BLASTER

BLASTER | VOL.2

Wait.

Were you low key inviting
me to particpate in this?

When Sean invited me he did so in a very Sean way. He was coy and subtle and I had no idea that he was actually inviting me to share my work with BLASTER for the opportunity to lay it out. I hung up the phone and thought to myself, 'must be nice to make games... le sigh.' It took me a minute to realize he might be trying to gauge my interest in it. So I wrote him a message back, "Wait. Were you low key inviting me to participate in this?"

Awesome! But there was just one problem! My portfolio only had old work, as they do, and it was all very corporate. But I knew that I could do it. That I could take game layout on. So every night for the next two weeks between 11:00pm and 1:00am I started designing pages for games. They were completely made up! I just started finding cool stuff on the Internet and applying my graphic design skill-set I had earned over 15 years. Unfortunately, that didn't work out very well.

The first few nights I hit a wall. My work looked too corporate! I realized I was a graphic design machine and the wrong kind! Graphic design in the creative services field is an extremely rewarding and challenging career. It depends on the ability to work well as a team with writers, developers, leaders and most importantly of all - clients. Without a client I felt aimless. Without a team I felt crippling doubts, "is this really good enough for them?"

But something happened within me and I asked myself a different and more important question, "is this good enough for me?" All of the sudden I found a source of power. I had a new way-stone for the adventure. I became my own client and for the first time, maybe ever, graphic design wasn't work. It was fun and I quickly built out ideas that I thought were great. Now I had to share them with Sean.

You know, the guy who illustrated this cover. The guy who writes, designs, and sculpts Relicblade... by himself. I sent them over to him and hung on his response. "These are great. I'll share them with the guys."

When I got on our interview call, I was a little bit taken aback. I knew each one of them by name and had played everyone's game. It was clear we were cut from the same cloth, and that I might not have just found a great opportunity to layout some game design. I had found some new friends, and great collaborators. Since 2020 started to swirl around the toilet bowl we've all had each other, by extension all of you.

Your response has been amazing. I am humbled by the great success of volume 1 and I proudly present to you it's successor. Also, I'm going to start working on volume 3.

E D I T O R
Greg Horton

SHADOWGRAVE

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.

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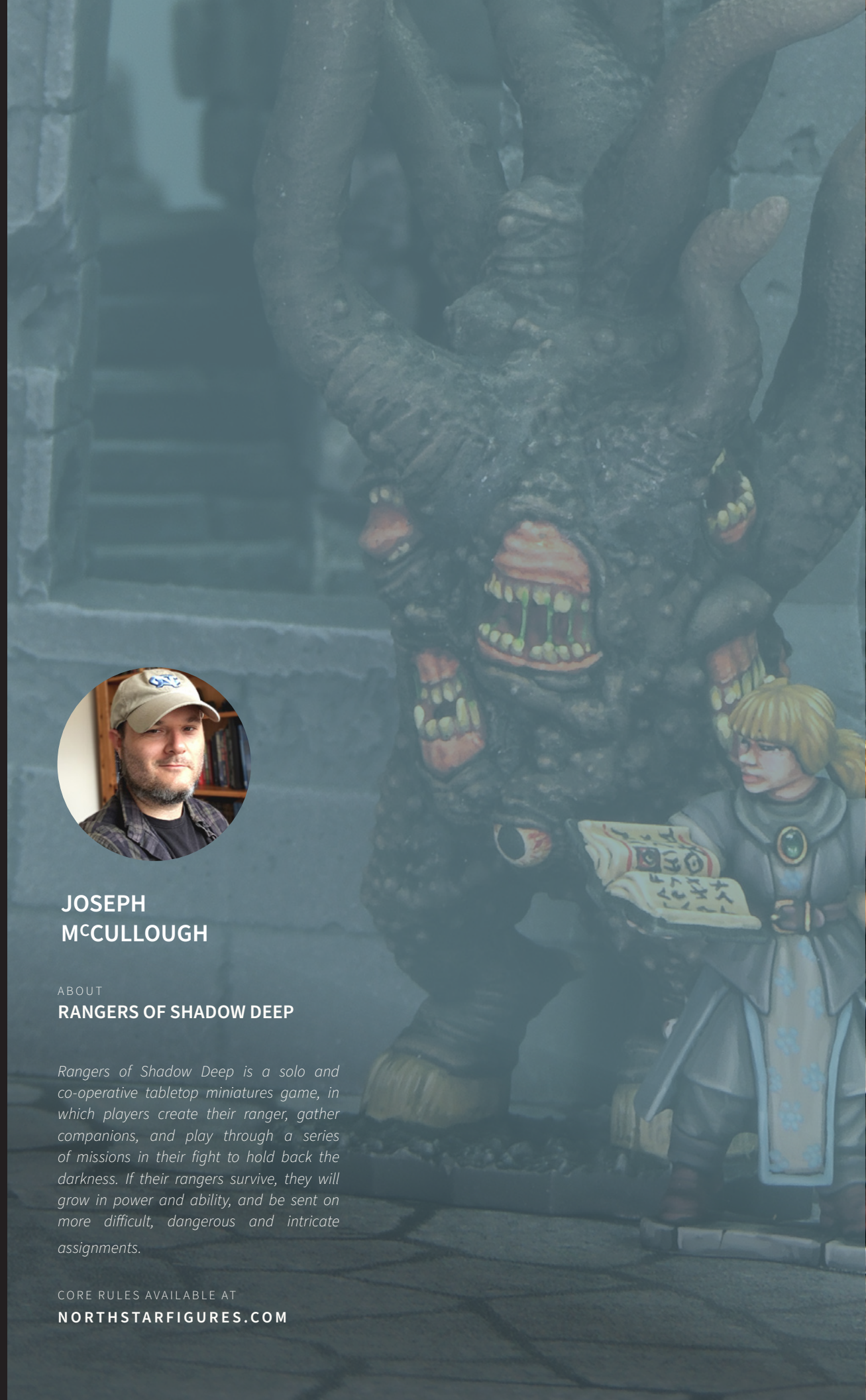
Over the years, I've received a lot of requests to include monsters from the Cthulhu Mythos in *Frostgrave, Ghost Archipelago,* and *Rangers of Shadow Deep,* and while the works of H.P. Lovecraft have been a big influence to me, and some of that influence can be found in my games, I have shied away from including such specific things in any of the games. The mythos has a very particular flavour, a very strong and dominating flavour. When it is included in a game, it tends to overshadow everything else. Suddenly, 'ordinary' horrors such as zombies and giant spiders don't seem so scary – not when you compare them to something that can shatter your mind just by viewing it! Likewise, the magic in *Frostgrave* is supposed to be pulpy and fun and books of magic are treasures without equal. If you include the mythos, suddenly magic becomes a grim undertaking and old grimoires are just as likely to be deadly

to their readers as to a wizard's enemies.

And yet, there is no denying that the mythos can offer some fun and interesting variation. While I might not want to include such a thing into an ongoing campaign, I can see the entertainment in playing a one-off adventure, or even a specific 'mythos campaign'. With that in mind, I began to jot down a few notes, and then a few more, until suddenly, I had enough ideas for a small supplement on my hands.

Since then, I've worked with some of those ideas, refined them, and tested them out. I'd like to present the first of that work here with you now. Below, you will find rules for 'Sanity Rolls' in your games of *Frostgrave, Ghost Archipelago,* and *Rangers of Shadow Deep.* These rules go far beyond the simple Will Roll occasionally made when witnessing a horrific scene. If your figure fails those, it often loses an activation. If it fails

these, it could potentially take damage, go mad, gain some permanent phobia, or even die. Along with these rules is a partial bestiary of the monsters that cause these Sanity Rolls. We'll see some more of these in the next issue as well. Finally, for those that are brave enough, I've included three scenarios, a competitive scenario for *Frostgrave,* a solo scenario for *Ghost Archipelago,* and a solo or co-operative one for *Rangers of Shadow Deep* so you can test out the new rules. Just remember, these scenarios are supposed to be extremely dangerous and potentially crippling.

Good luck, and I'll be back next time with some rules for mythos magic in the games, a few more monsters, and another set of scenarios.

SANITY ROLLS

Sanity Rolls

The Sanity Roll is a very specific and dangerous form of Will Roll. It is triggered when a hero or warband member experiences something so utterly alien that it shakes their very understanding of existence. In many cases this will be the appearance of a mythos creature, but could equally come about from touching a mythos idol, reading an alien book, or being blasted by some kind of alien weapon.

Unlike Stat Rolls that are presented with a Target Number (TN), Sanity Rolls are always presented with a modifier (+/- X). For example, let's say your hero comes in contact with a black idol of the dreaming, undersea god. The figure might be called

upon to make a Sanity Roll (-4). In this case, the hero should roll one die, add his Will Stat, and then apply the modifier. So, if you hero has Will +3, and rolls an 8, its total would be 7. (Roll of 8, +3 Will, -4 Sanity Roll modifier). This total should then be compared to the Sanity Roll Table, and the results applied immediately.

All results on the table below are cumulative. So if a figure is already Freaked and then becomes Shocked, it will be making future Sanity Rolls at -2 until the end of its next activation and then -1 for the rest of the game. Alternatively, if they get two Freaked results at different times, then they will be making all rolls at -2 for the rest of the game.

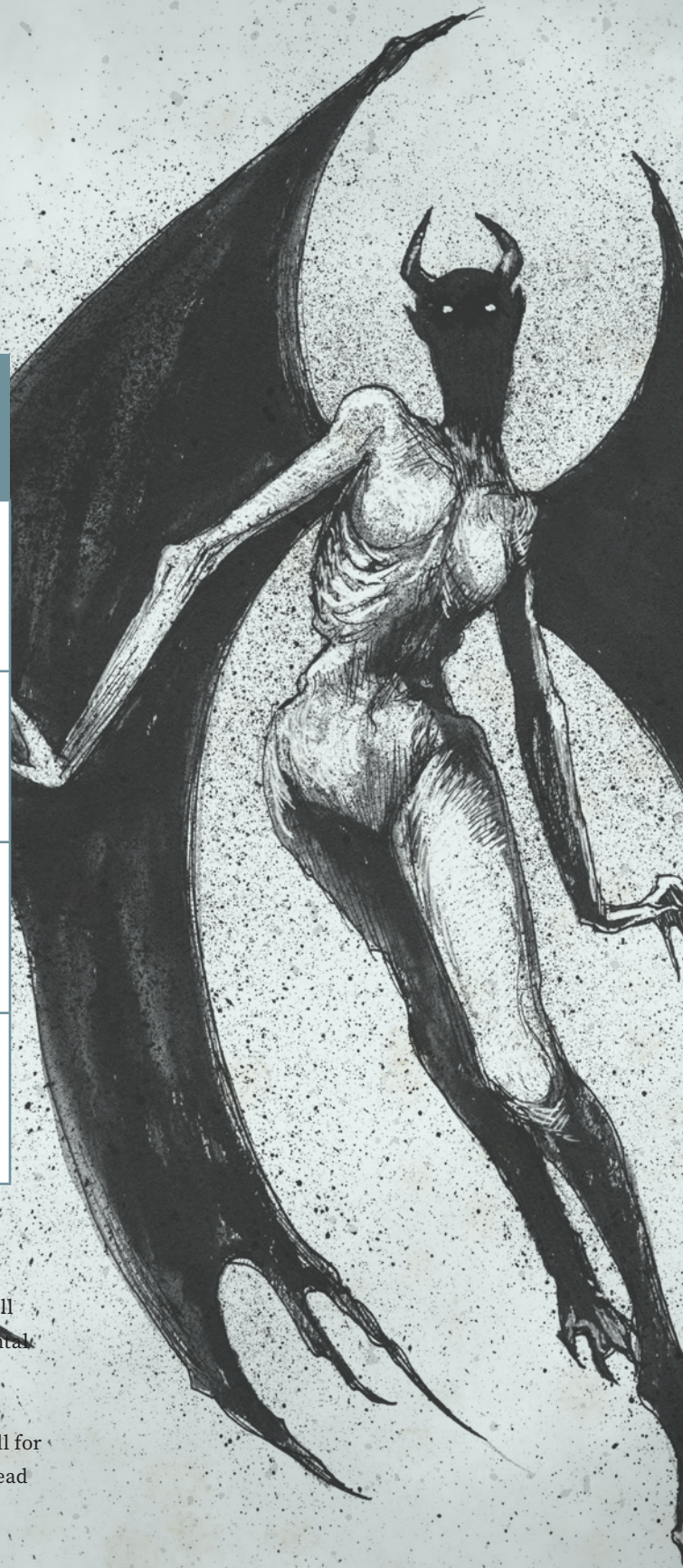| Sanity Roll Table	
ROLL TOTAL	RESULT
2 or less	**Seizure.** The figure should be removed from the table and should roll on the Insanity Survival Table after the game.
3	**Temporary Madness.** The figure counts as an uncontrolled creature for the rest of the game.
4	**Brief Madness.** The figure counts as an uncontrolled creature until the end of their next activation, after which they are Freaked as below.
5 – 6	**Paralyzed.** If the figure is active, its activation ends immediately. Either way, it receives no actions the next time it activates. After that turn, it is Freaked as below.
7 – 8	**Freaked.** The figure is visibly shaken, and suffers -1 to all Rolls of any type for the remainder of the game.
9 – 10	**Shocked.** If the figure is active, its activation ends immediately. It suffers -1 to all Rolls until the end of its next activation.
11+	**No Effect.** The figure is unfazed.

Insanity Survival

If a figure is removed from the table due to a seizure OR because it was reduced to 0 Health by a mythos creature, then it should roll on the Insanity Survival Table instead of the normal survival table. This applies equally to Wizards, Apprentices, Rangers, Soldiers and Companions, although Wizards and Rangers may optionally add +1 to the result after the die is rolled.

Insanity Survival Table

ROLL TOTAL	RESULT
1-2	**Death or Shattered Mind.** This figure has either died or gone permanently and incurably insane. Their adventures are at an end.
3-5	**Permanent Mental Damage.** Some part of the figure's mind has been damaged, causing some sort of permanent handicap. Roll again on the Permanent Mental Damage Table below.
6-8	**Raving Madness.** This figure suffers a period of madness. If they are a Wizard, Apprentice, or Ranger, they lose all of the items they were carrying. They may participate in the next scenario, but suffer -4 to all Will Rolls in the next game. Any other figure loses all items they were carrying and must miss the next game.
9+	**Full Recovery.** The figure manages to block out the horrors it has witnessed and continue in its adventures without permanent affect.

Permanent Mental Damage

A figure that suffers permanent mental damage should roll on the table below. If a figure already has permanent mental damage, and rolls the same result a second time, reroll the result. A figure may accumulate a total of 4 different permanent mental damages. If they are called upon to roll for a 5th, their mind has shattered, and they are treated as Dead with regards to the campaign.

Other than ways specifically noted, the only way to heal permanent mental damage is to use magic that could bring someone back from the dead, such as a Miraculous Cure spell or Potion of Life. If this is used, a figure is cured of all permanent mental damage it possesses.

Permanent Mental Damage Table

DIE ROLL	RESULT
1 - 2	**Periods of Insanity.** If this figure ever rolls a natural 1 for any roll during a game, they have an 'episode'. If they are currently active, their activation ends immediately. Either way, they count as an uncontrolled creature for the rest of that turn and the next.
3 - 4	**Agoraphobia.** The figure has developed an acute fear of open spaces. Any time this figure activates with no terrain within 4", it must immediately make a Will Roll (TN12). If it fails, it receives no actions.
5-6	**Acrophabia.** The figure has developed an acute fear of heights. Any time this figure Activates while more than 3" off the ground (unless in a completely enclosed room), it must immediately make a Will Roll (TN12). If it fails, it receives no actions this turn. Additionally, any time the figure wishes to climb higher than 3" they must also make a Will Roll (TN12) or its activation ends immediately.
7-8	**Triskaidekaphobia.** The figure has developed an acute fear of the number 13. Anytime this figure rolls a 13 for any kind of roll, treat the result as a 1 instead.
9-10	**Claustrophobia.** This figure has developed an acute fear of enclosed spaces. Any time this figure activates inside a structure where two opposite walls are 4" or less apart, it must immediately make a Will Roll (TN12). If it fails, it receive no actions this turn. Additionally, any time the figure wishes to enter such a structure, it must also make a Will Roll (TN12) or its activation ends immediately.
11-12	**Ophidiophobia.** This figure has developed an acute fear of reptiles, including snakes, lizards, and dragons. Anytime this figure activates with a reptile in line of sight, it must make a Will Roll (TN12). If it fails, it receives no actions this Activation. Additionally, this figure receives -2 Fight if in combat with such a creature, or -2 shoot if making a Shooting Attack at a reptile.
13-14	**Autophobia.** This figure has developed an acute fear of being alone. If the figure activates with no friendly figure within line of sight, it must make an immediate Will Roll (TN16). If it fails, it receives no actions this Activation. Additionally, if the figure ever wishes to make a move that would take it out of line of sight of any friendly figures, it must also make a Will Roll (TN12) or its activation ends immediately.
15-16	**Hydrophobia.** This figure has developed an acute fear of water. It receives -5 to all Swimming Rolls. In addition, if the figure ever activates in line of sight to any body of water greater than 2" in diameter, they must make an immediate Will Roll (TN12). If it fails, it receives no actions this Activation. Additionally, if the figure ever wishes to move into contact with any water, it must also make a Will Roll (TN12) or its activation ends immediately.
17-18	**Withdrawn.** This figure suffers some kind of permanent damage to its psyche that affects its relationship to others. This figure may never be part of a group activation.
19-20	**The Jitters.** The figure suffers a permanent -2 Will.

MYTHOS BESTIARY

Dark Goat of the Woods

MOVE	FIGHT	SHOOT	ARMOUR	WILL	HEALTH
6	+6	+0	14	+8	26

Mythos, Amphibious, Immune to Poison, Large, Magic Resistance (3), Mind Lock, Sanity Roll (-4), Strong, True Sight

These alien monstrosities are often mistaken for small, thick trees. They generally stand on 2 to 4 short, thick legs, have thick trunks covered in a tough, bark-like skin, and feature numerous branches, or tentacles sprouting out of the top of their trunks. When awake, numerous eyes and mouths open up on the trunks. While dark goats are exceedingly rare, they tend to be found in pairs or small clusters, often accompanied, or tended, by a group of dark satyrs.

Dark Satyr

MOVE	FIGHT	SHOOT	ARMOUR	WILL	HEALTH
6	+2	+0	12	+5	12

Mythos, Expert Climber, Mind Lock

Dark Satyrs are the result of humans that have been corrupted through the worship of, or close contact to, dark goats – especially those that consume the 'sap' of a dark goat. These humans quickly mutate, often growing animal-like features. Some appears like traditional mythic satyrs, while others are more like demonic monstrosities. Regardless of their physical appearance, they are completely irrational beings who will attack anyone who threatens them or their 'mothers', the dark goats.

Dimensional Shambler

MOVE	FIGHT	SHOOT	ARMOUR	WILL	HEALTH
7	+5	+0	12	+6	16

Mythos, Dimensional Shift, Sanity Roll (-2), Mind Lock, Regenerate (4)

These large, vaguely humanoid creatures wander the planes between dimensions, dropping into physical space only when summoned. While exact physical descriptions are nearly impossible, due their shifting, flickering nature, the viewer usually recognizes a pair of long, gangling arms, ending in huge claws. Shamblers never stay in place very long, and generally teleport from spot to spot even when remaining in one dimension.

Gug

MOVE	FIGHT	SHOOT	ARMOUR	WILL	HEALTH
7	+5	+0	14	+6	16

Mythos, Eater of the Dead, Sanity Roll (-1), Keen Senses, Large, Mind Lock, Strong

A foul race of giants that feature two forearms on each of their two arms, and a head that is basically just one giant top-opening mouth. Although intelligent, these creatures have no interest in communication with other lifeforms and will attack on sight, in the hopes of devouring their foes.

Mythos Ghoul

MOVE	FIGHT	SHOOT	ARMOUR	WILL	HEALTH
6	+2	+0	10	+3	10

Mythos, Eater of the Dead, Mind Lock

These creatures appear as degenerate and somewhat bestial humans. While they are human-sized, they are incredibly hunched, often hairy, have very pronounced under jaws, and have claws on both their hands and feet. Mythos ghouls are carrion eaters; however, they consume this dead flesh less for sustenance and more to absorb whatever magical qualities the creature possessed.

Nightgaunt

MOVE	FIGHT	SHOOT	ARMOUR	WILL	HEALTH
7	+3	+0	10	+2	14

Mythos, Sanity Roll (+2), Flying

Somewhat similar in appearance to classic, winged demons – nightgaunts feature rubbery black skin, giant bat wings, and completely featureless faces. Nightgaunts are generally used as servants of more powerful beings, either to guard specific places, to send messages, or to fetch prey. If a nightgaunt wins a round of combat, it may automatically drag its opponent 4". What a nightgaunt drags their victim towards will be specified by a given scenario, but usually involves a long drop, or a lot of fire...

Shoggoth

These amorphous monstrosities are little more than black blobs that sometimes extrude eyes, mouths, or tentacles. Because they have no fixed form, they can squeeze through any aperture, no matter how small, and are extremely difficult to kill. They have no organs or any other vulnerable points, so they must either be killed by magic or literally hacked to pieces. Shoggoths like to consume those they kill, breaking them down into their smallest parts and adding that bulk to their own. Due to this, shoggoths can continue to grow larger and larger the more they consume. Shoggoths are broken down into three sizes, listed below.

Small Shoggoth					
MOVE	FIGHT	SHOOT	ARMOUR	WILL	HEALTH
4	+4	+0	10	+3	16

Mythos, Amphibious, Amorphous, Eater of the Dead, Expert Climber, Mind Lock, Regenerate (2), Sanity Roll (-2).

Medium Shoggoth					
MOVE	FIGHT	SHOOT	ARMOUR	WILL	HEALTH
6	+4	+0	10	+3	22

Mythos, Amphibious, Amorphous, Eater of the Dead, Expert Climber, Mind Lock, Regenerate (2), Sanity Roll (-4), Strong.

Large Shoggoth					
MOVE	FIGHT	SHOOT	ARMOUR	WILL	HEALTH
6	+5	+0	10	+3	26

Mythos, Amphibious, Amorphous, Eater of the Dead, Expert Climber, Large, Mind Lock, Regenerate (2), Sanity Roll (-5), Strong.

Spawn of the Stars

These gigantic creatures feature serpentine bodies, large clawed arms, giant wings, and a head covered in writhing tentacles. Despite this, these creatures can alter the arrangement of their mass at will, allowing them to fit through any space. So horrific are these creatures, and so antithetical to reality, that the world actually warps around them. Very few survive an encounter with one of these monstrosities.

These creatures are all spellcasters, though which spells they know, and how they use them will be determined by the specific scenario.

Spawn of the Stars					
MOVE	FIGHT	SHOOT	ARMOUR	WILL	HEALTH
8	+8	+0	14	+12	30

Mythos, Amphibious, Amorphous, Eater of the Dead, Immune to Poison, Large, Mind Lock, Never Wounded, Old One, Powerful, Regenerate (4), Sanity Roll (-8), Spellcaster, True Sight

Creature Attributes

AMPHIBIOUS

This creature is perfectly happy on land or in the water. It automatically passes all swimming rolls, treats water as normal instead of rough ground, and suffers no fight penalties for being in the water.

AMORPHOUS

This creature has no internal structure and can change its shape at will. This allows it to move through any opening no matter how small.

EATER OF THE DEAD

This creature likes to consume the bodies of those that it kills. If a figure is reduced to 0 Health by this creature, it receives -1 to its survival roll after the game.

EXPERT CLIMBER

This creature suffers no movement penalty for climbing.

DIMENSIONAL SHIFT

If this creature activates within line of sight of enemy figures, even if it is combat, roll randomly between all enemies within line of sight. Immediately move the creature the shortest distance so that it is in combat with that enemy figure. It then completes its activation as normal.

IMMUNE TO POISON

This creature is never counted as poisoned.

LARGE

This creature is very large and thus easier to target with shooting attacks. It suffers a -2 to its Combat Score when rolling against shooting attacks.

KEEN SENSES

This creature always counts as having line of sight to any enemy figures within 10".

MIND LOCK

This creature is Immune to Mind Control and Suggestion.

MAGIC RESISTANCE (X)

This creature is somewhat resistant to magic. If it takes damage from a magic source (other than a magic weapon) it reduces the damage by the specified amount. If it is called upon to make a Will Roll to resist a spell, it adds that amount to its resistance roll.

MYTHOS

If this creature reduces a figure to 0 Health, that figure should roll on the Insanity Survival Table after the game instead of its normal Survival Table. Additionally all creatures with Mythos have Magic Attacks.

POWERFUL

This creature does x2 damage.

OLD ONE

Whenever a hero or warband member activates within 12" and line of sight of this creature, it must make a Sanity Roll using the creature's normal Sanity Roll Modifier +4. So if the creature has a normal Sanity Roll (-8), a figure would make it Sanity Roll at -4 if it was 6 – 12" away.

REGENERATE (X)

Every time this creature activates, it regains lost Health points equal to (X). This may not take it above its starting Health.

SANITY ROLL (X)

Whenever a hero or warband member activates within 6" and line of sight of this creature it must make a Sanity Roll with the specified modifier. A specific figure only has to make one Sanity Roll when it activates, no matter how many creatures with this ability are visible. In such a case, use the worst (lowest) specified modifier of any of the visible creatures.

STRONG

This creature does +2 damage

SPELLCASTER

This creature is a spellcaster, though how this applies will be determined by specific scenarios.

TRUE SIGHT

Ignore any castings of Beauty or Invisibility when determining the actions of this creature. Additionally, if this figure is ever in combat with an Illusionary Soldier, the Illusionary Soldier is immediately removed from the table.

SHADOWGRAVE

SCENARIOS

THE ELDRITCH IDOL

Smashing through the rune-marked wall, you discovered an ancient and foul-smelling passageway behind. At first you thought it was some long-lost part of the breeding pits, but as you advanced down those tenebrous tunnels, you felt a uneasiness you couldn't explain. It wasn't fear, exactly, but a creeping anxiety that tickled at your mind, telling you that things weren't right. Something about the angles of the tunnel, the connections of the floor, the walls, and ceiling felt wrong and almost seemed to change from one second to the next. When the passage finally broke out into a vast chamber, you felt a moment of relief, but it quickly vanished. The chamber was dimly lit by several clouds of misty, green gas slowly floating about, despite the lack of any breeze. In the centre of the chamber, surrounded by a group of shadowy wells, stood a dark idol. You didn't recognize the god, and after a moment, you didn't even want to look at it, but then you noticed, at the foot of the idol, several piles of gold…

Set-Up

Place an eldritch idol in the centre of the chamber.

Place four wells in a cross pattern around the idol, so that each well is 6" from the idol. Then move each well 3" in a random direction. Four 'clouds' of green gas approximately 4" long and 2" wide, should be placed in the same manner as the wells, except start them 8" from the idol and then move them 6" in a random direction. Place three treasure tokens adjacent to the idol. Place one treasure token adjacent to each well at the point of the well that faces the idol. There is no central treasure in this scenario.

Place 2 mythos ghouls on the table in opposite corners of the table.

Requirements

Eldritch idol, 4 wells, 4 mist clouds, mythos ghouls, shoggoths

Special Rules

When players roll for initiative each turn, they should compare their roll to the **Eldritch Idol Initiative Table** below and immediately follow the instructions given.

If a figure ever activates while standing in a mist cloud, it immediately takes 2 points of damage. Mythos creatures are immune to this damage. Mist clouds block all line of sight but do not impede movement. At the end of each turn, move each mist cloud 6" in a random direction. If this causes it to move into contact with a table edge, it should bounce off the edge in a random direction and complete its move.

If there is no shoggoth on the table by the end of turn 2, immediately place a medium shoggoth on the table adjacent to a randomly determined well. Place the shoggoth at the point that is nearest to a warband member.

Any figure that activates within 6" of the idol must make a Sanity Roll (-3). The treasure tokens adjacent to the idol may not be moved by any means until they have been picked up at least once.

Treasure and Experience

Roll for treasure tokens after the game as normal. Experience is gained as normal with the following additions:

- +5 experience points for each mythos ghoul killed by the warband (Maximum +30).
- +20 experience points for each shoggoth of any size killed by the warband.
- +50 experience points if the wizard is ever adjacent to the eldritch idol.
- +30 experience points if the apprentice is ever adjacent to the eldritch idol (but not if the wizard has claimed the +50 reward above).

Eldritch Idol Initiative Table

DICE ROLL	INSTRUCTION	DICE ROLL	INSTRUCTION
1	Place a large shoggoth adjacent to a well of your choice.	11	Select one figure within line of sight of the idol. That figure suffers an immediate +5 shooting attack.
2	Place a medium shoggoth adjacent to a well of your choice.	12	Select one figure within line of sight of the idol. That figure suffers an immediate +3 shooting attack.
3	Place a small shoggoth adjacent to a well of your choice.	13	Select one figure within line of sight of the idol. That figure suffers an immediate +1 attack.
4	Place 1 mythos ghoul anywhere you want on the table, including in combat with a figure.	14	Select one figure. That figure must make an immediate Sanity Roll (-4).
5	Place 1 mythos ghoul anywhere you want on the table, but it must be at least 2" away from a warband member.	15	Select one figure. That figure must make an immediate Sanity Roll (-3).
6	Place 1 mythos ghoul adjacent to a well of your choice.	16	Select one figure. That figure must make an immediate Sanity Roll (-2).
7	Place 2 mythos ghouls in a table corner of your choice.	17	Select one figure. That figure must make an immediate Sanity Roll (-1).
8	Place 1 mythos ghoul in a table corner of your choice.	18	Select one figure. That figure must make an immediate Sanity Roll (-0).
9	Place 1 mythos ghoul in a table corner of your choice.	19	Move a mist cloud of your choice 6" in any direction.
10	Place 1 mythos ghoul in the centre of a table edge of your choice.	20	Move a mist cloud of your choice 3" in any direction.

THE CYCLOPEAN GATEWAY

As soon as you set foot in the accursed jungle of this small island, you could sense a wrongness, an unnaturalness to the place. Something has tainted the trees, the earth, even the very air. If it weren't for the rumours of a lost temple and its sacred 'pool', you would have immediately ordered your crew back to the ship and set-sail. Instead, you pressed on. It wasn't long before you caught fleeting movement through the dark trees all around, and then a small rain of darts came whistling out of the shadows. You ran, looking for some place with more cover, but you could hear them moving all around you. You realized they weren't chasing you so much as herding you, but, before you could do anything with the thought, you broke into a clearing dominated by the ruins of a great temple. A glowing pool sat in the middle of the ruins, while a gigantic gateway loomed over everything...

Set-Up

This scenario is played on a 2.5' x 2.5' table. Designate one edge the player edge. The opposite edge is the gateway edge. Place a gigantic gateway 2" in from the centre of the gateway edge. Place a pool, or well, approximately 6" in diameter, 8" in from the centre of the gateway. Three pillars should be placed in an equilateral triangle around the well, so that each pillar is approximately 3" away from the well. The exact position of the pillars is not important. The rest of the table should be filled with ruins, rubble, and dense foliage.

Place 4 treasure tokens adjacent to the well, so that they form a cross. Place a Tribal Warrior next to each treasure token. Place two Tribal Hunters at the centre points of the two unnamed table edges. Place one nightgaunt in each corner of the gateway edge.

Place all members of the crew within 2" of the player edge.

Special Rules

Tribals follow all of the normal rules for uncontrolled creatures, except they will never move into the pool; they will always move around it. If ever called upon to make a random move, Tribals will move directly towards the pool, ending their activation once they get within 1" of it. If they are already within 1" of it, and called upon to make a random move, they will do nothing and end their activation immediately.

For the purposes of this scenario, nightgaunts can always draw line of sight to all crewmembers, regardless of the actual line of sight. If a nightgaunt wins a round of combat versus a crewmember, move both the nightgaunt and the crewmember 4" directly towards the pool (This counts as being pushed back for any powers or magic items that affect being pushed back, such as the Stand Firm Heritor ability).

If any figure moves into contact with the pool, via any means, their activation ends immediately and they must make a Move Roll (TN16). If they succeed, nothing happens. If they fail, they fall into the pool; they are reduced to 0 Health, and must roll on the Insanity Survival Table after the game. Figures with flying can never fall into the pool and pass their Move Roll automatically.

As soon as any figure, crewmember or creature, falls into the pool, the three pillars crackle with eldritch energy, and a spawn of the stars emerges from the gateway. Place a spawn of the stars in front of the gateway. To defeat the Spawn, it can either be defeated in combat (good luck), or the player can destroy all three pillars. To destroy a pillar, it must be attacked in hand-to-hand combat or targeted by a spell generated shooting attack. Treat each pillar as though it were Fight +0, Armour 14, Heath 6. Pillars never do any damage if they lose a fight, but their opponent is pushed back 1". Figures can never be locked into combat with a pillar. If a pillar is reduced to 0 Health, remove it from the table. If all three pillars are removed from the table, remove the spawn of the stars. If the spawn of the stars is removed, also remove any nightgaunts that are currently on the table. The spawn will not cast any spells during the scenario.

Pillars may not be damaged until a spawn of the stars appears.

Once one spawn of the stars has appeared on the table, additional figures falling into the well trigger no special events, though the figures are still reduced to 0 Health.

At the end of each turn, roll once on the Cyclopean Gateway Event Table and follow the instructions given.

The Cyclopean Gateway Event Table

DICE ROLL	INSTRUCTION
1-3	Place a Tribal Warrior in a random table corner.
4-6	Place a Tribal Warrior at the centre point of a random table edge.
7-9	Place a Tribal Hunter in a random table corner.
10-12	Place a Tribal Hunter at the centre point of a random table edge.
13-15	Place a Nightgaunt in a random table corner.
16-18	Place a Nightgaunt at the centre point of a random table edge.
19	Make an immediate +4 Shoot Attack at the crewmember who is closest to the pool.
20	Place a spawn of the stars adjacent to the gateway if no spawn has already appeared in the game. If it has, there is no event this turn.

Treasure and Experience

The player receives an additional 50gc for each treasure token recovered during this scenario, in addition to the normal roll on the treasure table. Experience points are earned as normal with the following additions.

- +10 experience points for each nightgaunt killed by the crew (to a maximum of +50)
- +20 experience points for each pillar destroyed.
- +30 experience points if the Heritor is on the table when a spawn of the stars appears.
- +40 experience points if a spawn of the stars is on the table when the third pillar is destroyed.
- +100 experience points if the spawn of the stars is killed in combat or by a shooting attack.

Wardens can also gain bonus experience points in this scenario.

- +30 experience points if the warden is on the table when the spawn of the stars appears.

THE TENEBROUS WOODS

For over two days you've followed the strange tracks of the raiding party deep into the Forest of Nar. You've already ventured further into the woods than you have ever been, possibly further than anyone from Alladore has ever been. As you've continued the chase, the woods have grown denser and darker. The trees themselves are older, much older than the ones near the edges. A few of the trees are of a stunted, dark variety you don't recognize.

Finally, you hear a noise up ahead and can see movement in a clearing. As you creep closer, you see a handful of figures moving around a stone altar. At first you take them to be human, but as you creep closer, you see their horrific, bestial features. The altar, which is little more than a large, flat stone is coated in fresh blood, and as you watch, the beastmen pull another screaming sheep up onto the stone.

You have no idea what these creatures are, or what they are doing, but you do know that they killed an entire family before stealing those sheep. It is your job to find out as much as you can about this new threat, and to ensure that these creatures don't hurt any other citizens of Alladore in the future.

Miniatures Needed

Dark Goat of the Woods 1

Dark Satyrs 6+

Giant Flies 3+

Set-Up

This scenario is played on a 2.5 x 2.5' table. One edge of the table should be designated as the player edge. Place a stone altar 6" in from the centre point of the table edge opposite the player edge. In the far left-hand corner from the player edge, place a small, roughly-constructed sheep pen, with some sheep inside. In the far right-hand corner from the player's edge, place a standing stone. Place five distinct, and individually-based, trees in a semi-circle around the stone altar, so that the semi-circle is between the altar and the player edge. Each tree should be about 6" from the altar. The rest of the table should be crowded with clumps of trees, foliage, and small rocks.

Place five clue markers on the table: one on the altar, one in the middle of the sheep pen, one in front of the standing stone, and two adjacent to two randomly determined trees in the semi-circle. Place a dark satyr next to each of the clue markers.

Special Rules

Select one figure to make an Ancient Lore Roll (TN18). If successful, select one heroic figure to gain +1 Fight for the scenario. Select one figure to make a Track Roll (TN18). If successful, you do not have to draw an event card on the first turn of the game.

If a dark goat is on the table, a figure that is standing adjacent to the standing stone may spend an action to make a Read Runes Roll (TN18). If successful, reduce the dark goat's armour to 10 for the rest of the game. If the roll is unsuccessful, compare the result of the roll to the Sanity Roll Table and apply the results to the figure who failed the roll.

Any figure that is adjacent to a clue marker may spend an action to investigate it. Roll on the clue marker table below, rerolling any result that has been obtained previously.

Due to the darkness, the maximum line of sight for ranged attacks is 12".

Figures may exit the table via any table edge at any time.

Draw one event card at the end of each turn. Once the event deck is exhausted, continue to play the scenario, but do not draw any more event cards.

The altar is the target point for this scenario.

The Tenebrous Woods Clue Marker Table

DICE ROLL	CLUE
1-3	**Bestial Horn.** The figure finds a strange horn which they may pick up and carry for the rest of the scenario, even if they don't have item slots available. A figure carrying the horn may spend an action to blow the horn (which can replace the mandatory move action). This figure should make a Will Roll (TN18). If successful, and there is a dark goat on the table, the dark goat receives no actions the next time it activates. If the roll is failed, compare the result to the Sanity Roll Table and apply the results to the figure that failed the roll. If this figure survives the scenario, the horn is given to the ranger's superiors, in which case gain +20XP or 2 Progression Points divided amongst two companions.
4-6	**Treasure Token.** Replace the clue marker with a treasure token. This token may be picked up as a free action.
7-9	**Focusing Crystal.** The figure must make a Perception Roll (TN5). If successful, they have found a Focusing Crystal (see rules in *Temple of Madness*). This Focusing Crystal may be picked up and carried even if the figure has no items slots available. After the scenario, it may be given to any member of the group, or turned over to the ranger's superiors, in which case gain +5XP, or one companion gains 1 Progression Point.
10-12	**Skin Scroll.** The figure must make an immediate Sanity Roll (-0). If the figure survives, it may pick up this scroll as a free action, even if they have no item slots available. If this figure survives the scenario, the scroll is given to the ranger's superiors, in which case gain +20XP or 2 Progression Points divided amongst two companions.
13-15	**Potion.** The figure finds a strange, dark potion. It may be picked up as a free action and carried even if the figure has no item slots available. After the scenario it takes up item slots as normal. A figure may spend an action to drink this potion. They are immediately healed back to their starting Health, but must also make an Sanity Roll (-0).
16-18	**Treasure Token.** Replace the clue marker with a treasure token. This token may be picked up as a free action.
19-20	**Strange Sigil.** The figure should make a Read Runes Roll (TN10). If successful, they have discovered a stone carved with a strange sigil. The figure may pick up this sigil as a free action and carry it for the rest of the scenario, even if they have no item slots available. While carrying this sigil, never include this figure when determining the actions of a dark goat. The dark goat will never intentional move towards, or move into combat with, the figure. If this figure survives the scenario, the Sigil is given to the ranger's superiors, in which case gain +20XP or 2 Progression Points divided amongst two companions.

The Tenebrous Woods Event Table

| CARD	CLUE
Black Ace	If a dark goat has not previously appeared in the scenario, immediately replace a random tree that is part of the semi-circle with a dark goat. If a dark goat has already appeared, place a dark satyr in a random table corner. (Unless you are playing on Challenge Level, in which case a second dark goat does appear.)
Black King	If a dark goat has not previously appeared in the scenario, immediately replace a random tree that is part of the semi-circle with a dark goat. If a dark goat has already appeared, place a dark satyr in a random table corner. (Unless you are playing on Challenge Level, in which case a second dark goat does appear.)
Black Queen	Place a dark satyr at the centre point of a random table edge.
Black Jack	Place a dark satyr at the centre point of a random table edge.
Black 10	Place two giant flies in a random table corner.
Black 9	Place two giant flies in a random table corner.
Black 8	Place one giant fly in a random table corner.
Black 7	Place one giant fly in a random table corner.
Black 6	A soul-rending shriek blasts across the clearing. Every heroic figure must make a Sanity Roll (+2).
Black 5	A soul-rending shriek blasts across the clearing. Every heroic figure must make a Sanity Roll (+2).
Black 4	A horrific red light flares up from the altar. Any hero within 6" of the altar must make a Sanity Roll (-2).

Challenge Level

Add two additional dark satyrs in the initial set-up, one each at the centre point of the table edges perpendicular to the player edge. Also add 1 giant fly in each corner. While playing the challenge level, it is possible for two dark goats of the woods to appear on the table. In such a case, any effect that could apply to a dark goat, only applies to one of them. The player may choose which one.

Outcome and Experience

This scenario represents the first encounter between the Rangers and the Mythos, so really, just surviving it is counts as win. In addition to whatever is earned through the clue markers, the Rangers also gain the following experience points:

+1 XP for each giant fly killed.

+3 XP for each dark satyr killed.

+3 XP for each heroic figure that survives the scenario.

+10 XP if a hero successfully reads the runes on the standing stones with a dark goat on the table.

+30 XP if a dark goat appears on the table.

+30 XP for killing a dark goat.
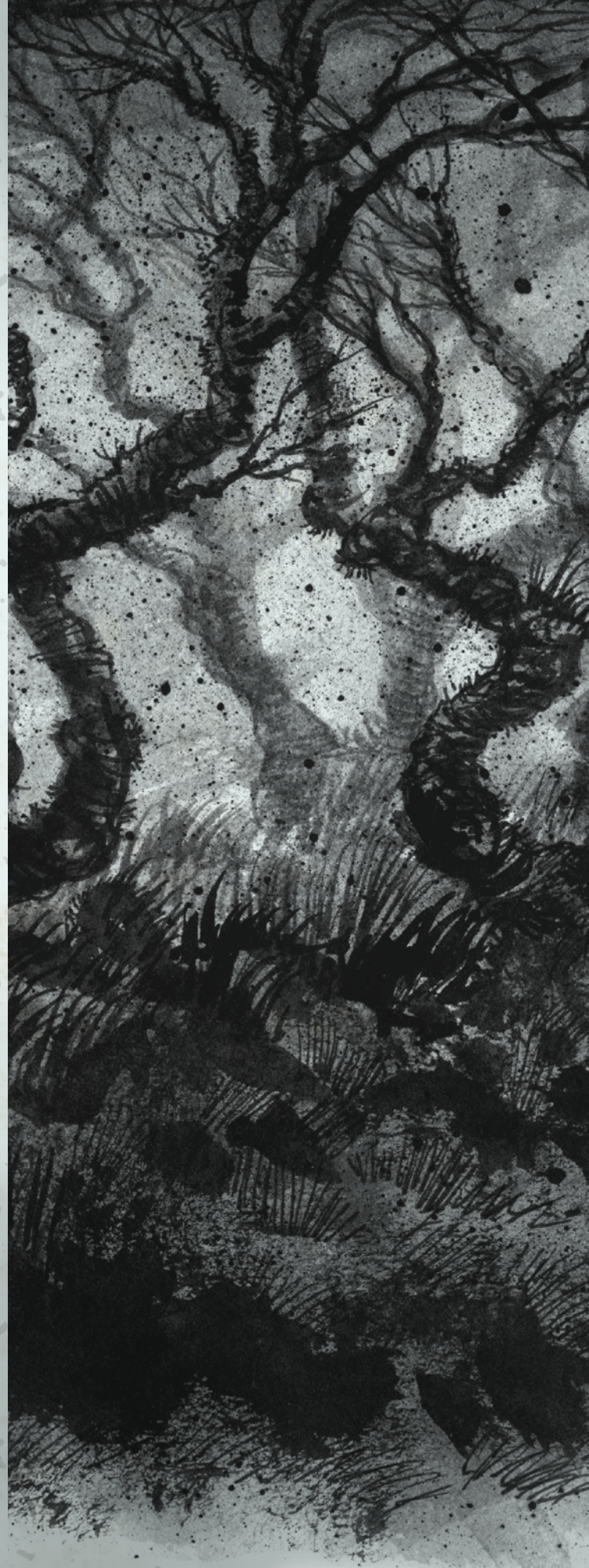
JOEY McGUIRE

ABOUT
THIS IS NOT A TEST

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, and radioactive monstrosities. Build a hard-bitten group of Wastelanders from a huge variety of themes to play detailed campaigns or one-off battles.

In the last article, we discussed powerful beast masters who lead their own warbands. But not all beast masters start that strong. For every master, there are multiple junior beast masters just starting out on their adventures. Cunning warband leaders will know that these journeymen creature wranglers make powerful allies and seek them out.

ALTERNATIVE ELITES

Alternative Elites

The beast masters in this section are not as powerful as those in the previous article, but they serve a different purpose. Instead of focusing an entire warband around the beast master, instead players can take lesser versions as a unique elite option for any warband of their choosing. By doing this, players may add just a few wild creatures to their lists as a fun exercise in modeling and conversion. Each beast master otherwise follows all the normal elite rules. For instance, they count against the maximum of three, they can be sent out into the wastes during the End of Game Sequence of a campaign game, etc.

Any creatures added to the warband count as full members of their warband as long as the beast master remains a part of the warband. They do not count as elites or rank and file, so they do not count against limits or minimums for the purposes of warband building. If the beast master is killed or removed from the warband, the creatures are automatically lost as well unless the beast master is replaced immediately.

> *Note the animals do not leave the warband until the end of the current game where the beast master was killed, not during.*

A warband may only have a maximum of 1 beast master.

RECRUITING CREATURES

For purposes of recruiting creatures, these beast masters may take the following level of creatures as indicated below.

> *1 Deadly* level creature **or**
>
> *3 Dangerous* level creatures **or**
>
> *4 Nuisance* level creatures **or**
>
> *2 Dangerous* level creatures **and** *2 Nuisance* level creatures
>
> *Note that each type of allowed will be delineated in the appropriate character roster entry.*

WARBAND RANKS

As special exception non-beast master leaders may buy Beast Master Warband Ranks. They may do this as long as a beast master is in their warband and any extra options apply only to the creatures that beast master may take. The experience used to buy these ranks still must come from the leader and only apply only as long as the warband includes the appropriate beast master.

Beast-Controller

The beast-controller is a dark reflection of the beast-friend. They do not see their animal cohorts as companions, but instead as a resource to be squandered as needed. They do not befriend animals or entice them into service with rewards. Instead they use their psychic powers of manipulation and domination to force creatures into servitude. Such creatures are only reliable so long as the psychic hold is maintained and will become rebellious at the earliest opportunity.

Beast-Controller

Type	Defense	Wounds
Mutant	6	1

Move	Melee	Ranged	Strength	Mettle
5	5	4	5	6

Accessible Skillsets	Melee, Survival, and Tenacity
Special Abilities	Starts with Beastmaster and Animal Dominion
Barter Cost	65
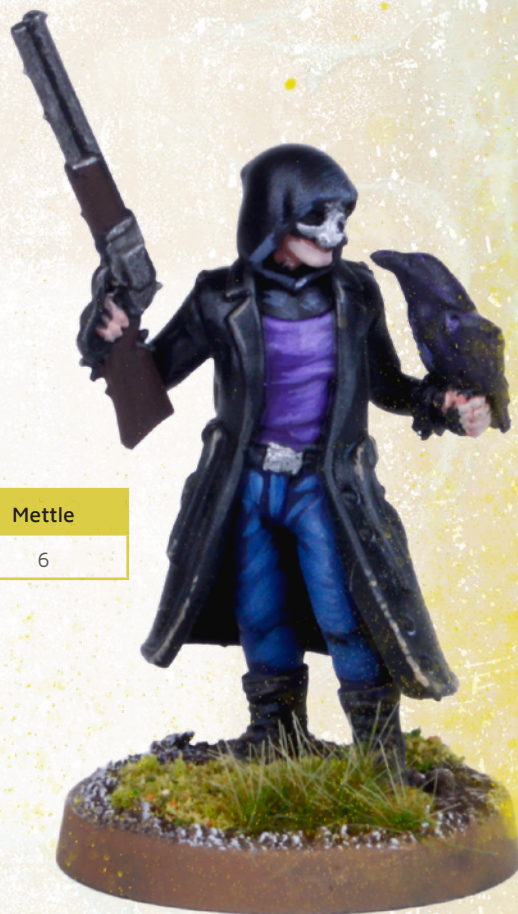
BEASTMASTER

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.

ANIMAL DOMINION

Using their passive psychic powers, this model can force animals to serve them. First, this model may freely purchase psychic mutations as the result of spending Experience Points, though they do not start with any. Second, this model may take one additional Dangerous level creature or two Nuisance level creatures when first recruited.

Finally, should this model ever be knocked out, removed from the game, or taken out-of-action, one creature controlled by this model will leave control of the player and will instead revert to the Creatures of the Wastes rules as outlined on page 129 of the main This Is Not a Test rulebook. This will continue with one creature each additional turn until all such creatures revert or until the beast-controller returns to play. Should the latter occur, all creatures revert back to the player's control immediately. A random enemy player may choose which creature becomes independent each turn.

AVAILABLE CREATURES

Any listed in this supplement.

Beast-Friend

A rarity among the human population, the beast-friend has an innate talent for keeping and raising animals. It could be debated if their abilities are the result of some little understood mutation or just a talent for relating to creatures, but the fact remains, a beast-friend has a strong kinship with the creatures of the wasteland. Though a beast-friend may prefer the company of their creature friends, they nonetheless remain part of the communities they call home. It's not unheard of for these beast masters to accompany warbands into the wastes. Whether for payment or simply the opportunity to discover more unusual creatures out in the wild wastes, the beast-friend will join-up and provide valuable animal-power to their friends. This of course assumes the warband treats the animals with compassion. A beast-friend has little time for those who would use creatures as a resource to be spent callously.

Beast-Friend*		
Type	Defense	Wounds
Human	6	1

Move	Melee	Ranged	Strength	Mettle
5	5	4	5	6

Accessible Skillsets	Leadership, Melee, Survival, and Tenacity
Special Abilities	Starts with the Beastmaster and Call of the Wild abilities.
Barter Cost	65

*Restricted: The beast-friend may not be recruited by mutant cannibals, outcast mutants, and raiders.

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.

CALL OF THE WILD

The beast-friend intrinsic kindness attracts the brightest and most capable of each species. Any animal recruited to this warband may gain a skill for 5 BS at the time they are recruited. This skill is randomly determined by rolling on the appropriate skill tables in the Wasteland Companion supplement or they may choose any animal skills listed in this supplement.

AVAILABLE CREATURES

A warband with this model may recruit any model listed in this supplement that has the Animal Type, and only the Animal Type. They may not take mutant animals.

Chimeric Shepherd

Chimeric shepherds are born and not made. Given the unusual nature of their mutation, it may take the nascent shepherd some time to understand their subtle powers. Even before they came to grips with them though, they will have had a natural affinity for the creatures of the wasteland.   From an early age, they will have a number of "pets" that their community may or may not approve of. Overtime, they will grow into their talents and they will soon learn that they can shape their pets into something more potent. When first starting out, they may approach warbands that are heading into the wastes. They will volunteer to venture out with them, bringing their pets with them, trading payment for their service with promises of being able to keep any interesting creatures they may run into.   Such deals are made with mutant warbands, as the chimeric shepherds are more tolerated by them, but a shepherd is not above joining any type of warband. This is usually not a problem since they tend to spend time with their pets anyway instead of the fellow warband members.

Chimeric Shepherd

Type	Defense	Wounds
Mutant	6	1

Move	Melee	Ranged	Strength	Mettle
5	5	4	5	6

Accessible Skillsets	Leadership, Melee, Survival, and Tenacity
Special Abilities	Starts with the Beastmaster and Chimeric Adaptation abilities.
Barter Cost	65

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.

AVAILABLE CREATURES

A warband with this model may recruit any creature available to the Master Chimeric Shepherd.

Lesser Tribal Wildcaller

The road to becoming a fully-fledged wildcaller is rife with peril. Those who are unable to apprentice themselves to a more experienced wildcaller must venture out into the wastes themselves and learn to control and harness their creatures. Many will do this individually living with the beasts until they are ready to return to the tribal homelands, which some never do. However, on occasion, a young wildcaller may be recruited by any warband that promises them travel through the wild wastes. They tend to be discerning so will not work for warbands that are diametrically opposed to their tribal heritage, but are otherwise willing to work with those they would consider distasteful, like Preservationists. Of course traveling with a wildcaller is not without its troubles. Tribals can be rather rustic, wildcallers even more so. Between the musty stench of leather skins and animal fur, the wildcallers refusal to engage in any type of personal hygiene, and the constant threat of being "accidentally" being bitten, some warbands must decide if the challenge of working with a wildcaller is ultimately worth it. Of course, having a psychic shaman accompanied by a great bear in the warband does have its own merits.

Lesser Tribal Wildcaller*

Type	Defense	Wounds
Mutant	6	1

Move	Melee	Ranged	Strength	Mettle
5	5	4	5	6

Accessible Skillsets   Leadership, Melee, Survival, and Tenacity

Special Abilities   Starts with the Beastmaster and Call of the Wild abilities.

Barter Cost   65

Restricted: The lesser tribal wildcaller may not be recruited by mutant cannibals, outcast mutants, robot warbands, and raiders.

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 natures, 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 succeeded their Will Test to 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 wildcallers player, but 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.

AVAILABLE CREATURES

A warband with this model may recruit any creature available to the Elder Tribal Wildcaller.
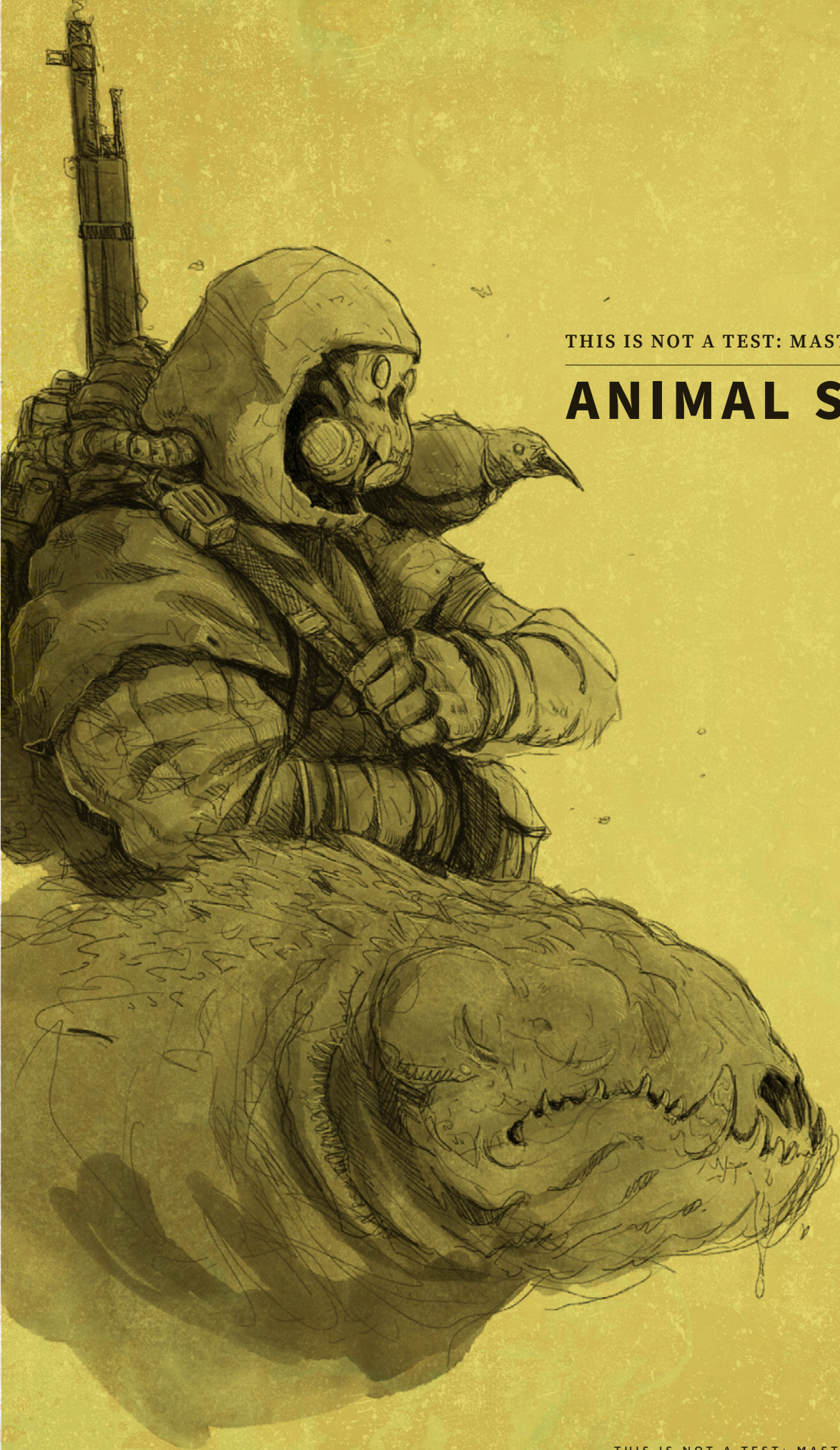
ANIMAL SKILLS

Animal Skills

When able to gain new skills, animals may choose one of the following skills instead of their normal skillset. Some skills below may only be taken by a particular type of creature, so these skills are never taken randomly.

ANNOYING FURBALL

This animal is not particularly dangerous, but it has a rather infuriating habit of just getting in the way. This skill may only be taken by Nuisance class creatures. When this model makes a melee attack with its natural weapons it may use the Distracting weapon rule. However, if it hits, do not roll to wound. Combat still resolves as normal for determining push back, etc.

ANIMAL PROTECTOR

This animal is fiercely protective, or is compelled to be, of its human master. This skill may only be given to animals with one wound. If a friendly Beastmaster model within 3" hit loses a wound, this model may make an immediate Agility Test (MET/TN 10). If successful, this model is wounded instead and goes out-of-action immediately.

AVIAN RECONNAISSANCE

This model is capable of spying for its masters and is able to detect lurking threats. This skill can only be given to an animal with the ability to fly. First, this model, out of all models on all sides, must be the first to be set up. If another player would deploy their models first, deploy this model first following the scenario rules, and then the first player may start to deploy. Second, no enemy model with the *Ranger* skill or any other special deployment rules may be set up within 12" of this model. A warband may only have one model with this skill at a time.

PEOPLE PLEASER

This animal lives for the adoration of its master. It may reroll all failed Activation Tests when within 6" of a friendly model with Beastmaster. This may not be taken by Landsnappers.

MENACING MONSTER

Whether their large claws, wickedly sharp fangs, or their general sunny disposition, an aura of pure menace surrounds the creature. This may only be taken by Deadly level creatures. It gains the Fearful Reputation skill. If a friendly Beastmaster is within 3" of this model, that Beastmaster gains the Fearful Reputation as well.

SURPRISINGLY CLEVER

This animal is exceptionally smart for its kind. This model retains the Animal Type, but loses all negative abilities associated with it. It may complete scenario objectives and may be sent into the wastes during the income step of the End of the Game Sequence. Should it be required to take a stat test related to completing a scenario objective or resolving a card when determining income, it may take the test normally, but will only pass Intelligence Tests on a Critical.
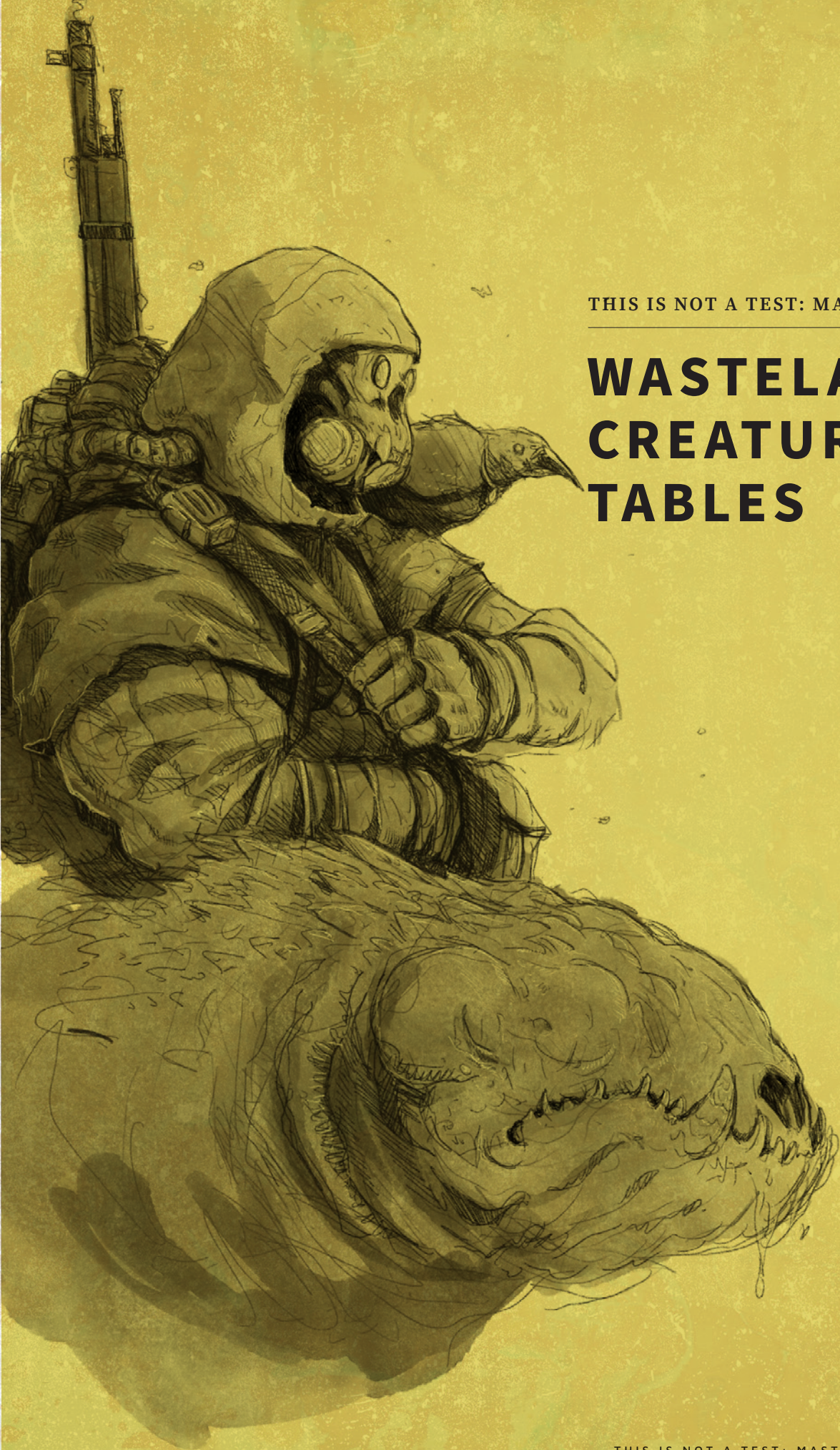
WASTELANDER CREATURES TABLES

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.

Lil' Steggo

A wasteland oddity, Lil' Steggo appears to be a unique creature that resembles a baby stegosaurus, albeit a really adorable version. His or her origins have been much debated and most theories assume that Steggo is a biological creation from before the Great Fall. While Lil' Steggo is a dangerous creature, their looks belie this and their purpose as a weapon is called into question. Some contend Steggo was created for amusement or entertainment purposes. For now, the debate continues, as Lil' Steggo moves about at their whim, sometimes attacking warbands, and sometimes even joining them at the call of a beast master.

Lil' Steggo*

Type	Defense	Wounds
Animal	7 (8)	2

Move	Melee	Ranged	Strength	Mettle
5	5	0	5	5

|	
Skills and Mutations	Brave
Special Abilities	**Adorable Stomp** – This model receives a +1 Strength bonus when resolving attacks against Prone models.
	Super Cute – All attacks against this model suffer a -1 penalty to hit.
	Boney Plates – This model has an Armor Bonus (+1). Included in above stats.
Equipment	Thagomizer
Classification	Deadly
Barter Cost	85

Lil' Steggo is a unique model and only one may be included per warband, though multiple warbands can each contain one if players wish. If hired by a beast master, Lil' Steggo costs 65 BS.

Type	Range Melee	Thrown	Strength	1H/2H	Special Rules
Thagomizer	1"	N/A	STR+2	N/A	If hit by an attack with this weapon, the target must pass a Strength Test (STR/TN 10) or be knocked Prone.

MYSTIC SKIES
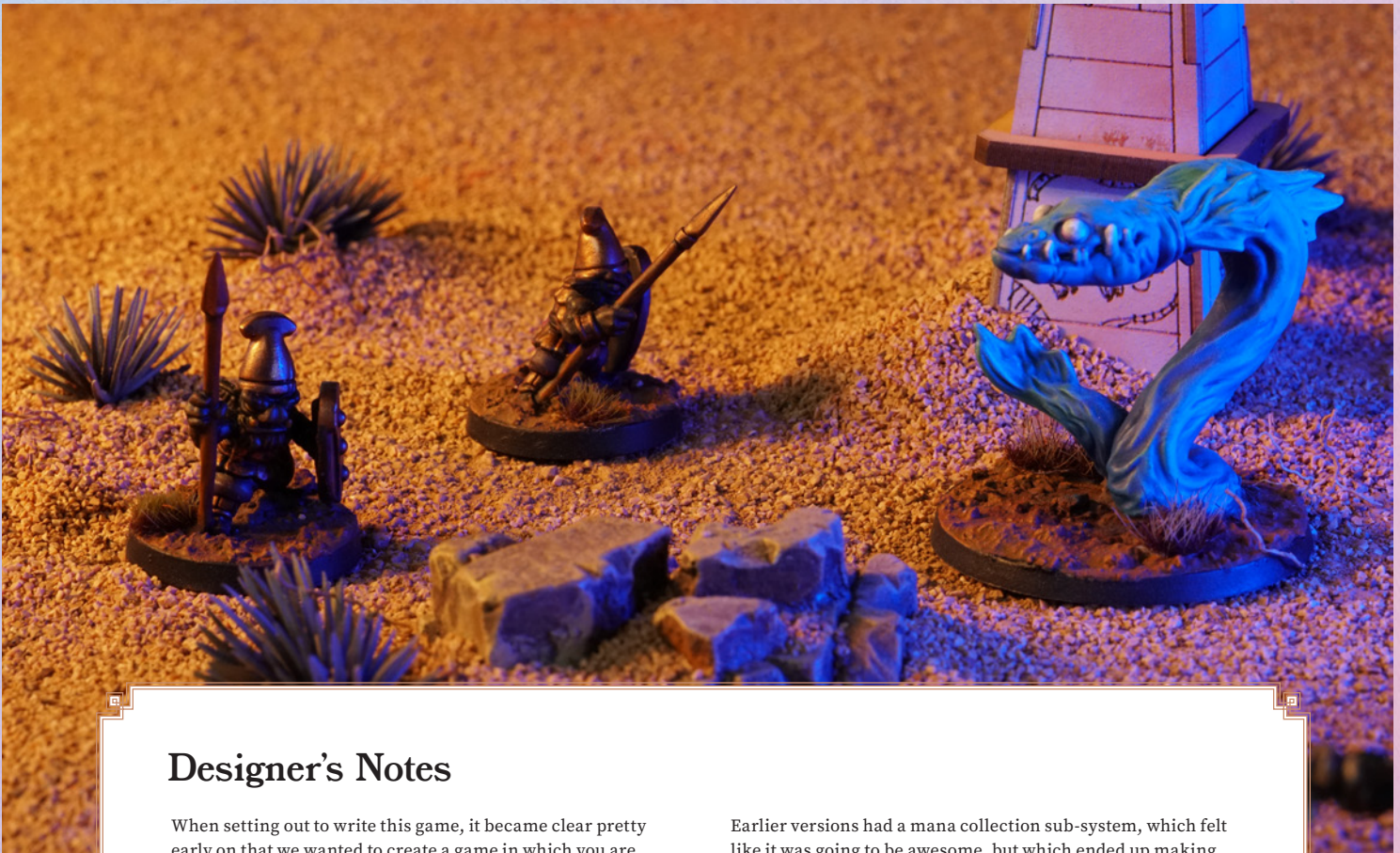
Designer's Notes

When setting out to write this game, it became clear pretty early on that we wanted to create a game in which you are the all-powerful and all-seeing wizard, zooming about the battlefield, directing your troops, slaying monstrous beasts, dueling with other wizards, and generally holding the whole thing together.

We knew that we wanted every wizard to be able to summon a some form of golem, elemental, thrall or similar magically commanded minion, and imagined that wizards could teleport, deflect, bribe, charm, terrify and otherwise manipulate wandering monsters into changing targets and bothering the other guy.

With wizards as both the fastest and the most powerful thing on the battlefield, we wanted the game to be about bouncing around the table, trying variously to attack the opposing tower, summon minions, fight off monsters, buff your troops, defend your own tower and maybe even duel the other wizards. Magical supremacy had to feel like a busy job!

The game went through a lot of pretty major revisions trying to make the wizards feel suitably powerful, and the game now feels random enough to be spicy, but not so random that you win or lose based on the monster spawning roll.

Earlier versions had a mana collection sub-system, which felt like it was going to be awesome, but which ended up making the game ridiculously swingy, and a whole set of AI systems for the monsters and minions, which just ended up being less fun than controlling them directly. [Mike: I just have an unhealthy and self-flagellatory obsession with trying to make AI systems work in tabletop miniature games.]

In the end, the breakthrough moment was making the wizards both invincible and automatically able to cast their spells. The wizards transformed into the dynamic and swirling magical command posts they needed to be, and the design space for spell schools blew wide open wide as a result. We hope you enjoy this game as much as we do!
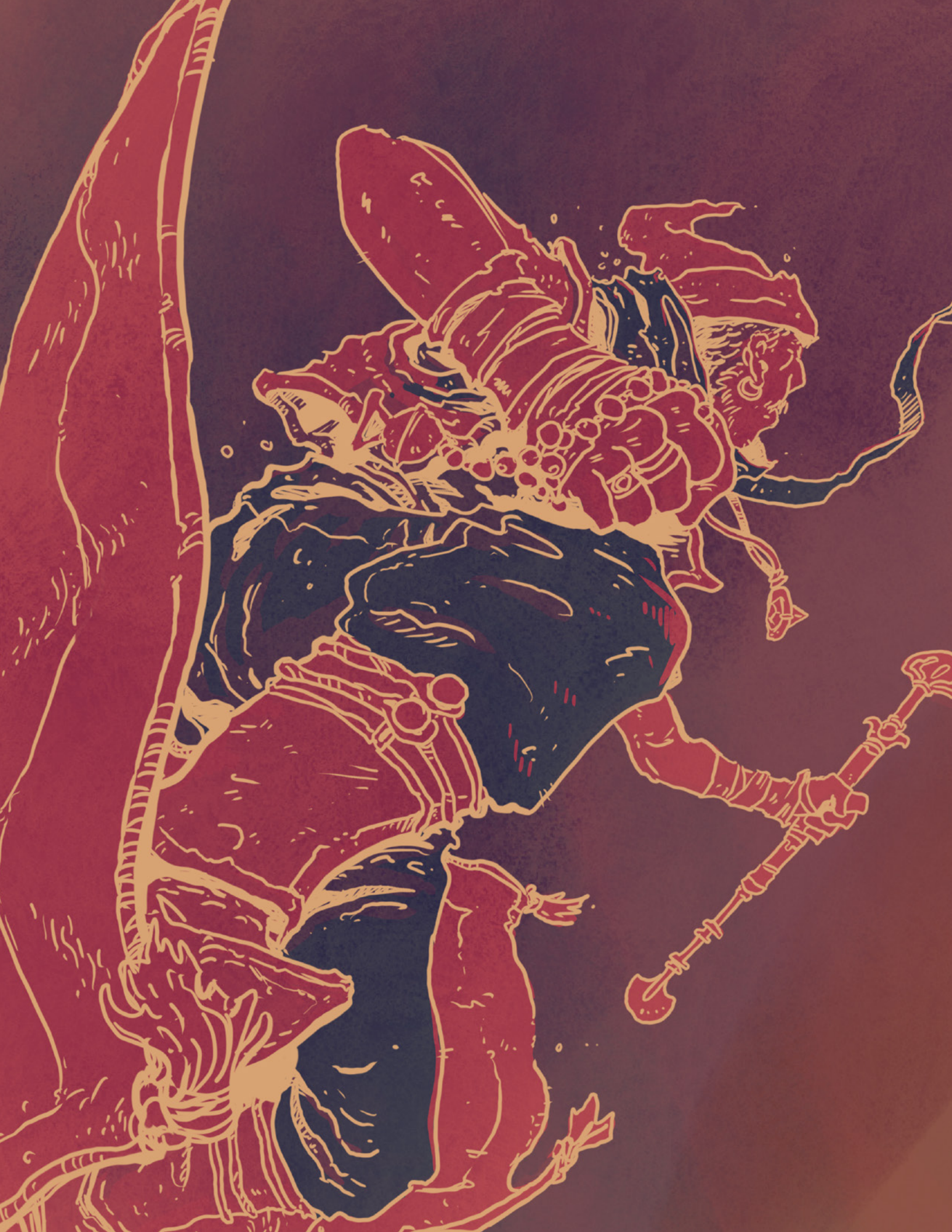
MIKE HUTCHINSON
Gaslands, A Billion Suns

SEAN SUTTER
Metal King Studio

MYSTIC SKIES

The orb glowed scarlet. *After weeks of divination, the arcane wellspring was within reach.*

Maleka flicked her wrist and tossed a gemlike stone-seed out into the scorching sands. The ground erupted where the seed landed. An ochre tower sprouted explosively upwards, golden filaments weaving across the stonework into delicate arabesques.

Before the sand could settle, massive doors at the base of the tower swung open, discharging six striding pikemen. Their grim faces snapped upwards. An unearthly sound rang out like a thousand swords unsheathing. A shimmering rent opened in the air six hundred paces from the tower: a bleak egress, surrounded by a miasma of sorcerous light.

The pikemen gripped their pole arms and listened to the slavering, howling calls: emanations of terrible things hungry for the wild magic coalescing at this occult locus. Maleka barked a brief order at the men and pulled her carpet up into the rapidly escalating sandstorm, gilt tassels whipping in the abrasive squalls.

Accelerating towards the mystic portal, she pushed her mind down into the sands, calling out for the colossal beasts that burrow beneath them. Strange allies indeed, but less strange than the hideous foulness that was even now pouring from the coruscating threshold of this wound in reality. They were here to eat her magic, and she would not allow it.

Distracted for a moment by a flash of movement in the skies to the south, Maleka glimpsed the azur-robed wizard a moment before the lightning bolt struck the ground in front of her. She tore upwards, pitching the carpet nearly vertical to avoid the glassy wall of petrified sand bursting from the desert like an axe blade. Her divination skills might be unmatched, but now her sorcery too must prove the better. She clutched the orb, and focused her mind to it.

The Deserts of Kummeria

The Deserts of Kummeria are awake. Deep in lightless tombs, foul creatures stir as unnatural coalescences of magic stain the crystal skies into a prism of colours. Scholars dig through cracked papyrus scrolls in search of explanations of the tumultuous magical storms. The sundered world has always been dominated by feral magic, but wild magic is now gathering in vast swirling hurricanes, drawn to the deserts by unknown loci.

Those skilled in the sorcerous arts uncover long-forgotten methods of divination to learn the hidden locations of wellsprings of mystic power just before they become geisers. Each maneuvers to claim the desert for themselves, raising great towers of ivory and bronze to gather and defend their growing hordes of magical energy.

As these towers tap and soak up this power, a tide of monstrous foes arise from the sun-baked sands, and emerge unbidden from the unspeakable realms beyond, driven by an unquenchable thirst for the unbound magical energies.

The Game

In this stand-alone tabletop miniatures game, players take on the role of powerful sorcerers riding atop magic carpets bent on carving out mystical kingdoms in the blasted deserts of Kummeria. These wizards raise gleaming magical towers from the living sands, seeking to claim dominion over these emerging areas of shimmering arcane power and defend them from their rivals.

Each is accompanied into battle by a small band of men-at-arms, rogues and guards, well paid to defend the master's fiefdoms from rampaging monsters, bandits and other nefarious sorcerers

In Mystic Skies, powerful wizards maneuver to control the ebb and flow of the battlefield, casting spells to summon minions, control monsters, raise defenses and attack enemies. They cannot win by themselves, and must use a clever combination of manipulation, swiftness and force to eliminate their opponent's Tower of Sorcery before their rival can topple theirs.

What you'll need

EACH PLAYER

- A wizard on a cool flying mount, ideally a magic carpet or small monstrous beast. Wizards must be mounted on a base no larger than a 50mm circle.
- A Wizard's Scroll card
- An item of scenery to represent the wizard's Tower Of Sorcery
- A small collection of miniatures to represent their wizard's minions

BETWEEN THE PLAYERS

- One set of *Gaslands* movement templates *(Available for free download from Mystic-Skies.com)*
- A dozen or so D6. "Dice" are always D6 in this game.
- A small collection of miniatures or tokens to represent wandering monsters (see "monsters")
- Coloured tokens to mark monsters' current controller
- A way of tracking wounds on models, either tokens or spare dice

GAMING TABLE

You will need approximately three-foot square of space to set up a game of Mystic Skies.

A 3'x3' or larger game table is ideal, but a dining room table that is at least 30 inches across will work perfectly well too. You'll find the game doesn't particularly mind what shape of table you have.

At a pinch, you can even squeeze a game onto a 2x2, if you tuck the towers and spawn points into the corners, but a little more space is better, to give the wizards more room to zoom about.

MINIATURES

When it comes to miniatures for the game, we highly recommend purchasing some of Sean's beautiful figures. On the Relicblade website (relicblade.com) you will find awesome official Mystic Skies models: sorcerers on magic carpets, minions and monsters, and a starter bundle that contains everything you'll need to battle for magical supremacy in the blasted sands of Kummeria.

While you are waiting for your official Mystic Skies minis to arrive, or if you aren't planning to pick up those just yet, you'll find the game provides a unique and novel way to use your existing fantasy or steampunk miniatures. For the wizards, use can use almost any magical character on a mount, ideally a flying mount, but that is not essential. Beyond that, you might theme your monsters around goblins, undead horrors, evil knights, lizard people, or any number of other nefarious desert or wasteland foes.

Note: If you want to scratch-build a magic carpet for your wizard, we recommend you cut out a small oblong section from an aluminum drinks can! It can be bent and posed to be a dynamic undulating magic carpet. Just pop any sorcerous miniature you fancy on top as a rider.

CHANGING THE SCALE

Mystic Skies is designed to use standard-size Gaslands templates and 28mm miniatures. However, as everything in the game is measured using these templates, you can change the scale of the game simply by changing the scale of the templates.

For example, if you reduce the templates to 70% original size (e.g. by printing them out on A5 paper instead of A4, as known as "micro scale" in Gaslands) you can play the game with 15mm or 10mm miniatures. In that scale, you could use 3 or 5 figures on a single base to represent a "single" monster or minion, and your wizard could be riding an impressive and massive monstrous mount, such as a dragon, wyrm or airship.

BASIC CONCEPTS

Wizards

Each player controls exactly one wizard. Wizards have no stats, no wounds value and cannot be attacked. Wizards must be mounted on a base no larger than a 50mm circle.

Wizards must select a single school of magic before the start of the game. During the game, the wizard knows and may cast all the spells in their selected school and all the cantrips. They also gain their "school bonus" from their selected school.

Wizard's Scroll

The Wizard's Scroll is a card that the player places in front of them and which is used to track Speed, Peril and their Tower's remaining wounds using dice, tokens, a pencil or dry wipe marker. Download it from **mystic-skies.com**

Peril Tokens

A Wizard may have any number of Peril tokens. They carry over from round to round.

Model Statistics

Minion and monster models are defined by the following statistics:

MOVE
The movement template that this model uses when it moves. If two templates are listed, the model moves twice when it moves, using the listed templates in the order listed. The model must complete its movement with the first listed template before completing its movement with the second.

ATTACK RANGE
The movement template that this model uses to measure the range of its attacks. If it lists "Double" then use both the medium and long straight templates placed end to end to form an extended template.

ATTACK DICE
The number of dice this model rolls when it makes an attack.

SAVE
The target number that this model needs when rolling its saving throws. Dice rolls of this number or higher are a successful saving throw.

WOUNDS
When this model has received a number of wounds equal to its Wounds characteristics, it is killed and removed from play.

Monsters have two other stats, **Group Size** and **Max In Play,** described in the "Monsters" section.

Base-Line

All models in Mystic Skies have a "base-line". A model's base-line is the straight line that cuts the model's base in half equally. The model's base is divided into a "front" and a "rear" by its base-line. A model's "front arc" is the area that projects from the front 180° of the models' base.

Note: On most models drawing this line through the shoulders of the miniature will do a good enough job and allow it to be kept consistent, but if it is not clear from the miniature, you should add marks on either side of the base to show the orientation of the base-line.

Line of Sight

If a straight line can be drawn from any point on the front of a model's base to another object at least partially within the model's front arc, then the model has line of sight to the object.

Movement Templates

When moving a model, place the movement template such that it is touching the centre of the front edge of the model's base, and the starting edge of the template is parallel with the base-line of the model, such that the start of the template is pointed in the same direction that the model is facing.

Note: This is actually a lot tidier if your models are mounted on square or hex bases, but works fine with models on round bases too.

Select, Place & Target

Throughout these rules, for example in the text of spells and other effects, you will see the words "select", "place" and "target". These keywords have specific meanings when it comes to line of sight.

"Select" doesn't require line of sight.

"Place" doesn't require line of sight, and may never place touching terrain or another model.

"Target" requires line of sight.

FRONT ARC

FRONT

REAR

LINE OF SIGHT
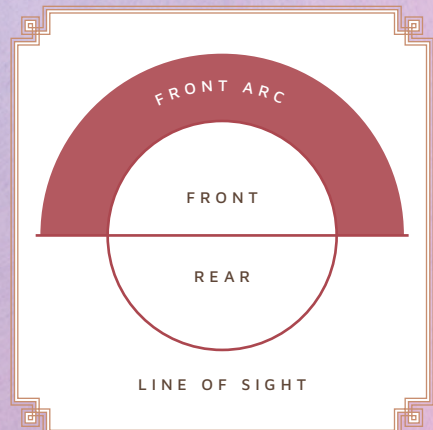
Range

To check if an attack or spell is within range: place the template noted as the effect's range anywhere touching the model's base and pointed towards the closest point on the target model's base. If any part of the template can touch the target, it is "within range".

When measuring the range from or to a group, if at least one member of the group is within range, the whole group counts as being within range.

DOUBLE RANGE

The double range is measured by placing the medium and long straight movement templates end-to-end to form a single extended template.

PREMEASURING

You may measure the ranges of attacks and spells and other effects at any time. Be aware that the first movement template touched during a wizard's activation will be the template they select.

Terrain

Terrain can be **impassable**, and can also be **blocking**. If it has none of these traits, it is **open**.

> **Open** terrain has no effect.
>
> **Impassable** terrain blocks movement and cannot be moved into or through.
>
> **Blocking** terrain blocks line of sight into or across the terrain.

Models count friendly models as open and enemy models as blocking and impassible. Players should discuss before the start of the game what traits each item of terrain on their table possesses.

Groups

Monsters are organised into groups containing one or more models. Models in a group are activated as a single unit, and wounds are assigned to the group (see "Allocating Wounds to a Group").

When moving a group, move each model separately. The group must end their move such that each model is within short range of at least one other model in the group.

When measuring the range from or to a group, if at least one member of the group is within range, the whole group counts as being within range.

E.g. If an attacker can draw line of sight to one model in a group, they can attack the whole group, and if one member of a group is within range to attack a target, then all models in the group are within range of that target.

Levels

Some models can be Level I, II or III. Such models may be deployed as a lower level and levelled up during play by various effects, or may be deployed as a higher level model.

When a model is levelled up, its stats immediately change. If a level II or III model has suffered wounds prior to being levelled up, it retains those wounds.

When a Level II or Level II model has received a number of wounds equal to its Wounds characteristic, it is not killed, but instead loses one level and discards any wounds it has.

Tower of Sorcery

A wizard's Tower Of Sorcery is their source of power. It is both a vane and a silo for the swirling raw magical energies of the mystical desert. This makes it an attractive target for both monsters and enemy wizards alike.

During setup, the sorcerers will place an item of scenery to represent their wizard's Tower Of Sorcery. It should be no smaller than 3" square. This is critical in game, and also provides a new and interesting hobby project for players.

- Each Tower of Sorcery begins the game with a wounds statistic of **25 wounds***.

- Towers have a 4+ save.

- If your tower ever has 0 wounds remaining, it crumbles into rubble and is destroyed.

- Towers are impassible and blocking terrain.

* Note: if you want to play a slightly shorter game, give each player's Tower of Sorcery 20 wounds, for a slightly longer game, give the towers 30 wounds each.

BLACK SITE STUDIOS Prepainted MDF terrain towers from Black Site Studio set available soon at blacksitestudio.com

ROUND STRUCTURE

Round Structure

The game is played over a series of rounds. Each game round is split into phases:

1. Refresh Phase
2. Action Phase

The game round begins with the **Refresh Phase**, in which wizards reset their Speed to 0, and fresh monsters menace the battlefield.

In the **Action Phase,** players take turns (starting with the player with initiative) taking actions, which include activating their Wizard, activating their Minions, and activating Monsters. Once all wizards have moved and completed their machinations, and all Minions and Monsters have activated once, the round ends and a new game round begins.

Refresh Phase

In the Refresh Phase, each player prepares for an explosive round of high-speed spell-slinging action. The phase is broken into the following steps:

1. Pass Initiative
2. Reset Speed
3. Spawn Monsters Twice

1. Pass Initiative

The player with Initiative passes it to the other player.

2. Reset Speed

All wizards reset their Speed to 0.

3. Spawn Monsters

Starting with the player with initiative, players take turns to select a spawn point and roll once to spawn a group of wandering monsters for it, until each player has spawned monsters twice.

SELECT SPAWN POINT

When selecting which spawn point to spawn from, a player must first choose a spawn point that has not spawned any monsters yet this game round. If all spawn points have spawned monsters this round, the player may choose any spawn point.

Roll for Wandering Monsters

To generate a group of wandering monsters, the player rolls a D6:

Monstrous Beast x 1	Evil Champion x1	Evil Warriors x2
Evil Warriors x2	Evil Bowmen x3	Beasts x3

Deploying Monsters

Place the rolled monster group anywhere within short range of the spawn point. The monsters come into play aligned to the deploying player. Place a coloured token next to the monster group to indicate which wizard they are aligned to. See "Monsters."
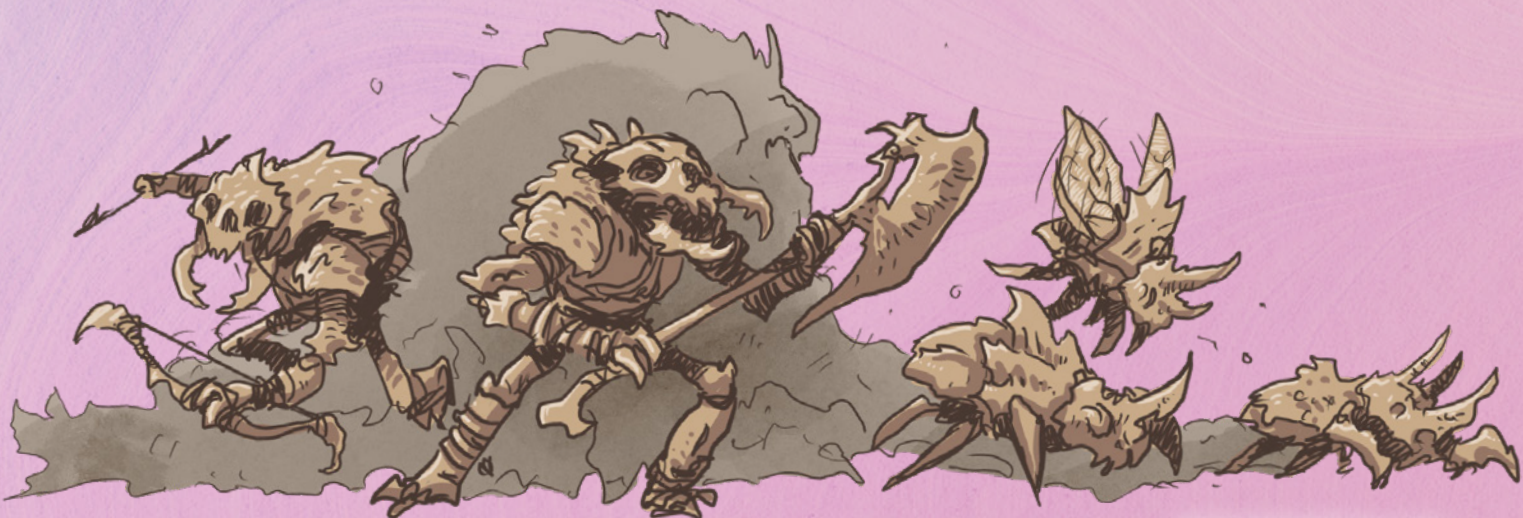
Action Phase

In the Action Phase, players take turns (beginning with the player with Initiative and proceeding clockwise) to take actions, which include activating their Wizard, Minions, or Monsters, spending Peril Tokens for effects, or passing.

Every wizard, minion and monster must be activated at least once before the end of the game round.

Once all wizards have passed, and all Minions and Monsters have activated at least once, the players begin a new game round.

Actions

Each time it is their turn to select an action, a player must choose exactly one of the following options, observing any noted rules or restrictions:

ACTIVATE WIZARD

If their wizard's current Speed is less than 6, the player may select this action to activate their Wizard;
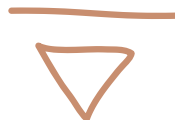
ACTIVATE MINION

The player may select this action to select and activate one of their groups of Minions that has not yet activated this round;

ACTIVATE MONSTER

The player may select this action to select and activate one group of Monsters that is aligned to them and which has not yet activated this round;

SPEND PERIL

The player may select this action to spend an enemy wizard's peril to cast a spell;

PASS

If all this player's minions have activated, and all monsters have activated, the player may select this action to pass;

Activating a Wizard

When the player activates their Wizard, they must first move, and then have the option of casting one spell that they know;

Activating Minion

When activating a group of Minions, the group must first move and then has the option of attacking a single target, if one is within range. Minions may only be activated by the player that controls them. A Minion may only be activated once in a single game round.

Activating a Monster

When activating a group of Minions, the group must first move and then has the option of attacking a single target, if one is within range. Players may only activate monsters that are aligned to them. A Monster may only be activated once in a single game round.

Spend Peril

If a player chooses to spend peril, that player must select an enemy wizard, and spend either two peril tokens from the selected wizard to immediately cast one cantrip, or three peril tokens to immediately cast a spell from their school.

The wizard does not have to move to cast this spell. Casting this spell does not count as an activation for the wizard.

Pass

If a player passes, they immediately set their Wizard's Speed to 6. They may not activate their wizard again this round, but may activate minions, monsters, and spend peril.

WIZARD'S ACTIVATION

Wizard's Movement

When a wizard moves, its controller must carry out the following steps:

1. Increase the wizard's speed by one

2. The wizard gains one Peril token

3. Select one permitted movement template (once you have touched a template during your wizard's activation, you must select and use that template);

4. Place that movement template in front of the wizard, pointing directly ahead of them;

5. Place the wizard at the far end of the movement template, facing directly away from that end of the template;

6. If the template has a "Peril" icon (the Gaslands "hazard" icon) in the wizard's current speed, the wizard gains one Peril token

7. If the template has a "Wind" icon (the Gaslands "shift" icon) in the wizard's current speed, the wizard discards one Peril token

Note: a wizard must always attempt to move to the far end of the movement template, they may not move partially along the template.

Permitted Movement Templates

A movement template is "permitted" if the wizard's current speed is one of the highlighted "gear" numbers on the template. See the "Movement Templates Summary" table nearby.

[Mike:] If anyone wants to design and laser-cut some Mystic Skies templates with Peril and Wind icons on them, I will buy some.

Touch It, Use It

Once a player has touched a movement template during an activation of their wizard, they must then select and use that movement template. They may not pick up a template and then put it down in favour of another template.

If a player touches a template that is not permitted in their current speed, then the opposing player must select and place any permitted template for this wizard.

Flying

When moving, wizards ignore all other models and all terrain.

MOVEMENT TEMPLATES SUMMARY						
TEMPLATE	1	2	3	4	5	6
SHORT	🌬					
MEDIUM	🌬	🌬	🌬	🌬		
LONG						
GENTLE	🌬	🌬			⚡	
TURN	🌬			⚡		
HARD			⚡			
HAIRPIN			⚡			
VEER		🌬				
SWERVE				⚡	⚡	

SHIFT 🌬

Shift Icons (aka "Wind")

If the selected movement template has a Shift icon (little speedometer) in the gear equal to the wizard's current speed, then the wizard may discard a Peril Token after resolving the movement template.

⚠ ⚡

Hazard Icons (aka "Peril")

If the selected movement template has a Hazard icon (little warning triangle) in the gear equal to the wizard's current speed, then the wizard must gain a Peril Token after resolving the movement template.
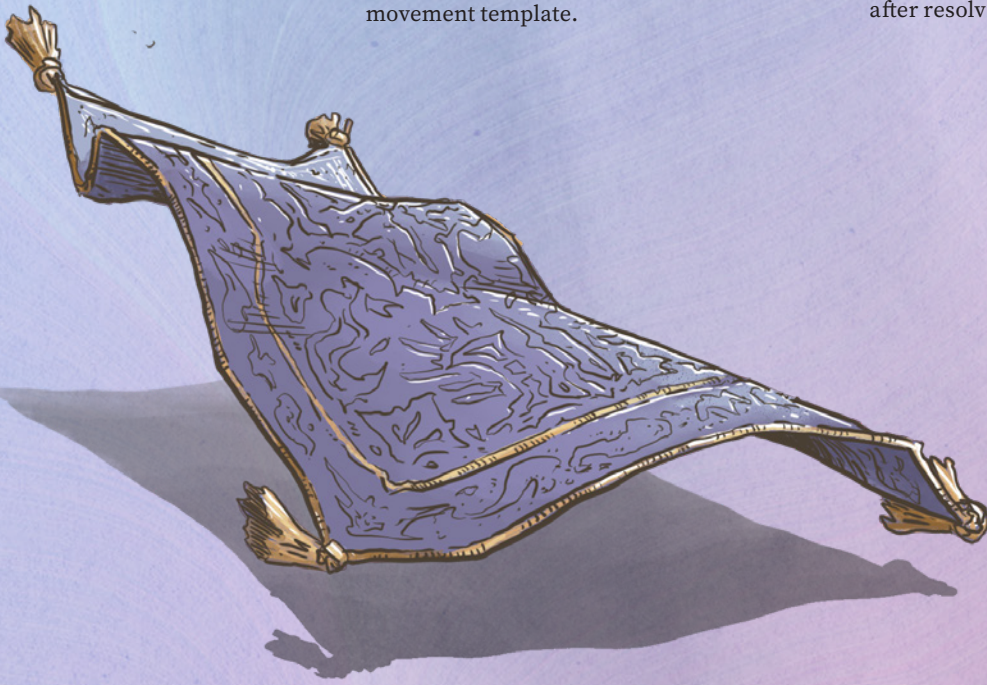
Interrupted Movement

When moving, if the Wizard cannot be placed at the end of their movement template due to an intervening model or impassable terrain, move the wizard backwards along the movement template by the minimum amount to allow the model to be placed touching, but not overlapping, the intervening model or terrain. If a wizard has their movement interrupted in this way, the wizard receives 1 Peril token.

Edge of the Board

If a model comes into contact with a board edge, it stops. A wizard in contact with a board edge may not cast spells. If a Wizard in contact with a board edge activates, it must spend its entire activation turning on the spot to face any direction chosen by its controller.

INTERRUPTED MOVEMENT
"IT IS WHAT IT IS"

Spell Casting

During their activation, a wizard may cast a single spell that is known to them.

To cast a spell, the wizard only needs to announce the spell, it is automatically cast successfully. Check the spell description for the effects.

INFLUENCING BATTLE

Attacking

A model may target any enemy model in line of sight and within range of their spell or attack. Wizards may not be targeted with attacks.

Resolving Attacks

To make an attack, roll a number of dice equal to the attack dice value of the attacking model.

If a group is making an attack, sum the number of attack dice from all the models in the group attacking the same target and roll them as a single attack.

Hits

For each attack dice that rolls a 4 or more, a hit is scored. For each attack dice that rolls a natural 6, two hits are scored.

Saves

After totalling the number of hits from the attack dice, the target then rolls a number of saving throws equal to the number of hits.

For each saving throw dice that rolls equal to or above the target's Save value, one hit is canceled.

Wounds

After canceling any hits due to saving throws, each remaining hit causes one wound to the target model. When a model has received a number of wounds equal to its Wounds characteristics, it is killed and removed from play, unless it is a Level II or Level III model.

Wounding a Level II or Level III Model

When a Level II or Level III model has received a number of wounds equal to its Wounds characteristic, it is not killed, but instead loses one level and discards any wounds it has.

If there are remaining wounds from the same attack to be assigned, the remaining wounds must be assigned again to the same model, which may cause it to lose another level.

Allocating Wounds to a Group

If the target is a group of models, the group only makes its saving throws once, and then wounds may be allocated to the whole group.

The attacker chooses a single model in the group and assigns wounds to it, up to a maximum of that model's wounds characteristic. If there are remaining wounds to be assigned, the remaining wounds must be assigned to another model in the group, chosen by the attacker, and so on, until all the wounds have been assigned or all the models in the group have been killed.

Super Effective

If an attack is Super Effective against a target, it gains a +1 bonus to hit (ordinarily therefore requiring a 3+ to hit) and the target suffers -1 to their Save statistic.

Minions

As the sorcerers claim the mystic sands, each is accompanied into battle by a small band of engineers, rogues and guards, seeking to claim shimmering mana from their rivals and defend their master's tower.

MINION STATS						
MINION	MOVE*	ATTACK RANGE*	ATTACK DICE (D6)	SAVE	WOUNDS	SPECIAL
Elemental lvl.I	M	S	5	4+	3	Elemental
Elemental lvl.II	M	S	10	4+	3	Elemental
Elemental lvl.III	M	S	15	4+	3	Elemental
Fighter lvl.I	S + S	S	4	4+	3	Merc
Fighter lvl.II	S + S	S	8	4+	3	Merc
Fighter lvl.III	S + S	S	12	4+	3	Merc
Archer lvl.I	M	D	3	5+	2	Merc, Flee
Archer lvl.II	M	D	6	5+	2	Merc, Flee
Archer lvl.III	M	D	9	5+	2	Merc, Flee
Engineer lvl.I	M	S	3	6+	1	Merc, Sapper
Engineer lvl.III	M	S	6	6+	1	Merc, Sapper
Engineer lvl. III	M	S	9	6+	1	Merc, Sapper

Minion models must be mounted on bases no larger than a 32mm circle, or a 50mm circle for elementals.

* S = Short   M = Medium   L = Long   D = Double

MERC

This model is a mercenary, and is summoned to the board using the "Muster Arms" spell.

FLEE

If an enemy model ends a move within short range of this model, this model's controlling wizard may gain a peril token to immediately move this minion medium in any direction.

SAPPER

This model's attacks are super effective against terrain (such as a Tower of Sorcery or a Sandstone Wall).

Minion Movement

When moving a minion, first pivot the model to face any direction, place the appropriate movement template in front of the model, pointing directly ahead of them and then place the model at the far end of the movement template, facing directly away from that end of the template; or at end point on that template, facing parallel with the direction of travel of that template at any point.

Where a minion is listed as using two templates to move, pivot and complete a movement with the first listed template, and then pivot and complete a movement with the second listed template.

Minions are not forced to move all the way to the end of the template: they may be placed at any point along the template, and centered on it.
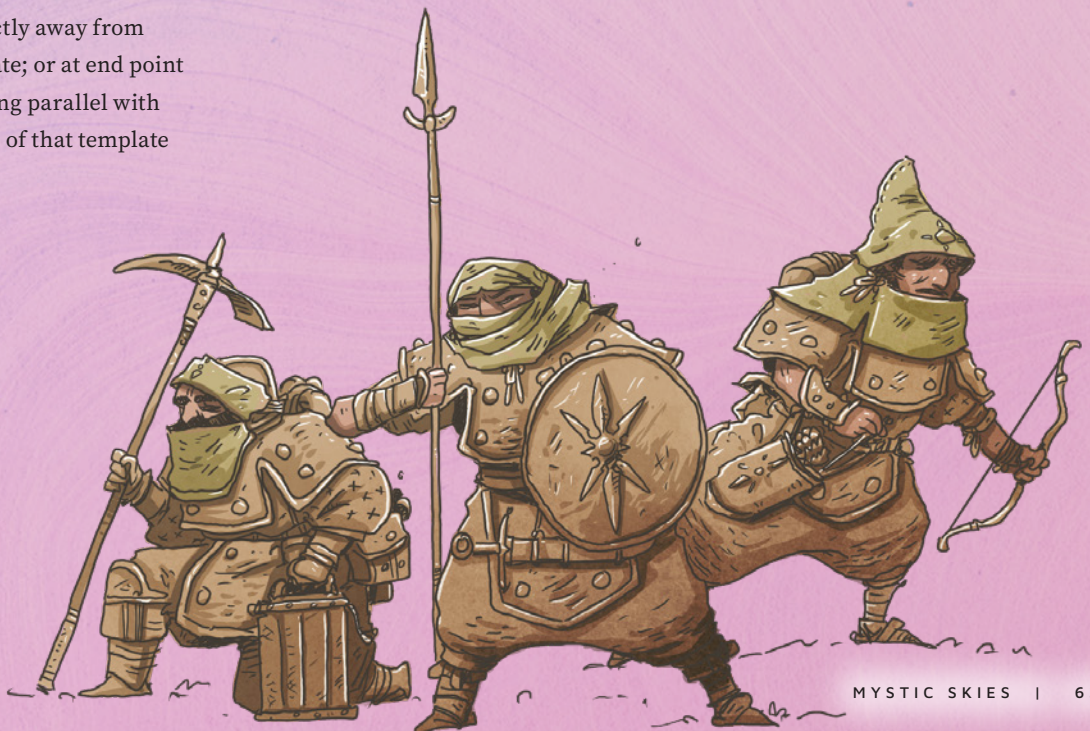
Monsters

The unquiet deserts are filled with beasts and monsters, drawn to these man-made magic reservoirs and set upon cracking them open to feast on the power within.

The inhabitants of the blasted sands are represented by general "classes" of monster. You can use any appropriate miniature to represent them on the table. You might use animated skeletons, evil knights, goblins or any number of savage or sinister aggressors.

	MONSTER STATS							
	MONSTER CLASS	GROUP SIZE	MAX IN PLAY	MOVE*	ATTACK RANGE*	ATTACK DICE (D6)	SAVE	WOUNDS
1	Monstrous Beast	1	2	S	S	10**	4+	6
2	Evil Champion	1	2	S + S	S	8	4+	4
3-4	Evil Warrior	2	6	S + S	S	4	5+	2
5	Evil Bowman	3	10	M	D	2	5+	1
6	Beast	3	10	L + L	S	2	6+	1

Monster models must be mounted on bases no larger than a 32mm circle, or a 60mm circle for Monstrous Beasts.

*S = Short   M = Medium   L = Long   D = Double

**The Monstrous Beast's attacks are Super Effective against all targets.

Monstrous Beast

FURIOUS

When the Monstrous Beast attacks, it may attack any number of models or groups within range of its attack. The controlling player chooses how to divide its attack dice between available targets.

POWERFUL

The Monstrous Beast's attacks are super effective against all targets.

Monster Alignment

When a group of monsters is deployed by a player, that group is aligned to that player, and considers that player's wizard, all her minions and Tower of Sorcery to be friendly, and all other models to be their enemy. Place a coloured token next to the monster group to indicate which wizard they are aligned to.

Note: If both players have painted miniatures to represent the monster, a player might instead choose to use the monster miniatures they have provided for those aligned to them, to avoid the need for clutter on the table.

Maximum In Play Monsters

Each monster class has a "max in play" statistic. This is the maximum number of monsters of that class which may be in play at any time.

If a wandering monster roll would require that more than the "max in play" value number of monsters of a given class be deployed, place models up to the "max in play" value instead.

If this results in no models being placed, and then re-roll the wandering monster roll.

For example, if there are currently eight Evil Bowmen in play, and the wandering monster roll indicates that more Evil Bowmen should spawn, the player places two Evil Bowmen, rather than the standard three, to bring the total number of Evil Bowmen in play to ten, it's maximum. With ten Evil Bowmen in play, if a subsequent wandering monster roll indicates that more Evil Bowmen should spawn, the player simply re-rolls the result.

Monster Movement

Monsters move exactly as minions do. Where a monster is listed as using two templates to move, pivot and complete a movement with the first listed template, and then pivot and complete a movement with the second listed template.

Engaged

If a monster begins its activation with one or more enemy monsters or minions within this monster's Attack Range, this monster is engaged. An engaged monster may not move during this activation. Only monsters become engaged.

Coalesce

If a group of monsters ends a round within short range of another group of monsters of the same class that are currently aligned to the same wizard, the two groups coalesce.

When two groups coalesce, the groups are treated as a single group for the rest of the game. They move, attack and suffer wounds as one group from that point on.

THE WELLSPRING

Setup

Place three monster spawn points in a straight line across the centre of the play area, with a gap of double rage between them. Place two Towers of Sorcery, each exactly Double range from the middle spawn point, so the five objects form an "X." Set up a decent amount of scatter terrain and buildings.

Starting with the player that lost the initiative roll, players place their wizard anywhere within short range of their Tower of Sorcery.

Initiative

Before the start of the game, the players roll-off for initiative. At the end of each round, the player with initiative passes it to the other player.

Game End & Victory

If a wizard's Tower of Sorcery is destroyed, the game ends immediately, otherwise the game ends at the end of round 3. At the end of the game, the wizard whose Tower of Sorcery has the most remaining wounds is the winner.

SPELLS

Cantrips

Cantrips are known by all wizards, regardless of their school of magic.

Haste

This wizard may immediately move, selecting a template based on their current speed and applying any icons on the template. This additional move does not count as an additional activation.

Muster Arms

Place one Level I mercenary model anywhere within medium range of either this wizard or a friendly tower.

Empower Minion

Select a minion within medium range of either this wizard or a friendly tower and increase its level from I to II or from II to III.

Summon Elemental

If this player does not have an Elemental currently in play, place a level I elemental anywhere within medium range of this wizard.

If this player has an Elemental currently in play, pick up that Elemental and place it anywhere within medium range of this wizard (and it maintains its level).

Empower Elemental

This wizard may target a friendly elemental within long range and level it up from I to II or from II to III.

Hasten Monster

This wizard may select a friendly in play group of monsters and move that selected group up to its movement statistic.

School of Adjuration

School Bonus: Attacks from Elementals summoned by a wizard that knows spells from this school are super effective against terrain (such as a Tower of Sorcery or a Sandstone Wall).

Muster Arms III

Once per round. Place three Level I mercenaries or one Level III mercenary within medium range of either this wizard or a friendly tower (or a mixture of both).

Empower Minion II

All friendly minions within medium range of this wizard level up from I to II, or from II to III.

Summon Elemental II

If this player does not have an Elemental currently in play, place a level II elemental anywhere within medium range of this wizard.

Inspiration

Activate all friendly minions within medium range of this wizard. This player may choose in which order the minions activate.

This does not count as the minion's activation for this round and may target minions that have already activated. This spell may not cause a minion to activate more than twice in a single round.

> *Note: If the Inspiration spell is used to activate a minion twice in a round, before their "natural" activation, that minion counts as having activated and cannot activated a third time in the round. If you like, give a minion an "activated" counter each time you activate them, and a minion with two counters cannot be activated.*

School of Domination

School Bonus: When the player controlling this wizard rolls to spawn monsters, they may roll twice and choose the result they wish to apply.

Turn Monster

Once per round. This wizard may target a group of monsters within long range: the target group becomes aligned to this wizard's controller.

Summon Monster

Once per round. This wizard may target a spawn point within long range and spawn a new group of monsters.

Unnatural Fortitude

This wizard may target a friendly group of monsters within long range: the target group gains +2 to its Save statistic until the end of this game round.

Word of Command

Activate all friendly monster groups within medium range of this wizard. This player may choose in which order the groups activate.

This does not count as the group's activation for this round and may target groups that have already activated. This spell may not cause a group to activate more than twice in a single round.

> *Note: If the Word of Command spell is used to activate a group of monsters twice in a round, before their "natural" activation, that group counts as having activated and cannot activated a third time in the round. If you like, give a monster group an "activated" counter each time you activate them, and a group with two counters cannot be activated.*

School of Fulmination

School Bonus: Attacks from Elementals summoned by a wizard that knows spells from this school are super effective against monsters.

Sandstone Wall

If there are fewer than three friendly Sandstone Walls in play, place a Sandstone Wall anywhere at least partially within long range of this wizard, not touching terrain or any model. The Sandstone Wall is the size and shape of a long straight template.

A Sandstone Wall remains in play as blocking, impassable terrain. Enemy models count this Sandstone Wall as an enemy model and may target it with attacks. It has a 4+ Save and 6 Wounds.

Sand Worms

Place a Sand Worms trap token within long range of this wizard.

The first time during their activation that a model or group starts their activation or ends a move within medium range of an enemy trap token they trigger that trap token.

When a quicksand trap token is triggered: the triggering model or group suffers a 3D6 attack from that trap token.

Remove all trap tokens at the end of the round.

Quicksand

Place a quicksand trap token within long range of this wizard.

The first time during their activation that a model or group starts their activation or ends a move within medium range of an enemy trap token they trigger that trap token.

When a quicksand trap token is triggered: roll a D6. If this roll is equal to or greater than that model or group's saving throw, that model or group immediately takes a number of hits equal to the dice roll.

Remove all trap tokens at the end of the round.

Muster Master Engineer

Once per round. Place a level III Sapper anywhere within medium range of this wizard.

School of Immolation

School Bonus: Any enemy model overlapped by this wizard's base or their movement template suffers a 3D6 attack.

Dragon Breath

Place the large burst template with the short edge touching the front of this wizard's base such that the whole template is within the wizard's arc of fire. The wizard then receives 9D6 attack dice, which may be distributed as the wizard's controller chooses among any enemy models touched by the template.

Firestorm

Select either this wizard or this wizard's Elemental. Every enemy model within medium range of the selected model suffers a 3D6 attack.

Burning Blades

This wizard may target a friendly model or group within long range: they become super effective against all targets until the end of their next activation.

Meteor

Once per round. This wizard may target an enemy model within long range and make a 10D6 attack against it. This attack is super effective against all targets.

Mystic Skies Quick Reference

1. REFRESH PHASE

- Pass Initiative
- Reset Speed to zero
- Spawn Monsters
  (2 rolls each)

2. ACTION PHASE

- Activate Wizard
- Activate Minion
- Activate Monster
- Spend Peril (Cantrip: 2, School: 3)
- Pass

	MONSTER STATS							
	MONSTER CLASS	GROUP SIZE	MAX IN PLAY	MOVE*	ATTACK RANGE*	ATTACK DICE (D6)	SAVE	WOUNDS
1	Monstrous Beast	1	2	S	S	10**	4+	6
2	Evil Champion	1	2	S + S	S	8	4+	4
3-4	Evil Warrior	2	6	S + S	S	4	5+	2
5	Evil Bowman	3	10	M	D	2	5 +	1
6	Beast	3	10	L + L	S	2	6+	1

Monster models must be mounted on bases no larger than a 32mm circle, or a 60mm circle for Monstrous Beasts.
* S = Short   M = Medium   L = Long   D = Double
**The Monstrous Beast's attacks are Super Effective against all targets.

MINION STATS						
MINION	MOVE*	ATTACK RANGE*	ATTACK DICE (D6)	SAVE	WOUNDS	SPECIAL
Elemental lvl.I	M	S	5	4+	3	Elemental
Elemental lvl.II	M	S	10	4+	3	Elemental
Elemental lvl.III	M	S	15	4+	3	Elemental
Fighter lvl.I	S + S	S	4	4+	3	Merc
Fighter lvl.II	S + S	S	8	4+	3	Merc
Fighter lvl.III	S + S	S	12	4+	3	Merc
Archer lvl.I	M	D	3	5+	2	Merc, Flee
Archer lvl.II	M	D	6	5+	2	Merc, Flee
Archer lvl.III	M	D	9	5+	2	Merc, Flee
Engineer lvl.I	M	S	3	6+	1	Merc, Sapper
Engineer lvl.III	M	S	6	6+	1	Merc, Sapper
Engineer lvl. III	M	S	9	6+	1	Merc, Sapper

EVOLUTIONS

ASH
BARKER

ABOUT
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: Evolution?

Since its inception Last Days has been all about my love of scary movies. Probably one of my favorite genres are disaster movies (Towering Inferno, War of the Worlds, The Poseidon Adventure, Night of the Living Dead, Day of the Triffids, The Blob, Them!). You might be surprised to see a lot of invasion movies and science fiction in there, but they really are disaster movies, I promise. When you break down the stories they come down to a few key ingredients; an overwhelming force assaults everyday people and they must band together to survive. Their own weaknesses and strengths are pushed to the front (sometimes for the first time in their lives) and who they are drives the narrative more than *force majeur* that is destroying the world around them.

With that being said, one really common request for Last Days has always been

additional bad-guys. When I re-wrote the system in 2019 I did future-proof it a bit with the idea that I could expand the Menace Phase in the future for other types of monsters, or even people for the Groups to interact with. You see that a bit in *Seasons* where the Hunters become present and they were a bit of noodling on what the behaviors of those new threats could look like.

Much like Timelines I intend for Evolutions to be more of a moving and growing tome of different ways to play the game rather than a single, comprehensive list. It will be an Evolution of Last Days that I will hopefully come back to as inspiration strikes and you wonderful hobbyists continue to creatively push your collections and game tables to new places.

Rules Changes for Evolutions

So let's take a look at some of the mechanical changes to Last Days that will drive adding in new Menaces and their Evolutions. The Menace Phase itself is a pretty adaptable section of the game and allows for a lot of room to add new things. That being said, some of the things that govern Zombies don't really apply to other Menaces or would be counter to the themes of those different those specific threats.

The other big request has always been to have 'additional' types of threats; perhaps mutations of the Zombie Virus or bigger and badder critters that could appear as the game goes on. These ramp up the threat level and while incredibly fun can also be very deadly to Groups in a Campaign, so beware! They are balanced out somewhat by their Rarity and sporadic appearance however which makes them the Evolution part of the Menace, changes that occur that keep the Characters on their toes.

When trying out Last Days: Evolutions I would suggest playing Cooperatively or even Solo against these Evolutions to get a feel for how to combat them and what additional challenges they may bring to the table. They have been designed with the original six Scenarios from the *Last Days: Zombie Apocalypse Rulebook* in mind.

One final note is that while there is nothing stopping these rules from being compatible with *Last Days: Timelines* you may find certain periods going forward will struggle against these different menaces. But then… who doesn't like a challenge or seeing Cowboys fight Aliens?

The Key Menace

For each Evolution it is important to determine what the Key Menace is. This is the primary threat that is being drawn to the table by the presence of the Characters and will be attracted by being able to see and hear them. Typically the Key Menace will be the models deployed to the table at the beginning of an Encounter and will be the default models drawn during the Menace Phase by Noise. Obviously the Key Menace from the *Last Days: Zombie Apocalypse Rulebook* is Zombies!

Evolutions

Evolutions are the sub-sets of the Key Menace that represent different forms or varieties. They could be armed with different weapons or be an entirely different species. Every time a new model is added to the table there is a chance that one or more of them will be an Evolution.

> Roll 1D6 each time Noise summons the Key Menace to the table. On a 5 or 6 you must determine an Evolution model to place instead.

Each of the expanded Menace sections will explain how to place the Evolution model on the tabletop. For convenience the rules for Zombies have been adapted to this Article using the Traits and Behaviors system and can be considered a refinement of those from the Rulebook.

RULES

Behaviours

Every Menace and their Evolutions will have one of the following Behaviour tags. These dictate how and when they operate during the Zombie Activation step of the Menace Phase. Starting with the Menace model closest to a Character check their behavior and available actions and activate them in turn until all the Menaces are activated. When a Menace selects its target for the turn, refer to it as the 'Prey' for that model during that Turn.

BLITZING

Blitzing models have no concept of their own safety and will hurtle towards the Characters as quickly as possible. They will always move towards the closest Character they can see or which made Noise in the previous turn. Available actions for them are Move, Move through Difficult Terrain, Run and Climb. They will attempt to break down Doors if they impede their movement like Characters. They will always take the most direct route possible to the target spending all available AP to do so and triggering Locked and Loaded tokens on each Action taken. They will always attempt to attack the model they sought to engage in the Shooting and CQC phases, reverting to the next closest or most damaged otherwise.

SHAMBLING

Shambling models move slowly (or unconcernedly) towards the nearest Character they can see, or the nearest Character which made Noise in the previous Turn. Available actions for them are Move, Move through Difficult Terrain and Climb. They will always take the most direct route possible to the target, spending all available AP to do so and triggering Locked and Loaded tokens on each Action taken. They will always attempt to attack the model they sought to engage in the Shooting and CQC phases, reverting to the next closest or most damaged otherwise.

STALKING

Stalking models move carefully into view of the Characters in order to engage them at range. They will spend all available AP to move into open Line of Sight of the closest Character they can see or who made Noise the previous Turn, while remaining themselves in Cover from that same Character. This may move them into the open in relation to other, more distant Characters. They may take the Move, Move through Difficult Terrain and Climb Actions. They will always take the most direct route possible to gain open Line of Sight to the target, spending all available AP to do so and triggering Locked and Loaded tokens on each Action taken. They will stop spending AP as soon as they have open Line of Sight and will not leave Cover in relation to that Character unless they may move into new Cover with their remaining AP. In the Shooting and CQC Phases they will attempt to attack the easiest target to hit in range and Line of Sight, or the most damaged otherwise.

HUNTING

Hunting models move quickly and as quietly as possible to enter CQC with the Characters as they can. They will spend all Available AP to engage the closest Character, whether they can see them or not (their senses allow them to detect nearby survivors even if they cannot see them). They may take the Move, Move through Difficult Terrain, Climb and Run actions. If they do not have the AP to engage a Character that activation, they will move as far as they can while remaining either in Cover or out of Line of Sight of that specific Character for that turn and will attempt to move to the next available piece of Cover if possible. If there is no way to maintain cover without spending 0 AP during a turn they will instead move as quickly as they can towards the nearest Character even if that leaves them in the open relation to their specific Prey for the round. In the Shooting and CQC Phases they will attempt to attack the easiest target to hit in range and Line of Signs, or the most Damaged otherwise.

Traits

The things that make a Menace dangerous or particular will be listed as a number of Tags on each profile. In the *Last Days* Rulebook the key trait for Zombies is 'You have to Shoot Them in the Head'. This rule will be repeated here for convenience. Other Key and Evolution Menaces may have similar, different or entirely new sets of Traits! Whenever a new Evolution is added via BLASTER! you will possibly see new Traits, or simply a reference to this Volume.

The updated profile for Zombies can of course be used to replace that in the main Rulebook, but the original one is perfectly serviceable if you are not planning to use this expansion.

Listed below are all the traits used by Key and Evolution Menaces in this first expansion.

CLEVER

This Menace will attempt to attack and break through Doors if they present the most direct route to their Prey for the turn and will stop in contact with one and stop spending AP if it will create a shorter route next turn.

DRIVEN BACK

Use the Knockback Value of weapons which hit this Menace but do not destroy it to reduce their AP during the following Menace Phase by the same amount. If their AP is reduced to zero then they will take no actions during that turn. If reduced to 0 AP before they fire in the Shooting Phase they will not fire, but may fight in the CQC Phase.

EXPLODES!
(AOE 'X'", DAMAGE 'X')

This Menace is highly volatile or filled with some dangerous material that can cause it to damage everything around it when it dies, including other Menaces! When this model is reduced to 0 DC, before removing it from the Encounter, make a Damage 'X' roll for every other model within 'X' inches of it. This includes other Menaces!

FREQUENCY 'X'

This is how commonly a new Menace will be drawn to the area the Encounter takes place in. The 'X' value represents the number, or higher, that must be rolled for a new model of this type to appear (eg. 6+, 7+, etc).

GRASPING 'X'

Increase the amount of AP needed to Break Contact by 'X' when a Character wishes to move away from this Menace.

INFECTIOUS

These Menaces will cause Health tests to be made in a Seasons Campaign. If at least one Infectious Menace appears in an Encounter then Infection! result on the Injury table is used as normal.

LIGHT-FOOTED

This Menace does not generate Noise when it Runs. In addition, roll 1D6 whenever a model would spend a Locked and Loaded token on an Action this Menace performs. On a 5+ the token is not spent as the Menace moves so quietly it is not noticed. The Character may attempt to spend it again on any subsequent actions, rolling each time.

LUNGING 'X"'

This Menace makes sudden, quick moves to engage Characters right before they strike. Immediately move this Menace X" before it is selected to fight in the CQC phase towards either its Prey from the Menace Phase or the nearest other Character if that Prey is not within X".

MASSIVE

This Menace is so huge it presents an easy target and any Shooting test against it is at +1 FA. It also cannot enter into buildings due to its size.

PROLIFIC

This Menace will most likely appear in great numbers. Preparing roughly 20 models should provide you with enough for the average game. Solo and CoOperative missions may require more. In addition, for each point with which the Dice roll in the Menace Phase beats the required Frequency 'X' value, place an additional Menace model of this type in the Encounter area.

> *eg. If the Frequency of the Menace is a 6+, then if the dice roll plus number of Noise Counters being rolled for is an 8, place three Menace models on the table (one each for the 6, 7 and 8).*

RARE

Only a single such Menace will ever appear over the course of a game. If another appears, randomly generate another Evolution instead. This means you will most likely only require a single model of this type in Encounters.

REGENERATE

This Menace is able to quickly regenerate damage and will put itself back together if given a chance. Restore one Damage Capacity at the beginning of the Menace Phase to each model with this   Trait.

TIRELESS

This Menace can Run twice per turn instead of only once, but will create Noise each time it does so.

UNCOMMON

This Menace appears infrequently to harass the Groups. Players will most likely only require roughly 3-4 models of this type.

UNSTOPPABLE

Whether because of size or agility this Menace is not slowed at all by rough ground. It treats all obstacles less than an inch high and anything defined as difficult terrain as Open Ground.

YOU'VE GOT TO SHOOT THEM IN THE HEAD!

Instead of making a Damage roll against a model with this attribute when they are hit by Shooting or Close Quarters Combat, roll a die (1D6). On a roll of 5 or 6 the model has been hit in the head and the brain has been destroyed. It takes 1 Damage Point. As this rule typically applies to zombies, this will usually mean that they are removed from the game.

How to use Evolutions in your Games of Last Days: Zombie Apocalypse

Adding or changing the **Key Menace** in a game of Last Days is fairly simple. All you need to do is pick what type of Apocalypse you wish to take your Survivor groups through. Once chosen you will see what the **Key Menace** is in that Apocalypse as well as those Evolutions that may appear in the course of a game.

The **Key Menace** will appear as normal throughout the game, but Evolutions may appear as the game goes on as the duration of the noise piques their interest. Instead of rolling individually for each model, an **Evolution** will appear during the Menace Phase based on the number of models that made Noise (on both sides), not the individual amounts of Noise made.

Once all Noise has been resolved and **Key Menace** models placed, count the total number of models which made Noise the previous. The Frequency and Tier of Evolutions that appear will be based on the duration of the game and intensity of Noise being made. Do not roll for Evolutions during the Menace Phase of the first turn.

During the Second Turn, an **Evolution** will appear on a roll of a 13+. Each subsequent turn the roll required for an **Evolution** to appear will be reduced by one. So on turn two it will be on a 12+, turn three on an 11+, etc. Continue to make this roll each turn during the Menace Phase after the **Key Menace** is placed but before they any Menaces take actions.

Randomly generate what **Evolution** appears each time they are summoned. If a Rare Evolution appears, treat the next lowest result as being triggered instead. The Evolutions will each have a Trait that determines how they should be deployed.

When Menaces activate, Evolutions will always activate and perform actions based on their behavior before the Key Menaces do.

Menaces equipped with Ranged Weapons never have to check their Ammo, but may in fact generate Noise which will also cause more Menaces to appear in turn! Likewise a Menace that runs DOES count towards the number of models making noise and can summon more Menaces as well!

Finally unless there is a model with the Infectious Trait in an Encounter any Injury Rolls of Infected should be replaced by the following;

CLOSE CALL

The Character manages to escape danger but loses some of their Gear on the way out. Randomly generate a piece of equipment or weapon they were carrying during the encounter. It is lost and removed from the Character's Card.

New Evolutions

There are endless possibilities for different Apocalypses available in Media and Pop Culture to draw upon for our games of Last Days. For this first Volume of BLASTER! I have included two of the most asked-after variations for players to test out and enjoy. Obviously, adding new models and variations to the game will drastically change the dynamics of what is possible so players should be prepared for the chaos that adding new things will create! Some Menaces may be VERY challenging and it is recommended that players try a few one-off games using these rules before jumping into a Campaign!

Players should feel free to adjust the list of Evolutions as well to suit the type and theme of Apocalypse they want to represent, or remove certain ones that don't fit their story line.

THE EVOLVING DEAD

The Evolving Dead

Whatever caused the dead to rise up and feast upon the living is also causing some people to change… mutate…evolve. Whatever unnatural and evil force has created the Zombies has started to also produce some strange and unique strains as well. These Evolutions present their own unique challenges and Groups should be wary of their appearance!

Zombies!

These slow, shambling corpses seem to want nothing more than to attack and eat the living, though what sustenance these decaying monsters derive from doing so in unknown. Their bites are infectious and deadly and their brains must be destroyed in order to overcome them once and for all!

AP	CQC	FA	S	E	DC	H	I
5	2	0	3	*	1	3	0

Behaviour	Shambling
Traits	Frequency (7+), Prolific, You've got to shoot them in the Head!, Driven Back, Infectious

The Festering Family

More grotesque and horrifying than most characters can imagine, these different mutant zombies are all horrifying and dangerous in their own ways. When an Evolving Dead Menace appears during the Encounter roll a dice and consult the table below to see what appears. Their names are usually dictated by the slang-terms given to refer to them by survivors and are mostly descriptive of how they look and what they do. They are often called different things in different areas.

Dice Roll	Evolution
1-2	Bloaty McBloatface
3	Spit-Talker
4	Stalker
5	Thrasher
6	Unstoppable Meat Tower

Bloaty McBloatface!

This gas-filled human balloon sloshes towards the characters almost comically on its swollen stumps of legs. It is only marginally dangerous at close quarters but its death throws can cause a catastrophic explosion of toxic sludge and gas that can eat away at skin and bone in the most horrific of ways.

Deployment - *Place this Menace at the point of a board edge nearest to a Character which made Noise the previous turn.*

AP	CQC	FA	S	E	DC	H	I
4	2	0	3	2	1	4	0

Behaviour	Shambling
Traits	Driven Back, Infectious, Explodes! (AoE 3", Damage 4), Uncommon

Spit-Talker

Before the Apocalypse a Spit-Talker was just annoying, or best talked to through a car window half rolled-up. Now their acidic bile can cause injury or death to those poor characters that encounter them.

Deployment - *Place this Menace at the point of a board edge furthest to a Character which made Noise the previous turn.*

AP	CQC	FA	S	E	DC	H	I
4	2	0	3	2	1	4	0

Behaviour	Stalking
Traits	You've got to shoot them in the Head!, Driven Back, Infectious, Uncommon

Weapon Name	Class	Range	Damage	RoF	Knockback	Reload	Special Rules
Acid-Bile	Special	8"	3	1	1	*	Explosive 2, Silent

Stalker

Quiet as the grave until their screech from the shadows with their bony hands outstretched, a Stalker will move quickly and quietly to get to grips with its prey, never letting go until the poor survivor is torn to shreds.

Deployment - *Place this Menace as close as possible but outside of 10" away and hidden from the Character furthest from other friendly Characters.*

AP	CQC	FA	S	E	DC	H	I
6	4	0	4	*	1	4	0

Behaviour	Hunting
Traits	You've got to shoot them in the Head!, Driven Back, Infectious, Grasping 2, Lunging 3", Light Footed, Rare

Thrasher

These 'Fast' Zombies hurtle head-long at the survivors much like their slow and shambling compatriots. They are just as unflinching in the face of paint however and make for a deadly change of pace when they suddenly appear.

Deployment - *Place this Menace at the point of a board edge nearest to a Character which made Noise the previous turn.*

AP	CQC	FA	S	E	DC	H	I
5	3	0	3	*	1	3	0

Behaviour	Blitzing
Traits	You've got to shoot them in the Head!, Driven Back, Infectious, Grasping 1, Lunging 2", Uncommon

Unstoppable Meat Tower

Whatever this person was in life (perhaps a body-builder or some type of genetic anomaly?) this Zombie is immense. Maybe the Z-Germ has caused them to grow and swell to massive proportions. Whatever the reason, it is strong, fast and almost impossible to kill without blowing massive chunks off of it first. Good luck.

Deployment - *Place this Menace at the point of a board edge furthest to a Character which made Noise the previous turn.*

AP	CQC	FA	S	E	DC	H	I
4	3	0	5	*	5	5	0

Behaviour	Blitzing
Traits	You've got to shoot them in the Head!, Driven Back, Infectious, Grasping 3, Lunging 1", Massive, Rare, Unstoppable

THE UNSHACKLED AI

The Unshackled AI

It has long been feared that mankind would eventually innovate its own demise. Pushing further and further to develop smarter and faster machines it was almost inevitable that these more logical and faster-thinking creations would eventual tire of those that made them and seek to reinvent the world.

Mankind has been reduced to small pockets hiding from the endless, tireless drones that search out and kill or enslave all who still persist on the planet. Perhaps a resistance is forming to attempt to overthrow these cold and unfeeling oppressors or perhaps your Group is simply counting days until the end of the Human Race. Whatever the story, the Unshackled AI has caused an apocalypse many foresaw but no one could stop.

Seeker Drones

Seeker Drones are the front line of the AI's quest to purge the planet of all non-machine life. Whether bipedal, dog-like or some repurposed machine that worked in servitude to its creators these simple AIs seek out humans and will kill any they find.

AP	CQC	FA	S	E	DC	H	I
4	2	0	3	4	2	2	2

Behaviour	Hunting
Traits	Frequency (7+), Prolific, Driven Back, Tireless, Clever

The Engineered

The horror of what an intellect as alien as an AI without any ethical or emotional boundaries can produce is almost unimaginable. Creations that use the blood of mammals as fuel or the body-heat of captured humans to create thermal energy are but a few of the shocking atrocities that might have practical purpose to machine logic.

While the biological threat of Zombies may seem terrible enough, dealing with their feral and predictable nature can seem simple in comparison to the endless day and night warfare prosecuted by an AI.

Dice Roll	Evolution
1-2	Tactical drone
3	Infiltrator
4	Prosecutor
5	Nano-Slayer
6	Hunter-Killer

Tactical Drone

Similar in design to the Seeker Drones, a Tactical Drone will have been equipped with some type of ranged ordinance with which to eliminate or injure live humans for capture or processing.

Deployment -*Place this Menace at the point of a board edge furthest to a Character which made Noise the previous turn.*

AP	CQC	FA	S	E	DC	H	I
4	2	3	3	4	2	2	2

Behaviour	Stalking
Traits	Driven Back, Tireless, Clever, Uncommon

Weapon Name	Class	Range	Damage	RoF	Knockback	Reload	Special Rules
BLASTER!	Special	12"	3	1	1	*	-

Infiltrator

Able to pass at least a cursory inspection as a normal human, the Infiltrator can appear as if from nowhere in the ranks of survivors before attempting to eliminate them at close range.

Deployment -*Place this Menace as close as possible but outside of 10" away and hidden from the Character furthest from other friendly Characters.*

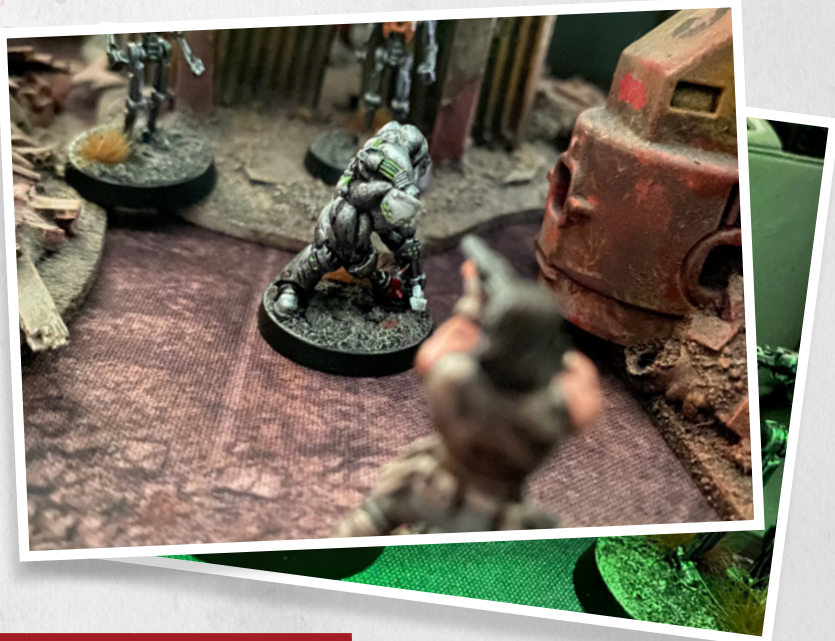| AP	CQC	FA	S	E	DC	H	I
4	3	4	3	4	2	3	3

Behaviour	Stalking
Traits	Driven Back, Tireless, Clever, Uncommon, Light Footed, Grasping 1

Weapon Name	Class	Range	Damage	RoF	Knockback	Reload	Special Rules
Silenced BLASTER!	Special	12"	3	1	1	*	Silent

Prosecutor

This military-grade drone is both up-armed and armored from the lesser and more prolific models and the arrival of one can easily signal the beginning of the end of an encounter for a survivor Group.

Deployment - Place this Menace at the point of a board edge furthest to a Character which made Noise the previous turn.

AP	CQC	FA	S	E	DC	H	I
4	3	4	4	4	3	3	3

Behaviour	Stalking
Traits	Driven Back, Clever, Rare

Weapon Name	Class	Range	Damage	RoF	Knockback	Reload	Special Rules
Silenced BLASTER!	Special	18"	4	3	1	1	-

Nano-Slayer

Made from tiny interlocked machines that can recombinate themselves almost endlessly a Nano-Slayer must be dealt definitively or it will quickly put itself back together. Able to form horrifying weapons and merge with electronics and other machines the Nano-Slayer is an insidious agent of the unshackled AI and one of its most merciless killers.

Deployment - Place this Menace at the point of a board edge nearest to a Character which made Noise the previous turn.

AP	CQC	FA	S	E	DC	H	I
5	5	0	4	3	4	4	3

Behaviour	Stalking
Traits	Driven Back, Clever, Rare, Regenerate

Hunter Killer

More like a mobile arsenal than an individual the Hunter-Killer is deployed by the AI when a group of human survivors proves more resistant than most. Deadly, remorseless and nearly unstoppable it is probably better to run when their grinding advance is detected.

Deployment - Place this Menace at the point of a board edge furthest to a Character which made Noise the previous turn.

AP	CQC	FA	S	E	DC	H	I
4	2	4	5	6	5	3	3

Behaviour	Stalking
Traits	Massive, Rare, Unstoppable

Weapon Name	Class	Range	Damage	RoF	Knockback	Reload	Special Rules
Gatling BLASTER!	Special	12"	3	5	1	*	–

Weapon Name	Class	Range	Damage	RoF	Knockback	Reload	Special Rules
Rocket BLASTER!	Special	18"	5	1	1	*	Blast 3

BLASTER