

WILSON

Steampunk Skirmish Game



WOLSUNG

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Illustrations on pages (45, 67 and 91) by Sławomir Maniak.
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Illustrations on pages (44, 48, 70, 75, 76, 78, 80, 81, 82, 84, 86, 88, 90, 94, 98,
100, 102, 104, 106, 108, 109 and 110) by Marta Michalak.
Illustration on page 3 by Joanna Litwin, coloured by Marta Michalak
Layout and graphical design by Rafał Bagiński of Big Design.

Special thanks to:
BreadCrab, "Trójmiasto" gaming club, "LOTR Utrecht" gaming club, Sven Finke,
Monika Brózda, Artur Ganszyniec, Michał Grabowy, Maciej Grabowy, Kacper Graczyk,
Jan Horydowiec, Przemysław Kantelecki, Piotr Kupper, Joanna Litwin, Sebastian Makowski,
Michał Stachyra, Sander Walgers, Maciej Zasowski, Ireneusz Zieliński,
Piotr Żuchowski.

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What is Wolsung SSG?

The Wolsung Steampunk Skirmish Game is a miniature combat game, where clubs of extraordinary ladies and gentlemen, as well as shadowy organisations and agents of obscure powers, solve their disputes by blade and gunshot rather than discussion. Each game represents a point where paths of two or more such clubs cross while they work on the same goal, but for opposite purpose. As such, the careful deduction and data gathering as well as social meetings that led them to this point are left for Wolsung Roleplay narrative; A game of Wolsung Skirmish represents the point where the outcome is decided by a keen eye, reflexes and a bit of luck.

WHAT DO YOU NEED TO PLAY?

In order to play, you'll need at least two players, each controlling a number of miniatures forming a club, a flat surface of roughly 3ft by 3ft (36"x36"), several six-sided gaming dice (D6), a standard, 52 playing cards deck, a measuring device and some terrain to represent the surroundings of particular scenarios.

SOME BASIC TERMS:

Success - a dice roll of 4, 5 or 6.

Measuring Distances - All distances are measured in three dimensions. When checking the distance between models, measure from the nearest edge of each model's base. Pre-measuring is not allowed: You have to declare the Action before measuring any distances.



Measuring Movement – It is important to note, that movement, unlike everything else, is always measured in two dimensions. When checking the distance the model moves, measure “from front to front” of the model’s base.



Model - a model is a physical representation of a character in Wolsung SSG. A model is always mounted on a base and any distances from or to a model are measured to the nearest edge of it’s base. Models can be Heroes or Henchmen.

Battlefield - the gaming area, usually 3ft by 3ft (36”x36”) covered with terrain.

Base to Base contact – In order for the models to be in BtB contact, the edge of the model’s base needs to contact another model’s base edge or it’s base vertical projection up to the height of the top of the model’s head.



GAME MECHANICS

MODEL CHARACTERISTICS

Models can be Heroes or Henchmen.

Heroes are extraordinary individuals with unique abilities and gadgets and are best compared to Player characters in an role playing game.

Henchmen are the common folk, servants, minions, and ordinary people that somehow ended up working with Heroes. They do not possess any heroic capabilities but come by the dozen.

Each model is described with a profile, listing all of it's characteristics in a following order:



A - Actions - the model is allowed to perform up to this many various in-game actions such as Move, Shoot etc in its turn.

M - Move - is an amount of inches the model may move per each Action spent.

F - Fight - the close combat ability of the model. This is the number of dice rolled to hit and dodge in melee.

S - Strength - the physical strength of the model. This is the amount of damage the model inflicts in melee each time it hits.

G - Guns - ranged weapon handling skill. This is the number of dice rolled to hit with a ranged weapon.

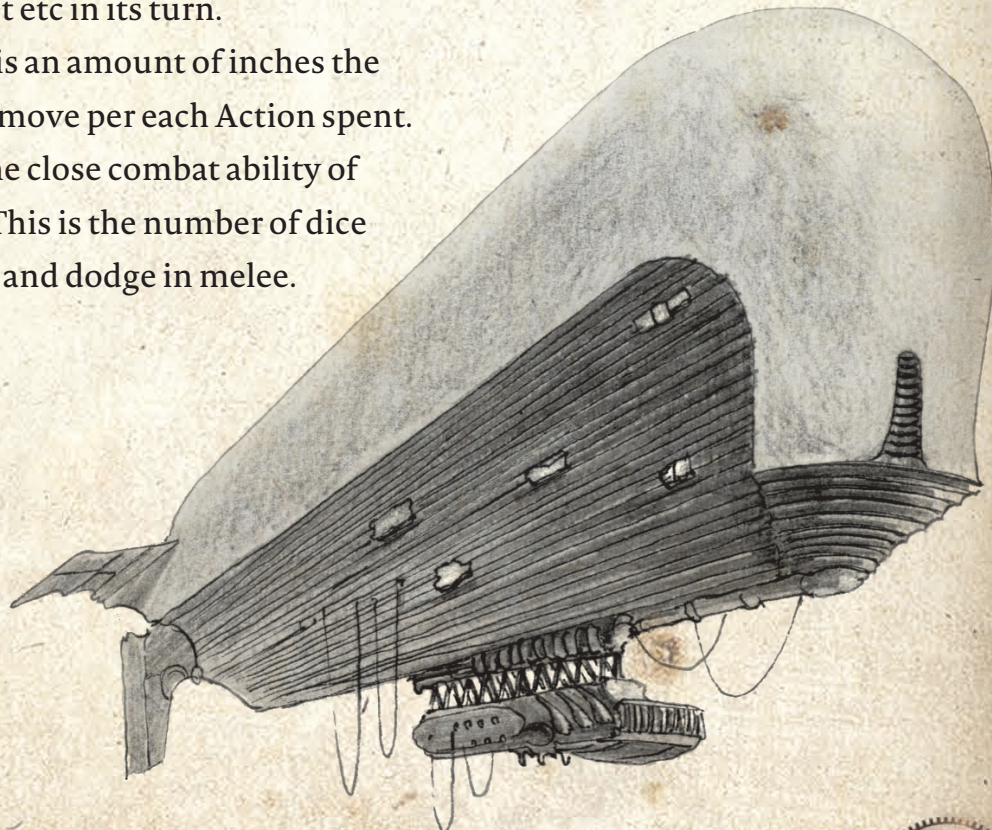
R - Reflex - agility of the model. This is the number of dice rolled to avoid being hit from afar.

W - Wounds - the amount of damage the model may suffer until it is killed. When a model is reduced to 0 W it is removed from the battlefield.

Human - this defines what race the character is. Races vary in profiles and Heroes benefit from special rules associated with their race.

Hero/Henchman - this defines if the model is a Hero or a Henchman.

30mm/40mm - this defines what size of base the model is mounted on.



The start of the game

Before the game, both players choose the Clubs they want to field. Agree on the number of Heroes each side will be able to use. This defines the scale of the engagement, as each Hero has a number of Funds he or she can bolster the Club with. You can use the positive number of Funds to buy Henchmen and various gadgets. The number of Funds cannot be lower than 0.

Choose a scenario, set the terrain and shuffle a standard 52 gaming card deck.

Check who is the First Player. For example it may be done by tossing a coin, drawing a card each from the deck and checking who scores higher or simply rolling dice. Whomever wins the test is the First Player and will choose deployment zone, deploy the models on the battlefield and will choose a model to activate first each turn. The other player then deploys his models in the deployment zone opposite.

After all the models are deployed, you may use any “at the start of the game” abilities. The game now starts and proceeds for a set number of Game Turns or until victory conditions are met by either player.

Placing Terrain - When placing terrain on the battlefield, there are several things to consider:

- At least 50% of the battlefield should be covered in terrain features. At least 50% of these should be Elevated Terrain (Buildings, walkways, etc at least 3” tall).
- Placing Elevated Terrain on the edges of the Battlefield will make any shooting models totally dominate the game.
- Placing Elevated Terrain mostly at the centre of the battlefield makes for a more interesting game.
- The Elevated Terrain should block some movement paths, but at the same time form alternative routes to be explored by the models with Heroic Move ability.
- There should be numerous Access Points (stairs, ladders) to allow every model to access at least some portions of Elevated Terrain. Not every Elevated terrain should be easily accessible.

GAME MECHANICS





GAME MECHANICS

GAME TURN

I. Start of the turn

1. Drawing cards

II. Activations

2. Model activation
3. Stealing the initiative/
delaying activations

III. Surplus Activations

IV. End of the turn

4. Effects expiration

1. The start of the turn is a part where some effects may occur, listed by various special rules. Each player draws 3 cards plus as many cards as the number of Heroes they initially fielded. Then they discard the cards until they have 3 + Heroes #.

For example, in a 3 Hero game at the beginning of each turn each player draws 6 cards and then discards cards until he has 6 of them. This enables players to keep some better cards from previous turn, filter their hand or change the strategy.

2. Activations

The players have to Activate all of their Mindless models before they may activate any of their other models.

As long as a player has any Mindless models yet to Activate this player may not Steal or Delay Initiative.

The First Player chooses one of his models and performs a number of

actions with this model. Then the initiative is passed to the next player. Each model can only be Activated once in a game turn. The Initiative is passed around by the players until all but one player runs out of models that can be Activated this turn. Any surplus models the other player might have left to Activate yet are Activated in the Surplus Activations. All effects (damage and other effects) are applied at the end of each Action. Therefore if a model shoots while standing in a damaging area, both the damage/effects from his shot and the damage/effects the model suffers from the damaging effect will be applied at the end of the Action when they occurred.

Stealing the initiative or delaying the activations

- In some occasions it may be worthy to Activate more than one of your models directly one after another or to wait with your model's Activation. For example if your model is locked in a 1 vs 1 melee you may want to move another models to support the same combat before your enemy has a chance to react.

Option 1:

Stealing the First Player's Initiative. This is done directly before the First Player Activates his first model this turn. Each player willing to have the Initiative

may choose one of the cards in his hand and place it face down on the table in a clockwise order. Reveal the cards. The player with the highest card is the First Player from now on and may now Activate his first model this turn. The initiative is passed to the next opponent in a clockwise order.

Option 2:

Additional Activation. Just after you Activated one of your models and before passing the initiative to next opponent you may try to Activate an additional model. In order to do so choose one of the cards in your hand and place it face down on the table. Then your opponents may either try to counter this action or allow it (pass) in a clockwise order. If they are not willing to give you the chance of another Activation they also choose a card from their hand and place it face down on the table. Reveal the cards. If your card is higher than all of the opponents' you are allowed to activate another model. Otherwise the initiative is passed to the next opponent. It is possible to perform this action several times in a row if you have enough cards in your hand.

Option 3:

Delaying the Activation. This is done directly after the initiative is passed to you. In this case you also have to repeat the process above. The difference is that if you win the card comparison you may force your opponent (in case of 3+ player games a previous player) to activate another model before passing the initiative to you. It is possible to perform this action several times in a row if you have enough cards on your hand.

3. Surplus Activations – if only one player has more models left to Activate, they are Activated one at a time in the order decided by the player until there are no more models to Activate this turn.

4. The end of the turn is a part where some effects occur, listed by various special rules. Also in this moment all effects of spells with “Until end of turn” rule cease to work.

All the templates and effects expire and are removed from the battlefield at the end of turn unless noted otherwise.

Cards

In Wolsung SSG playing cards are used for a number of purposes.

The card value is only used for the purpose of Stealing or Delaying the Activation.

Bridge card value is used (e.g. 9 is higher than 8), with Ace being higher than the court cards.

If cards of equal values are played, then their colours are used in the following order:

1. Spades
2. Hearts
3. Diamonds
4. Clubs

Aside from Stealing or Delaying the Activation, the cards may be discarded to allow Hero models make Heroic Actions.



Activation

In Wolsung SSG, players alternate moving and acting with their models, one model at a time, in each game turn. Moving and/or acting with a model is called this model's Activation. Each model can be activated only once every game turn. Every model has a number of Actions, (usually 2) at their disposal each activation. Once a model is activated, it can do a number of things equal to the number of it's Actions in any order the player pleases. For example, a model can move and then shoot, move twice, or remain in place and shoot twice, provided it has 2 Actions on it's Characteristic Profile.

Action - A model makes one of a number of possible types of Action, for instance moves, shoots or casts a spell, making all the required tests. All the effects, dealt and suffered damage, are applied after the Action is resolved.

First declare the chosen Action, then allocate any dice if allowed to, then measure ranges.

Possible types of Actions:

- Move
- Charge
- Fight
- Shoot
- Cast a spell
- Special Action

Special Actions: Some models have their own special actions. If an Ability has an [A] next to its name, you have to spend an action to use it. If it has Quick in its description, you may make a Move in the same action (see page 12). Whenever there is more than one model allowed to be activated at the same time, make all the Actions of one of these models before making any actions of the other model(s).

Movement

Action: Move - move the model up to its Movement value in inches. A model may never move through other models unless specifically stated. You cannot end Movement in a place where there is no room for the model's base or in BtB with an enemy model.

Measuring - Movement distances are measured in two dimensions. When checking the movement distance, measure "from front to front" of the model's base, along the line parallel to the battlefield. You can turn and go around in any way you want as long as the total distance covered measured along the actual line of movement does not exceed the value of Movement characteristic of the moving model.



Moving as a part of other actions - whenever a model is allowed to move and do something else as a part of its Action, such as casting

a spell or using special ability, always complete the movement before making the other activity.

How does terrain affect Movement?

Models move up to their Move characteristic value in inches in each Action they spend moving over open ground. Most of the surface of the playing area will usually be an open ground - grass, dirt, cobblestones, etc. Low hedges and walls, barrels and crates of up to 1" height and 1" across are also treated as open ground.



Models may move up to half of their Move characteristic in inches horizontally for each Action they spend moving over rough ground. Terrain features such as water, ruins, walls, barrels and crates of over 1" height and 1" across but no more than 3" high. This

represents the model moving vertically in addition to horizontal movement.



Walls, enclosed buildings and terrain features higher than 3" should usually be classified as impassable ground - normally models may not pass through them (unless using Heroic Move).

Elevation - Models may enter levels higher or lower than 3" via ladders by moving as in rough ground, or stairs by moving as in open ground. There must be room for a model's base at the end of the access point. Note that model's vertical movement distance may not be greater than it's base M in inches.

Shooting

A model may Shoot if it has a ranged weapon, performs a Shoot Action and has Line of Sight (LoS) to the model he or she wants to target.

Line of Sight (LoS) - an unobstructed straight line from one model's head to any portion of another model's body (ignoring weapons, hats, umbrellas, mechanical accessories and bases). Models have 360 degrees field of vision.



An example of a ranged weapon's profile:

Name	Strength	0-8"	8-16"	16-24"	Notes
Pistol	4	+1	-1	-2	Quick

HOW TO SHOOT A TARGET?

1. Choose a Target in LoS

2. Check the distance between the models

3. Shoot:

a) Defender chooses a Reaction:

-Hold Nerves: The model remains steady and calm.

-Dive For Cover: The

model immedi

ately becomes Toppled.

b) Roll the dice:

The Active Model rolls a number of dice equal to it's Guns modified as follows:

- weapon's Range modifiers
- weapon's special rules
- elevation bonus

The Target model rolls a number of dice equal to it's Reflex modified as follows:

- elevation bonus
- cover

If the shooting model scores equal or higher number of successes as the target model, the shot hits and damage is applied to the target. Otherwise it's a miss.

Weapon's Range modifiers: Check the distance between the shooting and target model. Look at the columns in Ranged Weapon's profile. If the model is closer or equal to the range in the first column after the weapon's name, apply the bonus from this column. If not, move to the second column and do the same. If the distance is bigger than the distance written in the last range column, the shot automatically misses.

Cover[+xR]: The number is a positive modifier to model's Reflex value. When the model's body is partially obscured from Line of Sight (LoS), it gets Cover[+1R]. When the model's body is obscured from Line of Sight (LoS) in more than 50% it gets a Cover[+2R]. Some specific special rules may change the way cover is applied to some models.

Topple - A Topped model gains +2R against shooting attacks. The drawback is that a Topped model has its Fight reduced to 1 and can only choose to Fence in melee. A Topped model remains so until it Activates. It MUST spend its first Action next Activation to stand up. This Action it can do nothing more.



Elevation bonus:

- A model benefits from +1Guns when targeting a model on a lower elevation (at least 3”).
- A model benefits from +1Reflex when targeted by a model on a lower elevation (at least 3”).



Applying damage

The model hit suffers damage equal to weapon's Strength modified as follows:

- Armour
- Critical hits

Damage - This is the number of Wounds a target model loses when hit with an attack. It is equal to S of the weapon plus the number of Critical Hits minus the Target's Armour.

Armour[x] - The number is a negative modifier to any Damage a model receives.

Critical Hit - Every success the shooting model rolls over number rolled by the target model. Each Critical Hit modifies the damage the target model suffers by +1.



Shooting into melee - it is possible to shoot at an enemy model in BtB with a friendly model. However, there is a chance of hitting the friendly model! Make the shooting attack as normal, but roll for the Reflex of every model in BtB with the target model. The model that

rolls the least number of successes is the target. If there are more than one models with the least number of successes, the owner of the shooting model decides which one of them is the target.

If there is a model on larger base involved in a melee, all models on smaller bases gain +1R for purposes of shooting into this melee.



GAME MECHANICS



GAME MECHANICS



Melee combat



When a model is in melee (BtB contact with enemy model) it may only perform a Move or Fight Action. Models may Move out of melee, suffering effects as per Leaving Melee, but they may not move into melee with enemy models in the same Action.

Charge - Exactly as in Move, but must end in BtB with an enemy model. As a part of the Charge, model may make one melee attack in addition to moving. When in melee, model may not use the Charge Action.

HOW TO FIGHT IN MELEE?

1. Choose a target in BtB

2. Attack:

a) Defender chooses a reaction:

- Fence**: The models fight normally
- Parry**: The defending model gains +2F in this action.

b) Roll the dice:

Both models roll a number of dice equal to their Fight modified as follows:

- weapon's and model's special rules
- bonus for multicombat
- melee elevation bonus

If the attacking model scores equal or higher number of successes as the target model, the strike hits and damage is applied to the target. Otherwise, if the defending model has chosen the Fence reaction, the damage is applied to the attacker.

APPLYING DAMAGE:

The model hit suffers damage equal to attacking model's Strength modified as follows:

- Armour
- Weapon
- Critical hits

Damage - This is the number of Wounds a target model loses when hit with an attack. It is equal to S of the Attacking model plus the number of Critical hits minus the Target's Armour.

Armour[x] - The number is a negative modifier to any Damage a model receives.

Weapon - Some weapons modify the basic strength of a model.

Critical Hit - Every success a model rolls over number rolled by the other model. Each Critical Hit modifies the damage the hit model suffers by +1.

FIGHTING A MELEE ON DIFFERENT ELEVATIONS

Models may engage in melee with models on higher or lower levels. If there is not enough room at the other level due to enemy models blocking it, a model may perform a Charge Action provided it has enough Move to reach BtB contact with the model. Place both models as close to BtB (using normal Move) contact as possible. They count as being in BtB and in melee with each other.

Models may engage in melee and/or be engaged if the base of the model standing higher is on the same level as the base, legs, torso or head of the model standing lower (see BtB).



MELEE ELEVATION BONUS

- Models at least 1" higher gain an +1 F
- If a Charge Action is started at least 3" above the target, the charging model benefits from +1F this Action.



FIGHTING WITH MULTIPLE ENEMIES

If a model is in BtB with more than one enemy model, it is engaged in a melee with all of them. A model can only choose one model as a target of their Fight action unless noted otherwise. Friendly models in the same melee mounted on bases no smaller than the target enemy model provide positive modifiers to the active model's fight value equal to their own Fight values. If a model enters BtB with an enemy model who is already in BtB with another friendly model, the above rules apply immediately.

WHEN THERE ARE MORE THAN ONE MODEL IN MELEE ON BOTH SIDES.

Things get a bit more complicated when the model (1) enters BtB with an enemy model (A) who is already in BtB with another friendly model (2), but there is at least one more enemy model (B) in BtB with the friendly model (2).



As soon as the model (1) enters into BtB with (A), move these models half an inch to the side, effectively forming two distinct melee fights: Model (1) in BtB with enemy (A), and model (2) in BtB with enemy (B). The player who has the initiative decides which models to move and how to split the melee.



It is possible for a model to engage 2 models in BtB at once if it's Move distance allows it. Again, the player who has the initiative decides which models to move and how to split the melee, but at least one enemy model must remain in BtB with any other friendly model who was already in BtB with enemy models at the start of the activation.



LEAVING MELEE

It is possible for a model to leave from BtB with enemy model(s). The leaving model has to perform a Move action in order to leave BtB. Instead of Attacking a model that wishes to leave combat must roll a number of dice equal to its R. Single enemy model with the highest F engaged in this fight rolls the number of dice equal to its F. If the model wishing to move from combat rolled at least equal number of Succeses (after modifications from Heroic Deeds), he may move from the combat as normal. If he rolled less, then he must stay in combat and the Action is lost.



Magic

Magic is not readily available at every moment in Wolsung SSG. A magical power requires tedious preparations, meditation, visiting places of power, or harnessing the power of raw elements. All of which takes much more time than could be represented during a skirmish game.

Magic Ability [x] - This ability allows the model to cast spells. The [x] defines the number of dice the model uses for casting spells.

Each Spell is described by a set of parameters:

- Name
- Type – the spells are divided into 4 subtypes, see below
- Cost – indicates what card you have to discard to cast this spell
 - 0 – no cards
 - 1 – any card in Hero's suit
 - 2 – Court Card or Ace
- Range – Maximum Range of the spell
- Strength – Only used with Magic Projectile Spells.
- Description – Includes other special rules of the spell

Cast a Spell Action – Each time a model wants to cast a spell, you must discard a card in the model's suit as indicated by the spell's cost. The model may make a Move as a part of Cast a Spell action.

The spells are organised into 2 categories, each with 2 subtypes:

Magic Projectiles and Magic Attacks
Magic Buffs[x] and Magic Auras[x]

MAGIC PROJECTILE AND MAGIC ATTACK SPELLS

Magic Attacks and Magic Projectiles are spells that target enemy models.

HOW TO CAST A MAGIC PROJECTILE OR MAGIC ATTACK SPELL

- 1. Choose a Target in LoS**
- 2. Pay the cost**
- 3. Check the distance between models**
- 4. Roll the dice:**

The Active Model rolls a number of dice equal to its Magic Ability modified as follows:

- special rules

The Target model rolls a number of dice equal to it's Reflex modified as follows:

- special rules

If the Active Model scores equal or higher number of successes as the target model, the spell hits the target.



WHAT HAPPENS IF THE SPELL HITS THE TARGET?

If the spell cast was a Magic Projectile spell, apply Damage as normal equal to spell's S modified by Armour and Critical Hits. If It was a Magic Attack spell, apply the effects written in the Description of the spell to the target model.

MAGIC AURA[X] AND MAGIC BUFF[X] SPELLS

Magic Buffs and Magic Auras are spells that target friendly models. X is the spell's Difficulty

HOW TO CAST A MAGIC AURA[X] OR MAGIC BUFF[X] SPELL

1. Choose a Target in LoS
2. Pay the cost
3. Check the distance between models
4. Roll the dice:

The Active Model rolls a number of dice equal to it's Magic Ability modified as follows:

- special rules

If the Active Model scores a number of successes equal to or higher than the spell's Difficulty, the spell succeeds and it's effects are applied.

DIFFERENCE BETWEEN MAGIC AURAS[X] AND MAGIC BUFFS[X]

When Choosing a Target with Magic Aura[x], you automatically Target each friendly model in spell's Range and Active Model's LoS. When casting a Magic Buff[x] spell you may only choose one Target.



Heroes

All the Hero models in Wolsung SSG have special rules that reflect their supernatural strengths and great powers. These rules are common to every Hero model.

HERO ONLY CHARACTERISTICS

Suit – Every hero has its specific suit, one of the card suits (Spades, Hearts, Diamonds, Clubs). Only cards in model's suit may be used for Heroic Movement and Heroic Recovery.

Funds – Funds reflect model's wealth, contacts, or other connections. The number is added to the Club's Fund Pool, which may be used to buy Gadgets and Henchmen before each game.

HERO SPECIAL RULES

Heroic Recovery - At the start of the Hero model's Activation, if it's Toppled you may discard a card in the Hero's suit to stand up instead of spending an Action.

Heroic Move - At the start of the hero model's Activation you may discard a card in the hero's suit. If you do, until the end of activation

this model is allowed to make the following special movement actions:

-climb: The hero model may move vertically: up to the number of inches equal to his M up, or any number of inches down. He may not move through the floors of other elevations and there must be space to place the model at the end of the movement. He must end the move as close horizontally to his starting position as possible. It means he may climb the building he starts his action in base to base contact with and has to end his action as close to his starting position as possible (in base to base contact with the edge of the floor).

-jump: The hero may move horizontally up to the distance of his M in inches ignoring any terrain that is up to 2" high. His movement may not end in a place that is more than 2" higher than his starting location. It means that a hero can jump from a building to building, ignoring the gap between them.



Heroic Deed - Players may discard a card to add a number of successes to the test for Shooting, Melee or Casting, after the roll is made. Only black cards may be used for Melee and Casting Auras or Buffs. For Magic Projectiles, Attacks and Shooting only red cards may be used. Note, that cards discarded for Heroic Deed may be of another suit than the Hero using it.

Court Cards and Aces add +2 successes to the test. Other cards add +1 success. If both fighting models are Heroes, first model to use the Heroic Deed is the model, who has rolled the least successes, or in the case of tie, the target model. Then they may play cards one at a time. If any player decides to pass, and not play a card, the other player may play any number of them. When both players pass, the number of successes on both sides are calculated. Before the game pick a scenario, place terrain and objectives, and then make an Initiative Test for deployment.



Universal Special Rules

Beginner's Luck: - Once per game this model may re-roll all dice when shooting, fighting a melee or being a target of an attack.

Hypnotic Aura - Models may not Fence when being attacked in Melee by this model.

Move Penalty [x] - when shooting this weapon in the same Activation that the model has already made a Move or Charge Action, model's G is reduced by x to a minimum of 1.

Quick - when using this gadget it is possible to perform a Move Action followed by it's Special Action or a range attack at -1 Guns. Reduce G for this penalty after all other alterations.

Fast shot [x] - as a part of one Shoot Action a weapon may fire up to x times. Each subsequent shot is resolved at a cumulative -1 Guns. Each shot in one Shoot Action may target different models. Calculate modifiers for each shot separately.

Fast strike [x] - as a part of one fight or charge Action a model may make up to x melee attacks. Each subsequent strike is resolved at a cumulative -1 Fight. Each attack may target a different model if able.

Fiery Passion - This model has Resistance to Fire [3].

Hard to Kill - If this model's W are reduced to 0 and it had more than 1W at the moment it suffered damage, it is reduced to 1W instead.

Armour piercing [x] - when inflicting damage ignore x points of Armour on the target.

Golem - Golems are not living models. During their activation a Golem model must always remain within 12" of a friendly Scientist model. This is called Control Range. If model with Golem rule by any reason starts its activation over 12" from a friendly model with Scientist rule they must Move directly towards the nearest friendly Scientist model until they are within Control Range. If there are no friendly Scientists present on the battlefield all Golem models skip their activation. Golems have Resistance to Fire [3].

Gruesome Damage - The weapon with this rule deals +2 damage, instead of +1, for each Critical Hit. If a model has this special rule it only works in close combat, unless it is conferred by a ranged weapon or rules state otherwise.

Immunity - Whenever this model is targeted by an attack from which it has Immunity the attack automatically misses.

Infiltrator - Instead of deploying the model normally, place 3 markers anywhere outside the enemy's deployment zone and no closer than

12" apart. At the start of the second game turn, roll a number of dice equal to this model's R. For each success the enemy must choose one marker this model can be deployed on. If there are no markers available for deployment, the enemy may place the Infiltrator anywhere outside of his deployment zone. It cannot be the first model activated on the turn it is deployed. It suffers the Move Penalty [1] to all its Actions on the turn it is deployed.

Living Model - This is not a special rule as such. Every model that is not an Undead or a Golem is a Living Model.

Mindless - This model has to be Activated before any friendly non-Mindless models may be Activated.

Night Vision - This model may trace LoS through Smoke Markers.

Natural Engineer [A]: once per game place a Golem model in BtB with this model.



Golem

Armour [5]

Protection [+xR] - Whenever this model is attacked by an attack of a type from which it has Protection it gains +x Reflex for the purpose of resolving of this attack.

Resistance [x] - Whenever this model suffers damage of a type it is Resistant to the model gains +x Armour for purpose of resolving this damage

Small Calibre - Double the Armour bonus when calculating damage from this weapon.

Swift - This model may always use their R instead of F when being attacked in Melee. It may also automatically Move from Melee.

Techniques of Sunnir Masters - This model has Magic Protection [+1R]

Template - A Template is a marker placed on the battlefield that remains in play until the end of turn. Whenever a model spends Action within or performs a Move Action through

the area of the Template apply the Template's special rules to this model end of its Action. The height of the Template is equal to its diameter unless the specific rules state otherwise.

A Template always has a specific name, e.g. „Fire Template”, „Acid Template”, „Mist Template”. The name defines the kind of damage the template inflicts, which may result in some models being Protected, Resistant, Immune, or Vulnerable to certain Templates. If a Template has any special rules, they take priority over these rules.

Undead - This model is not a living model. Cold Immunity, Fire Vulnerability.

Vulnerability - Whenever this model is dealt damage by an attack of a type it is Vulnerable to double the damage suffered.



Character Creation Rules

These rules are intended to allow you to create and develop your own characters for Wolsung Skirmish game. You can either play the game with the named characters we present you in the Clubs section, just your own custom-created characters, or a mix of both. It is however recommended that you use the same number of named and custom characters as your opponent(s). The custom characters are weaker at the beginning, but you can play a campaign with them, over the course of which they will gather more funds and develop new skills. The named characters are complete as they are and will never gain funds or skills during a campaign.

HOW TO CREATE YOUR OWN HERO?

First, choose a club you want to play with. Check the races available for the club, then choose one of them for your Hero. Some races may have special rules or limitations in certain clubs.

When you have chosen a race for your hero, check his Basic Profile:



This is a starting profile for every Human hero. See the golden coin with a number? These are the Funds for your hero – they stand for his overall wealth, fame or connections. These are the points with which he pays for his gadgets, henchmen and skills.

Every hero also has a Racial Ability, which is common to almost every Hero of this race.

All right, don't let your hero run around naked! He will need some magical gadgets and heroic abilities to make fame in Lyonesse.

Every hero must have exactly one profession chosen from the four available for each club. The profession

defines the card suit the model has. You may have more than one hero with the same profession in your club.

The gadgets and abilities are organised into Racial and Club pools.

- The Racial pool is available for every hero of their race, no matter what Club he's in.
- The Club pool is available for every hero in the Club, no matter his race, but are not available to a member of any other Club (unless noted otherwise).

Gadgets are further divided into types: Armour, Trinket, Ranged Weapon, Melee Weapon. If no type is given, the gadget is not considered to be of any specific type and can be mixed freely with other gadgets.

When choosing Gadgets for your Heroes you must obey all the following rules:

- Each Gadget (either Racial or Club) can only be chosen once in a Club, unless it is 'common'.
- You may have more than one of the same 'common' gadget in a club, but not on a single character.
- When two heroes have the same 'common' gadget, they may never share other 'common' gadget.

- One Hero may never have more than one Gadget of certain type, for example Armour of Ranged Weapon.

All right, now let's see this on an example:

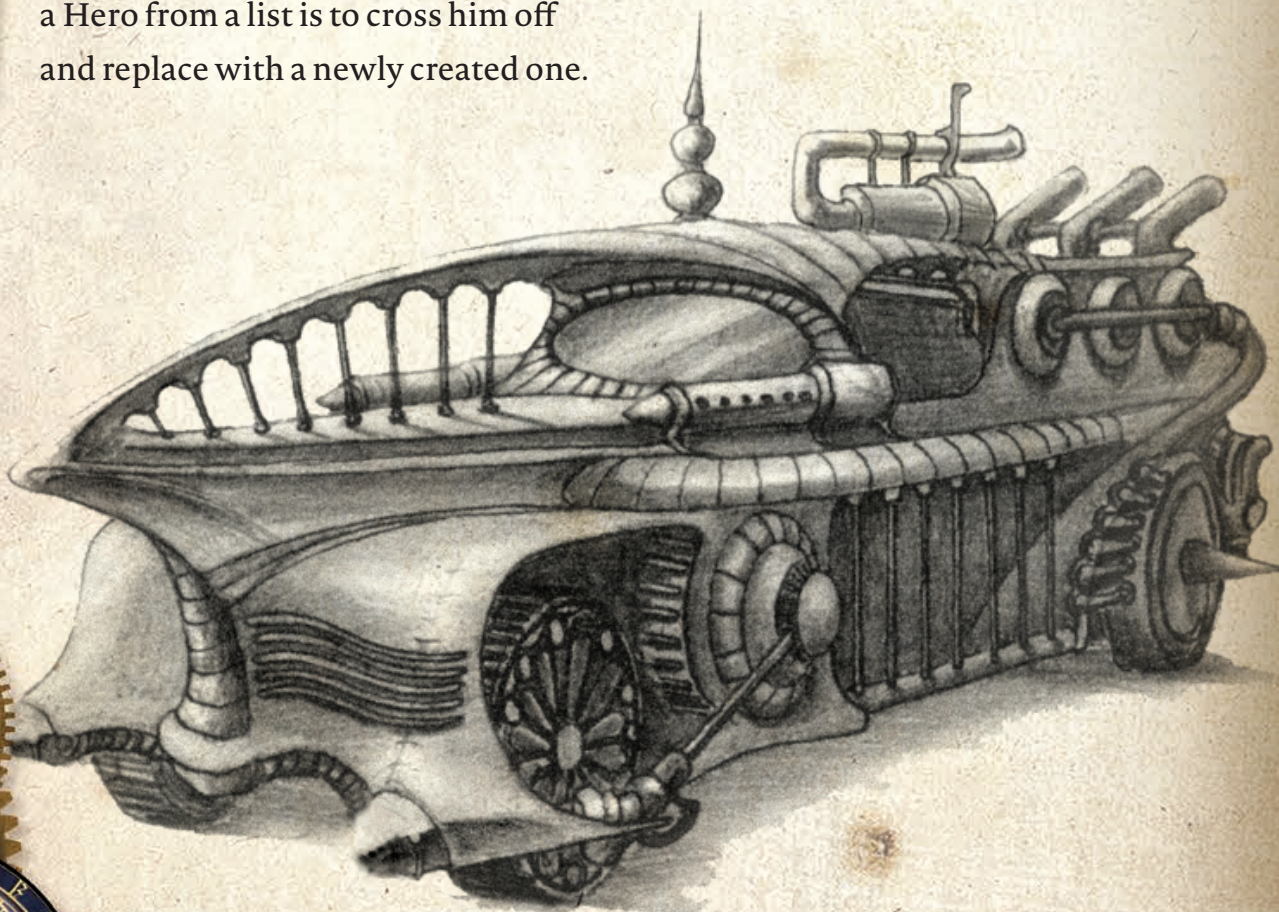
"I am fielding an Ash and Oak Club and I've chosen Human for the race of my Hero. I have the basic 6 Funds, with which I buy a profession for two Funds and a gadget for 3 Funds. I'll leave the remaining 1 point of Funds and add it to the clubs Funds Pool."

The Heroes you create form the unchanging core of your club's list. They may gain funds, abilities and gadgets, but the only way to remove a Hero from a list is to cross him off and replace with a newly created one.

The funds pool may be used to recruit Henchmen and buy new gadgets and abilities for your heroes. Once a gadget is bought it cannot be removed or sold back.

Henchmen can be fired giving full refund between games and you may recruit fresh Henchmen freely before each game, with only two constraints:

- You may never field more Henchmen than twice the number of heroes you field.
- **The funds pool cannot be lower than 0.**



HUMANS

Humanity is a very diversified race. Depending on from which part of the world a man comes, the color of their skin may vary from white to dark brown. Their eyes are usually green, celadon or dark blue. However, even dark brown eyes have a slight undertone of green – like water in a muddy river. And indeed, humans are like water – they get into every crack, fit every free space, collecting all the dirt and scum in the process. They do not fit any stereotype (or you can say, that there is at least one man for every stereotype). They are the essence of the middle class in Vanadia: freelancers, the first ones to follow new fashions or bring curiosities from abroad. Many humans are sailors, travelers or explorers. Human tribes can be also found in the deserts of Lemuria and Sunnir, the jungles of Atlantis or the prairies in Vinland. However, they are not the majority on any continent.

Basic profile:

HERO
Human / 30mm

Actions: 2, Move: 5, Fight: 3, Str: 3, Guns: 3, Reflex: 3, Wounds: 9

6 FUNDS

Gadgets:

Hidden Umbrella Blade/Shanginian

Fighting Bands – [1] common. +1F

Brass Knuckles/Mechanic

Biceps/Twinkle's Elixir of

Strength – [1] common. +1S

Fitzgerald's Hunting Monocle/Gwiddle's

Prototype Optic Sight – [1] common. +1G

Doc Anna's Pain Relief/Steam Powered

Limb Replacement – [1] common. +3W

Uncle Hoggart's Pigeon Gun/Finger

Pistol – [1] common. Ranged Weapon.

	S	8"	16"	24"	Notes
Pistol	4	+1	0	-2	Quick

Buzzardo's Hunting Rifle

– [2] Ranged Weapon.

	S	12"	24"	36"	Notes
Hunting Rifle	8	0	-1	-2	Move Penalty [1], Armor Piercing [3]

Racial ability:

Beginner's Luck: Once per game, a Human may re-roll all dice when shooting, fighting a melee or being a target of an attack.

ELVES

Tall and slim beings with slightly pointed ears, big almond eyes, narrow noses and small white teeth. Elven women usually have a petite figure, and ampler shapes are considered plebeian. Elven gentlemen usually have no facial hair. All this makes men and women of this race not so different in terms of appearance. They have fair hair: from white, through light blue, golden, to light brown or even green. Ginger or black hair, or a beard are an oddity and constitute a strong sign of mixed blood – humans or trolls among ancestors. Elderly elves get more and more detached from the physical world and drift into their memories and constant daydreaming. Finally, every old elf loses the way back, the mind floats to uncharted lands of dreams, while the body lapses into lethargy and usually does not wake up again. It is said that some elves just slip the other side, literally disappearing from the material world. Rumors about the oldest elven families from Alfheim say that under many elven estates there are crypts where ancient ancestors rest dreaming. For centuries, most of the gentry in Vanadia were elves. Nowadays the proportions are changing, but it is still very difficult to meet an elf who would not come from a rich, respected family with a long tradition and ancient roots. The most noticeable elven tribe living outside Vanadia, are the Yakshas – sensual, swarthy, black-haired elves from Dekan. By the way, it is worth noticing that all elves have blue blood. Yes, literally blue.

Basic profile:



Gadgets:

Hidden Umbrella Blade/Silk

Duelling Gloves - [1] common. +1F

Fitzgerald's Hunting Monocle/Gwiddle's

Prototype Optic Sight - [1] common. +1G

SuperComfort Suit by

Marco&Girardo - [1] +1R

Harper's Crafted Dueling Sword

- [3] Melee Weapon. +3F

Racial ability:

Hypnotic Aura: Models may not Fence when being attacked in Melee by an Elf.

ORCS

Orcs have a slightly animal, predatory look: sharp teeth, protruding cheekbones, pointed ears, flat noses. Full of exotic charm and magnetism, they are easily distinguished from the Vanadians. This is an old race, that has given birth to both cannibal tribes of Lemuria and the sophisticated ancient civilization of Shang-In. What do they have in common? All orcs are strongly connected to the world of spirits. The majority lives outside Vanadia – in Sunnir, Atman, Vinland and Lemuria, in their own strange societies. Their position changed with the beginning of the colonial era: nowadays more and more young orcs study at Vanadian universities and move to the Old Continent to live there.

Basic profile:

HERO
Orc/30mm

Actions

2

Move

5

Fight

4

Str

3

Guns

3

Reflex

4

Wounds

8

5
GOLDEN
COINS

Gadgets:

Hidden Umbrella Blade/Shanginian

Fighting Bands - [1] common. +1F

Brass Knuckles/Mechanic

Biceps/Twinkle's Elixir of

Strength - [1] common. +1S

Kiochi's Silk Kimono - [1] +1R

Boots of Swift Movement - [1] +1M

Repeater Crossbow - [3] Ranged Weapon.

	S	12"	24"	48"	Notes
Repeater Crossbow	3	+1	0	-2	Armour Piercing [2], Fastshot [2]

Racial ability:

Techniques of Sunnir Masters: All

Orcs have Magic Protection [1]

TROLLS

Young trolls, with their characteristic pointed ears and sharp teeth look like little wild animals and behave like them as well. Adult ones are very tall and well-built. Despite sharp-featured faces and magnetic fiery eyes many consider them rather handsome. Wild-red-colored hair is very common. Old trolls slowly become monsters with steel-strong muscles, thick skin, sharp claws and slobbering bare-toothed mouths. Trolls do not stop growing and with age they can achieve a size inaccessible for any other races. The changes in both the physical and the mental side of a troll are gigantic. Young, adult and old trolls are almost three separate species. Self-reliant from early stages of development, adolescent trolls grow rapidly, only in order to degenerate in the old age. When in their seventies, trolls are nothing more than bloodthirsty mindless beasts. Nobody knows how long a troll can live, most of them commit suicide just before they lose control of themselves forever. Those who do not, end up killed by families, neighbors or the police. Trolls are a race of honor and strong moral spine. Their main aim in life is to leave something behind – earn immortality through their outstanding achievements. They are brave, even daring. Ambitious, even ruthless. Their careers are brilliant, but quick as a flare. Vanadian trolls come from Hrimthorst, but some wild tribes can also be found in the jungles of Lemuria, the steppes of Sunnir or the plateaus of Atlantis.

Basic profile:



Gadgets:

Magical Warpaint/Shanginian

Fighting Bands – [1] common. +1F

Brass Knuckles/Mechanic

Biceps/Twinkle's Elixir of

Strength – [1] common. +1S

Margini's Potion of Swiftiness – [1] +1R

Olglaf's Arcane Two-Handed Mace

– [2] Melee Weapon. +1F +1S

Doc Anna's Pain Relief/Steam Powered

Limb Replacement – [1] common. +3W

Bulletproof Suit/Bowler Hat of

Protection – [2] common. Armour [3]

Racial ability:

Fiery Passion: All Trolls have Resistance to Fire [3].

OGRES

Ogres are really huge – taller and stronger than adult trolls. Some say that they are half animal and half human. Hairy, with disproportionately long arms, prominent fangs and grim faces they are more similar to giant apes than to any rational being. There are no ogre women, every member of this race is male. Legends attribute this phenomenon a curse cast by angry ancient gods. Despite their bestial demeanor ogres have this spark that fascinates and attracts women from other races. If a son is born from such a relationship, he is always an ogre, while the few girls are always the same race as the mother. The civilized world thinks of ogres as beings with a child's mind and a bear's strength. They are usually employed for hard and dangerous jobs. After the War governments made efforts to bring ogres into the society. Their young are brought up in special childcare centers, where, thanks to modern educational methods, they can grow up to be decent citizens. Outside the civilized world, in the northern plains, one can stumble upon savage hunting tribes where the majority of men are ogres.

Basic profile:

HERO
Ogre/30mm

Actions	Move	Fight	Str	Guns	Reflex	Wounds
2	5	4	6	2	2	15

3
FUNDS

Gadgets:

Rokgor's Boxing Gloves – [1] +1F +1S

Doc Anna's Pain Relief/Steam Powered Limb Replacement – [1] common. +3W

Bulletproof Suit/Bowler Hat of Protection – [2] common. Armour [3]

Racial ability:

Hard to Kill - If this model's W are reduced to 0 and it had more than 1W at the moment it suffered damage, it is reduced to 1W instead.



GNOMES

Gnomes are small and energetic, of the height similar to halflings, but slimmer, with a more dwarf-like appearance. A traditional picture of a gnome is a little man with a long beard and characteristic black and red clothes. Recently more and more gnomes dress according to the common fashion, but only few decide to shave off their mustache.

Gnomes are secretive and mysterious folk. For centuries they have been living door to door with the rest of the society, but they stayed isolated in their own world of clandestine customs and rigid tradition.

They stick together much more than other races, constituting a separate nation within a nation. You do not hear much about gnomish generals or politicians, but every educated person should be able to enumerate at least a few mages, scientists or inventors coming from this race.

Despite their staying on the sidelines (or maybe just because of this), gnomes sometimes evoke aversion or even open hatred in other citizens. And nobody can be really sure how much truth there is in the rumors about their dark rituals.

Most gnomes belong to the middle or lower class of the society, but all of them are thoroughly educated. According to their belief, it was gnomes who invented writing. The most honorable members of their walled-in community are the wise men called godi. They study old legends and guard the memories of the race's past. The majority is skilled at writing runes and using the magic hidden in them.

Gnomes come from Thule, an island on the Sea of Ice. The turbulent history has scattered them all over Vanadia, from the icy Hrimthorst, through the sunny Coriole and the mist of the Kingdom of Alfheim, to the vast tundras of Morgovia. Gnomes inhabit also every major colony, from Vinland to the farthest islands of Shan-Dekan.

GNOMES

Basic profile:

HERO
Gnome/30mm

Actions	Move	Fight	Str	Guns	Reflex	Wounds
2	5	3	3	3	3	9

5 FUNDS

Gadgets:

Issue of 'Weekly Ritualism'/
Manic Battery - [1] common.
Add +1 to any one MA.

Margini's Potion of Swiftness - [1] +1R

Technomage Apparel - [3] Gains MA
[4] - Technomagic and spell Lightning.

Racial ability:

-Natural Engineer [A]: Once per game, place a Golem model in BtB with this model.

-Scientist

	Type	Cost	Range	S	Notes
Lightning	Projectile	0	12"	3	

Golem

HENCHMAN
Golem/30mm

Actions	Move	Fight	Str	Guns	Reflex	Wounds
2	4	3	4	0	2	4

n/a COST

Abilities (Golem):

- Golem

- Armour[5]

HALFLINGS

Halflings are usually just over a meter tall, with human body proportions and thick curly hair. Gentlemen usually sport impressive sideburns – and promote this fashion in every country they live in. The color of hair and eyes varies, it is equally easy to spot a swarthy black-haired halfling as a pale ginger with a freckled face. For ages halflings lived off the land, their huge families constituting to the idealized image a quiet and peaceful countryside. Nothing lasts forever and with the dawn of the Magical-Industrial Revolution, this picture changed as well and has now been replaced by the a new cliché: a lower-class con man with itchy fingers. The average life span is almost half longer than human's, but it also depends on the conditions of living. Factory workers working 14 hours a day can expect not much more than an average of 30 years. The countryside changed after the War. Farming was no longer profitable and multigenerational halfling families had to move to the cities and work for a living. Away from their old community, deprived of tradition and their friends' support, they soon blended in an anonymous crowd of workers, craftsmen and thugs. The traditional hierarchy of values could not survive in dirty, cramped tenement houses. Devoid of their tradition, halflings slowly fall underclass or seek shelter in the organized crime structures. Outside Vanadia, native halfling tribes can be found in fertile valleys and deltas of the great rivers in Lemuria and Atlantis.

Basic profile:

HERO
Halfling/30mm

Actions	Move	Fight	Str	Guns	Reflex	Wounds
2	6	2	1	3	5	7

6 FUNDS

Gadgets:

Margini's Potion of Swiftness – [1] +1R

Blackmarket map of Lyonesse's Tunnels – [2] Model gain Infiltration.

Peruzzi's Pocket Crossbow/Handmade Sling – [1] common. Ranged Weapon.

	S	6"	12"	Notes
Weapon	2	+2	+1	Quick, Fastshot [2]

Racial ability:

Swift: Halflings may always use their R instead of F when Defending in Melee.

DWARVES

Although dwarves are rarely taller than a meter and a half, they are usually stronger and tougher than average men. They have dark or black hair, males sporting bushy beards, which strongly contrasts with their characteristic pale complexion. Used to underground darkness, they rather try to avoid sun to which their skin is very sensitive. Dwarves are famous for their self-control and somberness. For a dwarf, the world is just a complicated mechanism which can be measured, analyzed part after part and logically interpreted. They trust the mind, not emotions. Maybe that's why they are naturally skilled at working with machinery and they show unusual tolerance for mechanical or golemic implants. They have always been related to mining, metal processing and trade. Dwarves usually work as technicians, miners or engineers. Many famous inventors, factory-owners or bankers are also members of this race. In some countries, dwarven clans constitute the very core of aristocracy. Those who have chosen military career serve in heavy infantry, armored divisions, or as sappers. Dwarves often hold high positions as officers too. It is not known whether the mountains of Vanadia or the mighty peaks of central Sunnir are the cradle of this race. What is known for sure is that nowadays they can be met almost everywhere, apart from Lemuria and Atlantis.

Basic profile:

Gadgets:

Hidden Umbrella Blade/Silk

Duelling Gloves - [1] common. +1F

Brass Knuckles/Mechanic Biceps/

Twinkle's Elixir of Strength - [1]

common. +1S

Fitzgerald's Hunting Monocle/

Gwiddle's Prototype Optic Sight - [1]

common. +1G

SuperComfort Suit by

Marco&Girardo - [1] +1R

Doc Anna's Pain Relief/Steam

Powered Limb Replacement - [1]

common. +3W

Uncle Hoggart's Pigeon Gun/Finger

Pistol - [1] common. Ranged Weapon.

	S	6"	12"	24"	Notes
Pistol	4	+1	0	-2	Quick

Racial ability:

Night Vision: Dwarves may trace LoS through Smoke Markers.



CHARACTER CREATION RULES

SUNNIR

VANADIA

LEMURIA

PURGATORIA

QUAZINI

ATLANTIS

Tetidian Ocean

Southbern Ocean

Tempestuous Ocean



ASH AND OAK CLUB

Ash and Oak Club



45



Ash and Oak Club

SCENES FROM A HERO'S LIFE

One day you realize that you have everything. High social standing, a sizable fortune, fame, education, a wide circle of acquaintances. You have achieved or inherited things for which ordinary people strive for whole generations. What does that leave you with? To look for ways to kill boredom. Concluding this lengthy digression, I'm betting another thousand that Miss Fearless won't manage to keep the golems from destroying the museum.

With great possibilities comes great responsibility. Noblesse oblige. These are not some empty platitudes. Even if the citizens of Lyonesse don't expect our help, we still have an obligation to protect them. Would you then kindly put down that glass of bourbon, grab your shotgun, move your revered backside and follow me? We have a city to save.

I say, did you see the latest edition of "Lyonesse Crystalograph"? On the first page they only write about some new inventions and personalities from the world of science. My newest clothing design and the coverage of Baroness Nimblewist's charity ball got bumped to third and fourth pages. This is unacceptable! Tell a butler to heat up the boiler in the steamobile. We are off to inflict some headlines!

Just as Lyonesse is the heart of the Alfheim Empire, the heart of the City of Cities is the historical Uldnesse district containing the Queen's palace, home of Parliament and the government. Everything here is as Alfish as possible: tea served at five, lukewarm beer in pubs, red pneuma booths, benches in the squares, carriages, tidy lawns and polite, disdain-filled emotional distance with which the locals look upon the rest of the world.

The heart of Uldnesse is without a doubt the Ash and Oak club. At least that is what its members assume.

CLUB ACTIVITY

Ash and Oak is a world famous Lyonesse club for Extraordinary Ladies and Gentlemen. The club is renowned for its elegant, calm atmosphere, a well-stocked cellar and interesting lectures held in its chambers every month. All the members derive from the social elite. They do not have to be aristocrats or insanely rich industrialists – it is enough for them to be well-born, wealthy and famous.

LOCATION AND ORGANIZATION

The seat of the Ash and Oak club is a vast, scenic building on Old Pyre Street, not one hundred meters from the church of St. Berenus, which conventionally designates the center of Lyonesse. The nearest Metropolitan Rail station (Central and Northern lines) – Kingchapel – is just a five-minute walk away.

The current club president is Sir Zachary Fiercebatten. The ghastly old man keeps defending his position with the same sort of ferocity he employed during the Great War when repelling the undead attacks. Still, truth be told, the organization of everyday activities and actual control over the club's finances rests on the shoulders of countless armies of anonymous secretaries and butlers.

Under Sir Zachary's leadership the Ash and Oak club strongly marks its presence within Lyonesse. After all, someone has to keep thwarting the criminal plans of the Triad of Lotus Dragon and temper the bloated egos of the eccentric inventors. There are various reasons why the club members keep engaging in increasingly violent scuffles with other organizations: an innate sense of justice, simple boredom or the need to satisfy one's ego.

Unfortunately, the club is not monolithic – conservative aristocrats under the leadership of Lord Oakroot more and more openly compete with the “foreigners and upstarts” gathered around Mary Fearless.



Ash and Oak Club

CLUB SPECIAL RULES

Every hero model in a Ash and Oak Club gains a passive ability “Noble”.

All Elves have an allergy to iron and as such cannot wear any armour.

All Elves pay [1] for their Vocation rather than [2].

Races Available:

Human, Elf, Orc, Troll, Ogre, Gnome, Dwarf and Halfling.

Club Gadgets and Vocations

Vocations:

Man about town - [2] Common.

Hearts. +1R, may draw 2 cards and discard one each time it's Activated.

Duellist Extraordinaire - [2]

Common. Spades. +1F, may re-roll one F die each Action.

War hero - [2] Common. Diamonds.

May add cards in any colour for Heroic Action, and may add cards even after passing. Heroic Recovery without discarding a card.

Famous Explorer - [2] Common.

Clubs. +3W, Armour [1], Heroic Move without discarding a card.

Gadgets:

1. Windbüchse [2] +1G, small calibre

	S	12"	24"	48"	Notes
Windbüchse	3	0	-1	-2	Small Calibre

small calibre - double the Armour bonus prior to calculating the damage of the shot.

2. Galvanic Rifle [2]

	S	12"	24"	48"	Notes
Galvanic Rifle	4	0	-1	-2	Move Penalty [1], Armour Piercing [4]

3. Harquebus [2]:

	S	6"	12"	18"	Notes
Harquebus	8	+1	-2	-3	Move Penalty [1], Fire

4. Colt navy [2]:

	S	8"	16"	18"	Notes
Colt Navy	4	+1	-1	-2	Quick, Fast Shot [2]

5. Golf bag [2]:

- Lob - ranged attack, 12" R, does not require LoS, instead of suffering damage the target model is toppled. A model needs to be in contact with terrain to claim cover against this shot
May also choose to use one bat in melee per activation:

- Driver - instead of suffering damage the target model is toppled
- 3 wood - +2S
- Putter - +2F

6. Dog Whistle [1]: Once per game.

activated[1A]: place 2 Hounds in BtB with this model. Activate the Hounds immediately after this model ends it's Activation. In further turns Activate the Hounds normally.
Hunting Pack - passive: All the hounds must remain withing 6" of one another, and are activated at the same time.

Club Gadgets and Vocations

For the purposes of multiple combat, move all the hounds first, then split the combat, then fight in melee.

Hound	Actions	Move	Fight	Str	Guns	Reflex	Wounds
HENCHMEN 30mm	1	9	2	3	0	4	2

7. Balloon [1] - Noble model only. Arriving somewhat late, but in extraordinary style, the character swoops from the skies in a graceful balloon! This model gains the Infiltrator special rule. At the start of the second game turn make a Reflex test. For each success the enemy can choose one marker this model can be deployed on. If there are no markers available for deployment, the enemy may place him in any place outside of his deployment zone. It cannot be the first model activated on the turn it is deployed. It suffers the Move Penalty [1] to all its Actions on the turn it is deployed.

8. Formal attire [1] - Noble model only. With his (or her) nose in the air, the character keeps on with his business, ignoring plebeian complaints. Once per game - You may Steal the First Player's Initiative or make an Additional Activation choosing a card after all other players revealed theirs. If you do so, this model has to be chosen to Activate.

9. Nose like no other [1] - Noble model only. With his (or her) widely branched genealogical tree, being kindred to most of the noble families, the character is almost guaranteed to meet a collateral relative in even the weirdest places. At the beginning of the game choose one enemy model. This model and the chosen model cannot attack each other in any way.

10. Carefree bigwig [1] - Noble model only. Disregarding boring tactical approach, the character acts when he (or she) sees fit. No one can argue though, as whenever he acts, he surpasses everybody! This gadget can be used once per game, at the beginning of a turn. This model then gains +1A but is also Mindless for one turn.

11. Umbrella [1]: This model gains +1F and +1R if targeted by a living model from 12" or less.

12. Military Experience [1]: friendly Noble models benefit from +1G while within 6" and Line of Sight of this model.

Club Gadgets and Vocations

13. Dearest Employer [1]: Henchmen have +1F and +1G if they are within 6" and Line of Sight of this model.

14. The Most Noble Order of the Garter [1]: Noble model only. The character is the toughest, hardiest explorer of jungles, deserts and ballrooms alike. The model is Hard To Kill.

15. Hidden Armour [1]: Noble model only. Safety first. The model has Armour [2]

16. Subscription of "Gentleman's Guide to Technology" [2].

- Noble model only. The character gets new gadgets regularly as a part of the subscription.

At the start of the first game turn, discard a card to choose a gadget from the following list:

court card of spades - **Stasis Bubble**

court card of hearts - **Time Warp Generator**

court card of diamonds

- **Personal Phaser**

court card of clubs - **Compact Matter Shifter**

17. Stasis Bubble

[Gadget-subscribers only] - One use only. The model may use this device during his activation at a cost of 1 A. Place 3" marker centered over the model activating this Gadget. Until end of turn no model may move into the template and the model activating the Gadget is no longer considered as participating in Melee. Models that start their activation within the bubble must declare a Move action as their first action and cannot end their action inside the area of the bubble. Bubble does not block LoS or provide cover however any magical or non-magical ranged attack tracing LoS through the marker has its S reduced by 4 to a minimum of 1. If a toppled model starts its activation inside the template it must stand up first and then has to use a Move if it has any actions left.

18. Time Warp Generator

[Gadget-subscribers only]

- One use only. The Gadget may be used at the beginning of equipped model's activation. Until end of turn the model may perform only Move actions but doubles its basic M and R.

Club Gadgets and Vocations

19. Personal Phaser

[Gadget-subscribers only]

- The model may use this device during his activation declaring a special Move Action. Mark 3 points anywhere on the table and at least 6" from each other and make a Reflex test. For each success rolled your opponent nominates a marker that the model may be placed on facing any direction. If no marker is left - your opponent chooses the direction and the model using the device is moved up to his normal Move in the direction chosen. If he contacts any other model, terrain or the table edge he stops immediately.

20. Compact Matter Shifter

[Gadget-subscribers only].

Ranged Weapon.

	S	12"	Notes
Compact Matter Shifter	-	+0	Shift

If you hit the target, instead of causing damage roll a D6 and move target model up to the distance rolled in the direction chosen ignoring any terrain. The model may end this Move in BtB with enemy model. There must be a place for the model's base. You may target your own model with this weapon. In that case target's R is reduced to 0 until end of this action.

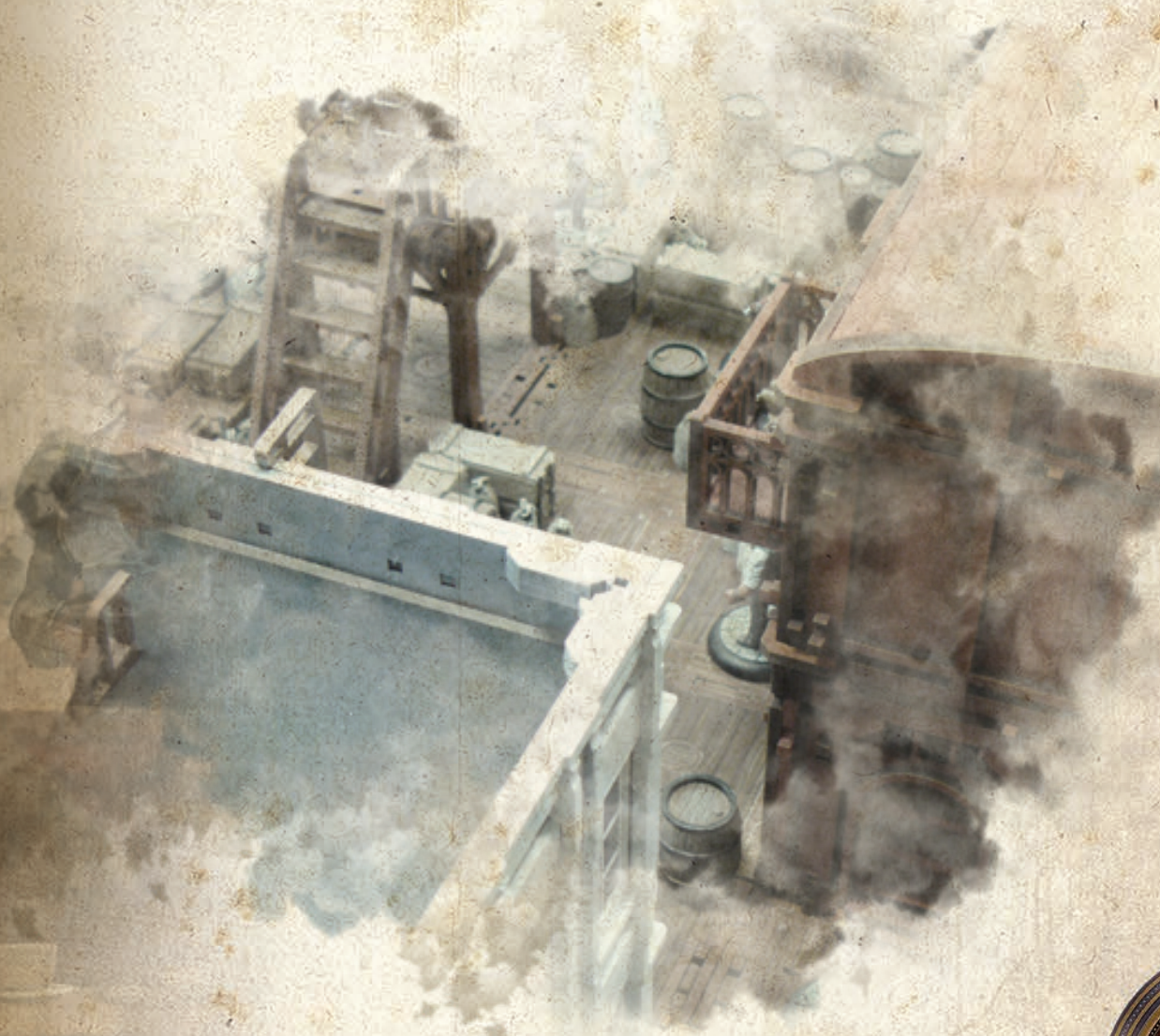
ASH AND OAK CLUB

21. A purse of gold [1]: Magic Ability [4]
- Magic Attack - The target of this spell can be any opposing living Henchman model. If the test is passed, and the model is within 18", you can make one action with it, just as if it were a friendly model, immediately after this model's activation.

22. Kindred of the Prince [1]: Magic Ability [2] - Magic Buff [2] - Cost 1 - target friendly model within 12" gains +1A for it's next Activation this turn.

23. Lyonesse Ghosts [1]: Magic Ability [4] - Cost 1 - Magic Projectile - 12", S3, Gruesome Damage

24. Affection [1]: Magic Ability [4], Magic Attack, 12", Instant, Cost 1 - target enemy living model makes a Move in a direction chosen by the caster.



ASH AND OAK CLUB

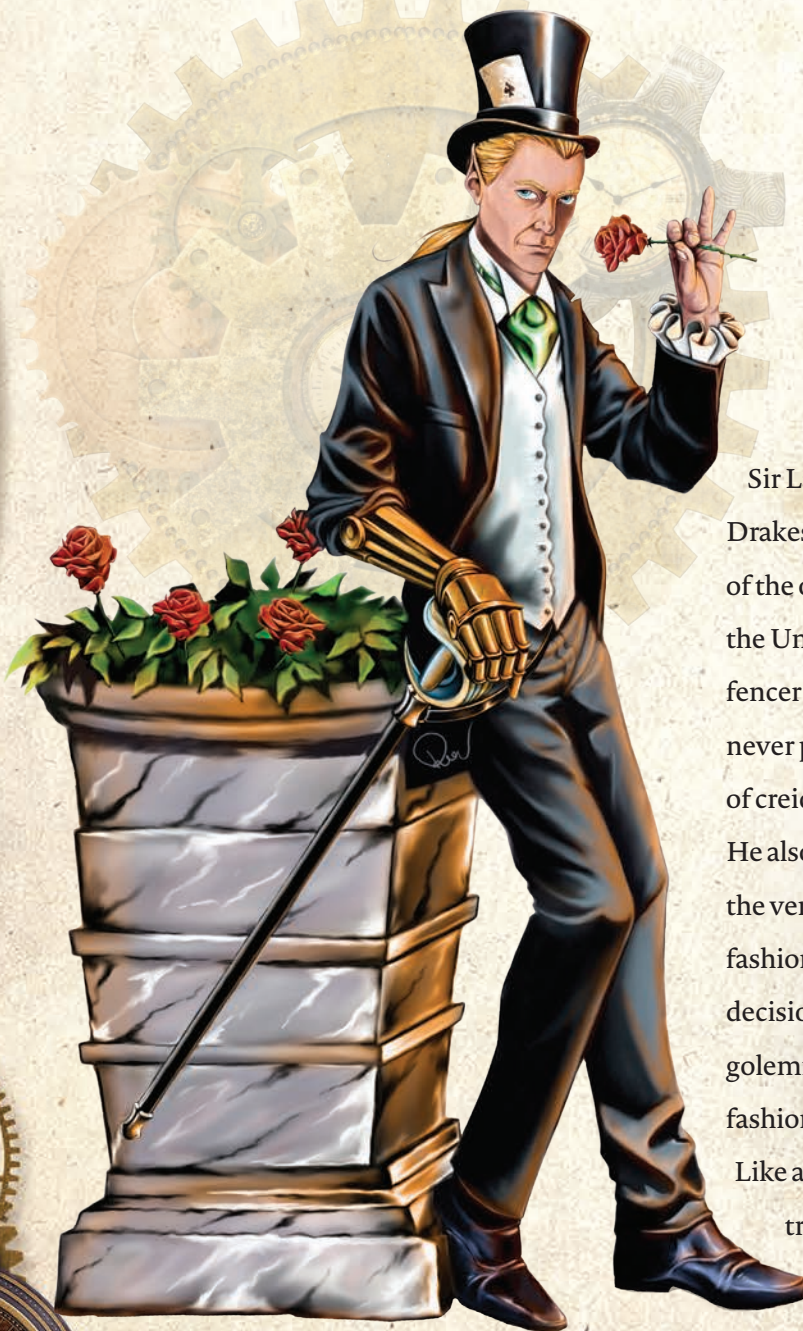
Ash and Oak Heroes

Sir Lance Oakroot

Scenes from a hero's life

"Jeeves, quit joking around! Stop bleeding at once and hand me the pistol."

"Please do not take my remark as overly boorish, but is this your first duel, sir? I could not help but notice that you were not able to execute a single effective attack in the last hour. But please, you needn't hurry, I can devote a bit more time to you. It is not until seven that I have my bridge appointment."



Sir Lance Oakroot, twelfth count of Drakespire is a descendant and heir to one of the oldest Alfish houses, a graduate of the University of Lyonesse, an unparalleled fencer and a merciless duelist. Sir Lance never parts with his hereditary blade made of creidnallen – enchanted elven silver. He also never shows up in public without the very newest, tailor-made attire and a fashionable top hat. It is said that even the decision to have his hand replaced with a golemic prosthesis had been dictated by fashion and fancy, rather than necessity. Like all counts of Drakespire, Master Lance treats gentlemen loftily, ladies gallantly, and servants instrumentally.

Ash and Oak Heroes



The hero card for Sir Lance Oakroot is presented in a steampunk-themed frame. On the left is a spade card icon. The name 'Sir Lance Oakroot' is written in a stylized font, with 'HERO Elf / 30mm' below it. The card's stats are displayed as follows: Actions (2) and Move (6) are shown in a green arrow; Fight (9) and Str (2) are shown in green dice; Guns (3) and Reflex (4) are shown in green dice; and Wounds (9) is shown in a red die. A gold coin with the number '1' and the word 'PUNDS' is located at the bottom right of the card.

Actions	Move	Fight	Str	Guns	Reflex	Wounds
2	6	9	2	3	4	9

1 PUNDS

Gadgets:

Sir Oakroot's top-hat:

Other.

Once per game you may automatically Steal the Initiative.

D'Armanini Dress Suit:

Other.

+1R. This model can never use Cover.

Creidnallen Rapier:

Melee Weapon.

+3F, Armour piercing [1].

Abilities:

Hypnotic Aura: Models may not Fence when being attacked in Melee by an Elf.

Do not be silly! - Friendly Butlers gain the Hard to Kill rule.

Noble

ASH AND OAK CLUB

Ash and Oak Heroes

Lady Ellendeanne

Scenes from a hero's life

"What do you think you're doing, young man?! Put down that death ray launcher this instant and stop aiming at Sir Zachary. If you want to have a shoot, kindly pick one of the golems that you dragged in with you."

"No self-respecting lady should leave the house without a solid umbrella. Personally, I prefer alchemically treated silk on a creidnallen frame. Protects brilliantly against sun, rain, saber strikes and small to medium caliber bullets."



Some say that for such a ludicrously rich aristocrat, Lady Petronella Ellendeanne spends too much time on the streets of Lyonesse, mingling with the commoners. Well, when one has hot-blooded Corioleans among their ancestors, one can allow herself any amount of eccentrics. The ability to call anyone to order with a single reproachful glance, be it a banker in Tintagel District, or a thug in the Bridgebank slums, comes in handy as well. Lady Elledeanne spends her spare time on fashion design and leading self-defense courses for the ladies.

Ash an Oak Heroes

Lady Ellendeanne
HERO
Elf / 30mm

Actions: 2, Move: 6, Fight: 3, Str: 2, Guns: 2, Reflex: 4, Wounds: 9

3 GOLD COINS

Gadgets:

Umbrella:

Other.

This model gains +1F and +1R if targeted by a living model from 12" or less.

Abilities:

Hypnotic Aura: Models may not Fence when being attacked in Melee by an Elf.

Noble

Magic Ability [4] - Spiritualism

Virtue:

Ranged Weapon.

	S	8"	16"	24"	Notes
Virtue	4	+1	0	-2	Quick, Hidden

Hidden - +1G for the first shot in each activation

Magic:

	Type	Cost	Range	Notes
Mind Control	Attack	1	18"	

If the spell hits a Henchman model, you may make one Action with it as if it were a fiendly model, immediately after this model's activation.

	Type	Cost	Range	Notes
Inspire	Buff[2]	1	12"	

If successful, the target gain +1A in his next Activation.

Ash and Oak Heroes

Sir Zachary Fiercebatten

Scenes from a hero's life

"Faster Jeeves, faster! And stop panting so much, blast it! Honestly, when I was your age, I used to run cross country around the Ferret Forest all the while pushing a wheelchair with my paralyzed grandma, and I got second place! They gave the gold to granny..."

"Honestly, young man, you call that shooting? Back straighter, barrel higher, steady breaths! Honestly, in your age I used to blow off three zombie heads for every ten heartbeats. From three hundred yards! You wouldn't survive an hour on the front lines! I said steady your breath, blast it!!!"



No need to beat about the bush: Sir Zachary Fiercebatten, a decorated war hero, president of the Ash and Oak Club, the first human ever to be seated in the Alheim House of Peers is a petty, half-deaf, despicable old man devoid of any positive emotions. He also has more than ninety years worth of experience in emerging unscathed from any and all dangerous situations, shouting out orders and mentally abusing the youth. Sir Zachary does not even think about retirement, and the only sort of entertainment he accepts is attending the funerals of his political opponents.

Ash an Oak Heroes

Sir Zachary Fiercebatten
HERO
Human / 30mm

Actions: 2 → Move: 3 → Fight: 2 → Str: 2 → Guns: 7 → Reflex: 2 → Wounds: 9

3 FUNDS

Gadgets:

Wheelchair:

Other.

Cannot move in rough ground unless he uses Heroic Move. If Sir Fiercebatten starts his activation in BtB with a friendly Butler or Bruiser, he can make one free Move Action before he performs any other actions.

Abilities:

Old as the hills - does not benefit from Beginner's Luck

Noble

Military Experience: While within 3" of this model, other friendly Noble models benefit from +1G.

Arcantric Monocle:

Other.

This model can draw LoS through smoke as if the target was in Cover [+2R]

Girandoni Windbüchse:

+1G, small calibre

	S	8"	16"	24"	Notes
Girandoni Windbüchse	3	+1	0	-2	Small Calibre

small calibre - double the Armour bonus prior to calculating the damage of the shot.
Ranged Weapon.

Ash and Oak Heroes

Zachary Fiercebatten III

Scenes from a hero's life

"See, Abihnav? Watch and learn. This is how you shoot. Because you, as usual, missed the target and shot Sir Lance's top hat off. You have to practice more, Abihnav. Practice makes perfect."

"Tear him to shreds! Get him! Get him, you dumb dogs... Kindly forgive the fawning, sir, they still haven't finished their training."

Zachary Fiercebatten III is a grandson of the well-known and decorated war veteran Sir Zachary Fiercebatten. Unlike his grandfather, Zach is slightly less... capable. This does not stop him from enjoying a life of game hunting and boasting. His family's great wealth allows him to run lavish "before hunting expedition" and "after hunting expedition" parties, which can drag on up to a fortnight and take place in up to a dozen different family estates. He is always sure to bring the largest and newest gun and only the best beverages to a hunt. Zach loves his Basset dogs and believes them to be the greatest and bravest hunting hounds, with tracking abilities second to none. Nobody has the nerve to tell him otherwise.



Ash an Oak Heroes

Zachary Fiercebatten
Third HERO
Human / 30mm

Actions Move

2 → 5

Fight Str

2 3

Guns Reflex

2 3

Wounds

11

2 FUNDS

Gadgets:

Safari apparel:

Armour.

Armour[1]

.577 Nitro Express Rifle:

Ranged Weapon.

	S	12"	24"	Notes
.577 Nitro Express Rifle	10	+1	-1	Move Penalty[1]

Abilities:

Beginner's Luck: Once per game, a Human may re-roll all dice when shooting, fighting a melee or being a target of an attack.

Noble

"Master" Gunner - Can re-roll any dice on G or F tests as long as a friendly Abhinav Singh also has LoS to the target.

Release the Hounds![A] - Quick. Once per game. Place 2 Hounds in BtB with Zachary. The next activated models have to be the Hounds, afterwards the initiative is resolved as normal.

Hound
HENCHMEN
30mm

Actions Move

1 → 9

Fight Str

2 3

Guns Reflex

0 4

Wounds

2

n/a COST

Abilities:

Hunting Pack - All the hounds must remain within 6" of one another, and are activated at the same time.

Find the Prey! - when the Hound is attacking in close combat, enemy model cannot Fence.

Ash and Oak Heroes

Mary Fearless

Scenes from a hero's life

"My dear sir, my name is Mary Fearless. I was a sheriff in Undeadwood, the sole survivor of the Nope Corral shootout, and I can put down a charging werebison with a single shot. Do you think some Pothill thug would scare me?"

"Go ahead. Reach for the gun and make my day."



Mary Fearless was born in Vinlandian Alfheim as Mary Winterbough III. During the uprising in the colonies she took the rebels' side and avoided death penalty only through the intercession of certain well-born relatives. At the moment, if she is not hunting bandits and bison on the western territory prairies, she spends her time in the clubs and theatres of Lyonesse – hiding under an assumed name, right under the nose of Alven Yard. She is the first woman in Alfheim who – insulted – challenged a man to a duel. Needless to say, she won.

Ash and Oak Heroes

Mary Fearless
HERO
Human / 30mm

Actions: 2 → Move: 5

Fight: 3 Str: 3

Guns: 4 Reflex: 4

Wounds: 9

2 GOLD PIECES

Gadgets:

Colt Navy:
Ranged Weapon.

	S	8"	16"	24"	Notes
Colt Navy	4	+1	-1	-2	Quick, Fast Shot[2]

Abilities:

Beginner's Luck: Once per game, a Human may re-roll all dice when shooting, fighting a melee or being a target of an attack.

Noble

Rencontre - When being shot at, instead of rolling a number of dice equal to R, Mary rolls a number of dice equal to G. If she rolls more successes than the Shooting model, calculate the damage as if Mary were the Shooting model, and the Shooting model were the Target model.

Ash an Oak Henchman

Abinav Singh
HENCHMAN
 Orc / 30mm

Actions Move Fight Str Guns Reflex Wounds

2 5 3 3 4 4 8

2 COST

Scenes from a hero's life

"A splendid shot, Milord!"

The quiet and mysterious Dekanian used to be an aide of Sir Zachary Fiercebatten. Today, with equal dedication and unrelenting patience, he takes care of Sir Zachary's grandson. It is said that apart from his excellent marksmanship, he has also learned the secrets of the Dekanian yogis. Reportedly, he is able to sleep on nails, fast for whole months, move soundlessly, bear any and all hardships, and stay completely still on a designated post for hours on end.

The best proof of Abhinav being a genuine enlightened yogi is his unshakable serenity when dealing with young Master Zachary's buffoonery.

Gadgets:

Singh Uniform:

Armour.

Armour [1]

Hunting Rifle:

Ranged Weapon.

	S	8"	16"	24"	Notes
Hunting Rifle	6	0	-1	-2	Move Penalty[2]

Abilities:

Infiltrator - Instead of deploying the model normally, place 3 markers anywhere outside the enemy's deployment zone and no closer than 12" apart. At the start of the second game turn, roll a number of dice equal to this model's R. For each success the enemy must choose one marker this model can be deployed on. If there are no markers available for deployment, the enemy may place him in any place outside of his deployment zone. It cannot be the first model activated on the turn it is deployed. It suffers the Move Penalty [1] to all its Actions on the turn it is deployed.

Ash an Oak Henchman

Bruiser HENCHMAN <i>Ogre / 30mm</i>	Actions	Move	Fight	Str	Guns	Reflex	Wounds	
	2	5	4	7	2	2	15	

Scenes from a hero's life

"Is this golem bothering you, Miss? I thought so. (Sound of crushed metal)."

Ogre bruisers are always in fashion. Competent, abnormally strong, insanely loyal, extremely tough to kill, and furthermore they look absolutely to die for in well-cut liveries. Basically they have but one, tiny flaw – an unfortunate tendency to fall in love with the female clients. It has to be noted that ogres are exceedingly competent in that field as well.

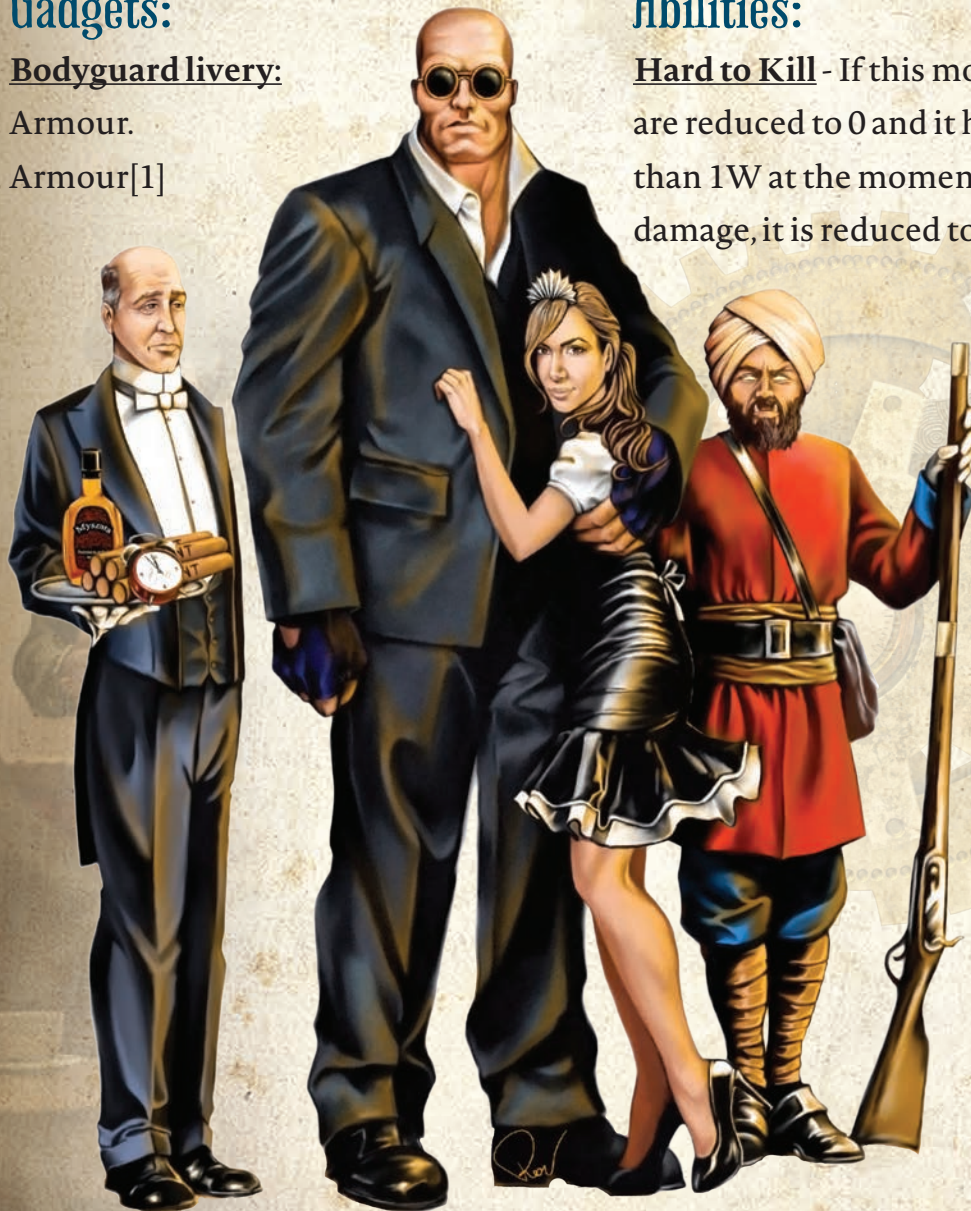
Gadgets:

Bodyguard livery:

- Armour.
- Armour[1]

Abilities:

Hard to Kill - If this model's W are reduced to 0 and it had more than 1W at the moment it suffered damage, it is reduced to 1W instead.



ASH AND OAK CLUB

Ash an Oak Henchman

Butler HENCHMAN Human / 30mm	Actions Move 	Fight Str 	Guns Reflex 	Wounds 	COST
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Scenes from a hero's life

"Your gun and scented handkerchief, Sir. Let me also mention that we have arranged a tea break with Doctor Doom's insane assistants. It starts in a quarter of an hour, Sir. I would be grateful if you take it into consideration while planning your combat maneuvers."

The spiteful claim that an aristocrat is worth as much as their best butler. There is quite a bit of truth in it. Well trained butlers are indispensable both at home and on the battlefield. A pistol handed at the right moment, an arm to lean on, or a faithful servant to take the bullet intended for his master can easily turn the tide of battle.

Besides, only barbarians go to battle without someone who can properly brew and serve tea.

Gadgets:

Pistol

Ranged Weapon.

	S	8"	16"	24"	Notes
Pistol	4	+1	-1	-2	Quick

Abilities:

Helping Hand: Friendly Noble

Heroes within 6" may discard a card of ANY colour to use Heroic Move.

- What do I pay you for!: If a Noble model loses any number of W from shooting, a friendly Butler within 6" may lose that many W instead. This Butler is placed in the line of fire and in BtB with the Noble and is Toppled.





INVENTORS CLUB

Inventors

A decorative header featuring a dark, metallic-looking rectangular box with rounded corners. The word "Inventors" is written in a large, ornate, golden font with a slight shadow effect. The box is surrounded by various mechanical gears and components, including a large gear on the left and smaller gears on the right. The background is a light, textured surface, possibly parchment or paper, with a vertical strip of gears and a gauge on the left side.

Inventors

SCENES FROM A HERO'S LIFE

They laughed at me! They called me mad! They said that transferring such complicated machinery into the Astral is impossible, reckless and dangerous! We'll see who's laughing when an army of my golems materializes right in the center of Abbot's Gardens!!! Reckless and dangerous, please...

The energy beam passes through a complex system of crystal lenses and prisms, and then radiates in a direction chosen by the operator. It is a working solution to the wireless energy transfer problem. The power of a thousand steam boilers focused in one tiny point the size of a pinhead. Unfortunately, the beam has a troubling tendency of incinerating any objects in its path. I think I'll shelve this project, as I can't think of any practical application for this contraption.

If you asked me what the highest value is, I would answer: Progress. It is our responsibility to push the boundaries of science in every field, at every moment, and by any means necessary. So, when I give you the signal with this flag, put on your headphones and push that red button over there.

During the first World Exhibition in Orseaux many a famous inventor stumbled upon something previously inconceivable – rivals, whose projects could not be scornfully dismissed. A year later the Inventors Club has been established. The official goal of the organization is to expand the boundaries of science, but in reality, the idea is to finally determine who among the members is endowed with the greatest of intellects.

CLUB ACTIVITY

Any scientist who independently designed and constructed a brand new, unique invention can become a club member. Of course, they still have to present it before the club presidium and survive the inevitable onslaught of negative comments. Since the prevalent inventions are usually golems or new types of weapons and powered armor, and the ones presenting tend not to respond well to criticism, the hearings of the candidates are often... interesting. The percentage of fatal accidents is relatively low, though, and the club is slowly growing.

LOCATION AND ORGANIZATION

The elite organization of megalomaniacal technomages is based in Lyonesse, and that is where the club members arrange presentations of most of their inventions. The establishment's main headquarters is housed in Myrkwod Park of the Windbog district – inside the mansion of Winston Falconwing, Esq. – an arrogant half-elf and club president. While Sir Winston disappeared while testing an astral teleportation machine a few months ago, the rest of the scientists don't seem to mind, as they readily enjoy the abundant wine cellar and cozy rooms of the president's house.

As is easy to deduce, the Inventors Club functions in a delightfully uncoordinated manner. Every scientist has their own idea for promoting science and publicly presenting the latest inventions. Unfortunately, the tests, unsanctioned by the city officials, often get out of control and cause constant clashes with the self-proclaimed guardians of Lyonesse from the Ash and Oak Club. No less bothersome are the incessant attempts by the Triad of Lotus Dragon, which would happily put its paws on some of the more dangerous inventions. As if that was not enough, Lord Falconwing's prolonged absence drags on, and sooner or later the scientists will be forced to elect a new president. That never occurs without casualties.



Inventors Club

INVENTORS CLUB SPECIAL RULES

GOLEM

If model with that skill by any reason starts its activation over 12" from any model with Scientist skill they must spend Move until they are within 12" of any of such models. During their activation Golem model must always remain within 12" of any Scientist model. This is called a Control Range. If there are no Scientists present on the battlefield all Golem models skip their activation. Golems have Fire Immunity. Golems are not living models.

SCIENTIST

the model provides a Control Range for the Golems.

Races Available:

Human, Elf, Orc, Troll, Ogre, Gnome, Dwarf and Halfling.

Club Gadgets and Titles

Titles:

Golemologist - [1], suit Spades - gains Magic Ability [3] and Command spell:

	Type	Cost	Range	Notes
Command	Buff [1]	1	12"	

Choose a Golem within range. The Golem may perform one Action as a part of an extra Activation after Golemologist ends his Activation, then the spell expires.

Technomage - cost [1], suit Diamonds - gains Magic Ability [3] and Lightning spell:

	Type	Cost	Range	S	Notes
Lightning	Projectile	0	12"	3	

Engineer - cost [1], suit Clubs - gains th Engineer skill:

- **Engineer[A]**- Quick; once per activation this model may use one of the following effects on a friendly Golem in BtB:

Power Flux - until the end of turn the Golem has his Armour increased by 2

Overcharge - during it's next activation this turn Golem adds +2 M and +2 S

Repair - the Golem is immediately restored to his full Wounds

Telekinesis Scholar - cost [1], suit Hearts - gains

Magic Ability [3] and Shimmer Field spell:

	Type	Cost	Range	Notes
Shimmer Field	Aura [2]	1	6"	Shield

Club Gadgets and Titles

Gadgets:

1. Golemic Limb: [2]

Melee Weapon.

+4 S in Melee

2. Reflector Field: [1]

Armour.

Armour [3] vs Shooting Attacks

3. Magneton Boots: [1]

Other.

May perform Heroic Move or Heroic Recovery without discarding a card.

Effects that reduce movement have no effect on the model regardless of their kind. If a friendly Golem with a larger base starts his Move action in BtB with the model equipped with this Gadget after Golem ends its action you may move the model to BtB with the Golem

4. Flagiston Scorcher: [2]

Ranged Weapon.

	S	8"	16"	Notes
Scorcher	5	+1	-1	Fire, Template

Template - when using this weapon choose a target and place the marker completely over it. Measure the range. If the closest point is over the maximum range the shot has no effect. If the farthest point of the template is above the maximum weapon range no further

effect takes place but template stays on the battlefield. If the farthest template point is below maximum range make a Ranged Attack against each model touched by the template then leave it on the battlefield. Each model starting its action or moving through this fire template suffers a s1 hit from Fire. Remove this template at the end of turn.

5. Sun Spear: [2]

Ranged Weapon.

	S	∞"	Notes
Sun Spear	4	0	Beam

Beam - when shooting this weapon, the model firing targets all models in a straight line between it and the chosen point at the edge of the table. The line cannot touch a friendly model.

6. Mechanic's Apparel / Lab Suit: [1]

Armour. Common

Armour [1]

7. Huge Wrench / Pipe: [1]

Melee Weapon. Common

+2 S in melee

8. Golemic Flea: [2]

Model's base size becomes 40mm.

Other.

Club Gadgets and Titles

Bash - Models hit by model equipped with Golemic Flea in Melee are Toppled.

Flea jump - this model may perform Heroic Move without discarding a card.

Ride [A] - Quick, once per activation. If model equipped with Golemic Flea starts his action in BtB with a friendly small based model right after completing his Move action you may put that model in BtB with model equipped with Golemic Flea. The model may be moved in our out of a melee without having to make a roll.

9. Lab Flask: [1]

Ranged Weapon.

	S	8"	Notes
Lab Flask	0	+1	Quick, Unintentional result

Unintentional result - When the target is hit with the Lab Flask roll a D6 and refer to the following chart:

1. **Smoke** - center a 3" Smoke template on the target. Remove it at the end of the turn.
2. **Empty** - the target suffers a S 3 hit.
3. **Acid** - the target's armour is reduced by 4 until the end of the game. If the target has no armour it suffers a S 4 hit.
4. **Glue** - the model hit is Toppled

5. **Mercury Fumes** - center a 3" Smoke template on the target. Each living model starting its activation within or moving through the template suffers 2 W. Remove the template at the end of the turn.

6. **Explosive Fluid** - center a 3" Smoke template on the target. The target suffers a S 6 hit, all models touching the template are Toppled. Remove the template at the end of the turn.

10. Phase Regulator [1] - One use only.

May be used on any friendly Golem in BtB. In its following activation this turn. Golem may re-roll each and any die during any test it is required to pass

11. Manic Amplituner [1] - the

Golem control range of equipped model is increased by 6".

12. Manic Batteries [1] - Common;

model's Mage ability is increased by 1.

13. Stasis Bubble [1] - One use only.

The model may use this device during his activation at a cost of 1 A. Place 3" marker centered over the model activating this Gadget. Until end of turn no model may move into the template and the model activating the Gadget is no longer considered as participating in Melee. Models that start their activation within the bubble

Club Gadgets and Titles

must declare a Move action as their first action and cannot end their action inside the area of the bubble. Bubble does not block LoS or provide cover however any magical or non-magical ranged attack tracing LoS through the marker has its S reduced by 4 to a minimum of 1. If a toppled model starts its activation inside the template it must stand up first and then has to use a Move if it has any actions left.

14. Time Warp Generator [1] - One use only. The Gadget may be used at the beginning of equipped model's activation. Until end of turn the model may perform only Move actions but doubles its basic M and R.

15. Personal Phaser [1] - The model may use this device during his activation declaring a special Move Action. Mark 3 points anywhere on the table and at least 6" from each other and make a Reflex test. For each success rolled your opponent nominates a marker that the model may be placed on facing any direction. If no marker is left - your opponent chooses the direction and the model using the device is moved up to his normal

Move in the direction chosen. If he contacts any other model, terrain or the table edge he stops immediately.

6. Compact Matter Shifter [2] Ranged Weapon.

	S	12"	Notes
Compact Matter Shifter	-	+0	Shift

If

you hit the target, instead of causing damage roll a D6 and move target model up to the distance rolled in the direction chosen ignoring any terrain. The model may end this Move in BtB with enemy model. There must be a place for the model's base. You may target your own model with this weapon. In that case target's R is reduced to 0 until end of this action.



INVENTORS CLUB

Inventors Club Heroes

Thorvald Nielsgaard

Scenes from a hero's life

"The operation principle of the Spiritechnic Missile Deflector is surprisingly simple. I use a complicated system of runic gears, which unleash a spell, which sets the shielded objects into astral vibrations. That is to say, the objects are very quickly being transported between the physical reality and the spirit realm. Meanwhile, all accelerated objects are put into an inverse vibration. As a result, when the bullet is in our world, the shielded person is in the Astral, and the other way around. It all happens very fast, hence the faint shimmer. Dangerous? Why would it be dangerous?"

"Let me present another curious fact. A press of a button and... (deafening noise).

I do hope you weren't all that attached to that arbor, my lady."



A young, ambitious scientist from Jotunheim, exploring hazardous issues from within the bounds of technomagic and spiritism. His uncompromising approach to research made him a lot of enemies, and prompted him to leave the country in a hurry. Mr Nielsgaard currently resides in Lyonesse, where he continues his research under the wing of the Inventors Club. On further acquaintance he turns out to be as nice as he is insane – and one has to admit him to be exceedingly nice.

Inventors Club Heroes

Thorvald Nielsgaard
HERO
Human / 30mm

Actions: 2, Move: 5, Fight: 4, Str: 3/7, Guns: 3, Reflex: 3, Wounds: 11

1 FUND

Gadgets:

Golemic Arm

Melee Weapon.
+4 S in Melee

Reflector Field:

Armour.
Armour [3] vs Shooting Attacks

Abilities:

Magic Ability [4] - Technomagic Scientist

Beginner's Luck: Once per game, a Human may re-roll all dice when shooting, fighting a melee or being a target of an attack.

Spells:

	Type	Cost	Range	S	Notes
Lightning	Projectile	0	12"	3	Galvanic
	Type	Cost	Range		Notes
Shimmer Field	Aura [2]	1	6"		Shield
	Type	Cost	Range		Notes
Deflecting Astral Field	Aura [2]	2	6"		Shield, Armour [2]

Shield - The field has 10 W. Whenever a magical or non-magical ranged attack hits a model within the field it inflicts the damage to the field not the targeted model. If the field reaches 0 or less wounds the spell automatically ends. Targeted model suffers the excess wounds as normal. Only one friendly Shimmer Field may be in effect at the time.

Inventors Club Heroes

Thomas Rockheart Jr

Scenes from a hero's life

"I've been signing contracts and negotiating with the workers for half a day, and then it turned out that the difference engine went haywire. I had to make the decision to demolish the entire west wing of the factory. On the other hand, I was able to get some exercise and test out the new equipment. Plus, there's nothing like lighting a good cigar off a giant steel golem's burning wreckage after a hard day's work..."

"Dunn-duh-duh-DUNNN-DUNNN, Dunn-duh-duh-DUNNN-DUNNN! (Music from the gramophone gets gradually replaced with explosion noises) I love the smell of phlogiston in the morning!"



Thomas Rockheart Jr is the president of Rokheart & Rockheart Automatonics, which, after the recent merger with Wotanian Steinfauft Kohl und Eisen, became one of the biggest corporations on the islands. The ambitious dwarf practically never leaves the design office in Blackstone, where he personally tests all the prototypes getting prepared for production. Mr Rockheart smokes like a chimney, firmly believes in his own indestructibility, and has probably never even heard of health and safety protocols.

Inventors Club Heroes

Thomas Rockheart Jr.
HERO
Dwarf/30mm

Actions: 2 → Move: 4 | Fight: 3 | Str: 4 | Guns: 4 | Reflex: 2 | Wounds: 13

1 GUNDS

Gadgets:

Magneton Boots:

Other.

This model may perform Heroic Move and Heroic Recovery without discarding a card. Effects that reduce movement have no effect on Thomas regardless of their kind. If a friendly Golem with a larger base starts his Move action in BtB with Thomas, during the Golem's activation Thomas may move with it but cannot change his facing.

-Scorcher:

Ranged Weapon.

	S	8"	16"	Notes
Scorcher	5	+1	-1	Fire, Template

Template - when using this weapon choose a target and place the marker completely over it. Measure the range. If the closest point is over the maximum range the shot has no effect. If the farthest point of the template is above the maximum weapon range no further effect takes place but template stays on the battlefield. If the farthest template point is below maximum range make a Ranged Attack against each model touched by the template then leave it on the battlefield. Each model starting its action or moving through this fire template suffers a s1 hit from Fire. Remove this template at the end of turn.

Abilities:

Scientist

Heavy Smoker [A] - Put a Smoke Marker in contact with Thomas.

Night Vision - Dwarfs may trace LoS through Smoke Markers.

Inventors Club Heroes

Ingrid Rangvaldottir

Scenes from a hero's life

"Indeed, I do believe that a golem with a mirror is always useful to a lady on the battlefield. I'm not only talking about quick hair or makeup adjustments – a mirror also allows one to safely check if something unpleasant isn't lurking behind the corner. We attain the greatest utility, though, when we put several mirrors in various strategic points in the area. For example, let's take that orkish assassin hiding behind that steamobile, thinking nobody's seen him..."

"How does my Sun Spear work? I'll explain it as simply as possible. As a child, have you ever tried looking at ants on a sunny day through a magnifying glass?"



Ingrid Rangvaldottir earned the title of engineer at the Heimburg Technical University at the age of seventeen, a year later got the Master's degree in thaumology at the Montefalco University, and before turning twenty, she got her Ph.D. at the Feirn University. Her paper on unconventional ways of utilizing solar power earned her popular acclaim. Currently, Doctor Rangvaldottir teaches at the Lyonesse University, publishes in major scientific journals and collects notes for her postdoctoral degree. Taking into account Ingrid's scientific achievements and temperament, no one dares to comment on her fondness for high lace boots, daring low-cut corsets and gaudy jewelry.

Inventors Club Heroes



Ingrid Rangvaldottir
HERO
Troll / 30mm

Actions	Move	Fight	Str	Guns	Reflex	Wounds
2	5	3	5	4	4	10

NO FUNDS

Gadgets:

Sun Spear:

Ranged Weapon.

	S	∞"	Notes
Sun Spear	4	0	Beam, Fire

Beam – when shooting this weapon, Ingrid may target all models in LoS in a straight line between herself and the chosen point at the edge of the table.

Ingrid always comes equipped with 3 Mirror Servants. The Mirror Servants activate all in the same Activation.

Abilities:

Fiery Passion – Resistance to Fire [3].

Scientist

Ingrid always comes with 3 Mirror Servants. All the Mirror Servants activate as a part of one Activation.

Mirror Servant
HENCHMAN
Golem / 30mm

Actions	Move	Fight	Str	Guns	Reflex	Wounds
1	7	1	1	0	4	2

n/a
COST

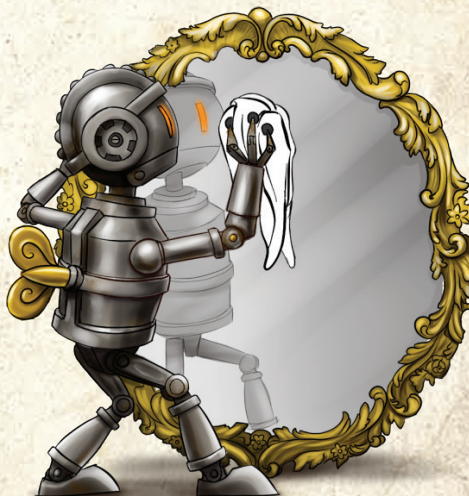
Abilities [Mirror Servants]:

Golem

Armour[3]

Mirror – When shooting the Sun Spear Ingrid may elect to use Mirror Servants to extend her LoS. You may pick any targets that are in LoS of a Mirror Servant that has LoS to Ingrid. You may also trace Ingrid's LoS between several Servants

and the target. Each Servant may reflect the shot only once.

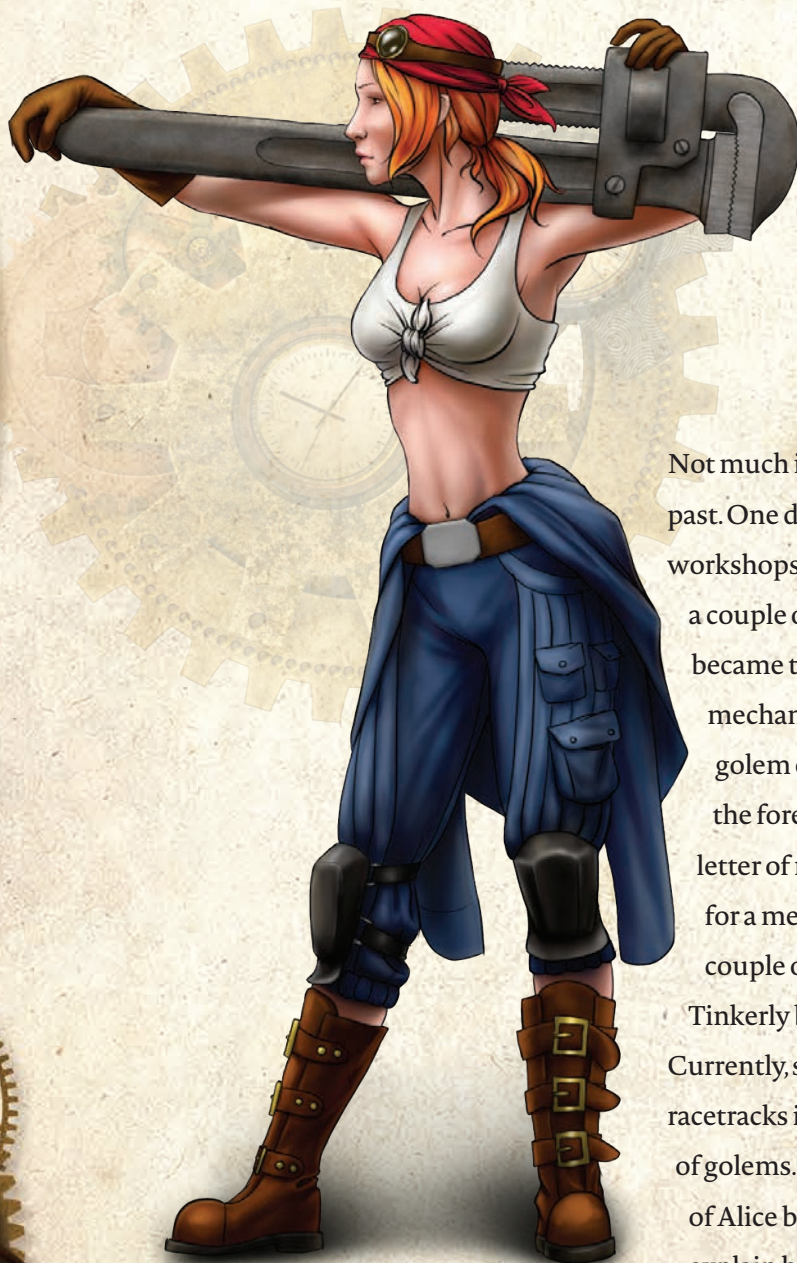


Inventors Club Heroes

Alice Tinkerly

Scenes from a hero's life

"So you're saying, Mr Vendetta, that the Cleaner golem, which you've turned in for maintenance, isn't working properly and you want to file a complaint? So it's not supposed to wipe dust and polish furniture? Just a moment, let me check my notes. Oh yes, I'd been repairing grandma Sweetbagle's golemic butler at that time. I must've accidentally mixed up the runic plates... Right! That would explain that shootout in the Clairvale nursing home they wrote about in the papers today. I like golems. "They're much more logical and predictable than people. Do you know that a standard theater golem recognizes over ten thousand words? That's several times more than your average Lyonesse cabby."



Not much is known about Alice Tinkerly's past. One day she just appeared in the workshops of Windbog, casually fine-tuned a couple of steamobiles and straightaway became the favorite assistant of all the mechanics. When she built a functional golem out of parts found in the junkyard, the foremen joined forces in writing a letter of recommendation and sent Alice for a meeting to the Inventors Club. A couple of humiliated scientists later, miss Tinkerly became the youngest club member. Currently, she spends most of her time on the racetracks in Windbog testing out new models of golems. Almost no one believes the rumors of Alice being raised by gremlins. It would explain her total lack of social skills, though.

Inventors Club Heroes

Alice Tinkerly
HERO
Human / 30mm

Actions: 2, Move: 5, Fight: 3, Str: 4, Guns: 3, Reflex: 3, Wounds: 9

4 Gold coins

Gadgets:

-Mechanic's Apparel:

Armour.
Armour [1]

- Huge Wrench:

Melee Weapon.
+2 S in melee

Abilities:

Scientist

Magic Ability [3] - Technomagic

Beginner's Luck: Once per game, a Human may re-roll all dice when shooting, fighting a melee or being a target of an attack.

Engineer[A] - Quick; once per activation Alice may use one of the following effects on a friendly Golem in BtB:

- Power Flux - until the end of turn the Golem has his Armour increased by 2
- Overcharge - during it's next activation this turn the Golem adds +2 M and +2 S
- Repair - the Golem is immediately restored to his full Wounds

Magic:

	Type	Cost	Range	Notes
Command	Buff [1]	1	12"	

Choose a Golem within range. The Golem may perform one Action as a part of an extra Activation after Alice ends her Activation, then the spell expires.

Inventors Club Heroes

Snorri Rottstein

Scenes from a hero's life

"I have heard that Lord Oakroot likes to brag about his brand new sport steamobile being able to outstrip any other vehicle in Lyonesse. I'm willing to accept this dare and prove the superiority of my Golemic Flea. Provided, of course, that I get to pick the route. Gentlemen, a toast to a fair competition!"

"Miss shouldn't touch! I've installed a couple of anti-vandal security measures. Miss wouldn't want to receive a sudden nasty mana shock, would she? A beautiful vehicle, isn't it? I have been watching a flea circus in Abbot's Gardens once, and that's when the project originated. And since we're already taking about entertainment, does miss have any plans for the afternoon? I know a lovely cafe in Tinkerton... Please allow me to introduce myself. My name is Snorri Rottstein and today my flea is at your disposal."



It is said that the eccentric inventor of the Golemic Flea spends as much time in his workshop in Svart Thule as in the cafés and cabinets of curiosities of Abbot's Gardens. His unconventional approach to life also manifests itself in his projects, of which every one is as brilliant as it is grotesque. Snorri Rottstein is known for his fondness for good liquor, operetta music and the company of women. As of now, he remains unmarried.

Inventors Club Heroes

Snorri Rottstein
HERO
Gnome / 40mm

Actions 3 Move 5 Fight 2 Str 6 Guns 3 Reflex 4 Wounds 12

1 FUNDS

Gadgets:

Golemic Flea:

Other.

Bash - Models hit by Snorri Rottstein in Melee are Toppled.

Flea jump - this model may perform Heroic Move without discarding a card.

Ride [A] - Quick, once per activation.

If Snorri starts his action in BtB with a friendly small based model right after completing his Move action you may put that model in BtB with Snorri. The model may be moved in or out of a melee.

Abilities:

Scientist

Magic Ability [4] - Technomagic

Natural Engineer [A] - Place a Golem Servant model in BtB with this model.

Inventors Club Henchmen

Scenes from a hero's life

"I brought the reagents you asked for, sir. Yes, they're definitely the right ones. The ones from the third shelf, second compartment. Or was it second shelf, third compartment? Well, never mind... Oh! The liquid in the test tube changed color to red and keeps smoking something fierce. Is that good, professor? Profes... (sound of an explosion)."



A good assistant is a treasure. He will clean the test tubes, wipe off the acid stains, feed the hungry monstrosity in the basement, oil the golem, help out in testing out the mana-guided missiles, draft up a boring article for the upcoming conference, hold the lightning rod during a thunderstorm...

All eccentric scientists know that one should value their assistants. They leave so fast.

Inventors Club Henchmen

Lab Assistant

HENCHMAN
Human / 30mm

Actions Move Fight Str Guns Reflex Wounds

2 5 2 3 2 3 9

1 COST

Gadgets:

- Lab Flask:

Ranged Weapon.

	S	8"	Notes
Lab Flask	0	+1	Quick, Unintentional result

Unintentional result - When the target is hit with the Lab Flask roll a D6 and refer to the following chart:

1. Smoke - center a 3" Smoke template on the target. Remove it at the end of the turn.
2. Empty - the target suffers a S 3 hit.
3. Acid - the target's armour is reduced by 4 until the end of the game. If the target has no armour it suffers a S 4 hit.

4. Glue - the model hit is Topped
5. Mercury Fumes - center a 3" Smoke template on the target. Each living model starting its activation within or moving through the template suffers 2 W. Remove the template at the end of the turn.
6. Explosive Fluid - center a 3" Smoke template on the target. The target suffers a S 6 hit, all models touching the template are Topped. Remove the template at the end of the turn.

Inventors Club Henchmen

Security Golem <i>HENCHMAN</i> Golem / 40mm	Actions	Move	Fight	Str	Guns	Reflex	Wounds	3 COST
	2	3	3	8	0	2	6	

Scenes from a hero's life

"See that beauty, madam? I built it based on the patterns of some battle golem back from the times of the War. I bought the construction plans in an antique shop in Heimburg. They were a bit nibbled on by mice and stained with some dark liquid, but it looks like I recreated all of the control runes correctly. It's better not to speak Wotanian in front of it, though, you could trigger some old algorithm."

The technomages do not know the meaning of fair competition. Sabotage, project theft and industrial espionage are the order of the day. No wonder more and more scientists invest in heavy and armored security machines. As they say, better safe than sorry.

As a result, a giant steam golem entering through a wall becomes an increasingly common final argument during scientific debates.

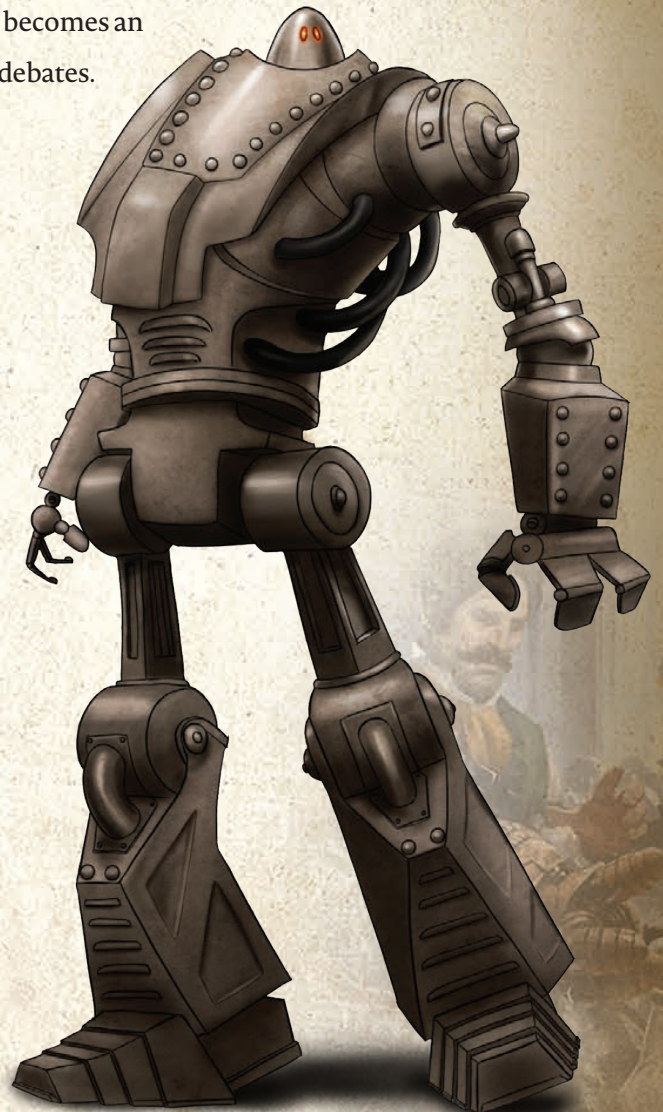
Abilities:

- **Golem**

- **Armour [8]**

Trample - as a single action he may attack each enemy model within 1". To use this special rule the Security Golem has to be in BtB with at least one enemy model.

Juggernaut - Security Golem Ignores Difficult Terrain when moving. Additionally it may Move through impassable terrain but cannot end Move inside it.



Inventors Club Henchmen

Clockwork Servant
HENCHMAN
Golem / 30mm

Actions	Move	Fight	Str	Guns	Reflex	Wounds
1	7	1	1	0	4	2

COST 1

Scenes from a hero's life

"Tired of pungent smoke and clouds of steam hanging in the air? Your golem's mana batteries discharged for the umpteenth time? Your assistant indisposed again? The solution: Clockwork Servant Automaton - innovative constructs combining the ingenious ideas of Renaissance masters with the precision of Westrian watchmakers. Made from cutting-edge materials, sold in packs of three along with a spare set of springs. Order today! When brute force fails, a reasonable scientist looks for an alternative solution."

Clockwork mechanism-powered servant automatons are the favorite kind of support of the technomages, who value responsiveness and flexibility. The little automatons can serve as an early warning system, scouts, or portable magic energy amplifiers.

It is best to wind them up in the evening, just before going to bed. They work great as alarm clocks, too.

Abilities:

- **Golem**

- **Armour [3]**

Attunement [A] - Quick; once per activation the Golem may use one of the following effects on a friendly BtB Scientist. They last until the end of turn.

- until the end of turn the Scientist benefits from +1 R
- until the end of turn the Scientist benefits from +2 Armour
- until the end of turn the Scientist has his Control Range extended to 18"
- until the end of turn the Scientist may re-roll one die for each roll when casting a spell

Inventors Club Henchmen

Laboratory Golem

HENCHMAN
Golem / 30mm

Actions Move Fight Str Guns Reflex Wounds

2

4

3

5

0

2

4

2
COST

Scenes from a hero's life

"You see, doctor, I ordered myself the newest Arthure-Deux. A very useful golem, aesthetic Aquitean design, choice of three modes: cleaning, lab work and retreat. It doesn't work very well independently, but we wouldn't want unsupervised machines to perform experiments in our laboratories, would we? Ha ha, what an absurd thought..."

There are tasks that even the most desperate and loyal of assistants will not perform. In these kinds of situations, a reasonable scientist turns to laboratory golems. They are slow and not overly bright, but they remain functional even in extreme circumstances, and perform their tasks with the utmost literalism. In addition, they turned out to have quite a lot of applications on the battlefield.

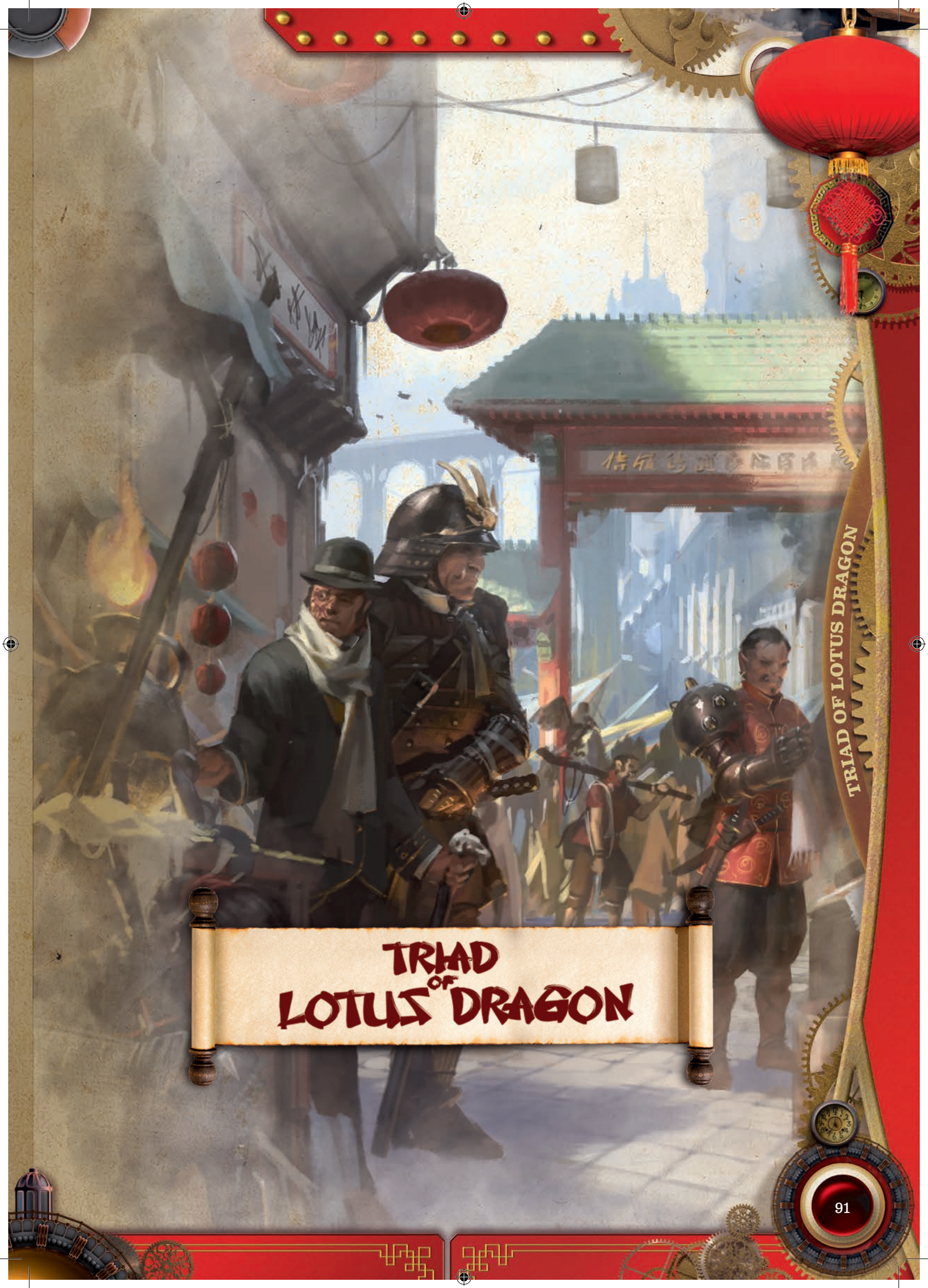
That is more than one can expect from an average live assistant.

Abilities:

- Golem

- Armour [7]





TRIAD OF LOTUS DRAGON

**TRIAD
OF
LOTUS DRAGON**



TRIAD OF LOTUS DRAGON

SCENES FROM A HERO'S LIFE

The Dragon Emperor is asleep in the distant Forbidden City, but it does not make us defenseless. Among the fog and lotus smoke hides our own dragon, who has hundreds of eyes and hundreds of legs and who protects us. The long noses do not believe its existence, but they have never understood anything.

The Alfsh believe that they have humiliated our empire, that they have brought it to its knees. They think they can sail their battleships into our harbors, open their trading posts and ship out our treasures for next to nothing. We shall endure it with humility, while living in the heart of their kingdom, studying their way of life and learning the secrets of their technology. And when we are ready, we will rise up and bring them to their knees.

Take a look at Pothill. Compared to the rest of Lyonesse, it is a dump – overcrowded slums full of desperate immigrants. Such life is not enough for me. I want my children to go to the best schools, drive luxurious steamobiles and drink tea with milk in exclusive clubs. I shall fulfill this dream, no matter how many people will have to pay for it. I want you to keep this in mind whilst considering my offer.

No one is sure whether the Triad of Lotus Dragon came to Alfheim from the Dragon Empire or was conceived within the alleys and dens of Shang-Town. One thing is for sure – when the Lyonesse constables acknowledged the illegal lotus trade to be a serious problem, and when they began to venture into the depths of Pothill, they found the sophisticated criminals tattooed with the sign of the lotus dragon already there. Nothing seems to suggest them planning to leave Lyonesse anytime in the future.

CLUB ACTIVITY

Officially, what the Triad of Lotus Dragon does is teach martial arts, look out for immigrants from the Dragon Empire and promote Shangese culture. Unofficially, it also deals in extortion, prostitution, art smuggling, industrial espionage and black lotus trade. Pothill residents see no problem with that. The rest of Lyonesse have a different opinion, however.

LOCATION AND ORGANIZATION

No one knows the location of the Triad of Lotus Dragon's main headquarters. Their members always appear where they are most needed – or most feared. Orkish gentlemen can sometimes be seen conversing over a mahjong board and a cup of tea. Supposedly Xen Jidao and Mr Cheng always meet up during the performances of the Shang In National Opera. These might be just rumors, however.

Few realize that a fierce struggle for power is taking place within the organization. Xen Jidao and his loyal traditionalists think that the organization ought to work in exactly the same way as the triads in the old country, focusing on lotus trade, martial arts and the “protection” of the merchants. This stands in opposition to the innovative vision of Mr Cheng. Inspired by other gangs, he continues to expand the organization's activity in the field of prostitution, art smuggling and industrial espionage. Sooner or later, the conflict will escalate and there will be blood.

As if there weren't enough problems already with stealing blueprints from the eccentric Inventors and the increasingly violent war with the Ash and Oak Club.

Triad of Lotus Dragon

TRIAD SPECIAL RULES

TECHNIQUES OF SUNNIR MASTERS:

Each Orc member of Triad has Magic Protection [+1R]

UNDER COVER OF MISTS:

Triads often perform their actions under cover of strange fog, either an effect of deception or lotus smoke. You may have no more Mist Templates on the Battlefield than you have models that can place them. When a model wants to place a new Mist Template, and it would exceed the maximum number of them on the Battlefield, you have to remove one of the markers. At the end of the turn you have to remove markers if their number exceeds the number of Mistmakers.

MIST 'TEMPLATE:

They are 3" diameter markers. They completely block the line of sight when shooting through them, and provide Cover [1] to models within a marker.

MISTWALKER:

In any moment in models 'Movement' action, when model with this special rule is entirely within a Mist Template, you can place it entirely in another Mist Template, then it can continue its movement. The marker he moved from is removed from the Battlefield.

CONCEALED IN THE CROWD:

This model looks like a typical Orkish Lyonesse citizen, so it cannot be easily distinguished as a Triad member. It can only lose its Crowd Token under one of three circumstances:

- it attacks an opposing model
- it ends its activation within 3" of an opposing model
- opposing model ends its activation within 3" of it

A model with a Crowd Token can't be a target of any Shooting or Melee Attack and cannot be targeted by spells.

Races Available: Orc. May have up to one Human, Elf, Troll, Ogre, Gnome, Dwarf and Halfling. You may never have more Heroes of other races than you have Orcs in a Triad club.

Triad Gadgets and Professions

Professions:

Stealth Killer - [2] Gain +1F, +1S and Gruesome Damage in Melee. Spades.

Mage - [2] Gain Magic Ability [4] and spells Ki Strike and Mistification. Hearts.

	Type	Cost	Range	Notes
Mistification	Buff [1]	0	6"	

If succesful, target model gains Mistwalker this turn.

	Type	Cost	Range	S	Notes
Ki Strike	Projectile	1	12"	6	Topple

Model hit is Toppled.

Blademaster - [1] +1F, Armor Piercing [1] in Melee. Diamonds.

Bodyguard - [0] +2W. Clubs.



Triad Gadgets and Professions

Gadgets:

1. Mystic Incense – [1] – model gain Mistmaker [A]: Quick. Place a Mist Template in base contact with this model.

2. Armor of Damnation – [4] – Armor. +1 F, +6S, +6W, -1M, -1R, Armor[4]

3. Duellist's Sabre – [3] – Melee Weapon. +4F when in base contact with only one enemy model.

4. Amulet of Burning Hatred – [1] – Models With the Concealed In the Crowd rule it the group containing this model don't start the game with a Crowd Token. Instead, they have the Gruesome Damage rule.

5. Despot's Ring – [1] – Each model in a group with this may make a full activation before the first turn takes place. If a model does so, he loses half his wounds, rounding fractions down, at the end of this activation.

6. Death Puppet of the Karoa Temple – [1] – At the beginning of the game, choose an enemy Hero model. Whenever that model loses Wounds, model with the Death Puppet gains the same amount of Wounds. Whenever this model loses W, the chosen enemy model gains that number of W.

7. Amulet of Life and Death – [2] –

Whenever a friendly model within 12" of this model loses any amount of W, put that many of Essence Tokens on this model.

Whenever a friendly model within 12" of this model has made a F, G or R test, you may remove any number of Essence Tokens to re-roll the same number of dice. The re-roll may only be made once per roll.

8. Shapeshifter's Tattoos – [2] – May

never be chosen by a model with an Armour. At the beginning of his Activation, this model may choose one of the forms. He suffers the effects of until he chooses any other form.

Bird: +3M, +3R, -3F, may leave Melee automatically

Snake: +1 F, Gruesome Damage

Elephant: Armor [3], +1S

9. Fist of the Tiger – [1] – Enemy models in BtB with this model never gain Fight bonuses for additional models in Melee.

10. Runic Tattoos – [2] – No model may cast a spell when within 6" of the Shapeshifter.

11. Acidic Fumes – [1] – When this model is alive, models starting their activations, or passing through Mist Template suffer 1 Acid damage unmodified by armour. Models cannot Mistwalk through these markers.

Triad Gadgets and Professions

12. Sabre of the Dragon - [2]

- Model gains +3S.

13. Fireball - [3]

Ranged Weapon.

	S	12"	Notes
Fireball	4	0	Instant, Fire

Instant - this weapon may be shot as a part of other action, even if the model has attacked this action or is in BtB with an enemy model.

14. Cloak of Enshrouding Mists - [2] - Armour. Model gains Magic Ability [5] and spells Puppeteer and Spreading Mists.

	Type	Cost	Range	Notes
Puppeteer	Aura[x]	1	12"	Altered Difficulty

Choose a number before casting this spell. This is the spells difficulty. If you succeed the Magic roll, you may choose up to that number of target friendly models and exchange their places in any combination.

	Type	Cost	Range	Notes
Spreading Mists	Other [3]	0	12"	

If succesful, you may place up to 3 Mist Templates within 12" of this model. Add 3 to the number of available Mist Templates (so count as 3 more Mistmakers) for the rest of the game. this spell may be only successfully used once per game.

15. Staff of the Consuming Darkness - [1] - Mages Only. This model's MA is reduced to 3 and instead of Mistification and Ki Strike this model knows Leech Soul and Bloodboil spells.

	Type	Cost	Range	S	Notes
Leech Soul	Projectile	1	12"	5	Leech, Magic

This model gains life equal to damage dealt by Leech Soul.

	Type	Cost	Range	Notes
Bloodboil	Attack/Buff[1]	0	6"	

If succesful, target model loses 2 W but gains +2S and +2F until end of turn

Triad of Lotus Dragon Heroes

Xen Jidao

Scenes from a hero's life

"You ask if we have the right to treat Liao Nesse as our playground? We come from the Dragon Empire – the center of the world, culture of which lasts ceaselessly for five thousand years. Now look at those long nosed barbarians and their confused young queen. Turning this city into our colony is not our right. It is our duty. Observe."

"Listen to your opponent's breath. When he attacks – evade, and when he stumbles under his own weight – strike."



Xen Jidao treats Lyonesse like a mahjong board. He is as old as the mountains, as sly as a fox and as patient as a turtle. He leads the Triad of Lotus Dragon with imperturbable calm, knowing that hundreds of generations of orkish sages stand behind his every decision. He disdains western technology, ignores all aspects of modernity, and ventures outside of Pothill's Shang-Town only in a tightly curtained litter.

Only one thing remains a secret: why did Xen Jidao leave the Dragon Empire he loves so much?

Triad of Lotus Dragon Heroes

Xen Jidao
HERO Orc / 30mm

Actions: 2, Move: 5, Fight: 4, Str: 4, Guns: 2, Reflex: 5/6, Wounds: 8

2 Gold Coins

Gadgets:

Silk Cloth of the Dragon Order:

Other.

+1 R

Abilities:

Magic Ability [4] - Spiritualism

Mistmaker [A]: Quick. Place a Mist Template in base contact with Jidao.

Magic:

	Type	Cost	Range	Notes
Mistification	Buff [1]	0	6"	

If successful, target model gains mistwalker this turn.

	Type	Cost	Range	Notes
Mind Control	Attack	1	18"	

If the spell hits a Henchman model, you may make one Action with it as if it were a fiendly model, immediately after this model's activation.

	Type	Cost	Range	S	Notes
Ki Strike	Projectile	1	12"	6	Topple, Magic

Model hit is Toppled.

Triad of Lotus Dragon Heroes

Mr. Cheng

Scenes from a hero's life

"Look at this city. A huge pile of dung, on which people keep jumping at each others throats. Whoever brings the others down and climbs through their corpses towards fame and fortune gets to live. It is a place more sinister than the steamy jungles of Sunnir. More treacherous than the muddy depths of Dragon River. More deadly than the shark-riddled canals of Zhonglung. Only one devoid of scruples will get to survive here. I love Lyonesse. That old fool Jidao fails to realize the gravity of the situation."

"The Fog in Lyonesse really is a gate to another world, but only a madman would dare to cross its threshold. To follow the paths though the Fog is to enter the territory of the Fae and the Lyonesse ghosts, and we are not yet ready for this encounter. Understand that I'm not poisoning the Fog with black lotus magic to punish you. I'm doing it for your own good. When the wounds heal, you will surely understand."



Although born in the Old Country, Mr Cheng spent his childhood and youth in the Bridgebank slums. He dresses in a western fashion and understands the needs of the Lyonesse poor like no one else. His network manages illegal lotus dens, houses of ill repute disguised as massage parlors and antique shops serving as fronts for moneylenders and fences. No one is in any doubt that the position of Lotus Dragon has been considerably strengthened since Mr Cheng joined the ranks of the triad. Also, no one is in any doubt that Mr Cheng is loyal to only one person. Mr Cheng.

Triad of Lotus Dragon Heroes

Mr. Cheng
HERO
Orc / 30mm

Actions: 2, Move: 5, Fight: 2, Str: 3, Guns: 2, Reflex: 4, Wounds: 10

2 FUNDS

Gadgets:

Ring of Ichiko:

Trinket.

Confers **Magic Ability [2] - Ritualism**

Jade Amulet:

Trinket.

Cheng cannot be the target of spells.

Abilities:

Acidic Fumes: When Cheng is alive, models starting their activations, or passing through Mist Templates suffer 1 damage unmodified by armour. Models cannot Mistwalk through these markers.

Dark Energy: When Mr. Cheng has 14 or more W, he gains +2 to F, S and R. When he has 21+ W, he gains cumulative +3 to F, S and R.

Power of Blood: At the beginning of Cheng's Activation, you may discard up to three cards of Spades. If you do so, Cheng's Magic Ability rises by that many points till the end of this Activation. For example, if you discard two cards, Cheng's Magic Ability rises by 2.

Spells:

	Type	Cost	Range	S	Notes
Leech Soul	Projectile	1	12"	5	Leech, Magic

Cheng gains life equal to damage dealt by Leech Soul.

	Type	Cost	Range	Notes
Bloodboil	Attack/Buff[1]	0	6"	

If succesful, target model loses 2 W but gains +2S and +2F until end of turn.

Triad of Lotus Dragon Heroes

Wandering Actor

Scenes from a hero's life

"The first mask signifies a young man, the second – a bearded man, third – a mighty warrior, fourth – a scholarly beardless warrior. You must learn to distinguish between them at first glance. Your life may depend on it."

"A traditional Shangese proverb says: one who focuses on masks forgets that a face hides behind them."



The traditional Shangese opera from Zhonglung is an art with a centuries-old tradition – subtle, sophisticated and completely incomprehensible to an average citizen of Lyonesse. Only in the Shangese district do the actors enjoy their deserved popularity and fame. They can also be encountered outside of Pothill, although most passers-by treat them like common street musicians, or simply ignore. This often turns out to be a serious mistake.

Triad of Lotus Dragon Heroes

Wandering Actor HERO Orc / 30mm	Actions	Move	Fight	Str	Guns	Reflex	Wounds
	2	5	2	3	2	4	8

5 FUNDS

Abilities:

Concealed in the Crowd

All Suits: Wandering Actor can use cards in any suit while making a Heroic Move or Heroic Recovery.

True Identity: At the beginning of a game turn, if you have any dead Hero models, you can make Wandering Actor reveal his true identity. Discard a card of the suit of the dead Hero you want Wandering Actor to change into, to take his model off the battlefield and replace it with the dead hero model. It is treated as the hero has just entered play.

Triad of Lotus Dragon Heroes

Phoenix

Scenes from a hero's life

"I met Sir Lance at the opera lately. I looked into his eyes and said, "Sir, you look as if you saw a ghost. Please do not be afraid, I don't blame you for that accident. Besides, as you can see, I have recovered." I then held out my new golemic hand. Sir Lance is a true gentleman – he shook it without even blinking, although the iron must have burned him like fire. "Sir," I said, "killing you will be my honor."

"The Empress has sent me to observe the people of the West, learn their customs and to bring that knowledge back to the Forbidden City. I shall fulfill this mission and more – I will bring the secrets of their technology inside my body. It is rightly said that a phoenix is the Empress' favorite bird."



Phoenix was born in the forges of Blackstone when the dwarven technomancers brought his soul back to a body animated with golemic implants. In the previous life he was an informal ambassador of the Empress. The less subtle would simply call him a spy. Whatever his duties, they led to a duel with Lord Oakroot. A duel, which ended with an unfortunate accident involving a steamroller, and in effect led to Phoenix's rebirth. Though iron discipline and toilsome training, Phoenix regained the full use of his limbs, and goes back into action stronger than ever before.

Triad of Lotus Dragon Heroes

Phoenix
HERO
Orc / 30mm

Actions: 2, Move: 5, Fight: 6, Str: [4] 7, Guns: 3, Reflex: 4, Wounds: 10

1 FUNDS

Gadgets:

Fire Sabre:

Melee Weapon.

+3S, Armour Piercing [1]

Fireball:

Ranged Weapon.

	S	12"	Notes
Fireball	4	0	Instant, Fire

You may shoot the Fireball at the end of every action, even, if Phoenix done something else this Action or is in base contact with an enemy model.

Ruby Medallion:

Trinket.

Confers Resistance to Fire [3].

TRIAD OF LOTUS DRAGON

Triad of Lotus Dragon Heroes

Ata Kijao

Scenes from a hero's life

"Don't laugh, Bob, I'm telling you – the triads have demons in their service. Black Pete suckered them out of their lotus, and he croaked a week later. They found him in his room. Something gutted him like a fish, and all the locks were shut. From the inside! His neighbors saw smoke coming from under the door and called the guards. Was it not for that clogged up stove, he'd be lying there to this day and not a soul would notice. Demons, I tell you. Shangese demons."
"(Silence. Sound of a drawn sword. Sound of a falling body. Silence.)"



Ata Kijao is a living legend. Few know of her existence, and not many of them dare to speak of it. Allegedly, she trained at a monastery hidden among the glaciers in the Telogans. It is said that she is the Empress' thirteenth granddaughter, that she casts no shadow and steps so lightly, that even smoke and fog carry her. It is known that she is as quick as a thought, fights like a demon and no one alive has ever heard her voice.

Triad of Lotus Dragon Heroes

Ata Kijao
HERO
Orc / 30mm

Actions: 2, Move: 5, Fight: 4, Str: 3, Guns: 5, Reflex: 5, Wounds: 8

NO FUNDS

Gadgets:

Dusk and Dawn:

Melee Weapon.
Gruesome Damage.

Shuriken:

Ranged Weapon.

	S	8"	Notes
Shuriken	3	+1	Quick, Fastshot[2], Gruesome Damage

Abilities:

Mistress of Concealment: Kijao doubles the advantages of Cover she is in, for example, if she is in Cover [+1R], she counts as being in Cover [+2R].

Retreat to Shadows: If Kijao kills an enemy model in her Action, at the end of this Action she can be placed anywhere on the battlefield completely within a Mist Template.

Mistmaker [A]: Quick. Place a Mist Template in base contact with Ata Kijao.

Triad of Lotus Dragon Henchmen

Fisherman HENCHMAN Orc / 30mm	Actions	Move	Fight	Str	Guns	Reflex	Wounds	1 COST
	2	5	3	4	3	4	8	

Scenes from a hero's life

"You know, Bob, you can laugh at the orks fishing in the Tether, with their straw little boats and bamboo fishing rods. Let me tell you, though – last month, when a young leviathan lost its way and swam up the river to the docks near Pothill, they killed and stripped it to bare bones in just a couple of hours. On these straw little boats of theirs."

Nobody pays any attention to the old fishermen sitting around by the waterfront, or to the salesmen of oysters, eels and fried lobster. They are, after all, just fishermen. If people knew how huge the fish swimming in the old country's Dragon River are, and how strong the Shangese nets are, they would be more respectful towards the orkish fishermen. Usually they have to learn respect the harder way.

Gadgets:

Fishing Net:

Ranged Weapon.

	S	2"	Notes
Fishing Net	0	+2	Quick, Topple

The model hit is Toppled.

Abilities:

Concealed in the Crowd



Triad of Lotus Dragon Henchmen

Shade HENCHMAN Orc / 30mm	Actions	Move	Fight	Str	Guns	Reflex	Wounds	2 COST
	2	5	4	3	3	4	8	

Scenes from a hero's life

"A good warrior knows how to exploit the strength of his opponent. Look at that repeater crossbow. We shall turn their own technology against them."

Fanatic triad warriors, skilled in traditional martial arts and armed with modern pneumatic repeater crossbows. Fast like the wind, quiet as shadows. Xen Jidao and Mr Cheng both consider forming the shade squads to be their personal success.

Gadgets:

Repeater Crossbow:

Ranged Weapon.

	S	12"	24"	48"	Notes
Repeater Crossbow	3	+1	0	-2	Armour Piercing [2], Fastshot [2]

Abilities:

Concealment Art Adept: When in Cover [+1R], he is treated as in Cover [+2R].



Triad of Lotus Dragon Henchmen

Trader	Actions	Move	Fight	Str	Guns	Reflex	Wounds	Cost
HENCHMAN Orc / 30mm	2	5	3	3	2	4	8	1

Scenes from a hero's life

"Hey lady! Want some fried rice? Maybe won-ton soup? No? How about fireworks?"

The peddling traders are a regular part of the street panorama in the Shangese district. They sell everything to everyone, all day and night. They are everywhere and there are thousands of them. Any of them could be a triad spy, a disguised messenger, a fence, or a partisan sent on an important mission. It is good to remember that during the next visit to Pothill.

Abilities:

Concealed in the Crowd

Mistmaker [A]: Quick. Place a Mist Template in base contact with the Trader.



Ash and Oak Club

Heroes and henchmen models



Sir Lance Oakroot



Lady Petronella Ellendeanne



Butler



Ogre Bruiser



Sir Zachary Fiercebatten III
with his Hounds



Mary Fearless



House Maid



Jbinav Singh

Inventors

Heroes and henchmen models



Thorvald Nielsgaard



Thomas Rockheart



Alice Tinkerly



Ingrid Rangvaldottir
with her Mirror Servants



Snorri Rottstein



Laboratory Golem



Security Golem

TRIAD OF LOTUS OF DRAGON

Heroes and henchmen models



Mr Cheng



Xen Jidao



Ita Kijao



Traders



Wandering flector



Fisherman



Shade



GAME MECHANICS

Buildings designed by Jan Horydowiec, painted by Łukasz "Hortwerth" Perzanowski.
Crates and barrels designed by Jan Cieśllicki and Piotr Kupper, painted by Jan Cieśllicki.

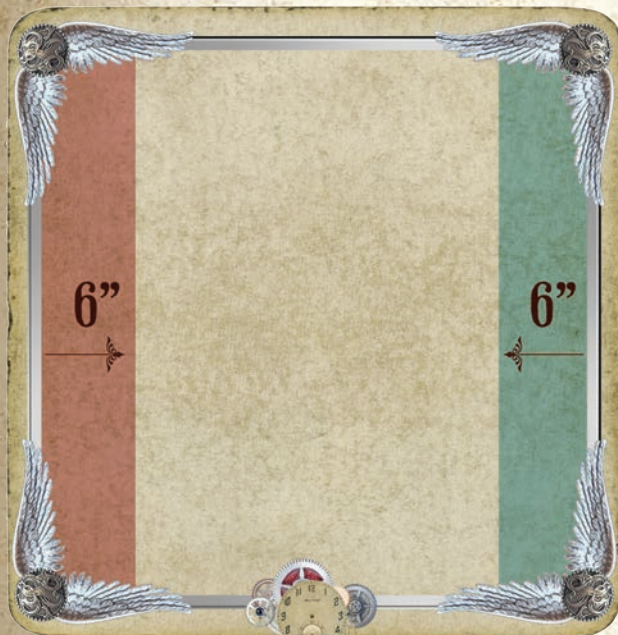
What is it all about? - Scenarios

Before the game pick a scenario, place terrain and objectives, and then determine the first player..

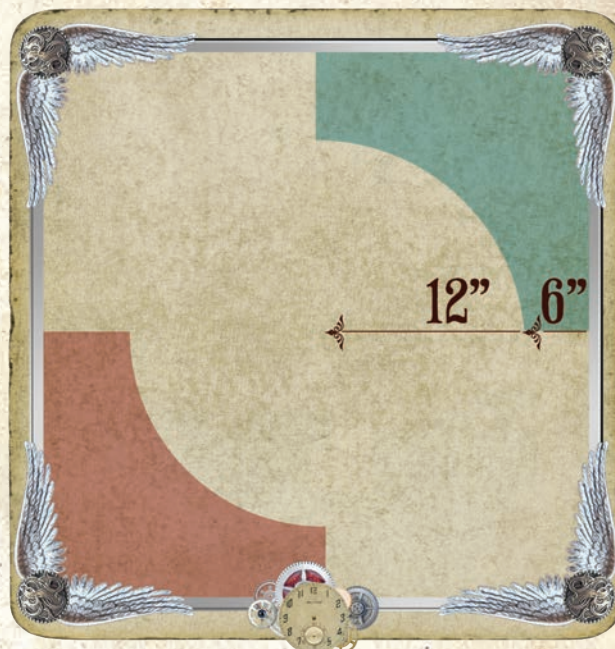
DEPLOYMENT:

The second player chooses a deployment zone:

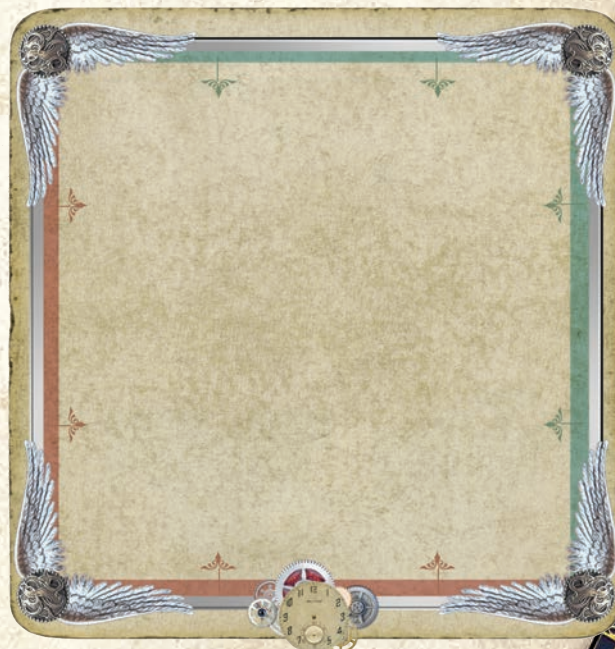
- The opposite sides of the battlefield, up to 6" from the edge.



- The opposite quarters of the battlefield, no closer than 12" to the middle of the battlefield.



- The opposite corners and two adjacent edges of the battlefield, the models are placed touching these edges at the start of their first Activation.



The players then deploy their models in their deployment zones, starting with the first player.

CONTROLLING OBJECTIVES

In order to control an Objective, a player has to have more Hero models within 3" of an outer edge of the Objective marker

Note: You may decide a building or another accessible terrain feature no larger than 12" across is the Objective. The models have to be within this terrain feature to control it.

TREASURE HUNT:

3 Objectives placed along the line across the middle of the battlefield, one at the centre of the battlefield, the others 3" to both side edges of the battlefield.

Objective Points:

- Starting with the 1st turn, the player earns 1 Objective Point at the end of the turn for every Objective he controls.

Determining winner:

Whoever has the most Objective Points at the end of the game, is the winner.

Game length: 3 turns

GROUND CONTROL:

3 Objectives placed along a line connecting any 2 opposite corners, one at the centre of the battlefield, the others exactly 9" to the closest edges of the battlefield.

Objective Points:

- At the end of the game, the player earns 1 Objective Point for every Objective he controls.

Determining winner:

Whoever has the most Objective Points at the end of the game, is the winner.

Game length: 3 turns

ASSASSINATION! LIGHT:

Objective Points:

- Each player openly picks one of his Hero models. This model is worth 2 Objective Points to the enemy. All other Heroes are worth 1 Objective Point each.
- At the end of the game, the player earns Objective Points for every enemy Hero model killed.

Determining winner:

Whoever has the most Objective Points at the end of the game, is the winner.

Game length: 3 turns

ASSASSINATION! DARK

Objective Points:

- Each player secretly picks one of his Hero models. This model is worth 2 Objective Points to the enemy. Note which model it is for use at the end of the game. All other Heroes are worth 1 Objective Point each.
- At the end of the game, the player earns Objective Points for every enemy Hero model killed.

Determining winner:

Whoever has the most Objective Points at the end of the game, is the winner.

Game length: 3 turns

ASSASSINATION! HARDCORE: IN THE DARK

Objective Points:

- Each player secretly assigns Objective Points to his models in ascending order. The First model is worth 1 OP, the second 2 OP, the third 3 OP, and so on. Note these values for use at the end of the game.
- At the end of the game, the player earns Objective Points for every enemy Hero model killed.

Determining winner:

Whoever has the most Objective Points at the end of the game, is the winner.

Game length: 3 turns

ASSASSINATION! HARDCORE: HIGH VALUE TARGET

Objective Points:

- Each player secretly assigns Objective Points to his models in ascending order. The First model is worth 1 OP, the second 2 OP, the third 3 OP, and so on. Note these values for use at the end of the game.
- Each player openly states which of his models is worth the most Objective Points.
- At the end of the game, the player earns Objective Points for every enemy Hero model killed.

Determining winner:

Whoever has the most Objective Points at the end of the game, is the winner.

Game length: 3 turns

Keep in mind that these scenarios are prepared to cover the most usual situations of conflicts.

Feel free to design your own scenarios to cover more specific situations in plot. It may be a chase, a breakout from an angry mob, or an attempt to stop a rogue enormous machine from destroying a neighbourhood.

**For more scenarios visit
www.Wolsung-ssg.com**

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WOLSUNG

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Yet most of it is still unexplored – who knows what treasures and mysteries await the explorers deep in the jungles and high on the mountain tops. In the dark corners of the earth lurk the undead (a terrible remainder of the Great War) while villains and evil masterminds plot their deranged plans.



Wolsung: Steam Pulp Fantasy refers to adventure movies, classic fantasy novels, video games, comics and books from our childhood. You will find here plenty of your favorite elements, the number of sources of inspiration you may use is practically infinite and there are still mysteries to uncover...

Excerpt from a controversial book „The Lands of Havoc” by sir Jonathan Glimpshire: “I believe that this omnipresent optimism is premature at least. The scars left behind by the Great War are much more serious and grim than the authorities are willing to admit. They seem to underestimate the fact that an enormous stretch of land along the Wotanian-Aquitean border, where the greatest battles of the conflict took place, is totally and irretrievably destroyed. During the final stage of the War, this area suffered radiation of intensity exceeding 700 thaums, and 20 tons of shells where dropped on each square meter! Taking into consideration the death of thousands of soldiers, one should not be surprised by disturbances in the structure of the Astral, that warped those places. Most of the lands in question does not, and probably never will, have any vegetation. Disruptions in the energy flow are so big, that even the regular airship lines won’t fly over those lands, which lengthens the journey by more than 100 miles. (...)”

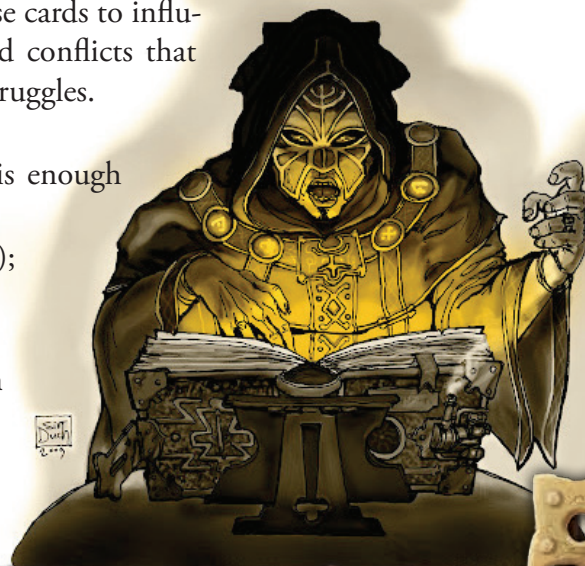
The rules of **Wolsung: Steam Pulp Fantasy** are simple and similar to those of other pen-and-paper role playing games. Each character is described by a set of attributes and skills, which are tested to see what are the results of the hero’s actions.

Based on these foundations are two mechanisms that make playing **Wolsung** a truly cinematic experience: Archetypes that allow you to use cards to influence the narrative and add new elements to the scene, and conflicts that resolve combat scenes, fast-paced chases and intense social struggles.

All you will need to play with your friends is:

- several ten-sided dice (d10, two or three per person is enough to start);
- a deck of poker playing cards (twos to aces, with jokers);
- tokens (at least ten per person).

Learn more about Wolsung on www.steampulphantasy.com

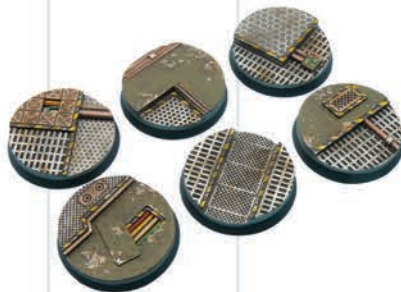


Extreme range of Battle Bases



Graveyard Base

50x50mm (1) B00801
Created by Sebastian Makowski



Tech Bases

Round 40mm (2) B00922
Created by Sebastian Makowski



Wasteland Bases

25x50mm (4) B02804
Created by Sebastian Makowski



Urban Fight Bases

Round 40mm (2) B03422
Created by Jan Horydowicz



Wraithstone Bases

Round 25mm (5) B03021
Concept by Sasha Tynan
Created by Sebastian Makowski



Warcanto Dwarfs Bases

20x20mm (2) B02901
Created by Sebastian Makowski



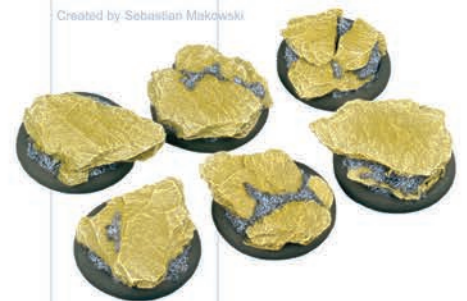
Trash Bases

Round 40mm (2) B01422
Created by Jan Cieplicki



Wood Bases

20x20mm (5) B00601
Created by Sebastian Makowski



Shale Bases

WRound 40mm (2) B00242
Created by Sebastian Makowski



Forest Bases

25x25mm (4) B00502
Created by Lukasz Krysa & Sebastian Makowski



Chaos Bases

Round 40mm (2) B02022
Created by Sebastian Makowski



Dark Temple Bases

25x25mm (5) B02202
Created by Sebastian Makowski



Extreme range of Terrain



designed for
Infinity

DISTRICT 5 Catwalk set 1

Created by Sebastian Makowski



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Infinity

DISTRICT 5 Apartment 1

Created by Sebastian Makowski



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Infinity

DISTRICT 5 L-Apartment

Created by Sebastian Makowski



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Infinity

DISTRICT 5 Holo Ads 1

Created by Sebastian Makowski



Radar Station

Created by Sebastian Makowski



Barracks

Created by Sebastian Makowski

