ADVANCED RULES

Note: The Advanced Rules are an addendum to the basic rules, and the vast majority of rules are the same. Additions to the Basic Rules will be highlighted in **GREEN** and any changes to Basic Rules will be marked in **RED**.

Contents

Section 1: Setting up and General Rules

The board is made up of hexagons which are 1" round, and are referenced from 1-37 and A to AJ (see printable game board).

All units must be on the board at the time of setting up unless their card specifically states that they do not need to be. In addition, all unit attributes should be clearly listed somewhere and there should be identifying marks on each model allowing them to tie the attributes to individual models (units) e.g. by naming or numbering the base.

See **Section 5: Turn Sequence**

Some additional, general rules:

- A player may voluntarily choose to lose any roll against Accuracy, Force, Resistance or Special

- A player may NOT voluntarily choose to lose a dice-off

- You may use as much, or as little (i.e. no), terrain as both players agree upon. If players cannot agree, place 2D6 items of terrain

- Terrain blocks all movement in every hexagon that it covers (even partially) and it also blocks line-of-sight based on actual ability of units to see past, around or over it

- For the purpose of scenarios the gaming board should be marked down the perpendicular sides (see printable board from the downloads section of the website)

- The only type of dice needed for Salvation and Steel are d20, although it would be best to have quite a few of these for dividing up your dice during combat

- Any rule specified by a scenario, or by the abilities of a unit override the general rules listed here

Section 2: Attributes (including Character Creation)

Each unit (model) has six attributes as follows:

- Speed   - the maximum distance a unit can travel per turn

- Energy   - used to determine the number of attack or defense dice

- Accuracy   - that unit's chance of completing an action

- Force   - the strength of that unit

- Resistance   - the unit's ability to defend itself

- Special   - included here but not used in Basic Rules

Speed

The Speed attribute is used whenever a type of movement is required. This can be a simple movement between hexagons but can also represent other movements such as disengage.

A unit of Speed can be used to mover either horizontally, vertically or diagonally one space.

Units do not need to take the shortest path to any destination, and can use additional movement to choose which side they approach any target.

Energy

The Energy attribute is used to determine how many dice you can split between actions you want to take each turn. Typically these will be attacks, defenses or the casting of spells. You can split Energy dice between any number of these actions.

EXAMPLE: A unit with 4 Energy could be in combat with another unit and decide to use 2 Energy (two dice) to attack and 2 Energy (two dice) to defend against any enemy attacks.

Accuracy

Accuracy rolls are required to hit a target when attacking, casting a spell or attempting to heal

Force

Force rolls are used to wound a target, after a successful hit, when attacking.

<u>Resistance</u>

Resistance is a measure of a unit's ability to withstand punishment and is a roll taken as a defense roll, or a roll to stand back up when a unit has been wounded.

<u>Special</u>

The Special attribute is used to perform additional actions as well as unit-specific special abilities (e.g. disengage/

<u>Character Creation (Unit Cost)</u>

In the Advanced Rules it will be possible to create your own characters, giving them a set of attributes that you choose which tailor their abilities to your chosen play style.

For the purposes of the Basic Rules, these are the unit costs and attributes for the four factions:

Section 3: Actions

Once per turn each unit may be activated and use its actions in order to move, attack or cast spells. All actions are reset (refreshed) at the beginning of each new turn.

Actions consume movement (<u>Speed</u>) and Energy and can be carried out in any order up to the maximum that an attribute allows (except spells, see **3, c, iii) Sorceries**).

EXAMPLE: A unit with a <u>Speed</u> of 8 and an <u>Energy</u> of 4 can spend all of its actions in order to move two hexes (2 Speed), attack twice (2 Energy), and as long as it survives (as is not stunned or wounded) move a further six hexes (6 Speed) and attack a further two times (2 Energy). In this way it has used 8 Speed (2 + 6), 4 Energy (2 + 2) and attacked two separate targets.

a: Movements

The following are ways in which Speed can be spent to move:

1. <u>Simple move</u>: use 1 Speed per hex to move in any direction

2. <u>Charge</u>: use 1 Speed per hex to come into base-to-base combat with an enemy unit

   NOTE: During a charge the charging unit cannot enter a hex adjacent to an enemy unit which is not its target, or else it is "caught" in base-to-base with that unit (see right)
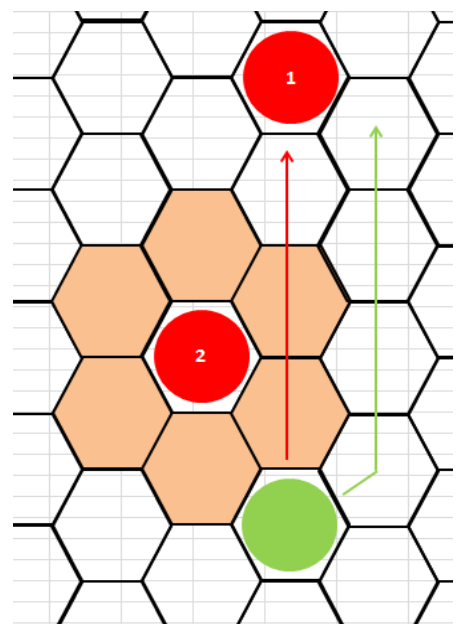
In the example on the previous page the green unit, with a Speed of 4, wants to charge to the red enemy unit marked "1". If it went in a straight line (marked in red) it would enter base-to-base contact with unit "2" in any of the orange hexes and would effectively be caught by that unit. The green unit needs to take the alternative route (marked in green) in order to charge successfully.

Declaration of path: When moving a model must declare which path (i.e. which chain of hexes) it will move through. This is to alert their opponent to the opportunity to intercept / counter-attack (see **4.** below).

In the above-right image the player moving the green unit would simply highlight which path he would take by indicating the hexes he enters on the green path.

3. Disengage: can only be performed if the unit has not been activated that turn already. Whether the unit started off in combat, or was charged, the unit can sacrifice its turn to disengage from an enemy model. Nominate a hex 1" away and take a roll against the Special attribute. If successful the model moves to that hex and the enemy model remains where it is. If the Special roll is failed the model still moves to that hex but the enemy model can choose to follow up to any square 1" from its starting position and in base-to-base with the model that failed its roll, counts as charging for all purposes, and the model being charged does not gain the (+2 bonus) for the single attack it is allowed to make (all other Energy must, as with a standard charge, be spent in defense). Alternatively the non-disengaging model may stay in the square it started in.

4. Interception / Counter-charge: can only be performed if the unit has not been activated that turn already. Once a player announces his intention to move, the opposing player can move an un-activated model in an attempt to block any movement type. A model can intercept to a distance of half its Speed (rounded down). The intercepting model must move directly into the path (i.e. obscure a hex in the intended path) of the model in order to block it.

If it can move into the path this move always succeeds. If an interception / counter-charge succeeds both models count as having charged AND having BEEN charged. This means both models may use a maximum of 1 Energy dice to attack and both resolve at +2 Accuracy.

A unit which has intercepted / counter-charged has sacrificed all of its Speed for that turn and may not move again.

For the purposes of intercept/counter-charge a model cannot be "caught" (see **2.** above) by a moving model in an adjacent square, the intercept move must be DIRECTLY into the path. The charging model could be caught by static models (as normal).

EXAMPLE (see right): Here imagine that the green unit wishes to charge Red unit 1. We assume that it will take the blue path because he only has 4 Speed remaining. If it has not been activated this turn Red unit 2 (Speed 7) can intercept in any hex along green's declared path successfully (as shown by the blue arrows). This means that Red unit 2 would be placed in the hex decided, and the green unit would stop immediately before it (the charge cannot be cancelled, or redirected). Both units count as charging, and being charged. If Red unit 2 had already been activated this turn but Red unit 1 (Speed 7) had not, Red unit 1 could counter-charge to the hex decided and the same thing would happen.

If both Red units had already been activated then neither unit could intercept, and Red unit 1 would be successfully charged.
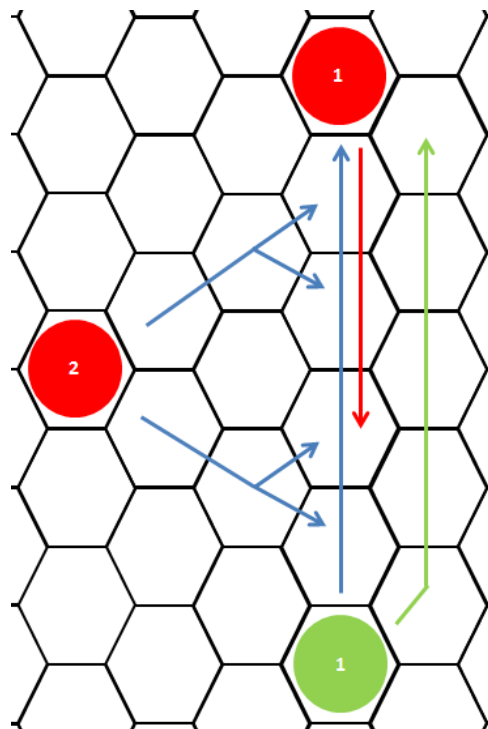
5. Flying: Flying units ignore the height of terrain items, and move as if they lift off vertically from the hex they are in, descending vertically into the hex they specify (even if these two hexes were on different levels, i.e. on top of terrain). The distance of this move is limited by their Speed (as with normal moves). A flying move can be used to charge. A flying move does not have to declare a path. The model does not remain in flight between turns, and always lands in the final hex.

A flying unit can still choose to move normally (along the ground) if it choose.

A flying move is a direct move between two hexes, regardless of potential routes, and this move can only be intercepted by another flying unit (measuring distances as if the models were moving along the ground). If and intercept move occurs both models land in combat.

A brief note on "Range"

The hexes are used to represent 1" in scale and very much simplify movement and range-finding in general. As such the ranges of everything are measured in hexes. If a model could move 7 hexes into a space then it could stay where it is a shoot 7" into that same space. See the diagram to the right:

The blue ellipses here represent amount of movement: from 1-4" (hexes) away. The circles represent how much movement has been used up (the darker the line the further away from the starting hex).

This is proof of the principle that if you could move a certain distance then that distance is an equivalent "range" in inches for shooting/casting purposes.
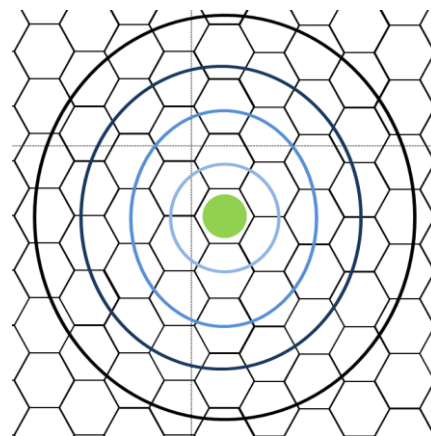
b: Attacks and Defense

Unless specified, there is no priority to attacks and defenses and all rolls between units in combat happen simultaneously (at the same time).

In order to enter combat a unit must Charge. This means that it must expend enough energy to enter into base-to-base contact (adjacent hexes) with an enemy unit. Friendly units occupy hexes and units cannot charge through them.

A charge can be also be made to a hidden target that fled from combat in the previous turn (which effectively counts as chasing).

A charge can be made to any model which can be seen by another model in the charger's band. For example an enemy model may be hidden at the start of the turn and a friendly model moves into a position where it can see that model, that friendly model then effectively acts as a 'spotter' for any other friendly models which are in range and capable of charging. Unless stated spotting does not have an effective range (e.g. it is limitless).

A charge can be also be made to a hidden target that fled from combat in the previous turn (which effectively counts as chasing).

Only a deliberate movement such as this into base-to-base contact counts as a charge. Models moving into base-to-base contact as a result of a disengage, or falling out of combat, do not count as charging.

As a bonus to charging, the enemy unit (if not already in contact with an attacking unit) engaged is put on the back foot and can only use one Energy to attack and the rest of their Energy dice to defend. The attack made by the model being charged is made at +2 Accuracy (representing them bracing themselves for the charge) but only if there are no other enemy models in base-to-base contact. This single available attack does not have to be used and if is used in defense instead also confers a +2 bonus to a single Resistance roll AFTER all rolls have been taken (e.g. one Resistance roll which has failed by 2 or less can then be converted to a successful roll).

Head of Steam: As a further bonus to charging any Speed over half of the starting value (rounded up) not used to charge into combat may be converted into Energy.

EXAMPLE: A model with Speed 7 charges 5 hexes into combat. Half Speed (rounded up) is 4 and it has charged further than this, so the 2 Speed not used to charge can be converted to 2 Energy.

This bonus is not conferred if the model is intercepted / counter-charged.

The model which has been charged may alternatively give up its single attack/enhanced defense and roll as many dice to defend as the attacker uses to attack, representing the unit's extra ability to prepare for the charge.

If a model being charged is already in contact with another enemy unit then it gains no benefits from being charged, even if it was charged by both units this turn before combat is resolved, and must simply choose how to divide any Energy dice it has not already spent this turn.

In a subsequent round of any combat (i.e. a unit charged in the previous turn but no casualties were taken) when no new charges have occurred that affect this combat, the two players act simultaneously and both players must decide how many dice they are going to allocate to attacks, and how many they will allocate to defense, without the other player knowing. The easiest way is to allocate these using different coloured dice.

EXAMPLE: In the second round of combat one unit has 4 Energy and the other has 3 Energy. The first player decides to allocate 2 Energy (two dice) to attacks and 2 Energy (two dice) to defense. The second player decides to allocate all 3 Energy (three dice) to attacks.

Once the total number of Energy has been decided for all units involved in a single combat individual interactions should be carried out one at a time for simplicity, remembering that all of the actions in this combat happen simultaneously so that even a model which dies as a result of one interaction may be able to strike a killing blow in a separate interaction.

Once the number of dice has been decided (for any action: attack, defense, sorcery) they are rolled against the Accuracy attribute. Any roll (on a d20) equal to, or lower than, the Accuracy attribute means that action is successful.

c: Attacks Types

i)   Close Combat

Due to the balance of units in a group, close combat will be the usual type of interaction for most of the factions. This involves hand-weapons and base-to-base contact. One action to attack uses up 1 Energy and one action to defend uses 1 Energy.

Examples of close combat weapons include swords, axes, halberds, daggers, staffs, maces, claws, teeth.

ii)   Ranged Attacks

Ranged units may carry out attacks using Energy without being in base-to-base contact. Ranged units may not fire into combat, and may not fire through other units (i.e. any other unit blocks line of sight).

Ranged attacks cannot be used by that unit if an enemy unit is in base-to-base contact.

Each ranged attack consumes 2 Energy. Any ranged weapon takes on the attributes of its wielder, and does not come with separate stats. Ranged attacks can be used, like normal combat attacks, at any point during the models spending of actions.

Ranged attacks require line of sight.

Each ranged unit is assumed to also have a hand weapon for the purposes of defense.

The length of any ranged weapons is half (1/2) of the units Force (i.e. a Force of 13 gives a 7.5" range). Longer ranged attacks can be carried out, to a maximum distance equal to the unit's Force, but the Accuracy of the shot is halved.

EXAMPLE: A unit with Accuracy 10 and Force 12 can shoot either 6" (6 hexes) with an Accuracy of 10, or 12" with an accuracy of 5.

Examples of ranged weapons include bows, crossbows, javelins, grenades, slingshots, spitting attacks.

iii) Sorceries

Sorceries will be the least frequently used attack as most groups can only take one magic-wielding unit.

A maximum number of three different spells can be taken by each magic-wielding unit.

Needing to focus, a mage can only move or attack after it has cast a spell. A mage moving, attacking or defending as one of its first actions cannot cast anything during the remained of its turn. Similarly, a mage cannot move, attack or defend between spells if it intends to cast more than one per turn. Put simply, all spells must be cast before any other actions are taken.

Unlike the other attack types the amount of Energy required to cast a spell depends on the spell itself, which is purchased separately from the unit. The Energy required, the range of the spell and any other special rules will be detailed with the spell.

No line of sight is required for spells.

Each spell can be cast multiple times during each turn.

As with ranged units, mages are assumed to have hand weapons for the purposes of defense.

Spells can be cast as a reaction to an enemy unit's actions, however the range (Speed) of the casting model is used for the purposes of this activation distance, NOT the range of the spell. Casting in this way uses up the activation of the magic-user for that turn unless specified.

d: Other actions

i)   Heal

Healing actions can be used by medics. In order to use a heal action the medic must be in base-to-base contact with the target and expend 2 Energy (per healing action).

A successful healing (Accuracy) restores 1 wound (remove 1 wound counter) and also removes the -2 Resistance modifier for that wound.

A failed healing (Accuracy) roll causes an additional wound (adds 1 wound counter) and also adds an additional -2 Resistance modifier for that wound.

A medic cannot heal itself.

For all intents and purposes the medic is a normal unit in addition to its healing ability.

ii)   Bewitch

A bewitch action can be used by a trickster (e.g. a whisper, siren).

Specific bewitch abilities are purchased as a separate cost to the trickster unit.

A trickster can pay to equip any number of skills. A skill must only be paid for in points once, and the only cast limit is the amount of Energy required (e.g. if 6 Energy is available the same skill with cast cost 3 can be cast twice in one turn).

Bewitch actions are rolled on the Special ability.

Section 4: Combat and Resolution

As discussed above, each combat involves rolling dice which are either attributed to Attack or Defense.

Attack rolls use the <u>Accuracy</u> attribute (equal to, or less than the attribute on a d20 is successful), while Defense rolls use the <u>Resistance</u> attribute.

EXAMPLE: A unit with an Accuracy of 14 hits on a roll which equals 14 or less.

Every unit has an awareness of 360°. As a result, attacking units do not gain an advantage from attacking from behind.

In combat any number of <u>Energy</u> points can be used to carry out either an attack, or a defense, against any model in base-to-base contact. This it to allow tactic flexibility; some very strong units may choose to use attacks all of the time assuming that a relatively weak enemy unit will use all of their dice for defense, however those weaker units may throw caution to the wind and use all of their dice in order to attack, hoping to sneak a decisive wound.

Allocation of the attack/defense dice must therefore happen without your opponent knowing how many dice you are allocating to each. The easiest way to do this is use different coloured dice (e.g. a unit with 4 Energy may declare that white dice are for defense and black dice are for attacks, and then select the split of dice out of sight of their opponent).

Who can take part in combat? Imagine this scenario:

- Green 2 can only interact with Red 2

- Green 1 can interact with Red 1 and/or Red 2

- Red 1 can only interact with Green 1

- Red 2 can interact with Green 1 and/or Green 2

If both Red 1 and Red 2 decide to use all of their attacks against Green 1 then Red 2 leaves itself open to attack by Green 2.

<u>Priority: which attacks happen first</u>

The player whose turn it is decides the order in which combats are resolved. This means that a model can charge and opt to resolve combat at that point OR it can charge and wait until later in the turn in order to resolve combat. An example of this is that an attacking player might want the support of a second friendly unit attacking the same target, which would also nullify the enemy units charge bonus.
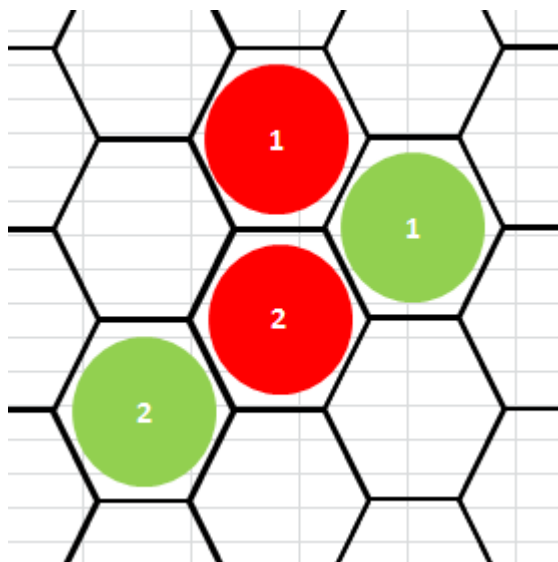
Remember that all combat happens simultaneously, so no models should be moved/removed until the whole combat has been resolved.

EXAMPLE: A model cannot lose a combat where it did not use all of its Energy, be pushed back into base-to-base contact with another model that it was not in contact with before and use the last of its Energy dice to attack/defend against that new unit. The model still counts as being in the space that it occupied <u>before</u> it was pushed.

In the above example, if both Green A and Red 2 have 4 Energy let us assume that Green A decides to use 3 dice to attack, and 1 dice to defend, and that Red 2 uses 2 dice to attack and 1 dice to defend. Regardless of how this combat resolves Red 2 is left with 1 Energy (1 dice) which it can now use in the combat against Green B.

In the next interaction Green B interacts with both Red 1 and Red 2 and must decide how to split it's dice not only between attacks and defense but also between the two attacking units. For example if Green B has 4 Energy it may choose to use 2 dice to defend against Red 1 and 2 dice to defend against Red 2.

<u>How does a close combat resolve</u>

Let us take the simple example of a 1 v 1 challenge. Where there are two units, each with 2 Energy, which decide to allocate 1 attack and 1 defense each. The chart below shows what happens:
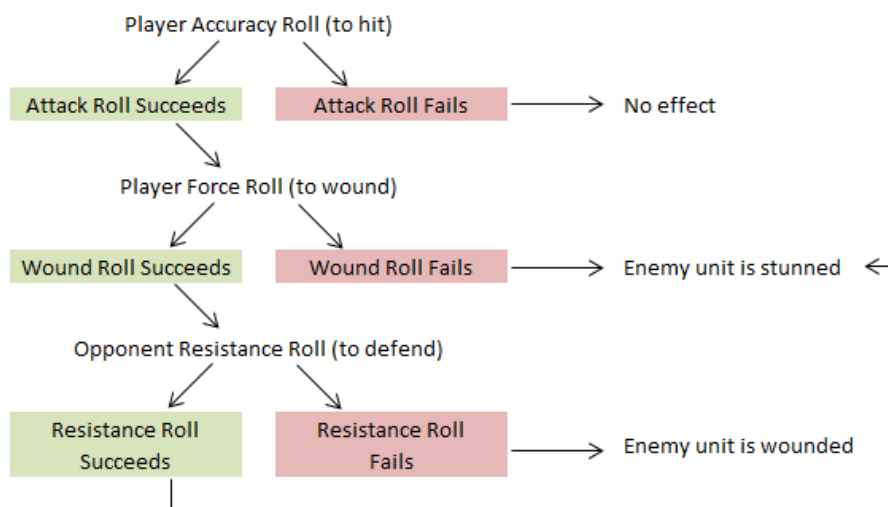
If a model is attacked and does not allocate any defense dice then any hit is automatically successful (i.e. no Accuracy roll is required).

When an enemy unit is stunned the successfully attacking player can choose to either leave the unit where it is, or can choose to move (push) it up to 1" directly away from it (see below). The attacking player then also decides whether he wants to follow-up (entering the space that has just been vacated by the other unit) or stay where it is. The unit suffers no further effects. A unit may only be stunned ONCE during a round of combat (i.e. a unit cannot be pushed back multiple times)

When an enemy unit is wounded it falls down and the unit MUST be pushed 1" directly away from the attacking unit but the defending player (the one who has just been wounded) decides which hex

it falls into. The attacking player then decides whether he wants to follow-up (entering the space that has just been vacated by the other unit) or stay where it is.

A unit may only be moved (pushed due to stunned/wounding) ONCE during a round of combat (i.e. a unit cannot be pushed back multiple times) regardless of how many times the attacker successfully wounds.

Pushing (see right): if Green 1 successfully attacks Red 1 and either stuns them or wounds them, the orange shaded hexes show where the model can be moved to (by the ATTACKING player if stunned, and by the DEFENDING player if wounded). Green 1 can decide whether to stay where it is, or follow-up into the hex vacated in either situation.

If a model is BOTH stunned and wounded in a combat, the stun has no effect. The unit MUST be pushed (as per the wounding rule) by 1" in the direction that the wounded player chooses.
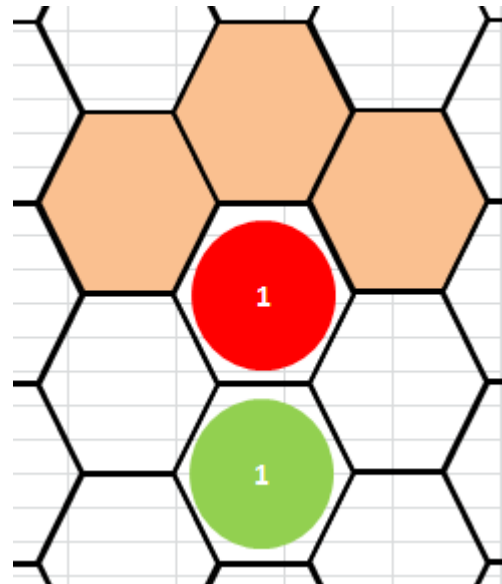
It is possible for all models in combat to take a wound simultaneously.

EXAMPLE: In a 1v1 if both models score successful hits which wound and are not defended then both models take a wound counter and move 1" (still in the direction chosen by their own controller).

Falling Down

If a model is wounded it:

- Cannot attack while on the ground

- Falls down (tip the model over to represent this)

- Permanently gains a wound counter

- Permanently reduces its Resistance attribute by 2. This effect is cumulative, so a model with 2 wound counters has -4 to Resistance etc.

    It has several options:

- In the turn following the combat where it was knocked down, if the model is NOT in base-to-base contact with any enemy unit it can choose to stay down and crawl 3" in any direction

- In the turn following the combat where it was knocked down, regardless of whether it is in base-to-base contact or not, it can choose to try and stand up (only once per turn). This is a Resistance roll (including any modifier for wound counters) which;

- Succeeds – the model retains its wound counter but stands up. All of the unit's Speed is used up for this turn to accomplish this action (i.e. it cannot move this turn). The model may use Energy dice as normal (with the -2 to any Resistance rolls).

- Fails – the model takes another wound counter for failing this roll (and an additional -2 to Resistance). It can do nothing more this turn.

Attacking a unit that has fallen down

Units that have Fallen Down can be engaged and attacked as normal. These units can only use dice to defend at their modified Resistance total.

Multiple attacks/defenses

Normally units will roll more than 1 dice. Each successful attack must be subsequently rolled to wound (Force attribute). Allocated defense dice are always rolled at the same time.

EXAMPLE 1: Two units both have 4 Energy. The first unit chooses four attack dice, the second unit chooses four defense dice. The first unit rolls to attack (Accuracy roll) and 3 out of four dice hit. He rolls those three dice again to wound (Force roll) and wounds twice. The defending player rolls four dice (Resistance roll) and all four succeed: two block the stun result (failed wound) and two block the wound results (two successful wounds). The unit takes no damage.

EXAMPLE 2: Two units both have 4 Energy. The first unit chooses four attack dice, the second unit chooses four defense dice. The first unit rolls to attack (Accuracy roll) and 3 out of four dice hit. He rolls those three dice again to wound (Force roll) and wounds twice. The defending player rolls four dice (Resistance roll) and two succeed: he must choose which attacks to neutralise. He chooses to block the two wounds. The unit is stunned (from the attack which hit but did not wound).

EXAMPLE 3: Two units both have 4 Energy. The first unit chooses four attack dice, the second unit chooses four defense dice. The first unit rolls to attack (Accuracy roll) and 3 out of four dice hit. He rolls those three dice again to wound (Force roll) and wounds twice. The defending player rolls four dice and (Resistance roll) none succeed: the unit takes two wounds (the stun has no effect since the model has to be pushed back) and falls down.

Wounds from Ranged attacks and Spells

Each ranged attack consumes 2 Energy. Each spell consumes the amount of Energy noted against the specific spell.

Any ranged weapon takes on the attributes of its wielder, and does not come with separate stats.

The length of any ranged weapons is half (1/2) of the units Force (i.e. a Force of 13 gives a 7.5" range). Longer ranged attacks can be carried out, to a maximum distance equal to the unit's Force, but the Accuracy of the shot is halved.

EXAMPLE: A unit with Accuracy 10 and Force 12 can shoot either 6" with an Accuracy of 10, or 12" with an accuracy of 5.

Spells do not suffer from range effects, and so the Accuracy of the mage is used regardless of how far away the target unit is (to the maximum range noted against the spell).

The Force of a ranged attack is equal to the Force of the ranged unit. The Force of the spell is noted against the specific spell.

Rolls to hit (Accuracy roll) and wound (Force roll) are rolled as normal. The enemy unit takes a defending roll (Resistance roll) as normal.

Stunning wounds (successful hit, failed wounds OR successful wound and successful defense roll) from ranged weapons or spells do NOT move the unit (by up to 1", as in close combat).

Wounds (successful wound and failed defense rule) still knock down the enemy unit, which is moved by 1" in the direction chose by the enemy unit's controller, directly away from the direction of the shot.

Running

If a friendly unit dies within 3" (within three hexes) of a unit during combat, that unit panics and you must test to see if it runs. For each friendly death within 3" during a single round of combat that unit must test against Resistance at -1.

EXAMPLE: Two units die within 3" of a friendly unit which has a resistance of 12. That unit must roll 10 or less (12 Resistance minus 2, one for each friendly killed).

If the roll is passed, nothing occurs.

If the roll is failed the unit runs its maximum speed directly away from the nearest enemy.

Any other friendly unit within 3" of any unit that runs must also perform a check, but does not suffer any -1 modifiers.

Models stop at the end of their maximum move, but leave them facing in the direction they were heading. At the start of their next turn they must pass a Resistance roll (with a -1 modifier for any other friendly model that was within 3" at the start of that turn) or they keep running. As they keep running they trigger any other friendly model within 3" (as above).

If all of the surviving units of one faction are running after the resolution of combat that side loses the game.

Dying

A unit counts is removed from action (the equivalent of dying in a single game, or being out of action in a campaign game) when it receives either 3 wound counters, moves (or is pushed) off a board edge or its Resistance becomes 0.

Section 5: Turn Sequence

The game consists of a number of turns until one player achieves the objective set.

A turn counts as all of the actions carried out by one player followed by all of the actions carried out by the second player and then a refresh (reset) of all action attributes.

In certain scenarios the number of turns is limited. The following is a list of the actions that should typically be observed every turn:

- Players dice-off; both roll a dice until one wins the roll (with a higher value on the dice). That player decides who will go first in the next turn

- The turn begins and the first player checks any running units and then carries out remaining actions (expending Speed or Energy as discussed above) in any order he chooses

    o Here, the first player can choose to effect combat at any time where it is available. This means that a player can activate his first unit, moving it into combat and resolving that combat before activating his second unit. Just as possible is that the first player moves all of his units and then waits until the end of his actions to resolve any combats

- All wounds from combat are recorded against the units that received them, any dead units are removed from the game

- Once the first player has activated all of the units he wants to (he can leave any number of units un-activated) he passes control of the turn over to the second player

- The second player carries checks any running units and then carries out remaining actions (expending Speed or Energy as discussed above) in any order he chooses

    o Here, as before, the second player can choose to effect combat at any time where it is available.

- The second player declares that all of his activations are complete and this is the end of the turn

- All wounds from combat are recorded against the units that received them, any dead units are removed from the game

- Any unused activations/actions are effectively wasted. All Speed and Energy is refreshed

- At this stage a check is made to see whether either player has achieved the game objective:

    o If not, players dice-off again to decide who goes first in the next turn

    o If a player has achieved the objective at the end of the turn, that player wins the game

Section 6: Scenarios

You can agree to play any scenario you like but if you cannot agree, want to play at random or are taking part in a campaign, roll on the table below to decide the scenario to be played:

d20 result	Scenario to be played
1-3	Lock-Down
4-6	Hostage Exchange
7-9	Treasure Hunt
10-11	Siege
12-17	Annihilation
18-20	Escape

Lock-Down

Terrain

Place one objective (mark-able with anything you have to hand) in the very centre of the board (marked grey on the printable). Also place four more objectives markers in spaces 11K, 11Z, 27K, 27Z.

Each player chooses four pieces of terrain (each player chooses one at a time until eight pieces have been chosen) – dice off to choose who picks first. The player who lost the initial roll places the first piece of terrain. Players take turns placing one piece of terrain until all eight pieces have been placed.

Set-up

Dice-off to decide which player chooses the table edge, the losing player then automatically starts from the opposite edge chosen by the winner of the roll.

Both players set up their factions one unit at a time, starting with the player that won the edge roll, each unit being within 3" (3 hexes) of the board edge.

Start

The player that lost the edge roll starts the first turn of the game, with the turn sequence following that of the normal sequence after this (and a dice-off to see who starts the second turn as normal).

Win Condition

At the end of each turn both sides win an objective point for each uncontested objective they have a model within 1" of (adjacent hex, effectively base-to base contact). An objective is contested if any enemy model is either within 1" (base-to-base contact) of the objective or neutralises a friendly model in base-to-base contact with the objective by being in base-to base contact with that model.

The game is won when either side has 10 objective points or the enemy faction Run. If both sides have 10 objective points (or more than 10 each but an equal number) at the end of a turn cycle, one more turn is played to decide the game.

Hostage Exchange

Terrain

Players may choose between them how many pieces of terrain to deploy. If they cannot come to an agreement roll a d20 and place that many pieces. Players dice-off to decide who picks the first piece of terrain and then chooses one at a time alternately until all pieces have been chosen. The player who lost the initial roll places the first piece of terrain and then players place pieces alternately until all pieces are placed.

Set-up

Players dice-off and the winner chooses which side they would like to start from. This is their "exit" side. The other side player's exit side is opposite this.

Both players secretly write down the reference of a "hostage" hex. This hex must be within 6 hexes of the mid-line (which is in line with the greyed hex), on their side of the board and more than 4" (4 hexes) away from the edge of the board.

Both players select something to mark a hostage (it should not be an active unit in your group) and give this to their opponent.

Before players place these hostages, players must then pick, and write down, additional hexes so that they may place all of their faction onto the board at the start of the game. These additional hexes must not be within 2 hexes of the board edge, or 4 hexes of the mid-line, should not be within 2 hexes of one another and can be (should be) on either side of the board.

Starting with the player that won the edge roll the player then reveals one of their chosen, secret hexes at a time and places any unit into it. The second player then places a model, and so on until all models have been placed. If two players choose the same hexes the first model there takes priority and the second model is placed in any hex that puts it in base-to-base contact with the first model (even if this put the second unit within 2" of the board edge or 4" of the mid-line).

Players reveal the hexes they chose for their opponent's hostage and place the hostages into these hexes on opposite sides of the board. If the hostage was to be placed into a hex which is now occupied place the hostage in base-to-base contact with that model if it is a friendly, in a hex between that first unit and the mid-line. If that unit is hostile the hostage must be placed in line with it (i.e. no closer, or further away, from the mid-line), 2" away in either direction (chosen by the player that does NOT control the hostage).

Start

The player that lost the edge roll starts the first turn of the game, with the turn sequence following that of the normal sequence after this (and a dice-off to see who starts the second turn as normal).

The aim of this scenario is to get your hostage back, and safely off the side of the board (your "exit" side) that you started at before your opponent does. All win conditions hinge on the hostages.

A hostage must have an escort which is a friendly model in base-to-base combat with the hostage in order to move. This escort may only move 4" (see below) and drags the hostage with them (the hostage does not move independently). As an action the escort may NEVER attack, and can only defend. There can only ever be one escort. In the first turn that the escort picks up the hostage it can move a maximum of 4" but may have to move less if, when it made contact with the hostage, it did not have 4 Speed remaining (e.g. if the unit has 6 Speed and uses 3 Speed to make contact with the hostage it can only move the hostage 3 hexes that turn).

An escort attacked and killed, or pushed out of contact with the hostage (falling down does not count as breaking contact) drops the hostage, and the hostage may no longer move until another friendly units becomes the escort (by moving into base-to-base contact).

A hostage may be passed off from one escort to another ONCE during a turn. In order to do this the old escort must drag the hostage into base-to-base contact with the new escort which must pass a Force roll to pick up the hostage. If the roll is failed the hostage is dropped (the friendly player moves the hostage to any space more than 1" from all friendly models. If the roll succeeds then the hostage is passed and if the new escort has not been activated that turn, it can activate as normal for an escort (i.e. move 4", incapable of making attacks).

No combat or magic (only movement) may occur before one of the hostages crosses the mid-line into their own (exit) side. All other turn actions (excluding any form of combat/damage) occur normally until the point that this happens.

Once ONE of the hostages has passed the mid-line all normal actions (including combat, spells etc) become available to both players.

The hostage can only be attacked if it does not have an escort.

There are two instant win conditions:

- Your hostage is escorted off your side of the board (both hostage and escort must exit)

- The enemy hostage is killed

Treasure Hunt

Terrain

Place five Treasure Counters (objectives) on hexes A18, R12, centre of the board, AI19 and S26.

Each player chooses six pieces of terrain (each player chooses one at a time until twelve pieces have been chosen) – dice off to choose who picks first. The player who lost the initial roll places the first piece of terrain. Players take turns placing one piece of terrain until all eight pieces have been placed.

Dice-off to decide which player chooses the table edge, the losing player then automatically starts from the opposite edge chosen by the winner of the roll.

Both players set up their factions one unit at a time, starting with the player that won the edge roll, each unit being within 3 hexes of the board edge.

Start

The player that lost the edge roll starts the first turn of the game, with the turn sequence following that of the normal sequence after this (and a dice-off to see who starts the second turn as normal).

Win Condition

To win this game you must exit your enemy's side of the board with the treasure. There is no turn limit. Enemy units Run as normal.

The treasure is in one of the five locations marked by objective markers. Every time a unit (from either side) comes into contact with an objective marker they must roll a d20.

On the first roll the treasure is discovered on a roll of 19-20. If this is not the treasure the marker it is removed.

On the second roll the treasure is discovered on a roll of 17-20. If this is not the treasure the marker itis removed.

On the third roll the treasure is discovered on a roll of 13-20. If this is not the treasure the marker it is removed.

On the fourth roll the treasure is discovered on a roll of 8-20. If this is not the treasure the marker it is removed and the fifth (only remaining) counter is marked as being the treasure.

The treasure can be dragged by any unit that finds it. If one unit is in base-to-base contact it may be dragged 3". If two units are in contact with the treasure it may be dragged 5". If three units are in contact with it may be dragged 8" (maximum). Four or more units in contact with the treasure do not confer any additional bonuses to movement. The distance that it may be dragged disregards the Speed of the units dragging it (e.g. a unit in contact may have a Speed of 6 but if three units are in contact with the treasure the group moves 8"), but all units dragging it must remain in base-to-base contact with the treasure for the entire move. No model can carry the treasure while in base-to-base contact with an enemy unit. Any unit which is in contact with an enemy unit drops the treasure but the other units in contact with the treasure may still move it (e.g. one unit being caught in combat does not stop the progress of the move, it just removes that one unit).

Units carrying the treasure Run as normal (e.g. if they are within 3" of a destroyed unit).

Combat occurs as normal.

Siege (TBC)

Terrain

Set-up

Start

Win Condition

Annihilation

Terrain

Players may choose between them how many pieces of terrain to deploy. If they cannot come to an agreement roll a d20 and place that many pieces. Players dice-off to decide who picks the first piece of terrain and then chooses one at a time alternately until all pieces have been chosen. The player who lost the initial roll places the first piece of terrain and then players place pieces alternately until all pieces are placed.

Set-up

The player that won the dice-off sets up their units up within 3" (3 hexes) of their chosen edge. The second player then sets up their units within 3 hexes of the edge opposite the edge chosen by the first player.

Start

The player that lost the edge roll starts the first turn of the game, with the turn sequence following that of the normal sequence after this (and a dice-off to see who starts the second turn as normal).

Win Condition

To win the game you must massacre the enemy faction, or force them to Run.

Escape

Terrain

Dice-off. The winner becomes the chaser, the loser is attempting to escape.

The chaser chooses six pieces of terrain and places them all. They cannot be within 2 hexes of one another, or within 6 hexes of any edge of the board.

Set-up

The escapee choses which side of the board they wish to start at and their opponent (chaser) sets up all of his units within 4 hexes of his board edge.

The escapee sets up along his board edge, within 2 hexes, and secretly records the identity of two of his units (which becomes couriers).

The escapee starts EVERY turn of the game.

The escapee's aim is to get one of his couriers (the models which he noted in secret at the start) off of the enemy's side of the board within EIGHT turns.

Any time one of the chaser's units comes into base-to-base contact with one of the escapee's units they can perform a check (an Accuracy roll) and attempt to discover if that unit is one of the couriers. On a successful roll the escapee MUST disclose whether that unit is one of the couriers or not. The only other way a courier is revealed is at the time of its death. A failed roll reveals nothing.

Once in base-to-base contact combat happens as normal.

A dead courier drops his information in the space he dies in, and this information may then be picked up by either a chasing unit (information destroyed) or another escaping unit (information picked up but identity of the courier is now known). To pick up the information it is necessary to be in an adjacent hex and to roll a 6 or more on a d20.

No faction risks allowing this information through (chaser) or failing to get the information to their confederates (escapee) and so no side can be forced to Run and no panic checks are taken.

Section 8: Campaign Rules

Hopefully coming soon will be campaign rules and maps, allowing multiple people to compete for control of the world of Salvation and Steel and take their bands through multiple scenarios, gaining experience and weeding out the weak.

Section 9: Unit Sheets

Units

The Knights of Verden

Unit	Speed	Energy	Accuracy	Force	Resistance	Special	Points
Knight	7	3	15	14	14	7	23
Ranged Knight	7	3	15	14	14	7	29
Paladin (mage)	6	3	13	14	13	9	16
Squire	6	3	12	11	11	12	10
Healer (medic)	8	4	10	14	12	9	32

The Remnant Kings

Unit	Speed	Energy	Accuracy	Force	Resistance	Special	Points
Warrior	8	4	11	11	9	13	13
Ranged Warrior	8	4	11	11	9	13	16
Sorceror	8	4	10	10	8	13	11
Initiate	9	3	11	10	9	13	11
Salve (medic)	9	4	9	12	12	12	23
Whisper (trickster)	7	4	11	13	9	10	14

The Anoba

Unit	Speed	Energy	Accuracy	Force	Resistance	Special	Points
Dragonkin	7	5	12	11	12	12	21
Ranger Dragonkin	7	5	12	11	12	12	26
Grykin	8	4	10	12	11	12	16
Ranged Grykin	8	4	10	12	11	12	20
Equikin	7	5	14	12	14	9	31
Shrike (flyer)	7	5	8	9	7	16	10
Siren (trickster)	9	3	10	12	10	15	12

The Cult of Orrun

Unit	Speed	Energy	Accuracy	Force	Resistance	Special	Points
Necromancer (mage)	7	4	12	12	11	12	17
Skeleton	6	2	8	10	8	15	5
Note: Skeletons cannot be taken without a Necromancer present and do not benefit from Special rolls (e.g. disengage). If the Necromancer is killed the skeletons are removed from play.							
Animated	6	3	12	10	13	10	11
Grotesque	4	8	16	14	16	6	43
Harpy (flyer)	9	2	12	12	8	12	12

Succubus / Incubus (trickster)	8	4	12	10	8	12	12

A band is made up of 200pts of models chosen from one table above, plus any spells/trickster skills.

Unless noted, this involves limits of:

- 0-1 Commanders
- 0-1 Magic users
- 0-2 Tricksters
- 0-4 Ranged units

Spells

Faction	Name	Energy Cost	Price (pts)	Description
Cult of Orrun	Arise	3	20	Place three (3) skeletons within 5", and not in base-to-base contact with an enemy model. They cannot move in their first turn.
Cult of Orrun Remnant Kings	Fireball	3	16	Range 12". Must be aimed at a hex containing a unit (friend or foe). Hits that model and all models within 1 hex of that model. Rolls to wound with a Force of 12. Can be cast into combat.
Cult of Orrun Remnant Kings	Icestorm	2	8	Range 15". Must be aimed at a unit. Caster declares to half the Speed or Resistance of that unit for the turn. If casting into combat must make a 50/50 roll to see if it hits friend or foe. If caster's band takes friendly fire the opponent chooses target in base-to-base combat with original target who suffers the effect.
Knights	Shield	2	12	Protect one model within 12". This spell protects from one magical attack OR counts as one successful Resistance roll against a combat wound. Can be cast as an interrupt during an opponent's casting or combat resolution at the base range (12"). Does not count as activating the Paladin for that turn (although Energy used to cast is spent for the purposes of further spells/combat moves).
Knights	Strike	2	12	Move a friendly unit within 8" by 4". This can be used to put the model into combat even if it has used all of its Speed that turn already.
All	Immolate	All (final action)	25	Magic user explodes and dies instantly if successfully cast and consumes entire activation for one turn (uses all Speed and Energy). Cannot be cast by a Paladin if friendly units would be affected. Hits all units within 1 hex with a Force of three times the amount of Energy consumed (e.g. if caster has 4 Energy this is a Force of 12) and units 2 hexes away with a Force of twice the amount of Energy consumed. Models take defense

			rolls as normal.
			If spell is not successfully cast model cannot activate further this turn.

Bewitch Skills (Trickster)

Name	Cost (pts)	Cost (Energy)	Description
Corrupt	8	4	Must be in base-to-base contact. One target only. The target unit inherits the trickster's Speed (only remaining Speed in the turn that contact was made, and then full trickster's Speed in subsequent turns), retains other attributes, cannot use Special skills (heal, fly) of its own (Commander skills do not confer to trickster) and is now under control of the trickster's controller as long as the models remain in contact. The trickster cannot perform any independent actions while connected.
Siren's Song	15	3	Range 10". Move any number models within range by up to a total of 6" (EXAMPLES: can move one model 6" OR one model by 4" and one model by 2" OR 6 models by 1"). This move can allow those models to move outside the original 10" bewitch range.
Apparition	5	2	Pick a target model which is affected for one turn. On a successful bewitch roll place a 'model' in any hex within 10" of the trickster which only the target can see and does not in any way affect other models. This model serves to act as a "catch" zone (see **3. a**) for the target and if "caught" the target must attempt to disengage from the apparition as normal. The apparition cannot be killed and any Energy used against it is wasted. The target model may be the target for any number of apparitions.
Paranoia	6	4	Range 6". If model has not been activated this turn force target model to charge closest target (friend or foe) as if the model was owned by the trickster's controller. If two or more targets are equidistant, roll a dice to decide which model is charged. All Energy and Speed is spent as normal.

Commanders

Unit	Speed	Energy	Accuracy	Force	Resistance	Special	Points
Red Wrath (Remnant Kings)	7	4	13	15	15	7	35
Fallen Knight. Sorceror *(can take an additional Sorceror as normal for a maximum of two).*Can purchase Knight spells. Cannot take a trickster in the same band. Bloodlust: attacking units (in combat) may sacrifice Resistance. Sacrificing 2 Resistance points gains the attacker 1 Energy point. There is no limit to the number of Resistance points which can be sacrificed this way. This sacrifice is declared when combat begins and not during the movement stage. No unit under the influence of Bloodlust suffers panic and therefore they do not test to run when friendly units are killed nearby. The Bloodlust effect resets (and must be retriggered in individual units) each turn. Bloodlust units always follow-up if they stun/wound.							
Reynard (Knights)	6	4	15	16	15	6	35
Knight. Steadfast: Units in base-to-base with friendly units (either at the start of combat or after being pushed back) do not fall down, but suffer other effects of wounding as normal (including moving 1" back). Units that cause successful wounds pick the space the wounded unit falls back into (usually this is picked by the wounded unit's player).							
Alyssa (Cult of Orrun)	9	6	8	16	11	6	53
Necromancer *(can take an additional Necromancer as normal for a maximum of two).* Already knows the spell *Arise* (does not need to be purchased at additional cost). Heartless: If a unit has not expended any Energy that turn it can be sacrificed, exploding, automatically hitting all units in adjacent squares and wounding on a roll of 8 or less (each wound must be rolled individually). The unit dies and is removed from play, regardless of how many wounds it had before the sacrifice. This can only be activated if Alyssa is alive.							
Logan Va'ar (Remnant Kings)	9	5	12	12	11	12	35
Warrior. Friendly units within 6" can use Special instead of Resistance when rolling defense and panic rolls (but panic rolls still suffer cumulative -2 modifiers for wounds and -1 modifiers for							

panicking models nearby).

War Dance: when attacking, each unit under your control gains +1 Energy for each friendly unit that is in both base-to-base contact with that attacker and the enemy unit it is attacking.

Mariel (Knights)	6	4	13	13	13	10	25

Paladin *(can take an additional Paladin as normal for a maximum of two).*

Hope prevails: units do not count <u>any</u> Resistance modifiers (from wounds, or proximity e.g. the base Resistance is always used) when testing to <u>Run</u>. Friendly units within 4" of Mariel at the start of their movement gain +2 Speed. These effects only apply when Mariel is alive.

The Painted One (Cult of Orrun)	4	8	6	14	7	9	15

Necromancer *(can take an additional Necromancer as normal for a maximum of two).*

Relentless Dead: Skeletons do not suffer Resistance modifiers for wounds. Friendly units cannot be pushed back if their Resistance is greater than the enemy units Force attribute.

Scar (Anoba)	7	5	13	15	13	10	35

Anoba Warrior.

Units within 6" do not test for panic (run).

Vanguard: Units may exchange 1 Energy for an additional 1 Speed when making a charge move. Any amount of Energy may be exchanged this way.

The Everlasting (Anoba)	4	8	16	16	16	6	55

Anoba Warrior.

Behemoth: Once per turn, if The Everlasting's Force attribute is more than 3 greater than the Force attribute of a model in base-to-base combat he can throw that unit by up to 1" for every unit of Energy he chooses to expend on the action. This unit can be friend or foe. If the throw puts a model into base-to-base contact with an enemy model then they enter combat and count as having charged. No wounds are taken as a result of the throwing action. This throw can be used to throw a model off the game board. This throw cannot be used if a unit is encumbered (e.g. dragging treasure). Counts as a flying move (cannot be intercepted).

The Face of Fear: Enemy models charging into friendly units within 6" of The Everlasting must take a -1 modifier to their Speed attribute to do so.