# BLASTER

# BLASTER | VOL.1

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*If you surround yourself with talented people and give them the freedom to achieve, then the work will never fail.*

In the course of my life I've come to try to live by that mantra. I don't consider myself particularly talented, but I am particularly lucky to know a lot of talented people. When I say 'talented', though, I don't mean just 'born with a particular gift of skill'. What I mean is people that have that innate need to do something that pushes them past just being good at it. In my business career I spent every day trying to find it in the next set of fresh faces that we would hire. In my creative career I've been fortunate to simply be able to exist in the orbits of tons of such individuals by virtue of what I do.

One of the joys of knowing people that like to create is that those who have been doing it for a while also like to share. You reach a point when you're making something or you're turning over an idea where you need to get away from it before you start to hate it. One of the most natural ways of doing that is to show it to someone else. Leave it on the doorstep, as it were, and walk away. Let them turn it over and then come back and ask them what they think. In January of 2020 I got an email from my friend Joseph McCullough (as I sometimes do) that was a few lines of just such an idea.

"I've been thinking a lot about Miniature Magazines...." it started.

Where it ended up is what you're reading about right now. That discussion led to talking about the people we knew and the people we wanted to work with more. It led to discussions about what that might mean or what we could make together.

More people came into the circle. Greg Horton who is single-handedly responsible for the design quality of the Anthology you're looking at was a friend of Sean's who led us on a truly enriching exploration of what we wanted to make, cold and without really having a history with any of us. He isn't a Game Designer (yet!) but he was exactly the right kind of like-minded individual that appeared like an ex-machina at the outset of this story.

Joey, Mike, Sean, Joe, Greg and myself are setting out to try to make something fun, but we're also giving ourselves permission to make something crazy. We like to create and where that leads will probably be different every time this Anthology comes out. The person speaking to you in this Editorial will be different and the content will be different.

We want this to be a mix-tape of ideas. It will be the old serial TV show where the crew you like explores someplace different whenever you tune it. It will be going to the restaurant and just ordering one of every appetizer. It will be going to the bar and ordering one of every shot. It will be unfinished ideas given a home and polish. We're giving ourselves our own radio station to curate and our own territory to go off-the-map when we feel like it. We hope you enjoy reading it as much as we have enjoyed creating it.

**Welcome to BLASTER.**



EDITOR
Ash Barker

# MARTIAN RACING FEDERATION

火星竞速联盟

**MIKE HUTCHINSON**

*Game Designer*

ABOUT
**GASLANDS: REFUELLED**
OSPREY GAMES

*Gaslands is the high-octane game of post-apocalyptic car combat from Osprey. Modify toy cars into death-dealing racers and roar across the wasteland in this tabletop game for two or more players.*

CORE RULES AVAILABLE AT
**GASLANDS.COM**

# MARTIAN RACING FEDERATION

by Mike Hutchinson

> It had been a long day optimising the auto-factory loader-bot routes and debugging the computer-controlled logistics implementors in Outbound. Although The Mars Bar was on her way home, there was a non-zero chance that Georgia would be there and Tori wanted a drink, not a fight. She rode the crosstube in the wrong direction for a couple of stops and got off near the Morriside docks.

An oily sports bar grimaced at her through the pink dust: an LED panel repeating a four-frame animation of a grav racer passing a checked flag. It looked grim. It looked perfect. A young woman in a plexiglass booth glanced up at her as she approached the sliding doors. Tori flashed her Rutherford Industries (Mars) Inc. ID card and the girl returned to the Scarlett Annie comic on her digipad, short pink hair revealing the skulljack at the nadir of her pale neck. Tori wondered if she would be able to get together the credits and the courage to install one of her own. She wasn't too old to join the revolution was she?

The screaming glissando of a grav racer snapped her attention back as the door slid open to reveal dull chrome tables and stools, lit in pinks and greens by the frieze of TV screens showing tonight's speedway race. It was a championship race. She grabbed a Seins Light from the vend and spun idly on her stool, transfixed by the glow, the sounds, the speed. Without conscious thought, her thumb found the Yikker Win-Up app on her mobile and she flushed a little of her paycheck away. She winched a little as her guy twitched into a dusty orange canyon wall, his impact already fading into the haze as the camera drones tore onwards in pursuit of the lead racers.

**Martian Racing Federation** is a new game mode for **Gaslands** in which you pilot high-speed anti-grav racers across the red sands of Mars.

Martian Racing Federation uses the Gaslands movement templates, which can be downloaded free from the Gaslands website, but is essentially a stand-alone game in its own right. All the rules you need to play are included here.

Many of the mechanics in Gaslands are there to represent the ramshackle nature of the vehicles, the roughness of the terrain and the wild-eyed desperation or lunacy of the drivers. Martian Racing Federation is different. The vehicles are high-tech, high-spec, exquisitely expensive and lovingly maintained. The drivers are seasoned professionals, living the lives of athletes and celebrities. Grav racing is a much loved sport on Mars, and is highly regulated to protect the interests of sponsors and team owners. If folks want to see blood, they can always flip channels to Gaslands.

Because of this, the Martian Racing Federation game mode changes many of the fundamental rules of Gaslands. Firstly, there are no gears or gear phases, vehicles just take turns activating, building a long snake of templates when they do.

Hazard tokens are replaced with G-tokens. You don't use the skid dice in this game mode, instead you plan out your movement choices in advance and gain G-tokens as a result of them. Wipeouts are replaced with loss of consciousness from G-force. There's no shooting, and instead of suffering damage in collisions, vehicles will potentially lose control, a more deadly penalty in the split-second world of high-G anti-grav racing.

Martian Racing Federation would not have been possible without the creativity and tenacity of Glenn Ford, John Brindley, Joe Wood and Phil Hawtin. This thing took nearly three years to get right...

## ROUND STRUCTURE

The structure of the game round in Martian Racing Federation is different to Gaslands. Each game round has three phases:

1. Planning Phase
2. Activation Phase
3. G-Lock Phase

The game round begins with the Planning Phase, in which players secretly note down the movement actions each of their vehicles will take, in the order those actions will be taken.

Then players take turns to activate vehicles in the Activation Phase, starting with the player with pole position. When a vehicle activates in the Activation Phase, it resolves all of its noted movement actions at once, in the noted order, then discards all G-tokens, and play then passes to another player. The skid dice are not used.

After all vehicles have activated once in the Activation Phase, the G-Lock Phase occurs. In the G-Lock Phase, beginning with the player with pole position, players take turns to spend each other's G-Lock tokens, until all players are finished spending G-Lock tokens, then the players begin a new game round.

## PLANNING PHASE

During the Planning Phase, players must secretly note down between one and six distinct and different movement actions in a fixed order for each of their vehicles.

A movement action may be any of the nine movement templates, or a Spin or a Slide.

Every noted movement action must be distinct to the other noted movement actions for that vehicle, e.g. a player may not note down the Long Straight twice. A set of movement action cards is provided to make this easier.

Players can note down their planned movement actions on paper, or use the free Martian Racing Federation movement cards, available to download from gaslands.com/blaster

## ACTIVATION PHASE

When a vehicle activates in the Activation Phase, it must select and resolve all the noted movement actions in the noted order. At the end of a vehicle's activation, discard all G-tokens from that vehicle.

### Placing Movement Templates

During the vehicle's activation, movement templates must be placed so that they connect end-to-end to form a continuous path. Do not move the vehicle to the end of each template before placing the next template (except when resolving slides, see below). The vehicle's final position is found only at the end of the final template.

### Movement Actions

A movement action is the placement of a single movement template, or the resolution of a spin or slide. Each movement action is considered resolved once the next movement action is begun.

> **Note:** This means that each template essentially locks the previous template in place, and players cannot take back and re-plan their route if they encounter a problem in with a later template.

There is a collision window after each movement action.
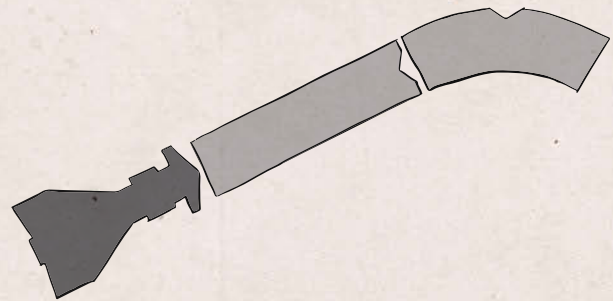


This vehicle had selected a Long Straight followed by a Gentle

## Max-G

A vehicle's Max-G value is the maximum number of G-tokens it may safely possess.

## G-tokens

Depending on the planned movement action, the active vehicle may be forced to gain or choose to discard G-tokens. At the end of a vehicle's activation, discard all G-tokens from that vehicle.

## G-Lock

In the extreme conditions of a grav-racer, the high levels of acceleration experienced by grav-racer pilots can cause temporary loss of consciousness, known in the racing circles as G-LOC, or G-Lock.

If the completion of a movement action or collision would cause the vehicle to have a number of G-tokens greater than the vehicle's Max-G value, the vehicle immediately gains a G-Lock token and ends its activation, after resolving any collisions.

A vehicle may have any number of G-Lock tokens.

## High-G Actions

Some movement actions are considered High-G, and require the active vehicle to gain a number of G-tokens before resolving the action successfully, as indicated by the table below.

For example, in order to place a Long Straight template, the active vehicle must first successfully gain 3 G-tokens without suffering G-Lock.

## Low-G Actions

Some less risky movement actions are considered Low-G, and permit the active vehicle to discard G-tokens. After resolving a Low-G movement action, the active vehicle may discard a number of G-tokens, as indicated by the table below.

When resolving a Low-G action, the discarding of G-tokens is optional. A vehicle with zero G-tokens may still perform a Low-G action.

## Movement Action G-Tokens

| G-Force Tokens | Movement Actions |
|---|---|
| 3 | Long Straight, Medium Straight |
| 2 | Gentle, Spin |
| 1 | Short Straight, Veer, Slide |
| −1 | Turn, Hard |
| −2 | Swerve, Hairpin |

## Spin

When planning a Spin, it must be planned to be the final movement action to occur. When a vehicle resolves a Spin action, the vehicle may be rotated up to 90 degrees in either direction, pivoting about its centre.
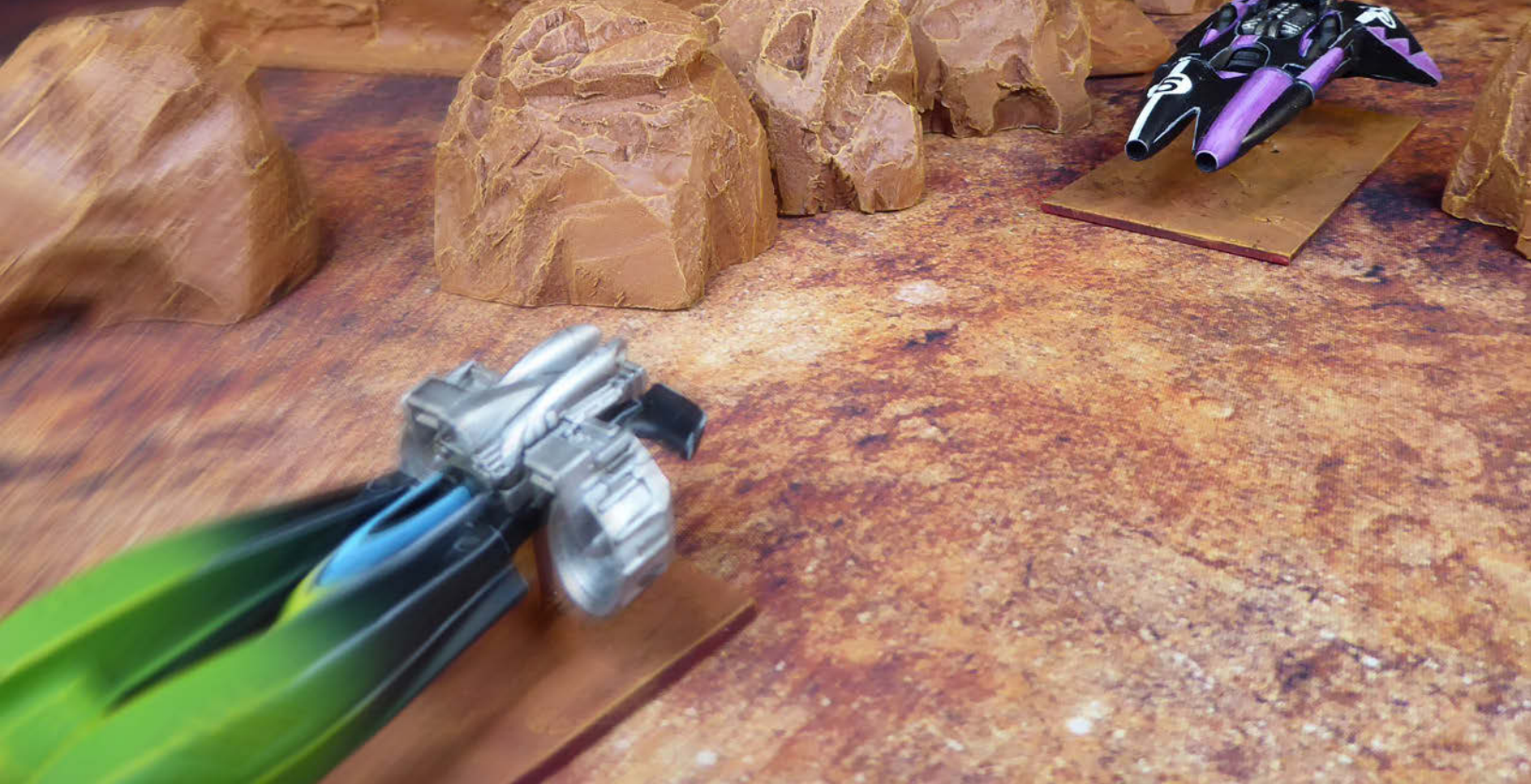
## Slide

When a vehicle resolves a Slide action, the slide template must be connected to the movement template that was resolved immediately before the slide action. If Slide is selected as the first movement action in an activation, skip it. Once the Slide template is placed, place the vehicle in the Slide Final Position and then continue resolving movement actions from that point, placing the next movement template in front of the vehicle's new position.

## Push It

Once per round, a vehicle may gain one G-Lock token to increase its Max-G value by 2 for the rest of the activation.

## Air Brakes

When the active vehicle would place a movement template, the vehicle may gain an additional 1 G-token to place that template such that the vehicle would move in **reverse**. If the first template is placed in reverse, place that template touching the rear edge of the vehicle, otherwise place it touching the far end of the previous template.

Note: This may cause movement templates to overlap. That's fine.

## Collisions

There is a **collision window** after each movement action.

When a collision occurs, ignore the normal Gaslands collision rules and complete the following steps instead:

1. The *active* vehicle gains 1 G-token.

2. If the *active* vehicle still has planned movement actions to resolve, it gains 1 additional G-token.

3. If the collision is with another vehicle, the *inactive* vehicle gains 1 G-Lock token.

4. wIf the collision is with a *terrain piece*, the *active* vehicle gains 1 G-Lock token.

Unless the additional G-token causes the active vehicle's activation to end, collisions don't terminate the vehicle's movement. After resolving the collision, ignore the obstruction and continue placing planned templates to find the vehicle's final position.

## G-LOCK PHASE

In the G-Lock Phase, beginning with the player with pole position, players take turns to nominate one of their vehicles to take the Grey-out action to spend the G-Lock tokens on their opponent's vehicles, or pass. If all players pass sequentially, the round ends and the players begin a new game round.

Grey-out: Once per round, during the G-Lock Phase, this vehicle may select a target enemy vehicle with one or more G-Lock tokens. This vehicle may spend up to three G-Lock tokens from the target to select *and place* a movement template for the target vehicle. The target vehicle must immediately make a forced movement forward using the selected and placed template.

The cost of selecting and placing each template is as follows:

| G-Force Tokens | Movement Actions |
|:---:|:---:|
| 3 | Hard, Swerve, Hairpin |
| 2 | Long Straight, Veer, Turn, Spin |
| 1 | Medium Straight, Short Straight, Gentle |

# TEAM CONSTRUCTION

# TEAM CONSTRUCTION

When building a team for *Martian Racing Federation,* players agree to receive either forty ($40m) or fifty million credits ($50m) to buy their team. If they select a sponsor, it must be from the list of Martian Racing Federation Sponsors below, and they may only include vehicles with the Grav Racer special rule in their team. Perks may be purchased as normal. Vehicles may not buy weapons or upgrades.

| Vehicle Type | Max-G | Special Rules | Cost |
|---|---|---|---|
| Falcon-class Grav Racer | 7 | Grav Racer | $40m |
| Buzzard-class Grav Racer | 6 | Grav Racer | $35m |

## MARTIAN RACING FEDERATION SPONSORS

The following sponsors are only available to players when building teams for *Martian Racing Federation.*

### Rutherford Industries (Mars) Inc.

**Perk Classes:** Martian Racing Federation Perks only.

**Reach Beyond Yourself:** When a vehicle in this team resolves a collision with an enemy vehicle that has yet to activate, it may force the controller of the enemy vehicle to cancel its final planned movement action. That movement action counts as never having been planned.

### Lexicorp

**Perk Classes:** Martian Racing Federation Perks only.

**Knowledge Demands Freedom:** When a vehicle in this team resolves a collision with an enemy vehicle, it may force the controller of the enemy vehicle to select the first movement action they planned this round as the first movement action they plan next round. If it does, the enemy vehicle does not gain any G-Lock tokens as a result of this collision.

### Mishkin Terraforming

**Perk Classes:** Martian Racing Federation Perks only.

**Better Worlds Through Innovation:** When this vehicle activates it may give every vehicle within medium range 1 G-token.

### Yikker Hydros

**Perk Classes:** Martian Racing Federation Perks only.

**Happiness is Cool Clean Water:** At the start of a round this vehicle's controller may give all their vehicles 1 G-token to claim the pole position marker.

## MARTIAN RACING FEDERATION PERKS

The following list of perks are only available to players when building teams for *Martian Racing Federation.*

### Gyro Stabilizers ($2m)

In order to resolve a Spin, this vehicle need only gain 1 G-token, instead of 2.

### Repulsion Fields ($2m):

This vehicle does not gain G-tokens during collisions.

### Hyperslide ($3m):

This vehicle may use any template instead of the slide template when applying the slide result, it must be named during the planning stage, must not already be named in the vehicle's selections. When placed, this vehicle must gain 1 additional G-token.

### Mag-Bumpers ($3m)

Once per activation, during this vehicle's activation, if this vehicle collides with another vehicle, this vehicle may choose to ignore the other vehicle, and the collision does not occur.

### Retro Jets ($3m)

This vehicle may plan and resolve up to three slide movement actions in a single activation. Each Slide action must be preceded by a movement action that uses a non-slide movement template.

### Reverse Thrusters ($4m)

This vehicle ignores the additional cost of placing templates in reverse.

### Boosters ($4m)

In the planning phase, this vehicle may plan up to seven movement actions rather than six.

### Skulljack Upgrade ($5m)

At the start of this vehicle's activation, its controller may swap two of its planned movement actions.

### Hot-Shot Pilot ($5m)

Increase this vehicle's Max-G value by 1.

### Afterburner ($8m)

This vehicle may repeat a template or movement action once during its activation.

# MARTIAN RACING SEASONS

It is simple to link your games of Martian Racing Federation together into a campaign. Build teams as normal with $40m. At the end of each game, the winner of the game receives 10 championship points, and then each team receives $3m to spend on perks before the next game. Credits may be banked from game to game.

Play to either a set number of championship points or a set number of games. At the end of the campaign, the team with the most championship points is the campaign winner.

# MARTIAN SPEEDWAY

## Setup

Layout some terrain to represent a Martian desert. Set up a race track, with 3-4 race gates, exactly as per the Death Race scenario in the *Gaslands: Refuelled* rulebook. Make the distances between gates longer than normal, and you may choose to use a larger play area than usual.

## Special Rules

Deployment, pole position, race gate, game end and victory rules are exactly as the Death Race scenario.

**Laps:** Given the speed of the grav-racers, players may agree to race more than one lap.

**Serious Business:** Audience Votes are not used during this scenario.

# CANYON RUN

## Setup

The game should be played on a table that is approximately 4-foot square. Nominate one of the table edges as the "entry edge" and the opposite table edge becomes the "exit edge". The other two table edges become the "side edges".

## Pole Position

Roll-off for pole position. At the start of each game round after the first, pass the pole position marker clockwise.

## Deployment

Place a single "spawn point" marker in the centre of the Entry Edge. Starting with the player with pole position, players take it in turns to deploy all of their vehicles within long range of this spawn point (measured like a shooting attack) and touching the entry edge.

After deployment, the player with pole position places one terrain piece, following the rules below.

## Placing Canyon Terrain

When asked to place a terrain piece, roll a D6:

When placing a terrain piece, it may be placed anywhere the player chooses that is in contact with the exit edge, and at least short range from any other terrain piece. It may be oriented however the player chooses, so long as one part of it is in contact with the exit edge.

Players should agree among themselves what within their terrain collection should count as large and which as small.

Note: These terrain placement rules were originally inspired by some house rules by Ash Barker. See "Gaslands Battle Report Ep 10 – Fury Road!" on YouTube. In playtesting, they mutated quite a lot, with it proving very fun to let the players control the position of the terrain.

## Special Rules

**Serious Business:** Audience Votes are not used during this scenario.

**High Impact:** If a vehicle collides with a terrain piece, the vehicle is immediately disqualified.

**Conveyor Belt:** At the end of each round, complete the following steps:

1. **Push** every vehicle and terrain piece 18cm directly towards the entry edge. (Note: the Long Straight happens to be 18cm long).

2. Beginning with the player with pole position, players then take it in turns to place one terrain piece, until terrain pieces equal to the current round number have been placed (e.g. 2 on round 2).

3. Repeat the previous two steps.

By the end of this process, you should have placed terrain three times, each time placing a number of pieces of terrain equal to the round number. (E.g. 6 terrain pieces will be placed on round 2).

When pushing a vehicle or terrain piece in this way, it must end as close as possible to the entry edge; and its orientation must not be changed. Start by moving the objects closest to the entry edge. If this movement causes a vehicle to touch or move off the entry edge, that vehicle is disqualified.

In this way the whole table is like a conveyor belt revealing more terrain up ahead, and dumping slow moving vehicles out of the race.

> Note: When measuring this movement, be sure to measure from and to the same point on the object, rather than placing the object at the far end of the template, as otherwise larger objects move faster than smaller objects.
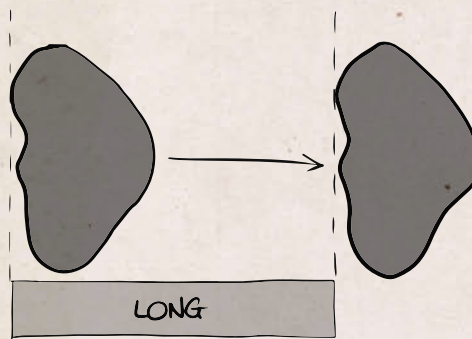


*Here is an example of how to move a big rock down the conveyor belt.*

## GAME END & VICTORY

As soon as a vehicle's final position or movement template touches or overlaps the exit edge, the game ends and the player controlling that vehicle is the winner.

# TIMELINES

## ASH BARKER
*Game Designer*

**LAST DAYS: ZOMBIE APOCALYPSE**
OSPERY GAMES

*Last Days is a survival-horror war-game set in our own world after the zombies rise and collapse our civilization. Play solo, cooperatively or against other Groups as your cast of Characters explores, gathers food, equipment and resources and fights to survive the living-dead.*

WHERE TO BUY-IN
*facebook.com/LastDaysZA*

# What is Last Days: Timelines?

One of the great joys of fiction are the many and often debated 'What If?...' scenarios that fans of a certain type of media will pass about endlessly around coffee shops, dinner tables and on long car-trips. When someone finds something interesting, all the iterations of what makes it interesting tend to fascinate them.

So, what would happen if a Zombie outbreak took place in the American Old West? What would happen if it had been weaponized by one side or simply erupted during one of The World Wars? Films, comic books, novels and heaps of other types of media have explored these questions ever since the first Zombie films of the Sixties and Seventies took the imagination of horror fans by storm.

Last Days: Zombie Apocalypse imagines a contemporary outbreak of the Living Dead, but nothing stops players from re-skinning it to any time period they would like to explore on the tabletop. This supplement aims to arm players to do just that. It will by no means be comprehensive... each time period could easily

be explored further. The goal is to simply give a solid foundation for Players to expand upon with their own creations should they desire to play a campaign in a different era in time.

Speaking of Campaigns, this supplement has been written with the previous book - Last Days: Zombie Apocalypse - Seasons in mind. That means rules have been provided for adapting the Seasonal Scavenge Tables to the appropriate period.

Four popular epochs of history have been provided to explore; The Old West, The Age of Sword, The Far Future and The World Wars.

While certainly not all the times or places one COULD set a Zombie Apocalypse, all these periods are popular in miniature wargames and should be simple enough to procure appropriate models to play your games with.

So without further ado, let's dive in and look at what changes need to be conswidered when playing a new Timeline!

## CHOOSING A TIMELINE

This first part is pretty self evident; select a period in which to set your games of Last Days! Each one will then list the following amendments to the Last Days: Zombie Apocalypse Rulebook (or Seasons) to consider when playing your games;

## LEADERS

Conveniently, being a Selfless, Selfish or Trained individual is not particularly unique to any one part of History. The easiest way to envision these Leaders into a new era is simply to imagine their Origins. Is the Merciless Thug a smuggler or thief robbing merchant cruisers in the Far Future? Could the Everyday Hero be a simple Rancher in the American Old West trying to protect the local townspeople? Perhaps the Professional is a Captain in the local Lord's soldiery, charged with enforcing laws in the Dark Ages.

These archetypes have existed throughout the ages and most likely will for centuries to come. When creating your Leader for a certain Timeline, give them a backstory that fits the period. The best way to do this is to select an appropriately cool and impressive model and then build up a narrative around it.

## PERIOD REFUGES

Some types of Refuge are fairly universal. A Farmhouse or Church for instance, will have existed in almost every era of human history. The Far Future is probably the one which will require the most adaptation, but we will get to that later.

In this section you will get a list of what Refuges from the Last Days: Zombie Apocalypse Rulebook (or Seasons) are available during this Timeline and also a list of NEW refuges and their new Perks as well. When playing in this Timeline you will only have access to those specific places to base your Group, so make sure all the players in the Campaign have a good read through this section before assembling their survivors.

## CHARACTER AVAILABILITY

Much like the Leader, most of the Character archetypes in Last Days will exist throughout different eras in human history. Like Refuges however, some simply do not make sense in the context of the Timeline, so a list of available Characters from the Rulebook (and Seasons) will allow the creation of Groups to fit when the Campaign is taking place.

## NEW CHARACTERS

The Timeline may also have new Characters available to the players. These Characters will reflect the period in which the games will take place and would bring skills to the Group that might not have existed in other periods of time. A Blacksmith might be appropriate to the Old West or Age of Sword, but certainly won't make a lot of sense in the Far Future!

All New Characters will be summarized at the end of the book in a single section, rather than re-printed if they should show up in more than one Timeline. A list will be given in each Timeline for convenience.

## NEW STARTING EQUIPMENT TABLE

The main thing that will differentiate Groups from one Timeline to another is what type of technology level they are at. The survivors in the Far Future will obviously have access to far more in terms of advanced equipment, while the diversity of melee weapons and armour options in the Age of Sword would boggle the mind of off-world Colonists.

The Starting Equipment Table will allow players to outfit their Characters in appropriate weapons and other items before setting out to survive the Zombie plague. It will also be used to arm any new Characters the Leader accepts into the Refuge between encounters.

## NEW SCAVENGE TABLES

Along with the new Starting Equipment table, the Groups will have a new set of Scavenge Tables (both general and Seasonal) from which unique and rare equipment and weapons will be discovered. This will further set the encounters in the appropriate era as there will be far different things lying about during a Zombie Outbreak on a Space Station then in a trench during World War One.

Two additional Seasonal Scavenge tables will also be provided for the Seasonal scavenging that may take place during a Seasons Campaign.

## SKILL TABLE CHANGES

The final section for each Timeline will be the Skill Table changes that may be needed for Character progression. Gunsmiths are unlikely to exist in the Age of Sword, but Armourers might! Any appended Skills Tables will be noted and those new Skills will be detailed in the Appendix where all these new rules will be compiled.

## THE APPENDIX

The final section of the book is a compilation of all the new Characters, Skills, Traits and Equipment that will appear across all the Timelines. As some of these may appear more than once, they have been documented all together at the end of the book instead of needing to be reprinted across several timelines.

# THE OLD WEST

The expansion west across the face of North America is a time of myth and legend as people from across the planet came to the New World and forged fortunes, legends and tales of infamy. It has been romanticized in literature and film and is one of the most popular periods that Zombie fiction has explored over time.

Imagine a creaky mining town; a long dormant pre-historic parasite or germ buried deep underground forming a sleeping menace beneath the local excavation. One hot summer night a flash storm floods the mine. When the management investigates the damage, they discover strangely glowing ponds. The next day all of them fall ill and die.... only to rise again....

However you wish to set your Last Days: Zombie Apocalypse in the Old West, it is a world perfectly equipped with heroes and villains to manage through an attack of the Living Dead.

## OLD WEST REFUGES 1.1

Most of the Refuges of modern times translate perfectly to the Old West. Some have been re-named to set them firmly in the period, but the original name will appear in parentheses next to it.

## TIMELINE SPECIFIC REFUGES 1.2

The following Refuge types are very fitting for an American Old West campaign. They could, of course, be used in other periods but players in a campaign should definitely discuss whether or not they wish to include strange Refuges before beginning to play.

## SPECIAL RULES

As this period in history relied primarily on wood and coal for heating structures in the winter, any Refuge not already equipped with one may choose to exchange any one built-in Perk for a Wood-Burning Stove when they first move in. This may be done later if the Group is forced or chooses to change Refuges as well.

Likewise, Horses in this era were as common as cars are in modern times and were the primary method of long-distance transportation. Any Group may choose to begin the Campaign with one of their Empty Spaces occupied by a Stable if the Refuge is not already equipped with one. If this is done however, the Group MUST recruit two horses to begin the Campaign with. This option may be taken again if the Group is forced to relocate, but the requirement to recruit horses is waived in an ongoing Campaign.

### 1.1 OLD WEST REFUGES

| Refuge Type | Max. Group Size | Empty Spaces | Built-in Perks |
|---|---|---|---|
| The Bar | 8 | 3 | Stable, Solid Structure, Fortified Windows, Watch Tower, Reinforced Doors |
| The Cabin in the Woods (Remote) | 5 | 3 | Wood-Burning Stove |
| The Church | 8 | 2 | Solid Structure, Watch Tower |
| The Farm House (Remote) | 8 | 6 | Fenced-Off Garden OR Stable, Cold-Cellar |
| The Gun Shop | 6 | 3 | Armoury, Fortified Windows, Reinforced Doors, Outdoor Campsite |
| Outdoor Campsite (Remote, Exposed) | 12 | 10 | None |
| The Prison | 10 | 3 | Fences, Infirmary |
| The Train Station (Police Station) | 8 | 2 | Escape Vehicle (Train), Radio Room (Telegraph) |

## 1.2 TIMELINE SPECIFIC REFUGES

| Refuge Type | Max. Group Size | Empty Spaces | Built-in Perks |
|---|---|---|---|
| Wilderness Fort (Remote) | 8 | 1 | Stable, Solid Structure, Fortified Windows, Watch Tower, Reinforced Doors |
| Mine Office | 8 | 3 | Solid Structure, Smithy, Fences |
| Sheriff's Office | 6 | 3 | Fortified Windows, Armoury, Wood-Burning Stove |

## OLD WEST CHARACTER AVAILABILITY

The Old-West was a time of great opportunity as the expansion across North America yielded vast mineral-wealth, land-wealth and the opportunity for anyone of any station to stake a piece of the National Dream. With it came all the drama, violence, horror and adventure that one can imagine accompanies such endless fortune-hunting.

The world has not changed so much that the vast majority of Archetypes from the Last Days Rulebook exist in this Timeline as well. Some have been given a more period appropriate name, but the original will be listed next to it in parentheses. Any new Characters will be listed in the Appendix at the end of this book.

Old West Starting Equipment

The American Old-West was a time of great innovations in firearms. The world had already adapted to being one dominated by gun-powder, but the civil strife in North America had once again hurtled forward the ability of the population to kill each other with the pull of a trigger. While not yet as horrifyingly efficient as it would become during the World Wars, it is still a time where the age of the Sword was becoming drowned in a world of gun-smoke and lead.

| Old West Characters | |
|---|---|
| Builder | Lawman (Cop) |
| Burglar | Mountain Man (Survivalist) |
| Cavalryman **NEW** | Outdoorsman |
| Crony | Outlaw (Gang Member) |
| Dog | Pinkerton Man or Ranger (SWAT) |
| Farmer | Prize Fighter (Tough Guy) |
| Fire Brigade (Firefighter) | Sarge |
| Good Samaritan | Sawbones (Rescue Worker) |
| Goon | Soldier |
| Gunfighter **NEW** | Survivor |
| Horse | Tracker **NEW** |
| Kid | |

## 1.3 FIREARMS

| Weapon Name | Type | Rarity | Scavenge Cost |
|---|---|---|---|
| LeMat Revolver **NEW** * | Pistol | 1 | 4 |
| Magnum * | Pistol | 2 | 3 |
| Revolver * | Pistol | - | 2 |
| Single-Shot Pistol **NEW** * | Pistol | - | 1 |
| Breach-Loading Shotgun * | Shotgun | - | 5 |
| Hunting Rifle * | Rifle | - | 4 |
| Repeating Rifle **NEW*** | Rifle | 2 | 5 |
| Musket* | Rifle | 2 | 4 |
| Hunting Bow | Sporting | - | 3 |
| Tomahawk | Sporting | - | 2 |
| Javelin | Sporting | - | 2 |
| Throwing Knife | Sporting | - | 2 |

## 1.4 CLOSE QUARTERS COMBAT

| Weapon Name | Type | Rarity | Scavenge Cost |
|---|---|---|---|
| Club (Mace, Morning Star) | CQC | - | 2 |
| Heavy Club | CQC | - | 2 |
| Knife * | CQC | - | 2 |
| Heavy Blade (Sword, Machete) * | CQC | 2 | 3 |
| Spear **NEW** | CQC | - | 3 |
| Axe or Pickaxe **NEW** | CQC | - | 3 |

## 1.5 MISCLANEOUS EQUIPMENT

| Item Name | Type | Rarity | Scavenge Cost |
|---|---|---|---|
| Booze * | Misc. | - | 2 |
| Medical Supplies * | Misc. | - | 2 |
| Bayonet **NEW*** | Misc. | 3 | 3 |

## 1.6 RARE EQUIPMENT

| Item Name | Type | Rarity | Scavenge Cost |
|---|---|---|---|
| Boiler Plate (Tactical Vest) | Misc. | - | 15 |
| Dynamite (Thrown Explosive) * | Misc. | - | 3 each, Max 3 |
| Hold-Out Revolver **NEW*** | Misc. | - | 10 |

## OLD WEST SUPPLY TABLES

The American Old West was well known for having attracted adventurers and fortune-seekers from across the globe as the great westward expansion offered opportunity to all. All manner of things can be found in the Old West and while modern conveniences are mostly unavailable on the Frontier, there is a plenty to find when scavenging local enclaves and residences for supplies.

### OLD WEST SUPPLY TABLE

| 2D6 Rolls | 2-3 | 4-5 | 6-8 | 9-10 | 11-12 |
|---|---|---|---|---|---|
| 2 | D6+6 Scavenge Points Repeating Rifle Hunting Rifle Breach Loading Shotgun | D6+6 Scavenge Points LeMat Revolver | D6+6 Scavenge Points Hold-Out Revolver | D6+6 Scavenge Points Revolver Breach Loading Shotgun | D6+6 Scavenge Points Hunting Rifle Scope |
| 3 | D6+6 Scavenge Points Repeating Rifle Peep Sight | D6+6 Scavenge Points Peep Sight | D6+6 Scavenge Points | D6+6 Scavenge Points Javelin | D6+6 Scavenge Points Musket Bayonetw w |
| 4 | D6+6 Scavenge Points D3+1 Climbing Gear | D6+3 Scavenge Points Boiler Plate (Tactical Vest) | D6+3 Scavenge Points Heavy Blade | D6+3 Scavenge Points Fire Bomb | D6+3 Scavenge Points D3+1 Booze |
| 5 | D6+3 Scavenge Points D3+1 Thrown Explosives | D6+3 Scavenge Points Tomahawk | D6+3 Scavenge Points Throwing Knife | D6+3 Scavenge Points Breach Loading Shotgun | D6+3 Scavenge Points D3+1 Medical Supplies |
| 6 | D6 Scavenge Points Axe or Pickaxe | D6 Scavenge Points Revolver | D6 Scavenge Points Knife | D6 Scavenge Points Medical Supplies | D6 Scavenge Points D3 Revolvers |
| 7 | D6 Scavenge Points Spear | D6 Scavenge Points Single Shot Pistol | D6 Scavenge Points | D6 Scavenge Points Booze | D6 Scavenge Points Hunting Rifle |
| 8 | D6 Scavenge Points Heavy Blade | D6 Scavenge Points Magnum | D6 Scavenge Points Club | D6 Scavenge Points Climbing Gear | D6 Scavenge Points Hunting Rifle Single Shot Pistol |
| 9 | D6+3 Scavenge Points D3+1 Medical Supplies | D6 Scavenge Points Dynamite (Thrown Explosive) | D6+3 Scavenge Points Heavy Club | D6+3 Scavenge Points Hunting Bow | D6+3 Scavenge Points Hunting Rifle Peep Sight |
| 10 | D6+3 Scavenge Points D3 Bayonets | D6+3 Scavenge Points Scope | D6+3 Scavenge Points Axe or Pickaxe | D6+3 Scavenge Points Hunting Bow | D6+6 Scavenge Points D3 Hunting Rifles |
| 11 | D6+6 Scavenge Points Boiler Plate (Tactical Vest) Heavy Blade | D6+6 Scavenge Points Noisemaker | D6+6 Scavenge Points | D6+6 Scavenge Points Heavy Blade | D6+6 Scavenge Points Repeating Rifle |
| 12 | D6+6 Scavenge Points D3 Tomahawks Heavy Blade Spear | D6+6 Scavenge Points Throwing Knife | D6+6 Scavenge Points Bayonet | D6+6 Scavenge Points LeMat Revolver | D6+6 Scavenge Points Repeating Rifle Hunting Rifle |

## OLD WEST WINTER SURVIVAL GEAR TABLE

| 2D6 Rolls | 2 | 3-4 | 5-9 | 10-11 | 12 |
|---|---|---|---|---|---|
| **2** | Horse (Does not count as Recruitment for this game, requires Stable space) | Kerosene (Coal) Heater | 1 Preserved Meal, 1 Fuel and D6 Scavenge Points | Ice Cleats | Axe or Pickaxe |
| **3-4** | Snowshoes and D3 Fuel | Cold Weather Clothing and D3 Scavenge Points | 1 Preserved Meal and D3 Scavenge Points | Cold Weather Clothing and 1 Preserved Meal | Medicine and D3 Scavenge Points |
| **5-9** | D3 Fuel and D6 Scavenge Points | D3 Fuel and D3 Scavenge Points | 1 Fuel and D3 Scavenge Points | 1 Preserved Meal and D3 Scavenge Points | D3 Medicine and D6 Scavenge Points |
| **10-11** | Medicine and D3 Scavenge Points | Cold Weather Clothing and 1 Fuel | 1 Preserved Meal and D3 Scavenge Points | Cold Weather Gear and D3 Scavenge Points | Snowshoes and D3 Preserved Meals |
| **12** | Snow Goggles | Ice Cleats | 1 Meal, 1 Fuel and D6 Scavenge Points | Ice Axe | Flare Pistol |

## OLD WEST SUMMER SURVIVAL GEAR TABLE

| 2D6 Rolls | 2 | 3-4 | 5-9 | 10-11 | 12 |
|---|---|---|---|---|---|
| **2** | Horse (Does not count as Recruitment for this game, requires Stable space) | Medical Supplies and D3 Scavenge Points | 1 Preserved Meal, 1 Fuel and D6 Scavenge Points | D3 Dynamite | Tomahawk |
| **3-4** | D3 Purified Water, D6 Scavenge Points | Purified Water and D3 Scavenge Points | 1 Preserved Meal and D3 Scavenge Points | 1 Medicine | Medicine and D3 Scavenge Points |
| **5-9** | D3 Fuel and D6 Scavenge Points | D3 Fuel and D3 Scavenge Points | 1 Fuel and D3 Scavenge Points | 1 Preserved Meal and D3 Scavenge Points | D3 Medicine and D6 Scavenge Points |
| **10-11** | Medicine and D3 Scavenge Points | 1 Medicine | 1 Preserved Meal and D3 Scavenge Points | 1 Purified Water and D3 Scavenge Points | D3 Purified Water and D3 Preserved Meals |
| **12** | Water skin (Hydration System) | Spear | 1 Meal, 1 Fuel and D6 Scavenge Points | Medical Supplies and D3 Scavenge Points | Expedition Backpack |

## OLD WEST SKILL TABLES

The American Old West and its expansion is a long period that saw many technological revolutions, from the profusion of steam-engine technologies that helped build the railways and mine resources to the further evolution of scientific understanding in medicine and chemical science. While most of the Skills from the Last Days: Zombie Apocalypse rulebook are easily transplantable to this period, some will substitutions will further cement Timeline for campaign play.

Substitute the following Skills Tables for the ones from the rulebook;

Old West Academic Skills

| D6 Roll | Skill |
|---------|-------|
| 1 | First Aid Training |
| 2 | Blacksmith |
| 3 | Engineer |
| 4 | Agriculturalist |
| 5 | Gunsmith |
| 6 | Scavenger |

Old West Athletic Skills

| D6 Roll | Skill |
|---------|-------|
| 1 | Entry Man |
| 2 | Heavy Lifter |
| 3 | Skilled Rider |
| 4 | Sprinter |
| 5 | Situational Awareness |
| 6 | Stalker |

Old West Shooting Skills

| D6 Roll | Skill |
|---------|-------|
| 1 | Fire and Maneuver |
| 2 | Gunfighter |
| 3 | Sniper |
| 4 | Quick-Load |
| 5 | Combat Rider |
| 6 | Double Tap |

# APPENDIX

## CAVALRYMAN 12 Scavenge Points (Trained)

| AP | CQC | FA | S | E | DC | C | I |
|----|-----|----|----|----|----|----|----|
| 6 | 3 | 3 | 3 | 3 | 3 | 3 | 3 |

This Character is highly skilled at fighting on Horseback and is capable of far more than the average person while mounted. They also improve the ability of the Horse they are mounted upon, making it a formidable opponent in its own right.

**SPECIAL RULES**

Skilled Rider, Combat Rider

**SKILLS AVAILABLE**

Athletic and one of the following; CQC or Firearms

## GUNFIGHTER 15 Scavenge Points (Trained)

| AP | CQC | FA | S | wE | DC | C | I |
|----|-----|----|----|----|----|----|----|
| 6 | 3 | 4 | 3 | 3 | 3 | 3 | 3 |

Legendary figures in history, these Characters excelled at the use of small firearms and became the duellists of the modern age. In modern times they have become extinct as more advanced firearms have made them obsolete, but there was a time that their deeds shaped the futures of more than one Frontier enclave.

**SPECIAL RULES**

Gunfighter, Quickload

**SKILLS AVAILABLE**

Gunfighter, Quickload

## TRACKER 12 Scavenge Points (Trained)

| AP | CQC | FA | S | E | DC | C | I |
|----|-----|----|----|----|----|----|----|
| 6 | 3 | 3 | 3 | 3 | 3 | 3 | 3 |

A tracker has the uncanny ability to follow the signs of animals and people through the wilderness that are almost imperceptible to the human eye. The Leader will make good use of these skills, using their foreknowledge of the rival group to set up in advantageous positions prior to the encounter.

**SPECIAL RULES**

Pathfinder

**SKILLS AVAILABLE**

Athletic and one of the following: Academic, Firearms or CQC

# New Attributes

## LIMITED USE

This weapon requires either lengthy retrieval or a significant time investment or special tools to prepare to use again. It may only be used once per Encounter.

## ONE-SHOT

So involved is the loading process for this weapon that it may only be fired once per round, even if it is not Out of Ammo. This may be when expending a Locked and Loaded Token during the Menace or Action Phase or during the Shooting Phase as normal, but once fired it may not fire again in the same turn. The Double-Tap Skill may not be used when firing this weapon.

## REACH X"

The long handle of this weapon allows a Character to make CQC attacks from up to X" away. This Character is considered to be an additional fighter to all friendly Characters in CQC when attacking or defending from an attacker that is within X" of a Reach-weapon armed ally.

## SINGLE-ACTION

While quick to reload, this weapon needs to be cocked each time it fires as it has no action mechanism to pull back the hammer and fire it again. The main impact of this is that it is harder to react with quick shots in succession. Locked and Loaded shots may not be fired with a weapon with this trait.

## VERSATILE

This weapon has a short stock and easy firing mechanism, allowing it to be operated more easily while a Character is mounted. This weapon counts its Class as Pistol while a Character is mounted on a Horse, Motorcycle or Snowmobile.

# New Equipment

## PEEP SIGHT

This simple sighting mechanism is a precursor to modern Reflex sights, with a small back mounted circular ring mounted above the firing mechanism allowing the firer to 'peep' through to see a front sight of a firearm and centre it quickly and properly. This sight was popular well into the twentieth century and in North American and European firearms could be adjusted quickly forwards and backwards to properly adjust sighting to different ranges. This piece of equipment may be mounted to any Rifle class of Firearm. The Character may take an Interact Action during the Action Phase to adjust their sights. If they do this they benefit from a +1 Bonus to their FA attribute for that turn's Shooting Phase.

# New Perks

## SMITHY

A Character may work this Perk to produce a single CQC type weapon from the Starting Equipment list for their Timeline with the Basic trait.

# New Skills

## BLACKSMITH

This Character may attempt to create ANY CQC Weapon listed in the Starting Equipment section (for their Timeline) by passing a TN 6 Intelligence Test, not just those marked 'Basic'.

## COMBAT RIDER

This Character receives a +1 CQC modifier when attacking in the CQC phase against any target not also mounted on a Horse or other light Vehicle. In addition, they may fire Sporting, Shotgun, Rifle and SMG weapons while mounted in the Shooting Phase.

## DUAL-WIELD

This Character is proficient at wielding two CQC weapons at the same time. Immediately after attacking with a CQC Weapon they may immediately make a second attack with their second weapon, at a -1 Penalty to their Attack Roll. This may be against the same target, or another target also in Contact.

## PATHFINDER

This Character is always deployed as if the Leader of their Group has the Ambusher's skill (even if they do not) and may roll two dice and choose the highest when testing to deploy outside the Group's deployment zone. A maximum of three Characters in any given group may deploy using this skill. They still count towards the limit of Characters that may be deployed using the Ambusher's skill if the Leader does employ it.

## SKILLED RIDER

This Character confers a +1 CQC bonus to any Horse they are mounted upon when it attacks or defends. In addition, this Character and its mount never pays AP to disengage from CQC while mounted and may push any hostile Zombies or Characters it is in Contact with 2" directly away prior to moving. Zombies pushed in this way automatically suffer Knockback 5.

# NEW WEAPONS

## LEMAT PISTOL

This combination pistol with a single-fire loaded shotgun tube filled with bird-shot was popular with gunfighters when the action go up-close and personal.

| LEMAT PISTOL | | | | | | | |
| Weapon Name | Class | Range (In.) | Damage | RoF | Knockback | Reload | Special Rules |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Pistol | Pistol | 12 | 3 | 1 | 1 | 6 | Single Action |
| Shot Tube | Pistol | 3 / 6 / 9 | 5 / 4 / 3 | 1 | 3 / 2 / 1 | - | Limited-Use, Point Blank, Stepped Fire |

## PISTOL

Single-action firearms are popular and prolific across the world. Easy to operate and cheap to buy these weapons are carried by adventurous and common folk alike.

| PISTOL | | | | | | | |
| Weapon Name | Class | Range (In.) | Damage | RoF | Knockback | Reload | Special Rules |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Pistol | Pistol | 12 | 3 | 1 | 1 | 6 | Single Action |

## REPEATING RIFLE

As the technology for rapidly firing rifles improved, lever action weapons became extremely popular as a quick to fire, short barrelled alternative to older, bulkier firearms. The Model 94 'Cowboy Gun' manufactured at the turn of the century is one of the most iconic and famous firearms of all time.

| REPEATING RIFLE | | | | | | | |
| Weapon Name | Class | Range (In.) | Damage | RoF | Knockback | Reload | Special Rules |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Repeating Rifle | Rifle | 16 | 3 | 2 | 1 | 6 | Versatile |

## TOMAHAWK

A light axe with both melee and throwing use in mind and a short handle for balance and spin, the Tomahawk was a versatile melee weapon, though often misplaced in the heat of battle.

| TOMAHAWK | | |
|---|---|---|
| CQC Modifier | Strength Modifier | Special Rules |
| +1 | +0 | Lobo 1 |

| TOMAHAWK (Thrown) | | | | | | | |
|---|---|---|---|---|---|---|---|
| Weapon Name | Class | Range (In.) | Damage | RoF | Knockback | Reload | Special Rules |
| Tomahawk | Sporting | 6 | 3 | 1 | 1 | - | Limited-Use, Silent, Versatile |

## THROWING KNIFE

A Knife balanced for throwing.

| THROWING KNIFE | | |
|---|---|---|
| CQC Modifier | Strength Modifier | Special Rules |
| +1 | +0 | Lobo 1 |

| THROWING KNIFE (Thrown) | | | | | | | |
|---|---|---|---|---|---|---|---|
| Weapon Name | Class | Range (In.) | Damage | RoF | Knockback | Reload | Special Rules |
| Throwing Knife | Sporting | 6 | 2 | 1 | 1 | - | Limited-Use, Lobo 1, Silent, Versatile |

## JAVELIN

This short-bodied spear can be used in close quarters in a pinch, but is much more effective at impaling and pinning targets at range.

| JAVELIN | | |
|---|---|---|
| CQC Modifier | Strength Modifier | Special Rules |
| +0 | +0 | Lobo 1, Reach 1", |

| JAVELIN (Thrown) | | | | | | | |
|---|---|---|---|---|---|---|---|
| Weapon Name | Class | Range (In.) | Damage | RoF | Knockback | Reload | Special Rules |
| Javelin | Sporting | 10 | 3 | 1 | 2 | - | Limited-Use, Silent, Versatile |

## SPEAR

Simple to manufacture, spears have been used for Hunting and Fighting for millennia. They have the added advantage of keeping the undead at arms length.

| SPEAR | | |
| --- | --- | --- |
| CQC Modifier | Strength Modifier | Special Rules |
| +1 | +0 | Lobo +1, Reach 2" |

## AXE OR PICKAXE

The parabolic force and heavy weighted blade on these common tools make them perfect to split the skulls of the living dead.

| AXE OR PICKAXE | | |
| --- | --- | --- |
| CQC Modifier | Strength Modifier | Special Rules |
| +0 | +2 | Lobo 2 |

# LOTUS GUILDS OF
# THE TWILIGHT SEAT

**SEAN
SUTTER**
*Game Designer*

ABOUT
**RELICBLADE**
METAL KING STUDIO

*Relicblade is a character-driven adventure game set in artist Sean Sutter's beautifully realized fantasy world. Your Adventuring party of Heroes and Villains can be customized with a vast array of Equipment and Weapons and embark on epic Quests to find relics, battle monsters and learn new skills!*

CORE RULES AVAILABLE AT
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# FOREWORD

Greetings Friend,

This magazine is a wonderful opportunity to introduce new Relicblade content without the insane workload of a Kickstarter project. Those are such massive undertakings, usually taking around eight months to complete, that they totally dictate my output. I still intend to run Kickstarter campaigns, but I'm also driven to offer more regular releases rather than one massive annual release. This magazine lets me freely expand Relicblade with content that doesn't fit in my existing structures. I can offer smaller, richly detailed, supplements that are tied to a specific deadline and release schedule. Which meanse more adventure and more art!

This issue I turned my focus on the established but unexplored city called "The Twilight Seat". The glowing tower has sat at the mouth of the Volge river since the earliest days of Relicblade. I knew it was magical, but I hadn't had the chance to explore it. In this issue we get to uncover some of its mysteries, dig into its past, and begin to understand its path into the future.

I am also including Tabletop Simulator (TTS) assets for the new character and scenario introduced in this issue. TTS has been amazing. I've been able to play so much more Relicblade thanks to the Official TTS Relicblade Mod. With TTS, distance is no longer a limiting factor, and in the age of social distancing it's an even more powerful tool.

Here's to a new age of awesome game content!

Sean Sutter

# CONCERNING THE ELVEN RACES

The *Sundering* profoundly changed the elven races. Elves are gifted with exceptionally long lifespans and are uniquely attuned to magical forces. In the lost age, elven society was adherent to an esoteric hierarchical class structure. Elders were regarded with godlike reverence. A strict regime controlled every aspect of elven life. Rights of passage were marked by secret rituals and bodily enchantments that defined the very core of elven identity. Over countless millennial, the elven lords of the ancient world created a delicately balanced society that reached unimaginable heights. The enigmatic elven god-kings had created a perfectly disciplined race capable of anything. Yet, their secrets became their hubris.

As the world was consumed with destruction, the immortal kings each met their fates. With the death of the elders, the golden head was severed from the elven race. It was as if the soul had been ripped from the entire species. The delicately balanced society crumbled as the old ways died. A society built on unknowable secrets was lost to oblivion.

They had become an entire species of immortal orphans trapped in a state of eternal immaturity. Elves are extremely susceptible to the influences of magic, and without the protection offered by their elders, they began to fall prey to ruinous powers. Their minds were overcome by reality warping magic. Like an unmoored ship lost at sea, the whole species was lost in the void. Countless elves succumbed to a pervading nihilism.  They were utterly doomed. Without their anchoring lords, or divine rituals, there was no road map to continue. After aeons of magical perfection, the elven race was dead, and with it the identity of the elven soul.

Disorganized bands of elven survivors were corrupted by feral magic. They were betrayed by their magical attunement and were consumed by haunting psychological disorders. The few surviving elders representing the old regime willingly gave themselves to death. But the new elves, the children of the apocalypse, saw no other option but to forge their own way in a dying world.

Many elves rejected the concept of society altogether. The wild elves saw a world changed from gleaming eternal cities to a vast and unknowable wilderness, and they would choose to become that wilderness. Understanding that nature was their only true ruler, the wild elves relinquished their immortality to abide by her savage laws. Their beings were fastened by the embrace of nature. Nature herself is a seemingly chaotic force, but she is undeniably good. For every danger she bears, she offers ten thousand gifts.

The wild elves learned to embrace both life and death, and abide in the eternal heart of creation.

Others refused to cede victory to the changed world. New elders of the orphan race gathered to form what came to be known as the Lotus Guilds. The guild founders chose the ancestral spire at the mouth of the indomitable Volge as their seat of power. The Twilight Seat surged with raw magic, and became the crucible of elf kind. From their high tower, the Lotus Council guides the destiny of the new elven races. Decisions made at the glowing peak of the Twilight Seat have consequences felt beyond the known world. Four founding guilds formed the central council. However, in the spirit of forging a new destiny, new guilds continue to be formed and gain seats as their renown grows.

The Twilight Seat has become a city of myth and legend. It is utterly permeated by ancient magic and home to the secretive lords of the new elven society. The city itself is only open to guild devotees and their honored guests. Peculiar curved architecture and high spires mark the inhuman city. Otherworldly lights illuminate the night sky, but their source is blocked by high walls. Ancient gates are closely guarded by Lotus warriors, and prying eyes are blurred by shimmering spells that bar passage. All these small details pique the curiosity of passing travelers determined to reach the welcoming gates of Riverhold.

According to ancient traditions the Twilight Seat itself must remain untainted by trade. Accordingly, the outer sprawl is a tangle of exotic bazaars, open air markets, and indomitable guild houses to facilitate various clandestined business. Traders never pass up the opportunity to mingle with the Lotus Guilds. Master artisans of the Twilight Seat are an invaluable source for enchanted items and magic weapons. Across the vast world, maker marks of Lotus masters adorn the finest goods. The markets at the Twilight Seat draw traders of every description, and powerful merchant kings from unknown reaches facilitate the spread of these magical goods. The wondrous magical items are silent emissaries who rightly grow the myths surrounding the elven Lotus Guilds.

# THE LOTUS GUILDS

The Lotus Guilds are esoteric organizations that profoundly influence elven life. These guilds not only form a governing confederacy, but are also responsible for guiding the elven race into an uncertain future. Elves have always been exceptionally sensitive to magic. Their existence as a perfected race is owed to a long tradition of rigidly governed bodily enchantment. But with the death of the old ways, the guilds are unshackled by strict laws and customs. The Lotus Guilds are free to explore new paths. Exploiting the elven blood as a magical conduit to unlock powerful new possibilities within their very beings.

Each guild devotes their efforts according to their founding principles. Some seek to preserve a pure bloodline, while others boldly delve into divergent paths. To understand the extreme possibilities locked within the elves, one may look beyond the Lotus Guilds, to the apostate race known as the Stonekin. The Stonekin were once elves, but through magical genetic exploits they have become an entirely new species. A species fit for the demands of the sundered world.

## GUILD TRAIT SPECIAL RULES

According to legend, the elves had keen eyesight that could perceive details from beyond the veil of space and time. Elven wizards were conduits of pure magic, and their dragon knights could strike the head from an adversary in an instant. But the perfection once attained was jealously guarded, and suffered a torturous death with its creators. In the twilight age, the Lotus Guilds have resurrected the practice of bodily enchantment. Guild elders lead their devotees into an unknown future. Each guild creates a new race from the ashes of perfection.

*Characters with the Lotus keyword may choose one guild affiliation.*

*Characters may never change their guild affiliation.*

# House Specter

*"Do not fear, my children. For death is thy mother. She is our peerless master and our loving teacher."*

The children of the apocalypse have an intimate relationship with death. They have seen countless eternal beings discarded at the whims of fate. Their world is ruled by strife and they bear the mark of death upon their souls. In their time of wandering, the orphan race was scourged by the cursed and restless dead. Revenants, wraiths, and ghostly antagonists demonstrated their superiority. Under the tyranny of death, the elves learned a cruel lesson.

   The Specter Guild took those cruel lessons to heart. Guided by grim elders, house specter changed the relationship between their body and their spirit. Their secret path severed the bond between soul and sinew. In life, they walk as ghosts of the afterworld. The adept of the Specter Guild are living wraiths, both feared and respected.

   *Characters with the House Specter affiliation may learn the following traits:*

## SPECTER GUILD TRAITS

**Wraith Sight:** Once per game, you may perform an action targeting a character that is not in line of sight. Cost: 2 Valor.

**Phantom Step:** Once per game you may perform up to 6" of basic move actions as place actionws. Cost: 3 Valor.

**Ghost Hand:** One per game, all attacks gain magical for one activation. Cost: 2 Valor.

**Specter Adept:** Start each adventure in a shadow state and remain in the shadow state until you perform an action targeting an objective or another character. While in shadow state, all other characters must roll a bonus die at difficulty 4 to draw LOS to you. Cost: 4 Valor.

**Fade:** Once per game, gain immunity to non-magical attacks for one round. Cost: 4 Valor.

# House Kestrel

*"The sun arises at the kestrels call. We shall soar where others fall."*

Graceful and imperial, the Sol Kestrel symbolizes the elven spirit. Soaring above the chaotic earth, the peerless creature remains undaunted by centuries of constant war. The Kestrel Guild adopted both the symbolism and traits of these divine birds. The guild strives to live unfettered by earthly matters. They are elegant and beautiful creatures with a refined sense of duty and honor.

   House devotees are adapted to embody the kestrel. At their best, they are untouchable. Whirling in combat with acrobatic feats, they are a sight to behold. They move with weightless ease, and when they finally strike their enemy it is from such an advantageous angle that it renders all armor utterly useless. While the absolute height of Kestrel adaptation is rare, they are easy enough to recognize. For one and all possess otherworldly grace.

   *Characters with the House Kestrel affiliation may learn the following traits:*

## KESTREL GUILD TRAITS

**Defensive Spiral:** Once per game, when attempting to disengage automatically succeed and gain a dodge token. Cost: 3 Valor.

**Falcon as Weapon:** Once per game you may perform the following action. Ranged Weapon. Falcon Strike. Range 14. Difficulty: 3. +3 and -1 armor for one round. Cost: 4 Valor.

**Featherlight:** When you spend a dodge token, reroll defense rolls of 1. Cost: 4 Valor.

**From the Sun:** Once per game, gain dire on your next attack. Cost: 3 Valor.

**Windward Spirit:** Once per game, make a free 5" move this activation. Cost: 2 Valor.

# LOTUS BLADESONG

When the original Lotus Guilds were formed, various factions were given the impossible task of uniting a doomed people. They were an orphan race tasked with composing a new identity. For an elf, tradition is the anchor in unfathomable chaos. To achieve the impossible, magical depths were plumbed and ancient relics were scrutinized.

One bridge to the past was found in the fay realm. Lotus envoys made alliances with the enchantress Il'Aranya. Though the otherworldly enchantress was utterly detached from reality and nearly impossible to commune with, she gifted the emissaries a selection of enchanted weapons from before the *Sundering*. The Songforged Edges were strange, unwieldy weapons lost in time. But when the elven knight Gith'alia sat with the weapons, her soul began to understand the imperceptible songs emitting from the ancient weapons.

Bladesong knights resurrected a martial tradition from those otherworldly songs. They resurrected the lost secrets of songforging, and continue to uncover ancient traditions from beyond the veil of time. The elven soul is forever marked by its ancestors, and for the Bladesong, this is a core reality. The songs they practice transform their very being, and they become warriors fit for the sundered world.

The knightly bladesong orders do not require specific guild affiliations. Rather, they allow their agents to forge their own alliances within the complex Lotus society. Their central practice is songforging.
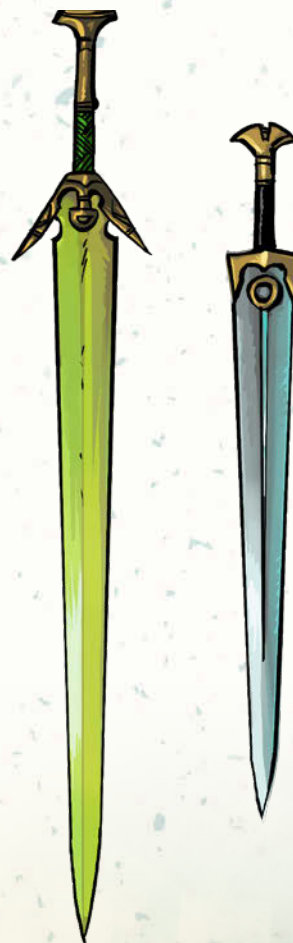
Each Knight must learn to connect with ineffable verses lost between worlds. They begin the painstaking process by entering into a deep meditative state which mingles their being with the songs of creation. The swirling powers of creation and destruction reverberate through their minds and are focused into a cyclical melody. Once the song takes hold the knight may recede back into the corporeal realm and begin forging their blade. Songforged blades do not require a specific shape or design, but rather a complex interweaving pattern that attunes the whole weapon with its creator. The unique melody that resonates in the Bladesong is forged directly into their weapon.

These precious blades are only truly powerful in the hands of their creator. Bladesong knights continue to forge weapons throughout their lives, and advanced masters often carry a quiver of blades. Each weapon is suited for a particular deadly application.

Bladesong knights are powerful warriors. Their distinct fighting style is instantly recognizable as an elven creation. It is seeped in formality and decorated with elegant flourishes. At certain festivals, knights from various guilds perform mind bending dances and exhibitions of acrobatics. To foreign eyes, the techniques seem overly complex and impractical. Though as demonstrated in the fields of bloody combat, the Bladesong are quite formidable. As the Bladesong enters a focused combative state, the songs pierce into tense audible rhythms, and their strikes become deadly beyond reason. They have become a poetic symbol of elven grace and supremacy.

Lotus society is a complicated network of alliances and social contracts. Within the high council, and indeed every guild, there are individuals dedicated to both the path of the Advocate and the path of the Adversary.

*The Lotus Bladesong is Neutral Alignment*

# THE ENCHANTRESS' GATE

*"Aside from a few glorious and fathomless kingdoms, the fay realm is a sinister and haunting land. Legends tell of certain thin places hidden in the wilderness where the realms mingle and fay powers surge. The Enchantress' Gate is where Il'Aranya was first contacted by the Lotus emissaries, and according to hushed whispers the enchantress still leaves gifts to her patrons on certain sacred days."*
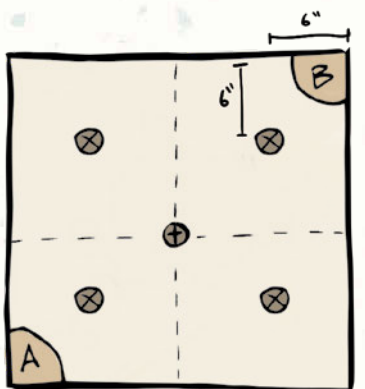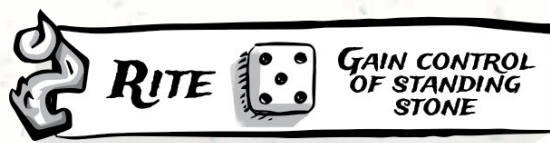


⊗ STANDING STONE
⊕ ENCHANTRESS' TREASURE
A + B DEPLOYMENT

## SETUP

Divide the play area into quarters and place one Standing Stone objective in the center of each quadrant. Place the Enchantress' Treasure in the center of the play area. Roll for initiative and deploy as normal.

## SPECIAL RULES

### Standing Stone
Any character, excluding beasts and constructs, may attempt to gain control of a stone they are touching by performing the Rite special action. If successful, that standing stone will remain under that player's control until another player successfully performs the Rite action or a Fay Surge occurs.



RITE — GAIN CONTROL OF STANDING STONE

**Fay Power**

At the start of the recovery phase, each player gains one Fay Point for each standing stone under their control. At any time, players may spend one Fay Point to reroll a single die.

**Fay Surge**

At the end of each recovery phase roll a die and add one to the result for each stone under a player's control. On a 6+ all stones revert to an uncontrolled state. On a 9+ fay spirits overwhelm one random character within 3" of a standing stone. Immediately activate that character as a wild monster following the Hunter Behavior (Seeker's Handbook p.110)

## VICTORY CONDITIONS

The battle lasts for five rounds. At the end of five rounds, the player with the most Fay Points is victorious.

## REWARDS

Each player gains 25 influence and 2 gold. The victor may award 2 extra valor to a single character.

Any characters who were possessed by fay spirits must roll a die. On a 1 they suffer a wound trait, and on a 6 they gain 2 valor.

---

### ENCHANTRESS' TREASURE

On 1 or 2:      Shimmering gemstones worth 2 gold.

On 3 or 4:      A Flower Crown.

On 5 or 6:      The Shadow Mirror.

#### FLOWER CROWN
Item upgrade. Gain +1 armor against ranged attacks and spells.

#### SHADOW MIRROR
Item upgrade. Single Use. Special Ability. Expose. Range 3. Difficulty 4 Target suffers +1 difficulty to one action chosen by attacker and -1 armor for the remainder of the game.

# Storms of Kural

## Two Player Battle Set

# MASTERS OF THE WILD

**JOSEPH MCGUIRE**

*Game Designer*

*This is Not a Test is a campaign skirmish wargame set in the post-nuclear wasteland of our own world; filled with a variety of deadly mutants, dangerous technology, radioactive monstrosities. Build a hard-bitten group of Wastelanders from a huge variety of themes to play detailed campaigns or one-off battles.*

CORE RULES AVAILABLE AT
*worldsendpublishing.com*

# MASTERS OF THE WILD

by Joseph McGuire

*In this two-part article, I introduce a new character type the beast master, a wastelander with an intimate connection to animals. By taking a beast master, your warband can choose from a large assortment of wasteland creatures. This first article focuses on entire warbands based around creatures, while the second article in the next issue centers on adding them to regular warbands. As always, the intent for anything I write is to have fun. So players should agree on using these rules before any campaign and to bend/break the rules as you please.*

The wasteland is a literal menagerie of scary and very deadly creatures. Most sensible wastelanders avoid these creatures as to not become their prey. A few societies, most prominently tribals, have even tamed or domesticated the occasional species. But the majority of creatures remain wild and untamed.

However, there are the rare outliers who see the creatures of the wastes as source of power or even as companions and friends. These individuals are called beast masters colloquially, but they each have a more specific title. Beast masters possess a unique ability to communicate, befriend, or control different types of creatures. Some are masters of animals and others control more esoteric types.

It should be noted that while some beast masters treat their creatures as friends and companions, worthy of care, protection, and a sort of kinship. Others do not have the best of intentions for the creatures they control. They see them as a means to an end, a resource to be harvested, and as a simple extension of their will to be used and tossed aside when needed.

Beast masters represent unique opportunities for TNT players as they allow creatures from the Wasteland Bestiary and game supplements to be fielded as part of their warband or as a unique warband unto themselves. Each type of beast master brings unique challenges to warband building and some may be more powerful than others. As usual, it is recommended that all players agree before these rules are used in any campaign games.

# ALTERNATIVE WARBAND LEADERS

The beast masters in Part 1 of this series are powerful individuals who lead their own warbands. For each wasteland faction, instead of choosing a normal leader for their factions, players can take a beast master instead. By doing so they gain options, but lose others. Each beast master otherwise follows all the normal leader rules, including only allowing one per warband, not being able to go in the wastelands during End of Game Sequence during a campaign game, and gaining experience for the purpose of warband ranks.

# BEAST MASTERS

# MASTER CHIMERIC SHEPHERD

In the wasteland chimeric creatures possess a special form of attack that can alter the victim's DNA, causing them to develop mutations even if they were a pure strain human before. This rapid mutation is almost always random. A man bitten by a chimera has an equal chance of developing the ability to breathe flames or one of their limbs physically withering away. The chimeric ability is not believed to be a natural phenomenon but as an unintended byproduct of Pre-Fall genetic engineering. A extremely rare type of mutant called chimeric shepherds have also developed this ability, but in a more subtle form. Their very touch can cause mutation, but unlike other chimeric creatures, this is not a rapid change, but a subtle one over weeks and months. In a way, chimeric shepherds do not make mutants as much as they allow them to blossom.

Because of their abilities, or perhaps some other reason, chimeric shepherds are natural animal handlers. The wilder and weirder animals of the wasteland seem attracted to the shepherds and the shepherds are happy for their company.

As they travel the wastelands completing whatever tasks they will, the shepherd will genetically alter these creatures, making them stronger and stranger. The creatures for their part appear to be quite happy with this and will bond with their shepherd over time.

A shepherd that is new might be accompanied by a small coterie of creatures that follow them about, while a master shepherd will have many dangerous creatures at their beck and call. More importantly, local mutants will flock to their side, adoring the one who seems to be able to control mutation itself. The mutants will act as guides, menial servants, and even protectors. Chimeric shepherds constantly wander the wastes and among themselves, they have diverse agendas. While all concern themselves with creating new and distinctive mutant creatures, they may also act as advisors to Downwinder populations, or those of a more militant bent may lead mutant crusades against human settlements.

| | Type | Defense | Wounds |
|---|---|---|---|
| Master Chimeric Shepherd | Mutant | 6 | 2 |

| Move | Melee | Ranged | Strength | Mettle |
|---|---|---|---|---|
| 5 | 5 | 6 | 6 | 7 |

| | |
|---|---|
| Accessible Skillsets | All |
| Special Abilities | Starts with the Beastmaster and Chimeric Adaptation abilities, and one other skill or mutation. |
| Barter Cost | 85 |

## Beastmaster

This model holds dominion over the creatures of the wasteland. First, any model with the Animal type must pass a Will Test (MET/TN10) if they wish to charge this model. If they fail, they may designate another target to charge or take a different action. Additionally, any friendly model with the Animal type within 6" of this model receives a +1 to their Activation Tests. Note this ability does not stack with the Motivator skill.

## Chimeric Adaption

Using a combination of animal husbandry and literal bio-sculpting, the shepherd is able to create unique mutant creatures. First, if they do not already have it, all models with the Animal Type in the shepherd's warband gain the Mutant type for free. Second, when first recruited to the warband, any Animal must be given a random Hidden Mutation for 7 BS or a Physical Mutation for the normal cost.

## Warband Options

## Warband Options

Mutant only, may be either Downwinder or Outcast.

## Restrictions

May have a maximum of one of Mutant Gunner.

May take any other mutant warband model, following the normal warband recruiting rules.

## Available Creatures

### Elite (Maximum of 1)

Greater Gnash Worm, Greater Mutant Scorpion, Rock Worm

### Rank and File (Maximum of 2 Each)

Chupacabra, Eye Slug, Giant Rat, Gnash Worm, Rad Roach, Turclucken, Walking Mudcat

### Specialist Rank and File (Maximum of 1 Each)

Big Skeeter, Fire Ant, Horse Spider, Lesser Mutant Scorpion, Razor Rattler, Wastewolf

# ELDER WILDCALLER

There are many shamanic traditions among the various tribes of the Great Deep, but the most misunderstood and lonely is of the wildcallers. At an early age, if a child is found with a psychic talent, they are taken from their families and raised by the shamans of the tribe. Their lives are dedicated to rejecting material possessions and physical pleasure and dedication to the tribe as a community. However, for the wildcaller this does not happen. Wildcaller children are psychically-attuned, but their talents manifest differently than others. They can almost hear the vibrancy of nature, the call of the wild wasteland as some would call it, and more importantly they can read the very thoughts of the animals in the waste. Overtime, they lose themselves to the natural world and as a price for this, they lose much of their humanity. Becoming one with the animals of the forest, mountain, and swamp.

If they are lucky, they may find an elder wildcaller and apprentice themselves, which spares them much unnecessary suffering as they can quickly learn to harness and control their talents efficiently. Without this, they must retreat to the wasteland and live among the creatures until their humanity slowly returns to them. This can be a process that lasts for years and even decades. Should they be successful their humanity may return to them and they will rejoin the tribe. Some though never return, cursed or blessed to live a savage existence away from the comfort of the tribe.

Even by tribal standards, wildcallers are uncivilized and isolate themselves from the community. Instead they lead a life of solitary aestheticism, tolerating only their animal kin and those tribals who seek to serve the more primal wasteland spirits by serving as the wildcaller's servants and defenders. These wildcaller warbands travel the wasteland, moving from community to community, seeking to protect both tribal communities and natural sites that may be threatened by unnatural forces or the threat of civilization.

| | Type | Defense | Wounds |
|---|---|---|---|
| Elder Tribal Wildcaller | Mutant | 6 | 2 |

| Move | Melee | Ranged | Strength | Mettle |
|---|---|---|---|---|
| 5 | 6 | 5 | 6 | 7 |

| | |
|---|---|
| Accessible Skillsets | All *(Except Smarts)* |
| Special Abilities | Starts with the Beastmaster ability, the Call of the Wild psychic mutation, and one other Psychic mutation. They may never take a non-psychic mutation. |
| Barter Cost | 85 |

## Beastmaster

This model holds dominion over the creatures of the wasteland. First, any model with the Animal type must pass a **Will Test (MET/ TN10)** if they wish to charge this model. If they fail, they may designate another target to charge or take a different action. Additionally, any friendly model with the Animal type within 6" of this model receives a +1 to their Activation Tests. Note this ability does not stack with the Motivator skill.

## Psychic Mutation

*Call of the Wild* – Tapping into their primal nature, the shaman summons a bestial ally to the battle field. Place a Nuisance level creature, of any kind the wildcaller can include in their warband, within 6" of the wildcaller. If the wildcaller passes their Will Test for this mutation by 5 or higher, they may choose a Dangerous level creature instead. This creature counts as a friendly model, and may be freely controlled by the wildcaller's player, but does not count as a member of the wildcaller's warband and will leave the warband at the end of the game. This mutation may only be used successfully once per game.

## Warband Options

Tribal Warband only, may not be taken by Totemic Tribals.

## Restrictions

May not take a Lesser Shaman.

May have a maximum of one of each: Tribal Representative, Tribal Champion, Tribal Scout, and Warbringer.

May take any other tribal warband model, following the normal warband recruiting rules.

## Available Creatures

**Elite (Maximum of 1 Each)**

Great Bear, Juvenile Landsnapper, Ravenous Snakehead

**Rank and File (Maximum of 2 Each)**

Drop Bear, Giant Rat, Mud Crab, Turcklucken, Walking Mudcat, Wild Dog

**Specialist Rank and File (Maximum of 2 Each)**

Giant Crow, Mountain Cat, Razor Rattler, Wastewolf

# CREATURES & WARBAND RANKS

# CREATURE TABLES

The tables in this section list the costs to recruit a creature as well as the available skillsets that are available to them should they improve via Experience Points. The Page column denotes in what book or supplement the creatures profile can be found in.

| | |
|---|---|
| **EPL** | Eat, Prey, Live supplement |
| **KTW** | Kickstart the Wasteland supplement |
| **TNT** | This Is Not a Test main rulebook |
| **TWC** | The Wasteland Companion |

## A Note Regarding Authorial Intent

When I wrote TNT, the various creatures were not as balanced by any point formula as the warbands were since they were designed as cinematic obstacles to challenge the warbands. As a result, some balance issues should be expected. There are for sure some creatures that are more effective than others and while I have tried to cost them appropriately, every possible combination has not been playtested. When adding creatures to your warbands, it should be an opportunity for narrative fun and modeling/painting opportunity, not to see which combination of creatures is the most powerful.

| Nuisance Creatures | | | |
|---|---|---|---|
| Name | Skillset | Page | BS Cost |
| Chupacabra | Melee, Quickness, Survival | TNT Pg 132 | 19 |
| Drop Bear** | Melee, Quickness, Survival | KTW Pg 18 | 22 |
| Eye Slug | Melee, Survival, Tenacity | KTW Pg 16 | 22 |
| Giant Rat | Melee, Quickness, Survival | TNT Pg 133 | 17 |
| Gnash Worm | Melee, Quickness, Survival | TNT Pg 133 | 23 |
| Mud Crab | Melee, Survival, Tenacity | TNT Pg 136 | 18 |
| Rad Roach | Melee, Survival, Tenacity | TNT Pg 138 | 17 |
| Turclucken* | Melee, Quickness, Tenacity | EPL Pg 7 | 17 |
| Walking Mudcat | Melee, Survival, Tenacity | TNT Pg 140 | 18 |
| Wild Dog | Melee, Quickness, Tenacity | TNT Pg 141 | 17 |

*Turclucken lose the Fight or Flight! rule.     **Drop Bears lose the The Drop rule.

| Dangerous Creatures | | | |
|---|---|---|---|
| Name | Skillset | Page | BS Cost |
| Big Skeeter | Melee, Quickness, Tenacity | TNT Pg 131 | 35 |
| Fire Ant | Melee, Survival, Tenacity | TNT Pg 132 | 20 |
| Giant Crow | Brawn, Quickness, Survival | TWC Pg 53 | 20 |
| Giant Tick | Melee, Survival, Tenacity | TNT Pg 133 | 20 |
| Horse Spider | Melee, Marksmanship, Tenacity | TNT Pg 134 | 35 |
| Lesser Mutant Scorpion | Melee, Quickness, Tenacity | TNT Pg 137 | 25 |
| Mountain Cat | Melee, Quickness, Tenacity | TNT Pg 136 | 30 |
| Razor Rattler | Melee, Quickness, Tenacity | TNT Pg 139 | 25 |
| Toxic Jelly | Melee, Survival, Tenacity | TNT Pg 140 | 35 |
| Wastewolf | Melee, Quickness, Tenacity | TNT Pg 141 | 25 |

## Deadly Creatures

| Name | Skillset | Page | BS Cost |
|---|---|---|---|
| Great Bear | Brawn, Melee, Survival, Tenacity | TNT Pg 134 | 75 |
| Greater Gnash Worm | Brawn, Melee, Quickness, Survival | TNT Pg 134 | 80 |
| Greater Mutant Scorpion | Brawn, Melee, Survival, Tenacity | TNT Pg 137 | 75 |
| Juvenile Landsnapper | Brawn, Melee, Survival, Tenacity | TNT Pg 135 | 75 |
| Ravenous Snakehead | Brawn, Melee, Survival, Tenacity | TNT Pg 139 | 65 |
| Rock Worm*** | Brawn, Melee, Quickness, Survival | KTW Pg 17 | 70 |
| Them | Brawn, Melee, Survival, Tenacity | TNT Pg 139 | 80 |
| Thulle | Brawn, Melee, Quickness, Survival | KTW Pg 16 | 70 |

*** Add the following to the Slimy Spit rule:  A model affected by the Slimy Spit rule may spend 1 AP to attempt a Survival Test (MET/ TN10) during their activation.  If successful, they remove any penalties they have accumulated as a result of the Slimy Spit rule. On a failure, nothing happens and the AP is wasted.

# BEAST MASTER WARBAND RANKS

A beast master leader may use the following Warband Ranks, in addition to those found in The Wasteland Companion supplement.

## Atomic Punks

*Chimeric Touch (8 EXP)* – During the End of Game Sequence of any campaign game, a warband with this rank may designate up to D3 models with the Animal Type. Roll a D10 for each designated model. On a Fumble, that model gains 1 randomly determined Detriment, on a Critical, the model gains one randomly determined Hidden Mutation instead. This will increase or decrease the affected model's cost by 5 BS as appropriate. Available only to a warband with a chimeric shepherd.

*Extra Nuisance Creature (8 EXP)* – Choose one type of Nuisance level creature already in the warband. An extra model of that type may now be included. This rank may be taken up to three times, but must be a different creature selected each time.

## Wasteland Warriors

*Extra Dangerous Creature (8 EXP)* – Choose one type of Dangerous level creature already in the warband. An extra model of that type may now be included. This rank may be taken up to two times, but must be a different creature selected each time.

*Predictable Mutation (8 EXP)* – Any time a mutant in the warband may gain a Hidden Mutation, they may roll an extra dice and choose any of the rolled results when determining which one they receive. *Available only to a warband with a chimeric shepherd.*

## Half-Life Heroes

*Double Deadly Creature (15 EXP)* – Choose one type of Deadly creature already in the warband. An extra model of that type may now be included. They do not count against the warband's allowable elites.

*Extra Deadly Creature (15 EXP)* – The warband may take one additional Deadly level creature. This must be a different type of creature from any other Deadly creatures that are already in the warband. They do not count against the warband's allowable elites.

# RANGERS
# OF THE
# WATCHTOWER

## JOSEPH McCULLOUGH

ABOUT
## RANGERS OF SHADOW DEEP

*Rangers of Shadow Deep is a solo and co-operative tabletop miniatures game, in which players create their ranger, gather companions, and play through a series of missions in their fight to hold back the darkness. If their rangers survive, they will grow in power and ability, and be sent on more difficult, dangerous and intricate assignments.*

CORE RULES AVAILABLE AT
## NORTHSTARFIGURES.COM

# RANGERS OF THE WATCHTOWER

It is no great secret that *The Lord of the Rings* is one of my biggest influences as a creator, and little touches of Tolkien can be found scattered throughout my work. In fact, long before I was a professional game designer, I was creating scenarios set in Middle-earth for my own amusement. Recently, I started painting up a Fellowship of the Ring, with miniatures drawn from several sources, as well as a set of Nazgûl. As I have been painting, I've been imagining the different ways I could get them on the tabletop.

In truth, the Nazgûl don't actually appear that often in *The Lord of the Rings,*

and very rarely together. However, there are two instances in which members of the Fellowship are forced to take on multiple Nazgûl, and as luck would have it, they share the same setting. I am, of course, referring to Weathertop, the rocky outcrop that holds the ruins of the watchtower of Amon Sûl. It is here that Strider and the hobbits are ambushed by five of the wraiths, including the dreaded Witch King, and while Strider manages to drive them off, Frodo is left horrifically wounded. Later in the book we learn that a few days before this skirmish, the wizard Gandalf was also attacked on Weathertop by the Nazgûl, and barely managed to escape.

As I pondered these two little battles, I thought about how I could use the basic idea for a pair of scenarios for my solo wargame, *Rangers of Shadow Deep.* One of my issues with playing skirmish

wargames in Middle-earth is never wanting to play the bad guys. But using *Rangers*, I don't have to!

So, presented here are two solo scenarios. In the first, the player controls a Wizard as he searches the ruins of an ancient watchtower for any sign of his friends. Then he must rush to leave a message before he is overcome by a group of wraiths. How well the Wizard does in this scenario has a direct impact on the second. In this second scenario, the Ranger and the halflings are now searching the ruins for signs of the Wizard, only to discover the wraiths are waiting for them!

# CHARACTERS

# The Wizard

| Move | Fight | Shoot | Armour | Will | Health | Current Health |
|------|-------|-------|--------|------|--------|----------------|
| 6 | (+6) +5 | +0 | (12) 10 | +8 | 20 | |

**Immune to Terror** – The Wizard is immune to the Terror rule of the wraiths.

## Heroic Abilities and Spells

1. Hand of Fate
2. Halt Undead
3. Inner Strength
4. (Eldritch Recall)
5. Evade
6. Parry
7. Quick Cast
8. Burning Light
9. Burning Mark
10. Fireball
11. Heal
12. Magic Bolt

## Equipment

1. Magic Sword +1 Fight
2. Elven Ring (+2 Armour, Eldritch Recall Heroic Ability)

# The Ranger

| Move | Fight | Shoot | Armour | Will | Health | Current Health |
|------|-------|-------|--------|------|--------|----------------|
| 7 | +5 | +3 | 11 | (+10) +8 | 22 | |

## Heroic Abilities and Spells

1. Blend into the Shadows
2. Dash
3. Deadly Strike
4. Evade
5. Frenzied Attack
6. Hand of Fate
7. Inner Strength
8. Parry

## Equipment

1. Torches (treat as a hand weapon that can harm wraiths)
2. Magic Ring (+2 Will)
3. Bow and Quiver (Optional)

# The Ringbearer

| Move | Fight | Shoot | Armour | Will | Health | Current Health |
|------|-------|-------|--------|------|--------|----------------|
| 5 | +0 | +0 | 10 | +10 | 12 | |

## Heroic Abilities

1. Blend into the Shadows
2. Evade
3. Hand of Fate
4. Roll with the Punch

## Equipment

1. Magic Dagger
2. The Perilous Ring

# The Gardener

| Move | Fight | Shoot | Armour | Will | Health | Current Health |
|------|-------|-------|--------|------|--------|----------------|
| 5 | +1 | +0 | 10 | +6 | 12 | |

## Heroic Abilities

1. Blend into the Shadows
2. Evade
3. Inner Strength

## Equipment

1. Magic Dagger

# The Fighter

| Move | Fight | Shoot | Armour | Will | Health | Current Health |
|------|-------|-------|--------|------|--------|----------------|
| 5 | +2 | +0 | 10 | +6 | 12 | |

## Heroic Abilities

1. Blend into the Shadows
2. Deadly Strike
3. Evade

## Equipment

1. Magic Dagger

## The Youth

| Move | Fight | Shoot | Armour | Will | Health | Current Health |
|------|-------|-------|--------|------|--------|----------------|
| 5 | +0 | +0 | 10 | +1 | 12 | |

### Heroic Abilities

1. Blend into the Shadows
2. Evade

### Equipment

1. Magic Dagger

# The Wraith King

| Move | Fight | Shoot | Armour | Will | Health | Current Health |
|------|-------|-------|--------|------|--------|----------------|
| 6 | +6 | +0 | 10 | +8 | 16 | |

## Special Abilities and Spells

**Terror** – Any heroic figure that activates within 8" of the Wraith King must make a Will Roll (TN14) or receive no actions. If a figure passes this roll, he does not have to roll for Terror caused by any other wraiths this turn.

**The Mightiest** – The Wraith King always rerolls any natural '1's when making a Combat Roll.

**Immortal** – The Wraith King can only be harmed by magic weapons or fire. Even when reduced to 0 Health he is only temporarily driven off.

**Semi-Ethereal Undead** – The Wraith King is undead and never suffers any movement penalties for climbing or rough ground.

## Equipment

1.   Dark Blade

# Wraith

| Move | Fight | Shoot | Armour | Will | Health | Current Health |
|------|-------|-------|--------|------|--------|----------------|
| 6 | +4 | +0 | 10 | +6 | 12 | |

## Special Abilities and Spells

**Terror** – Any heroic figure that activates within 8" of a wraith must make a Will Roll (TN12) or receive no actions. If a figure passes this roll, he does not have to roll for Terror caused by any other wraiths this turn.

**Immortal** – The wraiths can only be harmed by magic weapons or fire. Even when reduced to 0 Health it is only temporarily driven off.

**Semi-Ethereal Undead** – Wraiths are undead and never suffer any movement penalties for climbing or rough ground.

## Equipment

1.   Hand Weapon

# SCENARIOS

# Rule Modification

These scenarios use only three Phases: the Hero Phase, in which all heroes activate; the Wraith phase, where all Wraiths activate; and the Event Phase, where event cards are drawn.

Heroes are allowed to use as many Heroic Abilities as they want in any given activation. They are not limited to the one-per-figure-activation of the normal rules. Casting a spell still requires the use of an action as normal.

Otherwise, these scenarios follow all of the normal *Rangers of Shadow Deep* rules.

# Alone in the Watchtower

Having learned that his friends have set-off into the wild, the Wizard races to the ancient watchtower in the hope of finding them. Instead, he discovers the wraiths. As darkness falls on the ruins, the Wizard is besieged and must fight through the night to survive. However, before he can flee, he must also leave a message in case his friends should follow behind.

## SET-UP

This scenario is played on a 2 x 2' table. It should feature the ruins of a large tower in the centre of the table, and the ruins of a small outer tower in one corner. The rest of the table should be filled with rocks, bits of ruined wall, and other rubble.

Place a token in the centre of the large tower and another in the ruins of the small tower.

Place the Wizard in the corner opposite the small tower. Place one wraith in each of the other three corners.

## SPECIAL RULES

Whenever the wizard ends his movement action next to a token, and there are no wraiths within 2", he may pick it up as a free action. This represents him looking for evidence that his friends have been there.

If both tokens have been picked up, and the Wizard is standing in the ruins of the large tower, he may spend an action to leave a message.

Draw one event card during each event phase. Once the deck has been exhausted, the sun has risen and the Wizard may exit the table off any table edge.

The Wizard is the target point for this scenario.

## VICTORY CONDITIONS

### MAJOR VICTORY
The Wizard exits the table after the event deck is exhausted and has left a message for his friends.

### MINOR VICTORY
The Wizard exits the table after the event deck is exhausted.

### LOSS
None of the above are achieved.

## Alone in the Watchtower Event Table

| Card | Event |
| --- | --- |
| Ace of Spades | Place the Wraith King in a random table corner. If the Wraith King has already appeared, place a wraith instead. |
| King of Spades | Place the Wraith King in a random table corner. If the Wraith King has already appeared, place a wraith instead. |
| Queen of Spades | Place a wraith in a random corner. |
| Jack of Spades | Place a wraith in a random corner. |
| Ten of Spades | Place a wraith in a random corner. |
| Nine of Spades | No event. |
| Eight of Spades | Light of the Holy Star. The player can either move the Wizard 3" in any direction, including out of combat. Or may restore up to 5 lost Health to the Wizard. |
| Seven of Spades | Keeper of the Secret Flame. The wraiths become aware of the Wizard's Elven ring. None of them activate this turn. |
| Six of Spades | No event. |

# Fight for the Ring

After several days spent hiking through the rough wilderness, the Ranger has led the halflings to the old watchtower, hoping to find some sign of the Wizard. If not, the ruins' position should give them a good view of the road and the wilderness in every direction and hopefully giving them a clue as to the location of their enemies.

Unfortunately, the wraiths were much closer than the Ranger guessed, and even as the group begins to search the ruins, a coldness grips their hearts and the darkness closes around them…

## SET-UP

The terrain for this scenario should be set-up in exactly the same fashion as in the first scenario. Four clue markers should be placed on the table, one in each corner. Two wraiths should also be placed on the table, at the centre of two opposite table edges (roll randomly to see which ones). Finally, the Ranger and the four halflings should all be placed within 3" of the centre point of the table in any positions the player chooses.

## SPECIAL RULES

If any heroic figure ends its activation next to a clue marker, remove the clue marker and have the figure make a Will Roll (TN24). If the roll is successful, and the Wizard actually left a message in the last scenario, then the message has been discovered.

If the Wizard was unable to leave a message, then there is no point in making these Will Rolls, but the player must remove all four clue markers to obtain a major victory.

Once the Wizard's message has been found, or all four clue markers have been removed, roll for a random table edge. Heroic figures may now exit the table off that edge. No figure may exit the table before this.

Draw one event card during each event phase. Once the deck has been exhausted, continue to play the scenario, but do not draw any more cards.

The Ringbearer is the target point for this scenario.

## VICTORY CONDITIONS

### MAJOR VICTORY
The wizard's message is found (or all four clue markers are removed if no message was left) and all of the heroes manage to exit the table or otherwise survive.
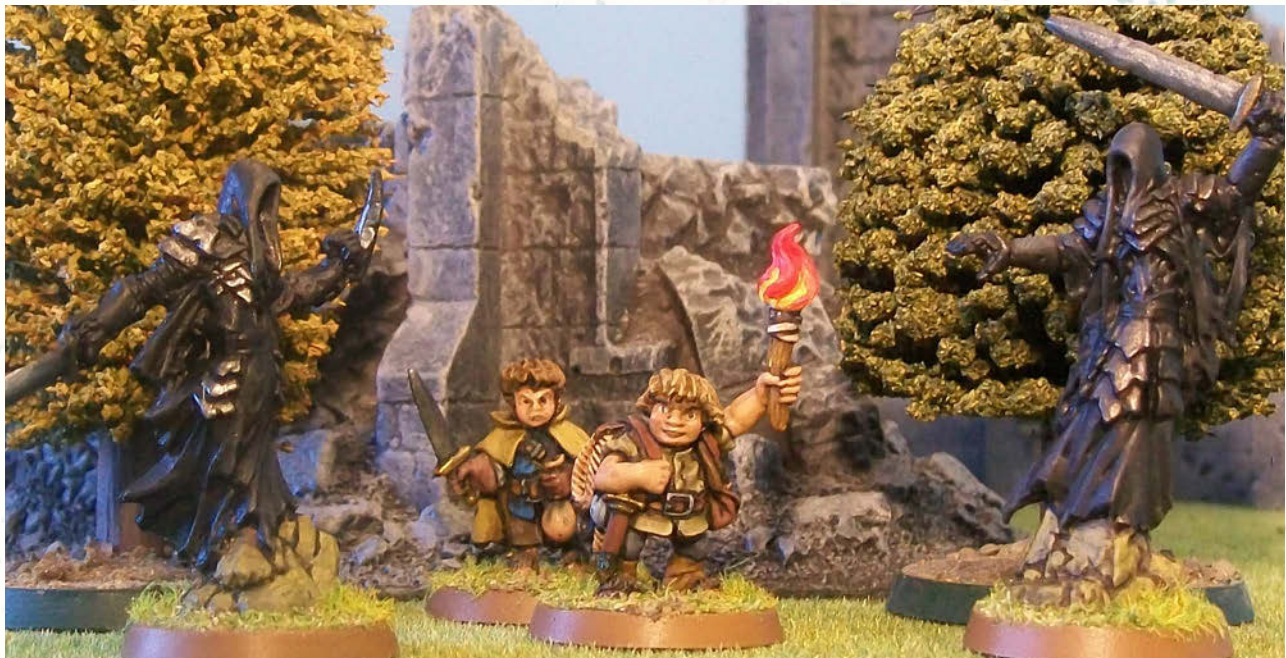
### MINOR VICTORY
The wizard's message is found (or all four clue markers are removed if no message was left) and the Ranger and the Ringberer manage to exit the table or otherwise survive.

### DRAW
The Ringbearer manages to exit the table or otherwise survive.

### LOSS
None of the above are achieved.

# Fight for the Ring Event Table

| Card | Event |
|---|---|
| Ace of Spades | Place the Wraith King in a random table corner. If the Wraith King has already appeared, place a wraith instead. |
| King of Spades | Place the Wraith King in a random table corner. If the Wraith King has already appeared, place a wraith instead. |
| Queen of Spades | Place a wraith in a random corner. |
| Jack of Spades | Place a wraith in a random corner. |
| Ten of Spades | The call of the Ring. The Ringbearer must make a Will Roll (TN20). If he fails, he puts on the Perilous Ring. All wraiths receive +1 Fight when attacking the Ringbearer for the rest of the game. |
| Nine of Spades | Afraid of the flames. Move one wraith 6" in any direction, but not off the table. |
| Eight of Spades | Light of the Holy Star. The player can either move one hero 3" in any direction, including out of combat, or may restore up to 5 lost Health to a hero of their choice. |
| Seven of Spades | No event. |
| Six of Spades | No event. |

# CLOSING THOUGHTS

# Closing Thoughts

These scenarios are designed to be challenging, and a few good rolls by the wraiths can spell doom for the heroes. Don't be surprised if you have to play each of them a couple of times before you manage a victory!

# Optional Rules

The following rules add extra complication to the second scenario and probably should only be used by veterans of the game system.

### FLAMING ARROWS

Arrows alone cannot hurt wraiths. To use this special rule, place a fire in the centre of the table. If the Ranger is within 2" of this fire, any shooting attack he makes with his bow can harm wraiths.

### SEEPING EVIL

Striking a wraith, even with a magic weapon, is a dangerous undertaking. If you'd like to use this vicious rule, whenever a halfling with a Magic Dagger (other than the Ringbearer) causes any damage to a wraith, its weapon is destroyed and the halfling becomes unarmed. In addition, the halfling must make a Will Roll (TN20) or be poisoned.

**Ash Barker** is the author of Last Days: Zombie Apocalypse and its supplements as well as the upcoming Gamma Wolves for Osprey Games. He splits his time between being a dad, running his web-series Guerrilla Miniature Games and writing. He has been in the gaming industry for over twenty years and been independent for the last six.

*Why do you design games?*

More than anything else I design games to get them out of my head. I'm always swimming in ideas, some of them good and some of them bad. Writing things down and putting them in front of myself helps me see if they're good or bad or going to go anywhere. If it does great, if it's bad... then it just makes room for another idea. I suppose that means I compulsively create rules, stories or other projects because if I don't they just turn over and over in my head.

I'm also a big fan of getting toys on the table I might be under-utilizing. If I have whole collections of models, terrain or accessories that I feel aren't getting the time or attention they deserve or which don't have a game that precisely fits my vision for them, I'll just write one! That was the motivation for Last Days as well as the upcoming Gamma Wolves. So far, it seems to have been something people are keen on as well.

*How do you think Independent Games 'fit-in' to the gaming industry?*

As Gaming culture becomes more and more prominent in society it also becomes more commercialized. Games themselves have slowly crept away from the design

motivations of being fun or engaging on their own merits and more often focus on being 'product aligned' as part of a big package of items the consumer buys. For instance rules interactions in big-market boxed games are often limited by the design mandates from things like 'we can only fit so much on X card' or 'This won't come in the box so don't make rules for it' or 'We want these to be easy to build so they can't be customizable'. This has made gaming much more accessible by making it less 'accident prone' or easier for people to initially digest but at the same time has reduced the ability for designers to really run with ideas and challenge the people playing their games to do more themselves. Independent Games tend not to limit themselves in idea or scope, relying instead on the players to 'fill in the blanks' with their own creativity on how to source things like models, terrain, dice, tokens or accessories. A lot of times it's more like providing a canvas and letting gamers paint than a pile of bricks with specific instructions. I think this is an important alternative to have on the market and something wonderful for gamers introduced to gaming through more traditional outlets to discover as they grow in their hobby.

*What's your plan for producing content for BLASTER?*

For me this project is about pushing outside the boundaries of what I might put in a book or what might make a good 'wholly fleshed out' expansion for one of my games and do something where there is a left-turn design wise. I don't want to just pump out another scenario, or unit type or some kind of 'filler content' here that you might be asked to do as promotional material in a traditional magazine. I want this project to be something people collect because it adds weird and wonderful new experiences that aren't just 'another game to play'.

**Joseph A. McCullough** The designer of Frostgrave, Ghost Archipelago, Rangers of Shadow Deep, Operation: Last Train, and Oathmark, Joseph A. McCullough has spent the last five years locked in a small office, jumping from one fantasy world to another. It's been a wonderful time. Although born and raised in North Carolina, he now lives in England with his wife and two children, just a short cannon shot from the English Channel.

*Why do you design games?*

I spent most of my life practicing to be a fiction writer, but it turns out I'm better at designing games. I thrive on creativity, and being able to spend my days working with words, mechanics and strange ideas just feels like what I am supposed do. Now I try and write games that encourage other people to develop their own creativity.

*How do you think Independent Games fit-in to the gaming industry?*

When I first started in gaming, some 30+ years ago, the only thing you needed besides dice and some miniatures was a pencil and scrap paper. Over the years, gaming companies have done their best to do away with 'fiddly recording keeping' which requires a pencil, by replacing pencil marks with cards, tokens, counters, and others pieces. Supposedly this makes games more 'streamlined'. It also allows companies to sell you more 'stuff'. Now, accessories certainly have their place, but I find that many of them are significantly less useful than a pencil. Also, the pencil leaves a permanent trail, a record of the

games we've played. Finally, the pencil gives you a tool for inventing, right in the middle of a game.

For me, independent gaming is there to encourage the individual creativity that often isn't encouraged by big company games. It's the kind of gaming that needs a pencil.

### *What's your plan for producing content for Blaster?*

I don't have one! One of the joys of producing smaller articles for a magazine is that I don't have to think too far ahead. Instead, I can just go whatever way the creativity is pulling me, which I think, in the long-run, leads to more interesting material.

**Joey McGuire** is the President and Head Janitor of World's End Publishing, and is the author of This Is Not a Test and Reality's Edge. A geek and long-time gamer, Joey got into the miniatures hobby after entering a gaming store in 1997 and discovering the Games Workshop product catalog. Since that auspicious day, Joey has been modelling and painting miniatures, building terrain, and writing his own rules. This Is Not a Test was his first solo publication, but he has also worked on several other projects, both personal and for Rattrap Productions. Currently residing in Maryland, Joey is also a devoted husband, proud father, and a humble civil servant by day.

### *Why do you design games?*

Because I want to love the games I play

and I'm a huge geek and I am forever mixing and remixing ideas for the table top and frankly those need to go somewhere. Seriously though, I'm a fan of comfort wargaming. I'm not here to write elegant mechanics or try to redefine what a wargame is. I want to write rules that let you and friends hangout, share a fun story, and give you a reason to create bad-ass models and terrain. My audience is made up of pent-up 12 years boys and girls who sketched superheroes in their school notebooks or drew dungeons on graph paper. They may be middle-age adults now, but that sense and wonder and adventure lust never went away or is barely just below the surface waiting to bubble up. I'm here to create rules systems that lend themselves to narrative play and getting away from the drudgery of our workaday lives.

### *How do you think Independent Games 'fit-in' to the gaming industry?*

I started my gaming career as a diehard Games Workshop fanboy. Frankly, I still am, though it's a rare day when I buy a GW model nowadays. Gamers today have options that I would have dreamed about a decade ago and while many games don't stick around long, if there is a theme or trope, there is a good chance someone has made a game for it. Still, I think there is a resistance for your average gamer to tinker with the games they play. Many are content to buy a game, find players, and never dream about changing a rule or stat line. In theory that's fine, after all I'm not here to tell anyone how to have fun, but the Independent Gaming scene is really about embracing the creative in all of us and I and my fellow authors are here to preach the heresy that the games you buy you can own. If you don't like something, change it. Write your own campaign, stat up your favorite heroes, use your favorite rules for a

completely different era or setting. We are not playing on computers or video games, we can change the rules with a simple pencil edit. In today's market, Independent Gaming in not really on the main stage, but we are no longer a sideshow!

### *What's your plan for producing content for BLASTER?*

I'm going to borrow Joe's answer and say, I am not really sure. My rules writing is always organic. I follow my inspiration and never really know which way I am going until I get there. For now, I am planning on introducing rules and concepts for This Is Not a Test that would not really fit within the confines of a full supplement. I have lots of ideas and they kind of stray all over the place, and this magazine is a great place to catch those ideas and develop them. My goal is to give players options. They may not be the most competitive, but they will at least be interesting and hopefully fun. Stay tuned for wacky warbands...

**Mike Hutchinson** is the award-winning designer of Gaslands, available from Osprey Games, and runs an independent game design studio called Planet Smasher Games. He lives in the inexplicable-named village of Old Wives Lees in Kent, UK with his wife, Vanessa, and two daughters. His day job is making the internet safer for kids.

http://planetsmasher.games

*Why do you design games?*

I'm obsessed with the interactions of constraints and how they combine to create fun. It's alchemy. I will see a movie, read a book or play a video game and my next question is "how could that be a cool miniature game experience?"

Finding the right interaction of rules, such they evoke the right sort of "feeling" and successfully describe some intangible "essence" of the subject matter, and do so emergently in their interaction with the players sure sounds like art to me, so I guess miniature games are my medium.

I love creating miniature games. They are such organic and "do it yourself" beasts. They afford the imaginative player such a wonderful breath and flexibility of expression and fun. They can provide an endlessly source of both solo hobby satisfaction and social gaming experiences.

At heart I'm a model-maker. I want to model real-life in miniature, both physically, with tiny models, but also conceptually, through rules systems and the stories they create. I want to create miniature worlds on the tabletop, supply the systems that provide the conditions for life, and watch the stories emerge. Then I want to give that enjoyment to others.

*How do you think Independent Games 'fit in' to the gaming industry?*

The alchemy of emergent gameplay as a way to describe something awesome and exciting is a drug. As a tabletop gamer, I love unique mechanics and I want to explore and enjoy a wide range of game experiences.

Although I love the music of Mastodon, I don't want to just listen to their heavy metal. I want to explore the breath of experiences that music can offer, listening to both huge artists as well as new bands that haven't hit the big time yet. All of them are trying to say something, and sometimes the little guys

are trying harder to say something unique. This might be because they have fewer commercial constraints to work within, fewer audience expectations to meet, or more to prove.

That's us at Blaster. Doing whatever we want because we are compelled to, or because we want to, or because genuinely no-one can stop us.

As a designer, I want to be part of the independent gaming underbelly, making weird stuff that brings gamers something different, unconstrained and idiosyncratic. We can do this because we are playing by different rules.

*What's your plan for producing content for BLASTER?*

My games don't have miniature ranges. In order to keep people excited to play Gaslands and A Billion Suns, I need to create interesting new content, expansions, options and new ways to play. I will use Blaster to keep pushing my published games to provide awesome, cinematic and fun new experiences, without rules bloat or repetition.

My other problem is that I can't stop writing games. I tend to average six new miniature games a year. Many of them are too small, too weird, or too bad to ever see publication as stand-alone games. I will use Blaster as an outlet to exclusively publish complete (if oddball) miniature games. I also very much want to hack Sean, Ash, Joe, and Joey's games... #GaslandsMeetsFrostgrave

**Sean Sutter** is a California based artist and proprietor of Metal King Studio. He is the eccentric creator of Relicblade: Adventure Battle Game. As a restless creative type, he does all of the illustration, game design, and sculpture himself. He is generally happy and believes in peace.

*Why do you design games?*

I grew up in the primordial lost coast of Northern California. I played in the forest too much when I was a child and it seems a portion of my soul still wanders in those enchanted woods. I've been hopelessly lost in my own imagination all along, so it's a lifelong pursuit to share it with the outside world. I started with drawing and storytelling with comics. I did narrative paintings and explored other creative expressions. But when I took a hard look at myself as an artist, I discovered my deep love for tabletop gaming was rooted in all the artistic purposes I strive for.

I want to create grand adventure, memorable stories, inspire creativity, and explore important themes. However, I don't want to just tell people about my imagination; I want to invite people to explore it. Games are a real invitation to collaborative imagination. I could, for example, do a painting with a path in it. The path imagery would invite the viewer to imagine what is around the bend, but games invite players to actually turn the corner! When I write games I get to create worlds, but the creation doesn't end with

my final brushstroke. The game comes to life when it's played. The twists of fate, marvelous victories, and tragic defeats are born from real play.

Games are a wonderful way to explore ideas. Players are forced to interact with the artwork to really enjoy it. Even if someone only reads the books, they are still engaged by the possibilities it holds. If a hobbyist only paints the figures, then the details in the sculpture will convey a purpose. If a collector only sees the illustration, they'll be exposed to the sense of adventure. I design games because I can interact with my audience in truly diverse and meaningful ways. My artwork isn't just hung in a bank as a tax write off. Which is a true example from my hard artistic efforts as a fine artist. Rather, my art brings friends together, helps hobbyists exercise their own creative power, triggers violent bouts of imagination, and does so much more. I'm really grateful for games as a storytelling medium. It's perfect fit for my deformed, artistic soul.

*How do you think Independent Games 'fit-in' to the gaming industry?*

I love indie games. I love how a small team can bring a unique vision to life. There's spirit in there, too. It requires a level of self determination and passion for the creation. I love how the finished product is free to be its own thing. Designers are able to go hard into a theme or explore some particular nuance. Indie games are extremely interesting to me as both a creator and a consumer. But the question is about the greater industry. I don't want to say anything negative about decidedly non-indie titles. I think it's wonderful that hobbyists get to explore not only 40k, but LOTR, Star Wars, Marvel, ASOIAF, and more! I'm over the moon that the hobby has grown so much in recent years. But for my own interests, I have always looked to indie titles. I've always picked up Hellboy instead of Spiderman. I've always listened to garage bands instead of top 40s. I've always loved insane indie movies like Six String Samurai. And in the age of Steam the indie video game scene is completely beyond my wildest dreams. So to express my thoughts about independent games I just stand here gesturing vaguely to everything around me. Creative creator-first content makes me deeply, deeply happy.

*What's your plan for producing content for BLASTER?*

I'm always stuck between two roles. I'm a loose and free artist type who is ready to follow whatever whim seems to strike, and simultaneously the owner of a small business that produces books and miniatures. I have to balance my whimsical art against all kinds of real life limitations. For Blaster, I'm planning on primarily producing Relicblade content. The quarterly release schedule gives me the beautiful opportunity to write more without the overhead of publishing a whole new book! Not to mention a polite deadline to keep the content flowing. There are all kinds of ideas rattling around in my restless imagination. This time around I had the overwhelming urge to grow the lore, so this first issue is lore heavy. It's that simple. I designed Relicblade to be freely expandable. As little as a single card can send shockwaves through the whole range, so quarterly content has all kinds of potential. Who knows what wonders and horrors we will encounter on our journey, but I am certain that almost anything is possible.

# BLASTER | VOL.2

Check back for Beasts, Eldritch Horrors, Aerial Sorcerers and Apocalyptic Threats.

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