BLASTER

GAMES ANTHOLOGY 03 | BARKER MCCULLOUGH HUTCHINSON SUTTER MCGUIRE

BLASTER | VOL.3

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BRACE YOURSELF.

After almost a year in development we're proud to release BLASTER Vol. 3. It goes without saying that the last year has been insane and we hope that you are keeping your head up, getting some games in safely, and having a little fun in this mad world. That madness has left its mark on the BLASTER team as well. If this volume had a theme it would be insanity.

Earth gets an eviction notice from Mars, and becomes dismantled and reassembled into a progressively more chaotic post-post-apocalyptic world in Gaslands: Legacy. Rangers of Shadow Deep and Frostgrave are being invaded from unfathomable horrors that their heroes can barely stand up against. Truly unpredictable anomalies plague Site X in This is Not a Test, sending your models flying across the board into a wall, or even being shred up into indiscernible viscera. The sanest person in this book is a mecha samurai pilot who charges into close combat with another 100 ton mech in Gamma Wolves: Ronin. And then there's Sludge War.

Sludge is an incredibly rich game with grit and depth that you may not be expecting. Sean has crafted a world that shows the deep tolls of war. Massive armies are on the march in an unceasing conflict that shadows over humanity, and even the environment, grinding it all down into a pulp. It's inglorious black powder plus gaming at its finest. I'm already looking forward to the possibility of seeing more of Sludge in BLASTER in the future!

The crazy train doesn't stop there. I traded my secure advertising job I've invested almost a decade into to start a creative services for games and publishing company. Thanks to you, BLASTER is growing at an incredible rate and demanding more of my attention than I ever thought possible. I'm looking forward to improving the quality and speed at which it's released. This year I'll be actively building BLASTER as well as my own studio to support game designers looking to create excellent new games. Check it out at electi-studio.com.

We're looking forward to cracking through the astral veil and exploring a strange new world with you.

EDITOR
Greg Horton

SLUDGE WAR

FANTASY WARGAMING IN A DOOM AGE OF BLACK POWDER

SEAN SUTTER

ABOUT

METAL KING STUDIO

Sean crafts compelling games in fresh worlds like Relicblade and Mystic Skies. Check out Sean's deeply creative miniatures and enjoy diving into Sludge.

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SLUDGE

The world tree is rotting and the nine hells are bleeding into our own. We have plunged into a poisoned dark age, and the verdant lands of our forefathers have become a decaying nightmare. Black storms blot out the sun and churn the dying earth into sludge. Vast tracts of land break apart to form island kingdoms precariously supported by the colossal structure of the world tree. Otherworldly fungal growths spread deadly spores, and great clouds of poison scour and distort the world. Distant memories of the time before claw at the mind, but the present horror remains.

Great armies languish in the land like locusts. They greedily consume the now scarce resources. Barons, dukes, and princes gather warriors to conquer what they can as they conduct bitter warfare to settle ancient grudges. The cruel wars of men compound the nightmare. Death would be a small mercy, but for fear or hate, the warriors will not yield. The latent magic of the world tree spurs cycles of endless violence. The great exposed roots of the world tree will heal any wound at a price, and men have turned to the dark practice of harvesting its vital fragments. When forced into a wound the root bursts to life, feeding off the host but also sustaining him. The excruciating process is a horror of its own, yet the promise of revenge sends bitter hearts down this dark path.

Decaying structures of reality crumble. Dark worlds beyond our own merge into the sludge mire of the present age. Rumors of evil creatures and strange men spread, but whatever new horrors may emerge, relentless armies of damned men yet march to war. Once peaceful peoples are caught between spreading fungal horrors and the incursion of evil warlords. Even the free men have turned to violence. Grim corruption has taken hold of all things. Nothing pure remains.

It is a dark age of sludge and doom

Introduction

Greetings Sojourner,

Welcome to the decrepit nightmare-world of 𝕤𝕝𝕦𝕕𝕘𝕖. As a game designer I am primarily driven to create games that I want to play, and I've wanted to write this game for several years now. My imagination is actively overwhelmed by Hayao Miyazaki's epic "Nausicaa of the Valley of the Wind", and I wanted to bring some flavor from that unbelievably rich setting to my favorite hobby. It's certainly not that I am trying to make a Nausicaa game, but the heavy themes in that book deeply triggered my imagination, and I haven't gotten over it.

2020 weighed heavily on all of us. For my part, I was isolated by the cruel COVID-19 plague and scourged by intense wildfires that rendered the air unbreathable. There were days when toxic ash rained from the sky and the sun didn't rise. I wrote 𝕤𝕝𝕦𝕕𝕘𝕖 in the context of that brutal year. It is easy to imagine that a game designer's voice belongs in the realm of entertainment for the sake of entertainment. But for better or worse, I am a deep thinking artist type, and 𝕤𝕝𝕦𝕕𝕘𝕖 is inextricably woven with heavy themes. Game mechanics and lore are all pushing into grim reflections of our reality, all while explicitly divorced from it.

The well trodden realm of blackpowder wargaming offers the opportunity to celebrate the origins of the hobby while pushing deeper into the themes I am exploring. Historical miniatures are intrinsically connected to gruesome historical events. The world of 𝕤𝕝𝕦𝕕𝕘𝕖 is a blackened doom-mirror of our own world. It is a world that is being actively destroyed by violence and greed, yet the kings will not turn away from hate and destruction. The heightened drama of this violent world is the central symbol we can all relate to and the core horror that many of us love to play in. The soldiers of 𝕤𝕝𝕦𝕕𝕘𝕖 struggle ingloriously against forces well beyond their control.

As much as 𝕤𝕝𝕦𝕕𝕘𝕖 is about grim themes, it is also an opportunity to build, paint, and play a spectacular wargame. Like many of my peers, I started playing tabletop wargames with mass battles in fantasy and sci-fi settings. However, I haven't played many army scale games in recent years. I designed 𝕤𝕝𝕦𝕕𝕘𝕖 to bring regimental battles back to my tabletop, and give myself a reason to create grim low-fantasy armies from the mind shattering variety of amazing historical miniatures available today. Even though 𝕤𝕝𝕦𝕕𝕘𝕖 uses more figures than your average skirmish game, it still plays with the decisive style you would expect from me. That's the thing about being a game creator. I can just make stuff exactly to my taste.

I hope this game inspires you to make awesome armies and re-engage in the creative and cathartic hobby of wargaming. Grab those Perry Miniatures box sets you've been eyeing and crank up the sludgiest doom metal you can find. Enter the doomed world of 𝕤𝕝𝕦𝕕𝕘𝕖!

Your friend,

What is Sludge?

𝔰𝔩𝔲𝔡𝔤𝔢 wargame is designed for players to build grim fantasy armies using various historical miniatures. The rules are designed to represent a black powder age with emphasis on powerful knights and dark magic. Battle hardened line infantry will form the backbone of your force. These core troops will be supported by noble knights and strange magicians. 𝔰𝔩𝔲𝔡𝔤𝔢 is an invitation to collect and convert an army from a dark ahistorical setting, and a delightfully dark battle game with a brutal and distinct play style.

Components

To play 𝔰𝔩𝔲𝔡𝔤𝔢 you will need the following components:

MINIATURES
This game is an excuse to make historical fantasy armies and is designed to use 28mm miniatures.

DICE
We use dice to resolve events of chance. You'll need d10s and d6s.

MEASURING TOOL
Ranges are in inches.

PLAY AREA
Expect to use a 4'x4' area. 400+ point games probably need a 4'x6' battlefield.

TOKENS
Game effects need to be marked with tokens. Most notable are Stress, and Gore tokens. But I made extra tokens to represent command abilities, formations, and other stuff too. Also, I reserve the right to just make up tokens whenever. So stay nimble.

Pre-Measuring

Generally, I like battle games without pre-measuring. I'm old fashioned and have dumb grognard tendencies. Listen. I want to leave this up to you. Does your club pre-measure? Please feel free to pre-measure! Are you a bunch of nerds who see some value in guessing how many inches away something is? Then add that level of minutia to your gaming. Cannons have "guess" ranges, but even if you pre-measure you are still guessing against the random dice, so it works just fine either way.

Miniatures and Basing

𝔰𝔩𝔲𝔡𝔤𝔢 is a skirmish wargame rule set designed to capture the imagination of kit bashers and take advantage of the vast array of historical figures on the market. The setting is pretty flexible, too. So if players wish to push their games deeper into fantasy or pull back into a more historical setting, they are happily accommodated. For example, 𝔰𝔩𝔲𝔡𝔤𝔢 is a guns and knights setting which suits feudal Japan really well.

Players are welcome to base their miniatures any way they like. Miniatures may be attached to round or square bases according to taste. Measurements for movement and weapon ranges are always taken from base to base. So it makes sense to use similar bases as your opponent so there aren't too many weird advantages gained through technicalities.

MULTI-BASING
This game includes multi-based figures. For example, Line Infantry units are composed of multiple 40mm bases each with three miniatures glued to the base. Even though there are three miniatures on the base, each base is considered a single "figure."

If you have black powder era minis with four figures to a base, these will work perfectly.

Or if you are using miniatures based individually, you can work around this specification by clustering single-based miniatures into groups.

CORE RULES

Core Rules

The game is played over a series of rounds.
Each round is broken down into three phases:

1. **The Initiative Phase**

2. **Activation Phase**

3. **Nerve Phase**

Each new round begins with a new initiative phase.

Initiative Phase

"The thick, uneven earth trembled as the cavalry division wheeled from the left. The grizzled jager sergeant gave a sharp whistle and his men shouldered their rifles. Their hearts pounded in the hollow of their chests as sinister curved sabers flashed in the cold light of the arcanist's signal flares."

In the initiative phase each player rolls a d10. The player who rolls the highest has initiative, and may activate a unit first.

Unstoppable Momentum

If both players roll the same result, the stakes rise even higher. Players roll off again but the winner may activate two units before their enemy activates. After this burst of initiative, play returns to each player activating one unit at a time until all units have activated.

Respite

The player with initiative may pass initiative to the other player and remove one stress token from a unit. If a player has claimed unstoppable momentum, they may remove two stress tokens from their force and pass initiative to their opponent.

Activation Phase

Players take turns activating one unit at a time until all units have activated. When a unit activates all models within that unit are activated and take the same actions or orders together. The vast majority of the game is played during the activation phase, so we will also cover some basics here.

Orders

Orders are the actions a unit can make during its activation. Each activation, a unit may perform three short actions or one long action and one short action. Actions may be performed in any order.

Skill Tests

Throughout the game units will be called on to make skill tests. To make a test the controlling player rolls a d10 and adds any bonuses. If the sum meets or exceeds the test target number (TN) the test is passed.

Order Types

Order types govern the way an order is used and stat bonuses gained for a specific order. Orders that utilize a specific statistic gain that stat as a bonus to the die roll. For example, a ranged attack uses the cunning stat, so a unit with cunning 2 would add 2 to their skill test.

ORDER TYPE	STAT BONUS
CLOSE COMBAT	Brutality bonus.
RANGED COMBAT	Cunning bonus.
SORCERY	Arcane bonus.
PRAYER	Faith bonus.
SPECIAL	Determined by action. Special actions may gain bonuses from multiple stats.

Range

Action ranges limit what can be targeted. Ranges are measured in inches and are measured from base to base. Some actions are limited primarily by line of sight.

RANGE	
NUMBER (X")	Shows the maximum range of the action in inches.
LOS	Actions with LOS range are only limited by sight.
SELF	Actions with range self may only be used on the unit itself.
SELF OR ALLY WITHIN X	Actions with self or ally may target either the unit itself, or a friendly unit within the range.

Line of Sight

Unless stated otherwise, all actions that target other units, friend or foe, require Line of Sight, or LOS. Units can see in all directions. Line of sight is limited by blocking terrain and other figures.

To determine if a target is within line of sight, draw a line from any part of the figure's base to any part of the target's base. The line cannot pass through LOS blocking terrain or other units.

Target Number

Many orders have a target number or TN. To successfully execute an order or action, the player must roll a d10 to meet or exceed the TN value. The TN always remains the same, but there are both bonuses and penalties to the die roll.

DETERMINE MODIFIER

Add together all bonuses from stats and other sources. Then subtract all penalties, such as stress, from the bonus. This will produce the final modifier to the die roll.

ROLL

The controlling player rolls a d10 and adjusts the result by the modifier. If the result meets or exceeds the TN, the action is successful. Some actions have levels of success and critical effects. So players should keep track of how much they fail or succeed by.

Some actions have TN of zero, denoted by a "-" symbol, these actions may have their TN modified by stress. Without a stress modifier it is impossible to fail these actions.

Modifiers and bonuses always affect the die roll, not the actual TN. Die rolls of 1 always fail and rolls of 10 always succeed.

Rolling 1's and 10's

Tests always fail on an unmodified 1 and succeed on an unmodified 10. Some actions have critical effects.

Stress

Units are under constant strain to maintain order and perform their grim duty. The horrors and chaos of the battlefield will place stress tokens on units.

Units suffer -1 on ALL tests for each stress token they have.

Free Orders

Free orders are special actions that may only be performed once per round. Free actions may be performed without using a long or short order.

ORDERS

Short Orders

The following short orders are basic orders that all units have access to. However, units may also have access to special short orders listed in their unit entries. Unless otherwise noted, short orders may be performed multiple times per activation and in any order.

Move

Each figure in the unit moves up to its speed in inches. This movement does not need to be in a straight line. Each figure must end its move within 2" of another figure in its unit.

Units may not move within 2" of an enemy unit without performing a charge order. Figures may not move through other units.

Steady

The unit takes a moment to regain its composure. Units performing the steady order will likely be under stress and will suffer -1 on their test for each stress token.

Focus

The unit spends extra effort on an order. The focus short order combines with another order to increase the likelihood of success. When the unit performs a test, roll an additional d10 and discard the lower result.

STEADY | SHORT ORDER

TYPE	RANGE	TN	BURST	DAMAGE OR EFFECT
PRAYER (FAITH BONUS)	Self	3	-	Remove 1 stress from self or 4 gore from within 5"

Critical: On an unmodified 10 the unit may remove two stress from itself or 8 gore from within 5".

Long Orders

Long orders require a coordinated effort to perform. Accordingly, units may only perform one long order per activation. The most common long orders are combat actions, which are detailed in the following section.

Charge

"The lieutenant blew two sharp reports. That instant we were over the wall and driving headlong into the enemy position! The thrill and horror of that moment cannot be described." -Dmitry Ivanov, who fought at the battle of Hetarch in 246ce

To perform a charge order, the controlling player selects a target enemy unit. Each figure moves double its speed toward an enemy miniature in the target unit. The charge move does not need to be in a straight line, and players may use the movement to maximize the number of figures in combat as they wish. If at least one figure reaches base contact with an enemy the charge is successful and the unit may perform one of its close combat actions with a +1 bonus to the skill test. If none of the charging figures reach base contact after the charge movement, the whole unit moves 3" directly away from the enemy and ends its activation.

If the close combat action is successful, each figure within 2" of an enemy contributes it's burst value to the combat pool and combat is resolved as normal. If the close combat action fails, the charging unit moves 3" directly away from the enemy and ends its activation.

Combat

The unit performs one of its close combat actions against an enemy they are locked in combat with. Units are considered locked in close combat if they are within 2" of an enemy unit. If a unit in close combat fails a nerve test and suffers stress wounds they must immediately move 3" directly away from engaging enemies.

Units that activate while locked in close combat may fight using one of their close combat weapons as a long order. The unit may focus on the close combat order to increase the likelihood of success. When a close combat order is executed the unit must move up to its speed to get the maximum number of figures in base to base contact with the nearest enemy while maintaining 2" coherency within its own unit. If the close combat action fails, the attacking unit moves 3" directly away from the enemy and ends its activation.

Units may end up engaged in close combat with multiple enemies. In this event the controlling player may break up the combat pool into separate rolls targeting separate units. Any given figure's burst value must be applied to an enemy within 2" of them.

Ranged attacks may not target units locked in close combat. Units locked in close combat may not use ranged combat orders.

Fire

The unit performs one of its ranged combat actions against a target enemy unit. The firing unit makes the appropriate skill test. If the action test is successful, measure the range from each figure to any enemy figure in the target unit. Any figures with LOS and within range of an enemy contribute their burst value to the attack pool and combat is resolved as normal.

Hold Position

"It was that ridge to the left of those trees there. Those icy rocks were our home for nearly a week without any word from the fort. An icy chill was deep in our bones, but when the raiders came we were filled with fire. As commanded, we waited until we could see the whites of their eyes. It was a horrible reality to wait. But the moment came as promised and the fires of our muskets reaped a truly gruesome reward. I will never forget that first day of fighting." -Pvt. Breton of the 9th mountain brigade.

Place a hold position token on the unit. If a unit with a hold position token is charged, it may remove the hold position token to make either a ranged or close combat action against the charging unit.

If the defending unit performs a ranged combat order, the test suffers a -2 penalty. Move the charging unit then resolve the ranged combat action. If the charging unit suffers damage and fails its nerve test the charge fails and the charging unit moves 3" directly away. Otherwise, the charging unit continues to resolve its combat action.

If the defending unit performs a close combat order, the combat orders are resolved simultaneously and both units fight at full strength before removing casualties.

Unused hold position tokens are removed when the unit activates again.

Withdraw

Units may make a tactical withdrawal to leave close combat. Units performing a withdraw order move double their speed directly away from the engaging enemy unit and gain one stress.

Combat Actions

"At the peak, the roar of gunfire blotted out all thought. Dueling artillery thundered with terrifying rhythm. Though men fell all around us, the mechanical precision of our well ordered firing drill remained. I glanced to my right but I could barely see the length of my own firing line in the smoke. The thought passed in an instant, but my hands were ahead of my mind and already packing the grains of gunpowder into my musket. We were unstoppable."

-Marcus Leland of the 12th Imperial Guard

Both ranged and close combat orders use the same rules to resolve the combat.

Combat Tests

When an attack action is performed the unit makes a single skill test to see if the action is successful. The unit rolls one d10 against the TN for the weapon they are using. If the action is successful any miniatures within range of the target contribute their burst value to the combat pool. If there is only a partial hit, the combat pool is reduced.

1. **DETERMINE MODIFIER**
   Consider all bonuses from stats or other sources. Subtract all penalties from things like stress. Arrive at the final modifier.

2. **ROLL**
   The controlling player rolls a d10 to test against the TN. If the modified roll meets or exceeds the TN, the action is successful. Attack actions have levels of success and critical effects.

3. **PARTIAL HITS**
   If the skill test fails, the burst value of each figure is reduced by one for each number the test fails by. If the burst is reduced to zero, the attack totally misses the target and fails.

4. **CRITICAL HITS**
   If the roll is an unmodified 10, the attack is a critical hit and each figure gains +1 burst on that attack.

Burst and Combat Pool

Burst represents the potential damage for a successful attack. The modified burst value represents how destructive the actual attack was. Partial hits deal less damage, and critical hits deal additional damage.

Each figure within range contributes its modified burst value to the combat pool. The controlling player gathers a number of d6 equal to the total combat pool.

Damage Roll

The attacking player rolls all dice in the combat pool. The damage bonus is added to each die. Each damage die total that meets or exceeds the target's defense value wounds the target unit.

Damage rolls of 6 always wound and rolls of 1 always fail to wound.

Place Gore Tokens

The player who controls the wounded unit places one gore token in contact with the unit for each wound they suffer. The specific rules for placing gore are covered in more detail in the following section.

Wounds in excess of a unit's wound capacity still generate gore!

Endurance Save and Remove Casualties

The player who controls the wounded unit then makes endurance saving throws by rolling a d6 for each wound suffered. Wounds are ignored on a 6+ but the gore remains in play.

The player must then remove a figure from the unit to account for each unsaved wound suffered. Some figures, such as line infantry, may suffer multiple wounds before being removed. The controlling player assigns wounds to each figure and wounds must completely remove a figure before damaging the next. Figures that are wounded, but not destroyed, should be marked with their remaining health.

Destroyed Units

If a unit is completely destroyed, any friendly units that were within 5" of the destroyed unit gain a stress token. Determine which friendly units were within 5" after rolling endurance saves but before removing figures from the destroyed unit.

Nerve Test

The unit that suffered unsaved wounds must immediately make a nerve test. Units add their faith stat as a bonus on nerve tests. The TN for the test is equal to the total number of gore tokens within 5" of the unit.

> **The maximum TN for a nerve test is 10.**
>
> **If the test is successful, the unit may remove one stress from themselves or up to 4 gore from within 5". If the unit rolls an unmodified 10 they may remove two stress or up to 8 gore from within 5".**

If the test fails, the unit gains one stress token. After gaining one stress, the player must check the total stress on the unit. If the total stress on the unit is greater than the unit's wound characteristic, the unit immediately takes wounds equal to the total stress without generating gore or making an endurance save. Units that suffer wounds this way lose one stress token.

> **Units only suffer stress wounds on a failed nerve test. If a unit gains stress by seeing a friendly unit get destroyed, they do not immediately suffer stress wounds.**

Fleeing Combat

Units are considered locked in close combat if they are within 2" of an enemy unit. If a unit in close combat fails a nerve test and suffers stress wounds they must immediately move 3" directly away from the engaging enemy.

Sample Combat Activations

The following is a detailed sample of gameplay. It is a little dense, but it covers most of the core game mechanics. Take your time to work through it to get a good understanding of the game. Unit and weapon stats are found in the unit entries and weapon chart.

1. A unit of Imperial Line Infantry activates. It starts with a short move order to move into line formation behind the trench wall.

2. The unit then performs a "fire" long order to attack with a musket volley against the advancing enemy unit. Musket volley is TN 6. The unit has cunning 1 and is in line formation for a total bonus of +2 on the order. They roll a 5 on a d10 for a total of 7. The musket volley order is successful.

3. Each figure in the unit that is within range of the target contributes their burst to the combat pool. Musket volley is burst 2 and there are three line infantry figures within range, so the combat pool is 6d6.

4. The target unit of line infantry is defense 5 and they gain +1 defense because they are in column formation. The attacking player rolls the combat pool and adds the musket volley +2 damage bonus to each die individually. The enemy unit suffers a wound for each die that meets or exceeds their defense. 4+2=6, so any rolls of 4+ will wound. The attack deals 5 wounds.
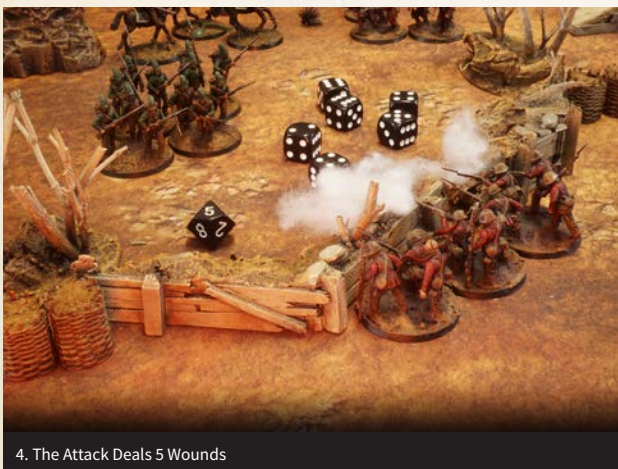
4. The Attack Deals 5 Wounds

5. The defending player places 5 gore tokens in contact with the wounded unit. They then roll 5 endurance saves. Endurance rolls of 6 ignore a wound. One endurance save is successful and the controlling player removes 4 casualties from the unit. Line infantry figures have 3 wounds each. 3 of the casualties remove a full base of line infantry, and 1 wound is marked on another base of infantry. A red die marks 2 remaining health.

5. The Defender suffers one Stress

6. The wounded unit must make a nerve test because they suffered wounds. The TN for the nerve test is 5 for the gore and +2 because the musket volley has the SHOCK 2 special rule. The wounded unit is faith 1 and has a banner for a +2 bonus on nerve tests. They roll a 3 and add their bonus for a total of 5. They do not meet TN 7 and suffer 1 stress.

7. The Imperial activation ends and the Royal Marines are quick to respond by activating the wounded unit of line infantry. The marines declare that they will use a focus short order and charge long order against the imperials.

8. The attackers move double their speed toward the target unit. Even though the trench wall prevents the figures from physically reaching base contact, the charge is still successful because there was enough movement to reach base contact and barriers cannot prevent a charge on this technicality.

9. The attackers are using TN 7 bayonets. They are brutality 1 and charged which grants a total of +2 on their roll. However, because they are charging across a barrier and have 1 stress, they also suffer -2. They will not gain a bonus on their die roll. Because the attackers focused on the order they will roll an additional d10 and discard the lower result. They roll 2d10 and score a 4 and 5. The 4 is discarded. The test result is a 5.

10. The roll of 5 missed the TN of 7 by 2, so the attack is -2 burst. Bayonets are normally burst 3, but with -2 burst, each figure will only contribute 1 burst to the combat pool. Three line infantry figures are within 2" close combat range. Each figure contributes their modified burst value to the combat pool for a total of 3d6.

11. The defending line infantry is defense 5 and bayonets are +2 damage. So die rolls of 3+ will cause wounds. The attacker rolls 5, 5, 6 and deals 3 wounds. The defender places 3 gore in contact with the wounded unit and rolls 3 endurance saves. The saves all fail and one full base of line infantry is removed.

11. One base of infantry is removed.

12. The imperial defenders must take a nerve test. They are within 5" of 8 gore so the TN is 8. The defenders roll a 6, and with their faith and banner bonus they meet the TN and pass the nerve test. The imperial player then removes 4 gore from within 5" of the unit that passed the nerve test.

12. The imperial infantry pass their nerve test and removes 4 gore within 5".

13. At the end of the round the game enters the nerve phase. There is 4 gore within 5" of both units in this example. The Royal Marines are closer to the 4 gore cluster and would be required to pass a TN4 nerve test. They are faith 1 and have a banner for a +2 bonus, but they also have 1 stress, so their total bonus is only +1. They will then roll a d10 and on a 3+ they can choose to remove the gore or leave it so that the imperials will also have to make a nerve test.

NERVE PHASE

Nerve Phase

In the nerve phase, fear and panic sweep across the battlefield reaping their dark rewards. During the nerve phase all units within 5" of gore must pass a nerve test. Players determine the single largest concentration of gore and randomize between equal concentrations. The unit closest to the concentrated gore takes the first nerve test followed by the next closest until all units required to test have done so.

As units successfully pass nerve tests they may remove gore as normal. Which could make it easier for other units to pass their nerve tests.

If the test is successful, the unit may remove one stress from themselves or up to 4 gore from within 5". If the unit rolls an unmodified 10 they may remove two stress or up to 8 gore from within 5". Rolls of 1 always fail.

If the test fails, the unit gains one stress token. After gaining one stress, the player must check the total stress on the unit. If the total stress on the unit is greater than the unit's wound characteristic, the unit immediately takes wounds equal to the total stress without generating gore or making an endurance save as soldiers flee the battlefield. Units that suffer wounds this way lose one stress token.

"Impetuous heavy infantry pressed deeper into the enemy battle line. Iron boots marched through the groaning remains of friend and foe, as brave men were churned into the soil by the thunderous doom, doom, doom of the cannon's relentless barrage. They had become an unstoppable river of destruction, and though it was the red banner of the Serpent Star that glowed in the fires of conquest, it was the old gods, Phobos and Deimos, that ruled that day."
-Virett Halfhand, recalling the siege of Indoth Plane

Gore Tokens

Gore is a significant presence on the battlefield. It is the physical representation of chaos on the battlefield and the grim horrors facing soldiers on the ground. Gore is added and removed throughout the game. Thematically it represents a level of overall battlefield disorder that everyone has to deal with. As the battle wears on, more and more chaos can build up to put extreme stress on the combatants. When characters remove gore from the field, it represents discipline and bravery rather than actually scooping guts up out of the sludge.

Gore tokens are designed as 1" or 25mm circles representing 1, 4, and 8 gore respectively.

If there are already gore tokens within 2" of the wounded unit, the tokens must be placed in contact with any other gore tokens within 2" of the unit. Once placed, gore tokens remain in that position until removed by another game effect.

When placing new gore tokens, always place the largest value token (1, 4, or 8). If gore is being added to tokens within 2", the existing tokens should be replaced with larger values if possible.

Gore tokens that are in contact with one another count as the total value of the connected gore tokens when determining the nerve test TN. Even if only some of the connected tokens are within 5".

When game effects remove gore from play, the player who performed the game effect may choose any gore from within range.

GORE EXAMPLE

A unit of line infantry takes 6 wounds. The controlling player places 6 gore in contact with the unit, but because there is already five gore within 2" of the unit the gore must be placed in contact with the other gore tokens. There is already a "4" and "1" token in contact with each other, so when the player adds 6 gore the "4" is replaced with an "8" and two more "1" tokens are placed in contact with the other tokens bringing the total gore in play to 11. The player rolls six endurance saves and fails enough that the whole unit is destroyed, so the remaining figures are removed from play.

Later, a unit must take a nerve test and measures to check if they are within 5" of the gore cluster. The "8" gore token is within 5", so the value of the whole cluster is added to the nerve test. The nerve test is TN 10 even though there is 11 gore within range because the nerve test TN is never greater than 10. The unit rolls an 8 and adds 1 for their faith and 1 for their banner. They pass the nerve test and may remove 4 gore from within 5". The "8" token is within range, so they replace it with a "4" token.
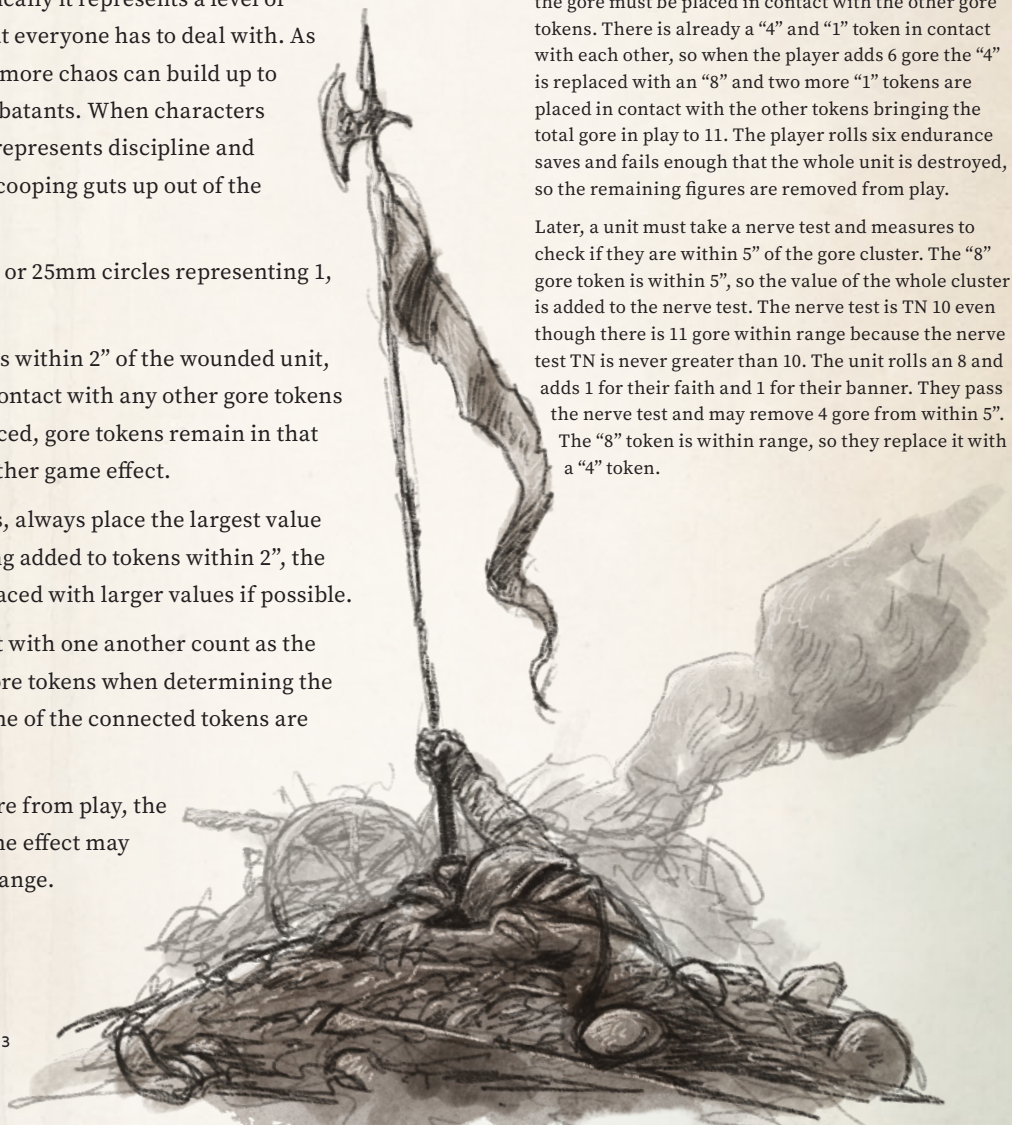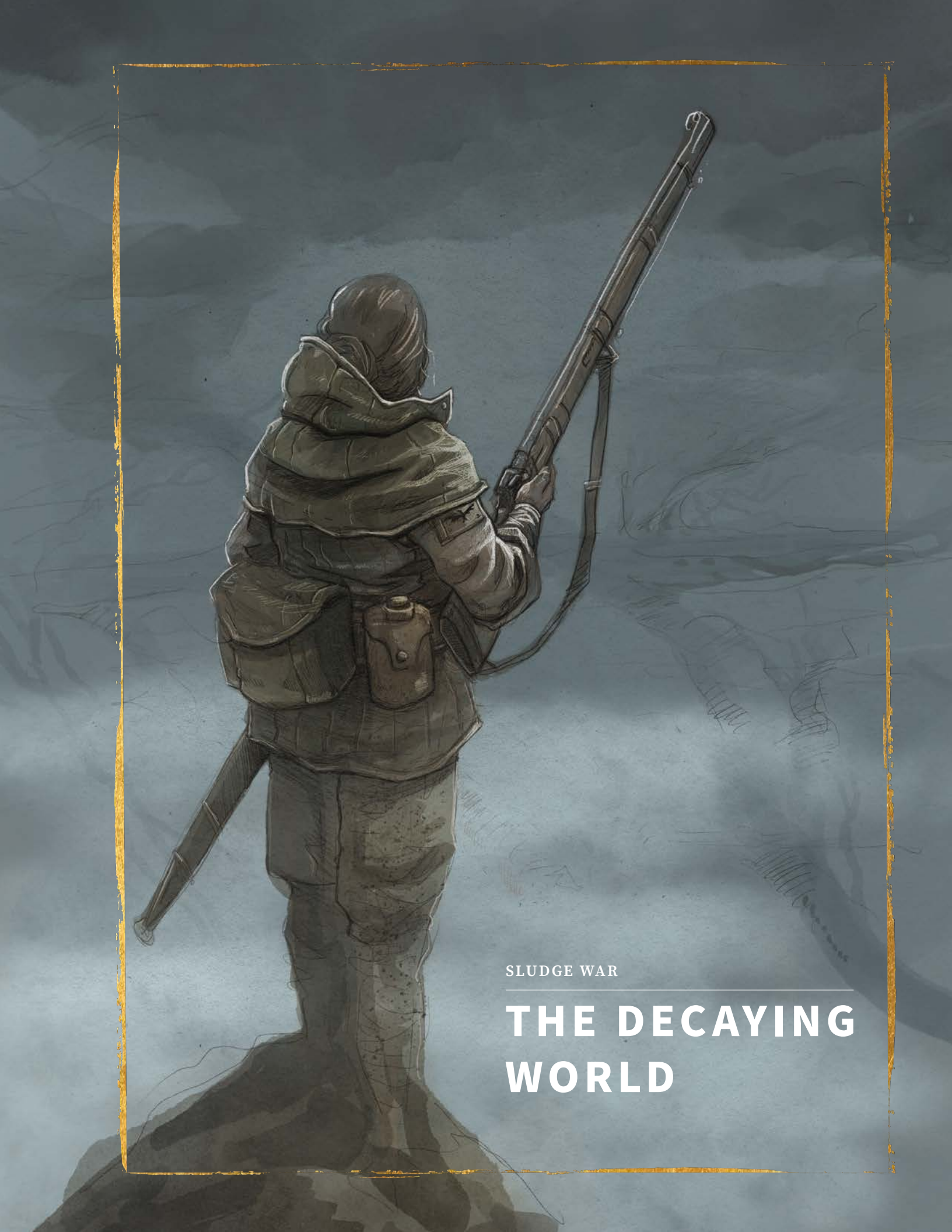
SLUDGE WAR

THE DECAYING WORLD

The Decaying World

"The decaying world is the defining feature of the age. Three hundred years ago, the lands began to break apart. Ancient laws forbade the practice of harvesting from the roots of the World Tree, but the arcane potential tempted those in power too deeply. Greedy kings and merchant lords pushed deeper into the earth. As the skies darkened and massive earth shattering storms became more frequent, the prophets raised an urgent alarm. At the time, the kings denied their actions had any hand in the matter. Despite countless bleak prophecies, those cruel rulers spurred the arcanist guilds to consume the heartwood of the world tree.

The final crisis was unlike anything that could have been predicted. The entire world broke apart. What remained could be likened to a clot of dried earth held together by strands of spindly roots. Billions were lost as the whole world crumbled apart. Vast mountain ranges became strings of glittering snow capped stars strewn across the sky. Verdant lowlands, jealousy held by powerful kingdoms were splintered into chains of otherworldly islands. The whole structure of the world now hung in the tangled branches, roots, and canopy of an unfathomably vast tree. The world was forever changed. It became an endless network of unimaginable islands suspended not in an ocean, but in the dizzying tangle of the world tree.

Fragments of fertile lands, known as planes, hold infinite value in the bid for survival. The complex network of rival clans, warring states, and competing lords will go to any length to capture and claim these dwindling strips of viable land. Major planes lie along massive branchways and are connected through various natural and man-made means. The wealthiest nations bind their holdings and lash their conquests together through marvels of engineering. In the hinterlands, secret passages along the rootpaths are held by rugged frontiersmen and battle hardened tribes. Traveling across the fragmented world is a treacherous undertaking, but the quest for supremacy demands it. For the purpose of major exploration and conquest, however, land bridges and hidden pathways are not enough and another method must be employed.
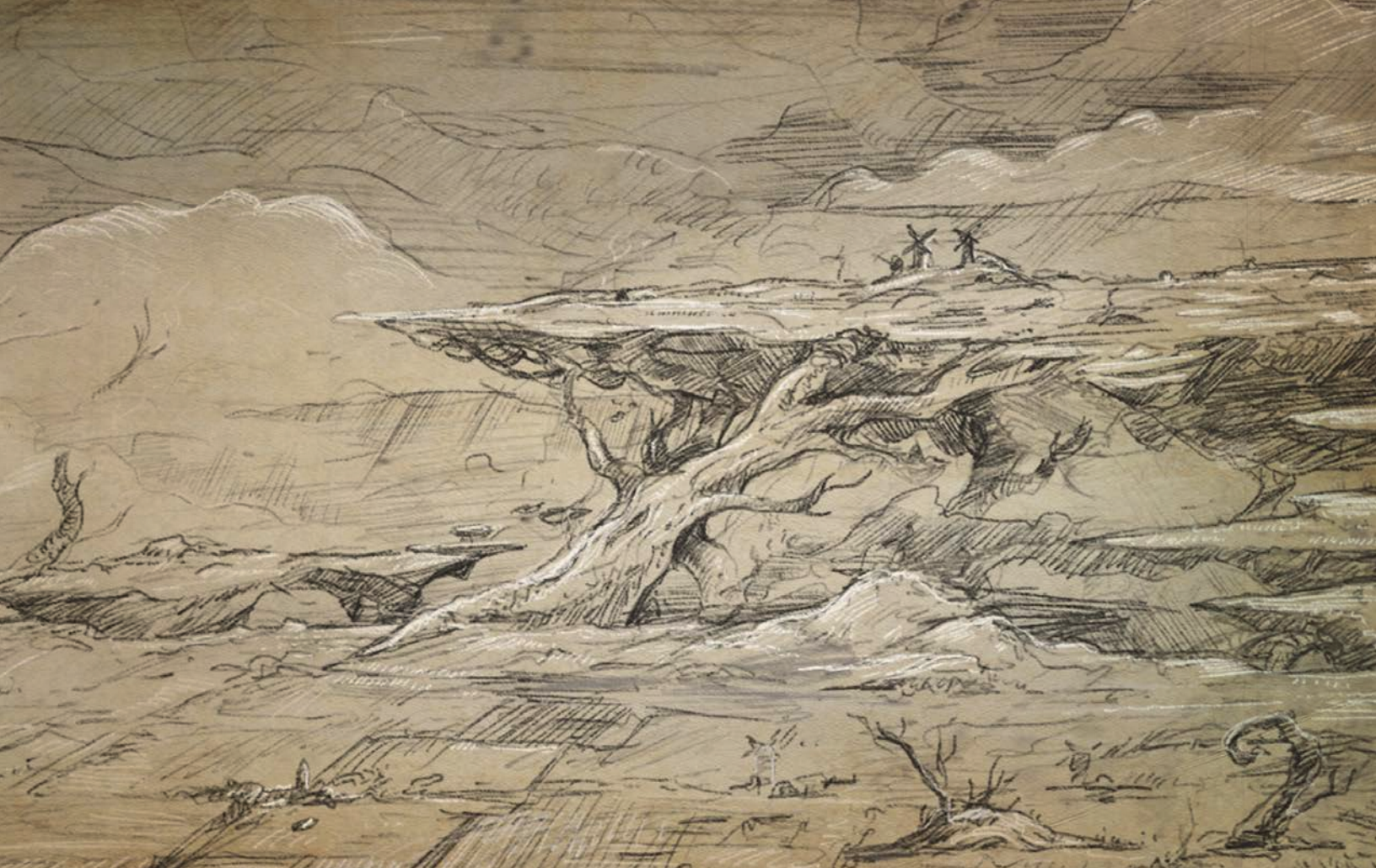
Navigators of the Arcanist guilds built wondrous flying Arcships in the lost age. These arcane vessels were crafted from sacred heartwood. The method that created these ships lead directly to the physical destruction of reality, and now these ghosts of the age of arcanism are the only method to travel great distances in the decaying world. Many of these ships have cores that were built many centuries ago and have been refitted countless times. These air-ships are the prized possession of whole kingdoms, and are both their practical and legitimate claim to rule. It is with these arcane and sacred ships that great kingdoms are able to persist in their bitter struggle for supremacy."

The dark battlefields of the 𝕤𝕝𝕦𝕕𝕘𝕖 world are shaped by complex trenchworks, massive fortresses, and cruelly decaying nature. Even the smallest stretch of fertile planes are the stage for bitter fighting in a decaying world. Games of 𝕤𝕝𝕦𝕕𝕘𝕖 will include the following terrain features.

Hills and Redoubts

Units with half or more of their figures placed on a hill may draw line of sight over one unit and gain +1 on ranged attack orders. Hills and redoubts block LOS to units completely behind them.

Redoubts have one or more steep embankments. These steep embankments offer protection against charging units. When a unit charges through a redoubt embankment, they suffer -1 penalty on close combat for that activation.

Exposed Great Roots

As the world decays the roots of the world tree are exposed. These great roots radiate arcane life energy. Units with half or more figures touching the exposed root may perform the Regrowth long order.

Depending on the shape of the great root, it may provide the same benefits as a barrier.

ARCANA ABILITY	TYPE	RANGE	TN	BURST	DAMAGE OR EFFECT
REGROWTH (LONG)	Sorcery	SELF	5	-	Recover three wounds, even returning units from the dead. Units cannot exceed original unit strength.

Barriers

TRENCHES, WALLS, HEDGES, AND FENCES

These low barriers offer some protection. Units with half or more of their figures touching a trench or wall gain +1 defense against ranged attacks originating from the opposite side of the barrier.

If any figures in a unit charges through a barrier, or into a unit behind a barrier, the unit suffers -1 on their close combat test. Barriers may make reaching base contact physically awkward; however, barriers cannot prevent a charge based on this technicality.

Sludge Mires and Swamps

Individual figures moving through sludge mires and swamps suffer -1 speed.

Forests and Thickets

Small clusters of dead and rotting trees are defined in a specific area and block LOS to units completely behind them. Units with half or more of their figures inside gain +1 defense against ranged attacks.

Cavalry suffers -1 speed if they move through forests.

BATTALIONS

Chimera 5th Royal Marines
500-point Battalion

Assembling a Battalion

"Two months on campaign left the expeditionary force in tatters. The brutal Keth Planes bred hard warriors, and the Duke, who had ordered the expedition, had been a fool to expect otherwise. The windswept rocks made impossible ground for their traditional cavalry force. But High Marshal Archeus was no stranger to hardship. He knew that once the Arcship had delivered him and his warriors to the battle plane, he would conquer the land or be lost to history.

The Keth Sultan's war machine was driven by a bloodthirsty offshoot of the arcanist guilds. The two months since the High Marshal's initial victories that claimed the southern fortresses of Gravestone and Hidden Watch, were packed with brutal new lessons. But the lesson that would be key to victory was an ancient one. Spies began to filter back into the fortress where the war council was assembled. Within a week, leaders from among the Keth tribesmen would arrive. It was a cunning plan to leverage the hate fostered by the cruel sultan. The age old ploy was to divide and conquer. Now, under the unmatched leadership of High Marshal Archeus, the seeds of a new war had been sown among the tribesmen. What began as a traditional Imperial War Party had taken the deadly form of cunning guerrilla fighters, not for pride but out of necessity. Because one thing was true. The feared Archeus name would not be lost to history."

The world of 𝔰𝔩𝔲𝔡𝔤𝔢 is a decaying apocalypse. The lands rot under permanently darkened skies. Minor kingdoms and rival warlords clash in bitter warfare over decrepit remains. You are a proud commander tasked with raising a battalion of warriors in a desperate bid for supremacy.

Players select units from the available unit entries up to an agreed upon point limit with their opponent. Game sizes range from small 150 point skirmishes between foraging warbands to massive clashes between 500+ point armies. 350 point games offer a good standard for exciting battles. Because players alternate activations of units, large games may benefit from marking available/activated units with small tokens.

STANDARD LIST BUILDING

- Battalions are always led by one commander. The commander unit is free.
- Players must include one unit of line infantry for each elite unit choice in their battalion.
- Unit sizes are limited by design, however larger games can accommodate larger units. Increase the unit maximum by two for games over 500 points.

Units

Units in **sludge** are described in unit entries. Units are composed of multiple figures that activate together. Unit entries have a minimum and maximum number of figures.

Unit Coherency

Miniatures within a single unit must remain within 2" of at least one other figure in the unit.

Unit Stats

Units have the following statistics:

NAME AND TYPE

Names denote the specific unit entry. There are five unit types. The types are heroes, regiments, skirmishers, cavalry, and artillery.

SPEED

The distance the unit travels for each move order.

BRUTALITY

Units rely on their brutality in close combat.

CUNNING

Units rely on their cunning to make ranged attacks and against certain tests.

FAITH

Units rely on faith to perform prayers and may use faith to overcome horrors.

ARCANA

Units rely on Arcana to both cast spells and resist magic.

DEFENSE

Defense is the combination of armor and other protective traits.

WOUNDS

Wounds represent each unit's capacity for physical damage.

NAME	TYPE						
SPEED	BRUTALITY	CUNNING	FAITH	ARCANA	DEFENSE	WOUNDS
4	2	2	2	0	6	4

Basilisk Empire
500-point Battalion

Equipment

Unit entries list which weapons the unit is equipped with. Most weapon statistics can be found in the main weapon list. Special weapons are listed separately.

Optional Upgrades

Some units may be upgraded to include additional equipment, skills, or traits for a few additional points.

Special Skills

Some units have special training. Special skills may be special orders or are simply bonus traits. Each unit can only benefit from each named special skill once. Effects do not stack.

Special skills have the following statistics:

NAME

Names denote the specific action.

ORDER

Notes whether it is a long or short order.

TYPE

There are five action types in sluðge. Close, Ranged, Prayer, Spell, and Special Ability.

RANGE

The range denotes the distance in inches.

TARGET NUMBER (TN)

The target number is the die roll required to successfully perform the action.

BURST

Burst is the number of dice each figure contributes to the combat pool if the attack is successful.

DAMAGE BONUS OR EFFECT

Damage bonuses are added to damage rolls. Any effects other than damage are also noted here.

SPECIAL SKILLS	TYPE	RANGE	TN	BURST	DAMAGE OR EFFECT
SKILL NAME (SHORT)	Special, Cunning	10"	5	-	Remove 4 gore from within range or Remove 1 stress from the target.
SKILL NAME (LONG)	Special, Cunning	5"	5	-	Target gains +1 on their next combat order test.

UNIT ENTRIES

Core Unit Entries

The nations of the decaying world are innumerable and extremely diverse. Across the western branchways alone there are dozens of major kingdoms. These core unit entries cover the main archetypes of units that are commonly fielded during the age of decay. It is an era in which infantry reigns supreme and knightly traditions are upheld.

Heroes

Heroes are key leaders and staff within a battalion. Most heroes are accompanied by bodyguards who are equipped with the finest arms and armor. Each bodyguard increases wounds +1 and Knightly Arms burst by 2. Bodyguards count as the same figure as the hero they are attached to and may be modeled on the same base or separately. They are not removed until the hero is destroyed.

Heroes may be modeled on a 20mm to 50mm base.

Commander

Powerful leaders are the essential key to a successful campaign. These legends are driven to their task by the sweeping demands of the age. They may be Imperial Generals, Exiled Princes, Tribal War Chiefs, or Mercenary Warlords. No matter their origin, the mere presence of these champions is the spark that will set the branchways ablaze.

Battalions always include one, and only one, Commander for free. If the commander is destroyed all units in his battalion gain 1 stress token.

COMMANDER | HERO

SPEED	BRUTALITY	CUNNING	FAITH	ARCANA	DEFENSE	WOUNDS
4	2	2	2	0	6	4

COMMAND ABILITIES	TYPE	RANGE	TN	BURST	DAMAGE OR EFFECT
INSPIRE (SHORT)	Special, Cunning	10"	5	-	Remove 4 gore from within range or Remove 1 stress from the target.
WARCRY (SHORT)	Special, Cunning	5"	5	-	Target gains +1 Burst on next combat order.
CLOSE ORDER (SHORT)	Special, Cunning	5"	5	-	Target gains +1 on their next combat order test.
GO AT THEM (SHORT)	Special, Cunning	5"	5	-	Target gains +2 Speed on their next charge order.
SUPERVISED DRILL (SHORT)	Special, Cunning	5"	5	-	Target gains a "Hold Position" token.
HEROIC SPEECH (LONG)	Special, Cunning	10"	5	-	Remove 3 stress tokens from within range.

EQUIPMENT

Knightly Arms

OPTIONAL UPGRADES

Bodyguards | 10 points each

May include up to two bodyguards for 10 points each. Each bodyguard increases wounds +1 and Knightly Arms burst by 2. Bodyguards count as the same figure as the commander and may be modeled on the same base or separately. They are not removed until the commander is destroyed.

Mount

Commander may be mounted for free. Increase to speed 6. Mounted commanders may only have one bodyguard.

Battle Standard | 10 points

Grants +1 on nerve tests to all friendly units within 10". The commander himself also benefits from the glorious battle standard.

SPECIAL SKILLS

Tough

Gain +1 on endurance saves.

Command Abilities

Inspire, Warcry, Close Order, Go at Them, Supervised Drill, and Heroic Speech

Arcanists

The Arcanist guilds are learned societies of practical magicians. Their enchantments and innovations are central to modern life. High ranking arcanists are advisors to kings, while lowly hedge arcana is practiced in villages across the scattered planes. Specialized soldier enchanters are often utilized in military formations. However, these Field Arcanists are not strictly part of the military unit they serve, but rather are loyal first and foremost to their guild. The services they render are of the utmost value, so their secretive ways are tolerated.

Each battalion may include up to three Arcanists at 10 points each. All arcanists in your battalion activate at the same time, but each arcanist performs its orders independently from the others. Arcanists do not need to remain within range of one another.

ARCANISTS | HERO

SPEED	BRUTALITY	CUNNING	FAITH	ARCANA	DEFENSE	WOUNDS
4	0	1	1	1	6	1

ARCANE ABILITIES	TYPE	RANGE	TN	BURST	DAMAGE OR EFFECT
ARCANE PROTECTION (SHORT)	Sorcery	Self / ally within 5"	5	-	Target unit gains +1 on endurance tests until the user's next activation.
ENCHANTED ARMS (SHORT)	Sorcery	Self / ally within 5"	5	-	Target unit gains +1 damage until the user's next activation.
THUNDERING REPORT (SHORT)	Sorcery	Self / ally within 5"	5	-	Target unit gains +4 SHOCK on combat actions until the user's next activation.

EQUIPMENT

Muskets and **Hand Weapons**

SPECIAL SKILLS

Tough

Gain +1 on endurance saves.

Triangulation

Arcanists gain +1 Arcana while there are three living Arcanists in your battalion.

Arcane Abilities

Arcane Protection, Enchanted Arms, and Thundering Report

Officer

Lieutenants are a key piece of the command structure. They are noble and trustworthy warriors that serve as a second in command. Their leadership keeps the fighting men on the field and performing their duties to the final call of fate.

Officers are a single figure at 20 points.

OFFICER | HERO

SPEED	BRUTALITY	CUNNING	FAITH	ARCANA	DEFENSE	WOUNDS
4	2	1	2	0	6	2

COMMAND ABILITIES	TYPE	RANGE	TN	BURST	DAMAGE OR EFFECT
INSPIRE (SHORT)	Special, Cunning	10"	5	-	Remove 4 gore from within range or Remove 1 stress from the target.
CLOSE ORDER (SHORT)	Special, Cunning	5"	5	-	Target gains +1 on their next combat order test.
HEROIC SPEECH (LONG)	Special, Cunning	10"	5	-	Remove 3 stress tokens from within range.

EQUIPMENT

Knightly Arms

OPTIONAL UPGRADES

Bodyguards | 10 points each

May include up to two bodyguards for 10 points each. Each bodyguard increases wounds +1 and Knightly Arms burst by 2. Bodyguards count as the same figure as the officer and may be modeled on the same base or separately. They are not removed until the officer is destroyed.

Mount

Officers may be mounted for free. Increase to speed 6. Mounted officers may only have one bodyguard.

SPECIAL SKILLS

Tough

Gain +1 on endurance saves.

Command Abilities

Inspire, Heroic Speech, and Close Order

Chaplain

Arcanism quickly replaced the ancient religions as men learned to harness and abuse otherworldly powers. The once powerful churches merged with Arcanist Guilds in a bid to maintain their hold on authority. In the cascading centuries, the faithful persisted in their devotion to serve the people to the best of their abilities. Most devotees of the godhead have renounced violence but find themselves embroiled in bloody conflict none-the-less. Since the heart of the world tree cracked open, the earnest pleas of these faithful intercessors manifest in force, and chaplains now find themselves pressed into military service.

Chaplains are a single figure at 20 points.

CHAPLAIN | HERO

SPEED	BRUTALITY	CUNNING	FAITH	ARCANA	DEFENSE	WOUNDS
4	0	1	2	0	6	2

PRAYER ABILITIES	TYPE	RANGE	TN	BURST	DAMAGE OR EFFECT
BLESSING (SHORT)	Prayer	LOS	5	-	Target may reroll one failed test until the user's next activation.
SACRED INCENSE (SHORT)	Prayer	5"	5	-	Combat action tests against the target unit suffer -1 until the user's next activation.
FAITHFUL INTERCESSOR (LONG)	Prayer	12"	5	-	Friendly units within range may reroll failed nerve tests until the user's next activation.

EQUIPMENT

The chaplain himself does not carry weapons.
Optional bodyguards are equipped with **Knightly Arms.**

OPTIONAL UPGRADES

Bodyguards | 10 points each

May include up to two bodyguards for 10 points each. Each bodyguard increases wounds +1 and Knightly Arms burst by 2. Bodyguards count as the same figure as the chaplain and may be modeled on the same base or separately. They are not removed until the chaplain is destroyed.

SPECIAL SKILLS

Tough

Gain +1 on endurance saves.

Prayer Abilities

Blessing, Sacred Incense, Faithful Intercessor

Sorcerer

Sorcerers are the darkest aspect of arcana. They are deeply mysterious folk who have tread into the forbidden realms and emerged eternally changed. They are marked by their time in the depths. Their methods and abilities are less respectable than the Arcanists, but their power is far greater. There are rumors that a sorcerer can specialize in disciplines rooted in other worlds, but the specifics are vague at best. What is known, is that a sorcerer on the battlefield is as powerful as any artillery piece could be.

Sorcerers are a single figure at 30 points.

SORCERER | HERO

SPEED	BRUTALITY	CUNNING	FAITH	ARCANA	DEFENSE	WOUNDS
4	1	1	0	2	6	2

ARCANE ABILITIES	TYPE	RANGE	TN	BURST	DAMAGE OR EFFECT
BLACK FOG (SHORT)	Sorcery	LOS	5	-	Target unit suffers -1 on ranged combat tests until the user's next activation.
VISIONS OF DEATH (SHORT)	Sorcery	LOS	5	-	Target unit must take a Nerve Test.
HORRORS OF WAR (LONG)	Sorcery	LOS	6	-	Place a single 8 gore token on the battlefield.

EQUIPMENT

Knightly Arms

OPTIONAL UPGRADES

Bodyguards | 10 points each

May include up to two bodyguards for 10 points each. Each bodyguard increases wounds +1 and Knightly Arms burst by 2. Bodyguards count as the same figure as the sorcerer and may be modeled on the same base or separately. They are not removed until the sorcerer is destroyed.

SPECIAL SKILLS

Tough

Gain +1 on endurance saves.

Arcane Abilities

Black Fog, Visions of Death, and Horrors of War.

Line Infantry Regiments

The infantry is the backbone of any force. Infantry regiments come in many forms. There are the famed mercenary bands of the Indoth Planes, the hardened professional Imperial Legions, the guerrilla fighters from the deserts of Keth, and the intrepid sky raiders of the Rebel Guilds. Though their forms, traditions, and fighting styles may vary, the supremacy of infantry is universal. It is said that final victory must always come at the point of a bayonet.

The prevailing tactics of the day are centered on formations. Tightly drilled battle lines bring the truly monstrous power of the musket to bare. The shocking force of lead shot defines the landscape. Though strictly drilled infantry armed with muskets are nearly universal, the diverse peoples of the great western branchway do not have equal access to gunpowder. In regions with limited gunpowder, traditional pole arms and bows are wielded to deadly effect.

Line infantry figures are represented by multiple miniatures on a single 40mm to 50mm base. Each base of line infantry counts as a single figure.

Formations

Line Infantry units gain bonuses for fighting in formation. Units of line infantry automatically claim the bonus from a formation if the unit has at least three figures in play and the figures are in base contact according to the formation type. After a move order and once per activation, line infantry figures may make a half inch move directly toward another figure in its unit in order to maintain formation.

Units in close combat do not benefit from formations. Terrain features that make base contact impossible also make maintaining formations impossible.

FORMING LINE

Units in line formation gain +1 to ranged attack tests. To claim the line formation all figures must be in base contact and form a line. Draw an imaginary line from any part of the base of the figure on one end of the line to any part of the base of the figure on the opposite end of the line. That line must cross over all bases in the unit.

FORMING COLUMN

Units in column formation gain +1 defense but suffer -1 burst. To claim a column formation, all figures in the unit must be in base contact with at least two other figures in the unit. Units that are charged while in column formation gain the +1 defense bonus during that initial round of combat, but no longer benefit from column formation while locked in close combat.

Line Infantry

Line infantry regiments consist of between three and six 40mm bases of soldiers at 10 points each.

LINE INFANTRY	REGIMENT					
SPEED	BRUTALITY	CUNNING	FAITH	ARCANA	DEFENSE	WOUNDS
3	1	1	1	0	5	3

EQUIPMENT

Line infantry choose from the following weapon options. The whole unit must be equipped with the same weapons:

- **Musket volley** and **bayonets**
- **Crossbow volley** and **bayonets**
- **Pole weapons**

OPTIONAL UPGRADES

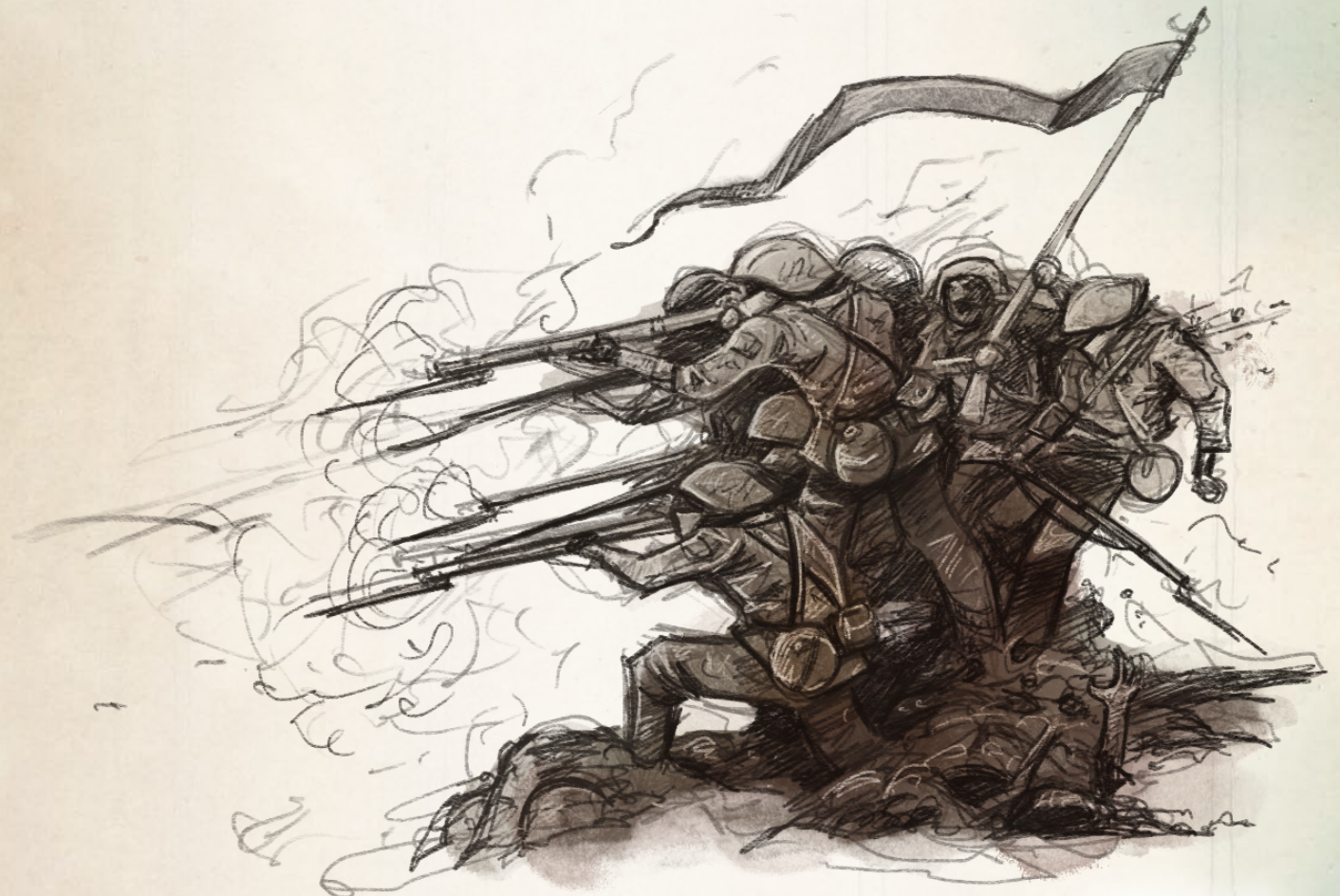The regimental standard and musician upgrades may both be equipped to the same figure.

Regimental Standard | 5 points

Gain +1 on nerve tests.

Musician| 5 points.

Gain the Regimental Song free order.

REGIMENTAL SONG	TYPE	RANGE	TN	BURST	DAMAGE OR EFFECT
REGIMENTAL SONG (FREE)	Special, Faith	-	5	-	Remove 4 gore from within 5"

Skirmishers

Skirmishing units take to the field with the brutal task of breaking the titanic power of the concentrated line infantry. They form small agile attack groups to harass well ordered enemy battle lines, provoke premature volleys, and capture strategic locations.

Skirmishers may draw LOS and move through figures in their own unit. Skirmishers may be modeled on a 20mm to 30mm base.

Jagers

Jager units are both scouts and skirmishers. They are among the most diverse soldiery across the planes. Jager units are often formed as detachments from larger infantry regiments to fulfill their vital battlefield role. Other, more specialized, scout units are commonly recruited from rugged tribal warriors and frontiersmen to take advantage of their natural expertise.

Jagers units consist of between three and six figures at 5 points each.

JAGERS | SKIRMISHER						
SPEED	BRUTALITY	CUNNING	FAITH	ARCANA	DEFENSE	WOUNDS
4	1	1	1	0	5	1

GO TO GROUND	TYPE	RANGE	TN	BURST	DAMAGE OR EFFECT	
GO TO GROUND (SHORT)	Special, Cunning	-	-	-	Gain +1 Defense against ranged attacks, do not block LOS	

EQUIPMENT

Jager units choose either **Muskets** and **Hand Weapons** or **Crossbows** and **Hand Weapons**. The whole unit must be equipped with the same weapons.

SPECIAL SKILLS

Go to Ground

Jagers may perform the special Go to Ground short order. If successful the unit gains +1 defense against ranged attacks until their next activation and the unit no longer blocks line of sight.

Foot Knights

Foot Knights are the height of martial tradition. They are noble warriors, bred and trained to the highest degree. Foot Knights are furnished with the finest arms and armor of the age. They don enchanted ceramic armor that can easily deflect musket shot and wield masterfully crafted knightly weapons that can easily cleave a man in half. They are peerless fighters bound by noble oaths.

Foot Knights consist of between three and six figures at 10 points each. Foot knights are an elite unit choice.

FOOT KNIGHT	ELITE						
SPEED	BRUTALITY	CUNNING	FAITH	ARCANA	DEFENSE	WOUNDS
3	2	1	2	0	7	1

EQUIPMENT

Knightly Arms

OPTIONAL UPGRADES

Muskets | 5 points

The whole unit gains muskets for 5pts.

SPECIAL SKILLS

Tough

Gain +1 on endurance saves.

Noble

Failed nerve tests that would cause wounds only remove one figure.

Shock Troopers

Certain tasks require a particular type of soldier that is both brave and brutal. They must be ready to storm enemy trenches and crush all opposition with their bare hands. Shock Trooper units are men of exceptional violence. At best they are equipped with specialized equipment for overcoming enemy positions. At worst they are suicidal brutes sent against impossible odds.

Shock Troopers consist of between three and six figures at 5 points each. Shock Troopers are an elite unit choice.

SHOCK TROOPERS | ELITE

SPEED	BRUTALITY	CUNNING	FAITH	ARCANA	DEFENSE	WOUNDS
4	2	1	1	0	6	1

EQUIPMENT

Muskets and **Hand Weapons**

OPTIONAL UPGRADES

Grenades | 5 Points

The whole unit gains grenades for 5pts. Attacks made by units with grenades gain SHOCK 2 and each wound they cause places 2 gore instead of 1.

SPECIAL SKILLS

Battle Hardened

Shock Troopers may use brutality instead of faith on nerve tests.

Assault Trooper

Close combat orders gain +1 burst and SHOCK 2 when this unit charges.

Cavalry

In an age of infantry supremacy, highly mobile cavalry units still fulfill a key tactical role.

Cavalry units may be modeled on traditional rectangular or 40mm bases. Cavalry units benefit from the **breakaway** and **rundown** special rules:

BREAKAWAY

When cavalry units charge an enemy and successfully deal wounds to them, they may make a free move action after the combat is resolved. Breakaway moves may not be performed against line infantry.

RUNDOWN

If a unit in close combat with a cavalry unit fails the nerve test and suffers wounds due to stress, those wounds are doubled.

Light Cavalry

Light cavalry is a vital lifeline while on campaign. These fleet footed units run constant interference, scout ahead of the main column, raid enemy positions, and forage for vital supplies. They are at the forefront of every maneuver and maintain communication lines across the battlefront. At the crisis point of a battle, a keen commander can turn the tide with even a small force of mounted warriors.

Light Cavalry units consist of between three and six figures at 5 points each.

LIGHT CAVALRY	CAVALRY						
SPEED	BRUTALITY	CUNNING	FAITH	ARCANA	DEFENSE	WOUNDS
5	1	1	1	0	5	1

EQUIPMENT

Cavalry Sabres

OPTIONAL UPGRADES

Light cavalry may be upgraded to the following variants:

Dragoons | 5 points

The whole unit may be upgraded to dragoons to gain muskets for 5 points.

Lancers | 5 points

The whole unit may be upgraded to lancers to gain +1 damage on the charge for 5 points.

Heavy Cavalry

Heavy cavalry are battle hardened shock units. Their equipment is generally very similar to their light cavalry counterparts with two major exceptions. Heavy cavalry is composed of the strongest men and horses available, and the warriors are generally equipped with a steel cuirasse. Combat doctrine is their greatest defining factor. Heavy cavalry units are applied as a finishing force to sweep the enemy from the field. They ride in tight formation to deliver both psychologically and physically crushing assaults.

Heavy Cavalry units consist of between three and six figures at 10 points each. Heavy cavalry figures should be assembled with two miniatures per base to represent their dense fighting formations and additional wound characteristics.

HEAVY CAVALRY | CAVALRY

SPEED	BRUTALITY	CUNNING	FAITH	ARCANA	DEFENSE	WOUNDS
5	1	1	1	0	6	2

EQUIPMENT

Cavalry Sabres

OPTIONAL UPGRADES

Heavy cavalry may be upgraded to the following variants:

Carabiniers | 5 points

The whole unit may be upgraded to Carabiniers to gain muskets for 5 points.

Heavy Pistols | 5 points

The whole unit may be upgraded with heavy pistols to gain +1 damage on the charge for 5 points.

Heavy Knights (Elite)

The finest arms and armor are reserved for the noble classes. These elite units of heavy knights are a deadly storm of steel. Mounted on the finest heavy steeds, they scatter their enemies like chaff.

Heavy Knights consist of between two and four figures at 10 points each. Heavy Knights are an elite unit choice.

HEAVY KNIGHTS	ELITE CAVALRY					
SPEED	BRUTALITY	CUNNING	FAITH	ARCANA	DEFENSE	WOUNDS
5	2	1	2	0	7	1

EQUIPMENT

Knightly Arms

OPTIONAL UPGRADES

Heavy cavalry may be upgraded to the following variants:

Heavy Lance | 5 points

The whole unit gains +1 damage on the charge for 5 points.

SPECIAL SKILLS

Tough

Gain +1 on endurance saves.

Noble

Failed nerve tests that would cause wounds only remove one figure.

"The Black Falcon Heavy Lancers were one such mercenary unit. Unlike the knightly orders formed from among the noble classes, these mercenaries carried several heavy pistols rather than lances as their name would suggest. They also wore relatively inexpensive blackened mail armor. When the Black Falcons charged, they would fire their pistols at point blank range to break even the most heavily armored targets before breaking off for the next wave of attackers. In the latter second century, common era, many mercenary units without access to enchanted arms and armor adopted these non-traditional tactics."

-A Brief History of Westland Cavalry Tactics by Sir. Alwin Castellan, 324 ce.

Artillery

The rough hewn lands of the decaying world limit the mobility of major artillery batteries. Large scale deployment is generally reserved for laying siege to the countless fortresses that are traded along the bloody frontiers. However, cunning commanders usually have a selection of horse artillery at their disposal while on campaign. It is known that a carefully deployed field gun can easily disrupt, or even shatter, enemy battle lines before an engagement has even begun.

Firing a field gun requires a special process.

Firing a Field Gun

1. When making an attack with an artillery piece, choose a specific figure as the target. Units in close combat may not be selected as a target; however, it is still possible to hit figures locked in close combat.

2. Guess a range and roll a d10. Add the d10 result in inches to the guess. This is where the shot lands.

3. This roll replaces a normal ranged combat TN test. If the result is a 1 the Artillery piece takes 4 wounds and the shot fails! If the result is a 10, the artillery piece suffers 2 wounds and the attack gains +1 burst.

4. Roll another d10, the shot bounces in a straight line that many inches from where it landed. Measure from the front center of the artillery pieces base (or barrel of the gun if the figure is not on a base) in the exact direction of the center of the target figure's base. Any figures whose bases are crossed by the line from where the shot landed to where it bounced are hit by the attack.

5. Roll damage for each hit figure individually. Damage is done to individual figures, not the unit. For example, if a skirmisher takes three wounds it would generate three gore, but only that single figure would be removed as a casualty. If multiple bases of line infantry suffer wounds, the controlling player must consolidate the wounds to remove full bases of figures where possible but never removing more bases of figures than were directly hit by the artillery shot.

The artillery shot bounce distance will stop when it hits specific terrain pieces. Stone walls, buildings, the defensive slope of a redoubt, trench walls, or other terrain features that look like they would specifically stop a cannon ball. Discuss any strange features with your opponent.
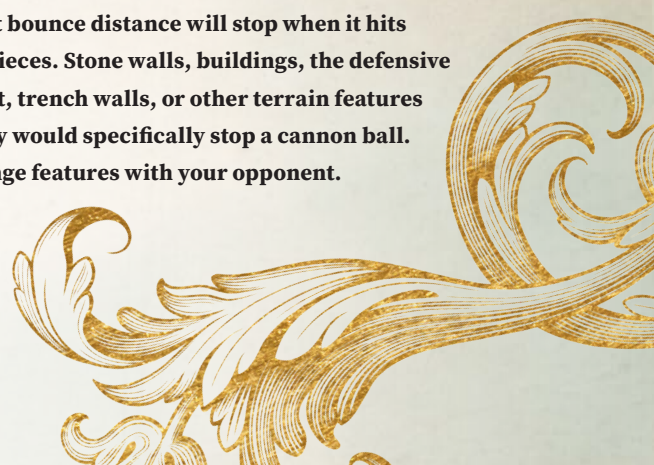
Field Gun

FIELD GUN	ARTILLERY					
SPEED	BRUTALITY	CUNNING	FAITH	ARCANA	DEFENSE	WOUNDS
2	0	1	1	0	7	4

EQUIPMENT

Field Gun and **Hand Weapons.**

OPTIONAL UPGRADES

Veteran Crew | 5 points

Gain +1 wound and +1 burst on Hand Weapons and the special focus order for 5 points.

SPECIAL SKILLS

Veteran Focus (Requires Veteran Crew)

Veteran Crew may use the focus short order to modify the bounce roll. A focus shot uses two d10 for the bounce roll and discards the lower die.

Weapons

Fighting with weapons is always a long order. When a unit charges they may use a close type weapon, if a unit is already in combat they may use a close type weapon as a long order.

WEAPONS TABLE					
NAME	TYPE	RANGE	TN	BURST	DAMAGE AND EFFECT
KNIGHTLY ARMS	Close	-	6	2	+3, SHOCK 2 on Charge
CAVALRY SABERS	Close	-	6	2	+2, SHOCK 2 on Charge
POLE WEAPONS	Close	-	6	3	+3
BAYONETS	Close	-	7	3	+2
HAND WEAPONS	Close	-	6	1	+2
MUSKET VOLLEY	Ranged	12	6	2	+2, SHOCK 2
MUSKETS	Ranged	12	6	1	+2
CROSSBOW VOLLEY	Ranged	14	7	3	+1
CROSSBOWS	Ranged	14	7	2	+1
FIELD GUN	Ranged	Guess +d10	-	3	+5, Bounce d10, SHOCK 4

SHOCK

Weapons with the SHOCK special rule are terrible to behold. Units that suffer wounds from a weapon with the SHOCK special rule increase the TN of their nerve test by the SHOCK value. Some weapons only cause shock during the activation in which the unit charged.

For example, a unit of line infantry suffers 3 wounds from a field gun with SHOCK 4. They must take a nerve test. This is the first combat of the game, so there is only 3 gore from the 3 wounds suffered. The total nerve TN is 3 for the gore plus 4 for the field gun's shock value. The line infantry must pass a TN 7 nerve test or gain a stress token.

BATTLE SCENARIOS

Battle Scenarios

Scenarios are designed to be played on a 4'x4' table. Games at 400+ points will benefit from a full 4'x6' table but spacing for objectives may need to be shifted.

Scenarios are designed in two parts, first players roll for deployment style and deploy their forces. Then players roll for objectives and set up the specific scenario.

Wound Based Objectives

Certain objectives are held by having more wounds within a certain distance than your opponent. In this case wounds are equal to the unmodified wound stat on the unit entry and each figure under your control contributes their wound stat to holding the objective.

For example, one base of line infantry is within range of an objective. Even though the figure has suffered two wounds, it counts as its full wound characteristic value of three.

Placing Terrain

Terrain should be placed on the table in a mutually agreeable manner. 4-6 terrain pieces is generally suitable.

The landscape is a major factor in a battle, and there is a lot of theory and game design you could put into placing terrain and how big each element should be. But I'm going to leave this to your discretion. The game is designed for a square table where players can deploy on any of the four edges and players won't know what the objectives are until after they deploy. So creating a relatively balanced board is good.

Scenario Deployment

Before each game roll to determine the deployment style.

1-2: Skirmish Line

3-6: Ragged Line

7-10: Battle Line

Skirmish Line

Each player divides their force into two equal parts. One half must contain all Jager and Light Cavalry units from their battalion, this is the skirmish line. The other half is your reserves.

Roll for initiative. The player with initiative sets up their skirmish line within 8" of a chosen board edge. The second player deploys their skirmish line within 8" of the opposite board edge. Roll for initiative again for the first turn.

Each time one of your units suffers wounds you may set aside one unit from your reserves. At the end of each round you may deploy the set aside reserves. Reserves may be deployed anywhere within 8" of your original deployment board edge.

Ragged Line

Roll for initiative. The player with initiative sets up their full force within 20" of a chosen board corner. The second player deploys their force within 20" of the opposite corner.

Roll for initiative again for the first turn.

Battle Line

Roll for initiative. The player with initiative sets up their full force within 8" of their chosen board edge. The second player deploys their force within 8" of the opposite board edge.

After the second player has deployed, the player with initiative may redeploy half the units in their force.

Roll for initiative again for the first turn.

Scenario Objectives

Roll to determine the objective of the game:

1-2: Sacred Ground

3-4: Let Rest the Dead

5-6: Showdown

7-8: Dwindling Supplies

9-10: Fortified Positions

Sacred Ground | 1-2

Special Rules

SACRED SITE

Set up a sacred marker in the center of the board. The most common sacred sites are rings of exposed great roots that have toppled ancient temples.

Victory Conditions

The game ends after the fifth round. Players gain victory points for the following:

2 points for each wound within 8" of the sacred marker.

1 point for each surviving unit in their battalion.

5 points if their commander is still alive.

5 points if they destroyed the enemy commander.

Let Rest the Dead | 3-4

Special Rules

MASS GRAVES

Place one objective in the center of the play area. Then place four more objectives 10" away from the center objective and directly toward each board edge. The five objectives should form a cross in the center of the board.

At setup, place four gore on each objective. At the end of each nerve phase place four more gore on each objective.

Players earn one victory point for each gore they remove from the mass grave objectives. Gore on mass graves may not be removed during the nerve phase, but the gore does contribute to the nerve tests.

Optional Rule

NIGHTFALL

At the start of the third round each unit that would gain stress gains two stress instead.

Victory Conditions

The game ends after the fifth round. Players gain victory points for the following.

> **1 point** for each gore removed from the mass grave objectives.
> **1 point** for each surviving unit in their battalion.
> **5 points** if their commander is still alive.
> **5 points** if they destroyed the enemy commander.

Showdown | 5-6

Special Rules

STRATEGIC POINT

Randomly designate three terrain pieces as Strategic Points. At the end of the game, a player holds a strategic point if they have more wounds within 5" of the center of the terrain piece than their opponent.

Optional Rule

NIGHTFALL

At the start of the third round each unit that would gain stress gains two stress instead.

Victory Conditions

The game ends after the fifth round. Players gain victory points for the following.

> **1 point** for each surviving unit in their battalion.
> **5 points** if their commander is still alive.
> **5 points** if they destroyed the enemy commander.
> **5 points** if they hold a strategic point at the end of the game.

Dwindling Supplies | 7-8

Special Rules

SUPPLIES

Place one objective in the very center of the board and one on either side 12" from the center perpendicular to player deployment. At the end of each Nerve Phase the players gain supplies by plundering objectives. To plunder an objective a player needs more wounds within 5" of an objective than their opponent.

Each objective has 3 supplies. Each time an objective is plundered its supply level is reduced by 1. Once all supplies have been plundered the objective is removed from play.

Victory Conditions

The game ends after the fifth round. Players gain victory points for the following.

1 point for each surviving unit in their battalion.
5 points if their commander is still alive.
5 points if they destroyed the enemy commander.
5 points for each supply plundered during the game.

Fortified Positions | 9-10

Special Rules

STRATEGIC POINTS

Place one terrain piece in the center of the board. The center terrain piece is a strategic point. At the end of the game, a player holds a strategic point if they have more wounds within 5" of the center of the terrain piece than their opponent.

FORTIFICATIONS

Place two fortifications on the board to either side of the center point. They must be placed 12" from the center and perpendicular to player deployment. The player with initiative places one unit within one fortification and the second player places one unit in the other fortification.

Fortifications are strategic strong points. They are at least 6" wide and surrounded by barriers. At the end of the game, a player holds the fortification if they have more wounds within the fortification than their opponent.

Victory Conditions

The game ends after the fifth round. Players gain victory points for the following.

1 point for each surviving unit in their battalion.
5 points if their commander is still alive.
5 points if they destroyed the enemy commander.
5 points if they hold the strategic point.
10 points for each fortification they hold.

SLUDGE

Initiative Phase

Roll off, winner activates first.

Momentum: Whoever wins initiative after a tie may activate two units before the enemy activates.

Respite: give initiative to other player, remove 1 stress.

Activation Phase

SHORT ORDERS

Move: Move Speed.

Steady: TN3 Remove 1 stress or 4 gore.

Focus: Roll 2d10 discard lowest

LONG ORDERS

Charge: Move 2x speed toward target and use close combat action. Gain +1 on close combat test. If attack fails, fall back 3".

Combat: Use close combat action. If attack fails, fall back 3".

Fire: Use ranged combat action.

Hold Position: Gain hold position token for use when charged.

Withdraw: Disengage close combat gain 1 stress.

COMBAT ORDERS

- **Determine Modifier**
- **Roll:** Rolls a d10 against TN.
- **Partial Hits:** Burst -1 for each number TN missed by.
- **Critical Hits:** Natural 10, +1 burst.

DAMAGE

- **Burst combat pool.**
- **Roll d6s:** Add damage bonus against defense.
- **Gore:** Place Gore.
- **Endurance and Wounds:** Roll d6 for each wound and ignore wound on 6+. Remove/mark wounds.
- **Destroyed:** friendly units within 5" gain 1 stress.
- **Wounded unit takes nerve test.**

NERVE TESTS

- **TN equal to Gore within 5".** Max TN 10.
- **Test:** d10 + Faith etc.
- **Pass:** Remove 1 stress or 4 gore. Crit: 2 stress or 8 gore.
- **Fail:** Gain 1 stress.
- **Stress Wounds:** If total stress is greater than wound stat, take that many wounds and lose 1 stress. If in close combat, flee 3".

Nerve Phase

All units within 5" of gore must test. Nerve tests start with the unit closest to the largest concentration of gore and moving outward until all units have tested.

GORE

When a unit suffers wounds the controlling player places one gore token in contact with the unit for each wound they suffer. Tokens may not be stacked. If there are already gore tokens within 2" of the wounded unit, the tokens must be placed in contact with any other gore tokens within 2" of the unit. Once placed, gore tokens remain in that position until removed by another game effect.

More Rules

TERRAIN

Hills: LOS over one unit and gain +1 ranged attacks. Units charging through steep embankments -1 combat. Block LOS through.

Great Roots: Long Order, Arcane TN 7. Success: Heal 3 wounds.

Barriers: +1 defense against ranged. Units charging across suffer -1 combat.

Sludge: -1 speed.

Thicket: +1 defense inside. Block LOS through.

FORMATIONS

Line: Invisible line from one end to other crosses all bases and base contact. +1 ranged orders.

Column: All in contact with two others. +1 defense and -1 burst.

ARTILLERY

- **Target Figure.**
- **Guess +1d10** (1 suffer 4 wounds, 10 +1 Burst but suffer 2 wounds.)
- **Bounce d10**
- **Hit all figures bounce line crosses.**
- **Roll Damage on each figure separately.**

UNIT STATISTICS

NAME	SPEED	BRUTALITY	CUNNING	FAITH	ARCANA	DEFENSE	WOUNDS
COMMANDER	4	2	2	2	0	6	4
ARCANISTS	4	0	1	1	1(2)	6	1
OFFICER	4	2	1	2	0	6	2
CHAPLAIN	4	0	1	2	0	6	2
SORCERER	4	1	1	0	2	6	2
LINE INFANTRY	3	1	1	1	0	5	3
JAGERS	4	1	1	1	0	5	1
FOOT KNIGHTS	3	2	1	2	0	7	1
SHOCK TROOPERS	4	2	1	1	0	6	1
LIGHT CAVALRY	5	1	1	1	0	5	1
HEAVY CAVALRY	5	1	1	1	0	6	2
HEAVY KNIGHTS	5	2	1	2	0	7	1
FIELD GUN	2	0	1	1	0	7	4

WEAPONS

NAME	TYPE	RANGE	TN	BURST	DAMAGE OR EFFECT
KNIGHTLY ARMS	Close	-	6	2	+3, SHOCK 2 on Charge
CAVALRY SABRES	Close	-	6	2	+2, SHOCK 2 on Charge
POLE WEAPONS	Close	-	6	3	+3
BAYONETS	Close	-	7	3	+2
HAND WEAPONS	Close	-	6	1	+2
MUSKET VOLLEY	Ranged	12	6	2	+2, SHOCK 2
MUSKETS	Ranged	12	6	1	+2
CROSSBOW VOLLEY	Ranged	14	7	3	+1
CROSSBOWS	Ranged	14	7	2	+1
FIELD GUN	Ranged	Guess+d10	-	3	+5, Bounce d10, SHOCK 4

READY TO CONVERT?

Make your army official and customize your battalion with heads sculpted for Sludge by Sean Sutter and produced in high-detail resin by Black Site Studios.

Imperialist Set

    1x Command Heads Sprue
    1x Knights Heads Sprue
    2x Assault Helmet Sprues
    5x Bascinets Sprues

Royalist Set

    1x Command Heads Sprue
    1x Knights Heads Sprue
    2x Scout Caps Sprues
    5x High Caps Sprues

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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When I was in my early teens, I was invited to participate in a game of *Call of Cthulhu*. Although I had played role-playing games before, I had never heard of this particular one. Well, one session later, I was completely hooked. Not on the game, specifically, but on the strange, horrific fantasy that it was based on. Desperate to know more, I discovered a series of paperbacks collecting the stories of H. P. Lovecraft and devoured them all. They weren't easy reads, filled with unusual words, sometimes archaic prose, and concepts I had never encountered. But the sheer force of creativity released in those stories struck me like a tidal wave. Not only did those stories fill me with wonder, but they made me want to create my own stories.

That, perhaps more than anything else, is why the works of H. P. Lovecraft have endured. True, much of his prose lacks literary merit, and yes, there is a strain of racism that runs through some of his works, but there is also a power of creativity in them that seeps from the page into the reader. It has infected numerous authors, artists, and game designers over the last century to the point where it is almost impossible to be a part of modern fantasy or horror fandom without being aware of his Cthulhu Mythos.

Considering how important the Mythos has been to my own journey as a writer and game-designer, I suppose it was only a matter of time before I drew directly on it for inspiration. In the last issue of *BLASTER*, I presented rules for bringing Sanity Rolls into your games of *Frostgrave*, *Ghost Archipelago*, and *Rangers of Shadow Deep*, to represent what happens when heroes are presented with the mind-bending horror of the Mythos. I also included a scenario for each of those games. In this issue, I am presenting new rules for using Mythos magic in each of those games, including a host of new spells. However, this is not the high-fantasy magic normally seen in my games. Instead, it is dark and treacherous magic, as dangerous to the user as anyone else. While wizards and rangers can use these magics, they can never fully understand them, never master them. To use these spells is always an act of desperation, and the grimoires that contain them are always a curse and a blessing.

Along with the new magic rules, there is a host of new Lovecraftian monstrosities. Some of these are there for players to fight, others... well, fleeing should always be considered an option. Once again, I have included three new scenarios, one for each of the games. As in last issue, these are incredibly dangerous scenarios, probably better for higher-level warbands, and possibly not ones you want to use in an ongoing campaign with your favourite wizard, Heritor, or ranger. Few of the stories of H. P. Lovecraft end with a happy protagonist...

MYTHOS MAGIC

Mythos Magic in Frostgrave and Ghost Archipelago

Casting Mythos spells works differently from the normal rules for spells presented in *Frostgrave* and *Ghost Archipelago*. For one, a spellcaster does not have to know a spell in order to cast it. Instead, these spells can be cast directly from a grimoire. In this case, the figure must be carrying the grimoire, which takes up an item slot. Mythos spells can never be contained on a scroll, as they are far too complex.

Wizards and wardens can learn Mythos spells if they have a grimoire, in the same way they would normally learn a new spell. However, neither a wizard nor a warden can ever improve the spell. So they will always cast it at its base level.

Unlike normal spells, Mythos spells do not have a casting number. Instead, they have a Casting Modifier. Whenever a figure wants to cast a Mythos Spell, they should make a Sanity Roll and apply the Casting Modifier. (Die Roll + Will Stat – Casting Modifier). If the result is greater than 10, then the spell has been successfully cast. If the result is 10 or less, then the casting fails, the action is lost, and the figure should compare the result of their roll to the Sanity Roll Table presented in the last issue.

Rolls to cast Mythos spells can be empowered, but a figure must sacrifice a full 5 points of Health for every +1 Modifier to their Sanity Roll.

Otherwise, casting Mythos Spells follows the normal rules for spellcasting – so they require an action to cast, cannot be cast by a figure in combat, etc.

Mythos Magic in Rangers of Shadow Deep

Casting Mythos Spells works very differently from other spells in Rangers of Shadow Deep. First of all, a figure does not have to know the spell in order to cast it. A Mythos Spell can be cast straight from a grimoire if the figure is carrying it. Grimoires take up one item slot.

Rangers (but not companions) may learn a Mythos spell in the same way they would normally learn a new spell.

Unlike normal spells, Mythos spells are not cast automatically. Instead, the figure attempting to cast the spell must spend an action, make a Sanity Roll and apply the Casting Modifier. (So Roll + Will Stat – Casting Modifier). If the result is greater than 10, then the spell has been successfully cast. If the result is 10 or less, then the casting fails, the action is lost, and the figure should compare the result of their roll to the Sanity Roll Table presented in the last issue.

A ranger may only cast the spell once per game (unless he or she takes it multiple times or casts it from a grimoire), but failed rolls to cast do not use up the spell. Only a successful casting counts as using the spell for the game.

A figure casting a Mythos Spell may modify their Sanity Roll by sacrificing a full 5 points of Health for every +1 Modifier to their Sanity Roll.

Otherwise, casting a Mythos Spell follows the normal rules for spellcasting.

Non-Spellcasters and Mythos Magic

Unlike normal magic, it is possible for a non-spellcaster in any of the games to attempt to cast a Mythos spell. In this case, the figure must be carrying the grimoire, not be in combat, and spend an action. They then follow the rules as presented above, except that they suffer an additional -3 penalty on the Sanity Roll to cast the spells, so (Roll + Will Stat – Casting Modifer – 3).

This penalty never applies to Rangers, regardless of whether they are spellcasters or not. With regards to Mythos spells, all Rangers are considered spellcasters.

Finding, Purchasing, and Selling Mythos Grimoires

For the most part, Mythos grimoires are tied to specific scenarios, and many of them will be of only limited use outside of those scenarios. Thus there are no specific rules for randomly finding them. That said, I have included a random Mythos Grimoire Table just for the fun of it. In *Frostgrave* and *Ghost Archipelago*, a wizard or Heritor can attempt to purchase a Mythos Grimoire. In such a case, they should roll once on the Mythos Grimoire Table after each game to see what is available. Mythos Grimoires cost 600gc. A Mythos Grimoire may never be sold.

Rangers may never buy a Mythos grimoire, but they can turn such books they find over to their superiors if they wish. In this case, they gain +10 XP, or two companions each gain 1 Progression Point.

Mythos Grimoire Table	
ROLL TOTAL	GRIMOIRE
1 – 2	Sunder Idol
3 – 4	Carrion Caster
5 – 6	Summon / Command Nightgaunt
7 – 8	Banish Aspect
9 – 10	Summon / Command Dimensional Shambler
11 – 12	Lock Form / Position
13 – 14	Wound Feaster
15 – 16	Dimensional Lock
17 – 18	Mind Warp
19 – 20	Soul Burn

MYTHOS SPELLS

Mythos Spells

Included here are 10 Mythos Spells that can be used in your games. Players shouldn't see this list as exhaustive and should feel free to make up their own if it fits into a given scenario.

BANISH ASPECT

Mythos / Casting Modifier -4/ Line of Sight

This spell may only be cast if the caster has an aspect of a mythos creature with the Multi-Aspect trait in line of sight. Randomly select one aspect of the creature, and then immediately remove all other aspects from the table. At the start of the next turn, roll for the creature's multi-aspects as normal, but reduce the result to 2 if it is higher than 2. After that, the spell ceases to have any effect on the creature.

CARRION CASTER

Mythos / Casting Modifier -3 / Area Effect

This spell can only be cast if another spellcaster has been reduced to 0 Health during the game. The caster may choose one spell known by the dead spellcaster. The caster can cast this spell for the remainder of the game as though the caster knew the spell at its base level (not the level known by the deceased spellcaster). This is true even if the caster is not a spellcaster. Otherwise, casting this spell follows all of the normal rules.

If the caster of this spell is a spellcaster, then they may choose to learn this spell permanently; however, if they do, they immediately suffer a permanent -1 Will. This option cannot be taken if the figure is at Will +0 or less. Once learned, this spell follows the same rules as any other spell known by the caster.

DIMENSIONAL LOCK

Mythos / Casting Modifier -5 / Area Effect

No Mythos creatures may enter the table for the rest of this turn and all of the next turn, regardless of any rule that says otherwise. This spell has no effect on Mythos creatures that are already on the table.

LOCK FORM / POSITION

Mythos / Casting Modifier -1 / Line of Sight

If cast upon a Mythos creature, that creature no longer counts as having any of the following traits: Amorphous, Dimensional Shift, or Hard to Target.

MIND WARP

Mythos / Casting Modifier -2 / Line of Sight

The target of this spell must make an immediate Sanity Check -4. This spell has no effect on Mythos creatures or anyone with the Mind Lock attribute.

SOUL BURN

Mythos / Casting Modifier -3 / Self Only

For the rest of the game, this figure may empower all of their Sanity Rolls, including those for casting mythos spells, by spending their Health on a 1-for-1 basis. So, a figure may increase their Sanity Roll by 3, simply by spending 3 Health. If this figure is reduced to 0 Health, they must roll on the Insanity Survival Table after the game, no matter how they were reduced to 0 Health.

SUMMON / COMMAND DIMENSIONAL SHAMBLER

Mythos / Casting Modifier -4 / Area Effect or Line of Sight

This spell can be used in two ways. First the caster can use it to summon a dimensional shambler. Place a dimensional shambler in the centre of the table, then roll one die and move the dimensional shambler that many inches in a random direction. This dimensional shambler is an uncontrolled creature.

Alternatively, the caster may cast this spell on any dimensional shambler within line of sight. That dimensional shambler immediately becomes a temporary member of the

warband for the rest of the turn. After this turn, the dimensional shambler will return to being an uncontrolled creature, unless subject to another casting of this spell.

SUMMON / COMMAND NIGHTGAUNT

Mythos / Casting Modifier -3 / Area Effect or Line of Sight

This spell can be used in two ways. First the caster can use it to summon a nightgaunt. Place a nightguant in the centre of the table, then roll one die and move the nightgaunt that many inches in a random direction. This nightgaunt is an uncontrolled creature.

Alternatively, the caster may cast this spell on any nightgaunt within line of sight. That nightgaunt immediately becomes a temporary member of the warband for the rest of the turn. After this turn, the nightgaunt will return to being an uncontrolled creature, unless subject to another casting of this spell.

Whenever an uncontrolled nightgaunt summoned by this spell wins a fight, one random player who does not have a figure in the fight determines in which direction the nightgaunt drags its opponent.

SUNDER IDOL

Mythos / Casting Modifier -4 / Line of Sight

Most mythos idols cannot be destroyed by conventional, or even most magical, means. Instead, they can generally only be destroyed through the use of this spell. The caster must be within 8" and line of sight of the idol to use this spell. When casting this spell, the figure should compare their Sanity Check to the table below to see the results.

WOUND FEASTER

Mythos / Casting Modifier -3 / Line of Sight

For the rest of the game, the target of this spell may not be healed, nor otherwise have their Health increased by any method. Their Health may only go down, not up.

Sunder Idol	
SANITY CHECK	RESULT
10 or less	Spell fails. Compare Result to the Sanity Table as normal.
11 – 15	Idol Cracks. If the Idol is already cracked, it is destroyed.
16 – 18	Idol Destroyed. Remove it from the table.
19+	Idol Explodes. Remove the idol from the table. Every figure within 6" of the idol suffers a +5 Mythos magic shooting attack originating at the idol.
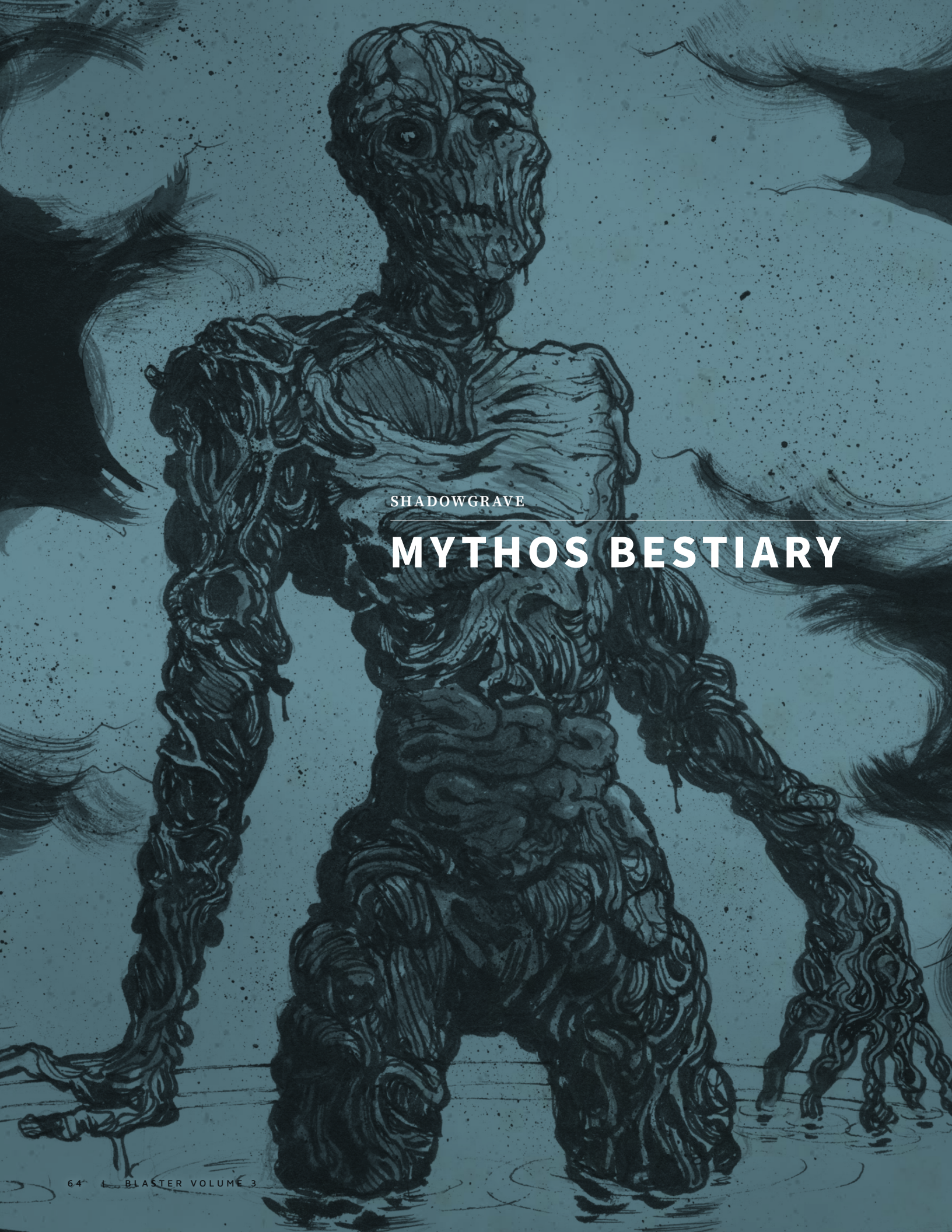
SHADOWGRAVE

MYTHOS BESTIARY

Bhole

MOVE	FIGHT	SHOOT	ARMOUR	WILL	HEALTH
6	+7	+0	14	+8	32

Mythos, Burrowing, Eater of the Dead, Invisible, Large, Keen Senses, Mind Lock, Magic Resistance (4), Powerful, Sanity Roll (-0)

Found only underground, in places of absolute darkness, bholes are colossal worms with gigantic mouths, featuring uncountable teeth that open like the petals of a flower. No one has ever 'seen' a living bhole, as they exude a shadowy blackness that makes them functionally invisible. The only descriptions of bholes come from a few corpses that have been found in the deepest of caverns.

It is unknown if bholes are intelligent creatures. They have certainly never made any attempt to communicate with anyone. In fact, if they are encountered, it is generally in the attempt by the bhole to consume its prey in one quick swallow.

Deep Ones (& Deep One Hybrid)

MOVE	FIGHT	SHOOT	ARMOUR	WILL	HEALTH
6	+4	+0	12	+5	14

Mythos, Amphibious, Sharp Claws

These humanoid creatures resemble a cross between a man and a frog or fish. They feature large, bulbous eyes, extremely wide mouths, webbed feet and hands, and smooth skin that varies in colour from grey, to green, to blue. While they vary greatly, a full-sized adult usually stands around 7 feet tall, with strong limbs, easily capable of pulling a human to pieces. Deeps ones mostly live underwater; however, they emerge every so often to mate with other species, producing hybrid children. These hybrid children usually look mostly like their non-deep one parent, but slowly develop deep one features as they move towards adulthood.

The stats given above are for a full-blood deep one (or a hybrid that has grown into a that shape). Deep one hybrids have the same stats as soldiers and companions. The exact type will be specified in a given scenario.

Deep ones occasional have leaders capable of spellcasting, but again, this would be specified in a specific scenario.

Flying Polypous

MOVE	FIGHT	SHOOT	ARMOUR	WILL	HEALTH
6	+4	+0	10	+9	27

Mythos, Eater of the Dead, Large, Levitate, Keen Senses, Mind Lock, Multi-Aspect, Sanity Roll (-4), Strong, True Sight

These incredibly dangerous creatures are also extremely difficult to describe. In form, they appear as gigantic, fleshy tear drops, featuring numerous eyes, mouths, and flapping tentacles. What makes them so dangerous is that one polypous mind seems to control multiple bodies; or perhaps, it pulls multiple versions of itself from different points in time to temporarily exists in the same space. As such, the creature is never a 'fixed' entity, and various versions/aspects of itself continuously flash into and out of existence.

The only slight good news for anyone unlucky enough to face a flying polypous is that if you can kill one form of the creature, it kills them all, or at least banishes the rest of it to some other plane of existence.

Lengian

Lengians are basically small, fat humans, with short arms, short legs ending in hooved feet, and small curling horns sticking out of the shaggy hair on top of their heads. While they occasionally wear clothes, usually when attempting to disguise themselves as human, more often than not, they go naked. Lengians are most commonly encountered at sea, where their black galleys, powered by undead slaves, jump between the dimensions in search of trade or booty.

Most Lengian vessels are captained by a Lengian necromancer.

Lengian

MOVE	FIGHT	SHOOT	ARMOUR	WILL	HEALTH
6	+1	+0	10	+0	12

Mythos, Horns

Lengian Necromancer

MOVE	FIGHT	SHOOT	ARMOUR	WILL	HEALTH
6	+4	+0	10	+5	22

Mythos, Horns, Mind Lock, Spellcaster

Mad Piper

MOVE	FIGHT	SHOOT	ARMOUR	WILL	HEALTH
6	+2	+0	10	+0	16

Mythos, Hard to Target, Levitate, Maddening Noise, Magic Resistance (3), Summoning Song, Unaggressive, True Sight

These human-sized creatures resemble floating, upright squids, but with tentacles coming out of their sides as well as their top. Using these tentacles, they hold a long horn or flute-like instrument to one of their many mouths. The unearthly music they play is capable of shattering the sanity of all who listen, as-well-as summoning other mythos creatures to wherever the mad piper plays. While these creatures are not specifically dangerous in combat, they are extremely difficult to hit with range weapons, because of the way they bob and weave through the air while playing.

Mi-Go

MOVE	FIGHT	SHOOT	ARMOUR	WILL	HEALTH
6	+5	+0	14	+7	18

Mythos, Flying, Keen Senses, Mind Lock, Sanity Roll (-2), Strong

A bit taller than humans, and much broader, the Mi-Go resemble a horrific combination of a crab, an octopus, and a flying ant. Despite this insect/cephalopod/crustacean appearance, Mi-Go are actually a form of sentient fungus, hence their other name, the Fungi from Yuggoth. Mi-Go are generally encountered singly or in small groups that are engaged in exploration or experimentation. Although highly advanced and extremely intelligent, they consider most other species little more than specimens to be experimented upon and discarded when used up.

CREATURE ABILITIES

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.

BURROWING

This creature can move through terrain as though it were not there, as long as it has enough movement to reach the other side (it cannot end its movement inside of vertical terrain). Additionally, this creature never suffers any movement penalty for moving over rough ground.

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.

FLYING

The creature ignores all terrain and movement penalties when moving. Additionally, it never takes damage from falling. Flying creatures do not have to make swimming rolls.

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.

HARD TO TARGET

This creature gets +4 on its Combat Roll when rolling against a shooting attacks.

HORNS

If this creature moves into combat and spends an action to fight as part of the same activation, it receives +2 Fight for that attack only.

INVISIBLE

No figure may move Into Combat with this creature, nor draw line of sight too it for any purpose, such as making a shooting attack or casting a spell, unless they have some ability that allows them to see Invisible creatures.

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".

LEVITATE

This creature never suffers any movement penalty for moving over rough ground or climbing. It never suffers any damage from falling, nor does it ever have to make swimming rolls.

MIND LOCK

This creature is Immune to Mind Control and Suggestion.

MADDENING NOISE

This creature produces an unearthly noise. All non-Mythos figures who activate within 12" of this figure and are capable of hearing must make a Sanity Roll (-0). Figures only have to make one Sanity Roll for Maddening Noise, even if multiple creatures with this ability are within range. Figures do not have to make this roll if they also have to make a Sanity Roll due to proximity to a Mythos creature.

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.

MULTI-ASPECT

This creature is capable of having multiple versions of itself in one place at one time. At the start of each turn that this creature is on the table, roll a die, divide the number by 4 and round up. This is the number of aspects of the creature that are currently on the table. If this is less than is currently on the table, remove random aspects until the new number is reached. If it is more, each new aspect will appear 8" away in a random direction from a random aspect that is currently on the table. All damage done to one aspect is suffered by the whole creature, and if this creature is killed, all aspects are immediately removed from the table. Otherwise, all aspects move and fight separately and may even support one another in combat.

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. Creatures with this ability never have to make Sanity Rolls.

POWERFUL

This creature does x2 damage.

Summoning Song Table	
ROLL	RESULT
1 – 12	Nothing
13 – 15	Mad Piper
16	Dimensional Shambler
17	Nightgaunt
18	Gug
19	Mi-Go
20	Flying Polypous

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.

SHARP CLAWS

This creature does +1 damage.

SUMMONING SONG

Whenever this creature activates, roll a die and compare it to the Summoning Song Table below. If this results in a creature, place a creature of this type on the table 7" away in a random direction from the creature with Summoning Song.

STRONG

This creature does +2 damage.

SPELLCASTER

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

UNAGGRESSIVE

If this creature is at its starting Health, the only action it will take each turn is one random move. It will never force combat, nor intentionally move into combat. If it does randomly move into another figure, move it away 1" and end its activation. If a figure attacks it, it will fight as normal. If the figure is ever reduced below its starting Health, it will follow the normal rules for uncontrolled creatures from that point onward. This attribute is immediately negated if the creature is controlled by any external source.

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.
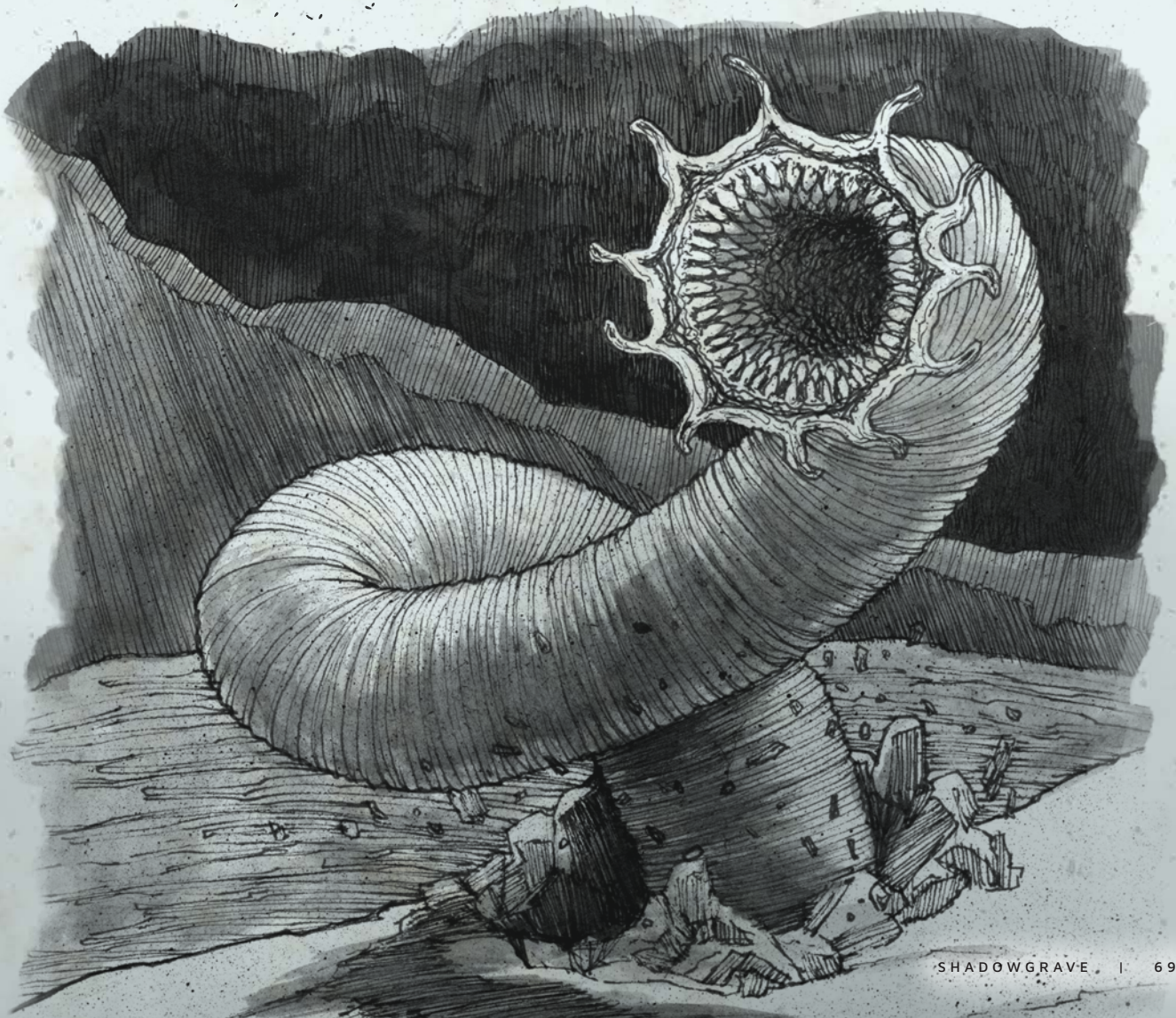
SCENARIOS

MIST-SHROUD

From the top of the hill, you can just make out the mist-shrouded town, nestled in a deep ravine with a river running down through it. Based on the architecture, you suspect it's a Drichean settlement. They will not be the most welcoming, perhaps, but you've got gold to pay, and your crew is in bad need of a rest and refreshment.

The journey down is slow and difficult as you pick your way through the close packed trees that jut out at all angles from the sloping hillside. Eventually, you find a muddy path of rough carved steps that leads down towards the buildings.

As you enter the town, an uneasiness settles over you. The mist is incredibly thick here, so even the closest buildings are blurry and indistinct. You can see shadowy forms, and hear shuffling feet, but everyone seems to be moving away from you.

Suddenly you find yourself in the midst of the town, and the mist lifts slightly. All around you, a gang of strange folk have gathered and are closing in with menacing intent. Ahead of you, the mist parts and reveals a horrific idol of some fish god. The idol blocks the only exit from the town...

Set-Up

This scenario is played on a 2.5 x 2.5' table. A river 4 – 6" wide cuts the table completely in half, though the exact placement is not important. At least three bridges should cross this river. At the centre of one table edge, place a large statue or idol. This is the exit edge. The rest of the table should be filled with stone and wood buildings and other things that might be found in a small town.

Place all crewmembers within 3" of the centre of the table.

Place 5 treasure tokens so that they form a rough circle around the centre of the table, with each token being at least 12" from the centre. Two tokens should be on one side of the river, 3 tokens should be on the other.

Place 3 deep one hybrids at the centre of each table edge.

Special Rules

Any crewmember that activates within 8" of the idol must make a Sanity Check (-0). No crewmember may exit the table while the idol stands. The idol can only be destroyed through the use of the Sunder Idol spell. Once the idol is destroyed, crewmembers can exit the table off of the exit edge.

Whenever a figure picks up a treasure token, roll a die. On a 16+ that treasure token turns out to be a Grimoire of Sunder Idol. Any figure may carry this grimoire, even if they don't have any items slots. The grimoire may be transferred from figure to figure, simply by moving the two figures into contact, as long as neither is In Combat. If the crew has picked up 4 treasure tokens and not found the grimoire, then the 5th treasure token will automatically be the grimoire, no roll is necessary. If a figure is reduced to 0 Health while holding the grimoire, place a marker where they fell. Any crewmember may pick up the grimoire simply by moving into contact with the marker.

Use the stats for standard crewmen armed with a hand weapon for all deep one hybrids.

At the end of each turn, roll on the Mist-shroud Event Table.

Treasure and Experience

Roll for treasure after the game as usual. If the player found the Grimoire of Sunder Idol, they may keep it. Experience is gained as normal with the following additions:

- **+5 experience points** for every member of the crew other than the warden who exists the table.
- **+10 experience points** for each deep one killed (to a maximum of +30)
- **+40 experience points** for destroying the idol.

Wardens can also gain bonus experience points in this scenario.

- **+10 experience points** if the warden exits the table.
- **+10 experience points** if the warden attempts to cast Sunder Idol.
- **+20 experience points** if the warden destroys the idol.

Mist-shroud Event Table

DICE ROLL	INSTRUCTION
1 – 3	Place one deep one hybrid at the centre of a random table edge.
4 – 6	Place two deep one hybrids at the centre of a random table edge.
7 – 9	Place two deep on hybrids in front of the idol.
10 – 12	The idol moves, turning so it can see the crew better. Ever crewmember must make an immediate Sanity Roll (+1)
13 – 15	Place a Deep One in the river by a random bridge.
16 – 18	Place a Deep One next to the idol
19 – 20	It starts raining heavily. All line of sight is reduced to 12", and all shooting attacks are at -2.

UNWELCOME VISITORS

Last night one of your hirelings reported strange lights and faint noises coming from one of the ruined buildings near your base. Perhaps some young wizard has had the audacity to move into your territory, or perhaps it is one of the other creatures that roams the ruins. Either way, it is not safe to have close neighbours in the Frozen City. Gathering your warband together, you set off on a mission of eviction!

Set-Up

Place a strange alien machine in the centre of the table. This can be anything up to 6" in diameter, as the exact size is not important. Place four smaller alien machines, up to 2" in diameter in a 'X' pattern around the central machine. Each of the smaller machines should be approximately 10" away from the central machine. The rest of the table should be crowded with ruins.

Place one treasure token so that it is adjacent to the central machine, equidistant from all player edges. If this impossible, place it at a random point adjacent to the machine, after the players have set-up their warbands. Each player should then place two additional treasure tokens following the normal rules, except that each player must place one token within 8" of the central machine.

Place one Mi-Go on the table at a random point 6" away from the central machine. Place a second Mi-Go on the table 6" away from the central machine, but on the exact opposite side as the first.

Special Rules

At the end of each turn, randomly select one of the small machines. A bolt of blue etheric energy pulses between it and the central machine. Any figure that is standing within 2" of that small machine, or the line running directly between the small machine and the central machine, immediately suffers a +3 magic shooting attack. If this results in damage, the figure must also make a Sanity Roll (-0). Mythos creatures are immune to the energy and never suffer attacks from the machines.

The Mi-Go will not notice the warband members at first. For the first two turns, they will make one random move and then finish their activation. If they move into a warband member, they will attack it, but they will not force combat. If any figure makes any kind of attack, or casts any spell, on a Mi-Go, all Mi-Go will follow the normal rules for uncontrolled creatures from that point onwards. From the start of turn 3, Mi-Go follow the normal rules for uncontrolled creatures.

At the end of any turn, if there are no Mi-Go on the table, place a flying polypous on the table. Place it in the centre of the table, then roll one die and move the flying polypous that many inches in a random direction. Only one flying polypous will appear during the game, so if it is killed, no more mythos creatures will enter play.

Any time a treasure token is picked up for the first time during the game, roll a die. If the result is 16+, the figure has found a Grimoire of Banish Aspect. Remove the treasure token. This figure may carry the grimoire even if they have no item slots. This grimoire may be given to another figure simply by moving the two figures into contact, provided neither are In Combat. If the figure carrying the grimoire is killed, place a marker at the spot. Any figure may then pick up the grimoire simply by moving into contact with the marker. A figure that moves off the table with the grimoire secures it for their warband. Only one grimoire may be found in this way. After it has been found, stopping rolling.

Treasure and Experience

Roll for treasure tokens after the scenario as normal (though see the note about rolling for treasure tokens during the scenario in the Special Rules). Experience is gained as normal with the following additions:

+5 experience points for every warband member that exits the table after the flying polypous has appeared or that is still on the table when the scenario ends.

+10 experience points for each Mi-Go killed by the warband.

+20 experience points if the warband kills the flying polypous.

+10 experience points if either the wizard or the apprentice suffers an attack from the etheric energy.

CUTTING-OUT OPERATION

For nearly a week, the strange, black galley has slowly rowed down the Nylen River, leaving death and terror in its wake. Already it has attacked three small villages and numerous farms, slaughtering, burning, and taking captives. The crew are like nothing that anyone has ever seen before, hideous, bestial creatures. The king has dispatched a small strike force to take care of these pirates, but so far they have proved elusive. Every time the soldiers of Alladore get close, the creatures flee back to the safety of their galley. Unfortunately, Alladore's small riverine navy has nothing that can deal with such a vessel.

However, the galley has now moved into a section of the river with high banks, where the galley is unable to ground. The monstrous crew is forced to row ashore in small boats. This has presented an opportunity. If a small team could attack the galley at night, while most of its crew is ashore, then perhaps it could be cut adrift. In this case, the swiftly flowing Nylen will quickly draw the galley away, leaving the crew stranded and giving the soldiers of Alladore and the small navy their chance to wipe them out.

It's a desperate and dangerous mission, which is why the king has called upon his rangers.

Miniatures Needed

- 8+ Lengians
- 3+ Swamp Zombies
- 1+ Mad piper

Set-Up

This scenario is played on a 2.5' by 2' table. Most of the table represents the deck of the black galley. The galley is 2.5' long by 1.5' wide, leaving a 3" strip of water on either side.

Place a mast in the exact centre of the galley. Two buildings/rooms jut out of the deck at either end of the galley. These should each be about 10" by 10" and about 4" from either end. Each has one door that faces the mast.

Place 8 clue markers on the ship. One should be adjacent to the centre point of each short table edge. Four others should form a square around the mast. The square should be 18" to a side, meaning each of the four clue markers should be adjacent to the side of the galley. Place one clue marker in the centre of each of the rooms.

Place 4 lengians on the galley: 2 next to the mast and 1 in front of the door to each of the rooms.

Special Rules

The rangers begin the scenario on two rafts. Each raft can hold up to 4 figures. Place each raft anywhere you want beside the galley. Then select one figure on each raft to make a Navigation Roll (TN16). If the roll is failed, move the raft a number of inches equal to the amount by which the roll was failed, either up or down the side of the galley (roll randomly). If this takes the raft off the table, these figures will not participate in the first turn. They must repeat the process at the start of the second turn.

To get up onto the galley, each figure must take a Move action and pass a Climbing Roll (TN8), otherwise, they remain on the raft. If a 1 is rolled on this climbing roll, the figure has fallen into the water, place them 1" away from the raft wherever the player chooses. The river counts as deep water.

The lengians on the ship will take no actions until one of them is attacked or a ranger ends an activation within line of sight of one of them. After this, they will follow the normal rules for uncontrolled creatures.

The doors to each of the rooms are locked. They can be opened if a figure adjacent to them spends an action and passes a Pick Lock Roll (TN6) or a Strength Roll (TN12). As soon as the door is opened, roll on the room table to see what is inside the room – aside from the clue markers which will always be there, no matter the result on the table.

Draw an event card at the end of every turn.

To win the scenario, the rangers must find and cut both anchor ropes. The ropes run through the ship and cannot be seen from the outside. To discover and cut the ropes, the rangers must first investigate the clue markers and find them. However, time is against them. If the players reach a point where they should draw an event card, but the event deck is exhausted, and both ropes have not been cut, then the scenario ends. The lengian crew on shore have realized something is amiss and return to the galley, forcing the rangers to make a hasty retreat. If both ropes are cut before this happens, then the rangers have successfully cut the galley free and set it drifting down the river. The lengian crew is stranded on the shore and will be wiped out by Alladorean forces. The rangers can now leave the galley by reboarding the rafts and escaping.

This scenario uses a black clue marker deck and a red event deck.

Cutting Out Operation Clue Marker Table	
CARD	**CLUE**
Ace of Spades	Anchor Rope. To cut the rope a figure must be adjacent to the rope, spend an action that can replace a move action, and pass a Strength Roll (TN10).
King of Spades	Anchor Rope. To cut the rope a figure must be adjacent to the rope, spend an action that can replace a move action, and pass a Strength Roll (TN10).
Queen of Spades	The figure finds a random mythos grimoire. Roll on the table. The figure may carry this grimoire for the rest of the scenario even if they don't have item slots available. After the scenario it takes up an item slot as normal.
Jack of Spades	The figure finds a random mythos grimoire. Roll on the table. The figure may carry this grimoire for the rest of the scenario even if they don't have item slots available. After the scenario it takes up an item slot as normal.
Ten of Spades	The figure finds a strange dagger. This dagger does +3 damage against mythos creatures. The figure may carry it and use it, even if they don't have item slots available and it is not a weapon they would normally carry. After the scenario, it takes up an item slot as normal. It can be kept or turned over to the ranger's superiors, in which case gain +5 XP, or one companion gains 1 Progression Point.
Nine of Spades	Replace the clue marker with a treasure token.
Eight of Spaces	Just shadows. There is nothing here.
Seven of Spades	Just shadows. There is nothing here.

Cutting Out Operation Room Table

DICE ROLL	INSTRUCTION
1 – 5	Place a mad piper next to the clue marker.
6 – 10	Place two lengians next to the clue marker.
11 – 15	Place two swamp zombies next to the clue marker.
16 – 20	Empty, except for the clue marker.

Challenge Level

Increase the number of lengians standing next to the mast at the start of the game to 4. The events also contain some changes if playing on Challenge Level.

Outcome

Regardless of the outcome, this mission ends with the end of the scenario. Rangers gain the following experience points:

+2XP for each lengian or swamp zombie killed.

+10XP for each mad piper killed.

+5XP for each clue marker investigated.

+25XP for each rope cut.

Cutting Out Operation Event Table

CARD	CLUE
King of Diamonds	No Event. Challenge Level – place a mad piper next to the mast.
Queen of Diamonds	An Alladorean horn sounds in the dark, signaling the start of the attack. No creatures will take actions on this turn.
Jack of Diamonds	The ship lurches. Whenever a hero activates this turn, it must make a Move Roll (TN14). If it fails, it receives only one action this activation.
Ten of Diamonds	The ship lurches. Whenever a hero activates this turn, it must make a Move Roll (TN14). If it fails, it receives only one action this activation.
Nine of Diamonds	Place a swamp zombie next to a random point on the edge of the ship.
Eight of Diamonds	Place a swamp zombie next to a random point on the edge of the ship. Challenge Level – increase to 2 swamp zombies.
Seven of Diamonds	Place a swamp zombie next to a random point on the edge of the ship. Challenge Level – increase to 2 swamp zombies.
Six of Diamonds	Place a lengian next to the mast at the point closest to a hero.
Five of Diamonds	Place a lengian next to the mast at the point closest to a hero.

GASLANDS: LEGACY

MIKE HUTCHINSON

ABOUT
GASLANDS: REFUELLED

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

CORE RULES AVAILABLE AT
GASLANDS.COM

Gaslands: Legacy

Gaslands: Legacy is a narrative campaign for *Gaslands* featuring a number of 'legacy' style mechanics to ensure that whatever is done cannot be undone. To get started: read through the 'Starting A New Campaign' section and follow all instructions given. Then read 'Chapter 1' until you are instructed to stop reading.

What You Will Need

To play this *Gaslands: Legacy* campaign, you'll need everything that you normally need to play *Gaslands*, plus the following:

- A copy of the *Gaslands: Refuelled* rulebook
- Each player will need two toy vehicles which need to represent cars, performance cars, buggies or trucks, (see 'Creating a Legacy Team' below)
- Each player will need a legacy dashboard card for each vehicle
- Each player will need their own printed set of Legacy templates, (see 'Legacy Templates, below')
- Three 'corrosive pools' terrain pieces between the players, which should be roughly Medium in diameter.
- Some toy dinosaurs to menace the wastelanders later in the campaign

HELPFUL LINKS

Vehicle Generator:
gaslands.com/legacy

Legacy Dashboards:
gaslands.com/legacy/
dashboards

Legacy Templates:
gaslands.com/legacy/templates

> *Your scientists were so preoccupied with whether or not they could, they didn't stop to think if they should.*
>
> **Ian Malcolm**
> Jurassic Park (1993)
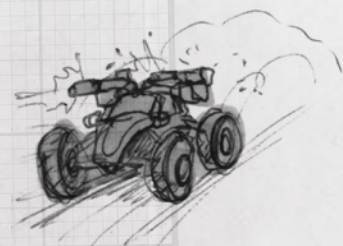
Starting A New Campaign

Read the following aloud:

The PA system overhead crackles and barks suddenly to life, as a sheepish techie steps away from the nearby signal box with a screwdriver.

"...begins in 4 minutes.

Message Repeats.

Dear valued employees,

As you have no doubt read in the minutes of the annual shareholders meeting, and in accordance with our stated 2021 mission, Rutherford Inc. are proud to report Mars-side production has now exceeded targets for all priority supply chains. The board are delighted to announce this represents the completion of Project Remus, sixteen months ahead of schedule.

It is with sincere gratitude that we thank you for your contributions, and with deep regret that we announce the closure of all Earth-side manufacturing and logistics facilities, with immediate effect. Automated decommissioning begins in 3 minutes.

Message Repeats."

You realize that you and everyone else that works in this refinery compound have less than five minutes to find a way out.

The nano-robots that are scheduled to disassemble this facility into raw materials are supposed to ignore organic matter, but you don't want to stick around to put their safety protocols to the test. You can't reach your own car in time, you'll just have to grab the nearest set of wheels and try to get the hell out of here.

Rules Changes

This extremely self-referential rules change is the first of many such 'Rules Changes' in this *Gaslands: Legacy* campaign. As you might expect, these change the rules of *Gaslands* and/or the rules of the campaign when encountered. Unless otherwise noted, each Rules Change applies from the point it is introduced and for the rest of the campaign (and only applies during this campaign).

'Scenario Rules' are just like 'Rules Changes', but they apply only during the scenario they appear within.

> **Note:** This campaign does not use any other campaign rules other than those listed here. For example, do not use the 'Dent' rules from the 'Televised Season' campaign system from Gaslands: Refuelled (unless you want to, of course. Your table, your rules!)

Permanent Changes

During a *Gaslands: Legacy* campaign, the rules will occasionally ask that you record something 'permanently'. In these cases, whatever is written may not be erased during the campaign, so use permanent ink.

If a rule says to write temporarily, or says nothing specifically, whatever is written might need to be erased again during the campaign, so use a pencil, or a dry-wipe marker. When recording damage by crossing off hull points on your dashboard card, for example, use a pencil or a dry-wipe, as those marks are removed before the start of each game.

> **Note:** For the avoidance of doubt, vehicles start each game on 'full hull'.

Creating a Legacy Team

> *With the message droning on repeat, you frantically dash from your workstation. Exiting the facility building, you spot a likely vehicle. No time to be picky. You jump in the driver's seat.*

Before the start of the first game, each player must create a team consisting of exactly two Legacy Vehicles.

To create a Legacy Vehicle, visit:

Gaslands.com/legacy

Select the vehicle type you wish to create from the drop-down list and enter the name printed on the bottom of your toy car. This will generate a set of starting stats, weapons, upgrades and perks for your vehicle. You must use what you get as given, you cannot change that vehicle in any way prior to the first game. You must decide and note which facing each weapon is mounted on. If a player forgets to note a facing for a weapon before the start of the next game, then it is front-mounted.

> **Note:** If your toy car doesn't have a name printed on the bottom, you may use the name generator in the web app. If your fellow players agree, you may instead use a name of your own invention.

Once you have created your vehicle, you may wish to bookmark the resulting 'vehicle link' for future games. If you forget, don't sweat it: as long as you put the same vehicle name and choose the same vehicle type, you'll always get the same stats (it isn't random each time).

Important: Legacy vehicles do not use the build slots rules, and may well end up with many more items equipped than their build slots restrictions would normally allow. However: a legacy vehicle may never equip a single weapon or upgrade that would alone require more build slots than the vehicle type's starting build slots statistic.

> *For example, a performance car that gets generated with three machine guns is legal (even though that would take up three build slots), but later game effects cannot cause it to gain a 125mm Cannon, which requires 3 build slots on its own (as the Performance Car has only 2 starting build slots).*

Legacy teams do not have a sponsor. All teams gain audience votes in the same ways (see 'Gaining Audience Votes' below).

> **Note:** If you want, you can use the legacy vehicle generator in 'one-off' games. Roll up a scenario, crack open some new cars and generate stats for them. I'd recommend giving everyone three mutations (or whatever you like) on each vehicle.

Print and fill out a legacy dashboard card for each vehicle. Permanently draw in heavy black lines around a number of hull boxes equal to the vehicle's Hull value. Download the Legacy dashboards here:

Gaslands.com/legacy/Dashboards
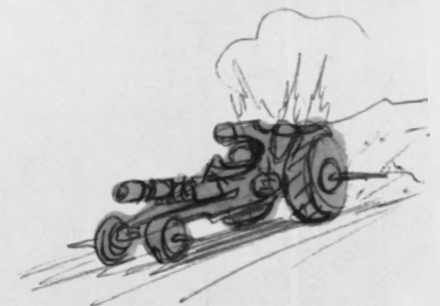
Legacy Templates

Each team must have their own set of Legacy Templates. Print a copy of the Legacy templates on paper or card, maybe using different coloured paper for each team, and write the owning team's name on them.

These legacy templates have some new elements on them, which should be ignored for now. Game effects can permanently alter these legacy templates , but you'll have to wait to find out how.

Download the Gaslands: Legacy movement templates here:

`Gaslands.com/legacy/Templates`

Using Legacy Templates

During Legacy games, when moving a vehicle, including during forced movement, the controlling player may only ever select and place templates that belong to its team.

> *For example, if a vehicle has an altered 'Medium' template, and fails a flip check during a wipe out, they must use the Medium template that belongs to their team to make the flip movement, instead of the standard Medium template.*

When measuring ranges, e.g. when measuring ranges for shooting, explosion, deployment and other non-movement game effects, players must use <u>standard</u> Gaslands templates, even if that template is recorded as damaged for their team.

> *For example, if a vehicle has an altered 'Medium' template, this does not affect the range of their weapons.*

Unlocking a Clue

Whenever a rule instructs you 'unlock a clue', visit `Gaslands.com/legacy/secret` and enter the code indicated in the text. You can test it out by unlocking a clue using the code 'TEST'.

Gaining Audience Votes

All players may gain audience votes in the normal ways listed on page 88 of the *Gaslands: Refuelled* rulebook and may also gain votes in the following ways:

Televised Carnage

If this vehicle causes 6 or more hits in a single Attack Step, before Evades, the controller of this vehicle gains 1 Audience Vote.

Live Fast

During this vehicle's activation, if this vehicle begins the Wipeout Step with more Hazard Tokens than Hull Points, this vehicle's controller gains 1 Audience Vote.

All unspent audience votes are lost between games in this campaign.

Team Ratings

Each vehicle you generate will have a listed 'Vehicle Rating'. Other rules may change this rating over the course of the campaign. Each player's Team Rating is the sum of the Vehicle Ratings in their team.

Track Your Victories

At the end of each game, the player or players that won the game must record one victory for their team. A tracker is provided on the back of one of the two legacy dashboard cards that make up your team.

Vehicle By: James Hall

Chapter 1: Pink Slips

Each player must create a team of exactly two legacy vehicles (see Creating a Legacy Team above). Once this is done, play the **Express Delivery** scenario, adding the **Corrosive Pools** special rule. You may wish to re-read the opening passage of Chapter 1 aloud again at the start of the scenario to set the tone.

At the end of the game, read on to the 'Post Game' section.

Corrosive Pools

During setup, and when setting up a new table during this scenario, players take turns to place corrosive pools until three are in play.

A corrosive pool should be represented by an item of gloopy or swampy scenery roughly medium across, and counts as treacherous terrain. The first time this game each vehicle's movement template or final position overlaps any corrosive pool, note that this vehicle 'got goo on it'.

! STOP READING !

Stop reading now. At the end of the game, read the 'Post Game' section.

POST GAME

Pink Slips

1. If a vehicle was wrecked one or more times or disqualified during the game, mark one corrosion on it. (See 'Rules Change: Corrosion' below).

2. If a vehicle noted that it 'got goo on it', mark one corrosion on it and erase the note.

3. If a player ends the game holding their own Delivery Slip, note that the team 'had the presence of mind to grab something valuable'.

4. The player with the lowest total corrosion (roll off if tied) rolls one template improvement. All players gain the rolled template improvement. (See 'Rules Change: Junkyard Cybernetics' below).

5. Each vehicle gains one mutation. (See 'Rules Change: Nano Mutations' below).

6. Each player calculates their new team rating.

After the scenario is played, read the remaining Rules Changes in this chapter, and then proceed to 'Chapter 2'.

Corrosion

It sounds like something has caught fire. Pulling to a halt, you dash around to the back of your vehicle. The sight that greets you is just plain odd. The paint is bubbling up, forming geometric shapes and intricate patterns. Close up, the noise is like an ant colony. The corrupted patch moves and changes as you watch, very slowly spreading to more of the back of your vehicle. You reach out to touch it, then think better of it.

Whenever a rule instructs you to 'mark one corrosion' on a vehicle: permanently write an exclamation point ('!') in a hull point box on that vehicle's dashboard card that doesn't already have an '!' written in it. A hull box with an '!' written in it is referred to as a 'corroded hull box', but otherwise functions as a normal hull box during play.

When asked to check their team's 'Total Corrosion' value, a player must add up the total number of corroded hull boxes on all their vehicles.

Junkyard Cybernetics

Slamming the brakes and skidding to a halt, you feel like something has changed. You slide underneath the vehicle to find the brake cable snaking into a shiny relay box which appears to communicate with the wheels down glowing pathways. Your face is bathed in a soft green light. You haven't any idea how this got here, but it seems to be improving matters.

Whenever a rule instructs you to 'roll one template improvement', roll a D6 and consult the following table:

D6	Template Improvement
1	Select one of this team's templates and permanently cross out one HAZARD (⚠) icon from any permitted gear.
2-3	Select one of this team's templates and permanently add one SHIFT (⚙SHIFT) icon to any permitted gear.
4-5	Select one of this team's templates and permanently mark one new permitted gear (i.e. shade in one of the unshaded gears).
6	Select one of this team's templates and permanently draw (and perhaps snip out) a new 'slide exit point' (▶) anywhere that is touching an outer edge of the selected template.

NEW SLIDE EXIT POINTS

As template improvements can add new slide exit points, two new rules apply during this campaign:

1. If a new slide exit point is added to one of the short edges of a template, then during a slide action using that slide exit point, the player controlling the active vehicle may choose which direction to face the vehicle in at the end of the slide, (as with sliding off a straight in regular *Gaslands*).

2. Vehicles may not place a template with a slide exit point touching their starting position. This means that if you add a new slide exit point to the short starting edge of the Medium Straight template it cannot be placed (so don't do that).
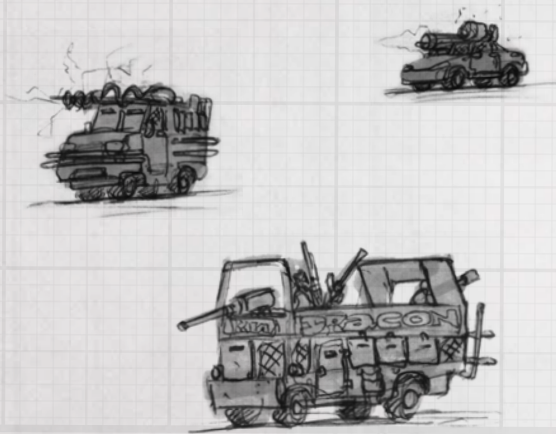
Nano-mutations

Circling your vehicle to check for any other patches of corrosion, you are surprised to find that someone appears to have added a machine gun to the front of your vehicle. You don't recall seeing this before you jumped into it at the facility. Peering closer, there's something off about it. Like it's a low-resolution facsimile of a weapon. Hopping back in the driver's seat, you find a new red button on your steering wheel… Strange.

Whenever a rule instructs you to 'gain a mutation', load the vehicle up in the *Gaslands: Legacy* web app (gaslands.com/legacy), either by revisiting a bookmarked 'vehicle link' or by re-entering the vehicle's name, and click 'Gain Mutation'.

> **Note:** During the campaign, you might choose to convert your car model in between games as you gain mutations. Have fun with it, as vehicles can get pretty crazy in this campaign.

Once you have gained one or more mutations, you may wish to bookmark the resulting 'vehicle link' for future games, as that link now reflects all your vehicle's unlocked mutations. However, don't sweat it: as long as you put the same vehicle name in and choose the same vehicle type, you'll always get the same mutations in the same order (it isn't random each time).

If the gained mutation says 'gain one weapon' or 'gain one upgrade', the vehicle may gain anything from the noted list, up to any noted cost, ignoring all normal restrictions. (I.e. Electrical weapons are fair game).

> **Note:** You will find that nano-mutations that add weapons often increase your Crew value as well. You are free to imagine that the driver has picked up another wastelander trying to flee the area, or that the newly mutated weapon has some kind of automated AI targeting system. As these mutations increase a vehicle's crew value, rather than being the 'extra crewmember' upgrade, they can increase a vehicle's crew value to any value. Yes, you can make standard handgun attacks with these new crewmembers.

Team Handicaps

Before the start of each game, each player should compare their current Team Rating to the player with the highest Team Rating. If there is a difference in rating, the player with the lower Team Rating begins the game with the following bonus:

Rating Gap	Bonus
0-5	No Bonus
6-10	+1 Audience Vote
11-15	+2 Audience Votes
16-20	+3 Audience Votes
21+	Each vehicle on this team gains one mutation. Then this team recalculates its Team Rating and checks this table again.

Turret Mounting

As vehicles can gain upgrades during the campaign, the wording and cost of the Turret Mounting upgrade doesn't quite work in *Gaslands: Legacy*. Change the Turret Mounting upgrade to the following:

Turret Mounting (Upgrade): When adding this upgrade to this vehicle, select a weapon attached to this vehicle. This upgrade costs twice the cost of the selected weapon. The selected weapon gains a 360-degree Arc of Fire.
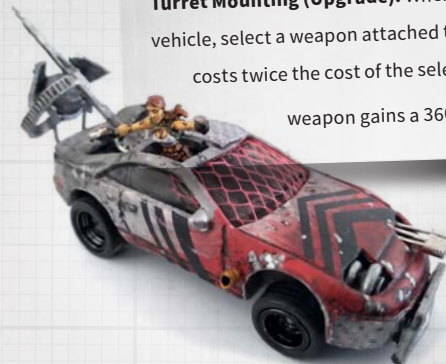
Vehicle By: Jack Stover

IMPORTANT

Legacy vehicles do not use the build slots rules, and may well end up with many more items equipped than their build slots restrictions would normally allow. However: a legacy vehicle may never gain and equip a weapon or upgrade that would alone require more build slots than the vehicle type's starting build slots statistic.

If the gained mutation adds a perk, weapon or upgrade, the player must increase the vehicle's rating by the cost in cans of that perk, weapon or upgrade.

If the gained mutation increases the vehicle's hull value, the player must increase the vehicle's rating by 2 cans for each hull point.

If the gained mutation a mutation adds or unlocks something other than a perk, weapon, upgrade or hull, increase the vehicle's rating by 3 points for the mutation.

Chapter 2: Looting the Wreckage

You get about twenty minutes down the road before the panic begins to subside. Colder and more mercurial calculations begin to cross your mind.

Assuming the nanobots have done their job right, there shouldn't be anything of value left at the facility by now. But what if they haven't... There might be some serious loot being left on the table. What if you are the first to realize this!? What's the harm in taking a look? You yank the handbrake, smoke billowing from your tyres, and burn it back towards the refinery.

The refinery site is a nightmarish swamp of bubbling slag and the twisted, half-digested bones of industrial equipment. Despite the melted and fused vehicles and machinery, the grey goo doesn't appear to have eaten everything yet. There is untouched and valuable salvage all over.

Unfortunately, you weren't the only ones to think of coming back to take a look.

Scenario: Looting the Wreckage

Play the **Automated Salvage** scenario, adding the following scenario rules:

Snatch

- Change the scenario's Ramshackle rule to say: 'Once per step, if a vehicle suffers damage from an enemy vehicle, the damaged vehicle's controller must place 1 Salvage Counter…'

- Change the scenario's Game End condition to say: 'The game ends at the end of any round, if only one player has vehicles in play, or after three rounds, whichever comes first.'

Vehicle By: Richard Greer

Diorama By: Mike McGowan

! STOP READING !

*Stop reading now. At the end of the game, read the 'Post Game' section.*

POST GAME

Looting the Wreckage

1. If a vehicle did not 'scarper' (check the scenario special rules) during this game: mark one corrosion on it.

2. The player with the lowest total corrosion (roll off if tied) rolls one template improvement. All players gain the rolled template improvement.

3. Each vehicle gains one mutation.

4. The player(s) that won the scenario may unlock a clue using the code 'THEFILES', keeping the content secret from the other players.

5. Each player calculates their new team rating.

After the scenario is played, read the following rule changes and then proceed to 'Chapter 3'.
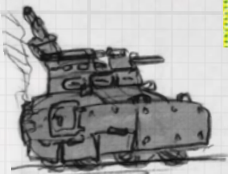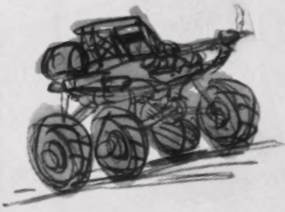
Chapter 3: Rush Hour

Before the forced shutdown, getting to and from work at the facility always involved the occasional run-in with the shambling radioactive ghouls. They don't call these the Irradiated States of America for nothing.

However, the highway is heaving with neon-green glowies. You've never seen so many in one place. Are there more than normal? Is something drawing them here?

You leave the highway towards the hills to the south east, where distant buildings promise temporary sanctuary, if you can break through the horde.

Diorama By: Owen Hughes

Play the 'Zombie Bash' scenario, adding the following scenario rules:

The Refrigerator

- Before the game starts, place a refrigerator (or a crate, barrel or vending machine) in the centre of the table.

- If a vehicle's movement template or final position touches the refrigerator, that vehicle may pick up the refrigerator. When picked up, place the refrigerator on the vehicle's dashboard.

- When the vehicle carrying the refrigerator is wrecked, the vehicle's controller must place the refrigerator into play, touching the wreck.

Something's Rotten

Before the game starts, the player with the lowest total corrosion (roll off if tied) may choose to unlock a clue using the code 'FALLINGDOWN', keeping the content secret from the other players

Vehicle By: Jack Stover

POST GAME

Rush Hour

1. If a player ends the game with the refrigerator on one of their dashboards they may unlock a clue using the code 'CHILLEDHOOCH', and read out the content to the other players.

2. If a vehicle did not 'scarper' (check the scenario special rules) during this game: mark one corrosion on it.

3. The player with the lowest total corrosion (roll off if tied) rolls one template improvement. All players gain the rolled template improvement.

4. All teams gain a new movement template called the 'Doughnut'. Each player should print a copy for their team, and add it to their set of legacy templates. Download it here: Gaslands.com/legacy/Doughnut

5. Each vehicle gains one mutation.

6. The player(s) that won the scenario may unlock a clue using the code 'SPLATTER', keeping the content secret from the other players.

7. The player with the highest total corrosion (roll-off if tied) unlocks a clue using the code 'IRONMAN', keeping the content secret from the other players.

8. Each player calculates their new team rating.

After the scenario is played hen proceed to 'Chapter 4', for which you'll need some dinosaur toys on hand...

Chapter 4: Dino Park

You scramble to flee the seemingly endless hordes of lurid green shamblers. As you bounce towards the apparent sanctuary of the once-elegant hotel buildings on the dusty hills ahead, you barely notice the collapsed electrical fences. The fragments you can see are probably 18 feet high. If this was a holiday resort, it must have been pretty exclusive.

You approach the buildings and see the twisting bird-necks of the GeneSys logo just moments before the lead vehicle is smashed aside by the colossal head of a tyrannosaurus, ropes of drool glistening in it's braying jaws.

The GeneSys Dino Parks closed in the early 90s. The dinosaurs couldn't have survived here for thirty years unnoticed, could they? Also, you don't remember the dinosaurus in the old commercials having shoulder-mounted flamethrowers.

There is another earth-shaking roar, and another. That last one came from behind you.

Vehicle By: Jack Kostencki

Scenario: Dino Park

Play 'Big Game Hunter', but be sure to use toy dinosaurs for the creatures. During this scenario, the following special rules apply:

Dinosaurs

The Creatures in this scenario have the follow special rules and rules changes:

- During this game, creatures count as having the Up And Over special rule (see page 71 of Gaslands: Refuelled).

- When activating a creature, the controlling player must select from the templates available to that player.

- If a creature is involved in a collision outside of its activation, it always declares a Smash Attack reaction.

- **Gaslands: Refuelled Errata (p144):** Update Giant Radioactive Creatures to replace 'When attacked, they Evade as if they were in Gear 3' with 'When a creature is attacked or is involved in a collision outside of its activation, it counts as being in Gear 3.'

- **Gaslands: Refuelled Errata (p144): Replace the Enraged rule with the following:**

    Enraged: Immediately after a non-creature vehicle activation in which a creature was targeted with an attack, which caused 2 or more damage to it, the creature activates. The creature is activated by the player that triggered the creature to activate. If multiple creatures are triggered to activate in one activation, the player chooses one creature to activate and the other creatures are not activated.

- **Gaslands: Refuelled Errata (p144): Add the following special rule to all creatures:**

    Penned In: Creatures may not leave the play area. If a creature's final position would overlap the edge of the table, interrupt the movement at that point. Do not resolve a collision with the table edge.'

- **Gaslands: Refuelled Errata (p144): Add the following special rules to all creatures:**

    Berserk: After moving, if a creature has any vehicles within range of its turret-mounted flamethrower, it must attack with that weapon, and must place the template to hit the maximum number of vehicles possible. If multiple valid options exist, the controlling player chooses. Creatures ignore the Distracted rule.

Corrosive Drool

The first time this game that each vehicle suffers any damage from any creature, mark one corrosion on that vehicle.

Stop reading now. At the end of the game, read the 'Post Game' section.

POST GAME

Dino Park

After this game, read the following aloud:

There's something very wrong with these dinos, (aside from the fact that extinct lizards from the dawn of time are smashing holes in your Buick). They are covered in some kind of infection. It could be a fungus, but it looks more metallic. Are the nanobots attempting to 'improve' these resurrected dinosaurs? Has something altered their programming?

A rusted sign points to the GeneSys laboratories, through the main park.

1. Each vehicle gains one mutation.

2. Any player that scored one or more kills during this game must select one of their vehicles and note that this vehicle 'has dinosaur blood on its windshield'.

3. The player with the lowest total corrosion (roll off if tied) rolls one template improvement. All players gain the rolled template improvement.

4. Each player must combine two templates. (See 'Unpredictable Performance' below).

5. Each player calculates their new team rating.

After the scenario is played, read the remaining Rules Changes in this chapter, and then proceed to 'Chapter 5'.

RULES CHANGE:

Unpredictable Performance

There is an alarmingly loud cracking noise as something hard and fast impacts with the underside of your vehicle. It sounded important. Let's hope the nanobots figure it out.

Whenever a rule instructs players to 'combine two templates', they must roll two D6, and select two different templates, one template that has a permitted gear equal to the first dice roll, and another template that has a permitted gear equal to the second dice roll. If either dice rolls is a 6, that dice may be used to choose any template.

Once the two templates are selected, they must be combined. One of the two templates must be permanently affixed to the other, such that the short starting edge of one template (the 'upper template') is placed exactly in line with (and centered on) the dotted line on the other template (the 'lower template'), and pointing in the direction indicated by the arrow on the lower template. (The arrow on the upper template may face in either direction).

Once the two templates are glued or taped in place, remove (cut off) any part of the lower template beyond its dotted line that isn't concealed under the upper template.

Note: If you are playing this campaign 'virtually', via software such as Tabletop Simulator, you will sadly have to skip this Rule Change.

The combined templates permanently form a single movement template for the rest of the campaign.

Once combined, either set of visible permitted gear icons may be used and any slide exit points may be used (including those on the 'flip-side' of the templates).

Vehicle By: Chris Clark

Chapter 5: Looting The Park

As you tear across the scrubland of the main park, you see wheeling packs of mutated dinosaurs thundering across the distant slopes. You drive into the nearby forest, seeking cover, and find yourself in a village of rundown supply dumps and maintenance sheds. You can't help noticing the unlooted gear peeking out from half-open crates and loose tarpaulins. It looks like this area is in active use. They might have gasoline.

Scenario: Looting The Park

Play the 'Scavenger Party' scenario, adding the following special rules

Corrosive Pools

During setup, players take turns to place corrosive pools until three are in play.

A corrosive pool should be represented by an item of gloopy or swampy scenery roughly medium across, and counts as treacherous terrain. The first time this game each vehicle's movement template or final position overlaps any corrosive pool: note that this vehicle 'got goo on it'.

Experimental Nano Tech

First time a vehicle collects a crate this game, read the following aloud:

You slow imperceptibly to allow one of the gang to lean out and scoop up the small metallic crate as you drive by. "Yowks!", she yells. "That's hot!" The device lands with a magnetic clunk on to the floor of the vehicle, locking immovably into place as silver tendrils rapidly insinuate into the surrounding metal. A low humming begins, like something has just been electrified.

During this scenario, while a vehicle is holding a crate, that vehicle counts as having the 'Nano-Cloaking Device' upgrade (see below).

Nano-Cloaking Device

The Nano-Cloaking Device is an upgrade with the following special rules:

Nano-Cloaking Device: Whenever this vehicle is declared as the target of an attack outside of a collision: it may permanently reduce its Hull by one (i.e. permanently fill in one hull box) to 'cloak' for the remainder of the active vehicle's activation. A cloaked vehicle may not be targeted with attacks. The attacking vehicle may choose another target, if one is available.

Stop reading now. At the end of the game, read the 'Post Game' section.

POST GAME

Looting The Park

After this game:

1. If a vehicle was holding a crate at the end of the game, it permanently receives the 'Nano-Cloaking Device' upgrade and increases it's vehicle rating by 5 points.

2. If a vehicle did not 'scarper' (check the scenario special rules) during this game: mark one corrosion on it.

3. If a vehicle 'got goo on it', mark one corrosion on it and erase the note.

4. Each vehicle gains one mutation.

5. The player with the lowest total corrosion (roll off if tied) rolls one template improvement. All players gain the rolled template improvement.

6. Each player calculates their new team rating.

TO BE CONTINUED...
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Vehicle By: Carlos Pandiella

THE PATH OF THE RONIN

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The Path of the Ronin

"Makalov sat back in his seat, his narrowed eyes taking in the smoke filled compartment that was the Lucky Lamb. Around him the noise of a free-station rang out comfortingly. Shouting, cursing, laughter, arguing. At the bar a pair of North Star recruits were attempting unsuccessfully to chat up a tall Hinode crew-chief whose frosty gaze seemed utterly unphased by their raucous advances. A long table of Bolschev comrades were singing some Shelter-shanty to the tune of splintered guitar. Two scrap-sellers were arguing furiously with a lean tank-baby from the Burg over the parts price for a particular piece of salvage. A million transactions, fights, stories, jokes and tragedies played out in the busy compartment each week and today was no exception.

For Makalov, the difference was that today he was on the lookout for talent. It was a bit like fishing in one of the endlessly spawning protein farms the station had cultivated in a massive undersea trench. The teeming deep-sea fish that abounded near the volcanic vents were a huge source of trade for Port Reck-ja. As the head of station security he appraised this flotsam of humanity the way a fish-monger might the protein nets hauled up from the depths. His crew had lost a member. Orwell had been one of those vat-grown as well, though he'd hid it as best he could for fear his creators might come this far north to find him.

He shouldn't have bothered though, just as sure as the years pass when his expiry came they'd found him in his rack, dead-cold.

His place on the Ronin crew had been an important one however. A better hunter, Makalov had rarely seen. The Gremlin Mark IV that had been his preferred ride was still mounted with the long Rattler .106 Anti-Material rifle that he had been so proficient at picking apart poachers and claim-jumpers with.

The crew was out of balance. Would another Hunter fill the role? Or should he shake up their dynamic with a bellicose fighter like that Machu-Pichu refugee drinking alone in the corner who was clearly a follower of the Sword? Perhaps a Guardian would add some semblance of stability and comfort to the crew. Makalov sipped his still-swill and shifted his booted feet from under the table to atop it. His mind turned the problem over while his eyes took in the bar full of freelance talent and sized them up like livestock going to the slaughter. "

The life of a freelance Frame Pilot will be different from those serving an Arcology. While for all intents and purposes their home Free-Station (or perhaps network of aligned stations) acts in the same self-interest as an Arcology (albeit on a smaller scale), they tend to have much more freedom. Those Pilots in service to their government tend to have combat dogma and training ground into them,

forcing a certain style of engagement that develops few quirks outside their normal doctrines and rules of engagement.

Almost the opposite, Ronin pride themselves on their individuality. Where they come from and how they wage war can be as diverse as the Frames that they pilot and the stations where they have found their new homes. With renewed purpose or weary resignation these mongrel sell-swords take to the field once more to do battle in their mighty war machines.

When it comes to finding work, many Pilots use the term Path to denominate amongst themselves or advertise how it is they approach their work. The Path of the Sword for instance describes pilots who excel at close quarters engagements, not necessarily just with Melee weapons but also with those up-close-and-personal Loadouts that make them dangerous if you allow them to get too close.

Often Pilots will decorate their Frame with flashes denoting their Path and it isn't uncommon for station Chiefs looking for a particular skill set to seek these out when looking for a new independent contractor to work with their security or exploratory forces.

Using Paths in Gamma Wolves

When initially recruiting a Pilot to a Gamma Wolves team you can assign them a Path. This comes with additional restrictions to what types of Loadouts they will use on their Frame, but can have benefits and unlock new skills which will be gained automatically as they progress in level. Paths are not tied to a Level, however, as typically a Ronin does not feel free to set course on a particular style of fighting until they are unshackled from their original Arcology. The exception to this of course is that Rookie Ronin pilots are free-born souls and it is often their dream to follow a particular Path as a Frame Pilot for hire.

When a Pilot picks a Path, they will gain the associated Expertise that goes along with it. This is not an Advance or Talent. They will also take the associated Burden for that Path. So long as a Pilot maintains their Burden they will benefit from their Expertise for the Mission they are participating in. If the Loadouts on their Frame or their actions in-game go against their Burden they will lose the ability provided by that Talent during the Mission. When a Ronin pilot advances in their Path Level they unlock the enhanced version of their Expertise. This is cumulative with the level of Expertise they previously had and represents the Pilot growing in their chosen combat style as they make their way as a gun-for-hire in the Sea of Destruction. This means the earlier a Ronin takes up a Path in their Career, the deeper they develop this chosen style of Frame Warfare. Each Path levels up in different ways and a Pilot may only walk a single Path.

PATHS
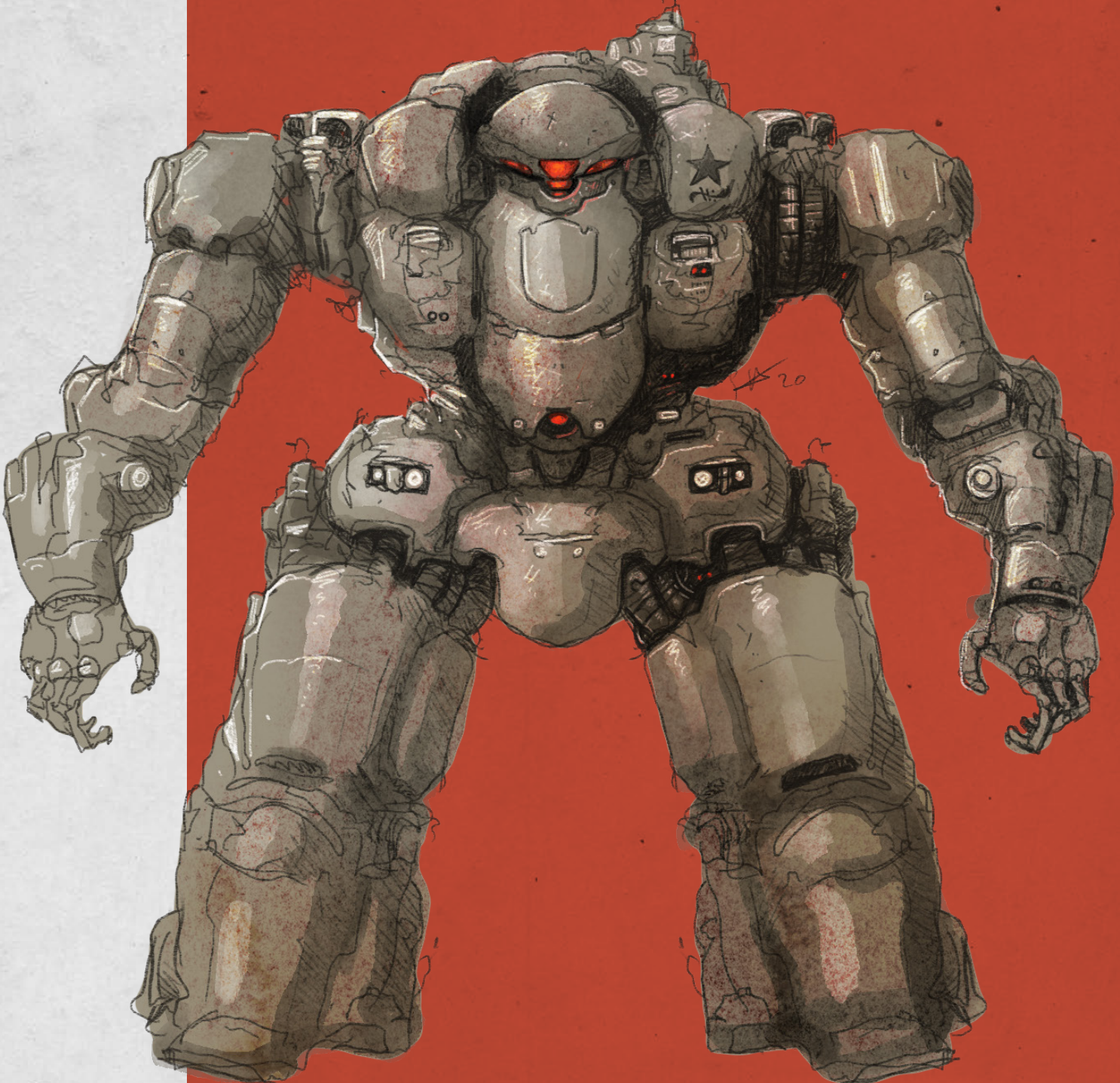
The Path of the Hunter

Crenshaw felt the controls respond smoothly as he backed Dancer up along the curve of an ancient concrete structure, keeping half her profile obscured as the Tiamat drone edged closer to the old military wreck. Even as his frame slid backwards he maintained a lock on the lower left knee joint of the old Seven-Seven excavation frame's leg that the nano-machines had animated for this task.

"Let's see if you can drag that thing back with only one good leg you godless monster...." he whispered to himself as he toggled on Dancer's HEL and burned out its ability to move.

The Hunter excels in the patient dismantling of their opponents from afar. A well placed shot to the sensors or to an offensive loadout from a Hunter has crippled an enemy Frame in many an engagement before they have had the chance to bring their systems to bare. These Pilots enjoy the unseen attack and bringing down a foe with precision engagements. They train endlessly with more accurate Loadouts in order to perfect these talents and leave behind disabled frames for their crews to salvage.

Burden

A Frame Pilot following this Path may only crew Light and Medium Frames. In addition, their primary Loadouts may only consist of either Rifle or Laser Offensive Loadouts. They must maintain a minimum distance of 10" from enemy frames at all times to benefit from their expertise. If at the end of the maneuver phase an Enemy Frame is within 10" they will not be able to access their Expertise. When the enemy is no longer within 10" they will once again be able to use those abilities (perhaps by successfully evading away).

Leveling

Any Pilot that sets off on the Path of the Hunter begins at Level 0 (regardless of their Training Level otherwise). Make a note each time this Pilot disables the Sensors, Propulsion or Offensive Loadout on an enemy Frame. These are called Hunt Marks. They require three Hunt Marks to progress from Level 0 to 1. They require nine Hunt Marks to progress from Level 1 to 2. They require eighteen Hunt Marks to progress from Level 2 to 3 which is the maximum.

EXPERTISE

LEVEL 0
Scoped

A fixation on precision targeting equipment has led to this pilot tweaking and dialing in their targeting systems. When attacking with Rifle and Laser Offensive Loadouts, this Pilot may shift the location hit on an enemy frame by 1 for free without having to discard a Success. This may be combined by discarding additional successes to further move the location.

LEVEL 1
Precise

Careful study of different classes of frame and their weak points has led to this Pilot knowing just where to land a shot. When attacking with a Rifle or Laser Offensive Loadout, this Pilot may roll 2D6 when determining the location hit on an enemy frame and choose which result to apply, discarding the other result.

LEVEL 2
Nimble

Being able to fire and maneuver while maintaining a lock is a lesson learned only in the field. This Pilot has become highly capable at moving while keeping their targeting systems dialed in. The first Maneuver this Frame Pilot makes each game round does not count against the Accurate trait for Offensive Loadouts mounted on their Frame. Further maneuvers will count against it as normal.

LEVEL 3
Deadly

Hours and hours in the field have taught this pilot how to exploit every weakness or fraily on their targets. When this Pilot successfully causes a hit to Sensors, Propulsion or Loadouts with a Rifle or Laser, they may add one additional point of Damage to the result for each Net Success.

The Path of the Sword

Andy grinned and thumbed the volume of her cockpit music higher as Ocelot took another round to the shoulder. Drums and guitar riffs thumped in her chest as she swung the massive wedge shaped blade left, scything through the shot-cannon the enemy Frame was tearing armour off of her ride with. "Bet you thought that was pretty smart!..." she shouted as the other pilot jerked their vehicle away, spooked at the loss of their close-range loadout. Bullishly she maneuvered forward, crushing her opponent backwards as she reversed and tore the massive axe across its sensors on the backswing. Disoriented the other frame gave ground. Grinning, she moved in for the kill, snapping her gum as she did so.

The Swordsman believes that the only true honourable way to vanquish a foe is eye to eye and blade to blade. This ethos of personal combat drives them to train endlessly to maneuver their Frames with absolute grace and agility and to engage their foes up close in a horrific crash of metal on metal. They eschew ranged weaponry that is designed for stand-off engagements and will seek to drive opposing crews from the field in brutal hand-to-hand and melee combat.

Burden

A Frame Pilot following this Path may crew any size Frame. In addition, they may not equip any Loadouts that do not have the Secondary or Melee traits.

Leveling

Any Pilot that embarks on the Path of the Sword begins at Level 0 (regardless of their Training Level otherwise). Make a note each time this Pilot disables an enemy Frame using a Loadout with the Melee trait. These are called Duel Marks. They earn 1 Duel marking if they disable a Frame of a smaller size, 2 if the Frame is of equal size and 3 if the Frame is of a larger size. They require three Duel Marks to progress from Level 0 to 1. They require nine Duel Marks to progress from Level 1 to 2. They require eighteen Duel Marks to progress from Level 2 to 3 which is the maximum.

EXPERTISE

LEVEL 0
Brutal

This Pilot's fixation on close quarter combat leads to them mounting larger and more savage melee loadouts to their frames. When attacking with any Loadout with the Melee Trait this Pilot adds 0.5 to the base Damage of that Loadout, before multiplying it for Net Successes.

LEVEL 1
Riposte

The Pilot has honed their ability to turn an incoming attack into an opening. When evading an enemy attack, if this Pilot ends the resulting Maneuver with at least one of its active Loadouts with the Melee Trait in range of the attacking Frame, they may do a single point of Damage to a random location to their attacker.

LEVEL 2
Parry

A true follower of the sword not only knows how to strike a blow, but also how to prevent one from landing. This Pilot is able to use their Melee weapon to block enemy attacks. So long as they have an active Melee loadout they gain an additional Bonus Die to any Evasion tests triggered by being targeted with an enemy Melee trait Loadout.

LEVEL 3
Whirlwind

Being able to maximize their strikes and timing a swordmaster can engage multiple targets at once. When this Pilot activates a Melee Loadout they may make an individual attack roll against every enemy frame in Lock and Range of the loadout. Each of these Frames reacts individually and each attack is resolved individually as well. This does not cause additional Pilot Stress.

The Path of the Guardian

"WHAT in all the hells of this blasted planet do you think you're doing to my Frames, Billy?" Nona was almost a head taller than the rookie and looked fit to split him in half with the spanner she was waving around. In all fairness, Badger had seen better days. Most of the armour on its left side was torn away and the manipulator that had been loaded out with his ballistic shield was missing entirely. Nona looked fit to be tied and Billy wasn't really sure what to say. This was his first Operation with the crew and the parade of expletives being hurled at him was not reassuring. Behind her, he could see Marrick's frame being loaded back in. As the seals cracked and the grizzled old veteran unfolded himself from the cockpit he hacked and coughed. Ansel rushed over to help him as he nearly fell over but he shook the other pilot off. "Leave the lad be Nona." he said between rasps. "I took a laser hit to the seals and was leaking air the
last half mile. If that boy hadn't covered my three the last ninety seconds I'd have been dead." Nona's eyes narrowed but the abuse stopped. Billy's terror gave way to elation as he felt the old pilot gnarled hands give his shoulder a quick squeeze as he staggered past. Alone on the deck he put a hand on Badger's plated leg in thanks of his own.

The Guardian seeks to preserve the fragile balance of life in the Sea of Destruction. Free Stations are beacons of hope and humanity in the cracked and broken wastelands that make up most of the earth's surface. The Guardian understands that life on such a knife edge is precious. They see their companions and even their Frames as under their protection and will put themselves in harms way to keep them safe.

Burden

A Frame Pilot following this Path may only crew Medium and Large sized Frames. In addition, they must equip a minimum of one Ballistic Shield and one of the following Loadouts; Autocannon, Rotary Cannon or Rifle. If two or more friendly Frames are disabled during the course of a mission, this Pilot may no longer access their Expertise.

Leveling

Any Pilot that embarks on the Path of the Guardian begins at Level 0 (regardless of their Training Level otherwise). Make a note each time a Friendly Pilot exits the area of operations carrying a Salvage Token. These are called Survival Marks. They require three Survival Marks to progress from Level 0 to 1. They require nine Survival Marks to progress from Level 1 to 2. They require eighteen Survival Marks to progress from Level 2 to 3 which is the maximum.

EXPERTISE

LEVEL 0
Protective

Taking fire meant for others is the first instinct of the Guardian and they will unhesitatingly put themselves between their team and the enemy. If this Pilot both has and is in Lock of an enemy Frame when it attacks they may gain a Pilot Stress to reduce the number of Successes in the attack roll by 1, to a minimum of 0 and will take 1 point of Damage to a random location on their Frame.

LEVEL 1
Vigilant

Always watchful for incoming fire, this Pilot surveys the area of operations for incoming threats and seeks to drive them from the battlefield with furious suppressive fire. When making Snap Fire attacks with Auto-Cannon, Rotary Cannon or Rifle Loadouts, this Pilot may re-roll natural dice rolls of 1.

LEVEL 2
Territorial

Protecting the Crew's crawler and the fall-back route to safety is imperative to a Guardian. In order to bring back the essential salvage that keeps a Free-Station operating enemy Frames must be kept from encroaching on their line of retreat. When this Pilot Snap Fires at an Enemy Frame within 18" of the board edge that is in their approach vector, roll 1D6. On a roll of 4+, do not place a Pilot Stress on this model.

LEVEL 3
Indominable

Angling their armour plating, systems and frames to best deflect incoming ordinance is practically an art form for this pilot. Whenever this Pilot's Frame takes damage from an enemy attack roll 1D6 for each point of Damage. On a 6, that damage is ignored. Total the remaining damage and apply it to a location as normal.

Author's Notes: Path of the Ronin is the first in a series of articles designed to allow Campaign Games of Gamma Wolves to have more depth and development to the pilots that make up the crews out working the Sea of Destruction. Look for more expansions to add variety and narrative to your games of Gamma Wolves in future episodes of BLASTER!

THE MYSTERIOUS ANOMALIES OF SITE-X

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.

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"I found it once, or really, it found me. Our party was coming back along the west branch of the Old 68. We broke camp, heading out at noon. Bright day at first, but then a silent fog rolled in. Old Cal hurried to the front, cause raiders like to hide in the white stuff. He didn't get two feet when he was suddenly catapulted into the sky. We damn near lost sight of him. He came back down quickly though, with a loud splat. Everyone stopped. Nothing the human eye could see touched Old Cal. What could do such a thing? Lee, the brave fool, creeped up a bit in Cal's direction, and then boom, he was launched himself.

His loud screams were enough for the rest of us. We broke and ran and only I made it back to town. To this day, I don't know what we found out there. Whatever it was, I hope I never find it again."
-Winston, Settler

"It's not exactly alive, I think, but, you know, it reacts to us. It doesn't want us there."
-Uncle Jack, X-Spotter

CAUTION: Weird Wasteland

Welcome to Site-X, a place of high-concept sci-fi weirdness. This article gets the "Weird Wasteland" stamp of warning, as things get a little strange, even by Tri-State Wasteland standards.

SITE-X ESSENTIALS

A Brief Primer on Site-X

Site-X is perhaps the strangest and most unusual place in all the wasteland. While the wasteland in general has many places and things that defy description, or even make a mockery of the laws of physics, but they are mercifully rare or spread out. In Site-X, however, such weirdness is in dangerous abundance.

The origin of Site-X is perhaps its greatest mystery. Wizened lorekeepers look to the ancient particle colliders of the Last Americans as the source of the site. They say these devices released such extreme energies that they rent holes in the very fabric of reality. Other, more unconventional types suggest that alien visitors made a brief stop-over on Earth, and that the strange environmental anomalies are hold-overs from interactions with advanced alien technology. They claim the legendary artifacts contained within Site-X are naught but the left-behind trash of these visitors. Every spotter, as Site-X veterans label themselves, has their own theory regarding its origins, but trying to stay alive always trumps solving the mystery.

The site's mystique is only enhanced by perhaps the part of its existence that saves the most lives, its location. It cannot be found on any wasteland map, and those who know its location stay close to its borders, lest they lose track of it. Though no one has ever witnessed it directly, Site-X appears to move over time. This movement can be instantaneous, or a slow creep, and makes the site almost impossible to map. While spotters can chart parts of it, such maps eventually become outdated as landmarks shift. A particular rusted truck found next to a gas station one night, might be found in an empty field the next day. Maps of the interior, even ones that are slightly out-of-date, are great prizes to those who know their worth. As

a natural result of its shifting location, Site-X can appear almost anywhere. Indeed, those who have found it, most often do so by pure happenstance.

Site-X proper is defined by the presence of strange phenomena known as anomalies; bizarre and unusual energy events that occur randomly throughout its interior. These can be literally anything, from roving mini-suns or time shifts, to areas of reverse gravity, mid-day dark spots, or other freakish occurrences. The anomalies make travel within the site both dangerous and highly unpredictable. Many anomalies are nearly invisible, impossible to detect until it is too late. Only the cagiest of spotters can predict the presence of an anomaly, and the shifting terrain of the site means the location of known anomalies can shift or change altogether. It should be noted that even the most innocuous of anomalies are hazardous and should be avoided at all costs.

So, the question remains, why then, is Site-X such a temptation? The simple answer is artifacts. These rare and mysterious treasures can be found within the boundaries of Site-X and nowhere else. No one knows what their original purpose is or how to reliably use them, but they function in certain predictable ways and have been given unusual names to match their strange properties: Lifegiver, Accumulator, and Rattler, among others. Each artifact is valuable beyond measure, and rarely are duplicates of any kind found. To bring back an artifact from the site is to prove one's mastery over its many dangers. So, in short, if artifacts can be found, those willing to risk the site's hazards can be found as well.

Site-X Essentials

To begin your Site-X adventures, your games will require the following:

X-Spot Tokens

Anomalies are hidden within X-Spots. From a narrative perspective, X-Spots are potential locations for an anomaly, but not necessarily the exact location. As described later, these spots can move, representing the trouble of pinning down the exact position of an anomaly and their bizarre ability to inexplicably move. Each X-Spot is represented by a 1" diameter token, which are available at the end of this supplement.

The Anomaly Deck

Anomalies are truly random phenomena that can barely be understood, let alone predicted. We simulate this by drawing randomly from a modified deck of playing cards. To build the Anomaly Deck, all you need to do is take a deck of playing cards, remove one black suit (two through ace) and both jokers. The remaining black suit represent anomalies and the red suits represent artifact clues. Shuffle the deck thoroughly and place it to the side.

Artifact Clues

An artifact clue is a term to describe an explorer becoming acclimated to the nature of Site-X. They start to notice small oddities here and there. A rush of cold air on a hot day, indestructible water droplets, the bleak whispers of field mice, and other minor details they would have missed before. Sometimes these clues can even be akin to micro-anomalies, floating bubbles of pure blackness, a piece of grass trapped in a time sphere, tree leaves that glow at night, and the like. Overtime these clues can be gathered and parsed. A mind clued to the goings of Site-X may even discern hidden pathways that may eventually lead to an artifact.

Artifact clues are represented by red suit cards from the Anomaly Deck. Artifact clues can be represented on the table by the red cards themselves or the tokens included at the end of these rules. Each anomaly will generate a certain number of artifact clues over the course of play. When collected, these clues are gained permanently and cannot be lost, even if the model that gathered them dies. Artifact clues are valuable. Alone they can be sold for profit but can also unlock a special artifact scenario.

How To Use Site-X

Site-X is a unique part of the wasteland and all players should agree before using it in a game or campaign. Once agreed, there are two ways to introduce Site-X into your campaigns.

Option 1

is to simply overlay the rules over "normal" games of This Is Not a Test. In this case, it is assumed the site has slowly crept into the local area and the warbands have blundered into its interior. In these instances, players can use almost any appropriate scenario from the main book or other supplements with only a few modifications.

When setting these games up, most TNT rules remain in play, but some adjustments will need to be made:

First, players will need to ban certain scenarios. Most scenarios work well with the Site-X rules, but we recommend avoiding any scenario that restricts a warband to certain parts of the tabletop. For instance, Little Slice of Heaven from the main book is a great example of a scenario that should be avoided, as the defending warband must stay in the center of the board. Anomalies only work if warbands are free to move about and interact with them.

Second, and very importantly, players should never roll for Wasteland Hazards, even if a scenario calls for them. Using anomalies adds additional complexity and danger to the game, and they replace the normal hazards the wasteland offers.

Third, and finally, players need to decide how many anomalies to use in their games. Due to the variety of scenarios, providing a hard and fast number for anomalies is rather difficult. For simple combat scenarios we recommend six anomalies, where scenarios that are slightly more complex or rules intensive may be better with as few as four. On average, six is a good number, but players should feel free to adjust that as the need arises.

Option 2

Option 2 is to play Site-X specific scenarios. In this version, the warbands are aware, if not familiar, with the challenges of exploring the site. Site-X Expedition is the default scenario for exploring Site-X and can be replayed multiple times as players wish. The final scenario X Marks the Spot is a special scenario that can only be played once players have collected enough artifact clues to attempt to find an artifact.

As part of a campaign, players can combine both ways of exploring Site-X. You could start with normal TNT scenarios for one or two games and then transition to Site-X Expedition until players have had their fill of anomalies or even tie the conclusion of the campaign to who gathers the most clues and/or finds an artifact first.

Finally, players are also encouraged to develop their own unique artifacts, anomalies, and Site-X scenarios for their campaigns. The rules presented here are just a starting point for all kinds of craziness. If you do make something unique, please post it on social media for BLASTER or This Is Not a Test and shoot us an email at **joey@worldsendpublishing.com** to let wus know.

Site-X Rules

Anomalies

Anomalies are hidden disasters waiting to happen, and for the most part warbands blunder right into them. This is not really their fault, as anomalies are notoriously hard to spot. Even if they are noticed, the human mind may purposely mask their natures for an observer. After all, maybe the human psyche is just not ready to stare into the fifth dimension.

At the start of the game, X-Spot tokens should be spread about the table. These should be spread out evenly, or players can take turns placing them, so their placement is deemed fair. Thematically, it is best if they are plawced inside or touching a small piece of scatter terrain, but this is not a requirement.

Revealing Anomalies

Anomalies are discovered or revealed either directly or indirectly. Direct reveals occur when a model purposefully moves into base contact with an X-Spot token or if the token moves into contact with a model. When this happens, resolve the anomaly immediately.

Indirect contact may occur if a model moves close to an X-Spot token but takes care not to touch it. There is still a chance they accidentally set off the hidden danger. Each time a model makes part of a move action within 4" of an X-Spot token, draw a single card from the Anomaly Deck. If the result is a black card, the moving model must then resolve the anomaly. If a red card is drawn, nothing happens. Place the card at the bottom of the anomaly deck, reshuffling the deck if the player wishes.

Resolving Anomalies

When an anomaly needs to be resolved, the players will need to determine which model is first affected by the anomaly. This is an important distinction as the first model to be affected by it gains all its artifact clues. This model will be referred to as the resolving model. The player of the revealing model can decide if they want their model to be the resolving model or not. If so, they are automatically affected. However, if they wish to avoid such a fate, a random model within 6" of the anomaly may be determined instead.

All models within this distance, including the model that revealed the anomaly, are potential victims. The randomization process can be any method the players choose, but a good method is to assign a number to each eligible model, then roll a dice and use the result of the dice roll. If there are fewer models than possible dice results, reroll the dice if the result does not correspond to a model.

Once the resolving model has been determined, resolve the anomaly. The resolving model's player will need to draw between two to six cards from the Anomaly Deck, the player may choose how many to draw, but must always draw at least two. Any red cards drawn count as artifact clues, and they are immediately added to the resolving model's warband. Should all red cards be drawn, the resolving model is extremely lucky. They gain all the artifact clues and do not have to resolve an anomaly. However, if they draw one or more black cards, they must now suffer the effects of an anomaly. Determine the anomaly type by consulting the below chart.

RESOLVING ANOMALIES	
Black Card Drawn	**Anomaly Type**
Ace	Meat Grinder
Two	Acid Pit
Three	Apparition
Four	Catapult
Five	Fire Burster
Six	Gravity Eddy
Seven	Rusher
Eight	Shadow Jumper
Nine	Shimmer Webs
Ten	Switcheroo
Jack	Zone Madness
Queen	Gravity Maelstrom
King	Time Pocket

If only one black card was drawn, then resolve the indicated result. If multiple black cards are drawn, the enemy player(s) may choose among the indicated anomalies to resolve, but still only resolve one.

Anomaly Example:

Spotter Joe has moved into base contact with an anomaly, but chooses not to be its victim if he can help it. There are four other models within 6" of Joe, for a total of five models including him. The players choose a D6 and assign the numbers 1 through 5 to each model. They roll the dice and choose the model whose number matched the dice result. Should the players roll a 6, they will reroll the dice until they get a usable result. The result indicates Spotter Joe is off the hook, but his friend Dave is not so lucky. Dave's player draws two cards from the Anomaly Deck, a red card and a black 5. They would then resolve the indicated anomaly, a Fire Burster. They resolve the attack against Dave and any models within range of the flame template, and then remove the X-Spot token from the game. After that is done, Dave's player gets to keep the artifact clue and any other affected models would gain a clue as well.

Once the anomaly is resolved, remove the X-Spot token from the board.

Note that many anomalies can have multiple targets beyond the resolving model. These models do not gain any artifact clues from the Anomaly Deck. But as a sort of consolation prize, any model affected by an anomaly gains one artifact clue. This counts whether the model passed any related tests or were taken out-of-action by the anomaly. Resolving models may also qualify for this if they were unlucky enough to draw no artifact cards. Each model may only gain one clue per anomaly in this way.

Anomaly Movement and Regeneration

It is extremely important to note that anomalies are not just passive traps waiting to be sprung. They operate according to a strange logic imperceptible to mortal minds. During the Clean-Up Phase of each turn, if an anomaly was not resolved, players draw one card from the Anomaly Deck and complete the following steps. If an anomaly was resolved during the prior turn, do not draw any cards and continue to the next game turn.

STEP 1

Carry out one of the two options below, unless there are no unrevealed X-Spots, if so, then skip to Step 2.

- **If the drawn card is red (artifact clue)**, randomly determine one unrevealed X-Spot token and scatter it D6" in a random direction. If it crosses over any model, resolve the anomaly against that model. They count as the resolving model, do not randomly determine a model for that purpose.

- **If the drawn card is black (anomaly),** randomly determine one unrevealed X-Spot token and immediately resolve that card at that location. Randomly determine the resolving model.

- If no models are within 6" of this X-Spot token, remove that token from the game and continue to the next game turn.

STEP 2

If all X-Spots have been revealed, then place a new X-Spot token on the board. Place the token in the dead center of the board and scatter it 3D10" in a random direction to determine the anomaly's final position. If this would cause it to be placed on a model, place it just outside base contact with that model.

Resetting the Anomaly Deck

When cards are drawn from the Anomaly Deck, they are placed to the side once used. Players do not need to hold onto red cards, they can simply annotate their sheet to show their clue total. It is quite possible that players will run through the Anomaly Deck quite quickly if they opt to draw lots of cards. Should the deck ever have less than three cards, then reshuffle all previously drawn red and black cards into the deck.

Anomaly Types

ACID PIT

Found just below the surface, these pits appear to be full of a fluorescent green acid that is powerful enough to dissolve a human being in seconds. Their presence is occasionally betrayed by the green air bubbles that escape from the boiling acid. Oddly, despite being full of what appears to be liquid, once an acid pit is exposed to air its contents evaporate and disappear. It is unknown if the acid only sits in certain ground pockets, is connected to an underground reservoir, or is something else entirely.

Determine the resolving model. That model, and all models within 2" of them, must make an Agility Test (MET/TN 10) with a -1 penalty. If they pass, they avoid the pit, and are unharmed. If they fail, they fall into the pit briefly before they can climb out. They suffer an automatic Strength 8 hit, and are placed prone if they survive.

APPARITION

At first glance, an apparition appears to be an atmospheric ghost light, like those seen in swamps. However, should anyone get close, it slowly morphs from a ball of light into a ghost-like replica of the person observing it. The apparition attempts to touch anyone it can, leaving acid-like burns on its victims. The specters are immune to damage, but eventually fade away.

Determine the resolving model. Place a 1" token or appropriate model in base contact with them to represent the apparition. During the Clean-Up Phase, the apparition will stay stationary if in base contact with any player-controlled model, or will move up to 6" to attempt to get into base contact with the closest model. Models may freely disengage from the apparition, but it cannot be harmed by any means. At the end of the Clean-up Phase, any model in base contact with the apparition must pass an Agility Test (MET/TN 10). If they pass, they dodge the apparition. If they fail, they suffer a -2 penalty to Defense that lasts until the end of the game, multiple hits are cumulative. When first revealed, roll a D10 to and consult the table below to see how long the apparition will remain in play.

D10 Result	Remains in Play
1	End of game
2-4	Four turns
5-7	Three turns
8-10	Two Turns
10	One turn

BLOOD MADNESS

This anomaly takes the form of a pale blue mist that floats about the site. Those caught within its confines are overcomes with visions of bloodshed and are compelled to commit the basest acts of violence. Their eyes take on a blood red hue and their skin turns white. Blood madness, as this has been named, is usually temporary, but sometimes people who are not brought back to their senses disappear into the interior of Site-X, never to be seen again.

Determine the resolving model. All models within 3", including the resolving model, must make an Intelligence Test (MET/TN 10) with a minus -1 penalty. If they pass, they overcome the feelings of blind range that assail them. If they fail, they go mad. Models affected by blood madness no longer count as members of their original warbands, and instead follow the rules for wasteland creatures as described on Pages 129-130 of the This Is Not a Test rulebook. The models retain their stats and any skills they may have, but will not make ranged attacks and will always attempt to move or charge to attack the closest model not suffering from blood madness. These models automatically pass all Will Tests and will never break or push a model out of melee. This condition lasts until the end of the game. Any leader or elite member of their former warband may attempt to reason with them if they are within 3" by spending 1 AP. The affected model can take an Intelligence Test (MET/TN 10), and revert to normal if they pass. Failure has no effect other than the attempting model losing an AP.

CATAPULT

This anomaly appears as a thin, translucent line of purple light about 2' in length that will stretch out to touch anyone that comes close. Any unfortunate touched will be launched 50 to 100 feet into the air, landing with disastrous results.

Determine the resolving model. That model must make an Agility Test (MET/TN 10). If they pass, they dodge out of the way and are unharmed. If they fail, they are thrown D6" into the air. Treat this as if the model fell from that height, using the falling rules on Page 22 of This Is Not a Test rulebook. If the model survives, roll for scatter and place the model Prone D10" away inches in the indicated direction.

FIRE BURSTER

Only a barely detectable shimmer of heated air betrays the presence of the dreaded fire burster. When triggered, this anomaly shoots super-heated flames in a horizontal funnel around its exterior.

Determine the resolving model. Place the flame template in base contact with them. The resolving model's controlling player may choose which direction the template points in. The resolving model and all models under the flamer template must pass an Agility Test (MET/TN10) with a -1 penalty or suffer a Strength 8 hit that has the Flammable weapon rule.

GRAVITY EDDY

The least powerful of gravity anomalies, eddies are one of the rare anomalies that are more annoying than dangerous. Within their boundaries, gravitational forces can rapidly increase or decrease, leaving those caught in their grasp bouncing around as if they were on the moon, or pulled to the ground and barely able to crawl due to their increased density.

Determine the resolving model and place a 1" token in base contact with them to represent the eddy. Once placed, the eddy's area of effect spreads 6" in all directions from the token. When first triggered, and at the beginning of any subsequent turn, roll a D6. On a 1-3, all models within its area of effect suffer a -2 penalty to Movement and all ranged attacks that draw line of sight through any part of the area of effect suffers -2 Strength. On a 4-6, all models within the area of effect gain a +2 bonus to Movement and all ranged attacks that draw line of sight through it gain +2 Strength.

During the Clean-Up Phase of each game turn after the turn the anomaly is revealed, roll a D6. On a 6, remove the gravity eddy from the game.

GRAVITY MAELSTROM

Akin to a tornado or hurricane, but made of hyper-gravitational force, the gravity maelstrom ensnares its victims and quickly pull them towards its central "eye." Those unfortunates who do not escape in time are crushed flatter than a pancake.

Determine the resolving model and place a 1" token in base contact with it to represent the maelstrom. Once placed, the maelstrom's area of effect spreads 6" in all directions from the token. Any model that comes into contact with this token, initially or later during the game, must pass a Strength Test (STR/TN 10) or suffer a Strength 9 hit. If they pass the test, or survive the hit, the mode's owner places them 4" away from the token in a direction of their choice. Further, any model that starts their activation or moves into the maelstrom's area of effect is immediately moved 3" towards the center. This happens before they activate or immediately after they enter the area, and they are free to use any remaining movement or AP after being moved in this fashion. All models within the area of effect suffer -2 to their Movement and all ranged attacks that draw line of sight through the area of effect suffer a -2 penalty to their Strength. During the Clean-Up Phase of each game turn, except the turn the maelstrom is first revealed, roll a D6. On a 6, remove the gravity maelstrom from the game.

MEAT GRINDER

Absolutely worthy of its moniker, the meat grinder is the deadliest of anomalies so far discovered within Site-X. The anomaly itself is totally invisible to the human eye, its presence only betrayed by the dried blood and viscera of its prior victims. Those caught in its grasp risk being mulched beyond recognition, though a lucky few may survive with only a few missing limbs. As a grim mercy, once the meat grinder claims a victim, it will stop functioning for a short period of time. This gives friends of the recently departed a chance to avoid it.

Determine the resolving model. That model must make an Agility Test (MET/TN 10) with a -1 penalty or be immediately taken out-of-action. If they pass, they suffer a Strength 7 hit instead. If the model survives the hit, they are placed Prone and suffer a -1 to all dice rolls until the end of the game due to the grievous wounds they have suffered.

RUSHER

This time anomaly has no distinct form, but is simply a cloud of bluish-yellow vapor. Anyone caught in its proximity suffers time dilation and increased velocity. Any time the victim attempts to move, they move at the maximum speed they could physically travel. Even a simple step could launch them full speed into a wall or other obstacle. Though this effect eventually wears off, the affected person must avoid any unnecessary movement, lest they pancake themselves against the closest solid object.

Determine the resolving model. That model must pass a Survival Test (MET/TN 10) or suffer the effects of the anomaly. The model gains +3 bonus to their Movement stat, but each time they take a move action they must move the full distance in a straight line. If this movement would cause them to collide with a piece of terrain, they are knocked Prone and suffer a Strength 6 hit. If they collide with another model of the same size, both models are knocked Prone and suffer a Strength 6 hit. If the model they hit is larger, the larger model still suffers the hit, but may make a Strength Test (STR/TN 10) to avoid being knocked Prone. If the model hits a board edge as a result of this effect, they move the maximum distance and stop immediately at the table edge. This effect lasts for D3+1 turns.

SHADOW JUMPER

This anomaly is a strange patch of darkness that swallows all light. Any victim that blunders into it disappears, only to reappear somewhere close by. This "jump" can be disorienting and dangerous depending on where they land and who they appear next to.

Determine the resolving model. That model must take a Strength Test

(STR/TN 10) or be moved 3D10" in a random direction as determined by a scatter roll. The model loses any remaining AP, but is otherwise unharmed. If the distance rolled would move the model off the table or place them on top another model, move the model the minimum distance necessary so that their placement is legal.

SHIMMER WEBS

This anomaly is formed of large strands of spider-like webs that are almost impossible to see or escape from. They tend to grow near areas of radioactivity or sources of heat, but can be found sticking to large terrain features or inside vacant buildings anywhere. Anyone who touches the

web is instantly ensnared. If the webbing touches only clothing the victim may be lucky enough to wiggle out. Should the webs touch skin, however, the unfortunate person has no option to escape other than cutting away their flesh. So far, no means have been discovered to cut or break the webbing once it latches on.

Determine the resolving model. That model and all models within 3" must make an Agility Test (MET/TN 10) with a minus -1 penalty. If they pass, they avoid the webs and are unaffected. If they fail, they are trapped in the webs and cannot take any move actions until the end of the game unless they cut themselves free. A model may attempt to cut free by spending 1 AP and suffering a Strength 6 hit. If they survive, they are free to move away when they have AP to do so.

SWITCHEROO

Similar in appearance to the shadow jumper, this anomaly is a patch of darkness with a dark blueish hue. Additionally, a crackle of electric energy will discharge from its center at random intervals. Sadly, this is rarely useful for determining its presence. Anyone that touches a switcheroo is immediately teleported away, while another person is randomly dropped into their place. The second victim is always from somewhere nearby, but there seems to be no discernable pattern of how or why they are selected.

Determine the resolving model, designated Model 1. That model must take a Strength Test (STR/TN 10). If they pass, nothing further happens. If they fail, randomly determine a single member, Model 2, of an enemy warband. This can be any model except that warband's leader. Model 1 and Model 2 immediately swap places.

TIME POCKET

This anomaly has the appearance of a pale green mist in a spheroid shape. At certain times it will pulse in and out of existence, making it easy to wander into. Those who enter its confines become unmoored to local time and space, for a lack of better term, either speeding up or slowing down in an alternative quantum state. Eventually, they will realign with our universe's reality, but while they are stuck in that state, they disappear and reappear randomly.

Determine the resolving model. That model must make an Agility Test (MET/TN 10). If they pass the test, they are unaffected. If they fail, they are trapped in time for 1D6 turns, counting the current turn as turn one. Place a token to represent their position and then remove them from the table. While off the table, they cannot interact with the table or game in any way. They return when the D6 timer ends, return them to their marked position during the Clean-Up Phase. Should this model be off the table when the game ends, they do not count as going out-of-action.

ADVANCED RULES

Advanced Rules

The following rules are presented as advanced options which players may not wish to use in their games. Generally, they represent veteran abilities that may reduce the danger that anomalies represent. They are present here because they are thematic to the source material that inspired Site-X.

Tossing Bolts

Clever wastelanders can sometimes trigger an anomaly by tossing a piece of junk of sufficient weight into its depths. Small iron industrial bolts are the most common items used, as they are both readily available and easy to carry.

To toss a bolt, a model must be within 8" of an unrevealed X-Spot token and spend 1 AP. Roll a D10, and on a result of 10 or higher, the model may resolve the Anomaly immediately. However, the triggering model cannot be the resolving model or be targeted by the anomaly's effect, though other models can be, and they gain any clues generated, instead of the resolving model. A model with any skills from the Smarts or Survival skillsets receive a +1 bonus to this roll. There is a maximum bonus of +1, even if they have multiple eligible skills.

New General Ability

Veteran Spotter – After long-term adventuring within Site-X, a few spotters develop a sixth sense when it comes to avoiding anomalies. This experience is not easily won, and only a few cagey spotters ever earn this distinction. Any model that gathers 7 or more clues over the course of a campaign, may gain this general ability immediately for free. This does not add anything to their cost. The model receives a +1 bonus to all tests related to anomalies, and a +1 bonus when rolling for tossing bolts. This +1 is cumulative with the bonus from having Smarts or Survival skills.

New Freelancer

The inhabitants on the periphery of Site-X are hirable for a fee. Most only concern themselves with the site, but they may follow the warband if it suits them. The below freelancer follows all the normal rules for hiring and keeping freelancers. They are most useful when heading into Site-X, but may be retained for use during "less-anomalous" games of TNT.

X-Spotter Guide

Those with extensive experience with Site-X will often hire themselves out as veteran guides. They can be found near the site and will tend to stay near its borders as it moves about, as best they can anyway. Given their chosen profession, they are cagey, paranoid, and eccentric to say these least. For these quibbles, they are invaluable for sniffing out hidden anomalies and offer the best advice, and stories, about how to survive within Site-X.

Title		Type	Defense	Wounds
X-Spotter Guide		Human	6	1

Move	Melee	Ranged	Strength	Mettle
5	4	5	5	6

Accessible Skillsets	Marksmanship, Quickness, and Survival
Special Abilities	Starts with the Veteran Spotter general ability and may choose one skill.
	Here to Guide, Not to Die – Friendly models within 3" of this model, but not the model themselves, receive a +1 to all stat tests involving anomalies. However, this model may not be chosen to be a resolving model by a player, but may still be randomly selected to do so.
Barter Cost	45

Artifacts

Artifacts are powerful and highly sought-after items found within Site-X. They are separate from relics, and are not affected by any limitations, special rules, or effects that affect relics. Only elite and leader models may use artifacts, and a warband may only ever carry one. An artifact adds 40 BS to the value of any model that carries it. Should a warband happen to acquire a second artifact, they must sell one of them.

Selling Artifacts

Artifacts may be sold at any time for 50 BS; note that this amount is intentionally higher than the value the artifact adds to the model carrying it. Once an artifact has been sold, it is permanently removed from the warband's inventory. Should a warband try to sell an Accumulator that has been attached to a relic, they must sell the relic at the same time for its full value, plus the value of the artifact.

Finding Artifacts

Acquiring artifacts is a long process. After a warband acquires a total of 25 clues, they may then play the X Marks the Spot special scenario, which is included in the Site-X Scenarios section. It is highly unlikely to gather the required clues in a single game, so acquiring an artifact is usually only done as part of a campaign.

Artifact Types

ACCUMULATOR

The most "common" of all artifacts, these small containers contain a pale luminous blue powder. When emptied onto a relic, the blue powder slowly pools and seeps into the item, before disappearing entirely. Within a few minutes, the piece of technology takes on a faint blueish hue and begins to glow with eldritch light. Through some unknown means of energy conversion, the Accumulator provides the relic it is attached to with an infinite supply of power or even ammunition. To be used, the Accumulator must be attached to a relic and cannot be removed. The relic loses the Malfunction Prone rule; meaning it also cannot jam. The Accumulator has no effect on relics without the Malfunction Prone rule and cannot be used with support weapon relics. Unlike other artifacts, once applied to a relic, the Accumulator counts as both an artifact and a relic for all rules interactions.

BLACK BALL

The black ball is a small sphere with no discernable features, only a pure blackness that seems to swallow the light around it. When thrown, the ball explodes into a small spherical vortex, temporarily shunting anything caught in its grasp into an alternate dimension. This artifact can be thrown like a grenade that has a range of 6", uses the small blast template, and only deviates D3" instead of D6". Any models under the template are removed from the game and cannot return by any means. These models return to their warband at the game's end, do not need to roll for injuries, and may participate in after-game activities (determining income, etc.). After being used, the Black Ball will mysteriously reassemble itself, but this takes time. It may not be used for the next D3 games.

ONYX FLAMER

A large ring that can be worn like a torc, the Onyx Flamer is jet black and sheathed in pale pink fire that is harmless to the touch. Despite its beauty, looking at it too long can cause headaches. When worn, the bearer can cause black and pink flames to spring to life with a simple thought. Treat this as a ranged attack with a Strength of 7 that uses the flamer template and has the Flammable special rule. However, instead of placing the small end of the flamer template in base contact with the firer, it may instead be placed anywhere within 12" and in line of sight of the firer. Otherwise, it follows all other rules of the flamer template. The Onyx Flamer may only be used twice per game.

LIFEGIVER

This small cylinder is brass in color and unnaturally light in weight. It randomly changes its metallic color, changing to silver or gold, then back to brass, at random intervals. When its bearer is injured, it emits a green light from its top which causes the injury to simply disappear, no matter how grievous, without even leaving a scar. A model equipped with a Lifegiver gains +1 Wounds and treats any roll of Dead on the Survival Table as a Close Call instead.

RATTLER

This artifact is a small sphere the size of a tennis ball, with a series of concentric rings that spin and twist around it. They move about freely and do not make any type of contact with the central sphere, analogous to rings surrounding a planetary body. When shaken, the rings move rapidly and cause a horrendous shriek that is painful to nearby humans, causing adverse effects like hearing loss, nausea, dizziness, etc. The bearer of this artifact may spend 1 AP to shake the Rattler. If they do, all models with the Human Type within 4" must pass a Survival Test (MET/TN 10). If they pass, they automatically lose 1 AP the next time they activate, whether that activation occurs this turn or next turn. If they fail, they lose 2 AP instead. Non-Human models and the bearer are not affected by the Rattler. The Rattler may only be used once per game. Models that have lost all AP because of a Rattler should continue to make Activation Tests for determining if Initiative passes and for other game effects.

GOLDEN LANTERN

This artifact is legendary, and the ultimate prize for most spotters. Those who claim to have seen it, say it glows a pale gold light but has no other distinguishing features. Legend says that the Golden Lantern can grant a single wish to its bearer. Only one spotter has been known to possess the lantern, and he wished himself away from Site-X, never to be seen again. However, rumors persist that the Golden Lantern returned itself to the site and waits to be claimed again. A warband that finds the lantern can use it once and then it is removed from their inventory. When used, the warband may gain one item or model type for free from any This Is Not a Test book or supplement. If this a relic or weapon, the item is simply added to the warband's inventory. If the player chooses a model, they may add a model of any type from any warband they choose, which immediately joins their warband. The model otherwise counts as a normal model of the warband, requires upkeep, and when initially added to the warband, any starting options for the model may be chosen. Even though this model or item is free, the value of the item or model is added to the warband total.

SCENARIOS

Site-X Expedition

"Last week we bumped into an old, disheveled codger swearing he knew where the site was. Barely had enough teeth to count to three on and smelled like raider-made grain alcohol. Yet here we are, following him into the jaws of death. If I die, I will haunt the hell out of everyone here."

-Jurst, Caravan Guard

Background

What luck! Your warband stumbled onto the legendary Site-X and made it out alive, though just barely. Greedy from your wild tales of supernatural danger and legendary artifacts, your warband's superiors want you to return. They have made it clear that finding artifact clues is more important than any potential casualties. Keep an eye out, though, it seems some unfriendly local competition may be thinking about doing the same.

The Board

The board does not require any specific set-up, but players may wish to use plentiful scatter terrain, the better to hide X-Spot tokens in. Otherwise, set up the rest of the board to have a nice mix of terrain to provide cover and block line-of-sight.

Mission

In this scenario, the warbands are racing to gather up the limited supply of artifact clues. Facing these anomalies is a risky business and players will have to decide quickly which members of the warband are worth sacrificing before sending them into the anomalies. The warband that gathers the most clues is the winner.

Deployment

Players deploy along opposing table edges. Players should roll off to see who deploys their models first. Their models may deploy anywhere up to 6" from their selected board edge. For more than two players use additional table edges or try to get an even distribution so models do not start too near each other. Players will roll for Initiative as normal.

Special Rules

ANOMALIES

After setting up the warbands, place six X-Spot tokens through the board. They should be spread out as evenly as possible and at least 6" from any player-controlled model and from each other, the latter being a soft requirement depending on table size and terrain.

REALLY ANOMALOUS

When all X-Spot tokens have been revealed and there are none left on the board, instead of placing just one, place two instead. They are placed using the same rules, just repeat the process one more time.

VETERAN GUIDES

 If players agree, each warband may be accompanied by a X-Spotter Guide for free, hired by the superiors to increase the success of the expedition. They only join the

warband for this game and do not participate in any end of game activities. They may be given up to 25 BS of equipment for free, which cannot include relics, otherwise players may choose their equipment. They may also be given one skill of the players choice, only limited by their skillset.

Conclusion

The game will last for 8 turns.

Rewards

The winning warband may redraw up to two cards from the Wasteland Deck when determining income after a campaign game. This is described further under Income in the Campaigns section. Additionally, players earn 5 BS for each artifact clue their warband collects.

To determine the Experience Points earned for this scenario, which are cumulative with each other, consult the following table:

Site-X Expedition Experience Point Table	
Activity	Points Earned
Wounding an enemy model or taking one out-of-action	1
Collected an artifact clue*	1
Participating in current scenario	2
Winning warband leader	2

*Only a maximum 5 EXP can be earned this way per model per game.

X Marks the Spot

"Holy crap, I figured it out. Look at the clues, it's so obvious. No thanks to you slugs. We know its nearby, so keep your eyes sharp. I've lost enough fodder to know that between me and that shiny trinket is a whole mess of invisible trouble."

- Broken Ed, Bandit King of the Hellion Raiders

NOTE: This scenario may only be placed once a warband has collected 25 artifact clues.

Background

After an exhausting and deadly hunt, a warband has finally gathered enough artifact clues to point the way to one of the legendary artifacts of Site-X! Too bad their enemies followed them all the way. Luckily only they know where the artifact lies, but their foes are not going to make getting it easy. Site-X might also have a say in this matter.

The Board

The board does not require any specific set-up, but players may wish to use plentiful scatter terrain, the better to hide X-Spot tokens in. Otherwise, set up the rest of the board to have a nice mix of terrain to provide cover and block line-of-sight.

Mission

In this scenario, one warband is trying to retrieve an artifact. However, the opponents are trying to make the process as costly as possible. If the artifact-hunting warband can get their prize off the board, they win, otherwise their opponent does.

Deployment

Players deploy along opposing table edges. Players should roll off to see who deploys their models first. Their models may deploy anywhere up to 6" from their selected board edge. For more than two players use additional table edges or try to get an even distribution so models do not start too near each other. Players will roll for initiative as normal.

Special Rules

ATTACKERS AND DEFENDERS

The warband seeking the artifact is the attacker and the opposing warband is the defender.

ANOMALIES

After setting up the warbands, place six X-Spot tokens through the board. They should be spread out as evenly as possible and at least 6" from any player-controlled model and from each other, the latter being a soft requirement depending on table size and terrain. For this specific scenario, only the defender may set-up the tokens, but still must follow the latter rules for doing so.

HIDING THE ARTIFACT

The artifact is concealed under one of the six X-Spot tokens deployed before the game start, the defender must select which of the tokens it is hidden under and will record this information before the start of the game. This special token follows all the normal rules for anomalies, except those listed below, until it is revealed.

REVEALING THE ARTIFACT

The X-Spot token with the artifact is special. First, it will not react to any model from the defending warband. So, defending models cannot reveal it, either directly or indirectly. Only models from the attacking warband may interact with it using the normal anomalies rules since they have the artifact clues to determine its location. For all game interactions, that X-Spot does not exist to the defending warband. Because of this it is in the defender's best interest to avoid the anomaly and not draw undue attention that they are avoiding it, lest they tip off the attacker to its location. Once an attacker reveals the anomaly, which will automatically happen if they move within 4" of it or move into base contact with it, do not draw any cards from the Anomaly Deck. There is no need as this spot will not generate any artifact clues and will always be the Meat Grinder anomaly.

CLAIMING THE ARTIFACT

The artifact will not appear until the Meat Grinder anomaly has been resolved, this is regardless of the resolving model surviving or not. Replace the X-Spot token with the Artifact token. Any member of the attacking warband may spend 1 AP to pick up the artifact. The defending warband cannot pick up the artifact. Should a model carrying the artifact be taken out-of-action, they drop the artifact and it will remain in place until another attacker picks it up. Once in their possession, the attackers should try to get the artifact off the board as soon as possible.

Conclusion

The game will last for 8 turns or sooner if the artifact is taken off the table.

Rewards

The winning warband may redraw up to two cards from the Wasteland Deck when determining income after a campaign game. This is described further under Income in the Campaigns section. Additionally, players earn 5 BS for each artifact clue their warband collects. Regardless of the results of the game, the attacker gains one artifact for free. Roll on the table to see which one they have earned.

D6 Result	Artifact Found
1	Black Ball
2	Rattler
3-4	Accumulator
5	Onyx Flamer
6	Golden Lantern

To determine the Experience Points earned for this scenario, which are cumulative with each other, consult the table below.

X Marks the Spot Experience Point Table	
Activity	Points Earned
Wounding an enemy model or taking one out-of-action	1
Collected an artifact clue*	1
Participating in current scenario	2
Winning warband leader	2
First model to possess the artifact	3

*Only a maximum 5 EXP can be earned this way per model per game.

TOKENS

X-Spot	X-Spot	X-Spot	X-Spot	X-Spot	X-Spot
Artifact Clue	Artifact Clue	Artifact Clue	Artifact Clue	Artifact Clue	Artifact Clue
Artifact	Aberration	Gravity Eddy	Gravity Maelstrom		

ACKNOWLEDGMENTS