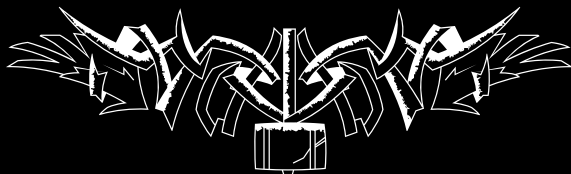


"... No matter where I am... the smell is always the same, hot steel, warm blood, oozing, distilling, leaking through the stones to a land that will not bear fruit any more, dead, assassinated, torn, raped in its deeper insides, a land that will never deserve the macabre gift of the corpses that now adorn it. A land that yells, a land crying a name... a name that flies over the battlefields with raven wings, that cursed name that comes out in death throes from the dried lips of the soldiers who will die before dawn... that name brutal, painful to pronounce, pregnant with blasphemous meanings... Zenit... In any language, in any kingdom, in any world, men, women, beasts, beings from light and darkness, high spirits and the dregs of corruption... they all pronounce that name just in the moment they die, seeing the truth out of the corner of their eyes, discerning her essence just before expiring... That is her power, that is her irony... Zenit's power and irony, the bearer of disaster; Zenit, the one bringing pain; Zenit, death; Zenit... War..."

Excerpts recovered from the Hunter's Logbooks



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BEFORE THE START

What you have in your hands is the Nemesis rulebook, Zenit Miniatures fantasy skirmish game. The aim of this collection of rules is to explain the gaming system and to clarify most of the situations that may take place in a game of Nemesis.

Before explaining in detail all the rules included in this rulebook, it is necessary that you remember that Nemesis is a very flexible game, and some situations that take place may be difficult to resolve. Anyway, we hope that your common sense as well as your friends' will be enough to solve any possible doubt that may arise while playing.

Finally, we want to appeal to your creativity. Since Nemesis has a Creative Commons license that allows you to change, improve, or adapt its rules as you want, we encourage you to share your ideas and experiences with the whole community of Zenit Miniatures by visiting our webpage:

www.zenitminiatures.es



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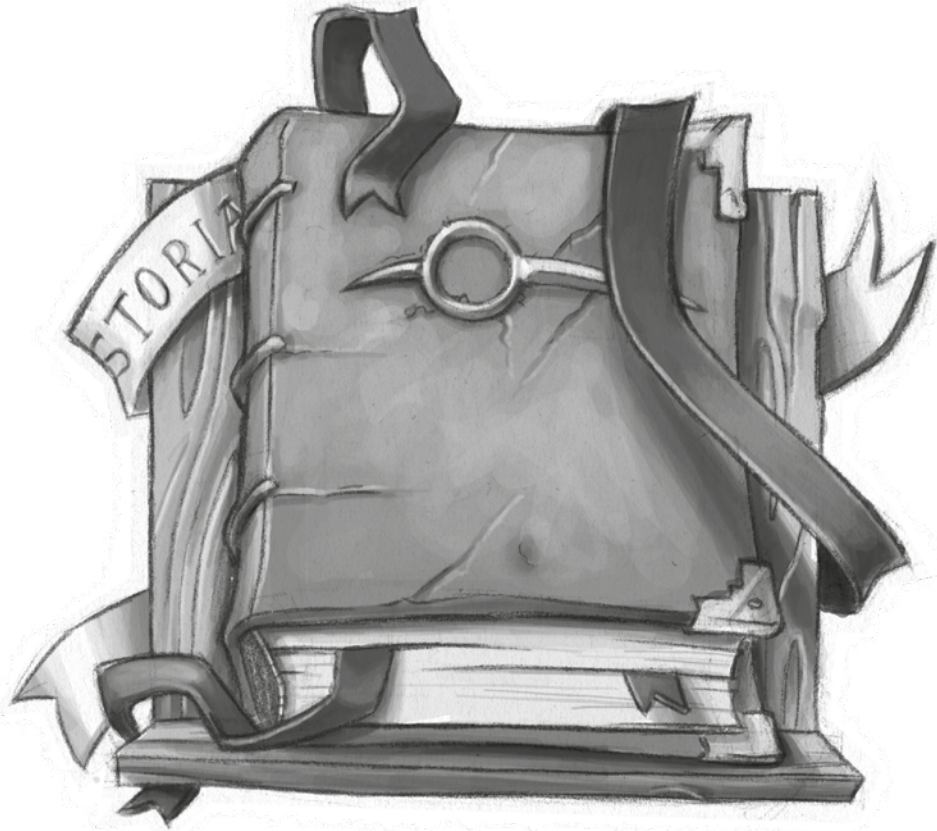
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BACKGROUND

~ Once more.

~ Once more? But, Abbess! I know it by heart, I have repeated it fifty times a day, at least! ~ the blind girl grumbled while fitting the leather strips that fasten the carved silver halo of the ceremonial armor of the Illuminati. The woman's silence is more expressive than a new order. The girl breathes out.

~ Today, our dark and sinful hearts fill up with joy, for we celebrate the Day of the Victory. And...

~ And? ~ the Abbess burst out. The pause was too long for her.

~ The Day of the Victory is the most important celebration in the Kingdom of God... Faithfuls from every nook and cranny of the territory meet here to celebrate and cry their pleas. Pilgrims all around the world spend the whole year getting ready for this great day...

She does not need her eyes to know it. The stench of the fervent mass that has settled the streets of the city as a plague, making a filthy den of it, sticks into the girl's brain as a hot needle. Chants, pleas, harangues are heard everywhere. The most fanatic mutilate themselves to offer their own hands or eyes to God and bleed to death in an alley. The poorest and most despaired eat the flesh of the dead and fall ill, to end in the throes of death cursing their stupidity over the corpses of those that have been their last supper. Rats and crows, the girl thinks, celebrate the Day of the Victory more joyfully than the faithful themselves.

She makes a useless effort to hold back a retch. The taste of vomit fills up her mouth and she surreptitiously spits out in the back of her sleeve, although she knows the Abbess has heard her and she must be grimacing.

"I wish I die tonight", the blind girl thinks. But she suppresses her desperation, swallows hard and continues reciting excerpts of History.

~ The Day of the Victory commemorates King Janos's uprising against the Seven Families. King Janos bent Zenit to his will and gave the power to his people, who stamped any trace of the Seven Families out of their farming lands. The few that survived fled and scattered. Many say that the half-humans inhabiting the Islands of the Thousand Faces are their descendants and that is why they batter and bother us, because of a dark and latent feeling of revenge.

The Abbess produces a sound of satisfaction.

The blind girl folds with delicacy a silk cloth and rubs the reliefs of the wards, winged keys of bright gold.

~ Have you anything else to say about Janos?

The girl frowns.

~ Janos, the Shepherd King, who freed us from slavery, bore Zenit and showed us the ways of God. Janos heard God's call while taking care of his flock. He suffered great hardships to raise Zenit against the Seven Families but with Zenit, everyone had access to the power that had previously belonged to only a few. God had been hidden to men, but he considered Janos to be trustworthy and he became his First Faithful. If it had not been for Janos' goodness, we would still be lost in the deep shadows of atheism.

The Reverend Mother nods smugly.

~ And Zenit, what is it?

~ Zenit is Everything that is Evil.

The Abbess makes a long pause which she used to check that the girths were well fit. The smelly clamor of the pilgrims came from the street. Somebody cries out for his eyes to be gouged out, for he wants to see the bright countenance of God without any physical impediments. The blind girl does not doubt that his desire will be satisfied and that the martyr's eyes will become a worthy relic. A deaf terror clings to her breastbone. She feels a whiff of mixed smells. The window. Jumping would be so easy...

The voice of the Illuminati brings her back.

~ And why would God give Janos something so dangerous as Zenit?

~ Because God wanted to test Janos' goodness. Janos can take up the Zenit without being submitted to its evil. That is why she had the Sacramentum built, to keep God's Weapon from others. Only if submitted to his will and to that of his descendants, it can be released from its confinement and showed to the whole world. The fact that a Janitian may hold the Zenit without being destroyed because of its iniquity shows that God is great and almighty, and that He chooses His serfs well.

The Abbess let some air go out of her nose with that the blind girl interprets as a smile of satisfaction.

~ I have taught you well. You are worthy of succeeding me when I die in combat.

The blind girl feels a pang of anguish. Is that her fate? Becoming the Abbess? Being a Hound of God? She feels trapped and miserable. She takes a deep breath, tastes, smells, calculates the position of the window, tenses the muscles of her legs, prays for them not to fail. She moves her tongue closer to her palate, she swallows hard. She is resolved... Although she has been born blind, she can see herself, a skinny and slight girl, underfed, with her cheeks covered by small blue veins, falling towards the people. A shred in the wind, a meaningless white brushstroke, a broken body, red blood over the dirt.

She swallows hard once more, calculates the distance once more, and bends her knees slightly.

Two sharp and urgent knocks at the door. The blind girl loses her concentration, her interest, her courage. She settles the mist again.

A few hours have passed.

The blind girl still feels odd in the presence of Queen Joana, who had come for her to the Abbess's chamber. The Illuminati can hardly hide her anger the Queen herself asked for the girl. Since then, the child has tried to discover the Queen's reasons for summoning her. Her voice is soft, adolescent, almost a whisper, almost erotic. She talks about trivialities of the festivities, but the blind girl knows she is looking for something in her, that she is probing her in search of an answer.

- Well - the Queen says after a strange silence. The girl can hear the rustle of the cloths and smells the scent of the herbs that perfume her clothes - You have proved to me you know a lot about our kingdom, I can see that the Abbess has taught you well... and I know that, before I arrived, you were undergoing this same exam. Now tell me... What about the others? What do you know about the others?

- The others? - the girl stutters.

- About our enemies. About God's enemies - Joana's voice rises, but the blind girl notices that the religious fanaticism mixes with something too similar to a mockery.

- The Kingdom of God is threatened by many, my Lady... The followers of the Cult of the Thousand Faces, descendants of those who were exiled by Janos. They are huge and bloodthirsty beings that implant into themselves and pray to small stone faces... - the girl swallows hard, tired of the History lesson she is imparting to herself - The other side there are the Notalive, imperfect and sinful creations of the ancient Serifans, those beings from other world that wanted to steal from God his power to infuse life, and that is why they were damned... The Notalive try to imitate us and that is why they dress up like us and try to establish a parody of our noble society in the ruins of what once was the dwelling of the Serifan, the remains of the Sajarmoe tower... And the Orphans and their home, Arbonte, the Living Forest, infant spirits of wars passed that...

- Well, well... enough... - the Queen's voice sounds bored -. Remember the Rocavivas too... although we cannot know still if they are friendly or enemy... it is not long ago that we discovered their existence in the Eastern jungles... apparently, they were born just like us, but their way of life has taken them through a different path... According to my spies, they now maintain a matriarchal society based on the power of two regents, and they enslave poor unfortunate beings called Pebbles.

The girl feels how the Queen approaches her. A wave of herbs and other aromas surrounds her. Her presence is strange, less solid than that of the other people, as if she weighed less, as if she was in a different place and the girl could only perceive her reflection.

- And what about the true others? Those enemies that are here, among us, within us... those shadows that threaten us... those who want to take hold of us...?

The blind girl is confused. The voice of the Queen is odd and dark, it hides secrets and mysteries.

- Listen, little child... pay attention... - Joana remains silent.

From the street, the chants go on sounding, the prayers, the sick people's moans, the cries of the merchants who try to make some money taking advantage of the festivity, the laments of the penitents who cut their backs with glass whips-.

What do you hear out there? What do you think it is happening? Is this God's will?

The voice of the Queen has become a serpentine whisper, broken, moist.

- Come! - she cries. The blind girl feels how the Queen grasps her by the wrist, she hurts her.

A vertiginous run, trips, tugs. They run through corridors and halls, they come downstairs, gates open, they paddle about frozen waters... the intense herbal aroma of the Queen surrounds her and makes her dizzy, she becomes disoriented, she gets lost. Dampness that absorbs the echo of her steps, ground of dirt, roots, the creaking of a heavy grille. They stop. The Queen's breath is fast and uneven, she barely moans in a mutter. The girl suffocates, coughs, gets her breath back. Where is it? They have run a lot, underground, she is sure about that, moving away from the noises of the city. There are muffled echoes, a room with a high ceiling, maybe a dome... and a presence... a strength so intense it can even be tasted, something with a metallic aftertaste, of accumulated soil and dust, something like blood on one's gums.

And a light. Although she was born blind, the girl knows she can see, that there is a light, cold, pitiless, inhuman, a brilliant arch in the center of her vision field, a curved spear which forces her to turn her head, a soundless voice, a bladeless sword... Zenit...

- Madam... - the girl struggles to set herself free from the Queen's grasp, but Joana's skinny fingers plunge into her flesh with an inhuman strength -. Madam, please... I am scared...

- Scared? - the Queen's voice sounds as a cat's tongue - Scared? Why should you be scared? I am Janitian, Zenit belongs to me... I have meditated a lot on this moment... on this day... the day everything changes...

The girl gets frightened. The light flutters excited. Joana holds out her hand towards Zenit...



"After years of desperate search, of resounding failures and of thinking that this journey was in vain I finally know where he is. A small scroll hidden among the documents of a scribe in a Rocaviva settlement has shown me the exact place in which I can find him.

.....

Today, on my way to the cliffs, I have seen impressive flocks of Nefalites: it is an awesome sight to see all that pride flying through the sky; I hope not to be in the situation of facing one of them.

.....

I stop to observe the strange orography of "The Fogs of Chaos"; from the far-off security of the cliffs nobody would suspect about the cruelty of the beings inhabiting those islands.

.....

The journey is exhausting, but the sights are awesome, the craggy, green mountains rise thousands of meters over my head; this is the first time I feel at home again. Although a strange feeling has started to grow inside me and it becomes more pronounced at every turn.

.....

I am only within two days' walk... or that is what I think... That odd feeling is growing stronger, I cannot rest... but this place is fascinating, with a flora until now unknown and a fauna puzzled before a stranger like me. However, I am even more surprised because of them, for they are not afraid of me, they come closer, they sniff me and play with me, they do not flee when they see a stranger, they come closer instead, welcoming... Those beings have not known the cruelty of those inhabiting this land.

.....

Today I have had the first contact with him, I have seen him in the distance; he is waiting for me, I know it and he knows I do, he knows who I am, he knows why I am here... He is quite a strange being, but he does not instill terror; however, an incredible power emanates from

him surrounding everything around him, even me. An ancestral power, wiser than the world itself... I have seen him at last, he is the only one that can reveal how this world was before the arrival of the Gods and their heralds, the Serifan.

.....

Day 5 of my stay: He does not say his name, but I do not need to know it; I know he inhabits somewhere in the very depths of my mind... He tells the stories in an odd language that, strangely, I can understand; it sounds familiar although I have never heard it... the odd feeling does not disappear, but it is not unpleasant any more.

.....

Day 24 of my stay: "Serifan, I do not know much about them" - he mentions, but I do not believe him. He knows more than what he says, but I need no more. - "The Serifan... strange beings, connoisseurs of astral journeys, in possession of a supernatural technomagic that bestowed them with the rank of quasi-gods and that is why they have their favor... Something special attracted them to Miter centuries ago, a world among the thousands they could have chosen..."

"When they arrived, life was abundant in Miter and three great races shared the land in discreet harmony, three great ethnic groups: Men, Glaucous and Rocavivas. For several centuries, their activity in Miter was merely observing and resting, not getting involved or taking sides in the course of the world. Some of them were seen by the Miterians, events that provoked lots of myths and legends. The attraction towards these mysterious beings was such that some inhabitants began to worship them. Yes, you are right; the Deism is one of them, practiced mostly by Men..."

"Throughout their history, the inhabitants of Miter saw empires fall and collapse, families exalt and fall in disgrace, heroic ordeals and tragedies... Until they got tired of this and in their immense "divine" obstinacy they decided to create a new race, one counter, a pawn... damned pretentious... In order to do this, to carry out all their experiments and exploit even the last drop of their technomagic capacities, they shut themselves up in Sajarmoe out of reach of any unwanted sight". After pronouncing that name, a sinister silence surrounds us while

memories go round his head. From what he tells me, Sajarmoe was a huge technomagic tower, the highest he has ever seen and where the Serifan began their studies and experiments.

.....

Day 32 of my stay: "The tower exploded, thousands of lives were lost, not only Serifan, but of all races; all forms of life in Miter was decimated. Half continenta was scattered, separated and destroyed. All the work made by the Serifan, their knowledge, their artifacts and all the Galgas in Sajarmoe, were scattered throughout the ends of Miter."

"After the disaster, the surviving Serifan saw what our greed and stupidity had created: a race of monstrous and incomplete beings, the so-called Notalive, emerged from the remains... Ashamed of this abominable creation, the Notalive were doomed to a parallel plane of existence they called Infra..."

.....

Day 44 of my stay: Now I understand the origin of "The Faces of Chaos", this part of the continent transformed, in thousands islands were affected by constant fogs of magic which, step by step, condemned the survivors of this land, cradle of the Thousand Faces Cult and of shadowy and deformed creatures. Their name warns about what inhabits that land, for those that have ventured into those waters assert that in the thick fog mocking, compassionate and demonic faces take shape.

.....

Day 47 of my stay: I cannot get over my surprise... as legends and myths, many talk about fairies, but I have seen them, they are not fairies. Others talk about threatening ghosts in the night, but I have seen them today, they are not ghosts. Others talk about beasts that inhabit and protect the forests, but I have seen them, they were not beasts...

... no more than seven visited my host, appearing from nowhere, and they carried the smell of wet earth. Like sinister insects they dress in oak and ilex bark! Helmets of an odd shell-like material protect their skulls and leaves full of life cover their worn clothes. Dry mud layers cover their feet; their small, firm and hardened hands

move agilely within the trees; in their eyes, I cannot see the cruelty that the legends talk about, they are harmless: modest and harmless children...

... suddenly, everything changes, they notice my presence, fury fills up their eyes and now they are surrounded by a strange aura. They disperse themselves, they are planning an attack; like a pack of wolves discerning its prey, their movements are precise and swift. The forest is their ally; it becomes hostile, hides them and acts as a shield for them. The extreme silence is around me, I have lost sight of them and I am an easy target...

...the hermit calms them down, explains everything and convince them; everything goes back to a disturbing tranquility; at least for me, they are harmless again: "merry and naive little men from the forests", but I take care...

.....

Day 57 of my stay: We resume the conversation we left days ago, although it is getting more difficult for him to talk about the past, but at least he talks: "The birth of the Notalive was not the only consequence of their failed experiment to create life; the explosion of Sajarmoe flooded Miter with a magic energy that affected most inhabitants: some suffered mere skin eruptions, other were affected by small mutations and others simply died after a time of agony..."

... but as you already know not all of them were so unfortunate, there were some who won and were bestowed with strange abilities. At the beginning they were chased and hunted, but they were soon considered indispensable; among them magicians able to filter the emanations and model them as they wished were the ones to stand out...

... those you now call Whisperers (I prefer litomantics to whisper to rocks) soon felt the call of the Galgas and discovered the power they harbor..."

.....

Excerpts recovered from the Hunter's Logbooks found in the Wastelands.



GAME RULES



: 1 :

WHAT DO YOU NEED TO PLAY?



1 : 1 MINIATURES

Nemesis is played with 33mm models representing warriors, war machines, monsters and artifacts fighting on the battlefields of Miter.

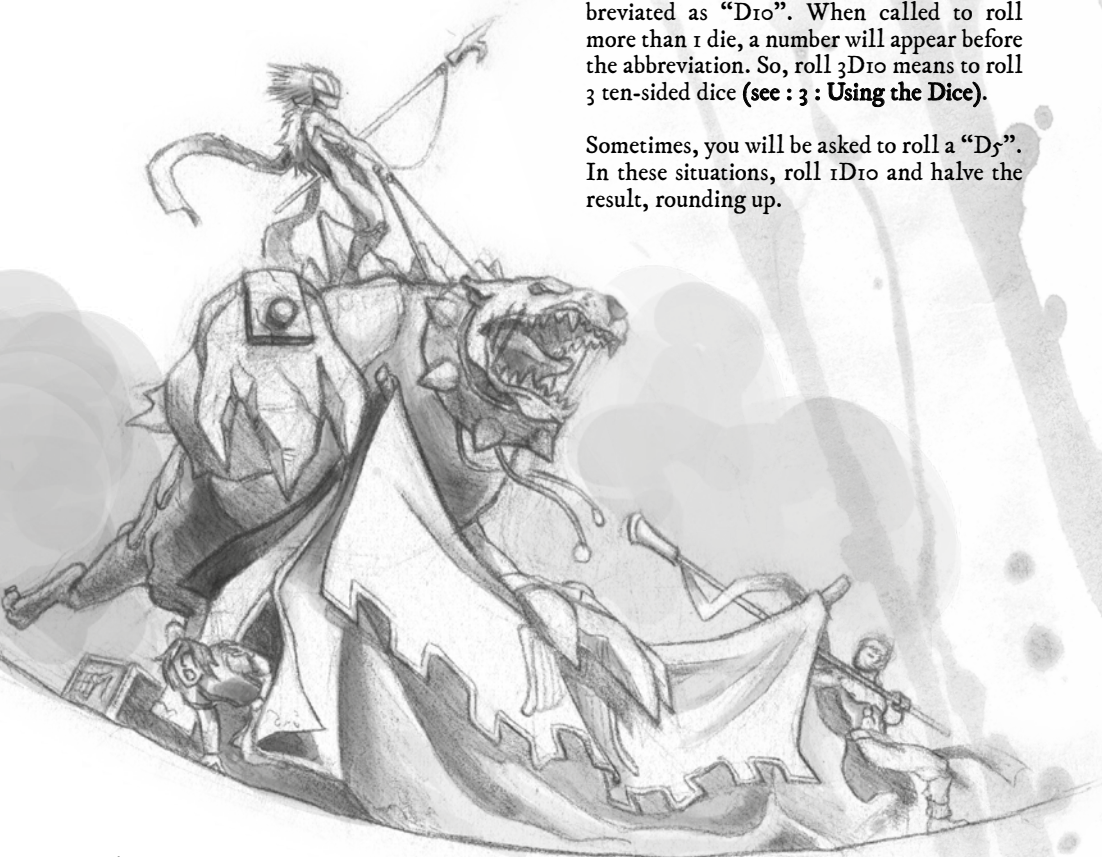
1 : 2 BATTLEFIELD

The play area represents a fantasy battlefield. It can be decorated with lavishly modeled terrain like forests, hills, and ruins, or it can be a kitchen table with books in place of terrain. We recommend a playing area of at least 100cm. by 100cm.

1 : 3 DICE

Nemesis uses ten-sided dice, commonly abbreviated as “D10”. When called to roll more than 1 die, a number will appear before the abbreviation. So, roll 3D10 means to roll 3 ten-sided dice (see : 3 : Using the Dice).

Sometimes, you will be asked to roll a “D5”. In these situations, roll 1D10 and halve the result, rounding up.



: 2 :

MEASURES



All measurements in Nemesis are expressed in centimeters (abbreviated as “cm.”). You are only allowed to measure after you have activated a unit and declared what the unit is going to do.

All measurements are taken from the edge of a miniature’s base, never from the center.



: 3 :

USING THE DICE



3 : 1 TESTS

In certain circumstances, you will have to make rolls based on your miniatures’ Attributes. These are called Tests. In order to make a Test, roll 1D10, add or subtract any modifiers, and compare the result to the relevant Attribute. If the result is equal or lower than the Attribute, the Test is passed. Normally, a unit only has to pass one Test as a group (not one Test for each of its members). Tests always use the highest Attribute of any model in the unit (generally, the Leader’s).

For example: A Halberdier unit of the Kingdom of God must successfully pass a Courage Test. The Halberdier’s Courage is 5, but there is a Leader within the unit with a Courage value of 6. Thus, the unit makes a single Courage Test using its Leader’s Courage value. 1D10 is rolled and a 4 is obtained. Since the die result is lower than the Courage value of the Leader the Test is passed.

Units can only use a Hero’s Attribute in a Test if the Hero has joined the unit unless otherwise specified by a Special Rule.

3 : 2 ROLLS

Rolls are typically used when a model tries to attack an enemy. A Roll always has a Difficulty. In order to make a Roll, roll 1D10, add the relevant Attribute, add or subtract any modifiers, and compare the result to the Difficulty. If the result is equal to or higher than the Difficulty, the Roll is usually a success. Some Rolls, such as Combat Rolls, require that you Roll higher than the Difficulty.

Units have to make individual Rolls for each model, so it is best to make each Roll separately to avoid confusion.

For example: A Halberdier of the Kingdom of God tries to hit an Orphan Grasshopper. To do this, it has to make a Combat Skill Roll (or Combat Roll, as it is usually called). 1D10 is rolled and a 5 is obtained. Then, the Halberdier’s Combat Skill is added, which is 5, making a total of 10. The Difficulty is set by the opponent’s Combat Roll, and the Grasshopper had rolled a total of 8. Thus, the Halberdier has exceeded the Difficulty and successfully hits the Grasshopper.

Some Rolls, such as Shooting or Concentration Rolls, work in a slightly different way. These are explained in the corresponding sections of this rulebook.

3 : 3 FLUFFS

In Nemesis nothing is 100% effective. That is why a natural 1 (the die's face shows a 1) is a fluff: an automatic fail no matter what modifiers it may have.

There are some exceptions when a natural 1 is not considered a fluff, such as:

- * When making Command Rolls.
- * When making Magic Rolls.
- * Whenever it is specifically indicated that a rule is not affected by fluffs.

3 : 4 FEATS

Whenever you get a natural 10 (the die's face shows a 10) in a Roll, you can roll one additional D10 and add the new result. This is

called a feat. If the new roll shows another 10, you can roll another die and add the result. This continues until you roll a result other than 10, or until you decide not to roll the die again. Any Roll applying this rule also applies the rules for fluffs. Thus, if any of these additional dice shows a natural 1, the whole Roll is considered a fluff, no matter the previous results.

3 : 5 HEROISM

Heroism allows Legendary Heroes to accomplish what, for others, would be impossible. Any Legendary Hero can re-roll one single Roll or Test it makes each round. Doing so requires that the Hero reduces its Survival Factor by 1 point for the rest of the battle.



: 4 : DESCRIPTION OF THE MINIATURES



Throughout this rulebook, models on the battlefield will often be referred to as "units", even when referring to a single model. Always assume a single model is a unit, and single models operate exactly like a group of models, except where specifically stated otherwise.

4 : 1 ATTRIBUTES

Each of your models has a profile of Attributes defining its physical and mental characteristics. You can find these and other information in the **Armies** section.

A model's Attributes are the following:

Movement (MO): Indicates the basic distance in centimeters that a model can move across the battlefield. If a second value ap-

pears, it means that this model can fly, and it indicates the distance it can fly over the battlefield.

Combat Skill (DC): Represents its ability to hit, attack, and fight with close combat weapons.

Aim (PU): Represents the model's mastery in using ranged weapons. The value of this Attribute only appears on models bearing ranged weapons (usually Marksmen).

Strength (FU): Represents its ability to deal damage in Close Combat (also known as "C-C").

Toughness (RE): Represents the model's ability to endure physical damage.

Attack Factor (FA): Indicates the number of attacks a model can make each time it activates in C-C.

Size (TAM): Indicates how big or small the model is. The value of this Attribute ranges from 1 to 6, 3 being the usual Size for models representing humans.

Survival Factor (FS): Indicates how much damage can be endured by the miniature before being removed from the game board. All miniatures must be removed as soon as they lose their last FS point.

In the case of Heroes, this Attribute also indicates the value required to successfully pass Survival Tests (see 13 : 5 : 4 **Survival Test**). When it reaches 0, the Hero must be removed from the game board, just like any other type of miniature.

Finally, in the case of Legendary Heroes, this Attribute can also be used to re-roll a die (see 3 : 5 **Heroism**).

Courage (VAL): It represents the model's bravery and ability to resist fear and not to flee adverse situations. Miniatures without any value in this Attribute automatically succeed in any Courage Test they must perform (unless stated otherwise).

Concentration (CON): It indicates how much power a Whisperer can take from its Galgas each round.

Command (MAN): It determines the number of Orders that can be assigned by each Hero in a single round.

Availability (DIS): It indicates the maximum quantity of models of a same type that can be included in a standard sized army (up to 400 points). In the case of models that organize in units, it indicates the maximum number of units of that type that can be included in your army. When playing at 200 points or less, reduce a unit's DIS by 1, to a minimum of 1. When playing with more than 400 points increase the unit's DIS by 1 per 200 points (rounding up).

For example: A unit of Archers with DIS 2 would allow you to take 2 units of Archers (with each unit consisting

of 2-5 models) in a 400 point game. If you were playing at 200 points, you could only take 1 unit of Archers. In a 500 point game, you could take 3 units of Archers.

4 : 2 OTHER INFORMATION

The Reference Sheet includes additional information necessary to play Nemesis. This includes:

Cost: It represents the value in points of each model.

Equipment: It specifies anything that the models might carry and the rules for how the equipment is used.

Special Rules: In this section the model's Special Rules are explained. More information can be found in the section for **Additional Rules**.

4 : 3 TYPES OF MINIATURES

Models can be of several types. These are:

Legendary Heroes

These are Heroes that have made a name for themselves in Miter thanks to their power and experience. They can assign Orders to all the units in your army, even common Heroes.

Heroes

They are independent models, hardened in battle, that stand out from the rest. With them, you will be able to give Orders to your Troops, Marksmen, Creatures or War Machines.

Troops

They are the basic units of your army. They usually fight in units.

Marksman

They are less common than troops. They often fight in units too.

Creatures or War Machines

This category includes monsters, mutants, as well as war artifacts made by the races from Miter. They act alone or in the company of a caretaker, pilot, or crew.

4 : 4 MINIATURES' VISION

In order to perform some actions, your models must have a line of sight (LoS) to their target.

To determine LoS, **real line of sight** is used. This means we try and get to eye level with the model to determine if it can see the target. When determining LoS, weapons, standards or any other ornamental element that is not an essential part of the model is not taken into account. Models are not penalized, nor do they gain a benefit, from having decorative bases or unusual poses. When determining LoS, a model is considered to be a standard model of its type standing on its base. If necessary, temporarily re-

place the model with one that has a normal pose without a special base.

A model has a LoS to the target model if you can see any part of the target (not taking into account weapons, standards or any other ornamental element) or to the edge of its base **without any interruptions**.

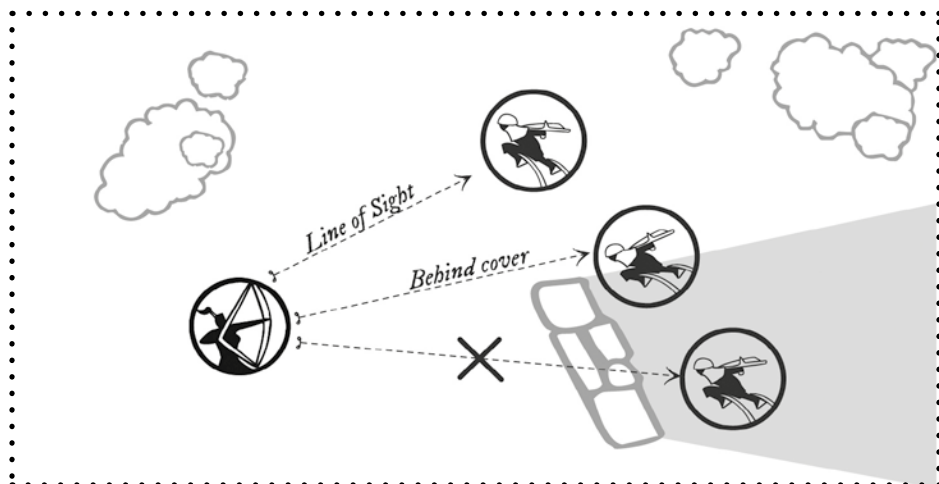
However, if this LoS crosses any terrain with rules that block LoS, models (either friendly or enemy), or models' bases whose Size is equal to or greater than the model drawing the LoS, the LoS is considered blocked and the target cannot be seen.

Finally, if this LoS can be drawn but there are some parts of the target model that remain hidden, the target is considered to be behind Cover (see 8 : 2 **Terrain Types**).

Models included in the same unit (including any Heroes joined to them) do not block LoS from their comrades.

4 : 5 VIEWING ANGLE

All models have a 360 degree field of vision. This represents the models actively looking around for threats during the battle.



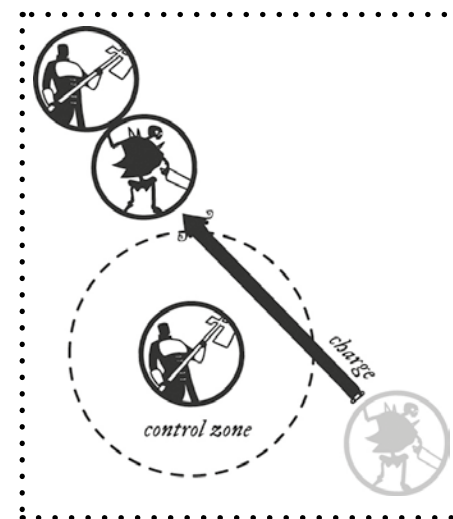
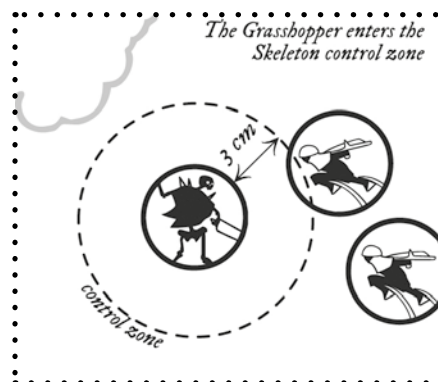
4 : 6 BASES AND CONTROL AREAS

Bases

Anything affecting a base, also affects the model. This means that if a model's base can be seen so can the model, though it may have cover. Anything touching a model's base is considered to be touching the model too.

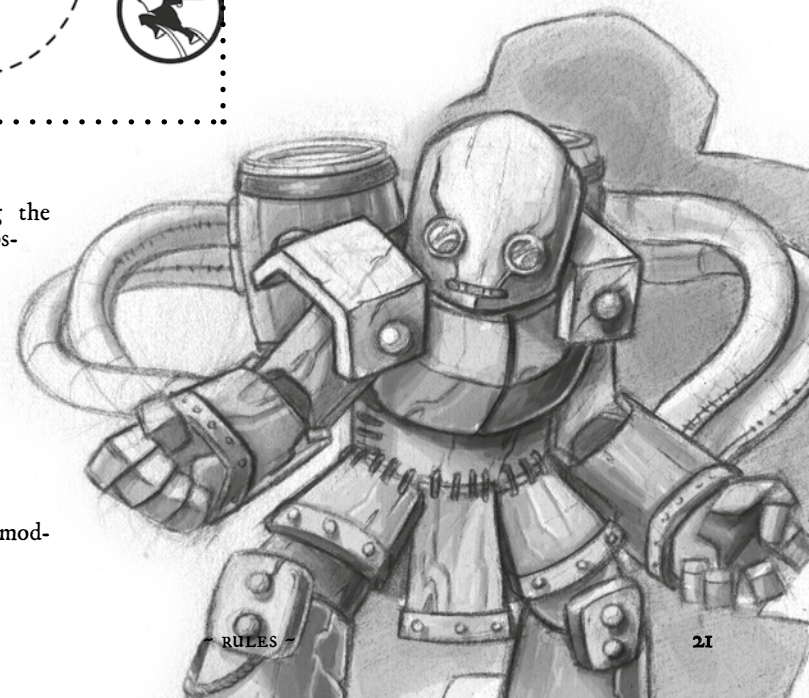
Control Zones (ZC)

Around each of your models you can find its Control Zone, which covers 3cm. from the edge of its base.



A model Fleeing, or engaged in Close Combat, does not have a Control Zone. In fact, they lose it as soon as they Flee, or are engaged in C-C. Models do not recover their Control Zones until they regroup or until the combat is completely finished.

Any model crossing the Control Zone of a hostile model without engaging that model in combat suffers an Automatic Hit (see 15 : 5 **Automatic Hits**). Even if a model performs a **successful Charge**, it can still suffer automatic hits if it crosses other enemy model's Control Zone.





: 5 : SETTING UP THE BATTLE



Commander

When setting up a battle, you must first select the Scenario you are going to play. They are listed and described in the Scenario section.

In the description of each Scenario, you can find its objectives, Special Rules and the size of the armies to be deployed. A standard sized game of Nemesis uses 400-point armies. These points represent the total point cost of the models included in the army. Some scenarios call for larger or smaller sized armies, such as Confrontation (200 points) and Great Battle (600 points).

: 5 : I COMPOSITION OF THE ARMIES

When building an army, the first choice is which Hero will be your Commander. Then, additional Heroes, Troops, Marksmen, and Creatures or War Machines can be selected.

For every Hero you must include at least 1 Troop or Marksmen. For each Legendary Hero you must include at least 2 Troops or Marksmen, or 1 of each.

Limitations When Including Heroes

The total point cost of all your Heroes cannot exceed 50% of your army size. Thus, if your army size is 400 points, you can only include up to 200 points of Heroes.

There is no limit to the maximum number of Heroes that you can include in your army. Legendary Heroes, however, are limited to one per army.

At least one Hero has to be selected as your Commander. Your Commander gets +1 to its Command Attribute. If your army includes a Legendary Hero, it must be your Commander. Otherwise, the Hero with the highest Command Attribute must be selected. If there are several Heroes with the same Command value, you can choose any one of them.

Command Hierarchy

The loss of your Commander has serious consequences. If your Commander is removed from the game board, any unit that has not yet activated must pass a VAL test at the start of its activation. In this case, a unit without a Courage Attribute (indicated as “-”) is considered to have a value of “3”. Any unit that fails must flee toward its deployment zone. At the beginning of the next round, a new Commander must be designated. In order to do this, the surviving Hero with the highest MAN attribute is selected, in case of ties, the player can choose any one of them. When activated, that Hero loses all its Orders for that round, representing the time spent by the Hero asserting its leadership of the army. From that point on, that Hero becomes the Commander of the army. Note, that this new Commander does not gain a bonus +1 to its Command attribute.

For example: A Commander of the Kingdom of God falls in battle against a unit of Lion Men. This round a unit of Illuminatis, a unit of Zealots and a unit of Swordsmen have not yet activated so they must each pass a VAL test when they activate or Flee. The Illuminatis roll their VAL test and pass it, so they activate normally; the Zealots also pass; but when the Swordsmen activate, they fail! So, as explained in section 17 : 3, they must

run away towards their deployment zone. At the beginning of the next round, the Kingdom of God player designates a Sergeant as the new Commander and decides to activate it first. Once this model is activated, it spends 2 MAN points to take the lead of the army. From this turn on the other units act normally as they have a new Commander on the battlefield.

This Courage Test must always be made at the start of each unit's activation. If the unit is engaged in C-C and fails the Courage Test, the following may take place:

- * If the engaged enemy decides not to activate: The unit that failed the Courage Test must Flee, but it is not Pursued by the enemy. It does suffer the automatic impacts for Fleeing from combat.
- * If the engaged enemy decides to activate: The unit that failed the Courage Test is considered to have Fled and to have been caught in the Pursuit, so the usual rules for miniatures caught in Pursuits are applied (see 17 : 4 Pursuits).

Limitations when Including Marksmen Troops

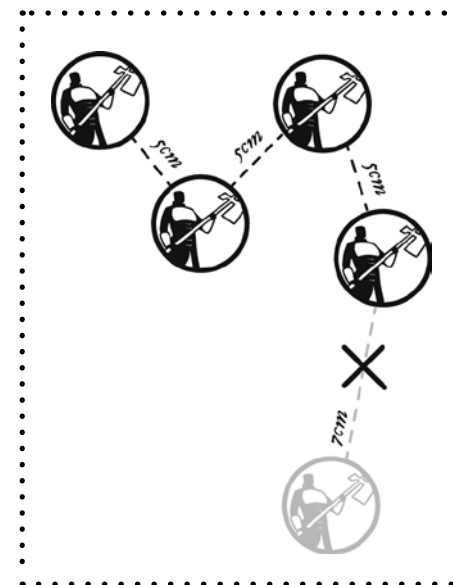
The total cost of all your Marksmen cannot exceed the 25% of the total army points; that is, no more than 100 points in Marksmen are allowed within a 400 point army.

Unit Formation

Those models designated as Troops or Marksmen must form units of 2 to 5 models, unless they have any Special Rule stating otherwise. Moreover, all the members of the unit must belong to the same type of Troop or Marksmen group.

Unit's Cohesion

The distance between members of the same unit cannot exceed 5cm.



If a unit loses its cohesion (that is, the distance between any of its members exceeds 5cm.) and it is not in Close Combat, the unit has to try to regain cohesion with its next movement.

No unit can be given Orders if it is not in cohesion, unless it is in Close Combat.

Unit Leaders

Any unit that can include Leaders and consists of at least three models can transform one of them into a unit Leader for the indicated point cost.

Heroes as Unit Leaders

Any of your Heroes can join a unit. To do this, when activating the Hero, declare that it will now lead a unit, and then use its movement to bring it to within 5cm. of any mem-

ber of the unit placing it in cohesion. Only one Hero can join each unit.

A Hero joined to a unit is considered part of the unit, and must act along with the unit (activating and carrying out any Orders assigned). The Hero is now the unit Leader, even if it already had a Leader. Thus, the unit can use the Hero's Courage Attribute for any Courage Tests.

For a Hero to leave a unit, declare that it is leaving the unit when the unit activates. During the unit's activation, you must move the unit and the Hero out of cohesion. Later on, even in the same turn, you can activate your Hero independently.

Limitations when Including Creatures or War Machines

Another limitation when building your army is the total cost of all your Creatures or War Machines, which cannot exceed 30% of the total army points; so the cost of all the Creatures and War Machines within your army cannot exceed 120 points in a 400 point army.

For example: We will now build an army list of the Kingdom of God: To play a 200 point game we will start with the models included in the Kingdom of God Starter Pack: 1 Captain (55 points), 2 Swordsmen (32 points) and 2 Archers (24 points). This makes 111 points and we can upgrade 1 Swordsman to a Leader (19 points). By adding an Alchemist of the

Kingdom (43 points) and 2 Illuminati Sealers (26 points), we have 199 points and are ready to play.

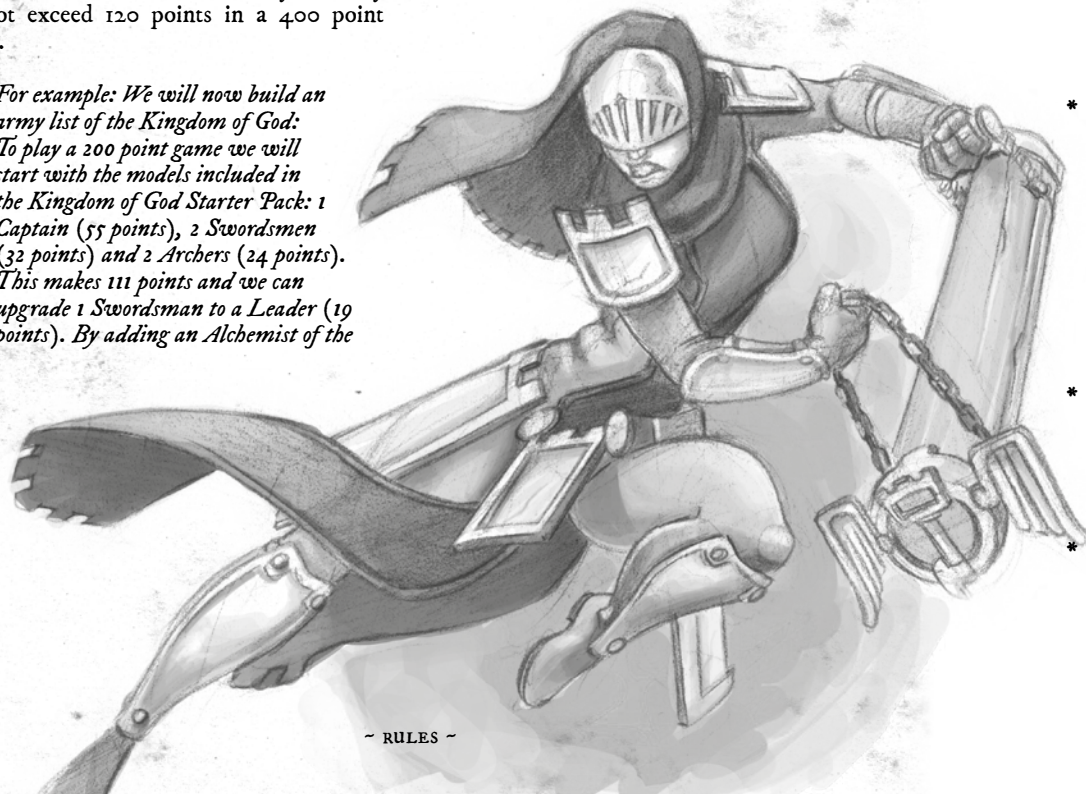
5 : 2 THE BATTLEFIELD

Nemesis is a game mainly designed for two-player skirmishes with each army deploying 60cm. apart from each other. We recommend a battlefield of at least 100cm. by 100cm.

5 : 3 SETTING UP THE BATTLEFIELD

Once your opponent and you have your armies and a game board you still have to place terrain pieces and deploy your armies.

- * Placing terrain pieces
- * Deployment of the armies.



5 : 4 PLACING TERRAIN PIECES

Since Nemesis is a skirmish game with miniatures, the terrain pieces are very important when setting up a battlefield. That is why we recommend you use enough terrain pieces to make the battle more interesting but you should not fill the whole board. Terrain belongs to one of two categories:

- * **Obstructions:** This category includes any terrain element 15cm. in diameter or larger.
- * **Obstacles:** This category consists of linear terrain pieces being 10-15cm. long and 3-5cm. wide, approximately.

Terrain pieces may be placed randomly or as explained below:

- * You and your opponent agree on 5 Obstructions from whatever terrain pieces you have available.
- * Divide the game board into 4 quadrants using an imaginary line dividing the battlefield in half from top to bottom, and another line dividing the battlefield in half from side to side.
- * You and your opponent each roll 1D10. The player with the highest result can select one of the Obstructions and place it in any one of the quadrants or in the center of the board.

Then, the other player places another Obstruction, and so on until all the Obstructions have been placed on the board. No more than 1 Obstruction can be placed in any quadrant, or in the center of the board.

- * Roll 1D10 for each Obstruction on the board. The top face of the die will act as an arrow. The Obstruction must be moved in the direction of the arrow a number of cm. equal to the number shown on the die.
- * Finally, repeat this process for placing Obstacles, but do not roll to move them after placement. This process is just a suggestion. If you wish, and your opponent agrees, you can place terrain pieces any other way you like.

5 : 5 DEPLOYMENT OF THE ARMIES

Each army deploys on opposite sides of the battlefield. Whatever areas are designated for each player, they must be 60cm. from each other unless the Scenario states otherwise.

To determine which army deploys first and in which deployment zone, you and your opponent must roll 1D10 and compare your results. The player with the highest result can choose one of the options below:

- * Deploying first, choosing his or her deployment zone (unless the Scenario states otherwise).
- * Deciding that their opponent deploys first. Their opponent may choose his or her deployment zone (unless the Scenario states otherwise).

Finally, throughout deployment, the following rules must be observed:

- * Whichever player deploys first places one unit in his or her deployment zone. Then, their opponent sets up a unit in their deployment zone. Take turns deploying units until both armies are on the battlefield (except for those having any Special Rule that allows them to deploy later).
- * No unit is allowed to be deployed outside the deployment zone of its army, except those with a Special Rule stating otherwise.



: 6 : DURATION OF THE BATTLE



The length of a battle in **Nemesis** is determined by the Scenario, as well as its Victory Conditions. Typically, a battle in **Nemesis** lasts 6 rounds.



: 7 : THE TURN AND THE ROUND



In **Nemesis** actions are mostly considered simultaneous; however, practicality demands that time be divided into turns and rounds.

Each round consists of the activation of every unit on the board. A battle lasts for a set number of rounds or until victory is achieved.

Each round consists of turns. One player will activate a unit on his or her turn, and then the other player takes a turn activating a unit. Each player alternately takes turns until all models have activated, and then the round is over. No unit can be activated more than once unless specified by a Special Rule or Spell.

Each round follows the same sequence, starting with a Command Roll, and followed by alternating turns activating units.

- * **Command Roll:** At the beginning of each round, both players must Roll the Command Roll. The winner of this Roll decides which player activates a unit first.

To resolve this Roll, each player rolls 1D10 and adds the highest Command Attribute from among his or her Heroes. The one with the highest result wins.

- * **Activation Sequence or turns:** At this point, both players take turns activating units. Once all units on the battlefield have been activated, the round is over and another one begins.

Normally, you can only activate each unit once per round.

During the activation of a unit, you can perform one or more of the following actions:

- * **Movement:** The unit moves.
- * **Magic:** The unit uses Magic.
- * **Carrying Out Orders:** The active unit will carry out assigned Orders. The unit carrying out the Orders makes any applicable rolls.

A unit can be activated and not assigned orders or be activated and be assigned one or more Orders. Either situation must be indicated by means of a marker.

When a unit ends its activation, it cannot be activated again until the following round, unless a Spell or Special Rule states otherwise.

For example: A player of the Kingdom of God wins the Command Roll and activates a Halberdier unit. The unit moves toward the enemy and it receives the Order to Run to bring them even closer. The Halberdier unit Runs, thus carrying out its Order; after this, its activation ends.

Now, it is his or her opponent's turn to activate a unit.



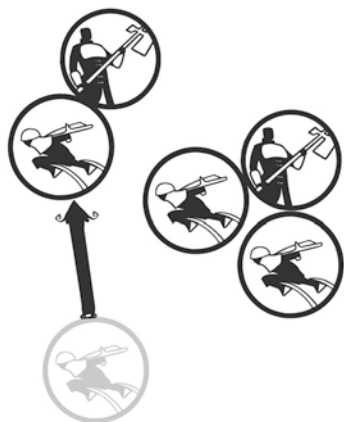


: 8 : MOVEMENT

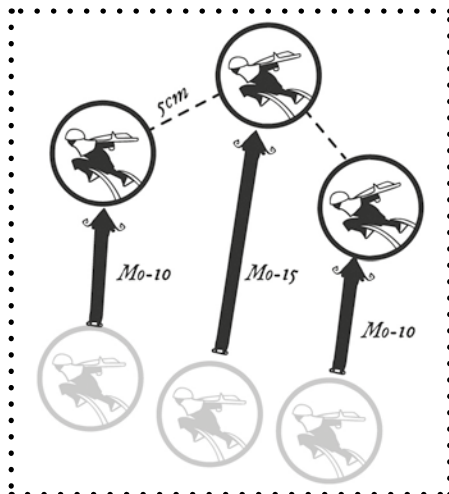


The first thing you can do when activating a unit is move it. The unit may move as many centimeters as specified by its Movement Attribute in any direction. A unit cannot make this move after it receives an Order. If the unit is not already engaged in Close Combat, this move cannot take them into base to base contact with enemy models.

If one of your units is engaged in combat, you can only move models that are not in base to base contact with enemy models. Unengaged models must be moved into base to base contact with the enemy if possible, otherwise move them as far as possible toward the enemy. Unengaged models may be placed in contact with any of the models within that unit.



If a unit includes models with different Movement Attributes, you can move each model up to its whole Movement value as long as they maintain coherency (staying within 5cm. of each other).



Any model or unit removed from the board is considered to be destroyed. Models cannot move through other models, either friendly or enemy.

8 : 1 TERRAIN

Before any game of Nemesis, it is advisable that you agree with your opponent on how the terrain elements on the battlefield will work to avoid confusion.

Remember that terrain blocks line of sight, and Nemesis uses real line of sight. So in order to determine if a piece of terrain grants any type of cover, you just have to look from the point of view of the miniature.

8 : 2 TERRAIN TYPES

All the terrain pieces on the board affect your army's Movement. Thus, before the battle begins, you must make clear which terrain pieces are considered Clear, Difficult or Impassible terrain.

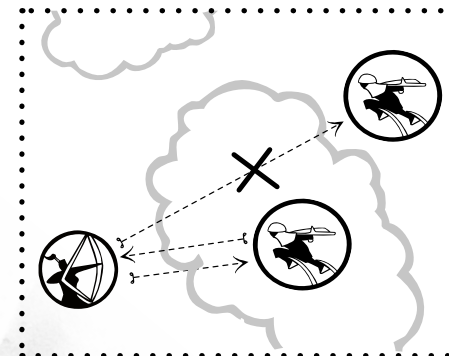
- * **Clear Terrain:** The terrain does not affect movement. Any model within this type of terrain can move its whole Movement. If an area has not been defined, it is assumed to be Clear terrain.
- * **Difficult Terrain:** Models moving through this terrain must spend 2cm. of movement for every 1cm. they travel. A model is only considered to be inside a terrain piece when its whole base is inside. Debris, swamps, etc. belong to this category.
- * **Impassible Terrain:** This terrain type can never be crossed. Cliffs, high walls, large rocks, etc. belong to this category.

Obstructions

As explained in section 5 : 4. **Placing Terrain Pieces**, Obstructions are terrain pieces of a specific size. Most have no other specific rules than the ones mentioned above.

Forests

Forests are Difficult terrain Obstructions with unique characteristics. Forests stop LoS from one side to the other, but not to the forest or from it. Thus, any model within a Forest can see outside the forest, and can be seen from the outside. Models in a Forest have Cover against enemy Shots (see 13 : 5 **How to Shoot**).



Individual trees in a Forest are considered Impassible terrain and models cannot climb them, unless they have a Special Rule stating otherwise, or they are under the effect of a Spell or Potion that allows them to do it.

Remember that in order to benefit from being within a Forest, a model's base must be completely inside it.

Obstacles

Obstacles are another category of terrain pieces, as was explained in 5 : 4. **Placing Terrain Pieces**.

If the Obstacle is higher than the model trying to move through or over it, the terrain is considered Impassible terrain. If it is the same size or lower, the model must consider it Difficult terrain. Even if the width of the terrain is less than the width of the model's base, it is still slowed when crossing the Obstacle at least once (spending 2cm. to move only 1cm.).

If a model does not have enough Movement to cross the Obstacle completely, it stops in contact with it and may cross it the following turn.

8 : 3 POSITIONS OR OBJECTIVES

Once all the terrain pieces are set up and their types specified, you have to determine which of those terrain pieces will be considered Positions or Objectives and deciding whether they can be defended from both sides (such as a stone wall), or just from one side (such as a wall with stakes on one side), or from one position (such as higher up on a hill).

Positions or Objectives may be either Obstructions or Obstacles. They are defined by being easy to defend or important to the resolution of the battle.

Only units of two or more models are able to defend Positions or Objectives. Heroes within units count as members of those units when defending Positions or Objectives.

A unit can end its movement in base to base contact with a Position or Objective and declare it is going to Defend it.

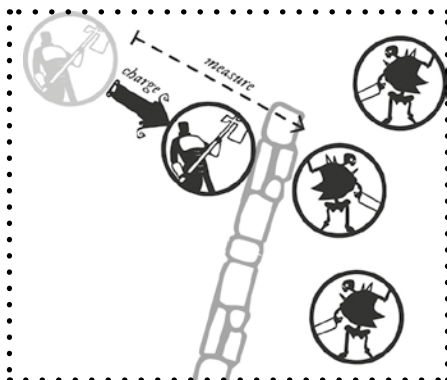
Defending a Position or Objective

A unit Defending a Position or Objective can apply the following modifiers in combat:

- * +1 To all their Combat Rolls.
- * -1 To all their Courage Tests.

A unit Charging an enemy Defending a Position or Objective must measure normally to determine if it reaches their target (see 12 : 1 Charge), but it is obliged to be placed in base to base contact with the Position or Objective, not with enemy models Defending that position.

A unit Defending a Position or Objective that is Charged by an enemy can only be assigned the Order to Withstand the Charge as a Reaction to the Charge (see 12 : 3 Reaction to the Charge).



If a unit Defending a Position or Objective loses a combat, the victors can use half their Movement to be placed into the Position or Objective and will now be considered Defending it (see 15 : 9 Combat Result).



: 9 : ORDERS



9 : 1 COMMAND POINTS

After moving a unit, it must be given an Order, usually by a Hero, for it to do anything else. Assigning Orders does not mean that you activate the Hero giving the order. A Hero can give Orders on turns before it activates, on the turn it activates, and on later turns.

Each of your Heroes has a Command Attribute which indicates the number of orders it can assign each round. These Orders are divided into 3 groups:

Orders of Movement

- * Approximation
- * Ghostly March (*Not alive only*)
- * Run
- * Evasion
- * Joining Units
- * Splitting Units
- * Closing Ranks (*Kingdom of God only*)
- * Hit the Ground (*Rocavivas only*)

Orders of Shooting

- * Shoot
- * Guerrilla (*Orphans only*)

Orders of Combat

- * Charge
- * Berserker Charge (*Thousand Faces Cult only*)
- * React to a Charge
- * Combat

When you activate one of your units, and after moving it, one of your Heroes less than 30cm. away can spend 1 Command point to give it an Order. Legendary Heroes can issue orders to units up to 40cm. away. Legendary Heroes cannot receive any Command points from other Heroes.

Each Hero regains all their Command Points at the beginning of each round.

Heroes and Actions

When your Heroes act on their own, they can be assigned Orders like any other unit, but only from Legendary Heroes. However, they also have 2 free Actions. These are a series of unique Orders that do not cost any Command points and which each Hero can assign to itself; these Orders do not count against the usual limitation to the number of Orders each unit can be assigned each turn (see 9 : 3 Receiving Orders).

For example: An Orphan Prankster wants to Charge a unit of Morlacos from The Thousand Faces Cult. Since it is alone and there is no Legendary Hero near enough to assign it an Order, the player decides to use its first free Action to Approximate the Morlacos and once this Action is fulfilled, its second Action is used to Charge.

If one of your Heroes joins a unit, it must carry out exactly the same Orders as the unit, no more. This means it cannot use its 2 free Actions.

Firmness

Each round, one of your Heroes can spend 1 Command point to allow a unit within 30cm. to re-roll a failed Courage Test.

9 : 2

GIVING ORDERS

Your Heroes must be no more than 30cm. (40cm. in case of Legendary Heroes) away from the unit being assigned Orders. This is called the Command Area.

Giving an Order implies not only selecting that Order, but also its target.

For example: A unit of Archers of the Kingdom of God is activated and moves 10cm. towards a hill, seeing a unit of Skeleton Warriors that is behind a rock. Then, a Captain of the Kingdom of God, 25cm. away from the Archer unit, uses 1 Command point to assign a Shooting Order and the Archers open fire on the Skeleton Warriors.

9 : 3

RECEIVING ORDERS

Each of your units can only be given a single Order per round, unless a Spell or Special Rule states otherwise.

If a unit can be assigned more than one Order per round, it cannot be assigned two Orders of the same type. Thus, a unit could be assigned one Order of Movement and an Order of Shooting, but not two Orders of Shooting.

For example: A unit of Orphan Scarabs (with the "Disciplined" Special Rule that allows them to receive two Orders per turn) has just carried out an Order to Run. Now it can be given a new Order, but since the previous Order was one of Movement, the new Order can only be of Shooting or of Combat.

9 : 4

ORDER MARKERS

Whenever you declare an Order, you must place the relevant Order Marker next to the unit that is going to carry it out; Order Markers help you to keep track of the Orders you have used and of the units activated each turn.

If a unit ends its activation and it has not been assigned an Order, place an Activation Marker next to it (which is simply a face down Order Marker). This helps keep track of units that have activated.

9 : 5

ORDERS ON ONE'S OWN

When your Heroes have exhausted all their Command points, or they are too far away from your troops to give them Orders, units can still carry out an Order on their own. When the unit activates, declare which type of Order you want it to carry out. The unit must pass a Courage Test. If successful, the unit can carry out that Order freely. If it fails, the unit must immediately end its activation.

A unit can only carry out a single Order on their own per round, no matter what Spells or Special Rules affect the unit.

9 : 6

ORDERS INTERRUPTING ACTIVATION

Generally, you can only assign Orders when it is your turn to activate a unit. However, in some cases you can assign an order to one of your units that has not yet activated during the opponent's turn, interrupting an enemy unit's activation.

Those Orders momentarily alter the turn sequence, but once resolved, activations go on as usual.

These Orders are Reactions to the Charge, Combat and Activation of Opportunity.

Reaction to the Charge

If one of your units is the target of a Charge Order, you can activate it to react against the Charge. This activation allows you to give a single Order to the unit that is the target of the Charge.

As a reaction to the Charge you can only carry out one of the following actions:

- * Withstand a Charge
- * Close Ranks
- * Retreat
- * Counter-Charge
- * Shoot

All this is explained in detail in section 12 : 3 **Reaction to the Charge**.

For example: A Halberdier unit is activated and is given an Order to Charge an Archer unit of the Cult. In that moment, its activation is interrupted because the Cult player declares that his or her Archers are going to be activated as a Reaction to the Charge. They decide to Shoot. The Archer's shooting is resolved (the Halberdiers lose one member), and then the Halberdiers are activated, finally Charging against the Cult Archers.

Combat is resolved as usual, and once finished, the activation of both units ends and it is the Cult player's turn to activate a unit.

Combat

If a unit is engaged in Close Combat it can activate to attack. Any units that it declares an attack against can also activate to attack back. This alters the usual activation order to receive the Order of Combat (see 12 : 4 **Combat**).

Activation of Opportunity

Once per round, one of your units can carry out an Activation of Opportunity. To do this, the unit must meet the following requirements:

- * It cannot be engaged in close combat.
- * It has not been previously activated this round.
- * It must have LoS to the enemy unit that is the target of the Activation of Opportunity.
- * An Activation of Opportunity cannot be performed in response to another Activation of Opportunity.

The Activation of Opportunity must be declared after its target has finished its movement, but before any Order is assigned to it.

The unit carrying out the Activation of Opportunity can only be assigned two types of Orders: Charge or Shoot. To resolve these Orders, it follows the rules described in sections 15 : **Combat** and 13 : **Shooting**; but with the restrictions below:

Charge

You may only Charge the enemy that provoked the Activation of Opportunity. The enemy can React to the Charge normally.

Shoot

You can only Shoot at the enemy that provoked the Activation of Opportunity. These Shots are resolved immediately, interrupting the enemy's activation. The Range of all your weapons is halved (rounding up) when Shooting during an Activation of Opportunity.

A unit carrying out an Activation of Opportunity can not activate again during the current round.

For example: A unit of Halberdiers of the Kingdom of God activate and move towards a unit of Archers of the Thousand Faces Cult. The Cult player declares that the Archers are going to carry out an Activation of Opportunity to Charge the Halberdiers before they are assigned any Order. The Halberdiers can React to the Charge as normal. Thus, the Charge is resolved and the Halberdiers are engaged by the Archers of the Cult.

Then, combat is resolved as usual and, once finished, both units' activations end.

Now it is the turn of the Cult player to activate a unit.



: IO :

ORDERS OF MOVEMENT



All Orders explained below involve movement. No unit engaged in close combat can be assigned Orders of Movement, with the exception of the Order of Evasion.

IO : 1 APPROXIMATION

Approximation Movement is half the model's movement (rounding up). Thus, the Approximation movement for a model with a Movement Attribute of 9, would be 5cm.

Requirements to carry out this Order:

- * The unit can only move towards the nearest enemy it can see.
- * The unit is not Defending a Position or Objective (see 8 : 3 Positions and Objectives).
- * The unit is not Fleeing.

IO : 2 GHOSTLY MARCH

Ghostly March is an Approximation Order exclusive to the Notalive. It operates differently from a normal Approximation Order.

Any enemy unit 20cm. or less from the unit carrying out this Order (before, during or after its movement ends) and with LoS to it must pass a Courage Test or Flee towards its deployment area (see 17 : 3 Fleeing). Units with the Special Rules "Notalive", "Fear" or "Immune to Fear" do not need to pass this Test. Fleeing from Ghostly March does not mean the unit has activated. So a unit Fleeing because of this can be activated normally and try to regroup (see 17 : 5 Regrouping Test).

To carry out this Order, the unit must meet the following requirements, in addition to those of the Order of Approximation:

- * This Order can only be assigned in a Notalive army.
- * This Order can only be assigned once per round.
- * This Order can only be assigned to units formed by 4 or more models with the Notalive Special Rule.

IO : 3 HIT THE DIRT

Hit the Dirt is an Approximation Order unique to the Rocavivas army. When carrying out this Order and for the rest of the round, the unit is affected as follows:

- * This unit gains +1 to its Toughness if it is within Difficult Terrain.
- * This unit considers Difficult Terrain as Clear Terrain when moving or Charging.

To carry out this Order, the unit must meet the following requirements, in addition to those of the Order of Approximation:

- * This Order can only be assigned in a Rocavivas army.
- * This Order can only be assigned once per round.

IO : 4 RUN

A Run allows a unit to move its whole Movement in any direction.

Requirements to carry out this Order:

- * Your unit is not Defending a Position or Objective (**see 8 : 3 Positions and Objectives**)

If a unit that has been given the Order to Run is engaged in close combat at any time in the same round, it must apply a modifier of -2 to all its Combat Rolls.

Any unit carrying out this Order cannot use its ranged weapons for the rest of the round.

IO : 5 EVASION

This Order allows a unit to move up to its Movement +1D10cm. towards its deployment zone to leave a Close Combat.

Requirements to carry out this Order:

- * The unit is engaged in Close Combat.
- * The unit has not suffered any wounds in combat this round.
- * The unit is not Defending a Position or Objective (**see 8 : 3 Positions and Objectives**).
- * Your unit has enough space to leave the combat.
- * Your unit has not charged an enemy this round.

A unit carrying out an Order of Evasion will suffer automatic hits (**see 14 : 5 Automatic Hits**). Moreover, enemy units can activate to Pursue if they are not engaged with any other unit and if they have enough space to Pursue (**see 17 : 4 Pursuits**).

- * **If the enemy unit reaches the Evading unit**, the unit suffers additional automatic hits and is engaged in Close Combat again.

- * **If the enemy does NOT reach the Evading model or unit**, it must move the rolled distance. It is considered to have Run.

Any Evading unit is considered to be Fleeing and it cannot be assigned any Combat or Shooting Orders for the rest of the round, although Spells or Special Rules may state otherwise.

IO : 6 JOINING UNITS

This Order allows a unit to join a friendly unit of the same type. The models forming the unit may move up to half their Movement to reach cohesion with the unit they are joining.

Requirements to carry out this Order:

- * This Order can only be assigned to models that are purchased in units.
- * Your unit carrying out this Order is not Defending a Position or Objective (**see 8 : 3 Positions and Objectives**).
- * The unit is of the same type as the unit it is joining.
- * Neither the Ordered unit nor the one being joined is Fleeing.
- * There is a Leader present in only one of the two joining units or no Leader in either.
- * The maximum size of the joined unit is 5 models.

The second unit is automatically activated when the unit carrying out the Order joins it. It may move (including the models that joined). The new unit then ends its activation and it cannot receive any more Orders for the rest of the round.

IO : 7 SPLITTING UNITS

This Order allows a unit to split into two units. Move the members of the new unit up to half their Movement, placing them out of cohesion with the other models of their old unit.

Requirements to carry out this Order:

- * This Order can only be assigned to models that are purchased in units.
- * The unit is not Fleeing.
- * The unit is not Defending a Position or Objective (**see 8 : 3 Positions and Objectives**)
- * Each of the two units formed after carrying out this Order must include at least 2 models.

Once the Order for Splitting Units is carried out, the activation of both units end and they cannot receive any more Orders for the rest of the round.

IO : 8 CLOSING RANKS

Closing ranks is an Order unique of the Kingdom of God army. It may be used as a Reaction to a Charge. Models in the unit may move up to half their Movement so long as every model ends up in base to base contact with another model in the unit. Models must form an unbroken line of models when possible. When carrying out this Order and for the rest of the round, your unit gains the following modifiers:

- * It gains +1 to its Toughness.
- * It gains +1 its Courage.

Requirements to carry out this Order:

- * This Order can only be assigned in the Kingdom of God army.
- * This Order can only be assigned once per round.
- * This Order can only be assigned to units formed by 3 or more models.
- * The unit is not Fleeing.
- * The unit cannot be using the Self-Protect Special Rule.
- * If the unit is Defending a Position or Objective, its movement cannot abandon the Position or Objective (**see 8 : 3 Positions and Objectives**).

None of the models in the unit carrying out this Order can be moved closer to the closest enemy unit.

Although this is an Order of Movement, it can also be used as a Reaction to a Charge. In this case, the unit Closing Ranks must carry out this Order before the enemy measures its Charging movement.



: II :

ORDERS OF SHOOTING

II : 2
GUERRILLA

The Orders described below can only be assigned to units with ranged weapons, normally Marksmen.

Once assigned an Order of Shooting it must be carried out as explained in the following section and apply the general rules included in section 13 : Shooting.

II : I
SHOOT

This Order allows a unit to use ranged weapons.

Requirements to carry out this Order:

- * The unit has LoS to the target.
- * The unit has not been assigned an Order to Run this turn. After receiving an Order to Shoot, the unit cannot be ordered to Run unless a Special Rule specifically allows the unit to Run after Shooting.
- * The unit is not engaged in Close Combat.
- * The unit is not Fleeing.

Guerrilla is an Order of Shooting unique of the Orphan army that allows the unit carrying out this Order to move up to half its Movement in any direction after Shooting.

Requirements to carry out this Order in addition to those for above:

- * This Order can only be assigned in an Orphan army.
- * This Order can only be assigned once per round.
- * The unit has not been assigned any Order of Movement this round. A unit carrying out the Guerrilla Order cannot later receive an Order of Movement.
- * The unit is not Defending a Position or Objective (see 8 : 3 Positions or Objectives).



: I2 :

ORDERS OF COMBAT



Most Orders explained below involve movement. Moves from Combat Orders are the only way a unit can be placed in base to base contact with the enemy. Models in base to base contact with enemy models are considered engaged. Remember that no measurement between models can be taken until after the Order is declared.

Once a Combat Order is assigned, it must be carried out as indicated in the corresponding section, but applying the general rules included in section 15 : Combat.

I2 : I
CHARGE

A unit carrying out a Charge may move their whole Movement to attempt to enter base to base contact (also known as "BtB") with enemy models.

Requirements to carry out this Order:

- * The unit is not engaged in Close Combat.
- * The unit is not Fleeing.
- * The unit is not Defending a Position or Objective (see 8 : 3 Positions or Objectives).
- * The unit has LoS to its target.

Measure the distance between the or Charging unit and its target before moving.

If your unit cannot reach its target, you have made an estimation error. Thus, your unit may only move up to half its Movement towards its target. The Charging unit must halt before entering the target's Control Zone.

If your unit reaches its target, use the following rules to move into Close Combat:

- * **If it is an individual model Charging another model:** Your model has to be moved in a straight line until it is placed in BtB contact with its target.
- * **If it is an individual model Charging a unit:** Your model has to be moved in a straight line until it is placed in BtB contact with the closest model of the target unit if possible. If not, it may be placed in BtB with the next closest model.
- * **If it is a unit Charging another unit:** The model that is closest to the target unit has to be moved in a straight line until it is placed in BtB contact with the closest model of the target unit if possible as above. Then, the second closest model is moved in a straight line until it is placed in BtB contact with the next closest model of the target unit. This goes on until all your models have moved.

If any model of the Charging unit can not reach their target model, or there is not enough space to be placed in BtB, the model may be moved into BtB contact with another member of the target unit, even if the target model is already in BtB with one of your models. If a Charging model still cannot reach an enemy model, place it behind one of your models that is in BtB with the enemy.

Models Charging into combat must maintain coherency. If a Charge would move one or more models out of coherency, move those models into BtB with enemy models that are closer. If this is not possible, move the models as far as possible without breaking coherency. During combat, coherency can be broken.

After the Chargers move, the combat is resolved following the usual rules (see **14 : Combat**).

The unit performing the Charge is granted a modifier for the first turn of the combat (see **14 : 7 How to Attack**). A unit can Charge several enemy units if the charge meets all the requirements above, and models can be placed in BtB contact with each Charged unit.

12 : 2 BERSERKER CHARGE

The Berserker Charge is an Order unique to the Thousand Faces Cult and it is otherwise considered a normal Charge, with the exception that it grants more modifiers throughout the combat (see **14 : 7 How to Attack**).

To carry out this Order, the following requirements must be met, apart from those of the normal Charge Order:

- * This Order can only be assigned by the Thousand Faces Cult.
- * This Order can only be assigned once per round.

12 : 3 REACTION TO THE CHARGE

Any unit that is the target of a Charge can be activated out of turn with the Order to React to the Charge. The unit cannot have been activated earlier that round. If multiple units are being charged, multiple units can potentially activate and React to the Charge.

The Reaction to the Charge is declared immediately after your opponent has declared the Charge but before any measurements are taken. This interrupts the usual turn order, as mentioned in section **9 : 6 Orders Interrupting Activation**. After declaring the Reaction to the Charge, the Charging unit measures to see if it has failed the Charge.

If the Charge fails because it is too far away, the unit Reacting does not activate, and the Order to React to the Charge is not carried out.

As a Reaction to the Charge one of the following actions can be carried out:

- * Withstand a Charge
- * Close Ranks (Kingdom of God only)
- * Retreat
- * Counter-Charge
- * Shoot

Withstand a Charge

Withstanding the Charge is not a true Order, and so using it costs no Command points, nor does a Hero need to issue the Order.

When you declare that your unit is going to Withstand the Charge, the unit activates and waits to try and stop enemy attacks (see **14 : 6 Stopping Attacks**).

Close Ranks

As it was stated in the section about the Orders of Movement, the Order to Closing Ranks can also be used as a Reaction to the Charge (see **10 : 8 Closing Ranks**). In this case, the unit using this Order as a Reaction to the Charge can try to Stop the enemy's attacks during the following combat (see **14 : 6 Stopping Attacks**).

Retreat

The unit ordered to Retreat can move their Movement +1D6cm. in a direction away from the enemy performing the Charge before the Charging unit moves.

Requirements to carry out a Retreat Order:

- * The unit is not engaged in Close Combat.
- * The unit is not Fleeing.
- * The unit is not Defending a Position or Objective (see **8 : 3 Positions or Objectives**). A Retreating unit is now Fleeing (see **17 : 3 Fleeing**).

If the enemy reaches at least one Retreating model, the Retreating unit suffers an automatic hit for each enemy model that reaches BtB contact. The units are now engaged in combat. The retreating unit's Attack Attribute is reduced to 0 for the rest of the round.

Counter-Charge

A unit performing a Counter-Charge must remain steady and wait for the enemy unit to carry out its Charging movement.

After the Charging unit moves, any model in the Charged unit that has not been engaged in Close Combat can be moved up to half its movement toward the enemy and into BtB. They must engage unengaged models if possible (see **12 : 1 Charge**).

This Reaction to the Charge allows your units to strike back at the enemy in combat. Counter-Charging models do not gain the modifiers for Charging (see **14 : 7 How to Attack**).

For example: An Orphan unit formed by three Grasshoppers Charges a unit of the Kingdom of God formed by three Halberdiers. The Halberdiers have not been activated, so they are assigned an Order to Counter-Charge as a Reaction to the Charge. The Grasshoppers are 6cm. away from the Halberdiers and so the Charge is successful.

Then, the Chargers move: the Grasshopper that is the closest to the Halberdiers moves to engage the nearest Halberdier. Then the next Grasshopper moves 8cm. to engage the next closest Halberdier. Finally, the third Grasshopper cannot reach the last Halberdier, so it is placed behind one of its comrades. Next, the Halberdier that is not engaged moves 5cm. to engage one of the Grasshoppers that is in base to base contact with one of its fellows, as it did not have enough movement to reach the unengaged Grasshopper.

Finally, the combat begins. Both the Grasshoppers (who performed the Charge) and the Halberdiers (carrying out the Counter-Charge) can damage each other, although only the Grasshoppers have the modifier granted by the Charge.

Shoot

If you choose to Shoot as a Reaction to a Charge, your unit Shoots at the enemy Charging them. This Shooting is resolved before the enemy makes its Charging movement. Obviously, the unit can only shoot at the Charging unit.

Requirements to carry out this action:

- * The unit is not engaged in Close Combat.
- * The unit is not Fleeing.
- * The unit has LoS to the Charging unit.

Remove any casualties caused by Shooting before the enemy makes its Charging movement. This may prevent the Chargers from reaching their target if the nearest models are removed. Follow the rules for a failed Charge if the survivors cannot reach their target.

When performing this Reaction to the Charge, your unit can only stop the enemy's attack (see **14 : 6 Stopping Attacks**).

I2 : 4 COMBAT

Combat does not require an Order from a Hero, nor does it require a Courage Test if no Hero is within 30cm. and costs no Command points.

When a unit is in base to base contact with enemy models, you may activate it and declare the unit will fight normally (see I4 : Combat).

Requirements to carry out this Order:

- * The unit is engaged in Close Combat.

For example: An Orphan unit of Flies has been engaged in Close Combat with a unit of Archers from the Kingdom of God since the previous turn. On the Orphan player's round, he or she decides to activate the Flies and assign them the Combat Order. The Archers have not been activated yet and, using the rules described in section 9 : 6 Orders Interrupting Activation, the Kingdom of God player activates the Archers and gives them the Combat Order as well.

Then, the combat is resolved as normal. Once the combat ends, it is the Kingdom of God player's turn.



: I3 : RANGED WEAPONS



In the Armies section, under Equipment, you can find the ranged weapons that each model and unit can carry, along with their characteristics. These are:

Strength (S): Determines how hard it hits the enemy.

Shooting Difficulty (SD): It represents the complexity of the weapon.

Range (R): The weapon's maximum range, in centimeters.

All ranged weapons have a Short Range equal to half its maximum Range (rounding up).

Area (AR): It represents the area affected by the weapon, if any. Measured from the edge of the Hit Marker.

Special Rules: If there are any Special Rules, they are included after the characteristics of the weapon.

.....
For example: Giara Claws
(S3 / SD9+ / R30 / Multiple Shot)
.....

I3 : I SHOOTING RULES

Each unit with ranged weapons can perform one single Shooting action per round, unless a Spell or Special Rule states otherwise.

In order to Shoot, a unit must receive an Order to Shoot, and declare a target. You may not measure before choosing a target. Shooting follows these limitations:

- * The target cannot be changed once the Order to Shoot is declared.
- * Only those models with a LoS to the target can Shoot.

- * If a model Shoots at a unit, the nearest member of the target unit is designated as target.
- * If a unit Shoots at a model, Shoot with the model closest to the target first. Then, shoot with the next closest model, and so on until the target is eliminated or no other models can shoot.
- * If a unit Shoots another unit, Shoot with the model closest to the target first, targeting the closest member of the enemy unit. Then, Shoot with the next closest model targeting the next closest model; and so on until the enemy unit is eliminated or no other members in your unit can Shoot.
- * If any model in the enemy unit is out of range, or if every model of the target unit has been shot at, any remaining shots target the closest enemy model, then the next closest, and so on. A model can Shoot at Short Range if it has LoS and the target is within the Short Range of the weapon used.

I3 : 2 DESIGNATING TARGETS

The target of your Shooting can be any enemy unit that meets the requirements stated above. The unit does not need to be the closest one to the Shooting unit.

I3 : 3 SHOOTING AT A COMBAT

If the target of your Shots is a unit engaged in Close Combat, apply the appropriate modifier from I3 : 5 How to Shoot.

When firing at a unit in Close Combat, misses may hit friendly models in the combat. For each miss, make another Aim Roll

but without the modifier for Close Combat. Those hits are allocated evenly among your models in the combat.

I3 : 4 HOW TO SHOOT

After checking that your target is in range (if it isn't, the shot fails), follow the process below to resolve Shooting:

1. Aim Roll

Roll 1D10, add the value of the Aim Attribute of the model performing the Shot and apply modifiers to the Aim Roll described below. These modifiers are cumulative.

Modifiers to the Aim Roll

Aim Rolls may be modified for several reasons; they are all listed below:

+1	If the target is 2 or more Size points larger than the shooting model.
-1	If the target is, at least, 2 Size points smaller than the shooting model.
-1	If the target is behind a model, Obstacle or terrain element granting Cover.
-1	If the shooter has moved this turn.
+1	If the target is within a Short Range of the model's weapon.
-3	If the model Shoots at a close combat.
-1	If the model Shoots at a Hero that has joined a unit. Note you cannot choose to specifically target a Hero that has joined a unit. See how shots are allocated under I3 : 2 Shooting Rules.

To hit, the result of the Aim Roll must be equal or greater than the value of the SD of the ranged weapon used. This roll applies the rules for fluffs and feats (see 3 : 3 Fluffs, and 3 : 4 Feats).

For example: An Archer of the Thousand Faces Cult with an Aim Attribute of value 4 Shoots with its Compound Bow (S3/SD9+/R50) at a Skeleton Warrior of the Notalive 22cm. away. Its controller rolls the die and shows 4, then he or she applies the modifier for Short Range (+1) and adds the model's Aim value. The total is 9 (4+1+4=9). The result is equal to the SD of the ranged weapon, so the shot hits the Skeleton Warrior.

2. Power of the Hit

Once the target is hit, the power of the hit has to be calculated. To this end, Roll 1D10 and add the Strength of the ranged weapon.

For example: In order to calculate the power of the hit, the Archer of the Thousand Faces Cult rolls 1D10 and gets a 5; then, the Strength of its Compound Bow (S3) is added, so the power of the hit is 8.

3. Withstand the Hit

If the power of the hit is greater than the Toughness of the model hit, the attack has inflicted damage.

For example: The Skeleton Warrior of the Notalive has Toughness 7, which is lower than the Power of the Hit (8) and therefore it takes damage.

4. Survival Test

If the target suffers any damage, the value of its Survival Factor Attribute is reduced by 1 point for the rest of the battle. If its Survival Factor reaches "0", it must be removed from the battlefield as a loss immediately. If the target is a Hero, it can make a Survival Test; if this Test is successful, it suffers no damage. Otherwise, it loses one Survival Factor point.

For example: A Captain of the Kingdom of God (Survival Factor 3) that has just suffered damage tries to pass a Survival Test. Its controller rolls a die and rolls 5. Since the result is greater than its Survival Factor Attribute, the Test is failed and its Survival Factor is reduced to 2 (3-1=2) for the rest of the battle. Models with other ways to avoid taking damage can try them before making a Survival Test.



: I4 : COMBAT



I4 : I CHARACTERISTICS OF THE WEAPONS

In the chapter for Armies, under Equipment, the weapons of every unit in Nemesis are listed. Each weapon has the following characteristics: **Special Rules:** If there are any Special Rules, they are included after the weapon's name.

.....
Spear: Grants its bearer the "Long Weapon" Special Rule
.....

All Special Rules are described in section 21: Special Rules.

I4 : 2 WHO CAN FIGHT

All models in BtB contact with an enemy model or in a position from which they can fight in Close Combat (if they are bearing a weapon with the "Long Weapon" Special Rule, for example) can fight.

It is advisable to make the Combat Roll for each model separately, so the results can be easily compared.

I4 : 3 ATTACKS WITHOUT ACTIVATION

Those of your units that cannot or do not want to activate when attacked in Close Combat, suffer automatic hits (see I4 : 5 Automatic Hits), although they can attempt to Stop those automatic hits (see I4 : 6 Stopping Attacks). Units that were not activated when attacked in Close Combat and which can be activated later on, cannot fight, under any circumstances, the enemy that attacked them previously.

For example: A unit of three Archers of the Kingdom of God is engaged in Close Combat with a unit of Skeleton Warriors. It activates to fight the Skeleton Warriors. However, the Skeleton Warriors do not wish to activate, as they anticipate being Charged by a unit of Royal Guards.

The unit of Archers automatically hits (no need to roll) and the Skeleton Warriors then try to Stop those attacks. After resolving the appropriate rolls, the Archers eliminate a Skeleton Warrior and the combat ends.

Later on, the Royal Guards receive an Order to Charge the remaining Skeleton Warriors. The Skeleton Warriors activate to fight them. Since they were not activated to fight the Archers, all their attacks must be directed towards the Royal Guard unit.

14 : 4 ACTIVATIONS IN MULTIPLE COMBAT

When a unit Charges an enemy that is already engaged in Close Combat, or a unit is activated to attack an enemy that is engaged in Close Combat with several enemy units, the target must decide whether it activates to defend itself or not. If the target does not activate to defend itself, the attacking unit deals automatic hits. If the target activates, it can fight normally and any other enemy in the Close Combat can also be activated to fight.

For example: A unit of Orphan Scarabs engaged in Close Combat with a Notalive Gargoyle unit is Charged by a unit of Skeleton Warriors. Now, the Scarabs must decide whether to activate to respond to this Charge and defend themselves from the Skeleton Warriors or not to activate and suffer automatic hits. If they decide to activate, the Gargoyles can decide to activate too.

The units resolve attacks in order of activation. Start with the unit that Charged, or the unit that activated first.

For example: The Scarab unit decides to activate and divide its attacks between the Skeleton Warriors that just Charged and the Gargoyles that were already in close combat with them. After the Scarab's declare they will activate, the Gargoyles also decide to activate and defend themselves.

In this case, the activation order would be as follows: Skeleton Warriors, Scarabs and, finally, Gargoyles. So, the Skeleton Warriors and the Scarabs that are going to defend themselves activate first. Then, the remaining Scarabs, and the defending Gargoyles, activate.

A unit deciding not to activate when being attacked by an enemy cannot attack this enemy later in the same round when it does activate.

14 : 5 AUTOMATIC HITS

Sometimes your models become the targets of automatic hits, attacks they cannot defend themselves from.

Automatic hits take place in the following circumstances:

- * If a model enters or crosses an enemy's Control Zone without engaging it.
- * If a model suffers a Close Combat attack and does not activate, voluntarily or not.
- * If a model suffers a Close Combat attack and is not assigned any Order to defend itself.
- * If a model suffers a Close Combat attack and has a value equal to "o" on its Attack Factor Attribute (usually because it is Fleeing).
- * If a model uses an Order of Evasion to leave combat.

In these situations, your models suffer a hit for each point of Attack Factor of the enemy models is in BtB contact with it, or whose Control Zone they are passing through, if those models have not been activated this round. If the enemy has been activated, your models suffer a single hit.

Although these hits are called "automatic", they are not actually so, as Combat Rolls have to be made and the power of the hit calculated as usual. An automatic hit succeeds on a Combat Roll of anything but a 1, because a 1 is always a fluff.

For example: A unit of two Hyena Women charge a unit of Archers of the Kingdom of God; the Archers have already activated this Round, so the Hyena Women deal two automatic hits. They each roll 1D10 and the dice show 6 and 1; since they are automatic hits, they only fail with the 1 because it is a fluff. This player now rolls for the successful attack adding the Hyena Woman's FU attribute, and compares the result with the Archer's RES to see if the tack deals a wound.



14 : 6 STOPPING ATTACKS

In the situations described below, the unit cannot fight normally in combat and can only try to stop the enemy attacks:

- * When a unit carries out an Order to Withstand the Charge, Close Ranks, or Shoot as a Reaction to the Charge.
- * When a unit fails the Courage Test when being Charged by an enemy with the "Fear" Special Rule.

This represents your models fighting at a disadvantage.

Under these circumstances the combat is resolved as usual (see 14 : 7 How to Attack), but the defender's Combat Rolls that defeat the enemy's Combat Rolls do not cause damage. Instead, they only Stop the enemy attacks. Stopped attacks have no effect.

14 : 7 HOW TO ATTACK

Once units have activated in combat it is time to fight. Determine which unit will fight first as explained in 14 : 4 **Activations in Multiple Combat**. Combat follows the procedure below:

1. Attacker and Defender Make Combat Rolls

Normally, the unit that performed the Charge or was activated first must choose target models within range (usually base to base contact).

An attacking model makes one Combat Roll per point of Attack Factor targeting a defending model in BtB contact (unless the model wants to attack multiple targets, see 14 : 8 **Models With More Than One Attack**). The defender makes one Combat Roll per point of Attack Factor. Combat Rolls are made simultaneously and compared. This is called an Opposed Roll. Add each model's Combat Skill Attribute, and apply modifiers to the rolls as described below. These modifiers are cumulative. The highest result from each Opposed Combat Roll hits the opposing model. If the Roll ties, neither of the models gets to hit. If either the attacker or defender has more Attack Factor than their opponent, some of their Rolls will be unopposed and hit on anything but a 1.

Combat Rolls use the rules for fluffs and feats.

Modifiers to the Combat Roll

Combat Rolls may be modified for several reasons; they are all listed below:

+1	If the target is 2 or more Size points larger than your model.
-1	For each enemy, apart from the first, in BtB contact with the attacking or defending model. Up to maximum -2 in the case of Heroes, unlimited otherwise.
-1	If the model fails the Courage Test when being the target of a Charge by an enemy with the "Fear" Special Rule.
-1	If the enemy has the "Flight" Special Rule.
-2	If the model was engaged in the same turn in which it obeyed an Order to Run.
+1	If the model engaged the enemy with a Charge.

For example: A Halberdier of the Kingdom of God, with a Combat Skill Attribute of 4 Charges a Skeleton Warrior of the Notalive army with a Combat Skill of 3. Each player rolls 1D10. The Halberdier rolls 3; then he or she applies the modifier for Charging (+1) and adds the model's Combat Skill, resulting in a total of 8 (3+1+4=8). The Skeleton Warrior rolls 2 and adds 3 for its Combat Skill, resulting in a total of 5 (2+3=5).

Since the result of the Skeleton Warrior is lower than that of the Halberdier, the Halberdier gets to hit the Skeleton.

- * **If it is a model fighting another model:** Follow the steps above.
- * **If it is a model fighting a unit:** Resolve an attacking model's Combat Rolls along with those of its target. Then resolve the model's Combat Rolls against other targets if applicable. Then, the opponent selects a model that has not yet fought to fight the individual model. Resolve Combat Rolls for each side normally. This goes on until all the models in the unit that can fight have done so. If a model is not in BtB with an enemy model it cannot fight unless a Special Rule allows it to.
- * **If it is a unit fighting another unit:** Resolve an attacking model's Combat Rolls along with those of its target. Then resolve the model's Combat Rolls against other targets if applicable. Repeat this process for each model from the active unit that can fight. Once all models in the active unit that can fight have done so the opponent resolves Combat for any model that has not yet fought. If a model is not in BtB with an enemy model it cannot fight unless a Special Rule allows it to.

Once you have determined what attacks hit, you now find out whether those attacks have caused damage.

2. Power of the Hit

For every hit, you must determine its power. Roll 1D10 and add the model's Strength, applying the following modifiers to the power of the hit.

Modifiers to the Power of the Hit

+1	If the model carried out an Order of Berserker Charge this round.
----	---

For example: In order to calculate the power of the hit, an Archer of the Thousand Faces Cult rolls 1D10 and gets a 3. Then, its Strength is added to the die resulting in a total power of 8 (3+5=8).

3. Withstand the Hit

If the power of the hit is greater than the value of the Toughness Attribute of the target of the hit, the attack has inflicted damage.

For example: A Skeleton Warrior of the Notalive has Toughness 7, which is lower than the Power of the Hit (8) and therefore it is wounded.

4. Survival Test

If the target suffers any damage, the value of its Survival Factor Attribute is reduced by 1 point for the rest of the battle. If its Survival Factor reaches 0, it must be removed from the battlefield as a loss immediately. If the target is a Hero it can make a Survival Test. If this Test is successful, the Hero suffers no damage. Otherwise, it loses one Survival Factor point.

For example: A Prankster of the Orphans (Survival Factor 3) that has just suffered damage tries to pass a Survival Test. Its controller rolls a die and rolls 3. Since the result is equal to its Survival Factor Attribute, it has avoided taking damage and does not lose any Survival Factor points.

Models with other ways to avoid taking damage can try them before making a Survival Test.

14 : 8 MODELS WITH MORE THAN ONE ATTACK

When one of your models with an Attack Factor of 2 or more fights several enemies, their attacks may be divided in any way desired among models in BtB contact. Make Combat Rolls individually to avoid confusion.

When one of your models is attacked multiple times, and it does not have a high enough Attack Factor to defend against all the attacks, any remaining attacks are considered automatic hits.



14 : 9 COMBAT RESULT

When a combat ends, all units on the side that suffered more wounds must make a Courage Test. Any unit that fails this Test must Flee from combat (see 17 : 3 **Fleeing**). If each side suffered an equal amount of wounds, neither side must make a Courage Test. In case of multiple combats between several units, Courage Tests are rolled after the combat ends. A combat ends once every unit that activated during a single turn has resolved its attacks. Thus a unit will only ever make 1 Courage Test on a given turn, but may make multiple Courage Tests over the course of a round.

- * **If the Courage Test is passed:** unengaged models on the winner's side may move up to half their Movement. This move must place them in BtB contact with enemy models, or otherwise into position where they can fight in Close Combat for example if they have the Special Rule "Long Weapon".
Then, models on the loser's side that are not in BtB contact with any enemy models on the winner's side can move up to half their Movement to enter a position from which they can fight in Close Combat.
- * **In case the combat is a tie:** both players roll 1D10. The player with the highest result moves models first exactly as if the Courage Test was passed and their side won, as above. Then the other player moves as above.
- * **If one side completely eliminates the other:** all surviving models can move up to half their Movement in any direction, providing they do not engage any other enemy model in Close Combat. Units on the winner's side can be activated as usual if they have not already been activated this round.



: 15 : MAGIC



Almost all armies in **Nemesis** have troops able to release the power of the Serifan Galgas to Cast Spells. These models are called "Whisperers".

Only Whisperers have a value in their Concentration Attribute. This allows them to release a certain quantity of power from the Galgas they carry to make use of their Magic.

Whisperers must be active to Cast or Break Spells. Once activated, and after they have moved but before carrying out any Orders or Actions they may Cast Spells. Whisperers are not required to be active to Block Spells.

Rules for fluffs and feats are not used when Casting, Blocking or Breaking Spells.

15 : 1 CONCENTRATION LEVEL

The value of the Concentration Attribute ranges from 1 to 4. The greater the Concentration of a Whisperer, the greater the power a Galga can provide each round; the greater the power, the more Spells they have and the more powerful they are.

The number of dice each of your Whisperers can use per round, depending on its Concentration value, is listed below

concentration	creation dice	blocking dice
1	1	1
2	2	1
3	3	2
4	4	2

Creation Dice (D10) are those necessary to Cast or Break Spells (see 15 : 4 **Casting Spells**). Blocking Dice (D5 or D10, as appropriate) are those necessary to Block them (see 15 : 5 **Blocking Spells**).

15 : 2 CHARACTERISTICS OF THE SPELLS

In the section for **Spells and Potions** there is a list of common Spells (Whisperers' Knowledge) and a list exclusive to each faction in **Nemesis**. These Spells are described by the following characteristics:

.....
For Example: Aura (8+ / 15cm / 1R)
Select a friendly model or unit. Increase its Combat Skill Attribute by 1 point.
.....

Difficulty: This number, indicates the difficulty level for the Concentration Roll; that is, the result must be equal or greater than the difficulty in order to successfully cast that Spell.

Range: The maximum range of the Spell in centimeters. If no Range appears, the target of the Spell is either the Whisperer casting the Spell or a model in BtB contact with it.

Duration: It represents the number of rounds that the Spell effect lasts. "1R" means it lasts 1 round, "2R" means it lasts 2 rounds, etc.

Some Spells have permanent effects, marked by a "P".

Description: The spell description and its effects. If the Spell effect involves hitting an enemy, the Strength will be indicated here.

IS : 3 SPELL CHOICE

Each of your Whisperers can choose freely from a number of Spells equal to its Concentration value when building your army. These spells can be selected from the list of Spells known by your faction, as well as from the list of the Whisperers' Knowledge, available to all factions. A Whisperer can then select 1 additional Spell from the list of the Whisperers' Knowledge.

Spells cannot be changed once the battle starts, unless a Spell, equipment or Special Rule states otherwise.

IS : 4 CASTING SPELLS

If you wish to Cast a Spell, you must declare which Spell you are going to use, the target, and then resolve any applicable rolls.

Once one of your Whisperers Casts a Spell, it can go on Casting Spells while it has Creation Dice left, but it cannot Cast a Spell that it already successfully cast that round.

Designating your Target

The target of your Spells can be either a model or a unit.

The type of targets the Spell can affect is always specified in the Spell description. The target of the Spell has to be within your Whisperer's LoS, unless a Spell, equipment or Special Rule states otherwise.

Concentration Roll

In order to see if a Whisperer successfully Casts a Spell, it must pass a Concentration Roll. You may roll as many Creation Dice (D10) as you wish. Add up the results of all of them and then add your Whisperer's Concentration. If the result is equal to or higher than the Difficulty of the Spell, the casting succeeds.

All dice used are removed from your Whisperer's pool of Creation Dice and are not recovered until the beginning of the following round.

If a Spell is successfully Cast, measure the distance between the Whisperer who Cast the Spell and its target. If the target is within the Spell Range, apply its effects normally.

If the distance is greater than the Spell Range, it has no effect, and the Creation Dice used are wasted.

Spells Dealing Damage

For any Spell that hits an enemy, you must make a roll to determine the Power of the Hit and then resolve the damage exactly as you would a Shooting attack. None of the normal shooting modifiers are applied.

Magical Disorder

Although the Concentration Roll is not subject to fluffs, if you get two or more dice showing a 1, a magical disorder takes place. In this case, the Spell automatically fails and the Whisperer trying to Cast it suffers a wound, without the possibility of making a Survival Test.

If one of your Whisperers suffers a magical disorder, it cannot Cast Spells again for the rest of the round.

IS : 5 BLOCKING SPELLS

Whisperers with Blocking Dice available can try to "Block" Spells Cast by the enemy.

Blocking a Spell does not count as an activation and it can be done even if the Whisperer trying to do so has already been activated this round.

Once an enemy Whisperer has made its Concentration Roll, you must decide if you wish to Block the Spell and, if so, how many

Blocking Dice you will use. To Block, roll as many Blocking Dice as you wish and subtract the result from the enemy Whisperer's Concentration Roll. If the new result is not enough to equal or beat the Spell Difficulty, the Spell is successfully blocked and has no effect.

All dice used are removed from the Whisperer's pool of Blocking Dice and are not recovered until the beginning of the following round.

If your Whisperer can see the enemy that Cast the Spell, its Blocking Dice are D10. If it has no LoS to it, its Blocking Dice are D5.

You can also try to Block a Spell with two Whisperers. One Whisperer tries to Block the spell, and the other is assisting. In order to do this, you simply take Blocking Dice from each Whisperer. If the Whisperer Blocking the spell has LoS to the target, all the dice used are D10, otherwise they are D5. The assisting Whisperer does not need LoS to the enemy spellcaster.

IS : 6 BREAKING SPELLS

When the effect of a Spell lasts more than one turn or round, or it is permanent, you can try to Break it after it has been successfully cast. This is called "Breaking Spells".

During the activation of one of your Whisperers, you can use its Creation Dice to Break on-going enemy Spells. In order to do this, make a Concentration Roll using Creation Dice to try to equal or beat the basic Difficulty of the Spell you want to Break. This roll can be subject to the rules for Magical Disorders.

All dice used are removed from your Whisperer's pool of Creation Dice and are not recovered until the beginning of the following round.

IS : 7 SPELLS IN COMBAT

Your Whisperers can Cast Spells targeting models engaged in Close Combat, and Whisperers can Cast Spells when they are in Close Combat. In either case the Whisperer's Creation Dice are D5 instead of D10. As normal, Casting Spells risks a Magical Disorder, and when rolling a D5 your chance of rolling a 1 is higher. When Casting Spells while engaged in a Combat, a Whisperer's spells can only target itself and models it is in base to base contact with. Whisperers can also Block and Break Spells while engaged in Close Combat. There is no penalty for doing so.

IS : 8 FRAGMENTS OF GALGA

The Fragments of Galga are small pieces from the nucleus of the Galgas that contain a spark of power that can be released, but which expires quickly once used. Although there are Fragments of Galga of a different nature, they all refer to the same type of object and they are used in the same way.

Some of your Whisperers have Fragments of Galga in their Equipment section that they can use when active. The quantity they have available is indicated in brackets. A Whisperer with Fragments of Galga can release their power, applying the following effects automatically. The effect depends on the type of Galga they possess.

- * **Fragment of Dawning Galga:** the Whisperer gains +1 Blocking Die for the rest of the round.
- * **Fragment of Mist Galga:** the Whisperer gains +1 Creation Die for the rest of the turn.
- * **Fragment of Auric Galga:** the Whisperer is not affected by Magical Disorders for the rest of the turn.
- * **Fragment of Azure Galga:** the Whisperer's next Spell has its range increased by 20cm.

- * **Fragment of Corintan Galga:** the Whisperer can Cast a Spell from the list of Spells of its faction. It must be a Spell the Whisperer had not chosen at the beginning of the battle. The Whisperer must spend Creation Dice and Roll to cast the Spell as normal.

Once used, the Fragments of Galga are not recovered. No model can use, in the same turn, more Fragments of Galga than its Concentration value.



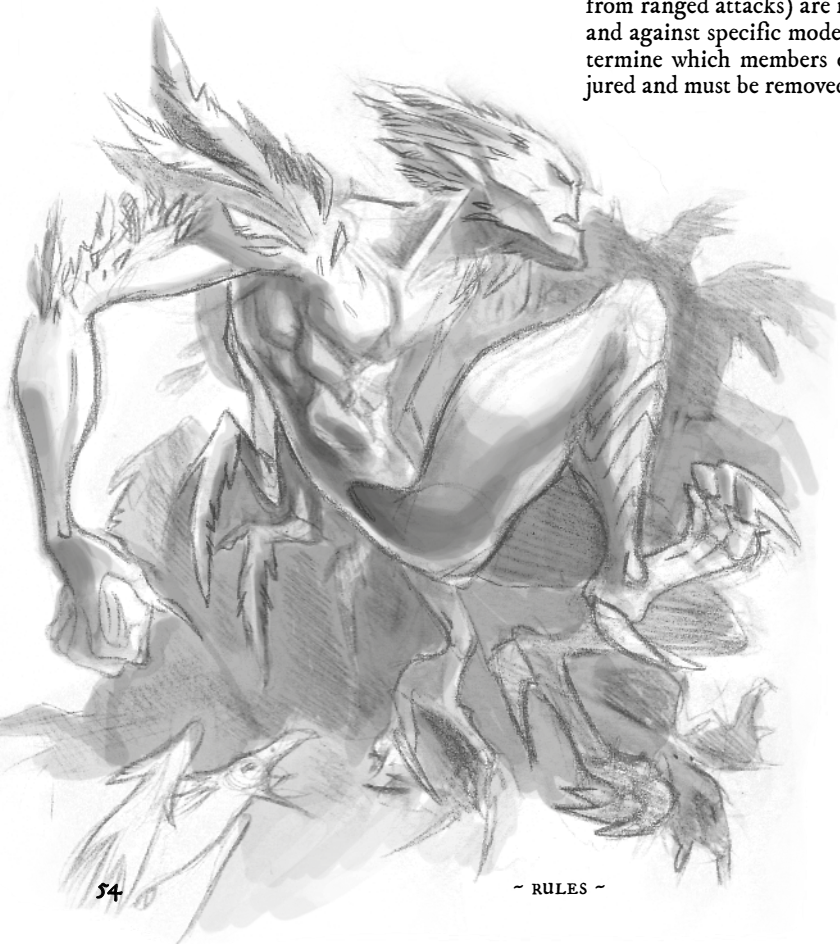
: 16 : REMOVING CASUALTIES



Unless otherwise stated, you must always remove casualties as soon as they lose their last point of Survival Factor. It is thus a good strategy to try and eliminate models that have not yet activated.

16 : 1 CASUALTIES WITHIN UNITS

Since attacks (either from Close Combat or from ranged attacks) are resolved separately and against specific models, it is easy to determine which members of the unit are injured and must be removed.



: 17 : MORALE



17 : 1 PANIC DUE TO EXCESSIVE CASUALTIES

Any unit that loses 50% or more of its models (rounding up) in a single turn must pass a Courage Test or Flee. These casualties can be a result of enemy spells or shooting. Losses in combat are subject to their own rules (see 14 : 9 Combat Result).

At the start of every turn, units are considered to be at full strength for the purposes of this Test.

For example: A unit formed by for 5 Hyena Women is within the range of Archers of the Kingdom of God and a unit of Executor Brothers. The Archers' activate and kill 2 Hyena Women. Because this is less than half the unit they do not have to roll for Panic due to Excessive Casualties. Next, the Hyena Women activate moving towards the Executor Brothers, but they do not reach them. The Executor Brothers shoot at the Hyena Women and kill 1. At the start of the turn there were 3 Hyena Women, and so the loss of 1 is not enough to cause a Panic roll.

Models acting independently, such as Heroes and Creatures or War Machines also have to pass Courage Tests when losing 50% or more (rounding up) of their Survival Factor Attribute in a single turn because of enemy Shooting or Spells.

17 : 2 PANIC DUE TO UNIT ELIMINATION

A unit that is not Fleeing must make a Courage Roll if it is within 10cm. of a friendly unit that is completely eliminated. The unit could have been eliminated through Spells, Shooting, or Close Combat. If the Courage Roll is failed, the unit must Flee toward its deployment zone.

17 : 3 FLEEING

If a unit fails a Courage Test, it must immediately Flee its whole Movement + 1D10cm. towards its deployment zone. Move the unit straight toward its deployment zone unless terrain or other models are in the way. Fleeing models will stay out of terrain, go around friendly models, and stay out of enemy models Control Zones if possible.

A unit can only perform one Fleeing movement per round. A unit Fleeing from combat is considered to be carrying out an Order of Evasion and may not receive other Orders.

A Fleeing unit must pass a Regrouping Test at the beginning of its next activation in order to act normally. If the Regroup Test is failed, the unit Flees again.

A Fleeing unit cannot Shoot, Cast, Block or Break Spells and are considered to have 0 Attack Factor until it Regroups.

17 : 4 PURSUITS

If the unit is Fleeing or Evading from Close Combat, enemy units in the Combat may be able to Pursue if they are not in combat with other units. A unit Pursues a distance equal to its Movement Attribute +1D10cm.

In the same way, a unit Retreating after a Charge, can be Pursued by the enemy performing the Charge.

If a unit Pursues and catches a Fleeing enemy (reaching base to base contact), the Fleeing unit suffers automatic hits and is considered Regrouped from that moment on, although it cannot activate for the rest of the round. It may Flee again if it fails a Courage Test.

17 : 5 REGROUPING TEST

Fleeing units must pass a Courage Test at the beginning of their activation or continue to Flee toward their deployment zone. This is also called a Regrouping Test.

If they pass the Regrouping Test, the unit can Move in any direction, but it cannot be given any Orders for the rest of the round.



: 18 : FEAR AND COURAGE



18 : 1 FEAR

If a unit Charges an enemy with the Fear Special Rule, it must pass a Courage Test to behave normally. This test is called a Fear Test. If it fails this Test, it cannot perform the Charge and its activation ends immediately. Failing this Test does not cause the unit to Flee.

If a unit with the Fear Special Rule declares a Charge, the target unit may declare a Reaction to the Charge as Normal. However, before Reacting, measure to see if the Charging unit has enough movement to reach their target. If they do, the Charged unit must roll a Fear Test. If the Test is passed, the unit carries out its Order as usual. If the Test is failed, the unit cannot activate to react to the Charge, and instead can only Withstand the Charge (see 12 : 3 Reaction to the Charge). The unit failing the Fear Test is also at -1 to its Combat Rolls this round. Failing this Test does not cause the unit to Flee.

If a unit passes a Fear Test, they no longer fear the enemy unit. Thus, they are immune to that enemy unit's Fear Special Rule for the rest of the game. The unit is not immune to the Fear Special Rule possessed by other units.

18 : 2 SIZE AND FEAR

If a unit fails a Fear Test when Charging or being Charged by an enemy 2 or more Size points larger they immediately Flee in the opposite direction of the Charge. Units with the Fear Special Rule do not Test for Fear, unless the enemy's Size is greater.

18 : 3 COURAGE “-”

Units without any value in their Courage Attribute (indicated as “-”) successfully pass any Courage Test they have to make including Fear Tests. These units cannot be given Orders of Evasion or Retreat as a Reaction to a Charge.

The only exception was explained in section 5 : 1 2 Command Hierarchy. If a unit without any value in its Courage Attribute must make a Courage Test at the beginning of its activation because it has lost its Commander, it is considered to have a value of 3 when resolving that Test.



WAR MACHINES



: 19 : WAR MACHINES



War Machines are devices created by the alchemists and scholars of Miter.

These models behave slightly differently than the other models of your army. They have a crew of 2 models that are in charge of operating them. Thus, War Machine and crew form a unit for game purposes.

The Attributes of your War Machines only include: Toughness, Survival Factor, Size and Availability. This is because War Machines are inanimate objects that cannot move or fight by themselves. Thus, none of your War Machines can Move when activating, or receive any type of Order if they are on their own. For a War Machine to do anything, it must have its crew. War Machines pass any Courage Tests they have to make. War Machines never Flee, and are not affected by any Special Rule or Spell that forces them to move or Flee.

War Machines have a free Order once per round that can only be used to Shoot (either in their turn or Shooting as a Reaction to a Charge). Under no circumstances can they receive two Orders in the same round.

19 : 1 CREW

Your War Machines need their crew to work properly. Each War Machine's crew includes an **Artilleryman** and an **Observer**. Crew can move freely at the beginning of their activation, but they always have to keep cohesion with each other and the War Machine.

If both crew are in BtB contact with their War Machine at the beginning of their activation, they and the War Machine can move half its crew's Movement.

If one of your War Machines loses its crew, it is disabled and cannot be activated for the rest of the battle unless new crew arrive. If the War Machine is destroyed, the crew form a unit of two models for the rest of the battle, and are able to activate and fight as usual. If either the War Machine or the Crew are eliminated, your opponent gains half the War Machine's Cost when determining the winner of the battle.

If you have another War Machine on the battlefield with or without a crew, crew without a War Machine must move as quickly as possible toward it (Running if possible) until they are within 5cm. at which point they automatically join the unit.

A War Machine with a crew of 3 or 4 members does not gain any extra benefit, besides having extra models to protect it. Crew are always considered to be Defending a Position or Objective and behind cover.

War Machines and Shots

Your War Machines can only Shoot, as an Order to Shoot or as a Reaction to the Charge, if its crew are within its Control Zone.

Shots at a War Machine targets models randomly. If any of your War Machines are hit by a Ranged attack, roll 1D10 for each hit suffered.

1 to 8	The War Machine suffers the hit.
9	The Artilleryman suffers the hit.
10	The Observer suffers the hit.

War Machines and Close Combat

If a War Machine is Charged by a unit, the crew is placed in front of the Machine to protect it; they are considered to be Defending a Position or Objective and Withstanding the Charge.

Artilleryman

Artillerymen are in charge of loading your War Machines with projectiles.

If an Artilleryman is within your War Machine's Control Zone at the beginning of its activation, it can carry out an Order to Shoot. If the Artilleryman is out of its War Machine's Control Zone at the beginning of its activation or if it has been eliminated, it can only carry out the Order to Shoot once every two turns, and only if its Observer is within its Control Zone. The War Machine cannot shoot on the first turn the Artilleryman is out of its Control Zone.

Observer

Observers are in charge of choosing the target of their War Machine's Shots. Shooting from a War Machine uses their LoS and their Aim Attribute when necessary.

If an Observer is within your War Machine's Control Zone at the beginning of its activation, it can carry out an Order to Shoot. If the Observer is out of the War Machine's Control Zone at the beginning of its activation or if it has been eliminated, the War Machine can only carry out the Order to Shoot with Direct Fire (see 19 : 2 War Machine Shots). In this case it uses the Artilleryman's LoS and Aim Attribute.

19 : 2 WAR MACHINE SHOTS

Your War Machines can choose between two types of Shots when activating to Shoot: Direct Fire and Indirect Fire.

Direct Fire

Resolve shooting as you would any other model using a ranged weapon, but using its Observer's LoS and Aim Attribute. If the Observer has been eliminated, or is outside the War Machine's Control Zone, the Artilleryman's LoS and Aim are used.

Indirect Fire

War Machines Shooting Indirect Fire target models that cannot be seen by the Observer.

To resolve Indirect Fire, place the Marker of Impact provided with the War Machine within Range of the War Machine and out of its Observer's LoS.

Then, you roll the Impact Die, and the Deviation Die. The Impact Die indicates how accurate the shot is. The Deviation Die indicates how far the shot deviates, and in which direction.

If the Impact Die shows a 1, it is considered a fluff. The Shot automatically fails and the War Machine's Survival Factor is reduced by 1 point. If the Impact Die shows a 10, the Shot hits exactly where the Impact Marker was placed and a modifier of +1 is applied to the Strength of the shot.

If the Impact Die shows 2 to 9 the shot deviates. Now roll the Deviation Die. The top of the Die forms an arrow pointing toward its vertex above the number. This arrow indicates the direction the shot Deviates, and the number indicates how far it deviates in cm. It is advisable to roll the Deviation Die near your target so the direction is as precise as possible.

Indirect Fire cannot be used if the Observer has been eliminated or if it is out of the War Machine's Control Zone at the beginning of its activation.

19 : 3 DIFFERENT TYPES OF AMMUNITION

Some War Machines have different types of Ammunition available . These are detailed in their profiles. The rules for using Ammunition are as follows:

- * You must indicate the type of Ammunition used when a War Machine Shoots.
- * A War Machine may only fire a single type of Ammunition each round, even if a Special Rule or Spell allows the War Machine to Shoot several times.

19 : 4 CATAPULTS

Catapults are a special type of War Machine that must comply with the above rules, as well as its own specific rules:

- * A catapult's shot ignores cover, even cover granted by Special Rules.
- * Catapults have a minimum Shooting range: the catapult cannot fire at a target or point within 15cm. A shot can still Deviate within 15cm. of the Catapult.
- * When using ammunition that damages an area, a model at the center of the area takes a hit at full Strength, but other models in the area take hits at Strength -2. Additionally, models not at the center of the area of effect can avoid being hit. Roll 1D10: they are not affected on a result of 6 to 10. Otherwise they are hit.

For Example: A Catapult of the Kingdom of god fires a Stone Ball at a unit of 2 Grasshoppers plus a Grasshopper Leader. The War Machine has its whole staff, so it uses its Observer's PU to Shoot Direct Fire. One of the Grasshoppers is selected as the target, and the Grasshopper is 42cm. away. So the target is within the Catapult's range of 60cm. and not within the minimum range of 15cm. The shooting Roll results in 11 (rolling 7 plus the Observer's PU of 4) so the Shot hits its target. The targeted Grasshopper suffers a hit at full Strength (6). The Grasshopper leader and the other Grasshopper may also be affected by the 5cm. template. They roll to see if they avoid the shot. The Leader rolls a 7, avoiding the shot. The other Grasshopper rolls a 4, so it suffers a hit at Strength -2 (4). We roll now to check if these models suffer any damage rolling D10 plus the Strength of the hit. The direct hit (Strength 6) rolls a 5, and the indirect hit (Strength 4) rolls a 7. The result of both rolls is 11, which is higher than the Grasshoppers Toughness (8) and so both are wounded.





JUGGERS



: 20 : JUGGERS



20 : 1 WOUNDS TO JUGGERS

In Miter there are some monstrosities so huge and powerful that they make Creatures like the great Battle Hyenas look like mere pets. These are called Juggers, Creatures or War Machines of a disproportionate size.

All Juggers have a series of common rules representing their unique characteristics. These are:

Immense: Juggers are always Size 6 or greater.

Tireless: Juggers have the “Disciplined” Special Rule.

Unstoppable: Juggers can take 1 free Action as if they were Heroes.

Indestructible: Juggers can make Survival Tests to avoid being wounded as if they were Heroes.

Impressive: Juggers have the “Abomination” Special Rule.

each time a Juggernaut suffers a wound you must roll 1D10 and apply the effects indicated in the table below:

1	Ouch!: The Juggernaut loses one additional point of Survival Factor.
2-3	Auh, auh, AUH!: The Juggernaut automatically fails any Survival Factor test for the rest of the round.
4-5	Defend yourself, damn thing!: The Juggernaut automatically fails any Combat Roll it makes for the rest of the round.
6-9	It's just a scratch: Nothing else happens.
10	You don't know who you're dealing with: If the Juggernaut suffered this wound from Shooting or Magic, it activates automatically, interrupting the usual Activation Order to move half its movement towards the enemy that caused the wound. If the Juggernaut suffered this wound in close combat, it makes an automatic hit against the model that caused the wound. This effect is applied even if the Juggernaut has already been activated this round.

20 : 2 JUGGERS' DEATH

If a Juggernaut loses its last point of Survival Factor, it will die. Lay the Juggernaut down on the battlefield and treat it as an Obstruction. Then, place the Juggernaut's pilot (if any) 5cm. or less away from it. From now on, the pilot can operate normally. Your opponent gains half your Juggernaut's Cost when determining the winner of the battle.

20 : 3 MAGICAL JUGGERS

Magical Juggers are those Juggers built by the races of Miter using Serifan technology. They behave as if they had the “Magical Creature” Special Rule. This means that they need the Whisperers of their army to use Creation Dice to give them Orders (although they can still use their free Action). They cannot normally receive Orders from Heroes. Whenever one of your Magical Juggers tries to move you must roll 1D10 and apply the effects indicated in the table below:

1	Pfff...: The Juggernaut does not move and its activation ends immediately.
2-3	Not that one, the other lever!: The Juggernaut does not move, but it can fulfill Orders (including Movement Orders) or Combat Actions.
4-5	Maybe it needs oil?: The Juggernaut moves half its movement, and can only move up to half its movement when carrying out Movement Orders.
6-9	Smooth as silk: The Juggernaut moves and operates as usual.
10	Wheeee!: The Juggernaut may move its full movement plus half its movement. When carrying out Movement Orders the Juggernaut may move half its movement in addition to the normal movement from the Order.

If a Magical Juggernaut loses its last point of Survival Factor it dies, and is laid down and acts as an Obstruction just like a normal Juggernaut. Your opponent gains half your Juggernaut's Cost when determining the winner of the battle.

Before laying down a Magical Juggernaut, roll 1D10. If the result is 6 or greater there is also an explosion. All models (friendly or enemy) 10cm. or less from the exploding Magical Juggernaut must pass a Combat Skill Test and if they fail, they are removed from the battlefield as casualties.

If a Magical Juggernaut explodes, its pilot will not survive and is automatically removed.





SPECIAL RULES



: 21 : SPECIAL RULES OF THE MODELS



In this section you can find a detailed description of all the Special Skills that Nemesis models can have, as well as the description of their weapons.

A model with a Special Skill that affects the enemy cannot use it against a model that has the same Special Skill, unless it is marked in this list with an asterisk (*).

ABERRATION

This model is considered to have the Fear and Ambidextrous Special Rules.

ABYSSAL HORROR

All enemy units within the Command Area of this model reduce their Courage Attribute by 1.

ACCURATE

This model is not affected by the negative modifier to its Aim Roll when Shooting in the same turn it moved.

AGGRESSIVE AURA

Any enemy model entering this model's Control Zone, even if it is to Charge it, automatically suffers 1D5 Strength 3 hits.

AGILE

No enemy model can target this model with more than one of its attacks, even if it has an Attack Factor of 2 or more.

ALCHEMIST

This model cannot cast Spells even though it has a CON value. However, it can Block and Break them.

AMBIDEXTROUS

This model ignores the negative modifier to the Combat Roll when in BtB contact with more than one enemy.

ASSASSIN

This model can target, with its Shooting, Heroes within units without penalty.

ASTRAL VISION

This model always Blocks enemy Spells with D10, even if it does not have LoS to the enemy Casting the Spells.

AUTHORITY

This model can assign a second Order each round to units without the Disciplined Special Rule.

AVERSION (X)

This model gains +1 to its Combat Skill and Strength when facing the army indicated between brackets.

BEAST

If this model activates more than 20cm. from any friendly unit, it must Flee towards its deployment zone; then, it regroups automatically and its activation ends. This will happen every round it is more than 20cm. from a friendly unit.

BERSERKER

In the turn in which it performs a Charge, this model's attacks cause automatic hits. The defending models that attack also deal automatic hits to it.

BLOODTHIRSTY

This model can re-roll when determining the distance moved in Pursuits. The second result must be kept, even if it is worse than the first result.

BRAVE

This model can re-roll one failed Courage Roll or Test per round. The second result must be kept, even if it is worse than the first result.

CAMOUFLAGE

This model gains the Hidden Special Rule when it is inside a Forest.

CASTE

If an ally dies within 10cm of this model, it gains the Berserker Special Rule for the rest of the round.

CHAMPION (X)

This model can join the unit between brackets in the same way as Heroes.

If this model joins the unit between brackets, it replaces its Leader and it is considered to have +1 to its Command attribute, but just to assign Orders to that unit. This Command point may not be used for the Command Roll at the beginning of each round.

CLAN

If any member of this model's unit is eliminated, it gains +1 to its Strength for the rest of the round.

If the last member of the unit besides this model is eliminated, it gains +2 to its Strength for the rest of the round, instead of the usual +1.

COMBATIVE

If a model with this Special Rule ties with its opponent when making a Combat Roll, the model with the Combative Special Rule is considered to win the Roll by one point, hitting its opponent. If both models have the Combative Special Rule, it is still considered a tie and neither of the two models gets to hit their opponent.

CORRUPT

This model can switch the result of one of its Combat Rolls with one of an enemy it is in BtB contact with.

CREW

This model crews a War Machine (see 19 : 1 War Machine Crew).

DARING

This model can roll 2D10 for Courage Rolls, keeping the result of either die.

DEFENDER

This model cannot be given the Order to Charge.

DIG

If this model uses the "Swift" Special Rule, no unit (either friendly or enemy) can draw Line of Sight to it or target it with a Charge or Shooting for the rest of the round.

If this model is assigned an Order, the effects of this Special Rule stop from that moment on and for the rest of the round.

DISCIPLE

This model can share its Creation dice with any Whisperer in the army within its LoS that does not have this Special Rule.

DISCIPLINED

This model can be assigned 2 Orders per round.

DODGE*

This model can re-roll one failed Combat Roll per round.

ENSHRINE*

Any friendly Fleeing model or unit within 30cm. of this model can Flee towards it and automatically regroups when within 5cm.

EXPLORER

Units with the Explorer Special Rule may remain off the board during deployment to enter later. A unit with this special rule will Move onto the battlefield from the side of the battlefield (not through the edges of the deployment zone) and can act normally

that round. When they arrive is variable. Each round you may activate any unit with Explorer that is off the board. If you have more than one unit with Explorer be sure to specify which one you are activating. Roll 1D5 and add the number of the current round. If the result is 6 or more, the unit enters as mentioned above. This takes a turn regardless of whether the unit arrives or not. For example: In round 2, 1D5 is rolled and it shows 3; the result is 5 so the unit does not arrive this turn. It is now the opponent's turn. If at the end of the game, for any reason, the unit has not enter the battlefield, it is considered destroyed.

FAIR
This model is not affected by the Fear Special Rule, as well as the models of the unit it has joined.

FANATIC
This model gains the Immune to Fear Special Rule and cannot be assigned the Evasion and Retreat Orders as a Reaction to a Charge.

FAITH
This model can re-roll any Courage Test when Charging or receiving a Charge carried out by an enemy with the Fear or Notalive Special Rules. The second result must be kept, even if it is worse than the first one.

FEAR*
This model causes Fear (see 18 : 1 Fear).

FLIGHT
This model has two Movement values.

The first one is its Movement on foot and the second one is its Movement in flight.

When flying, this model rises 10cm. into the air, being able to ignore terrain pieces and other models while moving, but it cannot stop on a terrain piece, a model or a Control Zone (unless it is performing a Charge). When receiving Orders, the Movement value for "On Foot" is always used.

This model can Charge and receive Charges normally, but in combat, the enemy must apply a modifier of -1 to its Combat Rolls.

Any Shot or Spell targeting this model must add 10cm. to the distance measured to the model.

Moreover, flying models are always considered to be behind cover and ignore attacks that affect an area.

FORTIFICATION
If this model is within the CZ (3cm.) of a terrain piece, this will grant cover whether the terrain blocks the line of sight or not.

FURY
This model increases its Attack Factor until it equals the number of enemies it is in BtB contact with.

GHOSTLY
This model ignores the effects of Terrain, even Impassable terrain; it can see through terrain pieces and other models and Move and Charge through them.

This model cannot end its Movement inside Impassable Terrain. If it is forced to do so, it is removed as a loss.

Moreover, any enemy targeting it with an attack must halve its Combat Skill and Aim, rounding up.

GUARDIAN (X)
This model must always be within 10cm. of the model indicated between brackets. For game purposes, these models form a unit.

GUESS INTENTIONS
This model can always React to Charges automatically, without using an Action or receiving an Order. This model can activate to React to a Charge even if it has already been activated this round.

HARDENED*
This model can re-roll once any single die each round besides Survival Factor Tests.

HEALING (X)
At the beginning of its activation, this model can make a test of X. Roll 1D10. If the result is equal to or lower than X, the model either recovers 1 point of Survival Factor or it can allow a friendly model within 5cm. to recover 1 point of Survival Factor.

HERMIT
This model cannot join any unit.

HIDDEN
This model cannot be targeted by Shots or Spells, unless it moves, attacks an enemy in its activation or is within 15cm. of the enemy trying to Shoot at them or cast Spells.

HYPNOTISM
When its activation starts, this model can force the enemies in BtB contact with it to pass a Courage Test. If the enemy fails that Test, it is hypnotized for the rest of the turn. These hypnotized models suffer a negative modifier to its Combat Rolls equal to this model's Combat Skill.

ILLUMINATED
This model can re-roll any die showing a 1 during a Creation Roll. The second result must be kept. If the new result is another 1, it is considered a Magical Disorder (see 15 : 4 Casting Spells).

IMMUNE TO PAIN
This model can re-roll one Survival Test per round.

IMMUNE TO FEAR
This model is not affected by the Fear Special Rule.

INSANE
If this model is wounded in Close Combat, its Combat Skill and Attack Factor increase by +1 for the rest of the game.

This Special Rule can only be used once per battle.

IRON WILL
This model has 1 Blocking Die each turn to defend itself from enemy Spells targeting it.

JUGGER
This model applies the rules for Juggers (see 20 : Juggers).

JUMP
This model can ignore Obstacles and other models of a Size up to 1 point higher than its own when moving.

KEEPER
This model can form a unit with any number of models that have the Beast Special Rule. If it has joined with Beast models, this model is considered to have the Guardian (X) Special Rule, where X is the type of model that has joined it.

A keeper can only form a unit with one kind of beast at a time.

Every model with the Beast Special Rule in the Keeper's unit gains the Savage Special Rule and uses the Keeper's Courage value for any Courage Tests or Rolls.

LAST BREATH
This model must not be removed as a loss when it loses its last point of SF; instead, it remains on the battlefield and acts normally until the end of the turn; then it is removed from the battlefield.

LEVITATE
This model is not affected by Terrain when moving, being able to cross over even Impassable Terrain.

This model cannot use this Special Rule to end its Movement on Impassable Terrain or within another model's Control Zone (unless it Charges).

LONELY
Models with this rule can either form units or fight on their own.

When choosing your army, you must determine which models will fight on their own or form a unit.

If this model fights on its own, it will count as a unit with a single member at all purposes, but no Hero may join it.

LONGING*
This model must roll 1D7 at the beginning of each of its activations. If it rolls 1, this model must Move its full Movement towards the nearest enemy model within its LoS, but not entering its Control Zone.

LUCKY
This model can re-roll any single Roll or failed Test per round. The second result must be kept, even if it is worse than the first one.

LUNGE.....
The model having this Special Rule causes an automatic hit using its Strength when it Charges and reaches base to base contact. The hit must be applied against an enemy in base to base. Resolve this attack first then proceed to combat as normal.

MAGICAL CREATURE.....
This model can only be activated if a Whisperer within 20cm. spends one of its Creation dice. This makes the creature activate normally and it can be assigned Orders as usual. To spend the Creation die, the Whisperer is not required to activate (it can spend that die without activating or even if it has been activated earlier that round). The Creation die is taken from the Whisperer's pool of Creation dice as if it had been spent normally.

MAN OF GOD
This model causes Fear to models with the Notalive or Magical Creature Special Rules.

If this model is within a unit, it still causes Fear to models with the Notalive or Magical Creature Special Rules.

MERCENARY (X)
This model can join any army by paying the cost indicated between brackets.

MULTIPLE LEGS
This model ignores the negative modifier to Movement when crossing through Difficult Terrain.

NATURE AURA
The Movement of this model is not reduced when moving through Forests.

NOTALIVE
This model has the Fear Special Rule. Moreover, it does not make Courage Tests due to casualties suffered either in Close Combat or due to Shooting.

OPPORTUNIST
This model can be put aside until both armies have been deployed. Once all models without this rule have deployed it deploys normally.

PERCEPTION.....
This model has sharp senses. A model with this Special Rule ignores negative modifiers from terrain pieces when Shooting; friendly and enemy models still block lines of sight, granting cover, and are affected by Special Rules normally.

PILOT
This model applies the usual rules for Juggers' pilots (**see 20 : 2 Juggers' Death**).

PORTAL.....
At the beginning of its activation, this Juggers' Pilot can spend its Creation die to teleport one unit of 3 or less models within LoS of the Juggers. The unit is immediately placed within 5cm. of the Juggers.

Teleported units can be activated as normal if they have yet to activate.

PRECOGNITION
This model may be activated automatically if the enemy indicates it is going to Shoot at

it. Resolve this activation before resolving the Shooting. This model can carry out any type of Order.

This Special Rule does not allow the model to activate more than once per round.

PROTECTED
This model is not affected by Spells.

PROTECTOR.....
This model recovers any Blocking dice used as long as the attempt to Block a Spell was successful. It continues recovering its Blocking dice as long as it Blocks enemy Spells.

This Special Rule cannot be used when Blocking Spells collectively with other Whisperers in the same army.

REGENERATION (X).....
If this model is eliminated, it remains lying on the board. The model may activate in the following turn. At the start of its activation test against the model's Regeneration value. If the result is equal to or lower than X, you can raise it with one Survival Factor and activate it normally. Otherwise, it must be removed as a loss. A model lying on the board that has not yet activated is considered an Obstacle. It cannot be engaged in combat or targeted by Shooting or Magic.

RELIC
This model causes Fear to enemy models with the Notalive Special Rules, although they are not normally affected by that Special Rule. If it does not have any value in its Courage Attribute, the enemy has a value of 2 when making Courage Tests because of Fear.

Moreover, it grants the Man of God Special Rule to all friendly units and models within 30cm.

REPEATER.....
If this model is within a Hero's Command Area, you may measure the distance of the Hero's Command Area from this model.

Any unit within the Command Area of this model can be assigned Orders from the Hero as if it was within the Hero's Command Area.

This Special Rule cannot be used if this model is using the Special Rules "Dig", "Camouflage" or "Hidden".

RESTORE.....
When this model eliminates an enemy in Close Combat, its unit recovers a member lost in battle. The recovered member takes the place of the eliminated enemy model.

RIGHT HAND MAN.....
When this Hero is selected when choosing your army, no additional unit is required to be included.

This Hero cannot become the Commander of the army.

You can only include in the army one Hero with the Right Hand Man Special Rule for each Hero without it in your army.

ROTTEN.....
Enemies wounded by this model lose 2 points of Survival Factor, instead of 1 as usual.

This Special Rule does not affect War Machines (although it affects Staff, if any), or models with the Fear Special Rule.

SAVAGE*
This model has an additional modifier of +1 to the Power of its Hit in the turn it Charges.

This Special Rule also applies if this model carries out a Berserker Charge, in which case this model applies +2 to the Power of its Hit.

SCHOLAR.....
This model can change one of its Spells during the battle. The Spell chosen to be replaced must not have been cast yet.

SELF-PROTECT

This model must indicate it is going to use this Special Rule at the beginning of its activation. When it does, its Combat Skill is modified by -1 and its Toughness by +2 for the rest of the round. A model with this skill cannot use it for two consecutive rounds.

SHARP EYE.....

This model can Shoot during an Activation of Opportunity with the full Range of its ranged weapon.

STANDARD BEARER.....

Any friendly unit within 30cm. of this model can use its Courage value to perform any Courage Tests or Rolls.

SWARM.....

This model is considered a Troop when counting the maximum Marksmen Troops that can be included in your army.

SWIFT.....

This model Moves double its Movement. If it must roll a die to move, it can roll two dice and add the results. This Special Rule is not applied when carrying out Orders.

TOUGH.....

This model gains +1 to Toughness against Shooting attacks.

VAGRANT.....

This model can become part of any army; however, it cannot join any units or give or receive any Orders.

VAMPIRE.....

If this model wounds an enemy in Close combat, it gains +1 Toughness until the end of the game. This Special Rule can only be used once per battle.

This Special Rule cannot be applied when wounding models with the Notalive or Magical Creature Special Rules, or against War Machines (although it can be applied against their crew, if any).

VETERAN.....

This model never Flees and cannot receive Evasion or Retreat Orders as a Reaction to the Charge. If a model with this Special Rule is joined to a unit without the Veteran Special Rule, its effects are not applied.

VICIOUS*.....

Any result of 9 or 10 in this model's Combat Rolls is considered a Feat.

VITAL LINK.....

Whenever this model suffers a wound, it can transfer the wound and effects to other models in its army within 10cm. The chosen model suffers the wound and any effects associated with it.

VORACIOUS.....

If this model causes at least one casualty to an enemy unit, that unit must apply -1 to its Combat Skill and Courage immediately and whenever it is engaged in Close combat with this model.

WAR MACHINE

This model applies the rules for War Machines (see 19 : War Machines).

WARRIOR MAGE

This model does not suffer Magical Disorders when casting spells in Close Combat.



: 22 :

SPECIAL RULES OF THE WEAPONS

**AMPUTATE*.....**

Any enemy wounded with this weapon fails its Survival Test automatically.

BOOMERANG.....

If this weapon hits its target, it may also hit the nearest (enemy) model within 10cm. This second hit will resolve with a Power of the Hit of 1. The same Aim Roll is used against both targets.

FIRE.....

Whenever a model is hit by a weapon with this Special Rule, 1D10 is rolled. If the result is 5 or higher the model starts burning.

At the beginning of its activation, any burning model must attempt a Courage Test to extinguish the flames. If it fails, it automatically suffers a Strength 3 hit; then, the flames extinguish.

Models with the Notalive Special Rule start to burn on a result of 4+.

Any model without a Courage value is considered to have a value of 3 when making the Test to extinguish the flames.

Any friendly or enemy model entering BtB contact with a burning model may also start to burn on a result of 5+ on 1D10 (4+ in case of the Notalive).

HARD.....

The bearer of this equipment is immune to the Amputate Special Rule.

HEAVY.....

This weapon cannot be used the same turn its bearer moves.

IMPALE.....

If an enemy is eliminated with this weapon, the model (friendly or enemy) immediately behind it from the perspective of the shooter and within 5cm. is also hit. If so, the weapon's Strength is reduced by 1.

This weapon can continue to hit models in a line as it eliminate models. Reduce its Strength by 1 each time.

INSTINCTIVE SHOT

This weapon can be Shot twice when fulfilling a Shooting Order as a Reaction to the Charge.

This Special Rule is not compatible with the Multiple Shot or Quick Shot Special Rules.

LONG WEAPON.....

A model bearing a weapon with this Special Rule can Charge at an enemy by entering in BtB contact with a friendly model that is already in BtB contact with an enemy; it is considered to engage all models in BtB contact with the friendly model (although it is considered in BtB for game purposes, it does not count towards penalties to the opponent due to multiple enemies in BtB contact).

This weapon allows its bearer to fight normally so long as it is in BtB contact with a friendly model in BtB contact with the enemy.

A model fighting an enemy with a Long Weapon that is not in BtB contact with it cannot cause damage, but it can stop its attacks.

MIST
This weapon creates a dense mist in the Area hit (use the mist template). The mist remains in the same place until the end of the round. The template must be considered a Forest for Shooting and LoS purposes.

MULTIPLE SHOT.....
The bearer of this weapon may use a Shooting Order to Shoot twice at the same model or different models, applying a modifier of -1 to both Aim Rolls.

This Special Rule may not be applied when fulfilling a Shooting Order as a Reaction to the Charge.

MULTIPLE WOUNDS.....
Rolls to wound with this weapon are made as usual (remember that a natural 1 on a roll to wound is a failure) and then 1D10 is rolled to see how many wounds are dealt according to the result

1, 2, 3, 4	deal 1 wound
5, 6, 7	deal 2 wounds
8, 9, 10	deal 3 wounds

If a model may make a Survival Factor Test, it has to Test before seeing how many wounds are dealt by the weapon with this Special Rule. If the weapon affects an area, only the center of the area deals multiple wounds.

PARALYZE
Any model hit by a weapon with this Special Rule is immobilized for the rest of the round, and it cannot move for any reason.

Models affected can activate normally.

If a paralyzed model is forced to Flee from combat, it is considered to be caught in the pursuit.

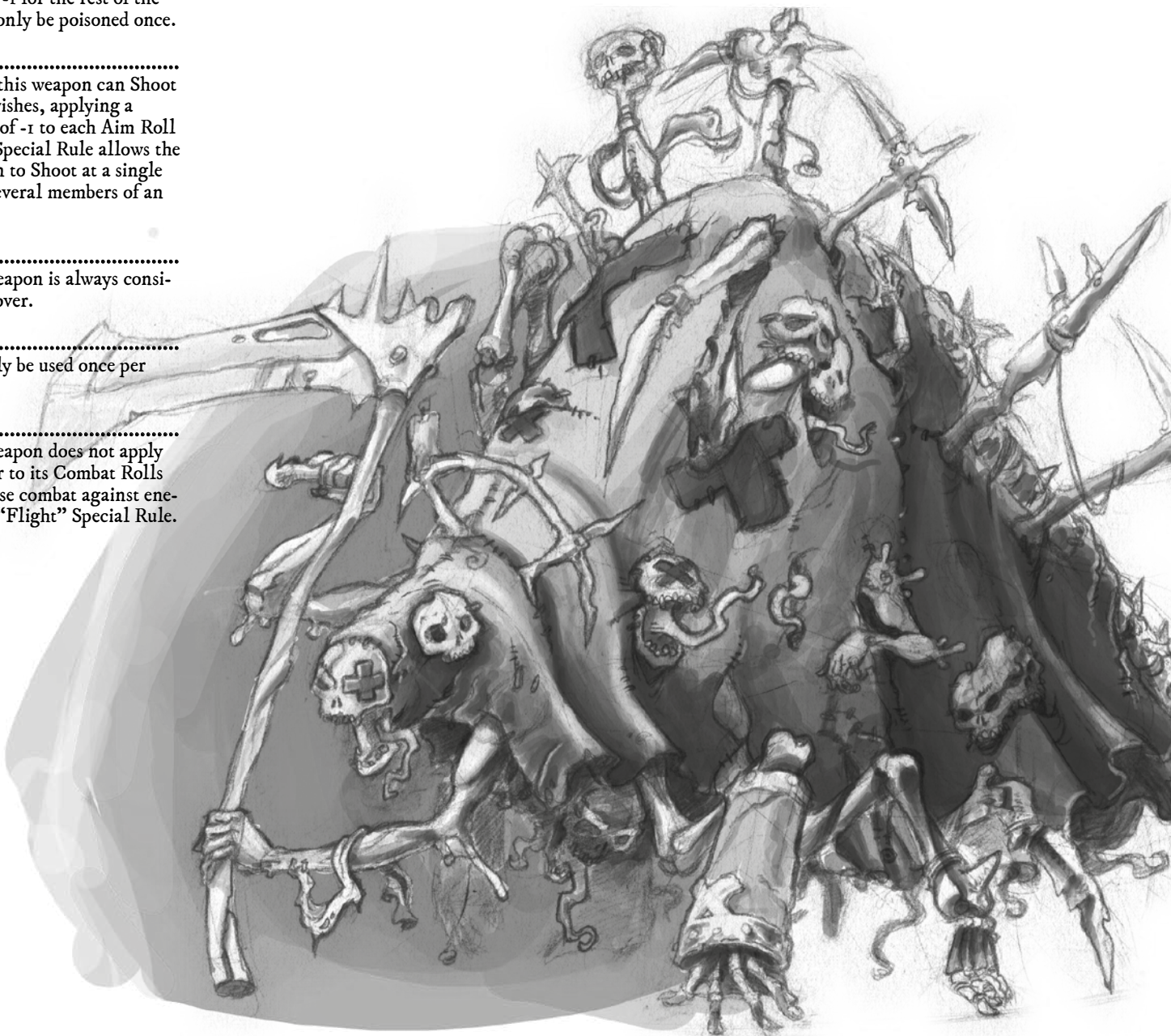
POISON*
An enemy wounded by this weapon, modifies its Toughness by -1 for the rest of the battle. A model can only be poisoned once.

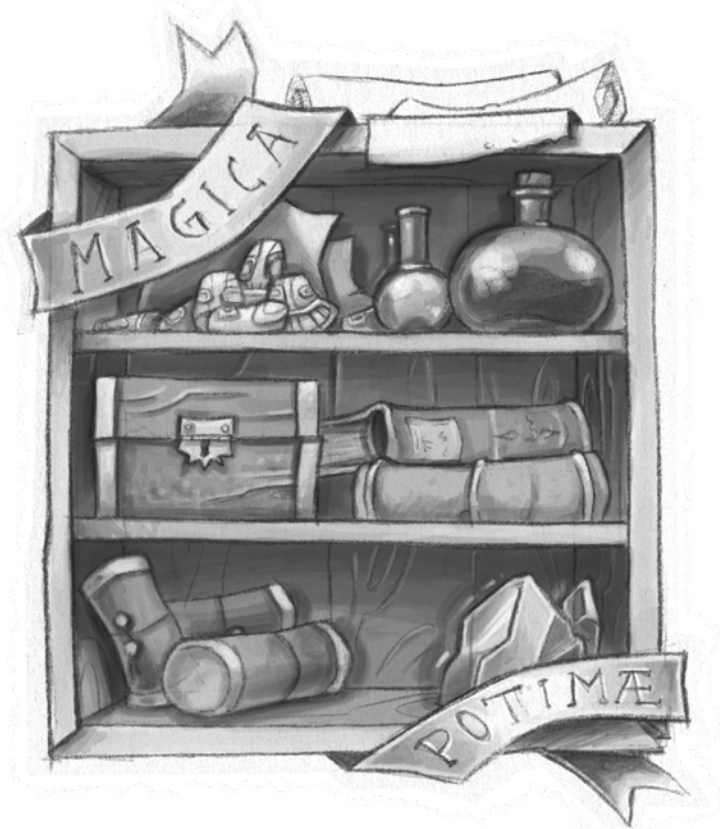
QUICK SHOT*
This model bearing this weapon can Shoot as many times as it wishes, applying a cumulative modifier of -1 to each Aim Roll after the first. This Special Rule allows the bearer of this weapon to Shoot at a single enemy model or at several members of an enemy unit.

SHIELD.....
The bearer of this weapon is always considered to be behind cover.

SINGLE SHOT.....
This weapon can only be used once per battle.

STRIKE
The bearer of this weapon does not apply the negative modifier to its Combat Rolls when fighting in Close combat against enemy models with the "Flight" Special Rule.





SPELLS AND POTIONS



: 23 :

SPELLS AND POTIONS



This section describes all the Spells that can be chosen by models with a CON value. Spells from the Common Magic list can be used by any faction. Otherwise, Whisperer's must choose spells from their own faction's spell list.



23 : I

COMMON MAGIC

Whisperers' Knowledge



MAGICAL PROJECTILE

(6+ / 30cm.)
Select an enemy model. It automatically suffers a Hit of Strength 3.

In the case of models in units, the model hit is chosen at the Whisperer's discretion, provided the target is within the Spell's Range and the Whisperer's LoS.

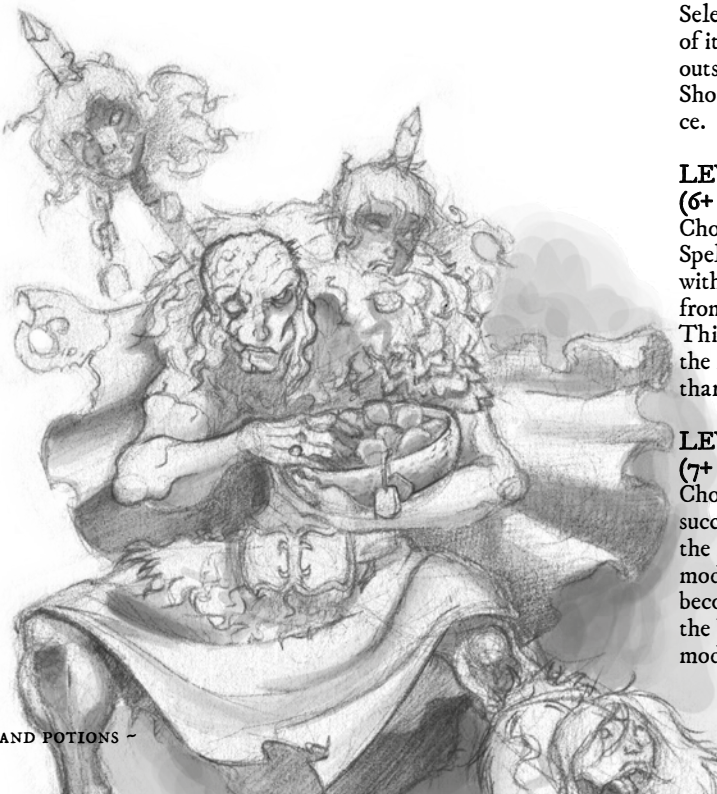
BAD LUCK (7+ / 20cm.)
Select an enemy model or unit. This round the target model or unit must re-roll one successful Roll or Test, chosen by the Whisperer casting the Spell. The second result must be kept.

MIST (10+ / C-C)
This Spell only affects the Whisperer casting the Spell. The Whisperer casting the Spell can leave a Close Combat automatically by moving its MO + 1D10cm. in any direction without suffering automatic hits for passing through Control Zones. The Whisperer cannot be Pursued by the enemy.

ACCUMULATE MAGIC (12+)
The Whisperer gets an additional die of Magic, which can be used in the following round as a Creation or Blocking Die. If it is not used in the next round, the additional die is lost.

ENERGY EXPLOSION

(14+ / 40cm.)
Place the A5 template over an enemy model within Spell Range and within the LoS of the Whisperer casting this Spell. Any model in contact with the template suffers a Strength 4 automatic hit.



23 : 2

NOTALIVE

The Knowledge of the Damned



FLIES OF PUTREFACTION

(9+ / 25cm.)
Choose a friendly unit. It gains +1 RE for the rest of the round.

CURSE (10+ / 30cm. / C-C)
Choose an enemy unit engaged in Close combat. The target modifies its DC, FU, RE and VA by -1 for the rest of the round.

NIGHTMARE (11+ / 30cm.)
Choose an enemy unit not engaged in combat. It must pass a VA Test. If it is not successful, it must Flee towards its deployment zone. If the target unit has not activated yet, this move does not count as an activation. This Spell cannot be cast if the Whisperer is in C-C.

SHADOW (11+ / 40cm. / 2R)
Select an enemy unit. It reduces the range of its sight to 20cm. It cannot draw LoS outside of 20cm. and thus cannot Charge, Shoot, cast Spells, etc. beyond that distance.

LEVEL 1 INVOCATION

(6+ / 30cm.)
Choose a Skeleton Warriors unit. If the Spell is successful, place a Skeleton Warrior within 5cm. of the member that is farthest from enemy models and within Spell range. This model becomes part of this unit for the rest of the battle. No unit can have more than 5 models as an effect of this Spell.

LEVEL 2 INVOCATION

(7+ / 30cm.)
Choose a Patched unit. If the Spell is successful, place a Patched within 5cm. of the member that is farthest from enemy models and within Spell range. This model becomes part of this unit for the rest of the battle. No unit can have more than 5 models as an effect of this Spell.

LEVEL 3 INVOCATION

(9+ / 40cm.)
Choose a Rotten unit. If the Spell is successful, place a Rotten within 5cm. of the member that is farthest from enemy models and within Spell range. This model becomes part of this unit for the rest of the battle. No unit can have more than 5 models as an effect of this Spell.

UNUSUAL STRENGTH

(17+ / 40cm. / C-C)
Select a unit engaged in close combat. It can attack the enemy without needing to activate, even if it has activated this turn already. If the chosen unit fights an enemy that has already activated this round, it suffers automatic hits, as usual.

BAD INTENTION

(18+ / 30cm. / C-C)
Choose a friendly unit engaged in Close combat. It gains the Hypnotism Special Rule.

RECOVER (20+ / 30cm.)
Select a friendly unit with FS. It automatically recovers all its FS.

EXCHANGE OF SOULS

(21+ / C-C)
Select an enemy model in BtB contact with the Whisperer that has a FS value. The Whisperer can take as many FS from the enemy as needed, until reaching its initial FS. This Spell has no effect on models with the Notalive or Magical Creature Special Rules, or against War Machines (although it can be applied against their crew, if they have any).



23 : 3 ORPHANS *Nature's Knowledge*



AURA (5+ / 15cm. / 1R)
Select a friendly unit. It gains +1 DC for the rest of the round.

FALLEN LEAVES (7+ / 30cm. / 1R).....
Select a friendly unit. Any Shot or Spell against it suffers a modifier of -1 to the respective roll (PU or CON, accordingly).

CALL TO THE THICKET (8+ / 30cm. / 1R).....
Select a terrain piece of any type as the target of this Spell, except a Forest. It is considered a Forest for the rest of the round.

EVOKE FAMILIAR LINKS (9+ / 40cm.).....
Choose an enemy unit not engaged in Close Combat. It must pass a VAL Test if it wants to fulfill a Combat or Shooting Order to attack a unit of the Whisperer's army that Cast the Spell.

SWIFT AS THE WIND (10+ / 30cm.).....
Select a friendly unit. It can double its MO for the rest of the round.

This Spell does not affect units with the Swift or Flight Special Rules.

HIDDEN TREASURE (12+)
The Whisperer gains a Fragment of Galga of its choice.

THORNY WHIP (13+ / C-C).....
All enemy models in BtB contact with the Whisperer automatically suffer a Strength 4 hit. Any model wounded by this Spell is considered to have been wounded by a weapon with the Poison Special Rule.

MIRAGE (14+ / 30cm.)
Select a friendly unit. No enemy can carry out a Combat or Shooting Order to attack the chosen unit.

BEE SWARM (14+ / 30cm.).....
Select an enemy model or unit. It automatically suffers a Hit of Strength 2. In the case of units, all its members within the Spell's Range and the Whisperer's LoS suffer a hit. Any model wounded by this Spell is considered to have been wounded by a weapon with the Poison Special Rule.

GROW WILD (15+ / 30cm.).....
Select a friendly unit. It gains +1 FA for the rest of the round.

SHAM OF FATE (17+ / 40cm.)
Select a friendly unit. It can Shoot as if it had been assigned a Shooting Order, even if it has been activated that turn already. Any enemy unit can become the target of this Shot even if the unit had fired on a different enemy before.



23 : 4 THOUSAND FACES CULT



Rancor's Knowledge

SACRIFICE (5+ / 20cm.)
Select a friendly model that has not activated yet this turn. It cannot activate this turn. Instead, the Whisperer casting the Spell gains 1 Fragment of Galga of its choice.

FIREBALL (9+ / 40cm.).....
Select an enemy model. It automatically suffers a Hit of Strength 4. This Spell applies the Fire Special Rule.

UNUSUAL COURAGE (8+ / 25cm.).....
Select a friendly unit. It doubles its VA for the rest of the round.

SNAKE EYES (10+ / 20cm. / P)
Select a friendly unit. It ignores Fluffs for any Roll it makes, being able to add any to the total result.

DECEPTION (10+ / 30cm.).....
Select a friendly unit that has not activated yet this turn. Once the Whisperer's activation ends, you can activate the target unit, momentarily altering the usual activation order. You must spend orders as normal.

PARALYZING LOOK (11+ / 30cm.)
Select an enemy model. It cannot activate this round.

METAMORPHOSIS (12+ / 40cm.)
Select a friendly model. It modifies its FU and RE by +1 for the rest of the round.

FLARE (13+ / 30cm.).....
Place the A5 template over an enemy model within Spell Range and within the LoS of the Whisperer casting this Spell. Any model in contact with the template suffers a Strength 3 automatic hit with the Fire Special Rule.

PROTECTOR SHIELD (15+ / 30cm. / C-C).....
Choose a friendly unit engaged in Close combat. It cannot attack or be attacked during its activation, even if it Evades combat.

MENTAL SHAM (18+ / 30cm.).....
Select an enemy unit that has not activated yet this turn. The target of this Spell must make a VA test. If it is not successful, it is considered a part of your army for the rest of the round, being able to activate or be assigned Orders as if it was one more of your troops.

MELTED ROCK (21+ / 40cm.).....
Choose an enemy model, even one within a unit. It automatically suffers a Strength 6 hit with the Fire Special Rule. If the target model is eliminated, place the A5 template over it, all models (friendly or enemy) in contact with the template automatically suffers a Strength 5 hit with the Fire Special Rule.



23 : 5 KINGDOM OF GOD Divine Knowledge



VICTORIOUS WINGS (5+ / 30cm.).....

Select a friendly unit. It can move through Difficult terrain without reducing its MO for the rest of the turn.

AURA (8+ / 15cm.).....

Select a friendly unit. It gets +1 DC for the rest of the round.

COLOSSAL SKILL (8+ / 15cm.)

Select a friendly unit. It gains +1 PU for the rest of the round.

DIVINE RAY (12+ / 30cm.).....

Select an enemy model or unit. It automatically suffers a Hit of Strength 5. In the case of units, only one of its members within the Spell's Range and the Whisperer's LoS suffers the hit. This Spell applies the Fire Special Rule.

SAFEGUARD (9+ / 30cm.)

Select a friendly unit. It cannot become the target of any Shooting Spell for the rest of the round.

SUPERNATURAL STRENGTH

(10+ / 20cm. / C-C)

Choose a friendly unit engaged in Close combat. It can re-roll one Roll to calculate the Power of the Hit for the rest of the turn. The second result must be kept, even if it is worse than the first one.

DIVINE PROTECTION

(12+ / 20cm. / C-C / 2R).....

Choose a friendly unit engaged in Close Combat. It gains the Immune to Pain Special Rule for the two following rounds.

ARMOR OF THE FAITH

(13+ / 20cm.).....

Select a friendly unit. It gains +1 FS for the rest of the round. If it has no FS, it gains FS1.

VITALITY (14+ / 20cm.)

Select a friendly unit. It can activate without spending an order, even if it has already activated that turn, to move its full MO in any direction taking no other action.

DIVINE LIGHT (14+ / 40cm.)

Choose an enemy unit with the Notalive or Magical Creature Special Rules. It must activate and Flee towards its deployment zone. This Spell can be cast against units that have already activated this round, in which case they activate and Flee as if they have not activated yet.

DIVINE STORM (21+ / 40cm.)

Select an enemy model or unit. It automatically suffers a Hit of Strength 5. In the case of units, 1D5 hits are shared among models within the Spell's Range and the Whisperer's LoS. This Spell applies the Fire Special Rule.



23 : 6 ROCAVIVAS Earth's Knowledge



Preparation of potions

The Rocavivas' Whisperers, in contrast to other Whisperers, carry a series of pure potions that they can transform into any type of miraculous potion thanks to the power of their Galgas. However they cannot use Spells of any other list (common magic included). Each potion is considered a Spell with the following rules:

In any of their activations, the Whisperer creating a potion can either drink it if it is not Fleeing or engaged in Close combat, or give it to a friendly unit within 10cm. A unit receiving a potion can drink it at any time during its next activation, unless it is Fleeing or engaged in Close Combat. Potions can only be used once and a single Whisperer cannot create a new potion of the same type until it is used. A unit can only benefit from the effect of one potion per round. Spells for the creation of potions cannot be Broken, but they can be Blocked.

POTION OF SWIFTNESS (5+).....

It increases the MO of the unit drinking the potion by +2 for the turn in which it drinks the potion.

POTION OF THE MIRROR (6+).....

The unit drinking the potion is immune to the Fear Special Rule and causes Fear to enemy models with the Fear Special Rule for the turn in which it drinks the potion.

POTION OF RECTITUDE (12+).....

It increases the DC and the RE of the unit drinking the potion by +1 for the turn in which it drinks the potion.

POTION OF THE SAFEGUARD (8+)....

The unit drinking the potion is immune to the Poison and Fear Special Rules and to the effects of any Spell for the round in which it drinks the potion.

POTION OF FRENZY (10+).....

It increases the FA of the unit drinking the potion by +1 for the round in which it drinks the potion.

POTION OF THE ORDER (11+).....

The unit drinking this potion can be given one Order more than usual for the turn in which it drinks the potion.

POTION OF PROMPTNESS (13+).....

The unit drinking the potion again can be activated again, ending its current activation immediately after drinking the potion of Promptness.

POTION OF GATHERING (17+).....

Only those models belonging to a unit with an even number of members can take this potion. When drinking this potion, half the models of the unit must be removed. Any models remaining on the board increase their FA, PU, FU and RE by +2 and their CON, VAL, FS and AT by +1 for the rest of the round. At the end of the turn, place one model that was removed by this potion back on the board for every surviving member of the unit. Returned models must be placed in coherency with their unit.

For Example: A unit of 4 Zeolites uses the Potion of Gathering, so 2 are removed and the remaining 2 gain bonuses to their statistics. They Charge a unit of Royal Guard, and in the fight one Zeolite is eliminated. At the end of the turn, 1 Zeolite returns to the board.



SCENARIOS



: 24 : SCENARIOS



This Appendix offers a number of Scenarios that allow you to fight different kinds of battles. Each Scenario uses the following structure:

Description: Gives a brief overview of the Scenario.

Special Rules: Here, the rules for the Scenario are explained.

Army Size: The suggested total cost of the armies involved. Players can agree to play at different point values for most Scenarios if desired.

Deployment Zones: Describes how to deploy.

Victory Conditions: The necessary conditions to win when playing the Scenario.

Duration: How many turns the battle lasts.



24 : 1 FOR THE SAKE OF MITER!

Description: The players must annihilate the enemy army.

Special Rules: None.

Army Size: 400 points.

Deployment Zones: Each player deploys on opposite sides of the battlefield, 60cm. away from each other.

Victory Conditions: Each player earns points equal to the cost of enemy models eliminated, off the battlefield, or Fleeing at the end of the game. The player with the most points wins the battle.

Duration: 6 rounds.

24 : 2 LET'S GO GET HIS HEAD!

Description: Players must eliminate the Commander of the enemy army.

Special Rules: None.

Army Size: 400 points.

Deployment Zones: Each player deploys on opposite sides of the battlefield, 60cm. away from each other.

Victory Conditions: The first player to eliminate the Commander of the enemy army wins the battle.

24 : 3 SEARCH FOR GALGAS

Description: Players must find the Galgas scattered across the battlefield and keep them from the enemy.

Special Rules: Once you have both deployed, you have to place 4 markers, representing the Galgas, on the battlefield. Both players take turns placing the markers one at a time, starting with the one who deployed last. They must be placed more than 20cm. away from each other and out of either player's deployment zones.

In order to find a Galga, a model neither engaged in Close combat nor Fleeing must be in BtB contact with one of the markers. At the beginning of the model's activation, it may attempt a VA Test. Whisperers have VA 10 for the purpose of this Test. If successful, the model finds the Galga.

A model can carry a single Galga, which can be passed to any friendly model in BtB contact with it. These models cannot be engaged in Close Combat or Fleeing.

If a model carrying a Galga is eliminated or Flees, the Galga falls to the ground. Place the marker where the model was eliminated or began Fleeing. They can be picked up by any model that enters in BtB contact with them and that are not engaged in Close Combat or Fleeing.

Whisperers carrying a Galga found this way gain +1 Creation and +1 Blocking Dice each turn.

24 : 4 BATTLE AGAINST NATURE

Description: The players must annihilate the enemy army.

Special Rules: Before rolling to deploy, one player must roll 1D5 and check the table below to determine the environmental conditions.

- 1) **Darkness:** The visual range of the models is 30cm. around their base. Any attempt to Shoot or cast Spells beyond that distance fails automatically. Indirect fire works as normal.

Burning models can become the target of Shots and Spells at greater distances as they can be easily spotted.

- 2) **Blizzard:** The player who wins the Command Roll each round has favorable winds, and is able to increase his or her ranged weapons Range by 10cm. The player with unfavorable wind has to reduce his or her ranged weapons Range by 10cm.

- 3) **Rain:** No weapon or Spell can apply the Fire Special Rule and all the terrain elements are considered one level more difficult than usual. Thus, Clear Terrain is considered Difficult Terrain and the rest of the elements are considered Impassable.

- 4) **Snowfall:** All your models reduce their DC, PU, and CON Attributes by 1 point.

Moreover, all the terrain elements are considered one level more difficult than usual. Thus, Clear Terrain is considered Difficult Terrain and the rest of the elements are considered Impassable.

- 5) **Mist:** All models have the Hidden Special Rule during the 3 first rounds of the battle. From the 4th round on you must roll 1D10. a result equal to or greater than 6, the mist has no effect for the rest of the battle.

Models that already had the Hidden Special Rule cannot be detected unless they are activated to move or to attack the enemy.

Army Size: 400 points.

Deployment Zones: Each player deploys on opposite sides of the battlefield, 60 cm away from each other.

Victory Conditions: Each player earns points equal to the cost of enemy models eliminated, off the battlefield, or Fleeing at the end of the game. The player with the most points wins the battle.

Duration: 6 rounds.

24 : 5 DELIVERING ORDERS.

Description: Players must move models carrying orders into their opponent's deployment zone.

Special rules: At the end of the game, you will count up unused orders on Heroes in your opponent's deployment zone. Additionally, one model that is not a Hero carries a secret order. Secretly designate which model carries the order. This order cannot be used to activate models, and only counts at the end of the game.

Army Size: 400 points.

Deployment Zones: Each player deploys on opposite sides of the battlefield, leaving a distance of 60cm. between both armies.

Victory Conditions: When the last round ends, both players count how many unused orders they have on Heroes in their opponent's deployment zone. The models designated as carrying secret orders are revealed, and add an order to your total if they

have reached the opponent's deployment zone. The player who delivered more orders wins the Scenario.

Duration: 6 rounds.

24 : 6 STARTING HOSTILITIES

Description: Eliminate your enemy's Troops.

Special rules: None.

Army Size: 200 points.

Deployment Zones: Each player deploys on opposite sides of the battlefield, leaving a distance of 50cm. between both armies.

Victory Conditions: Each player earns points equal to the cost of enemy Troops eliminated (not Heroes, Marksmen, Creatures or War Machines), off the battlefield, or Fleeing at the end of the game. The player with the most points wins the battle.

Duration: 5 rounds.

24 : 7 THE ART OF BATTLE

Description: Eliminate as many enemies as possible.

Special Rules: At the end of the 6th round 1D10 is rolled to determine if the battle ends or continues: on a result of 1 to 5 the game ends and from 6 to 10 an extra round is played. Roll again at the end of the 7th round. This scenario can last a maximum of 8 rounds.

Army Size: 600 points.

Deployment Zones: Each player deploys on opposite sides of the battlefield, leaving a distance of 70cm. between both armies.

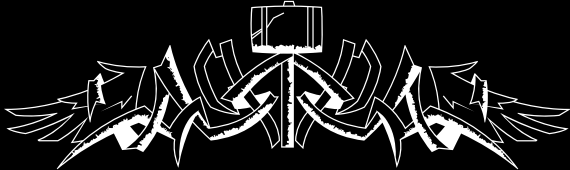
Victory Conditions: At the end of the battle, each player earns points for the number of enemies eliminated or Fleeing. Use the following guide to determine the points value of each unit eliminated or Fleeing.

UNIT	POINTS
Legendary Heroes	3
Hero	2
Troop	1
Marksmen Troop	1
Creatures and War Machines	2
Juggers	3

Scenario Secondary Missions: This Scenario grants a number of additional points which are added to the points gained from eliminating enemies:

Causing the first casualty with a Troop	+1
Causing the first casualty with a Marksmen Troop	+1
Causing the first casualty with a Hero or Legendary Hero	+1
Causing the first casualty with a used of magical arts (Whisperer, Alchemist...). A model or unit causing a casualty while using a Potion is considered a user of magical arts	+1
Getting the enemy to change a leader by means of a Command Hierarchy	+1

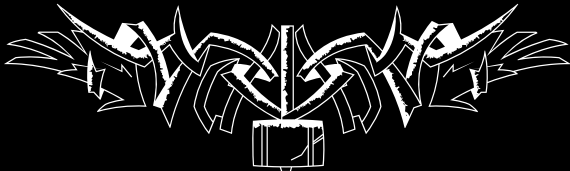
Duration: 6 to 8 Rounds.



Zenit, like a bird of prey, jumping from one world to another, infecting them with her horrific essence, driving its inhabitants insane, forcing them to kill each other, to wreck themselves, inciting brothers to kill brothers, fathers to devour their children, lovers to stab the hearts of their beloved... Zenit, spreading her black wings over endless lands, dancing between dimensions, trampling on time lines, possible futures, pasts that never were... Zenit, the ungodly weapon that calls at war, born before time, without a soul, without being, but full of wrath, infectious wrath that poisons, that stuns the senses, that provokes deaths without stories... Zenit, crossing time in her destructive eagerness, dancing from one world to another and leaving withered plots at her feet, never satisfied, always moving...

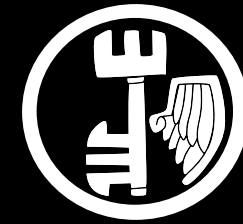
And I hunting her... I, that survived her influx, I that almost went crazy before her atrocities, I, that have sworn myself not to die until Zenit lies dead by my hands... I, the Pursuer, I, the Hunter, I, that through centuries have reached the absolute power, I, eternal, I, relentless... A day will come in which I will brandish Zenit, not to kill, but to destroy her, to throw her into the fire, to notch her blade against the stones, to dull its edge, to rust her with the power of a thousand tides... and then that day, all bleeding wounds will be stopped, all duels will finish, there will be no more wars, no more unnecessary deaths, no more children crying over their fathers in the middle of a wasteland of corpses, no more lovers cleaning with their hair the blood-stained face of a soldier... that day, and only that day, I will have peace to die.

Excerpts recovered from the Hunter's Logbooks





ARMYES



KINGDOM OF GOD



KINGDOM OF GOD

I have been living among them for years, waiting for my opportunity. I have already seen much and I think the time has come to tell all I have learned about these people.

Physiognomy

Physically, there is nothing worth mentioning. They are common human beings. They walk straight, they have four extremities, five fingers or five toes at the end of each; they do not seem especially adept at any task, although they are versatile. In fact, after my journeys I can assume they are able to adapt to almost any environment.

They are basically the same in all the regions in Miter. Only their size, their girth, the color of their eyes, hair or eyes vary... superficial details that do not alter their general appearance; a design that repeats on hundreds of worlds. There may be more in them than I will ever see...

Origins and History

It is obvious that these humans arrived on Miter from somewhere else... although it is not surprising that they do not remember anything about this. Probably only a few survived the journey and staying alive surely became a priority over recording their history. What is really troubling is that they do not seem intrigued at all; they have only recorded their history sporadically since the arrival of the Serifan. Before that, it is presupposed that there was little more than a dull succession of births and deaths without any remarkable events...

With the creation of an amalgamated state called "The Kingdom of God", they started to create a detailed chronology of the more relevant events in their history. Thanks to that, I know that Janos reigned for 92 years, living to the advanced age of 114. This is unusual among humans, although it seems common among the royal family. I wonder if it has something to do with it... I resume...

Janos married twice, but only had one son, named Janos II, fruit of his latest bond, and the boy became guardian of his father's kingdom, keeping peace laudably.

Then, from Janos II came the twins Trenor and Lucer, who started a civil war for the throne after their father's death... who was found lifeless on his father's tomb, in the Holy Sepulcher, showing no signs of violence or poison...

To my understanding, nobody, not even from the royal family, is allowed to enter the tomb, so what was Janos II doing there? Did she call him?

The "War of Brothers" lasted for 17 years, resulting in the splitting of the nation into the "East Kingdom" (with its capital in Ardom) and the "West Kingdom" (with its capital in Taleb). Who knows how long the two dynasties would have ruled separately, had not the Cult began raiding. Individually, the kingdoms were weak (moreso because of their recent war). Thus, the two brothers reached an agreement and ended the conflict with a duel to death in Ardom's circus arena, from which the one true sovereign of the Kingdom of God was victorious: Trenor...

Nobody talks about what happened that day and there are no official records, so I suspect it must be some kind of taboo; but the mere fact that two sovereigns, two brothers, fought each other to death in front of their vassals makes me think that she had something to do with it... Would she have doubted the usefulness of a divided kingdom? These are just speculations.

There are some testimonies of the period that followed Trenor's coronation that are full of riots and danger on the roads, for Lucer's supporters, the so-called "Lucerinos", never stopped showing their displeasure; thus, the assault of garrisons and the robbery of royal tributes became common.

Finally, the Janianos' genealogical tree brings us to Joanna, Trenor's daughter (who was born when he was 86, as he began to fear the extinction of his lineage) and who seems to have fully united the Kingdom of God... Although I have heard that it is mainly due to her squads of Executor Brothers, more than to her good administration.

Politics

The Kingdom of God is a young hereditary monarchy. Queen Joanna governs the Kingdom with a firm hand, but takes care to promote an image of merciful governance among the masses. Most of the responsibilities of the kingdom fall on its body of counselors, among whom are the High Arcanor Abdo Di Melk and the High Priest Valerius Xuster.

The former is an elder Whisperer, one of the few who stood apart from the Rebellion of the Mentors and who kept most of her influence thanks to her contacts in court. Then, after ascending the post of High Arcanor she gained control of the alchemists, and therefore, the reviled Whisperers soon enough as well. No scientific, technological or magical advance reaches the people if it is not her will.

It is sad to think that the Whisperers are in such a precarious situation under the strict vigilance of the alchemist inspectors. After all, they were the ones to discover the science of the Serifan; but I understand that the political powers prefer this new discipline of alchemy, and believe it is more effective and more easily spread throughout the kingdom.

The other, Valerius, controls the vast religious cult of the Only God. It is organized in several orders: from the productive Missionaria to the hermetic Illuminati, as well as the Executors' Brotherhood.

Together, these two counselors are powerful enough to control The Kingdom of God without the crown, but the fealty they profess to the Janianos is obvious (or it may be fear that makes them submissive). But what if the Janianos lost their God's favor? I am sure that Joanna has thought this as well, and that has forced her to act.

Religion

The religion of the Only God (curiously, his or her name is unknown) is obviously very important in The Kingdom of God. All their culture focuses on an extreme religious fervor.

Religious orders are common. We can find the Misionaria, which send their Missionary Priests throughout the whole of Miter to spread the teachings of the Only God. They are also kept within the frontiers of the Kingdom to preserve the embers of the religious fervor among the helpless.

Then we have the Illuminati. A cult of blind women, but surprisingly skillful in the use of ranged weapons. They play the role of guardians of the most sacred places in The Kingdom of God (mainly the royal family's Holly Sepulcher). Most are chosen soon after their birth when their handicap is revealed. Others join the order at an older age, and they are blinded *ex profeso*. Only the Abbesses, after a "miraculous" process kept in deep secret, recovers her sight when she ascends to her post.

It seems that the order requires blind sisters because it is forbidden for these women to contemplate the relics they guard. And this makes me wonder what type of religious objects require such secrecy...

Finally, we can turn to the Brotherhood of the Executors. A cult of ruthless assassins who fulfill the orders of Queen Joanna directly, rather than through High Priest Valerius. It is well-known that the members of this cult of assassins are orphans of humble origin or sons of Iluminatis (who are allowed to marry, but are forbidden to raise their sons themselves). However, most people are unaware that these boys are trained in a place hidden in the mountains near Vardag, where they have access to any pleasure they can dream of. Once they reach maturity, they are taken to the "real" world and are promised they may return to that paradise if they fulfill their duty satisfactorily. It goes without saying that even the slightest hope of returning there would turn any man into a ruthless creature. And these men were brought up specifically to that end...

Several times I have tried to find that mysterious place, but unsuccessfully...

Some time ago I read the Sacred Text of the Kingdom, written by Janos, where it is supposed that all his God's wishes are recorded and which have been reviewed by his descendants throughout the years. What I found was extremely tedious, full of demagoguery and absolutely arbitrary rules. It is a melting-pot of laws and social rules that have little to do with philosophy, but are wrapped in that aura of mysticism that coats anything related to religious cults.

Society

Most of the people of The Kingdom of God are unsophisticated and uneducated. They barely know how to read and write. They work in the fields or as laborers and tradesmen, and they live their lives in a similar way throughout the kingdom. Their lives are homogenous, as the laws in the the Sacred Text of the Kingdom dictate not only how to behave, but also patterns for the making of garments, ornaments, tools and buildings...

This shows the supposed absolute control of that true and only God; or it might be the glimmer of an even older uniformity; maybe from the first humans that arrived on this world? So many theories and so little time...

Allies and Enemies

The Kingdom of God seems to have a friendly relationship only with the Rocavivas people, but only on rare occasions and for good reasons. Principally they ally against the hordes of the Thousand Faces Cult when they attack the lands surrounding the Far Away Sea. Sometimes they will trade for precious metals or for slave Giants.

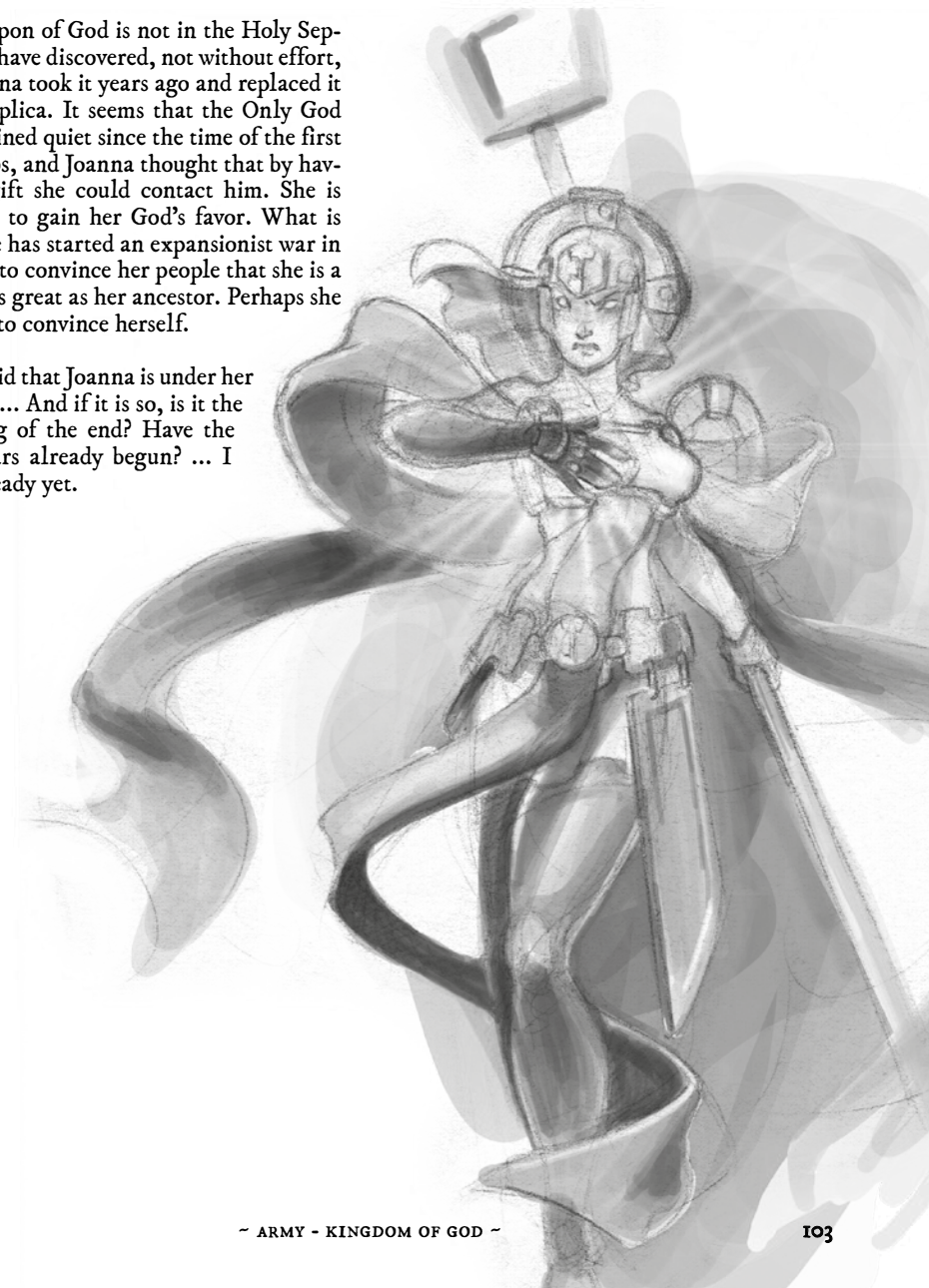
As for enemies, that list is much larger. The Thousand Faces Cult has an ancestral antipathy towards the Kingdom and their attacks against the northern border of the Kingdom are frequent. The Notalive seem to have a special preference for human specimens. And the Nefalites... they simply attack anyone near their lands without any apparent reason.

The Orphans, meanwhile, are never mentioned by the Kingdom of God. According to the authorities, these small beings do not exist... I have to thoroughly investigate the reasons for this forced indifference.

Interesting Notes

The Weapon of God is not in the Holy Sepulcher. I have discovered, not without effort, that Joanna took it years ago and replaced it with a replica. It seems that the Only God has remained quiet since the time of the first king Janos, and Joanna thought that by having his gift she could contact him. She is desperate to gain her God's favor. What is more, she has started an expansionist war in an effort to convince her people that she is a heroine as great as her ancestor. Perhaps she is trying to convince herself.

I am afraid that Joanna is under her influence... And if it is so, is it the beginning of the end? Have the Zenit Wars already begun? ... I am not ready yet.





KINGDOM OF GOD

ARMY LIST



	COST	MO	DC	PU	FU	RE	FA	TAM	FS	VA	CON	MAN	DIS	EQUIPMENT	SPECIAL RULES
LEGENDARY HEROES															
Queen Joanna	91	10	6	-	4	10	3	3	4	9	-	4	1	Crown of the Kingdom, Shield of the Swan	Faith, Authority, Fair, Daring, Protect your Queen!
Duq Opidus	80	10	5	-	6	11	3	4	3	9	-	3	1	Long Sword, Divine Amulet	Faith, Immune to Pain, Fury, Hermit, Great General
Valerius	66	10	5	-	4	10	2	3	3	9	2	2	1	Fragment of Dawning Galga, Fragment of Corintan Galga Divine Hammer, Book of Prayers	Faith, Aversion (Notalive), Warrior Mage
Abdo di Melk	65	10	3	-	3	8	2	3	3	9	4	1	1	Fragment of Corintan Galga, Fragment of Azure Galga, Young Pupil	Faith, Hardened, Illuminated, Own Spell
Baudolfo	57	10	5	-	5	10	2	3	3	8	2	2	1	Fragment of Dawning Galga, Vacus's Mace	Faith, Man of God, Champion (Zealots)
HEROES															
Captain	55	10	5	-	5	9	3	3	3	8	-	2	2		Faith, Authority, Fair, Withstand!
Abbess of the Illuminati	50	10	4	-	4	9	2	3	2	7	1	1	1	Halberd	Faith, Man of God, Daring, Rector
Great Swordsmith of the Kingdom	46	10	6	-	4	9	2	3	2	8	-	2	1		Faith, Right Hand Man, Shield, Champion (Swordsmen), Defensive, Position
Alchemist of the Kingdom	43	10	3	3	4	8	1	3	2	7	1	1	2	Fragment of Mist (2), Alchemical Grenades	Faith, Alchemist, Reparation, Galena
Arcane Initiated	37	10	3	-	3	8	1	3	2	6	2	1	3	Fragment of Corintan Galga, Fragment of Azure Galga	Faith, Scholar, Disciple
Sergeant	35	10	4	-	4	9	2	3	2	7	-	2	3		Faith, Brave, Standard Bearer
Mistress of the Levy	25	10	3	-	3	8	2	3	2	4	-	1	1		Faith, Right Hand Man, Champion (Plebeians), Guide of the Plebeians
TROOPS															
Royal Guard	28	10	5	-	5	10	1	3	1	6	-	-	1	Shield, Broadsword of the Kingdom	Faith, Disciplined, Brave, Self-Protect
Leader	31	10	6	-	5	10	1	3	1	7	-	-	-		
Zealots	22	10	4	-	6	9	1	3	-	6	-	-	1		Fanatic, Faith
Leader	25	10	5	-	6	9	1	3	-	7	-	-	-		
Swordmen	16	10	4	-	4	9	1	3	-	5	-	-	3	Shield	Faith
Leader	19	10	5	-	4	9	1	3	-	6	-	-	-		



KINGDOM OF GOD

ARMY LIST



	COST	MO	DC	PU	FU	RE	FA	TAM	FS	VA	CON	MAN	DIS		EQUIPMENT	SPECIAL RULES
Halberdiers	14	10	4	-	5	8	1	3	-	5	-	-	2			
<i>Leader</i>	17	10	5	-	5	8	1	3	-	6	-	-	-		Halberd	Faith
Illuminati Signants	13	10	2	-	3	7	1	3	-	5	-	-	2		Battering Ram	Faith, Perception
Plebeians	8	10	2	-	3	8	1	3	-	2	-	-	3			Wretched Life

MARKSMEN TROOPS

Executor Brothers	20	10	3	3	4	8	2	3	-	5	-	-	1			
<i>Leader</i>	23	10	4	3	4	8	2	3	-	6	-	-	-		Throwing Knives	Faith, Assassin, Scout, Hidden
Crossbowmen	15	10	3	4	4	8	1	3	-	5	-	-	2		Heavy Crossbow	Faith
Illuminati	13	10	2	4	3	7	1	3	-	5	-	-	1		Crossbow Gun	Faith, Perception, Accurate
Archers	12	10	3	4	3	8	1	3	-	4	-	-	2		Long Bow	Faith

CREATURES, WARMACHINES

Tabernacle	81	12	4	3	6	12	3	5	5	-	-	-	1		Ballista, Zanca Swords	Magical Creature, Disciplined, Multiple Legs, Relic
<i>Warder</i>		10	2	-	3	9	1	3	2	8	2	-	-			Faith, Guardian (Tabernacle of War), Survival Factor
Catapult	41	-	-	-	-	10	-	4	5	-	-	-	2			War Machine, Ammunition
<i>Artilleryman</i>		10	3	3	3	8	1	3	-	5	-	-	-			Crew
<i>Observer</i>		10	3	4	3	8	1	3	-	5	-	-	-			Crew
Technomagic Golem	120	12	4	-	6	12	5	6	5	-	-	-	1		Right Arm, Seal of the Kingdom, Galga Generator, Magical Outflow	Magic Juggler, Levitate, Repeater, Magical Deposit
<i>Pilot</i>		10	3	-	3	8	1	3	2	7	1	-	-			Faith, Pilot



KINGDOM OF GOD

QUEEN JOANNA, SOVEREIGN OF THE KINGDOM OF GOD

Crown of the Kingdom: Bearing this Crown, Queen Joanna will always be the Commander of your army. Any model or unit of the Kingdom of God Fleeing within 30cm. of Queen Joanna at the beginning of its activation regroups automatically.

Once per battle, Queen Joanna can declare at the beginning of her activation that she is going to release the power of the Crown of the Kingdom. When she does, all units in your army that are Fleeing regroup automatically.

Shield of the Swan: The Shield of the Swan grants Queen Joanna the Shield Special Rule. Additionally, once per battle, Queen Joanna can declare she is going to release the power of the Shield of the Swan. When she does, she gains 1 Blocking Die for the rest of the turn, which she can use as if she were a Whisperer, although she is not.

Protect your Queen!: If Queen Joanna is within a Royal Guard unit, it gains the Guess Intentions Special Rule.

DUKE OF OPIDUS, WARLORD OF THE KINGDOM

Long Sword: It grants the Amputate Special Rule.

Divine Amulet: Once per battle, Opidus can declare at the beginning of its activation he is going to release the power of the Divine Amulet. Roll 1D5. With a result of 5, Opidus is granted 2 additional Command points for the rest of the turn. With a result of 1, Opidus cannot assigned Orders for the rest of the turn and loses one of its Command points for the rest of the battle.

Great General: Any unit of the Kingdom of God that activates within 15cm. of Opidus gains +1 to its Combat Skill for the rest of the turn.

VALERIUS, HIGH PRIEST OF THE KINGDOM

Divine Hammer: The Divine Hammer grants Valerius the Dodge Special Rule. Moreover, any enemy model with the Notalive or Magical Creature Special Rules wounded by Valerius automatically fails any Survival Factor Test and cannot apply the Regeneration (X) Special Rule.

Book of Prayers: The Book of Prayers grants Valerius the Divine Light Spell. Add this Spell to Valerius's usual number of Spells. The Book of Prayers grants 1 additional Creation die each turn, but only to Cast the Divine Light Spell.

ABDO DI MELK, HIGH ARCANIST OF THE KINGDOM

Young Pupil: Young Pupil allows Abdo di Melk to select his Spells throughout the battle, instead of at the beginning of the battle as usual.

Any Spell used by Abdo di Melk must be written down and kept for the rest of the battle.

Own Spell: Abdo di Melk always knows the following Spell, which occupies the place of one of the Spells he has available at the beginning of the battle.

REVIVE THE FLAME OF LIFE

(15+ / 30cm. / P).....
Choose a friendly unit within 30cm. of Abdo di Melk. It automatically recovers all those members it has lost throughout the battle. Place any members recovered within 5cm. of the unit member that is the farthest from the enemy and within the Spell range. These models become part of this unit for the rest of the battle.

This Spell can only be successfully Cast once per battle.

BAUDOLFO, MISSIONARY PRIEST

Vacus's Mace: Baudolfo gains an additional +1 to his Strength in the turn it performs a Charge.

When Baudolfo wounds an enemy model for the first time, you must roll 1D5 and apply the effects below:

1-2 ... *No special effects*

3 *The model reduces its Combat Skill by -1 while in BtB contact with Baudolfo*

4 *The model reduces its Combat Skill by -2 while in BtB contact with Baudolfo*

5 *The model reduces its Combat Skill by -2 for the rest of the battle*

CAPTAIN

Withstand!: If the Captain is within a unit, it can be activated whenever an enemy Charges him, even if it has already been activated during the turn. This activation only allows the unit to fulfill the Order of Closing Ranks as a Reaction to the Charge.

ABBESS OF THE ILLUMINATI

Halberd: The Halberd grants the Abbes the Long Weapon Special Rule.

Rector: If the Abbess is within 20cm. of a unit of Illuminati or Signants at the beginning of her activation, she can select one of the following options:

Modifying the PU of a unit of Illuminati by +1 for the rest of the turn or modifying the DC of a unit of Signants by +1 for the rest of the turn.

The Abbess can switch options in following turns.

GREAT SWORDSMITH OF THE KINGDOM

Position: If the Great Swordsman is within a unit with the Shield Special Rule, both her and her unit gain the Self-Protect Special Rule.

SPECIAL RULES



ALCHEMIST OF THE KINGDOM

Alchemical Grenades: The Alchemist bears two different types of Alchemical Grenades: Sacred Fire and Mist Vial. At the beginning of the Alchemist's activation you have to indicate the type of Alchemical Grenade used throughout the turn.

Sacred Fire: Sacred Fire Alchemical Grenades are considered a ranged weapon with the profile below:

Sacred Fire Alchemical Grenade
(S4 / SD8+ / A5 / R20 / Fire)

Vial of Mist: Vial of Mist Alchemical Grenades are considered a ranged weapon with the profile below:

Vial of Mist Alchemical Grenade
(SD7+ / A5 / R20 / Mist)

Reparation: If the Alchemist is within 5cm. of a Creature or War Machine from the Kingdom of God at the beginning of its activation roll 1D10. On a roll of 7 or more a Creature or War Machine may recover 1 point of Survival Factor.

Galena: The Alchemist can generate Galga Fragments if it is not engaged in Close Combat or Fleeing at the beginning of its activation. If it attempts to generate Galga Fragments, it does not activate as normal. Instead, it can roll 1D5 and apply the effects indicated below:

1 *The Alchemist loses a random Fragment of Galga or 1 point of Survival Factor if it does not have any Fragment of Galga at that time.*

2-4 .. *The Alchemist generates a Fragment of Dawning or Mist Galga. Choose which one.*

5 *The Alchemist generates a Fragment of Dawning Galga and a Fragment of Mist Galga.*

If the Alchemist activates within 5cm. of a friendly Whisperer, it can transfer one of its Fragments of Galga to this Whisperer before the start of its activation.



KINGDOM OF GOD

MISTRESS OF THE LEVY

Guide of the Plebeians: Any unit friendly to the Plebeians within 15cm. of the Mistress of the Levy can use its Courage value to perform any Courage Roll it must make.

ROYAL GUARD

Broadsword of the Kingdom: The Broadsword of the Kingdom grants Guard the Combative Special Rule.

HALBERDIERS

Halberd: The Halberd grants the Halberdiers the Long Weapon Special Rule.

ILLUMINATI SIGNANTS

Battering Ram: When the Signants Charge against a Size 4 or greater model or unit, they gain +2 to their Strength for the combat in which they Charge.

PLEBEIANS

Wretched Life: Plebeians cannot seize Objectives in Scenarios. If the Plebeians Flee or are eliminated, the rest of the army ignores it and goes on fighting normally. They do not grant victory points to the enemy when eliminated.

EXECUTOR BROTHERS

Throwing Knives: Throwing Knives are considered a ranged weapon with the profile below:

Throwing Knives
(S3 / SD8+ / R20)

CROSSBOWMEN

Heavy Crossbow: The Heavy Crossbow is considered a ranged weapon with the profile below:

Heavy Crossbow
(S5/SD9+/R40/Heavy)

ILLUMINATI

Crossbow Gun: The Crossbow Gun is considered a ranged weapon with the profile below:

Crossbow Gun
(S4 / SD9+ / R30)

ARCHERS

Long Bow: The Long Bow is considered a ranged weapon with the profile below:

Long bow
(S3 / SD9+ / R40)

TABERNACLE

Ballista: The Ballista is considered a ranged weapon with the profile below:

Ballista (S6/SD9+/R40/Impale)

Zanca Swords: Zanca Swords grant the Tabernacle the Amputate Special Rule.

Relic: The Tabernacle causes Fear to enemies with the Notalive or Magical Creature Special Rules, although they are not normally affected by that Special Rule. If it does not have any value in its Courage Attribute, the enemy has a value of 2 when making Courage Tests because of Fear.

WARDER

Survival Factor: This model, although it is not a character, can make Survival Factor Tests.

CATAPULT

Ammunition: The Catapult of the Kingdom has the following types of Ammunition:

Stone Ball
(S6/SD10+/R60/A5)

Sacred Fire
(S5/SD10+/R60/A5/Fire)

Vial of Mist
(SD10+/R60/A5/Mist)

Vial of Tar
(SD10+/R60/A5/Paralyze)

TECHNOMAGIC GOLEM

Right Arm: This model can carry on its right arm one of two pieces of equipment indicated below:

- * **Seal of the Kingdom:** This equipment grants its bearer the Standard Bearer, Relic and Enshrine Special Rules.
- * **Galga Generator:** This equipment grants its bearer the Regeneration Special Rule.

Men... it doesn't matter how many planets, how many worlds, how many universes I know... men can be found in all of them, numerous, small, vane, apparently insignificant, but everlasting, strong and tough as cockroaches...

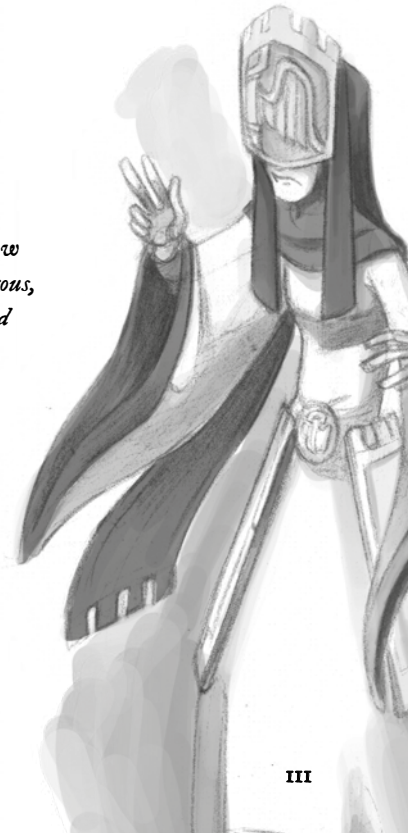
They stand pain, war, suffering, godly wrath and they prevail... What is the secret of their toughness, of their status as survivors? Not even I, who was one of them thousands of years ago, can answer that question. But it is that way... they find the way through diversity and they use all the weapons they have at hand: their intelligence, their constitution; and there, where nobody can reach them, they build swords, bows, shields, machines. Men: a plague for any planet, reinventing survival with each new threat.

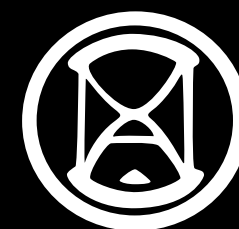
SPECIAL RULES



Magical Outflow: This equipment grants its bearer the Aggressive Aura and Strike Special Rule.

Magical Deposit: In your turn, a model of your army within 20cm. of the Technomagic Golem can use a Fragment of Galga to boost it, instead of applying the usual effects of that Fragment of Galga. In such a case, the Technomagic Golem modifies its Combat Skill Attribute by +1 and its Movement by +2 for the rest of the turn.





ORPHANS

Physiognomy

The Orphans are ordinary human children. They typically dress in rags, leaves and bark, and their clothing resembles and helps them pretend to be large insects, but all that is just a trick to frighten trespassers. Physically they are no different from any other youngster of The Kingdom of God.

What distinguishes them from ordinary children is their apparent immortality. They seem to be frozen in time. Whatever the source of their immortality, it does not appear to be inherent to them, or a result of their physical or esoteric skills. It comes from something external.

Origins and history

Unlike most of the nations of Miter, the Orphans are open with strangers, if they know how to introduce themselves... and especially if they bring candy with them. Thus, after a short and deferential hearing (in which I gave, not only the sweets I had brought on purpose, but also every shiny tool they were interested in), I was the honorable witness to a theatrical play narrating the origin of these false "pixies". In this play, the children performed the story of their arrival in the forest of Arbonte, and how they made friends with the Knitters of Dreams, spirits of nature that had promised to take care of them if they did the same. Since then, these children have lived free from worry, filling their days with games, songs, and frequently scaring adults.

Although entertaining, that bucolic scene could not be the whole story. Where did these Orphans come from? Do the Knitters of Dreams actually exist? And if so, who or what are they? There must be more: much more. During the first day of my visit, I could not get any more information about the children until nightfall, when everybody left and a will-o'-the-wisp of emerald flames appeared before me. That thing fluttered around me as if captivated. Confident

that it could see through my disguise, I decided to establish direct contact with it, sharing its memories with me.

I could see in my mind's eye how, when the oppressed Rocaviva females raised their weapons hundreds of cycles ago, males tried to use giant Pebbles to stop them. But the females had the same idea, although at a different scale, and they used millions of small Pebbles to overcome the larger ones and thus they defeated the males. Some Rocaviva males of high rank, aware that their end was coming, released the biggest Pebble they could find and, with it, fled to the surface, where the females did not dare to follow them.

They wandered enraptured by the marvels of the surface, until they found a Serifan settlement inhabited by two of those strange beings. These males at first tried to make friends with those luminous travellers, but they secretly intended to enslave them. Needless to say, even with their enormous power, the Pebble was too much for the two Serifan and one perished in the fight. The other, paralyzed after seeing his friend fall, surrendered voluntarily and the males took him prisoner.

They rode around Miter on their enormous Pebble's back for decades, learning all they could from their "guest", including his secrets, until they became very old. Then the Serifan promised them immortality in exchange for his freedom.

The Rocaviva males had nothing to lose and immediately accepted. However, the Serifan betrayed them, destroying their physical forms before fleeing north to rejoin the Serifan people... just in time to suffer their fate. The males, had been turned into the Knitters of Dreams, mere ghostly forms. They were trapped and unable to affect the real world. The great Pebble, named Arbonte, would no longer obey their orders.

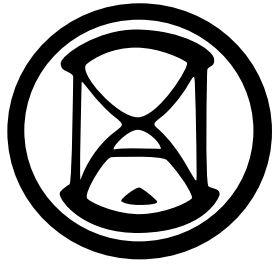
Slowly, humans prospered, spread and got to Arbonte, who had slept so long a lush forest

now grew upon him. When the humans arrived the Knitters of Dreams discovered they could possess them, but their minds were too strong. Their power was so limited they could only scare them. In time humans believed that the forest was bewitched. When the War of the Brothers broke out many were conscripted into service. Soldiers would kidnap children, either to press them into service as squires or as hostages, forcing their parents to join their side. Many poor families sent their children to the bewitched forest, hoping they would be safe until the war was over. Finally the Knitters of Dreams had an opportunity. While they could not possess the children, they could influence them while they slept. Slowly the Knitters of Dreams would build an army, and take revenge against the Rocavivas who expelled them from their kingdom...

...Then I lost the connection and recovered my current form.

I have to admit that, up to this point, I had been deeply moved by these poor creatures, trapped as they were. However, it is clear that their long lives have not helped them forgive their past grievances. The only flaw in their plan seemed to be that the children would grow up and leave or die. However, the Knitters of Dreams had also thought of that. As the children told me, Moon was "weird". She did not speak and barely ate... Some of the children tried to help her, but she did not seem to hear them. When she arrived the children argued about how to send her back. One night the spirits of the forest crowded around and went into her. It was as if she had awoken from a long sleep. She began to speak, and told the children to look for a scrap from the sky and to build a clock that would be the home of the Knitters of Dreams. Since then, Moon has become their oracle. Whenever an Orphan has doubts, or receives a visit from the Knitters of Dreams they turn to Moon and ask what to do.

It is obvious that their "magic clock" is based on Serifan technology and it enables the Knitters of Dreams to extend their im-



ORPHANS

Defenceless children amuse themselves by dressing up as insects. This is what they seem to be... but not what they are.

mortal and unchanging nature to the Orphans. With it, their control over these children could last forever...

Politics

Orphans do not really understand politics and so have simple systems. The most charismatic, brave or strong children become leaders, while the most spiritless follow. Their debates are the debates of children, often resolved with shoving or shouting. In a way they are similar to the tribe of the Thousand Faces Cult. It is clear that Moon is the undisputed leader of the Orphans, and through her speak the Knitters of Dreams. They want their “friends” to wake Arbonte up. Often they give orders to defend the forest boundaries, or to go into the world searching for specific objects.

Religion

The Orphans believe the Knitters of Dreams are spirits of the forest. That is all. In fact, for them any other religion is mocked. Their innocent minds do not understand philosophy. They live in the present and they do not try to glimpse anything beyond.

Society

The Orphans are a closely knit society. They have been living together for decades, or cycles, and they form a big family. They do not like changes, so when one of them disappears (either because he leaves, gets lost, or passes away), the Orphans go to the towns and villages nearby and persuade another child to follow them to the forest, where he slowly loses his memory because of the Knitters of Dreams. Eventually the Orphans give him the name of the missing child.

In terms of social hierarchy, it is mostly about the roles the children play. Those children who play the role of Prankster or Moth are highly respected. Their heroes are the boldest and most insolent. They flaunt their reckless behavior even in battle, taking pains to insult and embarrass their enemies if they can.

Allies and Enemies

The only people who have managed to draw the Orphans’ attention are the Exiled. While the Exiled are resolved to freeing the Orphans, for now they have managed to lure some of the children away to join their ranks. This annoys the Orphans because there are less players for their games. Truly they are a simple people.

Interesting Notes

The Knitters of Dreams sometimes send Orphans with Galgas charged with the energy of the clock to settle in nearby forests until the Galgas energy expires. This may foreshadow future territorial expansion... It is during these missions that Orphans will sometimes lose interest in obeying the authority of the Knitters of Dreams.

Some have kept remnants of their past lives and return home. For many, their families have long since died. Others simply decide to go out to explore and they never find their way back... Those that return to civilization grow up and have families and spread legends of the “enchanted” forest to The Kingdom of God and beyond.

Only one Orphan I know went back to Arbonte and was accepted again: that laggard Meck.





ORPHANS

ARMY LIST



	COST	MO	DC	PU	FU	RE	FA	TAM	FS	VA	CON	MAN	DIS	EQUIPMENT	SPECIAL RULES
LEGENDARY HEROES															
Zonik, Paladin of the Orphans	80	8	5	-	4	9	4	2	4	9	-	3	1	Runic Legendary Sword, Breeze, the Rag Doll	Nature Aura, Authority, Ambidextrous, Daring
Moon, Dream Weaver	79	8	3	-	3	7	2	2	3	8	4	3	1	Fragment of Dawning Galga, Fragment of Mist Galga, Sand Clock	Nature Aura, Fair, Own Spells
Irik	72	8	4	6	4	8	2	2	3	8	-	3	1	Stilts, Great Giara Claws	Nature Aura, Camouflage, Accurate, Jump, Hawk Eye, Beast Hunter, Drill Sergeant, Hail of Seeds
Meck, the Adopted	68	12	5	-	6	10	3	4	3	8	-	-	1	Stone Hammer, Amulets, Junk	Nature Aura, Hermit, Aversion (Rocavivas), "It's just an Old Man"
Marcus, the Blacksmith	65	8	5	-	3	9	2	2	3	8	-	2	1	Forging Hammers, Iron Shield Chest-Protector	Veteran, Guardian (Forge of Arbonte), Hermit, Right Hand Man, Forge Defense
HEROES															
Bec	58	8/12	6	-	4	8	3	2	2	8	-	2	1	Shell, Poisonous Stinger, Sting	Nature Aura, Combative, Hardened, Opportunist, Flight, Combat Dance, Champion (Drones),
Prankster	54	10	5	-	5	8	3	2	3	8	-	2	2	Long Axes	Nature Aura, Dodge, Courage, Ambidextrous
Moth	52	8	4	-	5	8	3	2	2	8	1	2	2	Enchanted Doll	Nature Aura, Ambidextrous, Guess Intentions, Warrior Mage
Flautist	50	8	3	-	3	8	2	2	1	6	2	1	1	Magical Flute	Nature Aura, Hidden, Own Spell
Swarm of the Forest		8	2	-	2	6	2	1	1	-	3	-	-		Nature Aura, Camouflage, Lonely
Imaginist	48	8	2	-	3	7	1	2	2	8	3	1	2	Fragment of Dawning Galga	Nature Aura, Hermit, Perception, Levitate, Flesh, Blood Fantasies, Own Spell
Sprout		10	2	-	2	6	1	1	-	-	-	-	-		Ghostly, Immolation
Draco		8	2	3	2	6	1	1	-	-	-	-	-		Ghostly, Fire Sputum
Griffin		8	2	-	2	6	2	1	-	-	-	-	-		Ghostly, Hiding
Rag Toy		8	2	-	2	6	1	1	-	-	-	-	-		Ghostly, Bait
Grasshopper Boss	45	8	5	-	4	8	2	2	3	8	-	1	2	Blades, Stilts	Nature Aura, Right Hand Man, Champion (Grasshoppers), Alehop
Surveyor	43	8	3	5	3	8	2	2	2	7	-	2	1	Spy-Glass, Boomerang	Nature Aura, Right Hand Man, Accurate, Giving Advice throughout the Advance
Bossy	37	8	3	-	3	7	2	2	2	7	-	1	1		Nature Aura, Authority, Hermit, Hardened, "Because I Say So"



ORPHANS

ARMY LIST



	COST	MO	DC	PU	FU	RE	FA	TAM	FS	VA	CON	MAN	DIS		EQUIPMENT	SPECIAL RULES
TROOPS																
Flying Deers	28	8/15	5	-	4	10	1	3	-	6	-	-	1			
Leader	31	8/15	6	-	4	10	1	3	-	7	-	-	-		Send the Cavalry, Flying Deer Construct	Nature Aura, Rush
Scarabs	22	8	5	-	4	10	1	2	-	6	-	-	2			
Leader	25	8	6	-	4	10	1	2	-	7	-	-	-		Shell	Nature Aura, Disciplined, Self-Protect
Drones	19	8	5	-	3	8	1	2	-	6	-	-	2			
Leader	22	8	6	-	3	8	1	2	-	7	-	-	-		Shell, Poisonous Stinger, Sting	Nature Aura, Opportunist, Combat Dance
Grasshoppers	12	8	4	-	3	8	1	2	-	5	-	-	2			
Leader	15	8	5	-	3	8	1	2	-	6	-	-	-		Blades, Stilts	Nature Aura
Ants	9	8	3	-	3	7	1	2	-	5	-	-	3			
Leader	12	8	4	-	3	7	1	2	-	6	-	-	-		Stinger	Nature Aura
MARKSMEN TROOPS																
Dragonflies	21	8/15	4	4	3	8	1	3	-	6	-	-	1		Magical Seeds, Rock-Thrower Tail, Dragonfly Construct	Nature Aura, Lonely, Accurate
Scorpions	19	8	3	4	3	8	1	2	-	6	-	-	2		Boomerang	Nature Aura, Hidden
Mantis	14	8	3	4	3	7	1	2	-	5	-	-	2		Giara Claws	Nature Aura, Camouflage
Bedbugs	12	8	2	3	3	7	1	2	-	5	-	-	2		Flame Spitter	Nature Aura, Heavy
Flies	10	8	2	4	3	7	1	2	-	4	-	-	2		Blowpipe	Nature Aura, Swarm, Accurate, Tiny
CREATURES, WARMACHINES																
Giant of the Forest	60	15	4	-	7	11	3	5	5	6	-	-	2		Balls of Greed	Nature Aura, Aberration, Myriad of Blows
Centipede	54	12	4	4	5	10	3	4	5	5	-	-	2		Ballista, Centipede Construct	Nature Aura, Accurate
Catapult Trampoline		-	-	-	-	10	-	4	4	-	-	-	1			War Machine, Ammunition
Artilleryman	38	8	3	3	3	7	1	2	-	5	-	-	-			Crew
Observer		8	3	4	3	7	1	2	-	5	-	-	-			Crew
Old Oak	100	10	4	-	7	11	4	6	5	7	-	-	1		Protection Seals, Truncheons, Sweep	Multiple Legs, Tough, Jugger, Putting Down Roots, Millennial Spirit
Pilot		8	3	-	3	7	1	2	2	6	-	-	-			Nature Aura, Pilot



ORPHANS

ZONIK, PALADIN OF THE ORPHANS

Runic Legendary Sword: When Zonik fights several enemies, he gains a modifier of +1 to his Strength. Moreover, when Zonik fights Size 4 enemies or greater, he gains the Dodge Special Rule and a modifier of +1 to his Toughness.

Breeze, the Rag Doll: Zonik and his unit are not affected by Difficult Terrain. Moreover, at the beginning of his activation, Zonik can release the power of Breeze to increase the range of any one Orphan unit's weapons by 10cm. within his Command Area.

MOON, DREAM WEAVER

Sand Clock: Once per battle, Moon can declare at the beginning of her activation that she is going to release the power of the Sand Clock. When she does, and for the rest of the turn, all units in your army within her Command Area and which have activated already can activate again if they pass a Courage test.

Own Spells: Moon always knows the following Spells, which occupy the place of two of the Spells she has available at the beginning of the battle.

DECEIT (12+ / 30cm. / 1R)
Choose an enemy unit within 30cm. of Moon and not engaged in Close Combat. It moves its full Movement in any direction (even if it has activated this turn). Once moved, the target unit is considered to have moved, and cannot move again for the rest of the turn.

PREDICTION OF DEATH (18+ / 30cm. / P).....
Select an enemy model (other than the Commander) within 20cm. of Moon and with a Size lower than 5. It must roll 1D5. The result indicates the number of turns the target takes to die, counting down from the turn in which the Spell is cast.

At the beginning of the indicated turn the model must be removed from the board as a loss, but it does not count towards victory conditions, and it does not grant any points either. This Spell can only be successfully Cast once per battle.

IRIK

Stilts: The Stilts grant Irik the Swift Special Rule.

Great Giara Claws: The Great Giara Claws are considered a ranged weapon with the profile below:

Giara Claws
(S4/SD9+/R40/Multiple Shot)

Hawk Eye: Irik can ignore all models when determining his LoS, that is, no model (friendly or enemy) interrupts his LoS.

Beast Hunter: No enemy model of Size 5 or greater wounded by Irik (either in close or ranged combat) can make Survival Factor Tests to save itself.

Drill Sergeant: Irik can only assign Orders to the Marksmen Troops in your army.

Hail of Seeds: Whenever Irik walks over an enemy unit using the Jump Special Rule, he can throw seeds at that unit (once per turn against one unit only); these seeds deal 1D5 S3 hits that are shared among all the models in the unit; no model can be hit again if there are still models that have not suffered any hits yet. So, for a model to be hit twice, all the other models in the unit have to be hit already.

MECK, THE ADOPTED

Stone Hammer: It grants Meck the Lunge Special Rule, both when Charging or wounding an enemy model in Close Combat.

Amulets and Junk: Amulets and Junk grant Meck one Blocking Die each turn to attempt to Block any enemy Spell taking him as a target.

SPECIAL RULES



BEE

Poisonous Stinger: The Poisonous Stinger grants the Bee the Long Weapon and Sting Special Rules.

Sting: When the Bee wounds a model with its Stinger, this model reduces its MO by -2 for the rest of the game. The effect of the Poisonous Stinger is not cumulative, so a model will only ever be at -2 MO as a result of this rule.

Combat Dance: After determining the result of the first turn of combat, if the Bee is on the winner's side it may move up to half its basic movement in any direction. A Bee may disengage from combat this way. When it moves as a result of Combat Dance it does not generate free attacks for entering enemy Control Zones.

Champion (Drones): If the Bee is within a unit of Drones, they gain the Flight Special Rule and they are considered to have a printed MO 8/12.

PRANKSTER

Long Axes: Long Axes grant the Prankster the Long Weapon Special Rule.

MOTH

Enchanted Doll: The Enchanted Doll grants the Levitate Special Rule.

FLAUTIST

Magical Flute: While the Flautist is within a unit, this unit cannot become the target of enemy Spells.

Own Spell: The Flautist always knows the following Spell, which occupies the place of one of the Spells he has available at the beginning of the battle.

"It's just an Old Man": If Meck Flees or is eliminated, the rest of the army ignores his fall and goes on fighting normally. No unit needs to make Courage Tests as a result of Meck's elimination.

MARCUS, THE BLACKSMITH

Forging Hammers: The Forging Hammers grant Marcus the Ambidextrous Special Rules.

Iron Shield Chest-Protector: The Iron Shield Chest-Protector grants Marcus the Tough Special Rule.

Forge of Arbonte: The Forge of Arbonte is an immovable terrain piece that has to be deployed within the Orphans' deployment zone, before any model is deployed. As a terrain piece, it is only affected by those actions that can affect terrain pieces. The Forge of Arbonte grants the following advantages: When building of an army in which Marcus and the Forge of Arbonte are included, reduce the cost of the Ants by 1 point per model and the cost of the Scarabs by 2 points per model. This reduction is also applicable to the leaders of those units.

- * In confrontations including the control of objectives, the Forge of Arbonte counts as an additional objective that can only be claimed if Marcus is eliminated and which starts the game under the Orphans' control. In battles counting victory points, the Orphans are granted 50 additional victory points if Marcus survives, while the opponent is granted 50 additional victory points if he or she eliminates Marcus.
- * At the beginning of Marcus's activation, the Forge of Arbonte generates 3 Creation dice only available for Casting the Aura Spell, from the Orphans' list of Spells, over a friendly unit within Marcus's line of sight, no matter the distance.

Forge Defense: When Marcus is successfully Charged, it causes 1D5 FU 3 automatic hits to that unit. These hits are resolved before making any other attacks this combat turn.



ORPHANS

MELODY OF THE CALLING

(12+)(P).....
If the Spell is successful, the Flautist summons a unit of Swarms of the Forest formed by 1D5 models. Roll 1D10 and check the following chart to check where they come from and place the models accordingly.

1.....*The unit appears on the long edge in the Flautist's deployment zone.*

2-4*The unit appears on the left edge of the battlefield using the Flautist's deployment zone as a reference.*

5-7*The unit appears through the right edge of the battlefield using the Flautist's deployment zone as a reference.*

8-10 ...*It appears in the enemy deployment zone.*

The Swarms of the Forest can only receive Orders from the Flautist.

IMAGINIST

Flesh and Blood Fantasies: Any enemy model entering the Imaginist's control zone, even if it is to Charge her, automatically suffers 1D5 Strength 3 hits. Additionally, the Imaginist is considered to have the Shield Special Rule.

Own Spell: The Imaginist always knows the following Spell, which occupies the place of one of the Spells she has available at the beginning of the battle.

CHIMERICAL INVOCATION

(10+ / 5cm.).....
The Imaginist must choose which of the 4 different types of Chimeras she is going to invoke before the Concentration roll: Sprout, Draco, Griffin or Rag Toy.

The invoked Chimera must be placed within 5cm. of the Imaginist and it is considered to form a unit with her.

If the Imaginist had cast a Chimera already, she can invoke another one, but her Concentration is reduced by -1 for each additional Chimera on the board; that is, an Imaginist with 1 Chimera has no penalties to her Concentration, but an Imaginist with 2 Chimeras is considered to have a Concentration of 2; an Imaginist with three Chimeras is considered to have a Concentration of 1 and an Imaginist with 4 Chimeras is considered to have a Concentration of 0. An Imaginist can never invoke more than one Chimera of the same type. The Chimeras can be removed from the game at the beginning of the Imaginist's activation if the Imaginist wishes, and may be removed as casualties as normal.

A Chimera that has to be removed from the board is not considered a loss for Courage Tests, and is ignored by any friendly model.

SPROUT

Immolation: When the Imaginist receives an Order to Counter-Charge as a Reaction to Combat or carries out an Action of the same type, she can stay in place and leave the Sprout to Counter-Charge on its own.

The Sprout resolves the Counter-Charge as usual, but it explodes once it enters BtB contact with the enemy and before the combat starts.

All enemy models in BtB contact with it automatically suffer a Strength 5 hit.

Once the explosion is resolved, the Sprout must be removed from the board. The enemy unit that had Charged must consider any casualties suffered because of the explosion as if it has been caused in combat and they are not considered in Close Combat with the Imaginist if they are not in base to base with any model of her unit.

SPECIAL RULES



BOSSY

"Because I Say So": At the beginning of his activation the Bossy can choose to use this Special Rule if he is not Fleeing or engaged in Close combat. Roll 1D5 and apply the effects indicated below:

1-2 ... *"I Am Being Ignored...": The Bossy moves its full Movement towards his deployment zone and his activation ends.*

3-4 .. *"HET, YOU!": The Bossy assigns his activation to a friendly model or unit at a distance, in centimeters, equal to 5 times the die result.*

5 *"... THIS is the Way Battles are Won": A friendly model or unit within 25cm. of the Bossy activates immediately after he ends his activation, momentarily interrupting the usual activation order.*

This Special Rule even allows units that have already been activated that turn to activate again, but not those units that can not activate because of a Spell or other rule.

FLYING DEERS

Send the Cavalry: It grants the Flying Deers the Long Weapon Special Rule and +1 to their Strength for the turn in which they Charge.

Flying Deer Construct: It grants the Flying Deers the Shield and Flight Special Rules.

Rush: When a unit of Flying Deers Charges, each Flying Deer in contact with an enemy model causes a single Power 4 hit before making any other attack.

SCARABS

Shell: It grants the Shield Special Rule.

DRACO

Fire Sputum: The Fire Sputum works as a ranged weapon with the profile below:

Fire Sputum
(S4 / SD8+ / R20 / Fire)

GRIFFIN

Hiding: While the Griffin is on the board, both the Griffin and the Imaginist gain the Hidden Special Rule.

RAG TOY

Bait: If the Imaginist loses any Survival Factor because of an enemy attack, she can ignore the wound and keep her current Survival Factor, but she must remove the Rag Toy from the board.

GRASSHOPPER BOSS

Blades: The Blades grant the Grasshopper Boss the Combative Special Rule.

Stilts: The Stilts grant the Grasshopper Boss the Swift Special Rule.

Alehop: If the Grasshopper Boss is within a Grasshoppers unit, it gains the Jump Special Rule.

SURVEYOR

Spy-Glass: While the Surveyor is within a Marksmen unit, it increases its Aim Attribute by +1.

Boomerang: The Boomerang is considered a ranged weapon with the profile below:

Boomerang
(S3 / SD8+ / R40 / Boomerang)

Giving Advice throughout the Advance: If the Surveyor is in your army, one of your Marksmen troops gains the Explorer Special Rule.



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DRONES

Shell: It grants the Shield Special Rule.

Poisonous Stinger: The Poisonous Stinger grants the Drones the Long Weapon and Sting Special Rules.

Sting: When the Drone wounds a model with its Stinger, this model reduces its MO by -2 for the rest of the game. The effect of the Poisonous Stinger is not cumulative, so a model will only ever be at -2 MO as a result of this rule.

Combat Dance: After determining the result of the first turn of combat, if the Drone is on the winner's side it may move up to half its basic movement in any direction. A Drone may disengage from combat this way. When they move as a result of Combat Dance they do not generate free attacks for entering enemy Control Zones.

GRASSHOPPERS

Blades: The Blades grant the Grasshopper the Combative Special Rule.

Stilts: They grant the Swift Special Rule.

ANTS

Stinger: The Stinger grants the Ants the Long Weapon Special Rule.

DRAGONFLIES

Magical Seeds: Magical Seeds are considered a ranged weapon with the profile below:

Magical Seeds
(SD8+ / S2 / R20 / Paralyze)

Rock-Thrower Tail: The Rock-Thrower Tail is considered a ranged weapon with the profile below:

Rock-Thrower Tail (S5/SD9+/R10/A5/Reload)
Reload: Each Dragonfly can only carry one Rock. When this is used, he must reload by landing and

keeping stationary for one turn. In order to reload, the Dragonfly cannot be engaged in Close combat or Fleeing. A Dragonfly can Shoot both the Magical Seeds and the Rock-Throwing Tail in the same turn, but it has to be done against the same unit.

Dragonfly Construct: The Dragonfly Construct grants the Dragonflies the Flight Special Rule.

SCORPIONS

Boomerang: The Boomerang is considered a ranged weapon with the profile below:

Boomerang (S3 / SD8+ / R40 / Boomerang).

MANTIS

Giara Claws: The Giara Claws are considered a ranged weapon with the profile below:

Giara Claws
(S4 / SD9+ / R30 / Multiple Shot).

BEDBUGS

Flame Spitter: The Flame Spitter is considered a ranged weapon with the profile below:

Flame Spitter
(S4 / SD9+ / R20 / Paralyze).

FLIES

Blowpipe: The Blowpipe is considered a ranged weapon with the profile below:

Blowpipe
(S2 / SD7+ / R25).

Tiny: Whenever a unit of Flies is under cover and an enemy model tries to Shoot, it has a penalty of -2 to its Aim instead of the usual -1 granted by cover.

GIANT OF THE FOREST

Balls of Greed: Once per battle, the Giant can activate the Balls of Greed to make an enemy unit within 30cm. of the Giant, within its line of sight and not engaged in combat, activate and move its full Movement towards the Giant, then its activation ends.

Myriad of Blows: Before any combat starts, the Giant must choose between attacking normally or using one of the following attacks:

Dismember: Once per game, the Giant can use this attack. If the Giant uses this attack, it has an Attack Factor of 1. If it wounds a Size 3 model or lower with this attack, the model must be removed from the board. This attack does not allow a Survival Factor Test.

Hurl: If the Giant uses this attack, it has an Attack Factor of 2 and a Combat Skill of 4. If the Giant wounds a Size 4 model or lower with this attack, it is thrown to the ground. A model thrown to the ground this way cannot be activated when it becomes the target of enemy attacks and can only stand up when their turn comes and may not move. From the next turn on, it can be activated normally.

Sweep: If the Giant of the Forest uses this attack, it has an Attack Factor of 2 and a Combat Skill of 4 but it gains the Lunge Special Rule. This type of attack can only be made during the turn in which the giant Charged.

CENTIPEDE

Ballista: The Ballista is considered a ranged weapon with the profile below:

Ballista
(S6 / SD9+ / R40 / Impale)

Centipede Construct: The Centipede Construct grants the Centipede the Poison, Swift and Multiple Legs Special Rules.

SPECIAL RULES



CATAPULT TRAMPOLINE

Ammunition: The Catapult has the following types of Ammunition:

Stone Ball: The Stone Ball is considered a ranged weapon with the profile below:

Stone Ball
(S6 / SD10+ / R60 / A5 / Multiple Wounds)

Scarabs: The Catapult can use Scarabs as Ammunition. In that case, the rules for Shooting Indirect Fire are applied, even if it Shoots at an enemy within its LoS.

Place a Scarab unit off the board. At the beginning of each turn, you can take one of the unit's models and place it as a Marker for the Catapult's shot. The Scarab is considered a ranged weapon with the profile below:

Scarab
(S3 / R60)

Once the hit is resolved, the Scarab activates automatically to engage the nearest enemy model and fight in Close Combat as if it had been given an Order to Charge.

Every Scarab used as Ammunition gains the Lonely and Ambidextrous Special Rules until the end of the battle. Once all the models in the Scarab unit have been launched in this way, they cannot be used as ammunition for the rest of the battle.

OLD OAK

Protection Seals: They grant the Protected Special Rule.

Truncheons: Truncheons grant the Sweep Special Attack.

Sweep: Once per round, the Old Oak can give up all its attacks in order to make a single Sweep attack to any unit in BtB contact with it. In a Sweep attack the same attack die is used against all targets (using



ORPHANS

the greatest DC among all opponents for this roll), making the test for the Power of the Hit separately.

Putting Down Roots: In the turn in which the Old Oak is Charged, it can either act normally or declare it is going to Put Down Roots (no Order is required to do this). If you declare you are using this Special Rule, the Old Oak suffers the hits automatically, but it gains +2 to its Toughness.

Millennial Spirit: The Old Oak does not follow the usual rules for Juggers when it is destroyed in battle; instead, it becomes a terrain piece of the Forest type; leave the model standing on its base, unlike regular Juggers that fall down, on the battlefield in the same place in which it was defeated.



What dark, what terrible abomination... awaits, harasses, destroys... hundreds of children, all of them lost their families during the first Zenit wars. I found them hidden in the amazing travelling Forest of the Glauks, crouched and awaiting, like the beast that turned them into what they are.

Their skinny bodies stagnant in childhood hide their fierceness, their eagerness for blood, because they consider everybody their enemies, and they have all the time in the world to destroy them. Because theirs is the power to deceive time, yes... to twist it until stopping it forever between the branches of the trees, and to turn it into a weapon at their service. Disguised as insects, turning into legends and old grandma tales, the Orphans hide in the shadows of their forests and wait to see the backs of their opponents... of their Pray... to attack with a mortal sting.



THOUSAND
FACES CULT

Physiognomy

The Thousand Faces Cult is not a race in itself, but a melting-pot of barbarian tribes with common ancestors and a simple goal: survival. Within this group of tribes we can find muscular humans of great size (some are two meters tall) to half-human creatures like the Lion Men, as well as all manner of wild beasts that coexist with them (humanized beasts or monstrous barbarians... the distinction does not matter). The only common physical feature among all the tribes in the Cult of the Thousand Faces are the stone chips they ritualistically insert in their bodies, presumably to strengthen themselves. But let us talk about those "Lion Men", as an example. Those hairy humanoids of great size, vestigial tails and powerful jaws are not especially intelligent, but their limited ability to speak and use of tools is alien to their true animal kin. They usually live on the islands closest to the Infra, keeping the Notalive at bay. Wary and proud, they rarely communicate with other tribes of the Cult of the Thousand Faces, save when receiving pacifying presents (slaves, food, women...), or to join the war parties bound for those regions beyond the cliffs of the Interior Sea.

Similarly, other creatures in the Cult are no more civilized. A clear example are the Hyena Women, females who, despite having an almost human appearance, cannot speak and seem to be exceptionally aggressive, even among their own kind. They are very respected as tamers of wild beasts, and they pass on their skills through their first-born daughters. They seem to be especially aggressive with the males of any species. Their own male children are sacrificed without exception.



THOUSAND FACES CULT

"Ah, the Cult Barbarians: curious creatures. With an unlimited ferocity and, strangely, a restrained and strict sense of honor and duty."

Origins and History

The tribes of the Cult of the Thousand Faces originated from the Seven Families, oppressive leaders of the kingdoms that would later form the Kingdom of God; they were expelled from their domains and chased by the believers of the Only God... They settled on the arid isles or the Interior Sea. It was the only safe place to hide from their persecution, and they created a plural society, hardly united, but highly versatile and prepared to defend themselves.

In the beginning, these tribes settled near the cliffs, afraid of what they could find if they moved away from land. However, they soon had to face the territorial Nefalites. Luckily, these winged beings allowed them to go into the Interior Sea and make the islands their own as long as they respected that ecosystem.

They lived peacefully for a while and spread rapidly, but the further they moved from the cliffs, the more frequent were the incursions of the Notalive coming from the Infra. They were hovering on the brink of extinction when old Gor had a revelation (some say that a face made of stone spoke to him loud and clear; others say that he fell from a hill and found himself buried by stone faces, trapped for days, hearing whispers...) and he convinced the tribes to begin inserting chips of stone in their bodies, a practice that has been maintained until today. This strange new ritual killed many, but somehow this made the rest strong enough to fight off the creatures from the shadows.

The multicolored mist coming from the Infra (or the "Cult's Mist", as it is known all around Miter) must also have something to do with the mutation that turned mere humans into huge warrior beasts; and the fact that the more deformed tribes (Lion Men and Centaurs) settle near the Infra, seems to confirm my hypothesis.

The physical changes they are suffering, along with harsh conditions of their survival, has resulted in the tribes forgetting many "superfluous" features of their primitive culture and adapting their society to a nomadic and austere way of life, making the most of any resources available in their new situation. Their frugality was such that they even abandoned a written language and now all their knowledge is passed on orally.

Politics

It is difficult to determine if there is a common political system among the different tribes in the Cult of the Thousand Faces. Some tribes annually perform multitudinous ritual combats to choose a Leader who will govern his or her kin.

Then there are other tribes, more numerous, where the Whisperers, both Shamans and Druids, are "chosen by the stone faces" play the role of judges. Most of the time, these scholars are devoted, almost exclusively, to meditation in their temples on beds of stone faces waiting for any whisper of the ancestors. They let their people govern themselves in whatever way they think best. Only one person is accepted as ruler of all the tribes: the High Priestess. This woman is chosen from among women who showed an unusually high threshold for pain during the process of inserting rocks into her body. Alternately, she may be chosen thanks to notable but random events such as storms or eclipses... These primitive people attempt to divine knowledge from the world about them, and find meaning where there is none.

The current High Priestess, Calo, far from imposing her domain over the tribes, devotes most of her time to traveling through the Interior Sea, meditating in the different temples built by the tribes, listening for the whispers of the ancestors. Although, when it is necessary to gather the tribes together, whether to defend against the Notalive or assault The Kingdom of God, she brings together a "Word Cabala" of local leaders

to negotiate the terms of a temporary alliance. Also noteworthy is Gor, that unnaturally old hermit, who is present at every single Word Cabala. Although he has no real weight in the negotiations since he had no tribe of his own, his words are listened to with fervor because of his crucial role in the birth of the tribes religion.

Finally, other noteworthy people in the Cult of the Thousand Faces are the Guardians of the Islands. They were once citizens of The Kingdom of God who came to the Interior Sea in search for freedom and were more or less accepted by the tribes of the Cult. These adventurers travel throughout the islands keeping in contact with one another. They often act as sentinels, and frequently must earn the acceptance of the tribes through rituals (often through brutal combats that I have witnessed myself). Those that fail are sacrificed.

Religion

The Barbarians of the Cult are convinced that the stone faces spread throughout the islands are home to the trapped spirits of ancestors who were unable to flee the explosion of Saj-Ham.

It is believed that new-born babies have drowsy souls that must be awoken by ritualistically inserting stone chips into their bodies. Through these chips their ancestors enter, and draw their souls up from the deep to the surface world. If the baby dies in the process, it means that its soul was not strong enough to wake up and thus their parents must be punished.

When they reach adulthood, the Barbarians adorn themselves with stone faces, transformed into beads, so the ancestors living inside can accompany them in their daily lives. They believe their ancestors enjoy being a part of life again. Thus they honor their ancestors and thank them for waking up their souls.

They also believe that their Whisperers can communicate directly with the stone faces. Large stone faces are gathered carefully and used to build temples. They bring even more stone faces to these temples, as they believe by gathering them together their voices will be more powerful.

Society

There are almost no social divisions among the Barbarians of the Cult of the Thousand Faces, with the exception of reverence toward their warriors and priests. Each member knows his or her place and duty, so it is difficult for arguments or quarrels to take place. We could compare the tribes of the Cult with packs of gregarious predators. If one of the members of the pack commits an offense, he is immediately "put into place" by his fellows, without the need for never-ending debates or trials, something practical and unusually peaceful.

These Barbarians are hunter nomads who live in huts made of rocks and animal skin, and whose only permanent constructions consist of their temples. When prey is scarce on an island, or if a volcano erupts, they simply leave in search for more fertile lands.

The strange peculiarities of the islands (the mist, the numerous Galgas spread everywhere...) make the ecosystem recover quickly, so the tribes rarely need more than three or four islands. Often they will move with the seasons.

Each clan places totems on their islands letting other tribes know that they are either occupied or that they lie fallow. Arguments and conflict over ownership of an island are rare. Each temple is inhabited by a Whisperer, who generally teaches their successor and who is visited by the tribe's people for its maintenance. These temples keep presumably powerful stone faces and dozens of relics brought from the tribe's military campaigns. It is said that no temple has ever been plundered, although they lack a constant guard.

The tribes vary wildly in size and location, but they are all small and nomadic, and they have no permanent settlements.

Allies and Enemies

The Cult of the Thousand Faces have no allies. At least not beyond the mysterious non-aggression pact with the Nefalites. For them, the other races in Miter are weak and inferior, and they will not hesitate to demonstrate their superiority with iron swords and bone maces.

Interesting Notes

If the Barbarians of the Cult of the Thousand Faces are fierce and have some customs that, to say the least, are difficult to understand by civilized people, they also have a strict code of honor. A remnant, I suspect, of their aristocratic ancestors. They never attack the helpless (defenseless women, children or old people), or enslave or abuse their enemies and they offer a place within their tribes to anyone willing to join them... and who pass the Tests. The most important thing for them is martial skill in war and the hunt. They lack the cruelty I have seen in many other people and their aggressive nature is only a result of their need to test themselves and find a purpose for their otherwise dull lives.



THOUSAND FACES CULT

ARMY LIST



	COST	MO	DC	PU	FU	RE	FA	TAM	FS	VA	CON	MAN	DIS	EQUIPMENT	SPECIAL RULES
LEGENDARY HEROES															
Witch Calo	90	10	4	-	4	8	2	3	3	9	4	4	1	Fragment of Dawning Galga, Fragment of Mist Galga, Kerrang Skull	Bloodthirsty, Hardened, Illuminated, Warrior Mage, Levitate, Protective Circle, Cloud of Faces
Gor	87	10	5	-	6	10	3	4	4	9	2	3	1	Watcher Faces	Bloodthirsty, Immune to Pain, Guide, "Ancestors Protect You", Own Spell
Kaesar	85	12	6	-	5	10	4	5	4	8	-	2	1	Long Tail	Bloodthirsty, Fear, Savage, Champion (Lion Men), Roar, Lord of the Pride, Combative Nature
Thais	73	10	6	-	4	9	3	3	3	8	-	3	1	Spear, Katar Claws, Face of Fear	Bloodthirsty, Vicious, Quick Charge
Mother Muriel	63	10	5	-	4	9	3	3	3	7	-	2	1	Hydra Shield, Ancestors' Swords	Bloodthirsty, Standard Bearer, Fascination
HEROES															
Kentaur	65	12	5	4	5	10	3	4	3	7	-	1	1	Heavy Javelins	Bloodthirsty, Swift, Savage, Right Hand Man, Champion (Kentaurs)
Corrupt	61	10	5	-	5	9	2	3	2	8	-	2	1		Bloodthirsty, Authority, Hardened
Bloodbound		15	4	-	4	8	2	3	3	5	-	-	-		Guardian (Corrupt)
Great Bison	60	10	5	-	5	9	3	4	3	7	-	1	1	Twin Maces, Adarga	Bloodthirsty, Longing, Champion (Bison Men), Rush, Skewer, Lord of the Pride
Guardian	53	10	5	-	5	9	3	4	3	8	-	2	1	Halberd	Bloodthirsty, Right Hand Man, Veteran, Fury, Immune to Pain, Abyssal Horror
Druid	46	10	3	3	3	8	2	3	2	7	2	1	2	Fragment of Corintan Galga, Zelts	Bloodthirsty, Warrior Mage, Healing (3), Mistress of the Beasts
Mother Hyena	43	12	5	-	4	9	2	3	3	8	-	1	1	Paws	Bloodthirsty, Vicious, Ambidextrous, Dodge, Champion (Hyena Women), Leader of the Pride
Shaman	33	10	3	-	3	8	1	3	2	7	2	1	2	Fragments of Mist (2), Bowl of Faces	Bloodthirsty, Hermit, Warrior Mage
Keepers	30	12	4	-	3	8	2	3	2	8	-	-	3	Gisarme	Bloodthirsty, Lonely, Immune to Fear, Champion (Beasts), Keeper
TROOPS															
Lion Men	27	10	4	-	5	9	1	4	1	5	-	-	1	Adarga	Bloodthirsty, Longing, Rush
Leader	30	10	5	-	5	9	1	4	1	6	-	-	-		
Bison Men	24	10	5	-	5	9	1	4	-	6	-	-	1		Bloodthirsty, Fear, Savage, Combative Nature
Leader	27	10	6	-	5	9	1	4	-	7	-	-	-		



THOUSAND FACES CULT

ARMY LIST



	COST	MO	DC	PU	FU	RE	FA	TAM	FS	VA	CON	MAN	DIS	EQUIPMENT		SPECIAL RULES	
Gladiators	22	10	5	-	4	9	1	3	-	6	-	-	1	Spear, Buckler	Bloodthirsty, Disciplined, Vicious		
Leader	25	10	6	-	4	9	1	3	-	7	-	-	-				
Morlacos	18	10	4	-	5	9	1	4	-	5	-	-	2	Broquel	Bloodthirsty, Ambidextrous		
Leader	21	10	5	-	5	9	1	4	-	6	-	-	-				
Hyena Women	13	12	4	-	3	8	1	3	-	6	-	-	2	Paws	Bloodthirsty		
Leader	16	12	5	-	3	8	1	3	-	7	-	-	-				
Warriors	11	10	3	-	4	8	1	3	-	4	-	-	3		Bloodthirsty		
Leader	14	10	4	-	4	8	1	3	-	5	-	-	-				
MARKSMEN TROOPS																	
Centaurs	26	12	4	3	5	9	1	4	-	5	-	-	1	Halberd, Heavy Javelins	Bloodthirsty, Swift		
Leader	29	12	5	3	5	9	1	4	-	6	-	-	-				
Archers	13	10	3	4	3	7	1	3	-	5	-	-	2	Compound Bow	Bloodthirsty		
CREATURES, WAR MACHINES																	
Uro from the Gorge	58	12	5	-	6	10	3	5	4	8	-	-	1	Ancestors' Axe	Bloodthirsty, Aberration, Rush, Fanatic, Temporary Insanity		
Magical Receptacle		-	-	-	-	10	-	3	4	-	-	-	1	Receptacle	War Machine, Advanced Deployment, Immobile, Treasure of the Cult, Channeling		
Air Keeper	47	10	3	3	3	8	1	3	-	6	-	-	-	Zelts	Crew, Air Keeper		
Fire Keeper		10	3	3	3	8	1	3	-	6	-	-	-	Igneous Zelts	Crew, Fire Keeper		
Troco	45	12	4	3	5	10	2	4	3	6	-	-	2	Throwing Rocks	Bloodthirsty, Aberration, Rush, Born from the Fog		
Battle Hyena	40	12	3	-	6	9	3	5	3	5	-	-	2		Bloodthirsty, Aberration, Beast, Berserker, Voracious		
Kan	18	12	3	-	4	8	2	4	1	5	-	-	3		Bloodthirsty, Lonely, Beast		
Jugger Golem	102	15	4	3	7	12	5	6	5	7	-	-	1	Eruption, Rocky Arms, Poisonous Outflow	Jugger, Longing, Voracious, Regeneration (3)		
Pilot		10	3	-	4	8	1	3	2	6	-	-	-		Bloodthirsty, Pilot		



THOUSAND FACES CULT

WITCH CALO, HIGH PRIESTESS OF THE CULT

Kerrang Skull: The Kerrang Skull grants Calo the Indigo Blaze Spells. This Spell is additional to those that Calo can choose at the beginning of a battle.

Indigo Blaze (14+ / 1T)

Choose an enemy model in BtB contact with Calo. It automatically suffers a Hit of Strength 4. If the target of the Spell is eliminated, choose another enemy model in BtB contact with Calo. This goes on until one of the targets is not eliminated or until no more enemies are in BtB contact with Calo.

Protective Circle: Any enemy engaged in Close combat with Calo or her unit loses the use of any Special Rules affecting Attributes, Rolls or Tests for that combat. Calo does not apply the usual -1 against flying models.

Cloud of Faces: Enemy Whisperers trying to block Calo's Spells are treated as though they did not have line of sight to Calo (that is, their Blocking Dice are D5). This Special Rule cannot be applied to models with the Astral Vision Special Rule.

GOR, FACE OF THE ANCESTORS

Watcher Faces: Watcher Faces grant Gor and his unit the Guess Intentions Special Rule.

Guide: Any of your models within Gor's Command Area at the beginning of their activation modify their Courage by +1 for the rest of the turn.

"Ancestors Protect You": At the beginning of the battle, select a friendly unit. It gains the Combative Special Rule as long as Gor is on the board. Additionally, the chosen unit has 1 Blocking die each turn that can be used as if the unit was a Whisperer.

Own Spell: Gor always knows the following Spell, which occupies the place of one of the Spells he has available at the beginning of the battle.

WHITERING EYES (12+ / 20cm. / 1T)
Choose an enemy model, even one within a unit. It must pass a Courage Test or it will automatically suffer a wound.

This Spell cannot be cast on a model in Close Combat, or if Gor is in Close combat.

KAESAR, LORD OF THE LIONS

Long Tail: The Long Tail grants Kaesar the Long Weapon Special Rule.

Roar: Once per battle, at the beginning of his activation, Kaesar can release the power of his Roar. When he does, all enemies within his Command Area must pass a Courage Test or they will not be able to be assigned Orders for the rest of the turn. Just after the Roar, Kaesar's activation ends.

Lord of the Pride: While Kaesar is in a Lion Men unit, it gains the Disciplined Special Rule, although it can only be given Orders by Kaesar.

Combative Nature: Combative Nature grants the Fanatic Special Rule.

SPECIAL RULES



GREAT BISON

Twin Maces: These two weapons grant the Great Bison the Dodge Special Rule.

Adarga: This small shield grants the Great Bison +1RE only for Close combat.

Rush: This Rule grants the Great Bison the Savage Special Rule, but the increase to its Power of the Hit is not added to the Berserker Charge Special Order.

Skewer: The Great Bison's horns are really terrible, so the wounds dealt by the Great Bison in the turn in which it Charges have the Amputate Special Rule.

Lord of the Pride: The advance of a Pride of Bison Men in stampede is unstoppable, so while the Great Bison is attached to a unit of Bison Men, both the Great Bison and the Bison Men treat difficult terrain as normal terrain when charging.

THAIS, GREAT GLADIATOR OF THE CULT

Spear: The Spear grants Thais the Long Weapon Special Rule.

Katar Claws: Katar Claws grant Thais the Amputate Special Rule, but only when her Combat Rolls result in Feats.

Face of Fear: The Face of Fear grants Thais the Fear Special Rule. Moreover, if Thais is in a unit of Gladiators of the Cult, it also gains that Special Rule.

Quick Charge: Thais and any unit she is in can make a Quick Charge as a new type of Combat Order. The Quick Charge is resolved as a normal Charge Order but it adds +1Drocm. to the Movement of the models carrying it out.

MOTHER MURIEL

Hydra Shield: It grants the Shield Special Rule and once per round, you must choose whether the Hydra Shield grants +1FA or +1RE.

Ancestors' Swords: When resolving the attacks caused by this sword, the target's RE has a modifier of -1.

Fascination: Any enemies charging Mother Muriel gains -1 to their DC.

KENTAUR

Heavy Javelins: The Heavy Javelins are considered a ranged weapon with the profile below:

Heavy Javelins
(S5 / SD9+ / R20 / Impale)





THOUSAND FACES CULT

GUARDIAN

Halberd: The Halberd grants the Guardian the Long Weapon Special Rule.

Abyssal Horror: Any enemy unit within its Command Area have -1 to their Courage.

DRUID

Zelts: The Zelts are considered a ranged weapon with the profile below:

Zelt
(S₃ / SD8+ / R₂₅)

Mistress of the Beasts: Any beast within the Druid's Command distance can use the Druid's Courage instead of its own to make Courage Tests.

MOTHER HYENA

Paws: The Paws grant the Mother Hyena the Combative Special Rule.

Leader of the Pride: As long as she is attached to a unit of Hyena Women, both Mother Hyena and the Hyena Women gain the Explorer Special Rule.

SHAMAN

Bowl of Faces: The Shaman can release the power of the Bowl of Faces at the beginning of its activation.

Roll 1D5 and apply the effects indicated below:

1 *The Shaman loses one Creation Die for the rest of the turn.*

2-3... *The Shaman gains one additional Creation Die to use during the turn. This additional die is not kept from one turn to the next.*

4-5... *The Shaman gains an additional Creation Die and a Blocking Die to use during the turn.*

These additional dice are not kept from one turn to the next.

KEEPERS

Gisarme: The Gisarme grants the Keepers the Long Weapon Special Rule.

BISON MEN

Adarga: This small shield grants the Bison Men +1RE only for Close combat.

Rush: This Rule grants the Bison Men the Savage Special Rule, but the increase to its Power of the Hit is not added to the Berserker Charge Special Order.

LION MEN

Combative Nature: Combative Nature grants the Fanatic Special Rule.

GLADIATORS

Spear: The Spear grants the Long Weapon Special Rule.

Buckler: The Buckler grants the Shield Special Rule.

MORLACOS

Broquel: The Broquel grants the Shield Special Rule.

HYENA WOMEN

Paws: The Paws grant the Combative Special Rule.

CENTAURS

Halberd: The Halberd grants the Long Weapon Special Rule.

Heavy Javelins: The Heavy Javelins are considered a ranged weapon with the profile below:

Heavy Javelins
(S₄ / SD9+ / R₂₀ / Impale)

ARCHERS

Compound Bow: The Compound Bow is considered a ranged weapon with the profile below:

Compound Bow
(S₃ / SD9+ / R₅₀)

URO FROM THE GORGE

Ancestors' Axe: The Ancestors' Axe grants Uro the Long Weapon and Amputate Special Rules.

Temporary Insanity: If Uro loses at least one point of Survival Factor it gains the Fury Special Rule until the end of the turn.

MAGICAL RECEPTACLE

Receptacle: During the activation of the Receptacle you can choose any friendly model or unit within Command distance and grant it one of the following benefits:

- * Adding +1 to its Combat Skill and Strength.
- * Adding +5cm. to its Movement.
- * Adding +1 to its Attack Factor.

SPECIAL RULES



The same unit cannot be assigned the same benefit for two consecutive turns.

Advanced Deployment: This unit can deploy up to 10cm. away from the border of its deployment zone.

Immobile: This model cannot move once deployed, under no circumstance. They are considered to pass any Courage Test required to avoid Fleeing or Evading; other Courage Tests are made as usual.

Treasure of the Cult: Given the high importance that these objects have for the Cult, if the Receptacle is completely destroyed (losing all its Survival Factor points), it grants the opponent double the usual Victory points.

Channeling: Any druid within the Receptacle's Command distance gains +1 to its Concentration.

AIR KEEPER

Zelts: The Zelts are considered a ranged weapon with the profile below:

Zelt
(S₃ / SD8+ / R₂₀)

Air Keeper: If the Air Keeper is eliminated, the Receptacle loses the capacity to add +5cm. to its Movement until the end of the game.

FIRE KEEPER

Igneous Zelts: The Igneous Zelts are considered a ranged weapon with the profile below:

Zelt
(S₃ / SD8+ / R₁₅ / Fire)

Fire Keeper: If the Fire Keeper is eliminated, the Receptacle loses the capacity to add +1 to its Attack Factor until the end of the game.

TROCO

Throwing Rocks: The Trocos is considered to have a ranged weapon with the profile below:

Throwing Rocks
(S5 / SD9+ / R30 / A5)

Born from the Fog: The Troco has the Protected and Fury Special Rule.

KAN

Pack: You can join two or more Kans to a unit even if there is not a model with the Keeper Special Rule.

JUGGER GOLEM

Eruption: This equipment is considered a ranged weapon with the profile below:

(S7 / SD10+ / R20 / A10 / Fire and Paralyze)

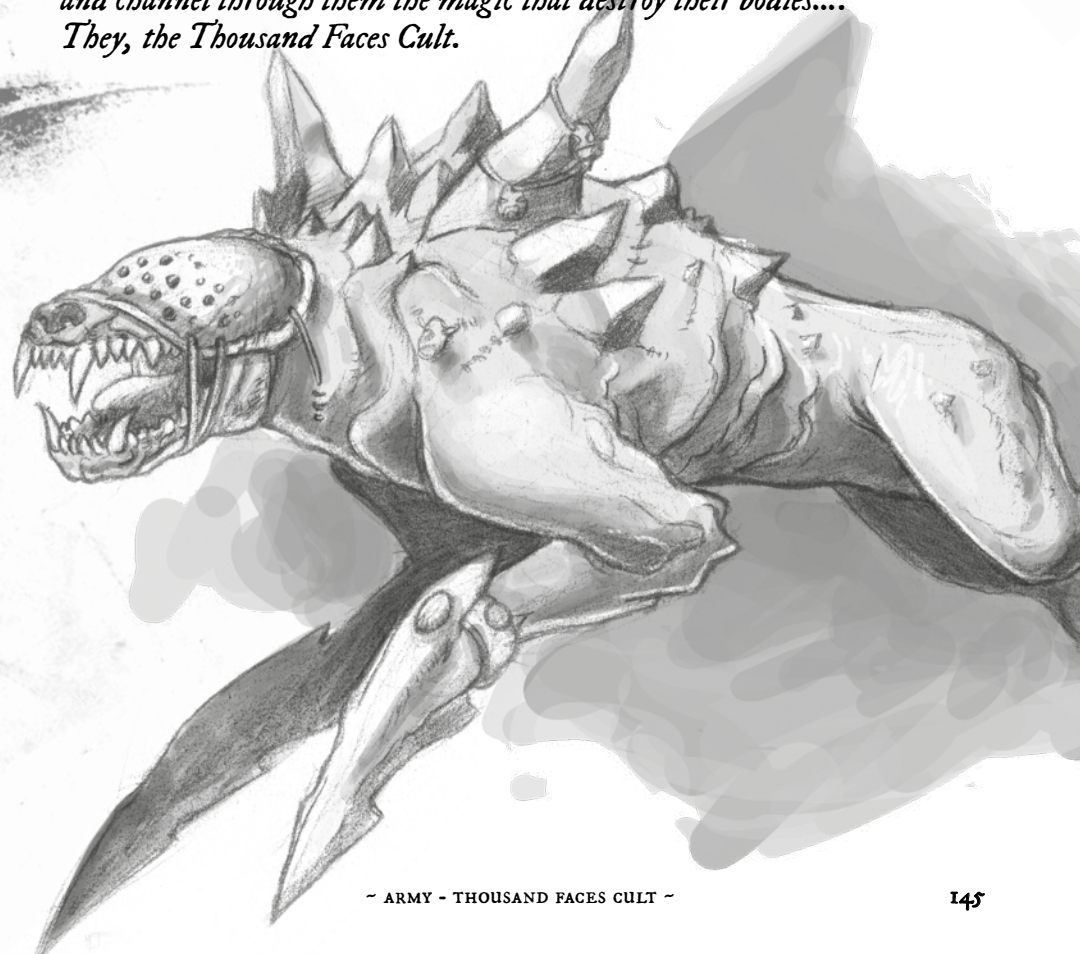
Rocky Arms: This equipment grants its bearer the Hard and Self-Protect Special Rules.

Poisonous Outflow: This equipment grants its bearer the Aggressive Aura, Strike and Poison Special Rules.

Again the stupidity of the Gods, again their uncontained greed for power and knowledge.

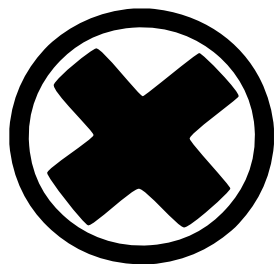
The failure that gave origin to the Notalive, gave also new forms of life, but this time mutated and twisted variations of those men that dwelled in the region where all went wrong. Thousands of islands, all of them mutilated leftovers of a continent, inhabited by undefined beings, full of power, over flown, drunk, rejected at the very end... And all united by the same... God? Gods?

Who knows... After the destruction of the continent these lands got filled by strange geofaciei, stones not bigger than a hand, twisted in the form of faces of people that suffer, cry, laugh and scream. They collect them, put them in groups, bring them together forming altars, and they adore them, sing and prey, and channel through them the magic that destroy their bodies.... They, the Thousand Faces Cult.





NOT ALIVE



NOT ALIVE

Sad and grotesque beings, these Notalive, damned to the shadows of their own arrogance.

Physiognomy

I have examined many Notalives in my journeys, and I have only found one common element among them: none of them are alive. Some are able to “infect” other beings with their “not-life”, serving as a kind of reproduction; others can “die” after a time if they are too far away from the power of their Galgas or if they suffer enough damage, but none of them has, not even superficially, all the features that characterize living beings.

They should not move, talk or think, but they do. No matter if they are mere bone carcasses or a construct of melded flesh, all Notalives are a grotesque parody of human life.

It is amazing... and disturbing how, because of the Galgas, these increasingly decayed creatures maintain the essence of yesterday; and that essence can interact with the real world, sweeping along their shabby corpses.

Origins and history

Some humans were chosen by the Serifan to be their pupils and lead their brothers during their long period of rest. They were the Immortals. It is said that they committed the mistake of believing themselves superior to mortal humans and for that they were punished. Forgotten in their confinement, they languished in the darkest halls in Sajar-moe... What is not recorded in any human legends is that the Immortals survived the destruction of the tower.

The myths have forgotten another important detail: there was one Immortal who was not imprisoned with her fellows. Oroa was the only one to fulfill her duty, and when the Serifan woke up, they confined the Immortals and freed the seven tribes, letting them to go back to their homes. Oroa was not punished, but her faith in her lords was such that she refused to leave the tower. As a payment, one of the Serifan gave his life to protect her, partially, from the destruction released by his fellows.

Oroa did not die. How could she? Instead, she suffered a deep change. The energy released by the Galgas and the Serifan's agony tore her and transformed her forever. She was trapped between two worlds: the physical one and... another place, far away, empty and placid. She spent a long time wandering the newly-born Interior Sea, trying to understand her new condition. She did not even need the power of the Galgas... Lost in delirium and visions of that other place, she came to the conclusion that it was her reward for her years of loyal service. A new kingdom to govern fairly. However, first she must get there... and she needed help. Thus, she released the other Immortals to help her find the way to the other side.

But the Immortals, far from showing gratitude to Oroa, branded her demented. They were certain that they must mend their battered authority: making everything the same again. They would be lords of void, that is true, but lords after all.

They first repaired the engine of the tower-ship that survived. However, they could only partially fix what the Serifan made, as they lacked the vast knowledge of that stellar race. It would never work properly. When they noticed that, their insane willingness to govern eternally over themselves started to fade as they began to fear dying of starvation, for they knew that the pure power of the Galgas was the only sustenance known by their bodies.

Then, terrified, they asked Oroa for help. And she led them in the search of the path to the other side. They devoted all their efforts to this task. Years passed by, and when they started to lose all hope, they found a way: their essence must leave their bodies for Oroa to guide it to their destination. But woe betide these poor devils for their essence was tied too strongly to their bodies and while they lived forever, they could never reach the other side.

Thus, they decided to experiment on themselves, searching for a way to undo the Serifan's work, to become mortal again.

However, no matter how much they knew or how hard they tried, all their attempts to “revive” were unsuccessful and they finally paid attention to the world around them, and found it more full of life than they ever dreamed possible. Somehow, the Serifan had limited the destruction to the Interior Sea. For them it was a sign. That world was there for them to seize. They would never reign over living beings, not any more. Oroa had forbidden it. But they would seek the secret of life in those young creatures. That was the beginning of a hunt that has devastated the free people of Miter as a plague for countless generations transforming the primitive terror of darkness into something very real.

Politics

All the Immortals are considered aristocrats among their kind. They can do what they please with those who do not belong to their caste and their word is law. Just below them there are several tiers occupied by new Notalive, slaves who were transformed and who keep their minds intact and conscious to a greater or a lesser extent, depending on the purpose for which they were transformed. Some of them are mere pets for the Immortals, whereas others keep up a depraved appearance of civilization. Oroa rules the Notalive, the Queen of Penitents. For the Notalive, Oroa is their liberator. An incarnated goddess and the only one able to show them the way to the other side, a new world full of never ending possibilities and peace.

Religion

Notalives are convinced that their transgressions have been forgiven by the Serifan and that they have been given Oroa as a guide to lead them to the promised land, that “other side”, a paradise come true where there is neither pain nor fear, only eternal peace. Oroa alone is connected to it.

In their blindness they believed they were getting closer to mortality with each new innovation, but the truth is that they lost any chance of becoming mortal again the moment they started down their dark path.

Now, they have no other choice but to fight against time by feeding Sajarmoe new Galgas and searching for a chimerical cure for their new state that will open the gates to the paradise on the other side.

Although I remain skeptical about this dimension of never-ending peace, I must admit that the concept is so often repeated throughout the cosmos that it is possible, perhaps, that these creatures are right. And I truly hope so, for it is only this hope that prevents the Notalive from devastating Miter completely.

Society

Sajarmoe (currently known by the humans as “Infra” or “Down”, or “Saj-Harm” by the barbarians) is a huge tangle of twisted metals and tubes that release poisonous vapors into the atmosphere and boils with not-life. Near the outside, we find numerous cells and autopsy rooms. That is where the more curious Notalive are, in charge of experimenting with new specimens that arrive daily. These “doctors” leave no stone unturned in their quest to learn the secrets of life, experimenting until their patients are close to death and barely half-alive. It is then that these poor unfortunates are offered an exit from pain and unhappiness: becoming Notalive.

You would think that nobody in their right mind would agree to join the ranks of the Notalive, preferring death instead. But from my own experience I know that very few people keep their sanity after the countless hours of Notalive experimentation, and that is why most agree, just to escape the pain... forever.

These new Notalive are usually made without much of their mind intact, ensuring their servitude. They become part of tireless ranks of workers and fighters of the tower serving the higher ranking Notalive without hesitation. Only a select few are allowed to keep a certain autonomy, and only if this helps them fulfil their role more fully in the depths of Sajarmoe.

Far below, after passing through dozens of never-ending halls and pain rooms, we get to the core of the tower-ship, the Den, a huge cavity where the almost extinct engine of the ship hangs. There, the Notalive have built a parody of a city, with dwellings similar to those of the humans, and they “live” under the engine’s strengthening light in the heart of Sajarmoe, as the humans do under the Sun.

Those Notalive that are more similar to humans (that is the Immortals), are the leaders and nobility of the Notalive, and they are exempt from the tedious manual labor required to maintain the engine. They devote themselves almost exclusively to experimentation and ventures to the outside world in search for prey and Galgas, accompanied by countless hosts of obedient drones.

Allies and Enemies

The Notalive have no allies. For them, any living being is there to be seized, and its secrets extracted. However, they sometimes make pacts with certain humans for their own ends. Whether a desire for knowledge or eternal life, there are always humans mad or desperate enough to serve them... Of course, this does not mean that they are pleased when they get what they longed for.

Interesting Notes

The Notalive have devoted themselves to keeping the engine of Sajarmoe operational by recovering Galgas and pieces of Serifan technology found all across Miter. Since they cannot move freely under the sun as other races do, they often choose to send the Conveners to establish settlements in remote parts. From there, gathering their fellows and seizing the area is a only question of time.

Notalives are a plague that, if it is not stopped, will turn Miter into a wasteland.

I do not think they realize to what extent they represent the worst of this human race. How could a race like that be rewarded with a new world of eternal peace?





NOT ALIVE

ARMY LIST



	COST	MO	DC	PU	FU	RE	FA	TAM	FS	VA	CON	MAN	DIS	EQUIPMENT	SPECIAL RULES
LEGENDARY HEROES															
Oroa	90	10	4	-	4	8	2	4	4	8	4	4	1	Fragment of Aurean Galga, Fragment of Mist Galga	Notalive, Vampire, Hardened, Hungry Shadows, Horror of the Underworld, Own Spell
Rakio	81	10	5	-	5	9	3	3	4	8	-	3	1	Sword of Hate	Notalive, Aversion (all races), Opportunist, Black Humor, Aura of Resentment
Norren	75	12	4	-	5	7	2	3	3	7	-	2	1	Funerary Axe	Notalive, Hermit, Levitate, Ghostly, Regeneration (3)
Evelyn	60	12	2	-	2	7	1	3	3	7	2	2	1	Fragment of Azur Galga, Assistants (2) Needle, Thread	Notalive, Hermit, Regeneration (3)
Assistants		10	3	-	3	7	1	3	-	-	-	-	-		Notalive, Regeneration (1), Stretchers
Lady Cynthia	53	10	4	-	3	8	2	3	3	7	2	3	1	Haunted Violin	Notalive, Hypnotism, Perception, Vampire
HEROES															
Reaper	62	10/18	5	-	5	9	2	4	3	7	-	1	1	Rusty Corvos	Notalive, Flight, Vampire, Champion (Gargoyles), Patriarch
Assassin	60	10	5	-	5	8	3	3	2	6	-	1	1	Cursed Axe	Notalive, Right Hand Man, Hermit, Insane, Regeneration (3)
Summoner	54	10	3	-	3	8	1	3	3	7	3	2	1	Fragment of Dawning Galga, Fragment of Mist Galga	Notalive, Corrupt, Regeneration (3)
Librarian	43	10	2	-	3	7	1	3	3	6	2	2	2	Fragment of Corintan Galga, Fragment of Dawning Galga, Black Book	Notalive, Regeneration (2)
Specter	37	10	2	-	4	7	2	3	2	6	2	1	2	Funerary Spear	Notalive, Right Hand Man, Ghostly, Scary Howl
Skeleton Champion	31	10	4	-	4	8	2	3	2	6	-	1	2	Rusty Swords	Notalive, Regeneration (3), Champion (Skeleton Warrior)
Necromancer	24	10	2	-	2	7	1	3	2	5	1	1	3	Fragment of Azure Galga, Bag of Bones	Notalive, Regeneration (2), Hermit



NOT ALIVE

ARMY LIST



	COST	MO	DC	PU	FU	RE	FA	TAM	FS	VA	CON	MAN	DIS	EQUIPMENT	SPECIAL RULES
TROOPS															
Gargoyles	28	10/15	5	-	5	9	2	4	-	6	-	-	1		Notalive, Flight, Vampire, Disciplined
Skinny	20	8	4	-	4	9	1	3	-	5	-	-	1		Notalive, Voracious
Murmurers	18	10	2	-	3	7	1	3	-	5	-	-	2		Notalive, Lonely, Scout, Ghostly, Litanies of the Death
Rotten	16	12	3	-	4	8	1	3	-	5	-	-	2	Osseous Blades	Notalive, Rotten
Medusa	14	10	2	-	3	7	2	3	-	5	-	-	2	Medusa's Sight	Notalive, Restore
Hounds	13	12	3	-	3	7	1	2	-	4	-	-	1	Gastric Bomb	Notalive
Rotten	11	10	3	-	3	7	1	3	-	4	-	-	3		Notalive, Restore
Skeleton Warriors	9	10	3	-	4	7	1	3	-	4	-	-	3		Notalive, Regeneration (1)
MARKSMEN TROOPS															
Skullthrowers	14	10	2	3	3	7	1	3	-	4	-	-	1	Sling of Skulls	Notalive, Regeneration (1)
Osseous Archers	12	10	2	3	3	7	1	3	-	4	-	-	2	Osseous Bow	Notalive, Regeneration (2)
Grafts	10	10	2	3	3	7	1	3	-	4	-	-	1	Quills	Notalive
CREATURES, WAR MACHINES															
Bone Golem	45	10	4	-	5	10	2	4	5	5	-	-	2	Harvester Scythe	Notalive, Magical Creature, Ambidextrous, Swift, Fury, Multiple Legs, Fall Apart
Heavy Ballista		-	-	-	-	10	-	4	3	-	-	-	2		Ammunition, War Machine
Artilleryman	36	10	2	2	3	7	1	3	-	-	-	-	-		Notalive, Crew
Observer		10	2	3	3	7	1	3	-	-	-	-	-		Notalive, Crew
Beast of Remnants	106	10	4	-	5	10	5	6	5	5	-	-	1	Left Arm, Funerary Bonfire, Fleshy Arm, Confined Corpses, Bag of Viscera	Jugger, Abyssal Horror, Regeneration (5)
Pilot		10	2	-	2	7	1	3	2	4	1	-	-		Notalive, Pilot, Regeneration (2)



NOT ALIVE

OROA, THE QUEEN OF THE PENITENTS.

Hungry Shadows: Any enemy model in BtB contact with Oroa must pass a Strength Test to activate that turn.

Horror of the Underworld: Oroa causes Fear to all modes, even those with the Fear or Immune to Fear Special Rules.

Moreover, once per battle, Oroa can declare at the beginning of her activation that she is going to release the power of the Horror of the Underworld. When she does, all units of the opposing army within her Command Area must pass a Courage Test or they must activate automatically to Flee towards their deployment zone. Those units that had already activated that turn are also affected.

Own Spell: Oroa always knows the following Spell, which occupies the place of one of the Spells she has available at the beginning of the battle.

PATH TO THE UNDERWORLD

(20+ / 15cm. / P)
Place the Mist template anywhere on the board within the Spell Range and out of any enemy control zone. If the Spell is successful, the Mist template remains, blocking line of sight. At the beginning of each turn from the next one on, Oroa can spend her 2 first Creation dice to create a new unit of 3 Skeleton Warrior in contact with the Mist template. Units entering through the Mist template cannot be activated in the turn they appear. If the Spell is not successful, the Mist template must be removed immediately.

RAKIO, THE SICKLY

Sword of Hate: It grants the Guess Intentions Special Rule. Moreover, Rakio is always considered to win any combat in which at least one enemy is eliminated.

Black Humor: Once per turn Rakio can switch the result of one of its Combat Rolls with that of the enemy it is in BtB contact.

Aura of Resentment: Whenever Rakio faces the Kingdom of God, all friendly models within Command distance modify their Combat Skill by +1.

NORREN, SILENT PRINCESS

Funerary Axe: This weapon grants its bearer the Amputate, Rotten and Long Weapon Special Rules.

Norren rarely makes a sound but when she does, very few people can remain unmoved by her moans. Before Charging, Norren can choose to use one of her moans:

- * Cath's Moan: The unit being Charged cannot use a Shooting Order as a reaction to this Charge.
- * Infra's Moan: The unit being Charged cannot Withstand the Charge as a reaction to this Charge.

EVELYN, THE SURGEON

Needle and Thread: If Evelyn is on the board, lay down any Size 2 or 3 enemy models eliminated in the battle and that have not become Notalive. At the beginning of her activation, Evelyn can recompose nearby corpses. To do this, she cannot have moved in the turn or be Fleeing or engaged in Close Combat. Roll 1D10 for each corpse within 5cm. Each result of 6 or more replaces a corpse with a Patched, that will from a unit with Evelyn (despite her Hermit Special Rule).

Evelyn can only be in charge of up to 5 Patched. When Evelyn is in charge of 3 or more Patched, she can leave the unit, at which point the Patched are independent.

This Special Rule cannot be used on models with the Notalive or Magical Creature Special Rule.

ASSISTANTS

Stretchers: The Assistants deploy as a unit with Evelyn (despite her Hermit Special Rule) and they can take corpses to Evelyn, allowing her to use her Needle and Thread. To do this, they must be within 5cm. of an enemy corpse and not engaged in Close Combat or Fleeing. Each Assistant can carry just one corpse and cannot be assigned Charging or Running Orders while doing it.

Assistants can drop the corpses they are holding at any moment of their activation.

SPECIAL RULES



LADY CYNTHIA, THE SOLOIST

Haunted Violin: Any enemy unit within Lady Cynthia's Command Area must apply a modifier of -1 to their Courage.

Moreover, at the beginning of her activation, Lady Cynthia can release the Haunted Violin's power. Roll 1D10 and apply the effects indicated below:

1*Nothing happens.*

2-4 ...*No enemy unit within Lady Cynthia's Command Area can use the Disciplined or Authority Special Rules for the rest of the turn.*

5-7 ...*No enemy unit within Lady Cynthia's Command Area can be assigned Orders as a Reaction to the Charge for the rest of the turn.*

8-9 ...*No enemy unit within Lady Cynthia's Command Area can be assigned Orders for the rest of the turn.*

10*No enemy unit within Lady Cynthia's Command Area can be assigned Orders for the rest of the turn. Moreover, enemy Whisperers within Lady Cynthia's Command Area cannot cast Spells for the rest of the turn.*

REAPER

Rusty Corvos: Rusty Corvos grant the Reaper the Fury Special Rule.

Patriarch: Any Gargoyle unit to which a Reaper is attached increases its Flying distance by 3cm. (equaling that of the Reaper).

ASSASSIN

Cursed Axe: The Cursed Axe grants the Assassin the Long Weapon and Rotten Special Rules.



NOT ALIVE

LIBRARIAN

Black Book: The Black Book grants the Librarian the Nightmare Spell. Add this Spell to the Librarian's usual number of Spells.

The Black Book grants 1 additional Creation die each turn, but just to Cast the Nightmare Spell.

SPECTER

Funerary Spear: The Funerary Spear grants the Specter the Long Weapon and Paralyze Special Rules.

Scary Howl: When the Specter Charges, the target unit suffers -1 to Courage for Fear Tests.

SKELETON CHAMPION

Rusty Swords: The Rusty Swords grant the Champion the Combative Special Rule.

NECROMANCER

Bag of Bones: This equipment allows the Necromancer to manage mystical energies more precisely, so it can select an additional Invocation Spell and gains +1 to the result of any Roll made by the Necromancer.

MURMURERS

Litanies of the Death: Murmurers always know the Level 1, 2 and 3 Invocation Spells from the Notative Spell list but they are not Whisperers and do not have a Concentration value. Instead, the Murmurers' unit has a Concentration value equal to its number of members (excluding any Heroes attached) to a maximum Concentration value of 4.

Throughout the activation of the Murmurers' unit, any of its members can cast any of the 3 Invocation Spells making use of the Concentration value granted by the unit.

Murmurers cannot Break or Block Spells.

ROTTEN

Osseous Blades: The Osseous Blades grant the Rotten the Combative Special Rule.

MEDUSA

Medusa's Sight: It grants the medusa the Paralyze Special Rule.

HOUNDS

Gastric Bomb: Any Hound eliminated explodes where it died. Before removing the Hound from the board use the hound's base to determine the center of the explosion. Any enemy model within the Gastric Bomb's Area of effect (A5) automatically suffers a Strength 5 hit.

SKULLTHROWERS

Sling of Skulls: The Sling of Skulls is considered a ranged weapon with the profile below:

Sling of Skulls

(S3 / SD8+ / R30 / Rotten)

OSSEOUS ARCHERS

Osseous Bow: The Osseous Bow is considered a ranged weapon with the profile below:

Osseous bow

(S4 / SD9+ / R40)

GRAFTS

Quills: The Quills are considered a ranged weapon with the profile below:

Quills

(S4 / SD7+ / R20 / Multiple Shot and Poison)

BONE GOLEM

Harvester Scythe: The Harvester Scythe grants the Golem the Long Weapon Special Rule.

Fall Apart: When the Golem loses its last Survival Factor point, you must roll 1D5 and apply the effects indicated below:

1-3 ...*Remove the Golem from the board normally.*

4*Leave the Golem on the board. At the beginning of the following turn it can fight again with a single point of Survival Factor.*

5*Remove the Golem from the board and place 1D5 Skeleton Warriors where the Golem was eliminated. These Skeleton Warriors must form a unit and can activate normally next round; if only one Skeleton enters, it has the Lonely Special Rule.*

HEAVY BALLISTA

Ammunition: The Heavy Ballista has the following types of Ammunition:

Bolt: If used in Direct Fire, the Bolt is considered a ranged weapon with the profile below:

Bolt

(S6 / SD9+ / R60 / Impale)

Swollen Corpse: If used in Direct Fire, the Swollen Corpse is considered a ranged weapon with the profile below:

Swollen Corpse

(S4 / SD9+ / R60 / A5 / Paralyze and Poison)

BEAST OF REMNANTS

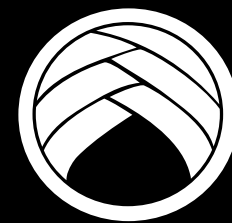
Left Arm: This model can hold with its left arm one of the two pieces of equipment indicated below:

- * **Funerary Bonfire:** This equipment grants its bearer the Fire and Standard Bearer Special Rules.
- * **Fleshy Arm:** This equipment grants its bearer the Rotten and Poison Special Rules.

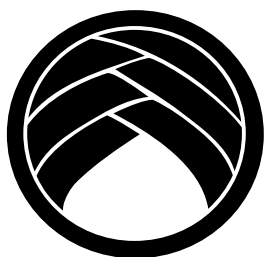
Confined Corpses: This equipment grants its bearer the Aggressive Aura Special Rule.

Bag of Viscera: This equipment grants its bearer the Portal Special Rule.





ROCAVIVAS



ROCAVIVAS

I have not spent much time with these jealous warriors, although I do have some interesting information about their culture. Unfortunately, there is little of which I can be certain.

Physiognomy

Rocavivas appear very similar to humans, though they are shorter. However, while they have grayish skin, they often dye their hair in greens or blues, and that distinguishes them even more than their short size. Their eyes, of fair colors, seem adapted to the limited light where they live (I shall elaborate later). By the light of the day, their eyes are milky white, being protected behind a translucent membrane.

Beyond their appearance, what is really disturbing about this race is the significant difference between sexes. Allegedly, males are very rare and usually suffer from congenital deformities such as giantism (including obvious body disproportions and individuals that are simply larger). These sad creatures of limited intellect, deformed or sterile, are called "Giants", are raised as animals and conditioned to carry out simple orders. Once they become adults, all Giants are examined by the Aramas, who determine their degree of usefulness. The most grotesque or useless are sacrificed; and the greatest and strongest are assigned physical tasks, or sometimes "bartered" to other people as exotic beasts of burden in exchange of other goods and services.

On the other hand, those "fortunate" males capable of fathering children are offered to a ruling Clan of females who imprisoned them in their harems, where, deprived from any dignity, they must satisfy all their mistresses' carnal necessities.

I have heard the Rocavivas saying that their pregnancy is extremely long and difficult, although I have been unable to get any specific data about their gestation period. What I know for certain is that, generally, a female Rocaviva becomes pregnant ten to fifteen times throughout her fertile life, but only about one or two of their children are viable males and, in most cases, these have to be delivered by cesarean section.

When Rocaviva babies are born they are very similar to human babies, and they develop their distinct appearance during their breastfeeding period. I suspect this means that their people's transformation is a result of something environmental. This explains why the Giants have "human" faces, as they are not breastfed, and instead are raised on animal milk instead.

Origins and history

Rocavivas record their history using apparently simple glyphs that are repeated on their buildings, robes, tools and even as war-paint that is often confused as ornamental.

I do not know the meaning of these characters, but I have discovered something of their history: when the Serifan arrived on Miter, the humans who would become the Rocavivas hid in deep caves, where they stayed for centuries ignoring the events on the surface. As usual in many societies, males seized power thanks to their physical strength and, as time went by, they became hedonistic and capricious, using females at will. As a consequence, there was a literal war between sexes. The males were stronger and had the oldest and largest Pebbles under their control; however, the females had established a pact with Grum-Gaura, mother of all Pebbles and she gathered a huge army of her offspring that easily dominated their enormous relatives thanks to the overwhelming strength of their numbers. Thus, Rocaviva females declared themselves victorious. To prevent males from one day rising against them, they used an alchemical process (that remains a total mystery today) to weaken their males, becoming, ipso facto, the dominant sex of their people. It appears that strange process is the cause of the deformities of Rocaviva males...

Apparently, Rocavivas live in villages surrounding caves within the jungles of the East of Miter, but that is just what they want us to know... What I am going to explain is the greatest secret of the Rocavivas. If they suspect that I know their secret, the whole Rocaviva nation would hunt me tirelessly.

I will not enter in any detail about how I discovered such a secret... suffice it to say it was not an easy task. When the Rocavivas' ancestors entered the lower layers of the earth, they found a new home: the Underworld. This strange environment, formed by several huge caves lit by luminiscent crystal formations had its own fertile ecosystem composed by very old creatures from the surface or animals that had evolved there ages ago. This became that small race's home and, because of their fear of pillaging from the outside, they decided to keep it secret. Thus, when the humans started to show interest in mining, some Rocavivas decided to stand guard at the entrance of the gateway caves, and with time the first villages were built, which grew up and gave birth to the Rocavivas' settlements.

If humans knew the wealth under their feet, there would not be any peace for the Rocavivas in this world. Although it is not clear to me whether that would be worse for the Rocavivas or the humans.

Politics

The Rocavivas have two queens. For all intents and purposes, the Rocaviva nation is formed by two independent kingdoms, commonly called the "Twin Nations".

Each queen rules her nation independently, but both must confer on any issue that would affect both kingdoms. Since they are a warrior race, it is no wonder they frequently resolve their disputes through ritual combat decided by first blood.

The current Rocaviva Queens are Anue Anu-Akua, Queen of War from the kingdom of Demetria, and Aie-Mekkela, Queen of Peace, from the kingdom of Ceresia; and they honor their titles, for Anue leads an aggressive and hermetic kingdom, while Aie-Mekkela negotiates trade and relations with other nations of Miter (although always under strict rules of etiquette).

While this appears to be a political arrangement that would quickly turn to civil war, the Rocavivas have deeply-rooted customs to avoid such an event. Every decade, the people compare the political and military achievements of each queen. The one who gained the most glory, will reign over the whole Rocaviva nation for a whole year. To that end, the Anewas form a cult independent from the crowns and strictly record the deeds of both queens, deciding, ultimately, which of them will lead the Rocaviva nation to new heights of splendor.

Apart from the monarchs and the Anewas who quantify their achievements, there is a council of Aroumis (veterans and war heroines) who seize the control of the Rocaviva nation when the monarchs are on campaign (which happens very frequently) or indisposed (often due to death, or illness).

Religion

Rocavivas do not follow any religion; they believe in no deities. Instead they have myths for children that teach the dangers posed by foreigners in general, and males in particular. These are all condensed in this Rocaviva saying

“Always five steps away.
Ten if its a male”.



~ ARMY - ROCAVIVAS ~

Society

Rocavivas form a matriarchal slaver bi-monarchic society made up of hundreds of clans. The clans are great family groups organized around their matriarchs and their harem of males. Most of the people are devoted to war, so general labor is consigned to slaves (always males). These slaves' lives are harsh and only a few survive more than three or four years. The need to replenish their workforce is the driving reason behind Rocavivas warlike nature. The Rocavivas particularly value slaves from the barbarians of the Thousand Faces Cult because of their strength and small rocky creatures called Pebbles that are submissive and durable. The Pebbles are the true owners of the Underworld, but have been bound to a servile pact dating back to the start of the Rocaviva nation.

Curiously, the Rocavivas, as opposed to other many sensitive races, do not recognize the worth of precious metals. These materials are common to them, being mined by slaves and used to make garments, ornaments and weapons. They understand that other races want these precious metals, and they are commonly traded. I am not sure they realize the value other people place on their exports, but I have serious doubts about it.

Another interesting detail about their culture is that young Rocaviva are taken to their Clan Academies, where they spend most their youth learning everything needed to be considered useful members of their society. There they learn to read, write, heal, create simple potions, to defend themselves... If it were not for the damaging aggressiveness of these women, I would say they had created a highly efficient society.

Allies and Enemies

If they had the choice, the Rocavivas would never interact with other people. When they do happen to meet other races, they will treat them with mistrust, especially if they are members of the opposite sex.

They are only in regular contact with the The Kingdom of God for the purpose of trade. For the Rocavivas, humans are not good slaves: they die rapidly away from the sun's light and when deprived of food from the surface, so they are not a priority target.

Interesting Notes

Almost all Rocavivas have a deep inferiority complex due to their size. They try to compensate by wearing any type of ornament that makes them appear taller. To look straight in the eyes of a Rocaviva is to gamble with death. To keep the peace with these small beings you must look at the masks and ornaments she wears on her head, ignoring the small female under them.

Finally, it has to be emphasized that although the Rocavivas love war, paradoxically, they are also the greatest experts in the field of medicine, and in the use of herbs and healing ointments. They have created their own school of wizardry based on the use of such potions, far away from the Galgas used up in the surface.

I think that the aggressiveness of this small race of women is a direct result of the terror their ancestors felt under the oppression of their males. Slowly that fear became rancor and then they went from defending themselves from tyrants, to themselves becoming violent and oppressive.

~ ARMY - ROCAVIVAS ~



	COST	MO	DC	PU	FU	RE	FA	TAM	FS	VA	CON	MAN	DIS	EQUIPMENT	SPECIAL RULES
LEGENDARY HEROES															
Anuc Anuc-Akua	85	10	6	-	5	11	3	3	3	8	-	3	1	Two-Handed Mace, Runic Heavy Armor, Palanquin of Furious Pebbles	Tough, Veteran, Fair, Hardened, Guess Intentions, Still Bigger?, Incite to Combat
Ari the Slaver	69	8	5	4	4	10	2	2	3	8	-	2	1	Whip of Giants	Tough, Slaver
Abisai Mauna	65	8	3	-	4	9	2	2	2	8	4	2	1	Lucky Charm, Antidote Vial, Experimental Potions	Tough, Alchemist, Healing (6)
Aie-Mekkela	59	10	3	-	4	9	1	3	2	9	-	4	1	Crosier of Respect, Palanquin of Shield Pebbles	Tough, Authority, Standard Bearer, Hermit, Defender, Diplomacy, Daughter of Peace
Akela Mauna	58	8	5	-	4	10	3	2	3	8	-	2	1	Sling	Tough, Fair, Ambidextrous, Champion (Zeolites), Authority, Mark
HEROES															
Beryl Hero	56	12	5	-	5	9	2	3	3	8	-	1	1	Mace, Oppa, the Great Vole	Tough, Champion (Beryls), Lonely
Amahau	55	8	5	-	5	10	2	2	3	8	-	2	1	Cestus	Tough, Veteran, Right Hand Man, Last Breath
Aroumi	53	8	4	-	4	10	3	2	3	8	-	2	2	Bisento	Family, Tough, Authority
Akahata	50	8	4	-	5	10	2	2	3	8	-	2	1		Tough, Iron Will, Piercing Blow
Anewa	48	8	3	-	3	9	1	2	3	7	2	1	2		Tough, Astral Vision, Alchemist, Prophecy
Arama	44	8	3	-	3	9	1	2	2	7	3	1	2	Pouch with Potions	Tough, Alchemist, Healing (5)
Akenchi	36	8	4	-	4	9	2	2	2	7	-	1	2	Pavise	Tough, Fair, Right Hand Man, Champion (Kyantes), Impossible Wall
TROOPS															
Organeas	25	8	4	-	5	10	1	2	-	7	-	-	1	Cestus	Tough, Brave, Veteran
Leader	28	8	5	-	5	10	1	2	-	8	-	-	-		
Beryls	22	12	4	-	4	9	1	3	1	6	-	-	1	Maze, Vole	Tough, Lonely
Leader	25	12	5	-	4	9	1	3	1	7	-	-	-		
Diatomites	21	8	4	-	4	9	1	2	-	6	-	-	1	Binary Sword	Tough, Disciplined
Leader	24	8	5	-	4	9	1	2	-	7	-	-	-		



	COST	MO	DC	PU	FU	RE	FA	TAM	FS	VA	CON	MAN	DIS		EQUIPMENT	SPECIAL RULES
Zeolites	18	8	4	-	4	9	1	2	-	6	-	-	2			
Leader	21	8	5	-	4	9	1	2	-	7	-	-	-		Short Sling	Tough, Caste
Esfenes	15	8	3	-	3	9	1	2	-	5	-	-	2			
Leader	18	8	4	-	3	9	1	2	-	6	-	-	-		Spear, Pavise	Tough, Self-Protect
Kyanites	13	8	3	-	3	9	1	2	-	5	-	-	3			
Leader	16	8	4	-	3	9	1	2	-	6	-	-	-		Pavise	Tough
Pebbles	9	10	2	-	2	8	1	1	-	4	-	-	3			Tough, Beast, Multiple Legs, Insignificant
MARKSMEN TROOPS																
Extrusives	18	8	3	4	3	9	1	2	-	6	-	-	1		Knives	Resistente, Infiltrado
Igneous	16	8	3	3	3	9	1	2	-	6	-	-	1		Potion-Thrower	Tough, Defender
Silimanites	13	8	3	3	3	9	1	2	-	5	-	-	2		Throwing Swords	Tough
CREATURES, WARMACHINES																
Giant Bearer	65	15	3	-	6	11	2	5	5	7	-	-	1		Transport Basket	Tough, Aberration, Immune to Fear
Subjugated Giant	60	15	4	-	7	11	3	5	5	6	-	-	2		Chains of Slavery	Tough, Aberration, Immune to Fear, Beast, Don't Touch Mistress!
Watchtower	45	15	3	4	6	10	2	5	4	7	-	-	1		Artillery Turret, Giant	Tough, Defender
Giant Pebble		12	4	3	7	12	3	6	5	7	-	-	1		Cannon of Rocks	Jugger, Come on, my boys!
Pilot	120	8	3	-	3	7	1	2	2	6	-	-	-			Tough, Pilot



ROCAVIVAS

ANUE ANUE-AKUA, QUEEN OF WAR

Two-Handed Mace: The Two-Handed Mace grants Anue Anue-Akua the Combative Special Rule.

Runic Heavy Armor: The Heavy Armor is immune to the Amputate Special Rule.

Palanquin of Furious Pebbles: When Anue Anue-Akua or her unit Charge, the enemy unit suffers 1d5 Strength 2 hits once the opponents are in base to base contact, but before resolving the normal attacks. These hits are only applied to enemy models in BtB contact.

Still Bigger?: If Anue Anue-Akua faces at least one model of a greater Size, she gains the Fury Special Rule.

Incite to Combat: At the beginning of her activation Anue Anue-Akua can activate a friendly or enemy unit (even if it has been activated that turn) and make it move its full Movement towards the closest visible enemy unit and attempt an Order to Charge following the normal rules for Charges, but without the need to spend Command points.

ARI THE SLAVER

Whip of Giants: It is a ranged weapon that can be used each turn with one of the following profiles:

(S- / SD8+ / R10 / Set on)

(S- / SD9+ / R10 / Capture)

Capture: The target model hit must pass a Strength Test or it will lose its activation until the following round.

Set on: The Slaver can use her whip to incite a Subjugated Giant. Roll 1D5 and apply the result to the following table:

1-.... *The giant gets angry! The Slaver suffers an automatic hit by the Subjugated Giant.*

2-4 ...- *Anger! The giant gets +1 to its Combat Skill for the current turn.*

5-.... *Uncontrolled Fury! The giant gets +1 to its Combat Skill and its Attack Factor for the current round.*

Slaver: A Rocavivas' army including Ari, the Slaver, can include a single Subjugated Giant which does not count toward the 30% maximum for Creatures or War Machines.

ABISAI MAUNA

Lucky Charm: The Lucky Charm grants Abisai Mauna the Lucky Special Rule.

Antidote Vial: At the beginning of her activation, Abisai Mauna can use the Antidote Vial on herself or on another model within 5cm. that has been Poisoned, but only if it is not Fleeing or engaged in Close Combat. The model taking the Antidote Vial stops applying the effects of the Poison Special Rule for the rest of the battle, even if it is later wounded again by an enemy with that Special Rule.

Experimental Potions: Abisai Manua can choose any number of Creation dice and add it to an Experimental Potion instead of declaring which potion she wants to try to create. This Experimental Potion follows the usual rules for potions (included that preventing a model from creating another Experimental Potion until the one created is used).

When a model wants to make use of the Experimental Potion it must choose a potion from the Rocavivas' list of potions and roll as many Creation dice as Abisai Mauna has used and if it equals or exceeds the potion's difficulty, the model benefits from its effects normally. Experimental Potions

cannot be blocked or broken by enemy Whispers. However, the model drinking the potion loses one point of Survival Factor if two or more 1s are shown in the Creation roll.

AIE-MEKKELA, QUEEN OF PEACE

Crosier of Respect: The Crosier of Respect grants Aie-Mekkela the Hypnotism and Protected Special Rules.

Palanquin of Shield Pebbles: When Aie-Mekkela receives a Charge, the enemy unit suffers 1d5 Strength 2 hits once the opponents are in base to base contact, but before resolving the normal attacks. These hits are only applied to enemy models in BtB contact.

Diplomacy: Any enemy unit trying to Shoot or Charge at Aie-Mekkela must make a Courage Test. If it does not succeed, it cannot make it and its activation ends automatically.

Daughter of Peace: Each model in base to base contact with Aie-Mekkela reduces its Attack Factor to 1 as long as it is in base to base contact with her.

AKELA MAUNA

Sling: Any enemies hit in Close combat by Akela Mauna cannot benefit from the positive modifier to Toughness by the Self-Protect Special Rule. Akela has no negative penalties to her Combat Skill when fighting in Close combat against models with the Flight Special Rule. Moreover, if Akela Mauna is in a unit of Zeolites, that unit also gains that positive modifier.

Mark: At the beginning of the battle, once all models have been deployed, Akela Mauna can select an enemy unit.

All Close combat attacks made by Akela Mauna against the chosen unit benefit from +1 to her Combat Skill and Strength.

SPECIAL RULES



BERYL HERO

Mace: This equipment grants its bearer the Long Weapon Special Rule.

Oppa, the Great Vole: The Heroine rides an extremely aggressive Vole. This mount grants its bearer the Swift, Dig, Savage and Combative.

AMAHAU

Cestus: The Cestus grant the Amahu the Lunge Special Rule.

AROUMI

Bisento: The Bisento grants the Aroumi the Long Weapon Special Rule.

Family: The Family increases the Aroumis' Attack Factor by +1 (already included in the profile of Attributes). On the other hand, this extra attack does not use the Long Weapon Special Rule. Moreover, the Family grants the Aroumis 1 Blocking die each turn that can be used as if they were Whispersers.

AKAHATA

Piercing Blow: At the beginning of the Akahata's activation, she can choose to have an Attack Factor of 1 for this turn. After the Combat Roll, if successful, she rolls another D10: a result of 1-4 deals 1 wound; 5-7 deals 2 wounds; 8-10 deals 3 wounds.

ANEWA

Prophecy: If you have an Anewa on the board, you can re-roll the Command Roll each turn. The second result must be kept, even if it is worse than the first one. If you have two Anewa on the board, additionally, you can force an opponent to re-roll a Command Roll each round. The second result must be kept, even if it is worse than the first one.



ROCAVIVAS

ARAMA

Pouch with Potions: Arama begins the battle with two potions ready, selected from the potions that it can create. The maximum difficulty of these potions is 10 per potion.

These potions are additional to the ones she can create throughout the battle, so they do not prevent her from creating a second potion of the same type.

AKENEHI

Pavise: Pavise grants the Akenchi the Shield Special Rule.

Impossible Wall: If the Akenchi is in a Kyanites unit, both the Akenchi and its unit gain the Self-Protect Special Rule.

ORGANEAS

Cestus: They grant the Organeas the Lunge and Combative Special Rules.

BERYLS

Mace: This equipment element grants its bearer the Long Weapon Special Rule.

Vole: This equipment element grants its bearer the Swift and Dig Special Rules.

DIATOMITES

Binary Sword: It grants the Diatomites the Combative and Ambidextrous Special Rules.

ZEOLITES

Short Sling: It grants the Zeolites the Ambidextrous Special Rule.

ESFENES

Spear: It grants the Esfenes the Long Weapon Special Rule.

Pavise: It grants the Esfenes the Shield Special Rule.

KYANITES

Pavise: The Pavise grants the Kyanites the Shield Special Rule.

PEBBLES

Insignificant: If the Pebbles are eliminated, the rest of the army ignores them and goes on fighting normally. No Courage Rolls are necessary. Moreover, the Pebbles do not grant any points to the enemy when eliminated.

EXTRUSIVES

Knives: They are considered a ranged weapon with the profile below:

Knives

(S3 / SD9+ / R20 / Multiple Shot)

Infiltrator: Extrusives are not deployed with the rest of the models of the army. Instead, in the second turn of the battle, place an Extrusive anywhere on the battlefield to mark where they are entering. Then, you must roll a Precision Die and a Deflection Die. The Precision Die indicates where they enter and if they deviate the direction (treat the die like an arrow). If a 10 is rolled on the Precision Die, place all the Extrusives in base to base contact with the one used as a marker. They do not deviate. If you roll 1 on the Precision Die, the Extrusives will not enter this turn, and may try again next turn with +1 to the Precision Die roll. On any other result, roll the Deflection die and move the marking Extrusive that many centimeters in the direction indicated by the Precision Die. Place the remaining Extrusives in base to base contact with the marking model. If the Extrusives enter the

battlefield in base to base contact with an enemy model, they are considered to be engaged in Close combat. If they appear on Impassable terrain, treat them as if they had rolled a 1 on the Precision Die. Extrusives can activate, but not move in the turn they enter the battlefield.

IGNEOUS

Potion-Thrower: It is considered a ranged weapon with the profile below:

Potion-Thrower

(S4 / SD9 / R30 / A5 / Fire and Heavy).

SILIMANITES

Throwing Swords: They are considered a ranged weapon with the profile below:

Throwing Swords

(S5 / SD9+ / R20)

GIANT BEARER

Transport Basket: The Giant Bearer can pick up any friendly unit within its Control Zone at the beginning of its activation. Remove the unit from the board. From now on, the unit is considered to be inside the Giant's Transport Basket. A Giant Bearer reduces its Movement by 3cm. while carrying a unit.

While a unit is carried by the Giant Bearer, it is not on the board, so it cannot become the target of Attacks, Shots, Spells or other effects either friendly or enemy.

The Giant Bearer can let out a transported unit at the beginning of any of its activations. Place the unit inside the Giant's control zone. The Giant gives up its activation to the unit that it has just let out. Thus, the Giant automatically ends its activation and the unit activates immediately.

If the Giant Bearer is eliminated when carrying a unit, the unit must deploy within the Giant's Control Zone before removing it from the board. The

SPECIAL RULES



unit cannot activate or move in the round in which they are deployed as a result of the Giant's elimination.

SUBJUGATED GIANT

Chains of Slavery: The Chains of Slavery grants the Subjugated Giant the Long Weapon and Paralyze Special Rules.

Don't Touch Mistress!: Whenever a Rocaviva Hero or Legendary Hero loses a point of Survival Factor within 10cm. of the Subjugated Giant, it gains +1 to its Attack Factor until the end of the round. It cannot benefit from this rule more than once per round.

WATCHTOWER

Artillery Turret: It is considered a ranged weapon with the profile below:

Artillery Turret

(S6 / SD9+ / R40 / Impale)

Giant: The Giant grants the Watchtower the Abomination Special Rule.

GIANT PEBBLE

Cannon of Rocks: It is considered a ranged weapon with the profile below:

Cannon of Rocks

(S4 / SD9+ / R35 / Impale and Imprecise*)

Come on, my boys! : If there is at least 1 group of Pebbles, they must be within 15cm. of the Giant Pebble. If they are forced to get more than 15cm. away from the Giant Pebble, they must get closer during their turn (either the Giant Pebble or the Pebbles must get closer). As long as the Pebbles are within 15cm. they gain the Combative Special Rule.

***Imprecise:** When it shoots, select a unit as any normal Shot, but if the Giant Pebble is in range, roll 1D5:

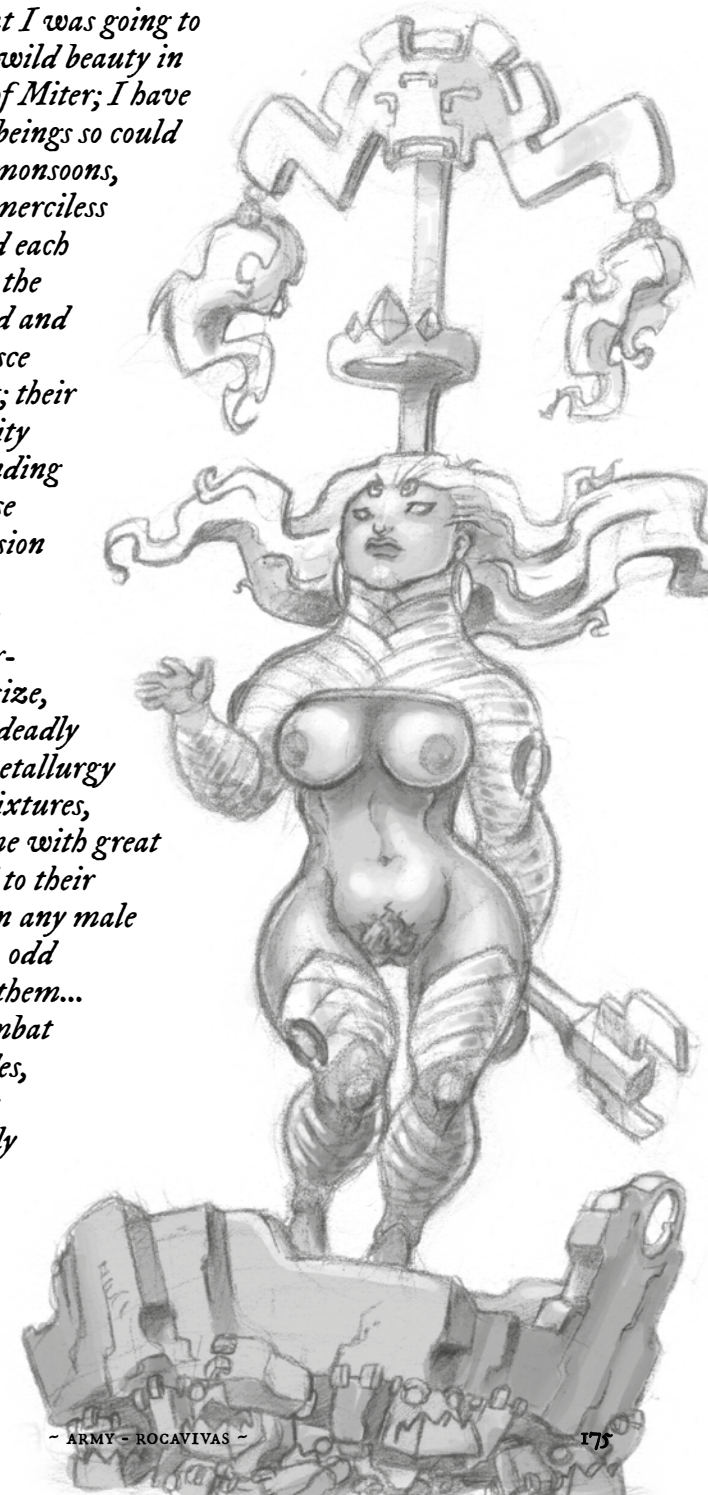


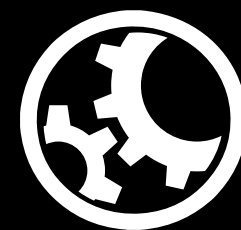
ROCAVIVAS

1. *Oops, this doesn't work... ANOTHER ONE!!:*
The shot fails and the Giant Pebble may not try to shoot again thus turn or the following one.
- 2-3. *It's not my lucky day, or is it?...*: The Shot deviates. Roll 1D10, the number indicate the centimeters and the arrow formed by the top face of the die indicates the direction that the shot moves. If it hits a unit, friendly or enemy, it suffers the effects. If it enters combat, roll one die per model. Each result of 7+ is a hit.
4. *Where it goes, it goes:* The shot hits the unit normally, do not roll for deviation.
5. ... *CANNON!:* The shot hits the chosen unit and, after the hits and the wounds are dealt, it bounces off to other unit, friendly or enemy, if any wound is dealt to the initial unit. Bouncing is resolved as if you had rolled 2-3 as above but the strength is equal to the number of hits dealt to the initial unit; if no more wounds are dealt, the Cannon stops, but whenever a wound is dealt, the Cannon goes on looking for new targets. You should roll the PU (without any modifiers granted by distance or cover) for each new unit hit.

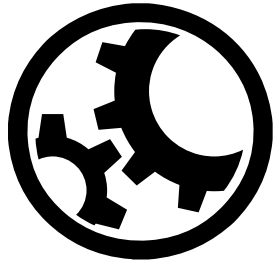
Example: The Giant Pebble shoots at a unit of 4 Orphan Ants and he obtains a 5 for the Imprecise rule; Cannon! That shot is made with S4, it hits 3 Ants and Wounds 2 of them; since he has dealt wounds, you roll as in steps 2-3 and he hits a nearby unit of 2 Scarabs, he now must roll to hit each Scarab, and one is hit. Because 3 Ants were wounded before, the Strength of the hit is 3. If after rolling the Scarab is not wounded, the Cannon stops here.

I have never thought that I was going to fight such a strange and wild beauty in the inhospitable jungles of Miter; I have never thought that such beings so could adapt to the suffocating monsoons, to the dark caves, to the merciless beasts threatening behind each trunk, each root, within the sharp leaves... Their hard and tough skins seem to iridesce with each change of light; their eyes penetrate the obscurity and endure the most blinding dawn; their muscles tense and move with the precision of a machine. However, one cannot be misled by their exoticism or be overconfident of their small size, for the Rocavivas are as deadly as efficient. Skilled in metallurgy and in the alchemical mixtures, they hide a secret from me with great zeal; I think it is related to their males, for I have not seen any male representative of such an odd race... They do not need them... when they jump into combat wielding their huge blades, adorned to increase their size, they are more deadly than many of the most muscular and wildest Morlaco; moreover, the wild and powerful voices of their Queen of the War breaks the air as a thunder...





EXILED



EXILED

The Exiled form a heterogeneous group with a common purpose: the restitution of the natural order that was stolen from innocent children.

Physiognomy

The Exiled are a varied group of children, adults and elders who, in the eyes of the less seasoned, might appear a mere group of travelers with their junk on their backs, but this apparent simplicity hides a terrible secret; this errant people travel from one place to another in the continuous search for knowledge and vengeance. Their humble appearance should not confuse you, for they have plenty of resources and they do not hesitate to use any means to achieve their goals: protecting Miter from the threat of **Arbonte** and releasing its inhabitants from the yoke of the **Knitters of Dreams**.

Origins and history

The origins of this race go back to after the uprising of the **Rocaviva** females and the exile of the males and their huge Pebble, when the Arbonte forest was created and the **Knitters of Dreams** started recruiting children. One of those children was **Nicasor**, **Zonik**'s younger brother, and one of the first children to be claimed by the forest. The **Knitters**' trust in him was such that he was one of the first to receive a **Galga** and to be sent as a scout to a nearby forest. When the **Galga** exhausted sooner than expected, **Nicasor** was left on his own, far from the **Knitters**' influence; although he would never be the same again, he did not remember anything of his life or of the **Knitters** and other children, but he felt a great emptiness.

Years passed and he grew up a pariah, feeding on what he could steal here and there, sometimes accepted by families who took pity on him, and living for a while with an errant peddler who taught him the ancient art of bartering with the different races of Miter. He worked as an apprentice with a blacksmith from the **Kingdom of the West**, where he helped create different weapons and armor. He also had the misfortune to approach a settlement of **Summoners** where he learned about the existence of the extinct **Serifan** and their leftover technology. He barely escaped, but his survival instinct was well honed. He was a natural survivor, and

an eager collector of experiences and knowledge... and he started to grow up... and to remember...

Over time, he remembered his time in the forest, and he remembered his brother. He returned in search of him, but the forest itself was not there; the **Arbonte** forest had the ability to move, defying **Nicasor**'s search. However, his connection to his brother was strong, and eventually he located **Zonik** and intended to take him from the forest. His surprise and sorrow was that **Zonik** did not recognize him, as **Nicasor** was an adult; time had passed for him, but not for his beloved brother. The ageless child could not believe that man was the young **Nicasor**. **Luna**, directed by the **Knitters of Dreams**, expelled the stranger. Though **Nicasor** resisted, it was useless. As his indifferent brother vanished into the forest the desire for revenge became fixed in **Nicasor**'s mind. One day he would go back to the forest to rescue his brother and to send the **Knitters of Dreams** into exile forever.

Nicasor was alone again, but now he had a goal where before he had been aimless; what was clear to him was that in his current state, it would be useless to go back to **Arbonte**. He traveled throughout the different realms of Miter in search of the way to take revenge and learned all he could. Finally he returned to that settlement of **Summoners**, but only abandoned ruins remained. It was there, in the most unexpected place, where he began to forge his vengeance. He expected to only find scraps and trash to barter. He entered one of the crypts under an ancient temple, hoping to find some possessions of those unfortunate souls subjected to the **Summoners** macabre rituals. However, it was not a crypt, rather it was a secret laboratory devoted to the study of **Serifan** technology. It was unthinkable that they had abandoned all that knowledge, but there it was, at his fingertips. However, he had neither the wisdom nor the necessary ability to understand those books and scrolls, so he simply took all he could and got ready to continue his journey with the intention of using them as bargaining chips.

He went eastwards and as he travelled he examined his books, first with suspicion, then with interest... step by step he started to understand concepts of what he called the **Mekanik**, a knowledge that would enable him to create artifacts with autonomous movement. Using his experience as a blacksmith he started to make his first creations, but he lacked the vital energy that enabled their working; **Galgas**, for him, were not easily obtained. He began adapting his creations to allow for coal fuel, which he could buy from the **Rocavivas**. This equipment was crude, rickety, stinking and smoky, but it worked... well... mostly. The diagrams in the books called for unknown materials and **Galga** power sources. **Nicasor** made them work, as he found he had time to experiment and improve his designs. He noticed that, either because of his period in the forest or because of his contact with this new and strange knowledge, he did not age at the same rate as other humans. He had another element necessary for his revenge: time.

His genius seemed unlimited and he was able to create a great deal of artifacts that he adapted for different uses: self-propelled walking machines, tools able to throw a simple stone at great speeds and distances thanks to clever use of heat generated from coal and steam, body aids that enabled him to strike with greater force... but all this had a cost, an ever greater expense in materials and coal and each day he found it more difficult to acquire what he needed from the **Rocavivas**.

So **Nicasor** decided to risk sneaking into a cave abandoned by the **Rocavivas** to extract the required materials himself. While he was mining a coal seam, he found a new element: crystallized fragments of **Galgas**. He did not know what to do with these fragments but he would surely figure something out and the first thing he attempted nearly killed him. He placed one of these fragment in a firing device, thinking that it would act as a penetrating projectile, but the result was even more spectacular: when heated, the fragment exploded, releasing a torrent of magical energy towards its target; so after he re-

covered from his wounds and reinforced the device, he tried again; the energy was now controllable, or at least he was able to focus it, but he would surely be able to control that potential with time. That is how he invented the Mekanik Control Helmet, that allowed him to take advantage of and channel that energy in very different ways.

He already had his weapons, but now he needed an army and for that he looked for more people like him at the forest edge, among the Orphan scouts; there, where the forest's connection to an Orphan was weaker, he was able to break the link permanently and offer an alternative to that of eternal servitude.

One of the first liberated was **Leo Vinci**, a friendly boy who soon demonstrated great skill at building, repairing and even inventing new artifacts; he understood machines, gears, the whys and wherefores... and Nicasor loved the boy's intellect. He had finally found someone able to absorb the vast quantity of knowledge he had gathered over the years, someone he could talk to at almost the same level; Nicasor never told Leo from where he drew such a quantity of ideas. However, that was unnecessary. He could see in Leo's eyes that the boy understood everything. Something about Leo did not belong to this world... even so Nicasor did not care. All he cared about was that Leo Vinci could help him realize his revenge.

That is how Nicasor created the wandering people of the Exiled, journeying throughout Miter, gathering troops and resources preparing to carry out the final assault on the Arbonte forest and thus fulfill his promise. That time has not arrived yet, but it will; his body is old already but yet it is strong. The use of the Mekanik and his ancient connection to the Knitters keeps him alive beyond the normal span and although he knows he will not last for ever, he finds it clear that his moment will come before the gods finally require him.

Politics

The Exiled do not have a stable settlement, and they lack a notable political class, but they do have a system that allocates roles useful to their goals. Some lead the negotiations for trade with other people, others are in charge of gathering food and others are dedicated soldiers. A special class is formed by those devoted to the study of the Mekanik by means of an hermetic system of masters and apprentices. Although they all know how to use artifacts, very few know how to create or maintain them. In this way Nicasor prevents this knowledge falling into the hands of others outside the Exiled. Each caste has a leader who coordinates common efforts in the mobile assemblies.

Religion

With the exception of a reverence for the Mekanik, no other dominant beliefs are known among the Exiled; as a nomadic people they have absorbed and assimilated rites and beliefs from throughout Miter. No religion has wide adoption among the Exiled, and most of them are preoccupied with maintaining their people's creations.

Society

The society of this errant community, contrary to how it may appear, is differentiated and divided into functions; this guarantees that the fittest can provide the resources necessary for all of them.

Their system of castes is not closed. As they search for the individuals best suited to a given function there are promotions, changes in function and caste, and additions of new recruits. All castes are very dynamic except the Mekanik caste. They are quite closed and secretive and only welcome into their ranks those who prove they have the gifts required to understand and deal with the power of the Mekanik. The Exiled do not have Whisperers among them, for since they left the forest, magic seems to have abandoned them, but they supply with skill and inventiveness all they lack in this field.

Their army is invisible, but always ready for combat. What might appear to be a lone family with their children is an advance war party with members hardened by years of combat; among the Exiled you should not trust children, as they are often experienced warriors recently taken from the forest, weak in appearance, but forged by the experience of thousands of battles.

The main part of the army is usually formed by those little warriors, who are able to manage the oddest gadgets and have an iron will since they fight for their families, their brothers and sisters, and to free Miter from the forest evil.

If you see adults with them, you should not underestimate them either. They have been away from the influence of Arbonte for a long time and they are even more experienced. They are normally the leaders of these war parties.

However, the most dangerous are the old people. Years of fighting and the influence of the Mekanik make them the lords of the Exiled, equally respected and feared; they form a council of elders that decide the movements of their people and guide them to, some day, fulfilling their great plan.

Allies and Enemies

If the Exiled do not have any direct Allies, but they have friends wherever they go. They trade with anyone who can give them something of interest, even with the people of the forest; this trading is another way of building, step by step, their web to rescue those children.

The Rocavivas could be either Allies or Enemies. Although they trade with each other, the innate distrust this female race bears towards foreigners often leads to armed escalation and confrontation. Sometimes the Exiled temporarily settle in an inappropriate place or even an argument while bartering can lead to a fight.

Their relationship with the Kingdom of God is merely commercial, and the Exiled are often seen within their borders; it is clear that the Kingdom does not know the secrets of the wanderers.

With the Notalive, they guard themselves carefully. Should the Notalive learn anything about the origins of their knowledge it would be disastrous; the eternal would not leave any Exiled alive if they knew about the existence of Nicasor's books.

With the Orphans, the relationship is much more direct; raids, attacks and skirmishes have been common. However, the Orphans do not see them as a real threat and go on with their happy life in the forest; the **Knitters of Dreams** have not yet taken the threat of the Exiled seriously.

Interesting Notes

There is one thing the Exiled do not trade: their Mekanikal artifacts. Their knowledge is jealously kept, knowing that it is the only thing that will help them fulfill their revenge. Any trade has been carefully deliberated and approved by the council. Whatever an outsider acquires will never allow the outsider to glean any of the Exiled's secrets, or replicate their technology. In the rare cases when the council have been wrong, they have returned in force to recover the parts, and erase any evidence of their potential.



EXILED

ARMY LIST



	COST	MO	DC	PU	FU	RE	FA	TAM	FS	VA	CON	MAN	DIS	EQUIPMENT	SPECIAL RULES
LEGENDARY HEROES															
Nicasor	92	8	5	-	5	9	3	3	4	9	-	4	1	Command Staff	Authority, Fortification, Combative, Unconditional Respect and Together with Nicassor
Shadow		8	5	-	2	10	1	2	-	7	-	-	-	Protective Plates	Guardian (Nicasor), Protective Shadow Fortification, Enshrine and Protector
Monsah	81	10	5	-	5	10	3	3	3	9	-	3	1	Shield of the Clan	Fortification, Hardened in a Thousand Battles, High Trainer
Leo Vinci	76	8	4	5	4	9	3	2	3	8	-	3	1	Arcane Customized Gun	Accurate, Regeneration (2), Fortification, Adjust Machinery, High Possession and Transference of Galgas
Onni	72	8	4	-	4	8	2	2	3	8	4	3	1	Psychoncentrator and Fragment of Dawning Galga	Alchemist, Fortification, Extended Suppression Field and Superior Psychic Control
Arquidon	68	9	5	-	5	10	3	3	2	9	-	2	1	Mekanikal Implants and Master Key	Fortification, Field Mekanik, Regeneration (1) and Repairable
HEROES															
Sublime of the Noaquitoes	56	10	5	-	5	9	3	3	2	7	-	-	1	Pneumatic Harness	Fortification, Fanatic, Tough, Tune-up and Champion (Noaquitoes)
Master of Bronze	50	10	4	-	4	9	3	3	3	7	-	2	2	Tridecar	Fortification, Longing, Daring, Repairable and High Transference of Galgas
Rosicrucian Master	48	10	3	5	3	8	2	3	2	7	-	2	1	Long Rifle and Multiple Lenses	Right Hand Man, Champion (Rosicrucians), Fortification, Accurate, Provision of Galgas and Elementary Mekanik Handling
Mekanik Master	45	8	4	4	4	8	3	2	2	8	1	2	1	Arcane Gun	Field Mekanik, Provision of Galgas, Alchemist, Regeneration (2) and Elementary Mekanik Handling
Venerable of the Roads	42	10	3	-	3	8	2	3	2	6	3	1	2	Spinal Needle	Alchemist, Fortification, Suppression Field and Psychic Control
Orphic Prince	38	8	4	4	3	8	2	2	2	7	-	2	1	Pressure Group	Fortification, Dangerous, Accurate and Champion of Orphic Doctors.
Mekanik Apprentice	25	8	3	3	3	7	1	2	2	5	-	1	2	Arcane Gun	Right Hand Man, Field Mekanik, Provision of Galgas and Regeneration (1)



EXILED

ARMY LIST



	COST	MO	DC	PU	FU	RE	FA	TAM	FS	VA	CON	MAN	DIS	EQUIPMENT	SPECIAL RULES
TROOPS															
Masters of the Mark	23	8	4	-	5	10	1	2	-	6	-	-	2	Stunning Truncheon	Fortification, Self-Protect, Hardened, Slow March, Shield
Leader	26	8	5	-	5	10	1	2	-	7	-	-	-		
Virtuals of the Dome	22	8-15	4	4	3	8	1	3		6	-	-	1	Flying Device and Gripper	Fortification. Swarm and Lonely
Noaquites	18	8	4	-	5	8	1	2	-	5	-	-	2	Pneumatic Fists	Fortification and Fanatic
Leader	21	8	5	-	5	8	1	2	-	6	-	-	2		
Observers	17	8	5	-	2	10	1	2	-	7	-	-	2	Protective Plates	Fortification, Enshrine and Protectors
Knights of Bronze	16	10	3	-	3	8	1	2	-	5	-	-	2	Unicycle	Fortification, Longing, Lonely, Kamikaze and Transference of Galgas
Knights from the East	14	8	4	-	2	8	1	2	-	6	-	-	2	Cavalry Spear	Fortification, Swift and Lunge
Transnemonics	12	8	2	-	3	6	1	2	-	4	0.5	-	2		Fortification, Suppression Field and Psychic Bomb
Apprentices	9	8	3	-	3	7	1	2	-	5	-	-	3	Improvised Weapons	Fortification
Leader	12	8	4	-	3	7	1	2	-	6	-	-	-		
MARKSMEN TROOPS															
Sublimes of the Dome	27	8-15	4	4	4	10	1	3	-	6	-	-	1	Flying Device and Mini-gun	Fortification and Repairable
Leader	30	8-15	5	4	4	10	1	3	-	7	-	-	-		
Rosicrucian	18	8	3	4	3	8	1	2	-	6	-	-	2	Long Rifle and Precision Lenses	Fortification, Accurate, Provision of Galgas and Elementary Mekanik Handling
Orphic Doctors	13	8	3	3	2	7	1	2	-	5	-	-	2	Pressure Group	Fortification and Dangerous
Quartermasters of the Path	11	8	3	3	3	7	1	2	-	6	-	-	2	Blunderbuss	Fortification and Improvised Projectiles



EXILED

ARMY LIST



	COST	MO	DC	PU	FU	RE	FA	TAM	FS	VA	CON	MAN	DIS	EQUIPMENT	SPECIAL RULES
CREATURES AND WARMACHINES															
Prototype E-6	62	15	4	-	6	10	3	5	4	6	-	-	1	Mekanik Fists and Hydraulic Legs	Inaccurate and Ejection
Prototype's Pilot		8	5	-	3	10	1	2	-	7	-	-	-	Protective Plates	Fortification, Lonely and Crewman
Prototype Y-4	56	15	3	4	5	10	2	5	4	6	-	-	1	Steam Cannon	Inaccurate and Repairable
AVM	58	15	4	3	5	10	2	5	4	7	-	-	1	Harpoon and Roller	Transport
Junk Cannon	40	-	-	-	-	10	-	4	4	-	-	-	1	Junk Cannon	War Machine
Artilleryman		8	3	2	3	8	1	2	-	6	-	-	-		Crew and Inspiring Presence
Observer		8	3	2	3	8	1	2	-	6	-	-	-		Crew and Inspiring Presence
Junk Golem	105	15	4	3	7	12	5	6	5	-	-	-	1	Rusty Chassis	Deafening Roar, Inaccurate and Mekanikal Dis- memberment
Pilot		8	3	-	4	8	1	2	2	7	-	-	-		Fortification, Pilot



EXILED

The Exiled people are characterized by an unprecedented thirst for knowledge, and in their numerous journeys they have learned the strategies and tactics of their enemies. They have the Continuous Learning Special Order.

Continuous Learning: Once per round, an Exiled unit can carry out the unique order available to its opponent. If they fight the Notalive, they can carry out the Ghostly March order; if fighting the Kingdom of God, they can carry out the Close Ranks order; if they fight the Orphans, the Guerri-lla order; when fighting the Rocavivas they can use the Hit The Ground Special Order; and if it fights against the Thousand Faces, it can carry out the Berserker Charge Special Order.

MAGICAL PROJECTILE ARSENAL

Elementary Mekanik Handling: When a unit entry indicates the unit can use Elementary Mekanik Handling, it has the option of shooting magical projectiles. The unit may always shoot their weapons using their normal profile. If a model has one or more Crystalized Galgas available, it may expend one to shoot a Magical Projectile selected from the list available to that model. The shot uses this profile: (S-/SD8+/R40/Magical Projectile) modified by the projectile used.

These magical projectiles can be Blocked by an enemy Whisperer as if the model shooting had cast a Spell, taking its SD as the difficulty of the Spell. If, on the SD roll, the die shows 1, the model shooting has suffered a Magical Disorder.

THE RULES FOR EACH PROJECTILE ARE LISTED HERE

Devastating Fire: The Devastating Fire is a magical projectile with the following profile:

(S4/A5/Fire).

Ball of Shadows: The Ball of Shadows is a magical projectile with the following profile:

(S3/R+5/Mist)

the Ball of Shadows can be fired at any point of the battlefield, even if no enemy is selected as the target of this attack.

Invocation of Nightmares: The Invocation of Nightmares is a magical projectile with the following profile:

(S-/R-5)

You must choose a unit not engaged in combat. If you hit the target, it must pass a VA test; if it fails, it must Flee toward its deployment zone. If the target unit has not activated yet, this does not count as an activation.

Accurate Spear: The Accurate Spear is a magical projectile with the following profile:

(S4/R-5/Multiple Wounds)

Inject Discipline: Injecting Discipline is a magical projectile with the profile below, and which can be fired at a friendly unit. If the target is hit, the unit gains the Disciplined rule for the rest of the round.

(S-/R+10)

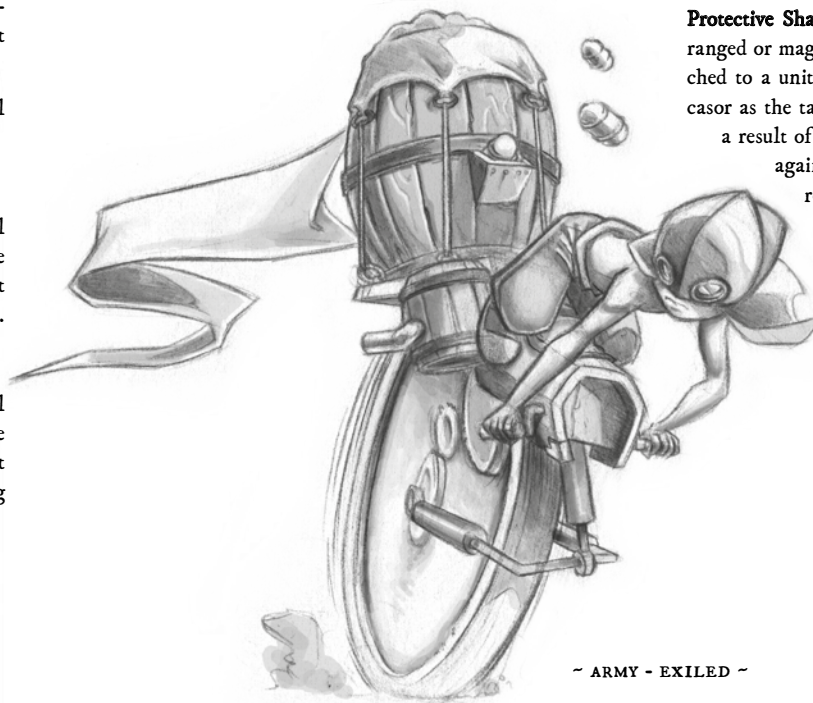
Clan Protection: The Clan Protection is a magical projectile with the profile below, and which can be fired at a friendly unit. If the target is hit, the unit cannot become the target of any further shooting this round.

(S-/R+10)

ADDITIONAL SPECIAL RULES OF THIS ARMY

Repairable: When a Repairable unit loses its last FS, it is not removed from the game normally: it is left where it has been taken down and it is considered an Obstacle. In the same round it was taken down or in the following two rounds, a model with the Field Mekanik rule can try to repair this model. In order to do this, it must move into base to base contact with the model to be repaired, spend one Order and pass a VA Test; if the Test is passed, the target model recovers one FS point; if it has FS-, it enters the game again; in both cases they can activate normally in the round in which they are repaired. If the Test is failed, the model is not repaired, and it cannot be repaired by the same Field Mekanik this round, although any other can.

Field Mekanik: Only models with the Field Mekanik Special Rule can try to repair Repairable models as explained above.



SPECIAL RULES



NICASOR, PATRIARCH OF THE ASSEMBLY

Command Staff: This finely crafted staff represents the respect and devotion that the rest of the Exiled profess to Nicasor as the patriarch of the assembly and leader of the Exiled. With it, Nicasor's Command Distance increases to 50cm., and grants him the Standard Bearer Special Rule; moreover, the Standard Bearer Rule applies to units 50cm. for this model.

Unconditional Respect: As long as Nicasor is attached to any unit (besides his Guardian), he, his guardian, and the unit gain the Fair and Veteran Special Rules.

Together with Nicassor: you can deploy, without any additional cost, Shadow, an Observer faithfully protecting its patriarch.

Protective Plates: The Protective Plates grant the Observer the Self-Protect Special Rule.

Protective Shadow: If Nicasor is the target of a ranged or magical attack and Nicasor is not attached to a unit, the enemy, after designating Nicasor as the target of the attack, must roll 1D10; a result of 1 to 5 means the attack is resolved against Nicasor, but a result of 6 to 10 is resolved against Shadow instead.

Protector: When the Shadow is in a multiple combat, it must be targeted by at least an enemy attack (if possible) before any other Exiled troop in the combat is targeted.



EXILED

LEO VINCI, FIRST AMONG EQUALS.

Arcane Customized Gun: The Arcane Customized Gun is a ranged weapon with the following profile, and his shots can be either normal or of Elementary Mekanik Handling.

(S₇/SD8/R₄₀/Quick Shot)

Projectiles available: Leo Vinci has access to all the Magical Projectile Arsenal.

Adjust Machinery: While Leo Vinci is in the army, it grants +1PU to the Junk Cannon or +1PU to the AVM, at the Exiled player's choice.

High Possession and Transference of Galgas: Leo Vinci can transfer or use for himself one Crystallized Galga per round; if he decides to transfer it, Leo Vinci only has to enter in base to base contact with the recipient and declare that he has transferred one of his Galgas. It now belongs to that model. No model can have more than one Galga at a time unless indicated in its profile.

ARQUIDON, LORD OF STEAM.

Mekanikal Implants: Mekanikal Implants not only allow Arquidon to move normally, but also to make Superhuman Efforts, improving his MO, DC, FU, RE or FA. In order to increase his stats, Arquidon can declare at the beginning of his activation he is going to make a Superhuman Effort and which attribute he wishes to improve (1 per turn); if you decide to use this rule, you must roll 1D10: from 2 to 10, Arquidon gets +1 to the chosen attribute and with a 1, he suffers a Collapse in the Machinery and Arquidon gets -2 to that attribute for the rest of the game and it will not be able to use this equipment again unless it is Repaired.

Master Key: The Master Key grants Arquidon the Hard Special Rule and he can repair the following equipment as if they had the Special Rule Repairable: Pressure Group, Pneumatic Harness and Pneumatic Fists. If you pass a VA Test, as with the Repairable Special Rule, the equipment functions as though it had never been damaged.

Repairable: Arquidon can be repaired even after he has failed the Regeneration Roll.

ONNI, GREAT NEMONIC MASTER

Psychoncentrator: If Onni successfully Blocks or Breaks a Spell, the enemy Whisperer that cast it forgets that Spell for the rest of the game.

Extended Suppression Field: Onni counts as another Transnemonik when calculating the Suppression Field just because he is in the army.

Superior Psychic Control: If Onni is within his command distance (40cm.) of a Transnemonik unit, he can decide whether he applies the Psychic Bomb Special Rule and if he does, it is resolved with +1 to the FU of the explosion.

MONSAH, GUARDIAN OF THE KEYS

Shield of the Clan: The Shield of the Clan grants Monsah the Shield and Hard Special Rules.

Hardened in a Thousand Battles: Monsah is Immune to Fear, Hardened and a Standard Bearer.

High Trainer: An army including Monsah, Guardian of the Keys, must include at least (after paying its point cost) one unit of Apprentices. These get +1 to their DC. If Monsah is attached to any Exiled unit, he counts as if he had the Champion of that unit Special Rule but with +2 to his Command for that unit instead of the usual +1; moreover, he gains the Authority Special Rule although it can only be used with the unit he has joined to.

SPECIAL RULES



ORPHIC PRINCE

Pressure Group: The Pressure Group can direct the heat generated by his boiler so it can be used as a ranged weapon with the following profile:

(S₄/SD9/R₂₀/A₃/Fire)

If an Orphic Prince fails his SD test with a 1, he must roll 1D10 again; on a 1 he suffers an explosion from the Pressure Group. The explosion causes a S₄ free hit against him, and for the rest of the game the profile of his weapon becomes (S₂/SD10/R10).

Dangerous: Given the nature of his armament, this model is considered dangerous even by the Exiled themselves. An Orphic Prince cannot end his Movement, voluntarily, within 8cm. of any other friendly troop (except Orphic Doctors,); in the same way, any other friendly unit cannot voluntarily end its Movement within 8cm. of an Orphic Prince. This rule is ignored when Fleeing and during Pursuits.

Champion of Orphic Doctors: If the Orphic Prince has joined a unit of Orphic Doctors, they only suffer an explosion with a roll of 1 instead of 1 to 3.

SUBLIME OF THE NOAQUITTES

Pneumatic Harness: At the beginning of its turn, the Sublime of the Noaquitoes can Force the Machine; if you choose to use this rule, you must roll 1D10: from 2 to 10 the Sublime of the Noaquitoes gains +1 FA. On a 1, it suffers a Crash in the Machinery and the Sublime of the Noaquitoes suffers -1 to its FU for the rest of the game. The Pneumatic Harness also grants the Sublime of the Noaquitoes the Shield Special Rule.

Tune-up: If the Sublime of the Noaquitoes has joined a unit of Noaquitoes, they only suffer the Crash in the Machinery with a roll of 1 instead of 1 to 3.

ROSICRUCIAN MASTER

Long Rifle: The Long Rifle is a ranged weapon with the profile below, and shots can be either normal or of Elementary Mekanik Handling.

(S₄/SD8/R₃₀)

Multiple Lenses: The Multiple Lenses allows the Rosicrucian Master to ignore the modifiers granted by Cover when shooting; moreover, if the Rosicrucian Master is within a Rosicrucian unit, they can use the Precision Lenses, even if they have moved this turn.

Projectiles available: Invocation of Nightmares / Accurate Spear.

Provision of Galgas: The Rosicrucian Master begins the game with a Crystallized Galga.

MEKANIK MASTER

Arcane Gun: The Arcane Gun is a ranged weapon with the profile below, and this can only be used to make shots of Elementary Mekanik Handling.

(S₄/SD8/R₄₀)

Projectiles available: Devastating Fire / Bullet of Shadows / Accurate Spear.

Provision of Galgas: A Mekanik Master begins the game with two Crystallized Galga.

MEKANIK APPRENTICE

Arcane Gun: The Arcane Gun is a ranged weapon with the profile below, and this can only be used to make shots of Elementary Mekanik Handling.

(S₄/SD8/R₄₀)

Projectiles available: Devastating Fire

Provision of Galgas: A Mekanik Apprentice begins the game with a Crystallized Galga.



EXILED

VENERABLE OF THE ROADS

Spinal Needle: If the Venerable of the Roads successfully hits an enemy Whisperer, that Whisperer gains the Alchemist Special Rule for the rest of the game.

Suppression Field: The Venerable of the Roads counts as another Transnemonicon when calculating the Suppression Field as long as it has joined their unit.

Psychic Control: If the Venerable of the Roads is within command distance (30cm.) of a Transnemonicon unit, it can decide whether it applies the Psychic Bomb Special Rule.

MASTER OF BRONZE

Tridecar: The Tridecar grants the Master of Bronze the Swift and Lunge Special Rules.

High Transference of Galgas: The Tridecar can carry lots of material with magical power, so the Master of Bronze has an unlimited amount of Crystallized Galga that he can transfer at a rate of 1 per round to a model able to receive and use them; in order to do that, a Master has to enter in base to base contact with the recipient and declare it has given one of its Galgas to it. It now belongs to the recipient. No model can have more than one Galga at a time unless indicated in its profile.

KNIGHTS OF BRONZE

Unicycle: The Unicycle grants the Knights of Bronze the Swift and Kamikaze Special Rules.

Kamikaze: The Knights of Bronze can also use the Swift Special Rule when Charging. If they use this Special Rule, each Knight of Bronze causes an automatic hit of FU5 to one enemy in base contact. They then they explode! Additionally, if a Knight of Bronze dies for any other reason, it also explodes

when eliminated; the center of the Knight's base is the center of the explosion. Any enemy model within the area of the explosion (A3) automatically suffers a hit of FU3.

Transference of Galgas: Each Knight of Bronze begins the game with 2 Crystallized Galgas and each of them can transfer one of those Crystallized Galga per round to a model able to receive and use them; in order to do that, a Knight only has to be in base to base contact with the recipient and declare it has given one of his Galgas to it. It now belongs to that recipient. No model can have more than one Galga at a time unless indicated in its profile.

MASTERS OF THE MARK

Stunning Truncheon: The Stunning Truncheon is a weapon that grants the Masters of the Mark the Paralyze Special Rule.

Slow March: Masters of the Mark cannot Run as the result of an Order (but they can Approximate).

OBSERVERS

Protective Plates: The Protective Plates grant the Observer the Self-Protect Special Rule.

Protectors: When the Observers are in a multiple combat, each of them must be designated as a target by at least an enemy attack (whenever it is possible) before any other Exiled troop taking part in that combat is targeted.

NOAQUITES

Pneumatic Fists: At the beginning of its turn, the Noaquitoes unit can Force the Machine; if you choose to use this rule, you must roll 1D10: on a result of 4 to 10 each Noaquito gains +1 FA. On a result of 1 to 3, the unit suffers a Crash in the Machinery and the Noaquitoes suffers -2 to its FU for the rest of the game.

VIRTUALS OF THE DOME

Flying Device: The Flying Device grants the Virtuals of the Dome the Flight Special Rule.

Gripper: The Gripper is a ranged weapon with the following profile

(S4/SD8-9+/R15)

The first time this weapon is used it fires a S4 and SD8 A5 shot. However, that expends that ammunition. The Gripper can continue to be used as a ranged weapon, but at S3 and SD9. This represents the Gripper being used with whatever rocks or small objects within reach that can be thrown.

KNIGHTS FROM THE EAST

Cavalry Spear: The Cavalry Spear grants the Knights of the East the Long Weapon Special Rule, +2 to its FU in the turn in which they Charge and +1 FU for the rest of the turns.

APPRENTICES

Improvised Weapons: The bearer of these weapons have the Shield Special Rule when engaged in Close Combat.

TRANSNEMONICS

Suppression Field: Transnemonicon units work as a single Whisperer for the purpose of Blocking Spells. In order to determine that unit's CON, we take the number of models in the unit and divide by 2 rounding down. Thus, a unit formed by just one Transnemonicon does not have a CON value and one formed by 5, has CON 2. This CON can only be used to Block Spells and you can use any Transnemonicon's line of sight to determine whether it can see the caster of the Spell.

SPECIAL RULES



Psychic Bomb: When a Transnemonicon dies it explodes at the point where it is eliminated; the explosion measures from the center of the Transnemonicon's base. Any model within the area of the explosion (A3) automatically suffers a hit of variable Strength. The Strength is equal to the number of Transnemonicons in the unit at the moment of the explosion (including the one exploding) up to a maximum of Strength 4.

SUBLIMES OF THE DOME

Flying Device: The Flying Device grants the Sublimes of the Dome the Flight Special Rule.

Mini-gun: The Mini-gun is a ranged weapon with the profile below, and shots can be either normal or of Elementary Mekanik Handling.

(S4/SD8+/R25/Multiple Shot)

Projectiles available: Devastating Fire / Bullet of Shadows / Invocation of Nightmares.

ROSICRUCIAN

Long Rifle: The Long Rifle is a ranged weapon with the profile below, and shots can be either normal or of Elementary Mekanik Handling.

(S4/SD8/R45)

Precision Lenses: If the Rosicrucians have not moved this turn, the Precision Lenses grant them +5cm. to their weapons' range.

Projectiles available: Invocation of Nightmares / Accurate Spear.

Provision of Galgas: Each Rosicrucian unit begins the game with one Crystallized Galga; you must declare which member of the unit is carrying it.



EXILED

ORPHIC DOCTORS

Pressure Group: The Pressure Group can direct the heat generated by boilers so they act as a ranged weapon with the following profile:

(S4/SD9/R20/A3/Fire).

If an Orphic Doctor fails his SD test with a 1, it must roll 1D10 again; on a result of 1 to 3, it suffers an explosion from the Pressure Group. The explosion causes a S4 free hit and for the rest of the game the profile of his weapon becomes (S2/SD10/R10).

Dangerous: Given the nature of their armament, this troop is considered dangerous even for the Exiled themselves. An Orphic Doctor cannot end his Movement, voluntarily, within 8cm. of any other friendly troop (except Orphic Doctors or an Orphic Prince); in the same way, any other friendly unit cannot voluntarily end its Movement within 8cm. of an Orphic Doctor. This rule is ignored when fleeing or Pursuing.

QUARTERMASTERS OF THE PATH

Blunderbuss: The Blunderbuss is a ranged weapon with the following profile

(S3-4/SD8/R30)

Improvised Projectiles: The Quartermasters of the Path can make their Blunderbuss work with almost any type of projectile or object they can fit in it, although it is always easier to find good stones in certain places. Whenever the Quartermasters of the Path can benefit from Fortification Special Rule (being within 3cm. of a terrain piece), the Strength of the Blunderbuss becomes S4, instead of S3.

PROTOTYPE E-6

Mekanik Fists: The Mekanik Fists grant the Prototype E-6 the Amputate Special Rule.

Hydraulic Legs: The Hydraulic Legs grant the Prototype E-6 the Jump Special Rule.

Inaccurate: Prototypes are still being tested so they do not always work as expected. At the beginning of its activation you must roll 1D10. On a result of 1 the E-6 can only move half its MOV and cannot Charge this turn. Otherwise it acts normally.

Ejection: When the Prototype E-6 is destroyed the ejector system of the pilot activates, so you must place a pilot with the profile below on the battlefield and in base to base contact with the remains of the Prototype.

PROTOTYPE'S PILOT

Protective Plates: The Protective Plates grant the Pilot the Self-Protect Special Rule.

Crew: The Pilot can only activate if the Prototype had not been activated this round.

PROTOTYPE Y-4

Steam Cannon: The Steam Cannon is a ranged weapon with the following profile:

(S4/SD9+/R30/A5)

Inaccurate: Prototypes are still being tested so they do not always work as expected. At the beginning of its turn you must roll 1D10. On a result of 1 the Y-4 can only move half its MOV and cannot Charge this turn.

AVM

(ARMORED VEHICLE OF THE MARK)

Harpoon: The Harpoon is a ranged weapon with the following profile:

(S3/SD9+/R30/Paralyze)

Roller: The Roller grants the AVM the Lunge Special Rule, with +2 to the extra FU for that attack if the enemy is Paralyzed.

Transport: The AVM can bring into the battlefield one unit of Masters of the Mark. If you decide to deploy them this way, you must leave them off the battlefield and they count as if they were inside the AVM; whenever you decide to activate this unit, you must place them in base to base contact with the AVM and activate them normally from this position. If the AVM is destroyed with a ranged attack, the Masters of the Mark must leave the AVM; they are placed next to the destroyed AVM and they must be activated as soon as possible; but if it is destroyed in Close Combat, the unit leaves the vehicle in front of the enemy and in base to base contact with them, but they cannot be activated during this round under any circumstances.

SPECIAL RULES



JUNK CANNON

Junk Cannon: The Junk Cannon has the following profile:

(S6/SD10/R60/Impale)

The Junk Cannon gains the Amputate and Multiple Wounds Special Rules for the shot if you roll a feat on the SD Roll.

Inspiring Presence: Whenever a model with the Field Mekanik Special Rule is within 20cm. of the Junk Cannon staff, it gains +1 to its PU.

JUNK GOLEM

Rusty Chassis: The Junk Golem's C-C attacks have the Poison Special Rule.

Deafening Roar: The Golem's Roar is something really terrifying, so any model within 25cm. of the Golem and with line of sight to it suffers a ranged attack with the following profile

(S-/SD8)

(the Golem must roll for each model affected); any model hit is Paralyzed.

Inaccurate: Nobody knows exactly where the Golem came from, the Exiled found it in one of their journeys and they managed to make it work as best they could. At the beginning of its turn you must roll 1D10. On a result of 1 it can only move half its MOV and it cannot Charge this turn.

Mekanikal Dismemberment: Once per game the Golem can throw one of its arms at the enemy as if it was a ranged attack with the following profile (S8/SD7/R20/A5), but then has FA -1 for the rest of the game.

