attacks:2				Cost / /	Skills:				Cost	
Equipment: Massive Claws (Natural Weapon, Base Damage 3) Razor Sharp Beak (Natural Weapon, Piercing, Base Damage 2)					Cost / /	Form: Huge, Quadruped, Winged			Cost: /	
						Trait: Animal			Cost: /	
						Notes:			AR: 8	
									CR: 2	
Damage Received:					Experience:					

The Griffon is a powerful hybrid creature, bearing traits from a Giant Eagle and a Lion. Fiercely territorial, Griffons will attack any creature that violates their nest.

Flight – This character may always use Flying Movement.

Multiple Attacks:2 – This character may take 1 Fight Action to make two Fight Tests. These can target two different Enemy characters within it's CR, or the same Enemy character twice. The first Fight Action is made with this character's normal Fight Stat. The second Fight Action receives Fight [<]. It must use a different weapon for each attack, but may decide which weapon to use first and second.

Behaviour Priorities

Priority 1.

If an Enemy character is carrying an Egg Token, this character will move towards and take Fight actions against them. If there are multiple Enemy characters carrying Egg Tokens, this character will target the closest such character. If the target character is taken Out of Action, this character will automatically pick up any Egg Markers, without the need to take an extra Action.

Priority 2.

If there is an Enemy character within 6” of the Nest Objective Marker, this character will move towards and take Fight actions against them. If there are multiple Enemy characters within 6” of the Nest Objective Marker, this character will target the closest such character.

Priority 3.

If there are no Enemy characters within 6” of the Nest Objective Marker, this character will move towards the Nest Objective Marker using the shortest route possible. If it ends its Move Action with one or more Enemy character(s) within it's CR, it will take a Fight Action targeting them. Any Egg Tokens this character is carrying will be returned to the Nest. Lower the target number of the Nest Objective by 2 for each returned Egg Token.

Name: Giant				Rank/Title: Warrior			Total Cost: X		
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost
	8	10	10	6	6	4	6	10	/
Abilities: Hammer Blows Sweeping Blow			Cost / /	Skills:					Cost
Equipment: Tree Trunk Club (Heavy Polearm, Base Damage 3, Reach 1”, 2-Handed Weapon) Hurled Rocks (Heavy Thrown Weapon, Base Damage 2, Max Range = 6”) Thick Hides (Light Armour)				Cost / / /	Form: Huge, Humanoid			Cost: /	
					Trait: Powerful			Cost: /	
					Notes:			AR: 4	
								CR: 3	
Damage Received:					Experience:				

Standing well over 10 feet tall, Giants are a simple, yet brutal race. Massively powerful, they are quite capable of hurling huge boulders or uprooting trees to use as weapons.

Hammer Blows - When this character is the Active character in a Fight Test and successfully causes damage, they may Push the Opposing character 1" in any direction.

Sweeping Blow – If this character makes a successful Fight Test and there is a second Enemy character within this character's CR, it may make another Fight Test targeting the second character. This Fight Test receives [<]. If there are multiple potential targets within this character's CR, it will target the character closest to the first target. Both Fight Tests count as a single Action.

Behaviour Priorities

Priority 1.

If there is an Enemy character within this character's CR, it will take a Fight Action targeting that character.

Priority 2.

If there are one or more Enemy characters within this character's LoS, it will take a Move Action towards the closest such character. This character will take a Fight Action targeting that character if it can, or if it can't, it will take a Shoot Action targeting that character. If that is not possible, it will take the Sprint (Skill) Action towards that character.

Priority 3.

If there are no Enemy characters within this character's LoS when it activates, it will make a Move Action towards the closest Lure Objective Marker, using the shortest route possible.

Name: Manticore					Rank/Title: Veteran			Total Cost: X		
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost	
	12	10	10	8	8	8	8	12	/	
Abilities: Flight Multiple Attacks: 3				Cost / /	Skills:				Cost	
Equipment: Massive Claws (Natural Weapon, Base Damage 3) Razor Sharp Fangs (Natural Weapon, Piercing, Base Damage 2) Venomous Sting (Natural Weapon, Base Damage 2, Venom, Reach 1) OR Venomous Sting (Light Ranged, Base Damage 2, Venom, 12” Max) Thick Hide (Light Armour)					Cost	Form: Huge, Quadruped, Winged			Cost: /	
						Trait: Awakened Animal			Cost: /	
						Notes:			AR: 10	
									CR: 2 (Claws & Fangs) CR: 3 (Sting)	
Damage Received:					Experience:					

The Manticore is a predatory chimeric beast. They hunt other creatures for sport and take a wicked glee in causing harm and misery.

Flight – This character may always use Flying Movement.

Multiple Attacks:3 – This character may take 1 Fight Action to make three Fight Tests. These can target up to three different Enemy characters within it's CR, or the same Enemy character three times. The first Fight Action is made with this character's normal Fight Stat. The second and third Fight Actions receive Fight [<]. It must use a different weapon for each attack, but may decide which weapon to use first.

Venom – Any character that receives 1 or more points of damage from this weapon after any reductions receives [<] on all Tests until the End of Turn Phase in the following turn.

Behaviour Priorities

Priority 1.

If there is an Enemy character within this character's CR, it will take a Fight Action targeting that character.

Priority 2.

If there are one or more Enemy characters within this character's LoS, it will take a Move Action towards the closest such character. This character will take a Fight Action targeting that character if it can, or if it can't, it will take a Shoot Action targeting that character. If that is not possible, it will take the Sprint (Skill) Action towards that character.

Priority 3.

If there are no Enemy characters within this character's LoS when it activates, it will make a Move Action towards the closest Lure Objective Marker, using the shortest route possible.

Name: Dragon					Rank/Title: Noble			Total Cost:	
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Will	Body	Cost
	10	12	12	10	8	12	12	15	/
Abilities: Flight Multiple Attacks: 3				Cost / /	Skills: Cast – Firestorm Cast – Healing Pulse (Once per game, Max 6 damage removed)				Cost / /
Equipment: Razor Sharp Claws (Natural Weapon, Piercing, Base Damage 3) Massive Jaws (Natural Weapon, Base Damage 4) Tail Lash (Natural Weapon, Base Damage 3, Knock Aside) OR Fire Breath (Light Ranged, Base Damage 1d3, Piercing, Max 12") Thick Scales (Heavy Armour)					Cost / /	Form: Dragon			Cost: /
						Trait: Impervious			Cost: /
					/	Notes:			AR: 12
									CR: 2
Damage Received:					Experience:				

One of the largest and most fearsome creatures in existence, Dragons pose a severe threat to anything that strays into their territories.

Flight – This character may always use Flying Movement.

Multiple Attacks:3 – This character may take 1 Fight Action to make three Fight Tests. These can target up to three different Enemy characters within it's CR, or the same Enemy character three times. The first Fight Action is made with this character's normal Fight Stat. The second and third Fight Actions receive Fight [<]. It must use a different weapon for each attack, but may decide which weapon to use first.

Knock Aside – Any character receiving damage from this weapon is pushed a number of inches equal to the damage received, directly away from this character.

Behaviour Priorities

Priority 1.

If there is an Enemy character within this character's CR, it will take a Fight Action targeting that character.

Priority 2.

If there are one or more Enemy characters within this character's LoS, it will take a Move Action towards the closest such character. This character will take a Fight Action targeting that character if it can, or if it can't, it will take a Shoot Action targeting that character. If that is not possible, it will take the Cast (Skill) Action with the Firestorm Spell targeting that character.

Priority 3.

If there are no Enemy characters within this character's LoS when it activates, it will make a Move Action towards the closest Lure Objective Marker, using the shortest route possible. If this character has received more than 8 damage, it will take the Cast (Skill) Action with the Healing Pulse Spell, targeting itself. It may only do this once per game and may only heal up to 6 damage.