

BURROWS AND BADGERS



The miniature skirmish game of
anthropomorphic animals

1.5 VERSION...

IN APRIL 2016, WE RELEASED THE 1ST EDITION OF BURROWS & BADGERS, THE MINIATURE SKIRMISH GAME OF ANTHROPOMORPHIC ANIMALS.

AND SOME TIME IN 2018, THERE'S GOING TO BE A SHINY NEW, FULLY ILLUSTRATED HARDBACK RULEBOOK PUBLISHED BY OSPREY GAMES.

SO, WHAT'S A 1.5 VERSION?

WELL, AFTER WE RELEASED THE 1ST EDITION, WE SPOTTED THE INEVITABLE MISTAKES... AND WE ALSO RELEASED NEW MINIATURES, WHICH WEREN'T COVERED BY THE RULES. AND WE'D SOLD ALL OF THE 1ST PRINT RUN ANYWAY...

SO THIS 1.5 VERSION IS A GET-YOU-BY RULEBOOK DESIGNED TO COVER THE GAP BETWEEN THE ORIGINAL 1ST AND THE OSPREY EDITIONS...

CHEERS

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OATHSWORN



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...to the Kingdom of Northymbra.

Burrows & Badgers is a tabletop skirmish game that takes place in the Kingdom of Northymbra, a realm populated by mice, badgers, moles, toads and other beasts...

This book contains all the information you will need in order to play games of Burrows & Badgers, as well as background information, details creating your own warband, how to run a campaign, etc.

Tabletop skirmish miniatures gaming

In Burrows & Badgers, the opposing factions – known as warbands – are made up of model figures, assembled and painted by you, each representing a single hero.

Your tabletop becomes part of the Kingdom of Northymbra: the scene of the action, with ruined buildings, haunted forests, and misty marshes where the skirmishes and battles happen. The aim of the game is to defeat your opponent, and how you do this will vary from game to game, as you play through different scenarios. You'll soon learn how to choose and equip your warband effectively, and how to make use of the tabletop terrain to your best advantage.

You'll probably want to expand your starting warband as the games progress and your characters gain experience. There are already many models available for the warbands and we are releasing new miniatures all the time. With these you can expand your warband, and give your heroes different weapons and equipment.

Creating your warband

At first you will probably want to play one-off games rather than a full campaign. This will allow you to learn the rules, and will also give you the opportunity to decide what kind of warband is most suited to the way you want to play.

If you are playing in a campaign, you will often have the chance to change and improve your warband at the end of each game. By winning games your warband will gain silver pennies, find magical artefacts and also gain in skill and experience. Your starting warband will quickly progress to become fully fledged heroes, with new skills and abilities which will make them more powerful. Of course, your heroes may also suffer injuries, or even die...

What you will need

As well as this book, you will need the following items to play a game of Burrows & Badgers.

Miniature figures

You will need enough miniatures of the appropriate race/type to represent the heroes in your warband. As you will see in the Warbands section, you can choose many different kinds of animal; you may want to pick a particular theme, such as a group of heavily armoured warriors, or a more lightly equipped group of rogues and scoundrels. Probably the most common way of picking a warband is simply to pick out the models you like the best!

Playing surface

You will also need something to play your battles on. Any firm, level surface is best, such as a tabletop or an area of floor. You can make gaming board from MDF, chipboard or other similar material. Whatever you use, we recommend using a square area between approximately 2' x 2' to 4' x 4'. A 2' x 2' playing area provides a faster game, but may be a little small for some scenarios; most commonly we use a 3' x 3' table, and that is the size we think is preferable if available. We've also had some good games on a 2' x 4' table; deploying your miniatures on the long table edges for one game, and the short table edges for the next can provide a totally different game while still using the same scenario.

Terrain

The bitter struggles of a Burrows & Badgers skirmish take place in the troubled Kingdom of Northymbra; whether in a village, a ruined town, a wood, or simply in the fields and hedgerows of the open countryside. You can represent the scenery with commercially available products, or many gamers enjoy making their own. As a rule, a gaming table with lots of terrain and scenery will lead to closer and more exciting games. Some scenarios will suggest the terrain best for that game. A quick Google search on 'wargames terrain' will give a good source of ideas and practical hints on making and painting terrain.

Dice

In addition to this book, you will need a number of special dice to play Burrows & Badgers. The dice most people are familiar with have six sides, but Burrows & Badgers uses dice with four sides, six sides, eight sides, ten sides, twelve sides, and twenty sides. Dice of this sort can be found at your local game store or online at various retailers – Chessex are one of the most popular makes. These dice are commonly referred to by abbreviations; a four-sided dice is known as a d4, a six-sided dice as a d6, and so on. Often you will be asked to modify the result of the dice roll. This is noted as a plus or minus number, such as +1 or -2. Roll the dice and add or subtract the number indicated to get the final result. Note that no dice roll can be taken below 0 by modifiers.

You may have to roll a number of dice in one go. For example, 2D6 means roll two six sided dice and add the scores together. If you are given the opportunity to re-roll a dice roll, you must accept the second score, even if it's worse than the original.

We will also sometimes mention a d100; but don't worry, you don't need to find a hundred sided dice! When you have to roll a d100, simply roll two d10s, counting the first as the 'tens' and the second as the 'units'. For example, if your first dice rolled a 5 and the second a 3, that would be a d100 roll of 53.

Tape measure

For measuring, you will need a tape measure marked in inches.

Other equipment

You will also need pencils, erasers and paper to record details of your heroes' equipment, treasure, wounds and so on. It is best to use Warband roster sheets for this, and blank ones are available to download and print at the www.burrowsandbadgers.com website. Each model will have their own profile on the Warband roster, showing their skills and abilities, equipment and weapons, and any wounds they have suffered.

The Miniatures

Burrows & Badgers requires each player to build a warband of miniatures that represent their heroes, with whom to fight furious battles and daring adventures on the tabletop. These miniatures will be referred to either as 'characters' or 'models' in the game rules; both words simply refer to the miniature representing a particular member of the player's warband.

Burrows & Badgers miniatures are cast with an integral metal base, which is fine for general use, such as collecting and display. However for tabletop gaming, it is recommended that you attach your miniatures to round plastic bases. We use 30mm bases for Small and Medium size creatures (e.g. mice, squirrels), 40mm for Large size creatures (e.g. foxes, wildcats) and 50mm bases for Massive size (e.g. badgers, beavers).

You don't have to do this, but we've found it makes everything work far more smoothly.

Basic Game Concepts

Before getting into too much detail with heavier rules, we would like to go over a few conventions and agreements all players should have in mind while playing.

Measuring distances

You measure movement and range of effects (such as missile fire or spells) in inches. The rules use the double apostrophe as a symbol for inches, so if we say that a bow is capable of shooting eighteen inches, we will express that like this: 18".

It is worth mentioning at this moment that in Burrows & Badgers you are allowed to measure distances at any time.

Turns and activations

The game of Burrows & Badgers is divided in Turns. When a character does something during the Turn, it is called an Action, and once a model has acted, that model may not act again until the next Turn.

A Turn begins with all the models ready to act, and it ends when all the models have acted. The first player will act with one of their characters, and when they have carried out the action, the opposing player then gets to act with one of their characters. This continues, swapping back and forth between players, until all the models have acted. Then the Turn ends, and players will check if the game's Victory conditions are met, or if the game continues. If it does continue, a new Turn begins.

Scenarios

Burrows & Badgers games are played using scenarios. Scenarios give an idea of why the battle is happening, and some objectives, which will determine how the game can be won. Scenarios can be played as one-off games, or link with one another creating Campaigns.

Base contact

One model will be in Base Contact with another model when both bases are touching each other. In order to have one model attacking in close combat with another model, they must be in Base Contact with one another. When a model is standing on top of a piece of terrain or similar, being up to 1" above the ground, it will still be considered to be in base contact with any model if their bases would touch if the terrain was not there.

A model is considered to be in base contact with a piece of terrain if its base edge touches the terrain piece, or if its base is on the terrain piece.

Re-rolling dice

At various times during the game, you may occasionally need to re-roll a dice, or you might force your opponent to re-roll one of their dice, due to various special rules, such as Skills or Magic. If you re-roll a dice roll for any reason, you must accept the second score, even if the roll is worse than the original.

No dice can be re-rolled more than once, regardless of any other rules.

Round up

Any time you need to divide a number during the game, (for example, while checking to see if a Warband needs to test for Routing) always round all fractions up to the nearest whole number.

Letting the dice decide

Sometimes during a game a situation may arise which isn't covered by the rules; or where the players are unable to follow the rules as they are written. An example would be where a Scenario says the Warband with the higher Warband Rating starts first; what would you do if both Warbands have the same Warband Rating?

The answer is to let the dice decide - both players should roll a d12, and the player with the higher roll chooses how the game should proceed. Re-roll ties.



During a game of Burrows & Badgers you will often have to decide whether or not one character has Line of Sight to another character, either for firing missile weapons or casting spells.

You can determine this by getting your eye-level down to the tabletop, behind your character, and simply looking to see if the model you want to target is visible.

Alternatively, some people use a laser pointer, or a long thin piece of dowel.

If you can clearly see the target model, and there is nothing in the way, then you have Clear Line of Sight.

If you can see part of the target model (including its base), but some portion of it is blocked either by terrain or by other models, then you have Partial Line of Sight.

If you cannot see the model at all, then you do not have Line of Sight, and may not shoot or cast a spell at that model.

Note: Line of Sight extends from the full 360 degrees of the model's base. All models are assumed to be able to look in any direction, regardless of the model's facing.



THE RULES

Statistics

When you play Burrows & Badgers each player will control their own Warband, made up of a small number of characters (usually 6 to 12).

Each character is represented on the tabletop by a miniature, and the character's abilities in the game are determined by nine **Statistics**.

These Statistics are: Movement, Strike, Block, Ranged, Nimbleness, Concealment, Awareness, Fortitude and Presence. All are assigned a dice value – the higher the number, the better the Statistic. So a character with a Strike stat of d10 would be a better fighter than one with a Strike stat of d6, for example.

Movement is used to determine how far in inches the character can move in a game turn.

The **Strike** statistic is used during close combat, to attack an opponent.

Block is used in close combat to defend against enemy attacks.

The **Ranged** statistic determines how well the character shoots with missile weapons.

Nimbleness allows the character to avoid missile attacks, and to climb.

Concealment is used when the character sneaks, hides, or ambushes an enemy model.

The **Awareness** statistic is for searching for hidden items, or for spotting ambushers.

Fortitude is a measure of willpower, courage and determination.

The **Presence** statistic relates to the character's influence on others, whether through personality, charm or intimidation.

THE CORE RULE MECHANIC

The rules of the Burrows & Badgers game are based around **Tests**. Each time a player carries out an action with one of his models, he will have to take a Test.

This involves one of the model's Statistics. Which one will vary depending on the type of action being carried out. The acting player rolls the type of dice assigned to the model's Statistic, plus or minus any modifiers that may apply. This is the acting player's **Test Score**.

The Test Score will then be compared either to a **Required Value Test Score** for some tests, or more often to the opposing player's Test Score. If the acting player's Test Score is equal to or lower than the opposing Test Score, the action fails. If it is higher, the action succeeds.

To determine how well it succeeds, subtract the opposing Test Score from the acting player's Test Score. This number is the **Test Result**, and the higher it is, the more successful the action is.

Example 1: *Fleabite Hardpad is searching a ruined building for a hidden chest. His Awareness statistic is d6. So he rolls a d6, scoring a 5. The hidden chest has a Required Value Test Score of 3. Fleabite's action succeeds, with a Test Result of 2 (5-3).*

Example 2: *Fleabite Hardpad attacks Garrick Longear. His Strike statistic is d8, so he rolls a d8, scoring a 4. He has no modifiers to add or subtract, so his Test Score is 4. Garrick Longear has a Block statistic of d6, so he rolls a d6, scoring a 3. He is carrying a shield which gives him +1 to Block rolls, so Garrick adds 1 to his roll of 3, for a total Test Score of 4. The Test Result is 0, so Fleabite's attack fails.*

'PERFECT' ROLLS



When rolling dice for a Test, you will sometimes get a 'perfect' roll. We define this as when you roll the highest possible number on your dice; for example, a roll of a 4 on a d4, or 10 on a d10 etc.

If you score a 'perfect', then luck is with you; the Test has gone unusually well, and you may add +7 to your Test Score. In this way, even the weakest of warriors can, with luck, defeat the most powerful of enemies.

Note - this rule applies to dice rolled for Tests; NOT to dice rolled for other reasons, such as moving in Difficult terrain, or rolling for an offensive spell's damage.

Fortune Favours the Underdog

The 'perfect' rolls rule is of most benefit to the weaker characters in a warband. They are more likely to get 'perfect' rolls, as they will be rolling smaller dice.

For example, rolling a d12 only gets you a 1 in 12 chance of a 'perfect' roll; but rolling a d4 gets you a 1 in 4 chance - so it will happen 25% of the time! Sometimes a dormouse does take down a wildcat...

Example: Sally Swiftpaw attacks Garrick Longear. Her Strike statistic is d4, so she rolls a d4, scoring a 4. She has rolled a 'Perfect', so adds 7 to her Test Score. She has no other modifiers to add or subtract, so her Test Score is 11. Garrick Longear has a Block statistic of d6, so he rolls a d6, scoring a 5. He is carrying a shield which gives him +1 to Block rolls, so Garrick adds 1 to his roll of 5, for a total Test Result of 6. The Test Result is 5, (11-6=5) so Sally's attack succeeds, against the odds!

THE TURN SEQUENCE



Each Turn of the game is broken up into three **phases**; the **Initiative** Phase, the **Action** phase, and the **End** phase.

Initiative Phase

The scenario you are playing will usually determine which player starts in the first Turn of the game. Where it doesn't, or on all Turns after the first, both players take a Test against each other. One player is the Attacker, and the other the Defender; the Scenario being played normally determines which is which.

The Initiative Test is taken using the Attacking player's leader's Presence, plus or minus any modifiers that may apply, against the Defending player's leader's Fortitude, plus or minus any modifiers that may apply. The winner may choose to go first or make his opponent start.

If either player's leader has already been taken Out of action, use the Presence / Fortitude of any model in the Warband still on the table.

Action Phase

The starting player chooses one model from their Warband to act. The player performs the action, and any results of that action are applied immediately. Then the opposing player chooses one of the models from their Warband to act with. Play passes back and forth in this manner until all models have acted. A player cannot pass their go - if they have a model to activate, it must be activated. If one player runs out of models to activate, the other player then continues activating their models until they have all performed an action.

End Phase

Once all the models on both sides have taken an Action, the End Phase begins. Any Spells that have been cast will end, unless otherwise noted in the Spell description. The victory conditions for the scenario being played must be checked, to see if either player has won. Then a new Turn begins; start again at the Initiative phase.



A model performing a **Move** may turn freely and can be moved horizontally in any direction a distance in inches equal to or less than its Move statistic dice type. A model may be moved vertically up or down a ladder, stairs or a rope a distance equal to or less than its Nimbleness statistic. No Tests are required for this; you do not have to roll the dice, simply move a distance up to the highest number the dice could have rolled. (ie 6 inches for Move Stat of d6).

Example: *Gromley Hardpad has a Movement of d8 and a Nimbleness of d6; he can choose to move up to 8" horizontally, or up to 6" vertically.*

However, certain types of terrain are classed as Difficult and present more of a challenge. If the terrain piece features a broken or irregular surface, or represents water or vegetation, then class it as Difficult. For horizontal movement over Difficult terrain, roll the acting model's Movement statistic and move up to the number rolled in inches. For vertical movement over Difficult terrain, roll the acting model's Nimbleness statistic and move up to the number rolled in inches.

If a vertical surface is too tall for the model to climb in one Move, make a note of how far up it is, and place the model at the bottom. If a model wishes to move between other models, or between models and an obstruction such as a wall, then it may only do so if there is enough space for its base to pass through. Otherwise the character will have to move around the blocking models. A model may also turn on the spot during any Action, but this does not count as Moving.

When a model starts their movement in open terrain, but wants to enter Difficult terrain during the move, they may move normally at their full Movement rate until they reach the Difficult terrain. Then they must roll the Movement dice; subtract the distance already moved (round partial inches down) from the dice roll; the result is the amount of Movement left for the Difficult terrain.

If the model is making a move that starts in Difficult terrain, roll the Movement stat dice. That is the distance the model can move, even if it reaches the edge of the Difficult terrain, and wants to keep moving in normal terrain.

What counts as Horizontal and Vertical?

Terrain pieces are rarely totally flat or totally upright; so how should you decide whether it counts as Horizontal or Vertical? The basic rule is that if the angle of the terrain is shallower than 45 degrees, count it as horizontal; if it is steeper than 45 degrees, count it as vertical.

If you have trouble visualising 45 degrees, just ask yourself whether you could walk up it without needing to use your hands as well as your feet; if you would need to use your hands, then it counts as vertical.

Combining Horizontal and Vertical Movement

You may move horizontally and climb in the same move, but the total distance moved cannot be more than either your Movement or your Nimbleness, whichever is lower. If the terrain is Difficult, then you roll either your Movement or your Nimbleness Stat, whichever dice is lower, and the total distance moved must be equal to or less than the number rolled.

Low Terrain features

Games will often feature low, narrow items of terrain, such as stone walls and hedges. A model may move straight over a low terrain piece which is no more than an inch wide, and which is no more than half the height of the model including its base. For models which are in a crouching pose, estimate their standing height. If the terrain is wider than an inch, or higher than half the model's height, it counts as Difficult terrain.

If two models are in base contact with a low terrain piece on opposite sides from each other, they may Attack one another as if they were in base contact with each other, provided the terrain piece is no more than an inch wide, and no more than half the height of the attacker. If the terrain is wider than an inch, or higher than half the model's height, they may not fight.

Jumping

A model may jump down from a higher level to another, or across a gap. Take a Nimbleness Test; the Target is the distance jumped in inches. A success means the character has landed safely but may not move further, but may Attack a model if they have landed in base to base contact; a failure means the character fell, and must cross off Wound boxes equal to the height of the fall in inches. Any Tough skill modifiers gained from Armour do not apply to Wounds sustained by falling. Any Tough skill modifiers gained from Armour do not apply to Wounds sustained by falling.

Falling

If a model suffers any Wounds while within 1" of an edge, or on a vertical surface there is a chance they will slip and fall off. Take a Nimbleness test against a Required Value test score of 3. If the roll is equal to or lower than the Required Value Test Score, then the character falls over the edge to the ground, and will take damage.

A character who falls suffers Wounds equal to the height of the fall in inches. Any Tough skill modifiers gained from Armour do not apply to Wounds sustained by falling.

Moving out of combat

You may move away freely from an enemy model that is in base contact with you, up to a maximum move of 2". Any movement greater than 2" incurs a risk. See the Attack actions section for further details.

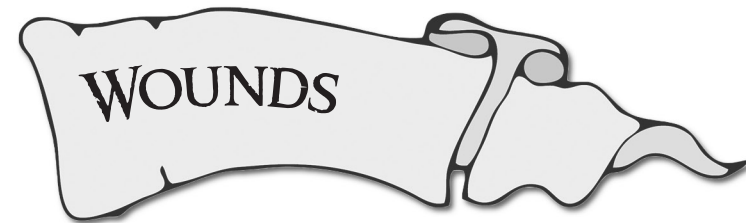
Movement Examples: Fleabite Itchypaw is making a Move Action; his Move stat is d8. He moves 2" forwards, but reaches an area of Difficult terrain. He rolls the d8, and scores a 5. Subtracting the 2" he's already moved, he has 3" of Movement left, and moves 3" into the Difficult terrain.

Sally Swiftpaw is making a Movement action; she has a Move stat of d8, and a Nimbleness stat of d6. She wants to climb up the side of a tower; it is 5" high, and she has Moved 3" to reach the base of the tower. She rolls her Nimbleness dice, and scores a 4. Subtracting the 3" she's already moved, she has 1" of Movement left, and climbs 1" up the tower.

Next turn she could either keep climbing up, or climb back down.

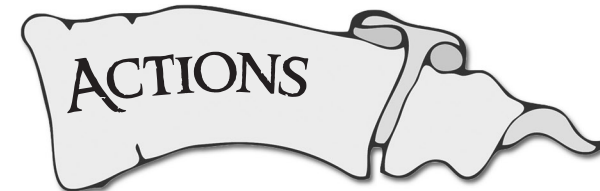
Moldwort Longears starts his Move Action at the base of a wall, next to a ladder. His Nimbleness stat is d8, and as the ladder is not Difficult terrain, he can climb 8" up it. If there was no ladder, and Moldwort just wanted to climb the wall (which would count as Difficult terrain), he'd need to roll his Nimbleness stat dice, and could only climb in inches as whatever number he rolled.

Amber Fireheart starts her Move in a wood, which counts as Difficult terrain. Her Move stat is d6, so she rolls a d6, and scores a 4. She can move 4" this turn.



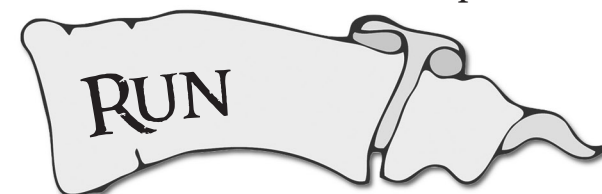
When a model takes damage, whether from combat, shooting, magic or falling, the player must cross off an number of Wound boxes equal to the wounds suffered, on the Warband roster. Cross them off from left to right.

Some of the Wound boxes are shaded - for every shaded Wound box marked off, the model suffers a -1 modifier to every Test it has to take. This represents the character becoming weakened by pain and blood loss. If a character suffers more Wounds than they have Wound boxes remaining on the Warband roster, then they are considered Out of Action. The model will play no further part in the game, and must test for long-term injury after the game. Remove the model from the table.



In the Action phase, each model may choose an Action from the following list to perform:

- Run
- Attack
- Shoot
- Search
- Hide
- Cast Spell



A model making a Run Action may make two Moves. They cannot do anything else this Turn, other than defend themselves from Attacks, Shooting and Spells as normal.

ATTACK

A model making an Attack Action may make one Move. The Move must end with the model in base contact with an enemy model. If the movement is through Difficult Terrain, and the distance moved is insufficient to reach base contact with the enemy, then the Attack has failed, and the model stops at the end of its move, and may do nothing further during this Action. If you move more than 2 inches and perform an Attack Action, you gain a +2 bonus to your Test Score; however, to gain this bonus, at no point can your Move have taken you further from the enemy model than you started.

Once in base contact, the acting model takes a Test on their Strike statistic, against the opposing model's Block statistic. Apply any modifiers as appropriate. If the Attack succeeds, the defending model has been wounded, and will have to mark off a number of Wound boxes on his Warband Roster equal to the Result.

Sometimes a character may find themselves unarmed, and have to fight with teeth and claws. All Strike and Block tests are at a -2 penalty while fighting unarmed.

Outnumbering

If a model has more than one enemy model in base contact, it is Outnumbered. An Outnumbered model suffers a -1 cumulative penalty to Block tests for every enemy model in base contact with it. So a model with one enemy in base contact suffers no modifiers for Outnumbering, as it is not outnumbered! But a model with two enemies in base contact would suffer a -2 penalty to Block tests and a model with three enemies in base contact would suffer a -3 penalty and so on. In this way, a large melee with multiple combatants in it, becomes a very dangerous place.

Moving out of combat

If you are in base contact with a model that moves away from you, then you may do nothing provided the enemy does not move more than 2". If the enemy model moves more than 2", you may make a free Attack action; this does not cost you an Action, and you may do it even if your model has already acted this Turn. This Attack action differs from a normal one; it is a Strike test as usual, but is taken against your opponent's Nimbleness Stat rather than Block.

SHOOT

A model making a Shoot Action may make one Move. The Move must end with the model able to draw at least partial Line of Sight to the target model, and the target must be within the range of the weapon used. If the shooter does not move, they gain a +2 bonus to the Ranged test.

The acting model takes a Test using their Ranged statistic against the target model's Nimbleness statistic. Apply any modifiers as appropriate. If the Test is a success, the missile has hit, and the target is wounded, and will suffer a number of Wounds equal to the Result.

A model may not Test for Shooting while in base contact with an enemy, but could first move away.

If the shooting model only has Partial Line of Sight to the target model, apply a -1 penalty to the shooter's Test Score.

If the target model is in base contact with a terrain piece, apply a -1 penalty to the shooter's Test Score.

Shooting into Combats

If the target model is in base contact with one or more of the shooting player's models, they may be targeted, but the shooting player must first roll a d6. On a roll of 3 - 6, shoot as normal. On a roll of 1 or 2, the shot has hit a friendly model. The shooting player's opponent may choose which model is hit.; roll the Test as normal, and apply any damage caused.



SEARCHING

A Search Action can be performed in two ways; in some situations, players will be required to search an area for an item - this will normally be a piece of terrain. In others, a player may wish to search for a hidden enemy model.

A model making a Search Action for a Hidden enemy model cannot move. To perform a Search action for a Hidden enemy model, the Searching model must have at least Partial Line of Sight to the Hidden enemy model, or be within 6" of it, and take a Test using their Awareness Statistic against the Concealment of the Hidden enemy, subject to any of the modifiers below. If the Test is a success, the Hidden enemy is revealed, and no longer counts as Hidden.

Hidden enemy model has not moved this Turn	-3
Every friendly model within 6" of the Hidden enemy model	+2
Every friendly model within 6 to 12" of the Hidden enemy model	+1
Each friendly model with at least Partial Line-of-Sight to the Hidden enemy model	+1



A model making a Search Action for a hidden item, such as searching a terrain piece for a scenario-specific object, may make one Move. The Move must end with the model in base contact with the terrain piece, and make a Test using their Awareness Statistic against the Target of the hidden item. If the Test is a success, the item is found, and the model may add it to their equipment.

There is a +1 bonus for each successive Turn spent searching, and a +1 bonus for each friendly model who has also performed a Search Action that Turn on the same terrain piece.

A model performing a Search Action can move first, exactly as if it had performed a Move Action. If, however, the model does not move, they gain a +2 bonus to the Search Test.

Searching	
Item is:	Required Value Test Score to beat:
Easily Spotted	3
Concealed	5
Well Hidden	7
Cunningly Disguised	9



Sometimes a model will wish to hide. A Hidden model cannot be attacked, shot at or targeted with spells (except by friendly spell casters), and counts as being ready to Ambush.

A model making a Hide Action may make one Move, however the move must end with the hiding model in base contact with a terrain piece, or totally out of Line of Sight of any enemy models. The model then automatically becomes Hidden. If you do move first, keep a note of how far you have moved; you may use any remaining Movement during Ambushing.

Ambushes

If you have a model which is Hidden, and an enemy model within Line of Sight and range (either of your remaining Move for close combat attacks, or of your weapon range for shooting attacks) declares a Move, Attack, Shoot, or Cast Spell Action, then you may make an immediate Ambush if you wish, even if you have Acted this Turn already.

Once your opponent has declared their Action, but has not begun any Moves or rolling any dice, you may interrupt them and perform an Ambush. Alternatively, you may interrupt after they Move, but before any Tests are taken, or in the case of Sprinting enemy, you may interrupt them before the first Move, after the first Move, or after the second Move. The interrupted model may continue their Action afterwards, assuming they are able to!

Take a Test; your Concealment statistic against the target's Awareness statistic, with the modifiers from the chart below.

If the Test fails, the target has spotted the ambusher. The ambusher will still attack, but will resolve the attack using the normal Attack / Shooting rules. If the Test succeeds, the ambusher makes a surprise attack. Take the appropriate Test (Strike statistic for close combat ambushes, Ranged statistic for shooting ambushes, with any modifiers if applicable), but the target may not attempt to block or dodge, so rolls no dice for Block or Nimbleness. The Test Score is the Test Result. Apply wounds normally.

If the Ambusher is making an Attack ambush, and has to move through Difficult Terrain, and the distance moved is insufficient to reach base contact with the enemy, then the Ambush has failed, and the model stops at the end of its move, and may do nothing further during this Action.

After making an Ambush attack, the model no longer counts as Hidden, and may do nothing else that Turn.

Note: Any Attacks or Shooting arising from a Hide/Ambush Action do not count as Attack or Shoot Actions for the purposes of triggering other Ambushes.

Performing an Ambush, or any Action other than Hide will cause the model to no longer be Hidden.

Ambush modifiers

No other enemy within 12" of Ambusher at the start of Ambush	+5
Ambusher has not moved this Turn	+3
Every enemy model within 6" at start of Ambush	-2
Each enemy model with Clear or Partial Line-of-Sight to Ambusher at start of Ambush	-1

CAST SPELL

If the character has magical ability, they may attempt to cast a spell. A model making a Cast Spell Action may make one Move before casting. If the spell caster does not move, they gain a + 2 bonus to the Casting test. To cast a spell, the casting model must take a Fortitude Test against the Require Value Test Score of the spell. If the acting player's Test Score is equal to or lower than the opposing Test Score, the spell fails to cast. If it is higher, the spell is successfully cast – apply its effects as detailed in the Spell description.

Some spells require Tests against the spell target's Statistics; usually Fortitude. Again, if the spell caster's Test Score is higher than the target's, the spell is cast - apply its effects immediately.

A spell may be cast upon any unhidden model on the tabletop, with the following restrictions. Many spells require Line of Sight, and have a maximum Range. The target of the spell must be within the stated range to be affected by it. If the caster only has Partial Line of Sight, there is a -1 penalty to the Casting Test. A Spell which has a Range cannot be cast if the caster is in base contact with an enemy; spells with no Range listed can be cast while in base contact. Spells may always be cast onto the caster themselves, or another model in their own warband, even if that model is Hidden, if the player wishes.

If at any time a magic user is taken Out of Action, all spells they cast immediately end.

Spells will often list an Ingredient or two; if the magic user has these Ingredients and chooses to use one or both of them, the spell will be either easier to cast, more powerful, or both. Ingredients can only be used once; cross them off your Warband Roster as they are used. The player must declare they are using the Ingredients before rolling to cast the spell.

ROUTING

If at any time a Warband has 50% or more of its models taken Out of Action, then the player must begin taking Rout Tests at the end of every turn. Round fractions up, so a nine member Warband would need to test for Routing after losing five models Out of Action.

The player takes a Test using their leader's Fortitude statistic against the enemy leader's Presence statistic. If either player's leader has already been taken Out of Action, use the model with the next highest Statistic value. If the Test is passed, the game continues. If it is failed, the company routs, ending the game as a loss for that player.

If both players have to test for Routing, then take the tests in whichever order you wish, but treat them as happening simultaneously; if both players Rout, they both count as losing.

Voluntary Routing

Sometimes during a campaign, there are times when it is better to run away and live than risk fighting on and maybe lose the lives of your warband... to allow for this, after at least three Turns of a game have been played, a warband may Rout at any time the player chooses, without needing to take a Rout Test, or be below 50%.

However, a warband that routs voluntarily does not gain the experience point normally awarded for surviving a battle. They do gain any experience points awarded for taking enemies Out of Action, completing Random Objectives, or fulfilling other Scenario conditions.

This concludes the Core Rules section; next we will look at creating your Warband...



Before you begin to play you must recruit a warband to take part in the battles over Northymbra. The warbands are represented by the range of model figures created and sold by Oathsworn Miniatures.

Use the list that follows to recruit and equip your warband. You start with 350 pennies to spend. Each model and their equipment (if you choose to buy any) costs a set amount of money. As you make your choices, subtract the money you have “spent” from your total until you have bought all the characters and equipment you can. Any unspent pennies are put into the warband’s treasury and can be used at a later date or saved to buy rare and expensive items.

The weapons, armour and other equipment you choose for your characters should ideally be represented on the models themselves, to make it easier for both players to be clear on what they are facing; but this is rarely possible, and flexibility will be required.

Starting a warband

You must recruit at least three characters, one of which will be your leader. The maximum size of a warband is twelve, with no more than six of those being Large models, and no more than three being Massive models. You’ll probably find that you start out with about a half-dozen models, because the 350 pennies will only stretch so far... You will, however, have the chance to increase the size of your warband during Campaign game play.

Leader

Every warband must have a leader, who represents you, the player. Your leader makes the decisions and leads your heroes through the troubled lands of Northymbra. Your leader may choose one Skill, and can increase one Statistic by one dice level. (ie a d4 Stat becomes a d6 stat, or a d8 Stat becomes a d10 for example.)

If your leader dies, you must choose another character from your Warband to take over the role of leader; but they do not gain any extra Skills because of this.

Magic users

Any character may be a magic user; they choose any number of Spells from the one of the Magic types available to them - for example, if you choose the Light Magic list for a magic using character, then any spells they take must be from that list. They cannot choose spells from multiple lists. If you have more than one Magic user, they do not have to pick the same list.

For every spell chosen, the character has to take the Delicate (1) and Weak (1) Skills. So a character starting with 3 spells will also be Delicate (3) and Weak (3).

Apart from its leader, all other characters in your warband start without any Skills, other than those their race naturally begins with. Each character you recruit can be armed with any weapons, armour and equipment chosen from the Open Trading list, up to a maximum of 6 items. Other items of equipment may be found or traded for later on during Campaign play.

Territories and Allies

Every warband begins with two territories or allies, but this is only needed as part of campaign play. They will be discussed fully in the ‘Campaigns’ section of the book.

Warband roster sheets

You’ll need a warband roster sheet to record the details of your warband. Blank roster sheets are freely available as PDF files downloadable from our website (burrowsandbadgers.com), and can be printed out at home as needed. When you choose a warband, take a warband roster sheet and write down the profile of each of your characters in the appropriate spaces.

It is a good idea to work out the warband on a piece of scrap paper first, as you will probably have to juggle the characters and equipment choices to get as close to the maximum permitted value of the warband as possible. If you have any cash left after choosing your warband write this down in the space on the Warband roster sheet marked as ‘Treasury’.

The warband roster is a record of your brave band of heroes (or villains!) and you will refer to it regularly as you play. During a battle you may wish to make notes on the sheet itself, to record details such as extra experience, equipment used, wounds suffered etc.

You will also need to invent names for both your warband and also each of your characters....

WARBAND RACES COST

Small / Medium Beasts (30mm bases)

Mouse / Dormouse	24 pennies to hire
Shrew	27 pennies to hire
Bat	28 pennies to hire
Bird (Small, ie Sparrow, Robin, Bullfinch)	25 pennies to hire
Hedgehog	26 pennies to hire
Squirrel	33 pennies to hire
Mole	30 pennies to hire
Stoats and Weasels	34 pennies to hire
Black Rat	33 pennies to hire
Ferret	37 pennies to hire
Rabbit	31 pennies to hire
Toad	50 pennies to hire
Frog	24 pennies to hire
Adder	40 pennies to hire
Bird (Medium, ie Blackbird, Magpie)	28 pennies to hire
Raptor (Medium ie, Sparrowhawk)	41 pennies to hire
Hound (Medium, ie Pug, Beagle)	30 pennies to hire

Large Beasts (40mm bases)

Hare	54 pennies to hire
Wildcat	66 pennies to hire
Brown Rat	43 pennies to hire
Fox	45 pennies to hire
Otter	52 pennies to hire
Bird (Large, ie Pigeon, Crow)	32 pennies to hire
Raptor (Large, ie Barn Owl)	51 pennies to hire
Hound (Large, ie Cocker Spaniel)	41 pennies to hire

Massive Beasts (50mm bases)

Badger	68 pennies to hire
Beaver	65 pennies to hire
Bird (Huge, ie Raven)	36 pennies to hire
Raptor (Huge, ie Osprey)	63 pennies to hire
Hound (Huge, ie Bull Terrier)	64 pennies to hire

SINGLE SPECIES

Single Species warbands are unusual; unlike most warbands, all the animals have to be of the same species. For example, you could take nothing but mice, or nothing but foxes. This allows you to play a very tightly themed warband. In a Single Species warband, the restriction on the number of Large or Massive models is lifted; so you could have a warband consisting of twelve foxes, for instance. The maximum number of models is still twelve, however.

The downside to a Single Species warband is that only taking all one type of animal can leave your warband with areas of weakness; an all-shrew warband lacks the heavy-hitting power of a badger or a wildcat for example.

To offset this disadvantage, Single Species warbands receive extra starting skills. Your leader may take an extra Skill on top of the usual allowance. In addition, 2 other characters may also take a Skill.

Choose one of the races below; all characters in your Warband must be from that species.

Mouse / Dormouse
 Hare
 Squirrel
 Rabbit
 Mole
 Shrew
 Otter
 Hound (may take 2 large, and 1 huge)
 Badger
 Fox
 Black Rat (may take 1 Brown rat)
 Wildcat
 Stoats & Weasels (may take 1 Ferret)

RARE BEASTS

Some animal species are not native to Northymbra; they live in far-off lands and are only rarely seen...

All warbands (with the exception of Single Species warbands) may include any number of Rare Beasts, but no more than one of each race. So for example, you could include a Platypus and a Fennec Fox, but not two Fennec Foxes.

Lizard	29 pennies to hire
Marmot	23 pennies to hire
Raccoon	43 pennies to hire
Fennec Fox	36 pennies to hire
Siamese Cat	27 pennies to hire
Hermann's Tortoise	34 pennies to hire
Platypus	26 pennies to hire
Armadillo	63 pennies to hire



ALLEGIANCE

Your warband can choose an **Allegiance**; this represents the ideals and politics that it is sworn to. There are four types of Allegiance to choose from; Royalists, Rogues, Freebeasts and Wildbeasts. Each provides benefits and restrictions.

ROYALISTS

Expert Training – Two of your characters have their Strike dice is improved by one level, to a maximum of d12.

Soldier's Pay - After each game, your warband may choose to receive 35 pennies from the Royal Treasury instead receiving their Territories & Allies bonuses.

Royalist magic users may choose from the Natural, Light and Unbound spell lists.

ROGUES

A life in the shadows - Three of your characters have their Concealment dice improved by one level, to a maximum of d12.

Rogue's Luck - You gain 3 extra Fate points per game.

Rogue magic users may choose from the Natural, Wild and Unbound spell lists.

FREEBEASTS

Fingers in pies - Roll three times on the Rare items chart - you may add those items to your starting equipment. Note - these rolls must be made while another player is present! Also, you may modify any rolls you make on the Rare items chart by +1 or -1.

Black market connections - each game, you may take one portion of Paralyzing poison, OR two portions of Pain Poison, free.

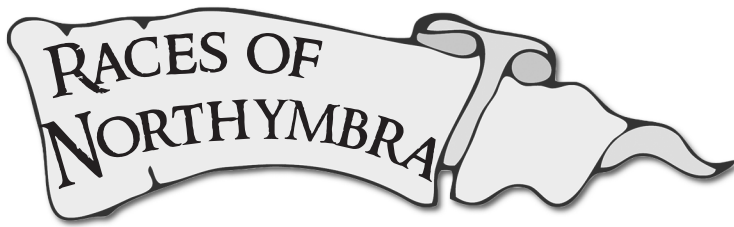
Freebeast magic users may choose from the Natural, Dark and Unbound spell lists.

WILDBEASTS

Attuned to the land - all models may, with the exception of water, ignore Difficult terrain and move at full speed at all times while moving horizontally. This does not alter vertical Movement.

Expert foragers - the warband does not have to pay Upkeep between games; also, you receive three Spell ingredients free per game.

Wildbeast magic users may choose from the Natural, Dark and Wild spell lists.



	M	S	B	R	N	C	A	F	P	SKILLS
Small Beasts (30mm base)										
Mouse/Dormouse	d6	d6	d4	d6	d6	d6	d6	d6	d6	
Shrew	d6	d6	d6	d4	d6	d6	d6	d8	d4	
Bird (Small)	d6	d6	d4	d4	d8	d6	d6	d4	d4	Flight
Bat	d4	d6	d4	d4	d4	d6	d6	d6	d6	Slow, Flight, Aerial hunter, Unarmed fighter, Delicate (2), Gifted
Medium Beasts (30mm base)										
Hedgehog	d6	d6	d4	d6	d4	d6	d6	d6	d8	Spines
Squirrel	d6	d6	d4	d6	d8	d8	d8	d6	d6	
Mole	d4	d6	d4	d4	d4	d6	d4	d8	d6	Strong (1) Tunneller
Weasel / Stoat	d8	d8	d4	d4	d8	d6	d6	d6	d6	Fearless
Black Rat	d6	d8	d4	d6	d6	d8	d6	d6	d6	
Ferret	d8	d8	d4	d6	d8	d6	d6	d6	d6	Fearless
Rabbit	d8	d6	d4	d6	d6	d6	d6	d6	d6	Leap
Toad	d6	d6	d4	d4	d4	d10	d6	d8	d8	Strong (1), Tough (2)
Frog	d6	d6	d4	d4	d6	d6	d6	d6	d6	Jump
Adder	d6	d8	d4	d4	d4	d8	d8	d8	d8	Poison (Pain), Unarmed fighter
Bird (Medium)	d6	d6	d4	d4	d8	d6	d6	d6	d6	Flight
Raptor (Medium)	d6	d8	d4	d4	d8	d4	d8	d6	d6	Flight, Aerial Hunter, Unarmed fighter, Strong (1)

	M	S	B	R	N	C	A	F	P	SKILLS
Medium Beasts (30mm base) continued.										
Hound (Medium)	d6	d8	d4	d6	d6	d4	d6	d6	d6	Strong (1)
Marmot	d6	d6	d4	d4	d6	d4	d6	d6	d4	
Green Lizard	d6	d6	d4	d6	d6	d8	d6	d6	d6	
Siamese Cat	d6	d8	d4	d4	d6	d6	d6	d6	d6	
Tortoise	d4	d6	d4	d4	d4	d8	d4	d8	d6	Tough (2)
Platypus Hunter	d6	d6	d4	d6	d6	d6	d6	d6	d6	Swim
Large Beasts (40mm base)										
Hare	d8	d10	d8	d6	d6	d6	d6	d8	d8	Leap, Strong (1)
Wildcat	d8	d10	d6	d4	d8	d8	d8	d8	d8	Strong (2), Tough (1), Fearsome
Brown Rat	d8	d8	d6	d6	d6	d6	d6	d6	d8	Tough (1)
Fox	d8	d8	d6	d8	d6	d6	d6	d6	d8	Strong (1)
Otter	d8	d8	d6	d8	d8	d6	d6	d8	d8	Strong (1), Swim
Bird (Large)	d6	d6	d6	d4	d8	d4	d6	d8	d6	Flight
Raptor (Large)	d6	d8	d4	d4	d8	d4	d8	d8	d8	Flight, Aerial Hunter, Unarmed fighter, Strong (2)
Hound (Large)	d6	d8	d4	d6	d6	d4	d6	d6	d8	Strong (2), Tough (1)
Raccoon	d6	d8	d4	d8	d6	d6	d6	d8	d8	Strong (1)
Armadillo	d8	d8	d6	d6	d8	d6	d6	d8	d8	Strong (1), Tough (3), Leap
Fennec Fox	d6	d8	d6	d6	d8	d6	d8	d6	d6	Bloodhound

M S B R N C A F P SKILLS

Massive Beasts
(50mm base)

Badger	d8 d8 d4 d6 d4 d4 d6 d8 d10	Strong (3), Tough (3), Fearsome
Beaver	d6 d8 d4 d6 d4 d4 d6 d10 d8	Strong (3), Tough (3), Swim
Bird (Massive)	d6 d8 d4 d4 d6 d4 d6 d8 d8	Flight
Raptor (Massive)	d6 d10 d4 d4 d6 d4 d8 d8 d10	Flight, Aerial Hunter, Unarmed fighter, Strong (3)
Hound (Massive)	d8 d10 d4 d6 d4 d4 d6 d8 d8	Strong (3), Tough (2)



Many spells require Line of Sight, and have a maximum range. The target of the spell must be within the stated range to be affected by it. If the spell has no range, and does not require Line of Sight, then it may be cast on any unhidden model on the tabletop. Spells may always be cast onto the caster themselves, or another model in their own warband, even if that model is Hidden, if the player wishes. If a spell is cast onto a model other than the caster themselves, the caster must be facing the target model.

If at any time a magic user is taken Out of Action, all spells they cast immediately end.

A Spell which has a Range cannot be cast if the caster is in base contact with an enemy. Spells with no Range listed can be cast while in base contact.

Most spells have a Required Value Test Score, which the magic user must test against with their Fortitude statistic. If the test is passed, the spell is cast – apply the spell effects immediately. Other spells Test the caster’s Fortitude against a statistic of the target’s; the spell description will say which. If the test succeeds, the spell is cast – apply the spell effects immediately.

Spells will often list an Ingredient or two; if the magic user has these Ingredients and chooses to use one or both of them, the spell will be either easier to cast, more powerful, or both. Ingredients can only be used once; cross them off your Warband roster as they are used. The player must declare they are using the Ingredients before rolling to cast the spell.

Casting Spells into Combat

Most spells can be cast freely at models engaged in combat. The exception are spells that cause Wounds, such as Lightning, or Morglum’s Fiery Blast. If you wish to cast a Wounding spell at a target model which is in base contact with one or more of your models, you may do so, but you must first roll a d6. On a roll of 3 - 6, cast the spell as normal. On a roll of 1 or 2, the spell has hit a friendly model; your opponent may choose which model is hit. Roll the Casting Test as normal, and apply any damage caused.

NATURAL MAGIC

Natural magic is based on the intrinsic energy of the living world. It is the most common form of magic among those born with the gift.

1. **Haste** Infused with energy of an early Spring, the target of this spell moves faster than seems possible...

Required Value Test Score: 4; Needs Line of Sight; Range 18”

Effects: The target of the spell can perform 2 Actions the next time they act.
Ingredient: Thyme leaves – the spell is automatically cast.

2. **Curse** Bad luck and ill omens pour forth from the caster, spelling disaster for their foes...

Test Caster’s Fortitude vs Target’s Fortitude; Range 24”

Effects: The target’s next Test suffers a negative penalty equal to the Test Result.

Ingredients: Bloodwort – the caster gains +2 to their Test Score.
Mandrake – the Curse lasts for the target’s next 3 Tests.

3. **Cure** A wave of healing energy flows from the caster....

Required Value Test Score: 3; Needs Line of Sight; Range 12”

Effects: The target heals d8 Wounds – ‘uncross’ the boxes on the roster.

Ingredients: Lugwort – the spell is automatically cast.
Henbane – any poison effects are also removed.

4. **Luck** Fortune smiles, and the recipient of this spell can do no wrong...

Required Value Test Score: 2

Effects: The target gains a +3 modifier to their next Test.

Ingredients: Galingale – the target gains a +3 modifier to their next three Tests.

5. **Lightning** Calling forth the potent energies of the charged clouds, the wizard launches a bolt of lightning at their enemy...

Required Value Test Score: 4; Needs Line of Sight; Range 24”

Effects: The target is blasted by a lightning bolt and takes d6 Wounds. These are NOT reduced by armour, but are reduced by skills in the normal way.

Ingredients: Copper strip – the target takes d8 Wounds.
Elf-bolt – the target takes d10 Wounds.

6. **Push** Using sheer will, the mage unleashes a blast of energy, forcing an enemy away...

Required Value Test Score: 5 Needs Line of Sight; Range 12”

Effects: The target model is moved d6 inches directly away from the caster. If the model is pushed into an obstruction such as a terrain piece, they stop and suffer d6 Wounds; these are reduced by armour and skills in the normal way. If the model is pushed into another model, they stop and both models suffer d6 Wounds; these are reduced by armour and skills in the normal way. If the model is pushed off a raised area, they will suffer falling damage in the usual way. If the model is pushed off the table edge, they may return at the same point they exited at the begin of the next Turn.

Ingredients: Dragonfly wings – the target model is Pushed +2 inches, and any Wounds caused by the spell are also +2.



Light magic is typically used by priests, monks and other holy or noble warriors. It is mostly concerned with protection and defence.

1. Bless The caster calls upon the gods to bless a friend in need...

Required Value Test Score: 3; Needs Line of Sight; Range 12"

Effects: The target adds +3 to their next Test score.

Ingredients: Blessed water – the target adds +3 to their next Test score, and may re-roll the dice.

2. Heal Wounds close, bones re-knit and blood clots when the caster commands...

Required Value Test Score: 3; Range 12"

Effects: The target heals d8+3 Wounds.

Ingredients: Blessed water – the spell is automatically cast.

Henbane – Any poison effects are also removed.

Heal-alle – the spell effects all friendly models within 6" of the spell's target.

3. Hearts of Oak Calling upon the righteousness of their cause, the whole warband are filled with zeal, and will battle fearlessly no matter the odds...

Required Value Test Score: 3

Effects: All characters in the caster's Warband become Fearless. Lasts until the caster suffers a Wound.

Ingredients: Blessed Water – the spell is automatically cast, and the Warband adds +3 to any Rout tests.

4. Purifying Flames Overcome with wrath, the caster bursts into vengeful flames...

Required Value Test Score: 4

Effects: The caster becomes wreathed in holy fire; any models (friendly or enemy) in base contact or within 2" suffer d6 Wounds; these are reduced by armour and skills in the normal way. The spell lasts d4 Turns.

Ingredients: Blessed water – the spell does not effect friendly models.

Saltpetre – All targets take d8 Wounds rather than d6.

5. Purge Witch Using their will, faith and courage, the caster's soul battles with a heretical enemy...

Test Caster's Presence vs Target's Fortitude

Effects: This target must be an enemy magic user. The caster must have line of sight to the target. The target suffers Wounds equal to the Test result.

Armour does not reduce this.

Ingredients: Blessed water – add +2 to the caster's Test score.

6. Invulnerable Faith and purity are a shield against harm...

Required Value Test Score: 4; Needs Line of Sight; Range 12"

Effects: The target gains Tough (3) for d4 Turns.

Ingredients: Blessed water – the target becomes immune to enemy spells whilst Invulnerable is in effect.



Dark magic is forbidden in many civilized places, but it is powerful and cruel, and there will always be certain beasts attracted by that... It is mostly used to exercise power over another's life-force.

1. Pain The caster wracks their foe's body with waves of agony...

Required Value Test Score: 4; Needs Line of Sight; Range 36"

Effects: The target suffers a -1 penalty to all Tests. Lasts until the caster takes a Wound.

Ingredients: Mandrake – the target suffers a -2 penalty to Tests.

Bone meal - caster adds +1 to their test score.

2. Control Taking over another beast's body, the mage forces them to do as he pleases...

Test Caster's Fortitude vs Target's Fortitude; Needs Line of Sight; Range 12"

Effects: The target is forced to perform an Action immediately, decided by the caster's player. This Action may not be a Cast Spell Action, or use any single-use equipment, and may not use any of the target's Skills; for example, an Attack Action by a Controlled hare would not benefit from the hare's Strong (1). Being Controlled does NOT use up the Controlled model's normal Action for the Turn.

Ingredients: Lotus flowers – caster adds +1 to their test score.

3. Paralyse Separating the victim's mind from their body, the spell-caster locks them in place, unable to move...

Required Value Test Score: 5; Needs Line of Sight; Range 6"

Effects: The target character is unable to move, and must miss their next Action.

Ingredients: Petrified wood - caster adds +1 to their test score.

4. The Horror An enemy is tricked into seeing terrifying monsters...

Required Value Test Score: 3; Needs Line of Sight

Effects: The target views all enemy models as Fearsome. Lasts until the caster takes a Wound.

Ingredients: Badger's blood – the target trembles with fear; he also suffers a -1 penalty to all dice rolls.

5. Rage Mind clouded with bloodlust and battle fury, the target erupts into uncontrolled violence...

Required Value Test Score: 3; Needs Line of Sight; Range 18"

Effects: The target becomes subject to the Berserk skill.

Ingredients: Badger's claws – the Berserk state begins immediately.

6. Life Eater The wizard draws life-force from a foe and absorbs it ...

Test Caster's Fortitude vs Target's Fortitude; Needs Line of Sight; Range 18"

Effects: The target suffers Wounds equal to the Test result. These Wounds are not reduced by Tough skills or Armour. The caster may restore an equal number of Wounds to themselves. If the Test is failed, the caster suffers d4 Wounds from magical feedback.

Ingredients: Amanitas – +1 to the caster's Test Score.

Belladonna – the Wounds absorbed may be transferred to another Wounded character instead of absorbed by the caster.



Wild magic is derived from the power of ancient forests, misty marshes and the deep, dark places of the world...

1. Stag's Leap Channelling the power of the Lord of the Wood, movement is quickened...

Required Value Test Score: 3; Needs Line of Sight

Effects: The target may move immediately up to 10". This may include vertical movement. If the target of the spell ends in base contact with an enemy, they may make an Attack action. If this spell is cast on a model other than the spell-caster, it counts as their Action – they must not have Acted already this Turn.
Ingredients: Antler dust – the spell is automatically cast.

2. Bear's Strength Taking on the power of the legendary giant beasts of old, the muscles strengthen...

Required Value Test Score: 2; Needs Line of Sight

Effects: The target gains the Strong (2) skill. Lasts until the caster takes a Wound.
Ingredients: Bear bone fragments – the target gains Strong (4).

3. Oakflesh The resilience of ancient oaks is imbued into a beast's hide...

Required Value Test Score: 2; Needs Line of Sight

Effects: The target gains the Tough (2) skill. Lasts until the caster takes a Wound.
Ingredients: Powdered acorns - the target gains the Tough (4) skill.

4. Earth Shaker Reaching to the bones of the earth, magic tears the land asunder...

Required Value Test Score: 6

Effects: Choose a terrain piece; any model in base contact with it suffers d8 Wounds. Any model within 2" of the terrain piece suffers d4 Wounds. Armour and skills will reduce this as normal. The caster must have line-of-sight to the terrain piece targeted, and it is destroyed – remove it from the tabletop.
Ingredients: Thunderbird feather - caster adds +2 to their test score.

5. Tangleweed The quickening sap of Spring calls brambles & creepers to life...

Required Value Test Score: 2; Needs Line of Sight

Effects: The target must reduce all Movement by 3". Ends if the caster takes a Wound.
Ingredients: Powdered acorns – the target must reduce all Movement by 4".

6. Creeping Things Insects, spiders and maggots are summoned and bound to the will of the caster...

Required Value Test Score: 4; Needs Line of Sight; Range 18"

Effects: A swarm of worms, maggots, beetles, spiders and wasps attacks the target. The target suffers 1 Wound immediately, then another every Turn. The spell ends if the caster casts another spell.
Ingredients: Cave spider venom – the swarm's stings and bites are poisonous; the target also suffers a -1 penalty to all Tests while the spell lasts.
Scarab shells – the shells make the swarm increase in size; the target suffers an extra Wound for each Scarab shell used.

UNBOUND MAGIC

Unbound magic is not tied to any particular source of power; it is the result of study and testing over many years by inquisitive mages. It is viewed as a civilized, scientific form of magic.

1. Bletchly's Cloak of Concealment Enveloped in mystical energies, the spell hides you from all sight...

Required Value Test Score: 3; Needs Line of Sight; Range 24"

Effects: The target counts as Hidden automatically for the rest of the Turn, even if within 12" of an enemy model.

Ingredients: Silk fibres – the target remains Hidden even if they move, including Ambushing.

2. Van Rubal's Acceleration The world seems to slow around you, and you move with lightning speed...

Required Value Test Score: 3

Effects: The caster must have line of sight to the target; the target moves 2" further, and adds +2 to all Strike, Block and Nimbleness tests. Lasts until the end of the turn.

Ingredients: Wax candle – the spell is automatically cast.

3. Morglum's Fiery Blast Gathering a ball of fire in your hands, you launch it at your foes...

Required Value Test Score: 3; Needs Line of Sight; Range 18"

Effects: The target takes d8 Wounds. These are reduced by armour and skills in the normal way.

Ingredients: Saltpetre – the spell is automatically cast.

Brimstone – the spell effects the target, and any model within 2" of the target.

4. Burramor's Distant Fracturing The power of magic is focused on a single point, building up pressure until it breaks...

Required Value Test Score: 4; Needs Line of Sight; Range 12"

Effects: One item of equipment chosen by the caster is damaged, and cannot be used for the rest of the game. The effected item is considered to be repaired after the game, and may be used normally in the next game. This spell does not effect magic items.

Ingredients: Haematite – the spell is automatically cast.

5. Sangram's Portable Protector Clear, weightless and yet virtually impenetrable, a shield appears...

Required Value Test Score: 3

Effects: The caster gains Tough (5) until the end of the Turn.

Ingredients: Amber bead – the spell may be cast onto a model other than the caster; the caster must have line of sight to the target.

6. Mangarr's Mystical Blade A magical sword is summoned from the aether...

Required Value Test Score: 2

Effects: The caster gains a magical blade which adds +1 to Strike tests, and ignores Armour and shields – no Tough bonuses from Armour or shields are allowed against Wounds from this weapon. Lasts until the end of the game.

Ingredients: Ground obsidian – the blade also adds +1 to the user's Block tests.

EQUIPMENT



Each member of your Warband may carry up to 6 items of equipment, including weapons and armour.

Weapons

Weapons are divided into 3 types – one-handed weapons, two-handed weapons, and missile weapons.

One handed weapon

One handed weapons cover a broad range of types – from simple clubs and staves, through daggers, swords and axes, as well as maces, hammers and even the shorter kinds of spears. In game terms, all one handed weapons have the same effect; they do not apply any modifiers to the combat rules, and may be used with a shield.

Dual-Wielding; A character can use two one handed weapons at once, if you wish. This gives a +2 to Strike tests, but precludes the use of a shield.

Double-handed weapon

A blow from a double-handed axe or sword can cleave through armour and bone with equal ease. And a two handed blow from a cudgel will flatten most opponents.

A model armed with a double-handed weapon may not use a shield or second weapon in close combat. Two-handed weapons are deadly, and a character receives the Strong (3) skill while using the weapon.

Pole-arms

Halberds, poleaxes and glaives are versatile weapons; a model using a pole-arm adds +1 to all Strike tests, and counts as having the Strong (1) skill. Pole-arms require two hands to use, so the character cannot use a shield.

Spears

A model armed with a spear may use it with a shield, and count it as a one-handed weapon, or use it in both hands and count it as a pole-arm.

Bow

The bow is used regularly by most races in Northymbra for hunting and fighting. It is a compact yet effective weapon, that is relatively cheap to make and easy to maintain.

Maximum Range: 24”

Crossbow

A crossbow consists of a short, powerful bowstave mounted on a wooden or occasionally steel stock. Crossbows have excellent range and can penetrate armour easily. Shots from a crossbow count as having the Strong (2) skill, but are not affected by any Strong or Weak skills the character may have.

Maximum Range: 30”

Bows and Crossbows require two hands to use, and if a character uses one, it may not use a shield during that Turn.

Sling

Slings are little more than a looped strip of cloth or leather into which a stone or sling bullet is placed. The sling is swung about the slinger's head and the stone is then hurled towards the target. Although they lack the range of a bow, or the power of a crossbow, the sling's very low cost makes it a popular choice.

Maximum Range: 12”

Throwing knives / stars

Throwing knives are useful at close quarters; a properly balanced knife thrown from the shadows has brought low many beasts. Throwing knives cannot be used in close combat, as they are balanced for throwing, not fighting. Although short ranged, they are accurate and deadly; any Ranged tests using Throwing Knives gain a +1 bonus.

Maximum Range: 6”

All missile weapons are assumed to be supplied with plenty of ammunition, so a character will not run out of arrows, crossbow bolts or throwing knives.

Armour

When the fighting gets fierce, a good set of armour can make the difference between life and death. Armour ranges from basic hardened leather jerkins and quilted jackets through to heavy mail coats and steel plate. Armour is often accompanied by a shield, for extra protection. For all rules purposes, shields count as Armour.

Armour and Magic Use

Armour interferes with a beast's ability to cast spells; although Northymbra is a dangerous place, most magic-users eschew armour so as to get the best use of their spell-casting abilities. A magic-user wearing armour suffers a penalty to all magic-related Fortitude / Presence tests equal to the armour's Tough bonus. For example, a wizard wearing Light armour gains Tough (1), but suffers a -1 penalty to magic related Tests as a result.

Light armour

Light armour covers a wide variety of materials from hardened leather jerkins and pauldrons to breastplates and the like. One or two pieces of heavy armour will count as light armour if the rest of the body is uncovered. It does not offer complete protection against the enemy's weapons, but it is better than just fur. A model equipped with Light armour counts as having the Tough (1) Skill.

Heavy armour

A common type of heavy armour is mail, whether chain or scale. There are other types of heavy armour as well, such as the iron or steel breastplates, pauldrons and greaves worn by Prince Reinert's knights.

A model equipped with Heavy armour counts as having the Tough (2) Skill. Heavy armour counts as 2 items for carrying purposes, so a character equipped with Heavy armour may only carry 4 other items. In addition, all Nimbleness tests suffer a -1 penalty.

Very heavy armour

Full plate armour with a helmet is a rare sight even among wealthy beasts; typically only those born to knightly duties will be so equipped.

A model equipped with Very heavy armour counts as having the Tough (3) Skill. Very heavy armour counts as 2 items for carrying purposes, so a character equipped with Very heavy armour may only carry 4 other items. In addition, all Nimbleness tests suffer a -2 penalty.

Shields

Shields are a common item in many warbands – cheap to make and effective, they are inevitably popular, especially among the poorer beasts. A model equipped with a Shield adds +2 to all Block tests. A model equipped with a Shield may not use two-handed weapons.

A model with the Tough skill wearing armour combines the skill levels. For example, a Badger with Tough (3) wearing Heavy armour (2) has Tough (5).

Broadhead arrows

Broadhead arrows have wide, barbed arrowheads which cause dangerous wounds when they hit their target. A model using a bow may use these arrows. Any shots with them count as having the Strong (1) rule.

Bodkin arrows

Bodkin arrows have narrow, pointed arrowheads which are designed to penetrate armour. A model using a bow may use these arrows. Any shots with them ignore armour. Do not apply the Tough () bonuses to any Wounds caused.

Lead slingshot

Lead slingshot is specially shaped and cast, and is more effective than ordinary stones. Any character with a sling may be equipped with them. They add the Strong (1) skill to any attacks made with a sling.

Mage's Focus

Magic users often benefit from having a focus item, which helps to gather and control the eldritch powers they use. Although generally in the form of a staff or wand, they can be any sort of item; a ring, or a book, for example. A magic user equipped with one adds +1 to all Fortitude Tests for casting spells.

Rope & hook

A character using a rope & hook will find it much easier to move around when having to climb. Any model equipped with a rope & hook may add +2 to their Nimbleness roll when moving vertically in Difficult terrain.

Healing herbs

Certain herbs and mosses that grow in the woods of Northymbra have curative properties, when gathered and prepared by a skilled herbalist. A character with Healing herbs can use them automatically as part of any of their Actions. They restore d6 lost Wounds, and stop the effects of Poisons. They can be used on another Wounded character, if the user is in base contact with them. They can be used freely as part of any other Action.

Lucky charm

These come in many shapes and sizes, such as brooches, rings, and special stones among others. Once per game, a model with a Lucky charm may re-roll one dice.

Poisons

Although the use of poisons is frowned upon by most noble beasts, it is often the only way the smaller races can take on the bigger creatures. Envenomed blades and arrows can be a great leveller. When you buy a vial of poison, there is always enough to last the duration of one battle. You can only poison a single weapon with one vial of poison.

Paralysing poison

Often made from a distillation of Bull-rushes and Cow-wheat, paralysing poison is useful for subduing a large opponent. If a weapon coated with Paralysing poison causes a Wound, the victim's next Action has a -1 penalty. If it causes 2 or more Wounds, the victim is paralysed and misses their next Action. Until the end of the Turn, all attacks made on them are counted as Ambush attacks (ie. they may not roll to use Block or Nimbleness).

Pain poison

Alchemists often use a concoction of Mede Saffron and Hemlock to create a virulent poison. The slightest wound infected by it causes excruciating pain, incapacitating the largest and fiercest beasts. If a weapon coated with Pain poison causes any Wounds, the wounded character suffers a -2 penalty to all Tests and movement.

Mortal poison

Often made from Deadly Nightshade, Ammonitas and Lepardsbane, Mortal poison is one of the most lethal concoctions available. It requires great care while handling, and is very expensive. If a character takes any Wounds from a weapon coated with Mortal Poison, they immediately take d6 additional Wounds, which are not reduced by Armour or Tough skills.

Ingredients

There are a wide variety of physical components used in magic, which make spells easier to cast or more effective. Some are rarer than others, and their availability is reflected by their price. Each Ingredient counts as a single piece of Equipment for carrying purposes – although clearly a spell ingredient is not as large or heavy as a shield, for example, limiting the numbers of ingredients carried in this way helps stop magic dominating the game.

Talisman

A talisman is a protective spell written onto holy parchment or birch bark and worn somewhere on the body. The first time a model with a Talisman takes one or more Wounds, they may reduce them by d6 Wounds.



Skills are divided into two types; Modifier skills and Ability skills. You can tell the difference because Modifier skills have a number in parentheses after their name, indicating the Skill level – for example Strong (1).

Modifier skills provide positive or negative modifiers to certain dice rolls or to Wounds caused and taken; the number in the parentheses after the name of the Skill is the amount of the modifier. The first time a Modifier skill is given to a character, the Skill level is a 1. If the skill is taken again, its level increases by 1 each time – for example, if you had taken the Strong () skill three times, you would have Strong (3).

Ability skills do not provide modifiers, but give the character extra abilities to use or allow them to ignore certain rules. For example, a character with the Fast Shot skill can fire a missile weapon twice if they don't move, rather than the usual one shot per Action. Ability skills are by far the most common kind of skill.

Note - some of the Skills listed are negative, and cause penalties and disadvantages rather than benefits. They are usually given to a character as a result of injury, or other misfortune, rather than earned by experience. However, because they work in the same way as normal Skills, they all fit under the catch-all title 'Skills'.

FIGHTING SKILLS



Killing blow

This character has learned patience, and knows exactly when to put all their energy into one devastating strike. Once per game this character may add +5 to a Strike test.

Melee Master

This character has learned to remain calm in the crush of battle – they do not suffer Block penalties for being outnumbered in combat.

Parry

Timing a response to enemy strikes to perfection, this skill allows the character to block and misdirect their attacks easily. The character may add +2 to any Block tests.

Born in harness

This warrior has spent a lifetime training to move in heavy armour. The character suffers no penalties to Nimbleness for wearing Heavy or Very heavy armour. In addition, such armour only takes up one slot in the character's Equipment.

Furious Charge

Quick and deadly, this hero can rush their enemies so fast that they cannot prepare a solid defence. The character adds +2 to Strike tests when combining a move of over 4" with an Attack Action.

Close Quarters

Many warriors need open space to correctly utilise their weaponry, but this character has learned how to fight in confined spaces. In combat where they or their opponent are in base contact with a terrain piece, or are in a tunnel, the character may add +2 to Strike and Block tests.

Weaponskill

This warrior trains repeatedly with weapons, practicing timing and specialist blows. The character may add +1 to all Strike and Block tests.

Shield Master

A shield is more than just a lump of wood and iron to this warrior – it is an extension of their body, and they are expert at using it to block and deflect attacks. The character may re-roll the dice during any Block tests, and may re-roll the dice during any Nimble tests against incoming missile attacks.

Note: the character must be equipped with a shield to use this Skill.

Feint

This character has developed exceptional duelling skills; when fighting a single opponent, they may roll two dice for Strike tests, and choose which one to use. This Skill may not be used if in base contact with more than one other model, friend or foe.

Zweihander

This hero has practiced long and hard with double-handed weapons, and can wield them as if they were weightless. The character gains +2 to Strike tests when using two-handed weapons. This skill does not apply to polearms or spears.

Shield Bash

This warrior can use the shield as a second weapon, bludgeoning their opponents with it. When the model's Block Test score beats their attacker's Strike Test score, the attacker suffers one Wound. This is not reduced by Tough bonuses from skills or armour.

Focussed Strike

This warrior has trained long and hard at locating the weak areas in their enemy's armour. Any Wounds caused by this character's Strike tests ignore armour, and are not reduced by the armour's Tough bonuses.

Unarmed fighter

This warrior is ferocious in the use of tooth and claw - they suffer no penalties for fighting without a weapon.

SHOOTING SKILLS

Expert Shot

Years of experience have made this warrior an exceptional marksman. The character may re-roll the dice during any Ranged tests.

Fast shot

Focussing on quick loading and aiming practice, this hero can fire a volley of missiles at their foes. The character may make two Ranged attacks per Action instead of one; both shots must be at the same target, or at a second target within 2" of the first. The character may not use this Skill if they move, or with black powder weapons.

Eagle eyes

With excellent distance vision, this hero can pick out targets further away than is usual. All ranged weapons gain an extra 6" range.

Targeteer

Able to spot the smallest part of a target regardless of cover, this character can hit enemies that would be impossible for others. The character ignores penalties when taking Ranged attacks for shooting at enemies in cover (base contact with a terrain piece), or with Partial Line of Sight.

Rock Steady

This character can hold their aim even on the move. They get a +1 bonus to their Ranged test when combining a Shooting action with a Move.

Killshot

Capable of sending a shot straight to their target's most vulnerable parts, this character adds +2 to any Wounds caused with any missile weapon. The character may not use this Skill if they move, and it cannot be used at the same time as the Fast Shot skill.

Spot the weak point

This warrior has trained long and hard at targeting the weak spots and joints in their enemy's armour. Any Wounds caused by this character's Shoot tests ignore armour, and are not reduced by the armour's Tough bonuses.

CUNNING SKILLS

Apothecary

Skilled in the healing arts, this character knows the best ways to gather and use herbs to heal the injured. They may roll d6+3 instead of d6 when using Healing herbs; in addition, they receive one free Healing Herbs at the start of every battle; add it to the character's Equipment.

Resist magic

This hero has a natural resistance to arcane powers. The character may re-roll the dice during any Fortitude / Presence tests against magic, and may reduce any Wounds they take from spells by 1.

Bloodhound

This character is an exceptional tracker, able to spot signs others would miss. The character may re-roll the dice during any Awareness tests for spotting Hiding and Ambushing enemies.

Hedge Magic

Naturally inclined to magic, this character has the potential to be a spell-caster. If the warband finds an Arcane Tome, then this character may use it to become a wizard. Look up the Spell list that the Tome contains, and roll a d6 to see which spell the character has learnt.

Lucky

Some beasts just seem blessed with good fortune; this character is one of them. The character can re-roll a single Test once per game, and may re-roll any rolls on the Out-of-Action chart.

Haggle

Some beasts have the gift of driving a hard bargain. You pay 1 penny less for all items on the Open Market list with a cost of 6 pennies or less, and you pay d6 pennies less for any items costing 7 or more pennies or any Rare items.

Fearless

This hero has nerves of steel, and fears no foe. The character ignores Fearsome enemies, and may attack them without penalty.

Backstabber

Adept at delivering a hidden blow, this warrior excels at stealthy killing. The character may re-roll the dice during any Concealment tests for Ambushing, and may add +1 to any Strike tests resulting from a successful Ambush attack.

Melt into the Shadows

This sly creature is excellent at spreading mayhem, but also escaping to tell the tale... They may remain Hidden after a successful Ambush attack.

Forager

There is always food to be found, even in the leanest of times, provided you know how to find it. You may subtract 2d6 pennies from the cost of your warband's upkeep.

Taunt

Some beasts know just what to say to get under another's skin... the right turn of phrase or the perfect insult. This character may taunt one enemy they are in combat with. That enemy must re-roll their dice for all Strike and Block tests during the combat, if the taunting player wishes.

Beguile

This character has almost supernatural levels of charm and persuasiveness. When they make an Attack action, before rolling the Strike/Block test, test the character's Presence versus the target's Fortitude, and if successful add the Test Result to the character's Strike test score.

Gifted

This character has a natural affinity for a particular school of magic; pick one type of magic (Dark, Wild etc) and add +2 to all Fortitude / Presence tests using spells from that magic type. The skill can be taken multiple times, but only once for each type of magic.

Silent Casting

The character knows how to cast spells without complex incantations and gestures; the character may cast a spell rather than moving while hidden and remain hidden.

Inspire

The character can inspire others to dig deep and find reserves they didn't know they had; this skill provides a unique Action to the model: Inspire. If the model remains stationary and uses the Inspire Action, all friendly models within 6" add +2 to all Tests for the rest of this Turn.



Strong ()

This warrior is unusually powerful and muscular; they may add the Skill level to the Test Result of any successful close combat or missile attacks, with the exception of crossbows and black powder weapons. Note: This does not add to the Test Score, only the Test Result.

Tough ()

This hero has a resistance to pain and injury that is well above the average; they may subtract the Skill level from any Wounds they suffer.

Weak ()

This beast is feeble and lacking strength; they must subtract the Skill level from the Test Result of any successful close combat or missile attacks, with the exception of crossbows.

Delicate ()

This character has a weak constitution, and is vulnerable to damage; they must add the Skill level to any Wounds they suffer.

Note: Strong and Weak, and Tough and Delicate cancel each other out. So for example if you have a character who is Weak (1) and they gain Strong (1), it would just erase the Weak, and they would count as not having either skill.

Born Survivor

There are certain beasts who heal quickly; injuries which would incapacitate others leave no lasting damage on them. Each time you make a roll on the Out of Action table for this character, roll a d6 first. On a roll of 4, 5 or 6 you suffer no injuries at all.

Beast of Burden

Deep reserves of stamina and endurance combined with a powerful frame let this character carry more than usual; you may carry 9 items of Equipment.

Fearsome

Whether through dint of their size, scars or attitude, this beast exudes menace; other creatures find them terrifying. Whenever a character declares an Attack Action against a Fearsome creature, they must first test their Fortitude against the Fearsome warrior's Presence. If the test is passed, they may attack as normal. If it is failed, they suffer a -3 penalty to Strike tests. If a Fearsome beast attacks another Fearsome beast, neither needs to test - just attack normally.

Voice of Command

Some heroes have a confidence and authority that makes them natural leaders; someone other beasts will follow without question. When this character takes an Action, any 2 models within 2" may also carry out their Action, provided they have not already Acted this Turn. They must perform the same Action the character with Voice of Command does and must remain within 2" of the Acting character, but may Attack or Shoot different targets to the Acting character.

Berserk

Some animals are driven into a violent frenzy by the smell of blood; they become uncontrollable in battle. A character who is a Berserk must take a Fortitude test every Turn before their Action. The Required Value Test Score required is 2, but the character has a -1 penalty to their Test Score as usual for every Wound they have received, and also a -1 for every friendly model that has been taken Out of Action.

If the Test is passed, the character may act normally. If it is failed, the character goes berserk; they must Move directly towards the nearest enemy, and Attack if possible. They must remain in combat until they or any enemies in base contact are taken Out of Action. They gain a +6 bonus to Strike tests, and suffer a -4 penalty to Block tests. They also count as Fearsome and Fearless while berserk.

Once berserk, the character will stay that way until the end of the game.

Enduring

This character has a great resistance to pain, and an untiring constitution. They do not suffer penalties to Tests from Wounds.

Paladin

This beast is capable of combining the arts of war with the arts of magic; they suffer no penalties to Cast Spell Tests for wearing armour.



Dodge

Some heroes have the ability to sidestep incoming arrows and slingshots; the character may add +2 to any Nimbleness tests when fired at with ranged weapons.

Light Feet

There are beasts who know the tricks to walking silently, to creeping unheard. The character may add +2 to any Concealment tests when attempting to move while hidden.

Burst of Speed

Some beasts are built for distance running, others are sprinters – this character is a sprinter. You may add 6" to a Move, but you may not do anything other than Move that turn.

Fast

This hero has powerful limbs, and is capable of rapid movement. They may add 1" to every Move they make.

Freeze

Hunters spot movement; this hero knows that, and knows when to become motionless. This character may automatically become Hidden without a Test even if there are enemy models within 12". The character must still Test if they wish to move.

Leap

Powerful hind legs allow some beasts to leap high and far. This character treats Difficult vertical terrain as if it were normal, and moves accordingly.

Slippery

An expert at ducking and weaving, this beast can Move out of combat without their opponent getting the usual free strike.

Aerial hunter - (Must have flight Skill first)

When the character moves into combat by flying, they gain a +1 bonus to Strike tests. The distance moved must be over 4". They may not use weapons or shields to Strike or Block for the rest of the turn.

Swim

This beast is a natural at moving in water; they don't treat water terrain pieces as Difficult terrain, and may move through them at full speed.



These skills are inherent to particular types of beast, and cannot be learned, although Slow may be acquired as a result of injury...

Flight

The character may move by flying, and can Move 12" rather than using their Move stat when they do, and they ignore all Difficult terrain, and may pass directly over any models or terrain in their path. They may not use weapons or shields to Strike or Block for the rest of the turn if they choose to fly, but may attack unarmed. The character cannot fly while carrying any scenario-specific items, such as treasure counters, or a pay-chest, for example.

Slow

Some beasts are just slow... a character with the Slow skill has a -1" penalty to all Move Actions they take.

Spines

This beast has a covering of tough spines, and is difficult to hit... they add +1 to any Block tests.

Tunneller

This beast has powerful digging claws, and can burrow through the ground as fast as other beasts can walk. The model may tunnel under Difficult and Impassable terrain, treating it as normal. The model may also begin the game underground, and be placed anywhere on the table when they take their first Action.



Although it is perfectly acceptable to fight one-off games, a big part of the fun of Burrows & Badgers is to play a campaign, using the same warband over several games. This gives you the opportunity to watch your warband develop, to see your starting characters gain new skills while new warriors join and the warband grows ever more famous, progressing from humble beginnings to fame, riches and glory – or maybe ignominious failure and death...

Starting the campaign

To start a campaign you'll need two or more players. Each player should have their own warband, and you can start the campaign as soon as two players have chosen their warbands. New players can join the campaign at any time thereafter. Although new warbands will be less developed they will soon learn new skills, and gain treasure and equipment.

Territories and Allies

The warband's Territories and Allies represent local resources, people and places that the warband can benefit from in various ways. It may represent property they own, or friends and acquaintances they have made, or help from a local Lord for example.

Every warband begins with two territories or allies. Roll a d20 three times on the Territories and Allies tables. Then choose two of them, and ignore the third. These are your starting Territories. Write them on your Warband roster. Some scenarios allow warbands to gain extra territories and allies, or maybe lose some to their enemies, but you may only have each Territory once - if you roll one you already have, re-roll the dice. Territories and allies increase the warband's income, and give them access to certain special rules.

Fate Points

Each warband starts every game with 10 Fate points – they represent moments in the game when Fate lends a hand, and mighty deeds are done... You can spend Fate points at any time during a game, in the pre-battle sequence, or in the post-battle sequence – which can come in very handy for modifying

Permanent Injury and Advance rolls! You must declare that you are using Fate points, and how many you are using, before carrying out the Action or rolling the dice you want Fate's help with.

For each Fate point spent, you may take an extra dice of the type you are using, and roll them. You may then choose which of the dice rolls to use.

We suggest using counters of some kind, and discarding one each time you spend a Fate point, to allow you to keep track easily.

Note: Where Skills or other abilities allow a dice to be re-rolled, you may only re-roll the original dice, not any that are added by Fate points.

Example 1: Bimbor Croptail is about to make an Attack Action on Darmok Skullcrusher; deciding this is a critical moment in the game, Bimbor's player states that they will use 2 Fate Points to help with the Attack. Bimbor's Strike Stat is d8; so the player rolls 3d8 (one for the Strike stat, and two for the two Fate points spent). The dice rolls are a 4, a 2 and an 8. The player chooses the 8.

Example 2: Garbod the Slasher needs to roll on the Permanent Injuries chart. His player decides to use a Fate Point to help and so rolls two d20s (one as normal for a Permanent Injury, and one for the Fate point). The dice rolls are an 11 - Deep Lacerations and a 13 - Hand Injury. The player chooses to use the 11.

The Warband rating

Each warband has a Warband rating – the higher the rating the better the warband. To calculate the Warband rating, use the chart below. A warband's Warband rating will change after every game because surviving heroes will gain extra experience, some might be killed, new characters added etc.

Every Small/Medium model - 5 points
Every Large model - 10 points
Every Massive model - 20 points
Every Territory/Ally - 5 points
Plus the total value of all the Experience points the warband has earned.

Balancing Games

Sometimes there will be a difference between the Warband ratings of the warbands taking part in a game. To balance this, work out the difference between the Warband ratings; the lower rated warband receives that many Balance Points. For every 10 Balance Points, you gain an extra Fate Point for your Warband; any excess Balance Points are lost.

In addition, for every 50 Balance Points, or part thereof, all surviving members of the warband receive an extra Experience point at the end of the battle. (So, 1 to 50 Balance Points, +1 Exp, 51 to 100 Balance points, +2 Exp, and so on...)

Example: Kilwrath's Ratty Reivers has a Warband rating of 98. The Northymbran Hearthguard have a Warband rating of 40. The difference is 58 (98-40), so the Northymbran Hearthguard receive 58 Balance Points. They use 50 of the points to gain 5 extra Fate Points. The remaining 8 Balance Points are too few to use, so they are discarded.

At the end of the game, all surviving members of the Northymbran Hearthguard will receive 2 extra Experience points, on top of any they earn during the game.

To start the campaign two players simply take their warbands and follow the steps on the next page.



The Pre-battle sequence

1 The player with the lowest Warband rating rolls on the Scenario table to determine which scenario is played. The player with the lowest Warband rating may decide whether they are the Attacker or Defender, unless the scenario or other rules state otherwise. Work out any Balance Points.

2 Set up the terrain and warbands according to the rules for the scenario you are playing. Generally speaking, the more terrain the better – ideally around a quarter to a third of the table should be covered with terrain.

The Battle sequence

1 Play the game!

Post battle sequence

After the battle is over, both players work their way through the following sequence. Any dice rolls must be seen by both players or a neutral third party.

1 Choose ONE of your Territories and Allies to visit. Roll for any income or benefits from that one only. (Royalists may choose to receive Soldier's Pay instead)

2 Injuries. Determine the extent of injuries for each warrior who is Out of Action at the end of the game.

3 Allocate experience. Characters receive Experience points, as outlined in the scenario played. Update your Warband rating. Roll any Advances your characters receive.

4 Pay for the upkeep of your warband.

5 Hire new recruits.

6 Trading – buy and sell from the Open Market list, and roll for each players' d4 Rare items. Buy any of these if you want them, and can afford them.

7 Reallocate equipment. You can swap equipment between models.

8. You are now ready to fight again.

Post battle sequence in detail

1 Territories and Allies - At the end of a battle a warband can collect income and benefits from its Territories and Allies. This is done as soon as the game is over so that both players can witness each other's dice rolls. Each player receives the benefits that their territories/allies provide. Royalist warbands may choose to receive their Soldier's Pay instead of taking any benefits from their territories.

2 Serious injuries - During a game some characters will go Out of Action and are removed from play. During the game it doesn't matter whether a beast who goes out of action is dead, unconscious, or badly injured – in terms of the game he is no longer capable of taking part in the action and that is all that matters.

However when you are playing a campaign it makes a big difference. They might recover completely and be ready to fight again in the next game, or they might suffer serious injuries. Maybe they have been captured by the enemy, or maybe it takes them a long time to heal and fully recover their abilities. Worst of all they might be killed outright or be so badly injured they have to retire from the warband.

Any model that goes Out of Action during a game must roll on the Out of Action chart once the game is finished.

To find out what happens to characters who go Out of Action roll a d20 and consult the Out of Action chart. If you roll a result that is impossible to apply then count that result as a roll of (12) - Enfeebled.

Death of a character - When a character is killed all of their equipment and weaponry is lost. This is a very important rule, so be sure to be clear about it right from the start. It is not possible to reallocate a character's weapons or equipment once he is dead. The only exceptions to this will be listed in certain scenario rules. If your leader dies, choose another model from your warband to take over.

Disbanding warbands - You may disband your current warband at the end of any game and start again with a new one. All the characters in the original warband and any equipment and other Skills they have gained are lost. You can also dismiss any character in your warband after rolling for injuries in you wish to.

3 Experience - Characters earn Experience points when they take part in a game. Once a character has enough Experience points he gains an Advance. This takes the form of either an increased Statistic or a special Skill. Characters who survive for long enough may well become mighty heroes with all sorts of abilities that they have picked up over the course of their careers.

Earning experience

The Experience points your heroes can earn will depend on the scenario you play. Different scenarios have different objectives, and so the characters earn experience in slightly different ways each game. Extra Experience points are always added to the character's total after the game is over.

Experience advances

As characters earn more Experience points they are entitled to make Advance rolls. Every time a character gains one or more Experience points, mark them on the Warband roster. For every shaded box the character has marked off, they earn a roll on the Advance table. The roll should be made immediately after the game when the Advance is gained, while both players are there to witness the result.

4 Upkeep - For every character in the warband, you must spend money on general upkeep at the end of each game, such as food, drink, and other living supplies. This cost is 1 penny for each Small/Medium model, 2 pennies for each Large model, and 3 pennies for each Massive model. So for example, if your warband contains 3 Small members, 1 Medium and 2 Large then you need to spend 8 pennies. If you cannot do so, your warband will go hungry... all your characters must start the next game with one Wound already marked on their roster, but you do not have to spend any money on upkeep.

5 Hire New recruits - New characters are recruited in the same way as the original warband; you can hire any animal available to your warband type - so most warbands can choose freely, whereas Single Species warbands can only choose new recruits from their own species. A new recruit may be bought weapons and equipment from the Open Trading list, or you may give them equipment from your existing characters or your Stashed Equipment.

6 Trading - Every town and village in Northymbra has at least one market stall, shop or merchant's guildhouse where the local traders buy and sell. In a large town such a place might cover a whole quarter of the town, with many traders, merchants and marketers offering their goods and services. Small settlements are more commonly served by travelling traders, often travelling in small groups for safety.

After every game, a warband can sell any treasures they have acquired during the game. Money can be spent on recruiting new warriors, or on new equipment for the warband, using the Open Trading list. The Open Trading list covers all the equipment available to buy commonly in Northymbra.

In addition each player will also be offered d4 Rare items; roll on the Rare Items chart to see what they are. The player can buy any of these if they want them, and can afford them.

Players should preferably complete any recruiting and trading after the battle is over, making the necessary dice rolls whilst both players are present.

Buying new equipment

Players may purchase as many of the items on the Open Trading list as they want (and can afford!) The price of all these common items is fixed, so all players always pay the same amount for them. A player may also sell weapons and equipment at the same time he buys new ones. After all, as warbands become richer and more powerful they often abandon their earlier gear in favour of something better.

However, you can't get as much back for second-hand equipment, due to the wear and tear inflicted on it by your warriors. You can sell equipment for half its listed price. In the case of rare equipment and weapons which have a variable price, roll the random price again and halve it to see what you can sell the item for under current market conditions.

Alternatively, weapons, armour and equipment may be hoarded for future use (make a note in the Stashed Equipment box on the warband roster) or switched between characters in your warband.

7 Reallocate equipment - You can swap equipment between models, or move it to your Stashed Equipment.

Open Trading list

Item	Cost in Pennies	Item	Cost in Pennies	Item	Cost in Pennies
One-handed weapon	10	Blessed Water	4	Thunderbird feather	6
Two-handed weapon	15	Thyme leaves	3	Powdered acorns	3
Pole-arm	15	Bloodwort	4	Cave spider venom	4
Spear	12	Mandrake	6	Scarab shells	4
Bow	15	Lugwort	2	Silk fibres	5
Crossbow	20	Henbane	4	Wax candle	3
Sling	5	Heal-alle	4	Brimstone	4
Throwing knives	8	Galingale	4	Haematite	4
Light armour	20	Copper strip	4	Amber bead	6
Heavy armour	30	Elf-bolt	6	Ground obsidian	5
Very heavy armour	45	Dragonfly wings	3		
Shield	15	Saltpetre	4		
Rope & hook	6	Bone meal	3		
Lucky charm	15	Lotus flowers	4	(Enough to equip one	
Talisman	5	Petrified wood	4	character for one game)	
Mage's focus	20	Badger's blood	4	Broadhead arrows	5
Healing herbs (one)	5	Badger's claws	6	Bodkin arrows	5
		Amanitas	4	Lead slingshot	5
		Belladonna	5		
		Antler dust	5		
		Bear bone fragments	7		



Rare items

Each time you are offered a Rare item, roll a d10 on this chart to see what it is, and how much it costs:

1. Paralysing poison 2d6 pennies (enough for one character for one game)
2. Pain poison 2d6 pennies (enough for one character for one game)
3. Mortal poison 3d6 pennies (enough for one character for one game)
4. Relic 2d6 pennies Relics abound in Northymbra: hairs from the Horned God, leaves from the Green Man, teeth of a Great Cave Bear, all are sold to beasts needing encouragement before battle and as charms against evil magic. A warband with a holy relic will automatically pass the first Rout test they make each game. A relic counts as an item of equipment, and must be carried by a member of the warband to provide the benefit.
5. Anti-venom 1d4 pennies A flask of anti-venom will allow one character to ignore the effects of any poisons they are attacked with. Lasts for one game.
6. Heavy armour (Master-smithed) 30 + d20 pennies Counts as Heavy armour, but one counts as one item for Equipment purposes, and does not cause Nimbleness penalties.
7. Very heavy armour (Master-smithed) 40 + d20 pennies Counts as Very heavy armour, but one counts as one item for Equipment purposes, and does not cause Nimbleness penalties.
8. Arcane Tome 2d12 pennies Roll a d6; 1 – Contains a Natural magic spell. 2 – Contains a Light magic spell. 3 – Contains a Dark magic spell. 4 – Contains a Wild magic spell. 5 – Contains an Unbound magic spell. 6 – Contains an Noble magic spell.
9. Sword (Master-smithed) 3d6 pennies This expertly crafted blade was fashioned for a great lord; adds +1 to the character's Strike tests.
10. Magic item – if the Rare item is a Magic item, roll on the Magic item chart to see what it is.

Magic items

Magic items take various forms, from ensorcelled Staffs that give great power to the Wizards who wield them, through rings and necklaces imbued with bound spells, to weapons and armour that carry enchantments and the spirits of the fae folk within them.

Such unusual and rare items are difficult to price; as a result their costs vary widely. In addition, sellers may often be unaware of the power of the item, and sell it for less than its true worth. Regardless of the magic item type or power, it costs 3d20 pennies.

What type of item? d20:

- 1-3 Staff
- 4-6 Ring, Necklace or Brooch
- 7-9 Hand Weapon
- 10-11 Double handed weapon
- 12 Pole-arm
- 13 Bow
- 14 Crossbow
- 15 Light Armour
- 16-17 Heavy Armour
- 18 Very Heavy Armour
- 19-20 Shield

How powerful; roll d6

- 1 to 3; +1
- 4 to 5; +2
- 6; +3

What power?

Staff of; roll d6.

- 1 - Protection
- 2 - Shielding
- 3 - Blocking
- 4 - Eyes
- 5 or 6 - Casting

Ring/Necklace/
Brooch of;
roll d10

- 1 - Protection
- 2 - Shielding
- 3 - Blocking
- 4 - Smiting
- 5 - Hiding
- 6 - Casting
- 7 - Agility
- 8 - Speed
- 9 - Fear
- 10 - Eyes

Weapon of; roll d6

- 1 - Rage
- 2 - Leeching
- 3 - Venom
- 4 - Smiting
- 5 - Wounding
- 6 - Flame

Armour of; roll d6

- 1 - Agility
- 2 to 4 - Protection
- 5 - Shielding
- 6 - Blocking

Shield of; roll d6

- 1 - Protection
- 2 - Shielding
- 3 or 4 - Blocking
- 5 - Eyes
- 6 - Fear

Item Powers

Agility - Adds the bonus to any Nimbleness tests the user makes.

Blocking - Adds the bonus to any Block tests the user makes.

Casting - Adds the bonus to any Fortitude tests the user makes when using magic.

Eyes - Adds the bonus to any Awareness tests the user makes.

Fear - Adds the bonus to any Presence tests the user makes, and the user also has the Fearsome skill.

Flame - Adds the bonus to any Wounds the user causes with this weapon; also subtracts the bonus from any Concealment tests the user makes.

Hiding - Adds the bonus to any Concealment tests the user makes.

Leeching - Any time this weapon causes one or more Wounds, then heal Wounds equivalent to the bonus level to the user (provided they have Wounds which need healing).

Protection - Adds the bonus as if it were the Tough skill to the user.

Rage - Adds the bonus to any Strike tests the user makes; however the weapon contains a powerful bound spirit; the user has the Berserk skill.

Speed - Adds the bonus to any Nimbleness tests the user makes, and adds the bonus in inches to any Move actions.

Shielding - Adds the bonus to any Fortitude / Presence tests the user makes against spell attacks.

Smiting - Adds the bonus to any Strike tests the user makes.

Venom - Ignore the bonus; the weapon counts as always being poisoned with Mortal Poison.

Wounding - Adds the bonus to any Wounds the user causes with this weapon.

ADVANCE TABLE

Roll a d12 and consult the Advance Roll table below.

- 1 New Skill. Choose a Strength skill; A magic user may choose a new spell from their list instead if they wish.
- 2 New Skill. Choose a Movement skill; A magic user may choose a new spell from their list instead if they wish.
- 3 New Skill. Choose a Fighting skill; A magic user may choose a new spell from their list instead if they wish.
- 4 New Skill. Choose a Shooting skill; A magic user may choose a new spell from their list instead if they wish.
- 5 New Skill. Choose a Cunning skill; A magic user may choose a new spell from their list instead if they wish.
- 6 – 9 New Skill. Choose a new skill of any type. A magic user may choose a new spell from their list instead if they wish. A single long-term injury may be healed instead of receiving a Skill/Spell if you wish.
- 10 Statistic Increase. A statistic will increase by one die level, to a maximum of d12. Roll again: 1-2 = Movement; 3-4 = Nimbleness; 5-6 = Fortitude; 7-8 = Presence; 9-10 = Ranged; 11 – 12 = You choose.
- 11 Statistic Increase. A statistic will increase by one die level, to a maximum of d12. Roll again: 1-2 = Awareness; 3-4 = Concealment; 5-6 = Strike; 7-8 = Block; 9-12 = You choose.
- 12 Statistic Increase. A statistic will increase by one die level, to a maximum of d12. You choose which.
- 13 Heroic Statistic Increase – Increase a Statistic by one die level; you can increase a d12 Statistic to d20 with this result. A magic user may choose a new spell from any list instead if they wish, and will also be able to learn spells from that list in the future.

TERRITORIES & ALLIES

Territories and Allies table

To generate a random territory/ally from this table roll a d20. The table indicates the type of territory, and the benefits it provides, with a short description underneath of any special rules.

- 1 Tin Mine You have a controlling interest in a nearby tin mine; regular supplies of ore are dug and you can sell them to the local smiths. You receive an income of 5d6 pennies.
- 2 Store You have business interests in a local general goods store; you may reduce the price of all your Equipment purchases by 1 penny each. You receive an income of 4d6 pennies.
- 3 Smithy You have befriended a local Blacksmith, and have access to his forge and his expertise. You may purchase weapons for 2 pennies less than usual, and armour for 5 pennies less.
- 4 Farm You own a local farmstead; the crops grown there help to feed you, as well as earn you coin. Your warband upkeep is 1 penny per character rather than the usual 2. You also receive an income of 2d6 pennies.
- 5 Well You control a well, one of the few that supply fresh water to the local area. You charge fees for its use. You receive an income of 3d6 pennies.
- 6 Inn You own a share in an Inn; you receive an income of 3d6 pennies. You often get to hear rumours from the patrons – before each game, roll a d6; on a 5 or 6, you can choose the scenario to be played.
- 7 Apothecary A local healer is indebted to you, and will use his skills to help your warband. You may ignore one roll on the Out of Action table per game.

8 Enchanter You have saved the life of an Enchanter; he has agreed to repay with his magical skills. After each game you may ask him to enchant one item. Choose the item, and roll a d6: 1 - 2; the enchantment fails. 3 - 5; the item gains a +1 enchantment. 6; the item gains a +2 enchantment. Roll to see 'What power?' on the Magic Items chart.

9 Sage You have the gratitude of a knowledgeable Sage; his extensive wisdom and learning are at your disposal. You may modify all Advance rolls by plus or minus 1.

10 Sunken ship You know the location of a wrecked trading ship, and can dive down to loot its hold at low tide. Roll a d6: 1-2; you find 1d6 pennies. 3-4; you find 4d6 pennies. 5; you find jewels and treasure worth 5d6 pennies. 6; you find 5d6 pennies' worth of treasure, and a random Enchanted item. Roll once on the Enchanted Items chart.

11 Gambling den You have an interest in a local house of vice and gambling; the profits are good, but not without risk. You receive an income of 6d6 pennies, but if you roll any triples (ie. Three 1s, or three 2s etc) then a fight has broken out - your characters may be injured. Roll a d6 for each character; on a roll of 1, they are injured and must miss the next game while they recover.

12 Abandoned Sett You have stumbled across a vast sett that has been abandoned for generations; it has entrances and exits all over the area. When you set up your warband for a game, you may set up 2 of your characters anywhere on the tabletop, ignoring the scenario restrictions. They must be at least 8" away from any enemy models. They start the game Hidden.

13 Herb Garden You have access to a well stocked and tended Herb garden; you may take any 4 magical ingredients free per game. You may also sell herbs, earning you 2d6 pennies.

14 Chapel There is an ancient chapel nearby; dedicated to Moritasgus, the Great Badger, ancient god of healing and protection. You may pray for a blessing; roll a d6. 1; there are no benefits. 2; one character may add +1 to all rolls in the next game. 3; you receive an unexpected windfall - gain 3d6 pennies. 4; your leader is filled with divine wrath, and gains +2 to all rolls in the next game. 5; miraculous healing - one character has a long term injury healed. 6; fated for greatness, you add 6 Fate points.

15 Hamlet Your warband is welcome in a local settlement; the beasts there help you, and provide food. Your warband does not have to pay Upkeep. In addition, the villagers may join your warband; you may purchase new recruits for 5 pennies less than usual.

16 Harbour You control a local harbour; fishing boats tie up there, and merchant vessels arrive from time to time. You levy fees and taxes; receive an income of 5d6 pennies.

17 Toll road You control a ford; all travellers wishing to pass by must pay you a toll. You receive an income of 3d6 pennies.

18 Forest shrine You have discovered an ancient shrine, buried in overgrown woodland. Roll a d6; on a roll of 1-3, it is a Shrine to the Horned God - all your characters gain +1 to Hide and Ambush Actions. On a roll of 4-6, it is a Shrine to the Green Man - all your magic users gain +1 to all Fortitude tests.

19 Quartermaster You have a deal going with the local garrison's quartermaster; you may buy weapons and armour for 8 pennies less than usual, and you receive an income of 2d6 pennies.

20 Fletcher You have a skilled fletcher working for you; you receive an income of 2d6 pennies, and 3 of your characters may be equipped with Bodkins or Broadheads for free.



OUT OF ACTION CHART (D20)

1-2 Dead

The warrior has succumbed to their injuries and died on the battlefield, their body lost in the wilds. All the weapons and equipment they carried are lost. Remove them from the warband's roster.

3 Multiple injuries

The warrior is not dead but has suffered many wounds. Roll D3 times on this table. Re-roll any 'Dead', 'Captured' and further 'Multiple Injuries' results.

4 Leg wound

The warrior's leg has been broken. Their Movement Statistic is reduced by one die level (EG. D8 becomes d6, etc). If their Movement is already d4, they now have the Slow skill.

5 Serious arm wound

The warrior may only use a single one handed weapon from now on, and may not use a shield.

6 Brain trauma

8 Brain trauma

Roll a D6. On a 1-3 the warrior suffers forgetfulness and a loss of focus; reduce their Fortitude Statistic by one die level (EG. D8 becomes d6, etc). On a 4-6 the warrior suffers from violent rages – they have the Berserk skill from now on.

7 Hamstring damage

The character's hamstring has been cut. Their Nimbleness Statistic is reduced by one die level (EG. D8 becomes d6, etc).

8 Chest wound

The warrior has been badly wounded in the upper body; they recover but are weakened by the injury so suffer the Delicate (1) Skill.

9 Blinded in one eye

The warrior survives but loses the sight in one eye; reduce their Ranged Statistic by one die level (EG. D8 becomes d6, etc).. If the character suffers this result twice, they must retire from the warband.

10 Niggling Wound

The warrior suffers a recurring injury; at the start of every game, roll a d6 – on a roll of 1, the character must miss the game. This temporarily reduces your Warband rating.

11 Deep lacerations

The warrior has suffered serious cuts and must lay up to recover - they miss the next game. They may do nothing at all while recovering. This temporarily reduces your Warband rating.

12 Enfeebled

The wounds the character have suffered leave them feeble and puny; they have the Weak (1) Skill.

13 Hand injury

The warrior's hand is badly injured; their Strike Stat is reduced by one die level (EG. D8 becomes d6, etc).

14 Robbed

The warrior manages to escape, but all his weapons, armour and equipment are lost.

15 Captured

The warrior regains consciousness and finds themselves held captive by the other warband. They may be ransomed at a price set by the captor or exchanged for one of their warband who is being held captive. Alternatively the captive may be executed. Captives who are exchanged or ransomed retain all their weapons, armour and equipment. If captives are executed, their weapons, armour and equipment are retained by their captors.

16 Hardened

The warrior survives and becomes inured to the horrors of battle and death. From now on they have the Fearless Skill.

17 Horrific appearance

The warrior has suffered horrifying facial injuries, leaving them scarred and brutal in appearance. They now have the Fearsome Skill.

18-19 Full recovery

The warrior has been knocked unconscious, or suffers a light wound from which he makes a full recovery.

20 Survives despite the odds

The hero survives their injuries and rejoins the warband. The character gains +1 Experience.

Scenario table; roll 2d6:

- 2 - 3: Open Battle
- 4: Witch hunt
- 5: Ambush the Camp
- 6: Defend the Haul
- 7: Surprise Attack
- 8: Take and Hold
- 9: Recover the Paychest
- 10 - 12: Open Battle



A powerful magic user has taken up residence in a nearby ruin. The local Lord has placed a bounty on his head; a bounty two warbands are keen to collect...

Terrain

Each player takes it in turn to place a piece of terrain – the more the better. The first terrain piece should be placed in the centre of the table, and represents the mage's lair. We suggest that the terrain is set up within an area roughly 3' x 3'.

Warbands

The warbands deploy on opposite table edges; take turns placing models anywhere within 2" of the table edge. Place a spare model in the centre of the table to represent the mage.

Special rules

The mage is powerful; he can act once at the beginning of the turn, and again at the end of the turn. Each time the mage acts, both players roll a d6; the player who rolls highest controls the mage for that Action. If the roll is a draw, the mage is weary and may not act. The mage may move, but must remain in base contact with the central terrain piece.

M S B R N C A F P

d6 d6 d6 d6 d6 d6 d8 d8 d8

Spells: Dark - Life Eater

Unbound - Morglum's Fiery Blast, Burramor's Distant Fracturing

Starting the game

The mage starts first, followed by the warband with the lower Warband rating.

Ending the game

The mage must be taken Out of Action before the game can end. Once the mage is Out of Action, the warbands continue to fight, and when one of the warbands fails a Rout test the game ends. If one warband Routs while the mage is still alive, the Routed player controls the mage for the rest of the game. As a result, it is possible for both warbands to rout with no-one winning the game.

Experience

+1 Survives. Every character who survives the battle gains +1 Experience.

+2 for every character who is still on the table when the mage goes Out of Action.

+1 Per enemy Out of action. Any character earns +1 Experience for each enemy he puts Out of action.

Both warbands receive 20 pennies for making the attempt to defeat the mage; the winning warband also claims the bounty of 6d6 pennies.

ROLL OF 5; AMBUSH THE CAMP



A group of beasts has set up an overnight camp in a ruined farm building. With a defensible site, water, firewood and all their weapons to hand, they should sleep safe and sound. But enemies are closing in on all sides, and this may be their last night alive...

Terrain

Set up some ruins in the centre - no more than 12" square. Include something to represent an Equipment Pile.

Special Rules

The defender's models have a -1 modifier to all Tests until they make base contact with the Equipment Pile.

Warbands

The defender must place all their models within the ruins. The attacker's models may start anywhere within 1" of the table edge.

Starting the Game

The Attacker starts first, and may Act with 3 models before play passes to the Defender.

Ending the Game

The battle ends when either warband Routs, or when the Defender has three-quarters of their models taken Out of Action.

Experience

+1 Survives. If a character survives the battle they gain +1 Experience.

+1 Attacker wins. If the attacker wins, all their surviving characters gain +1 Experience, as do all surviving defending models.

+2 Defender wins. If the defender wins, all their surviving characters gain +2 Experience.

+1 Per enemy Out of action. Any character earns +1 Experience for each enemy he puts Out of action.

Any attacking model who reaches the Equipment Pile gains d6 pennies.

ROLL OF 6; DEFEND THE HAUL



A warband has discovered treasure, only to be challenged by a rival warband.

Terrain

Each player takes it in turn to place a piece of terrain, ideally at least one or two ruined buildings, towers, or the like, and other items of terrain. The first building should be placed in the centre of the table, and the objective of this scenario is to take control of this building.

Warbands

The warband with the least number of models is the Attacker. If both sides are equal, roll to decide. The defender is deployed first inside or within 6" of the objective building. The attacking warband is deployed within 2" of any table edge. Take it in turns to place models. Note that you can split the attacking warband to enter from different edges if you wish. Up to 2 of the defender's models may begin the game Hidden.

Starting the game The attacker starts first.

Ending the game

If at the end of any Turn the attacker has more models within 6" of the objective than the defender, the attacker wins. Alternatively, when one of the warbands fails its Rout test the game ends.

Experience

+1 Survives. Every character who survives the battle gains +1 Experience.

+1 For each character inside the objective building and not Out of action when the game ends.

+1 Per enemy Out of action. Any character earns +1 Experience for each enemy he puts Out of action.

Treasure

2d6 pennies worth of treasure for each character of either warband who is in base contact with the objective building at the end of the game (up to a maximum of 10d6 per warband).

ROLL OF 7; SURPRISE ATTACK



Terrain Each player takes it in turn to place a piece of terrain, ideally at least one piece of terrain per square foot – the more the better.

Warbands and Deployment zones

The warband with the lowest Warband Rating is automatically the Attacker. If both sides are equal, roll to decide. The Defender rolls a d6 for each of their models; if the roll is a 5 or 6, they deploy that model anywhere on the table, but at least 4” away from any other model, as the scouts are spread out. If the roll is 1-4, they begin the game off the table. At least one defending model must be on the table; if all the rolls are 1-4, then the attacker may choose one of the defender’s models to begin on the table, as they have been following this character... The defender chooses where this model is deployed.

The attacker then deploys their models anywhere touching any of the table edges. The models may be freely split between all table edges.

Special rules

At the start of the second Turn, and every Turn after that, the defender rolls a d6 for each of their models which are off-table. On a roll of 4+, the model arrives; place the model touching a table edge. They may be activated as normal. Any models that don’t appear count as Surviving at the end of the game..

Starting the game

The defender has realised they are being hunted; they start first.

Ending the game

If at any time there are no Defending models on the table, the Attacker wins. If there are still Defending models on the table by the end of the 6th Turn, the Defender wins. Alternatively, when one of the warbands fails a Rout Test the game ends.

Experience

+1 Survives. If a character survives the battle they gain +1 Experience.

+1 Attacker wins. If the attacker wins, all their surviving characters gain +1 Experience.

+2 Defender wins. If the defender wins, all their surviving characters gain +2 Experience.

+1 Per enemy Out of action. Any character earns +1 Experience for each enemy he puts Out of action.

ROLL OF 8; TAKE AND HOLD



Terrain - Each player takes it in turn to place a piece of terrain, ideally at least one piece of terrain per square foot – more, if the pieces are small.

Special rules

Take & Hold: Warbands must try and claim terrain pieces on the table. To claim a piece of terrain, a model must be in base contact with it, with no enemy models within 1” of the terrain piece, at the end of the Turn.

Warbands

The player with the largest warband sets up their first model, within 2” of the table edge of their choice. Then the other player sets up their first model within 2” of the opposite table edge. Repeat until all models are placed.

Starting the game - The player with the lower Warband rating starts first.

Ending the game

The game ends either when one warband occupies 3 more terrain pieces than the other warband and at least four Turns have been played, or when one warband fails a Rout test. The routers automatically lose.

Experience

+1 Survives. If a character survives the battle they gain +1 Experience.

+1 per Occupied terrain piece. If a character is occupying a terrain piece at the end of the battle he receives +1 Experience.

+1 Smallest warband wins. If the warband with the smallest number of models wins the game, then all their surviving characters receive +1 Experience.

+1 Per enemy Out of action. Any character earns +1 Experience for each enemy he puts Out of action.

Territory

The winning warband receives a roll on the Territories and Allies table, adding the new territory to their Warband roster.

ROLL OF 9; RECOVER THE PAYCHEST



During the War of Storms, many armies clashed in central Northymbra, and many were slain or routed. Rumours abound of retreating armies being forced to hide their loot and paychests, in the hopes of recovering them later. Sometimes the rumours are true...

But more than one beast can follow the clues, and two warbands have arrived at the same time.

Terrain

Each player takes it in turn to place a piece of terrain, ideally at least one piece of terrain per square foot – the more the better. One (preferably large!) piece of terrain must be placed in the centre of the table. It's good to also place one or more pieces across the centre line of the board, an equal distance from both player's table edges.

Special rules

All the characters in each warband are aware that the hidden paychest is in, or near, the central piece of terrain. Any character may search for the chest, by the usual method of being in base contact with the terrain piece, and performing a Search action.

The chest is Well hidden, requiring an Awareness Test against a Required Value test Score of 7. The central terrain piece may be searched, as may any terrain on the centre-line of the table.

As soon as a character succeeds at the Search Test, the chest is discovered. Either use a marker or a suitable chest model if you have one to show which character has the chest. The character must then take it to safety via their own table edge. Carrying the chest will slow the character carrying it; all Movement is treated as Difficult, and Nimbleness Tests are at a -1 penalty, and the character may not Run. The character carrying the chest may pass it to any model in base contact, or may drop it at any time; place it in base contact with them. Another character may pick it up by moving into base contact with it. If the carrier is taken Out of Action, place the chest at the spot where he fell. Any character may pick it up by moving into base contact with it.

Set-up

The player with the lower Warband rating chooses a table edge, and places a model within 2" of the edge. Their opponent then sets up a model within 2" of the opposite edge. Keep on until all models are on the table.

Starting the game

The player with the lower Warband rating starts first.

Ending the game

When one warband gets the chest to safety, or a warband fails a Rout test, the game ends. The remaining warband then gains the paychest.

Experience

+1 Survives. If a character survives the battle they gain +1 Experience.

+2 For finding the chest. If a character finds the paychest he earns +2 Experience.

+2 For escaping with the chest. If a character moves off the board with the chest, they gain +2 Experience.

+1 Per enemy Out of action. Any character earns +1 Experience for each enemy he puts Out of action.

The winning warband gets the contents of the paychest.

Contents of the paychest: The paychest contains 4d12 pennies.

It may also contain other items; roll a d6:

1 or 2 – nothing else

3 – jewels worth 3d6 pennies

4 – a Rare item; roll on the Rare items chart

5 – a Magic item; roll on the Magic items chart

6 – all of the above. (apart from 'nothing else', obviously!)

If one or more members of the losing warband touched the paychest during the game, their warband gains 3d6 pennies.

ROLL OF 2, 3, 10, 11 OR 12; OPEN BATTLE

Even in the wide open of the Northymbran wilderness there is always the risk of running into an enemy warband. While warbands will sometimes pass each other without trouble brewing, more often than not one side will seize the chance to attack the other.

Terrain

Each player takes it in turn to place a piece of terrain, ideally at least one piece of terrain per square foot – the more the better.

Warbands

The player with the lower Warband rating chooses a table edge, and places a model within 4" of the edge. Their opponent then sets up a model within 4" of the opposite edge. Keep on until all models are on the table.

Starting the game

The warband with the largest number of models goes first.

Ending the game

When one of the warbands fails its Rout test, the game ends. The routing warband loses and their opponents win.

Experience

+1 Survives. If a character survives the battle they gain +1 Experience.

+1 Per enemy Out of action. Any character earns +1 Experience for each enemy he puts Out of action.

The winning warband has increased their reputation, and secured their hold on this part of Northymbra; they may make a roll on the Territories and allies chart and add the result to their Warband roster.



BURROWS AND BAD GERS

