

AETHERPUNK28

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# SPELLBOUND GAZETTE

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ISSUE 1

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# THE ELDERWOOD

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A POST APOCALYPTIC WIZARD SKIRMISH GAME

BY JACK EDWARDS

ART BY BONE DUST, HAIRIC LILRED AND HANNAH GIESEN



## A WORD FROM OUR ESTEEMED EDITOR

The editor of the spellbound gazette would like to thank its dear readers for purchasing our publication, over the inferior and much less interesting Haggerland press (take that Spatch, you dithering windbag! I know you're reading this, and I also know it was you that put mandrakes in my allotment. You will never outsell the gazette, get over it and return to the gutter you slithered out of) your patronage warms our hearts in these dark times.

## AND A WORD FROM HIS LESS-ESTEEMED UNDERLING

It is my great pleasure to present the first Spellbound Gazette. This marks the first official expansion for Aetherpunk and the first foray into exploring its world, lore and the amazing community that has rallied around a weird game where people with pointy hats shoot at one another. Since the game's released it's been wonderful to see people making miniatures and having fun in Haggerland. There will, I have no doubt be many more Gazettes to come.

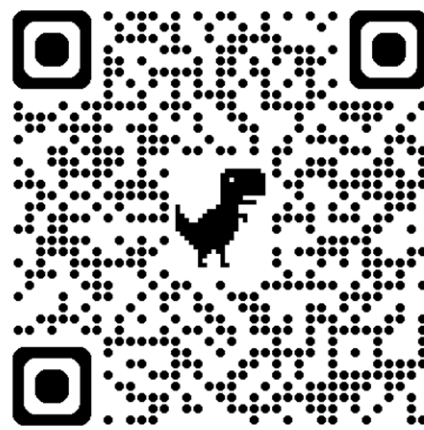
Additional thanks to my wonderful patrons who have supported Aetherpunk28 and without whom Aetherpunk28 would not be becoming the rich and wonderful world that it is.

### APPRENTICES

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The Fey are a tricky bunch at the best of times, back in the golden age of magic you could placate an errant fairy by offering them a saucer of cream and some bread to dip in it. Nowadays they're far more temperamental and prone to stabbing.

-BRIGADIER-MAGUS BUFORD GOGGINS



## THE ELDERWOOD

As its name suggests, the Elderwood is a forest, of indeterminate location, that has existed since the dawn of time. According to a number of Diviners, it will exist long after time comes to an end; though, as is the trend, peering into the Elderwood's future often results in a substantial amount of bleeding from the nose, eyes, ears and a random orifice belonging to the nearest seagull. To a humble observer, other than its size, the Elderwood lacks any obvious features that mark it as a site of eldritch power. The trees appear to be near-enough the same height across the thirteen-million square kilometres it covers, with no sign of rivers, mountains or other geographical features. To venture within however, reveals the more haunting nature of the wood. The Elderwood is situated in an enormous crater, hundreds of miles deep, and as one progresses to the centre, the trees become taller, thicker and denser, choking out all light, other than the creatures that dwell within. Bioluminescent birds float from tree to tree, insects that spark and flash accumulate on the bark of trees, constructing scintillating patterns to send messages to other colonies and glowing mushrooms of every shape, size and colour sprout from the leaf-litter. A strange and magical forest, teeming with life, only some of which is friendly.

Since before the collapse, wizards have attempted to explore the Elderwood, plumbing its depths in order to seek out the rare materials growing within. Expeditions have been met with mixed success, most notable being the work of the current Druid Arch-Magus, Dorothy Thistlewick who is convinced she has mapped out approximately one-tenth of the Elderwood (though hasn't been seen for quite some time). Maps of the Elderwoods are best represented as fragments and scraps coveted and concealed by Wizards who've made a habit of exploring the strange woodland depths. Those who haven't made a habit of exploring them, tend to find little more than a sticky end at the hands (or perhaps claws and teeth) of the Elderwood denizens. The unlucky who lose themselves in the woods, begin to lose themselves quite literally as they become warped and changed as they wander the barely trodden paths and tracks. Reports and sightings of these 'lost' have been well documented, staggering through the gloom, more beast or plant than wizard. Their minds



replaced with mushrooms and autumn leaves, the lost serve the forest and its dark masters.

Mere animals and plants are not the only things to dwell within the Elderwood. The Elder creatures themselves, often referred to as 'Feylings' stalk through the woods, protecting their kingdom. Feelings is a catch-all term, as the variation of sentient creatures in the forest are as vast as the forest itself, but it's believed that there are small tribal pockets of ancient races living in the woods, each ruled over by a sovereign. It is into these territories that exploring colleges wander and become entangled in bitter conflicts, or stalked by a Feyling Sovereign, their Spriggan bodyguards and the shambling forms of the explorers that preceded them. Some appear as large insectoid beings, others walking mushrooms with malicious intent, what little there is written about these Fey folk, has allowed the college some understanding of them. In truth the Feylings are a dying race, with the decline of magic in the world, they are themselves waning, wasting away as their sustenance floods away. Sovereigns preside over a Feyling court and are responsible for its continued survival. Wizards entering the woods provide an essential resource, as their blood is rich with the magical trace minerals and elements that the Feylings feed on to survive. This is why, exploring wizards are stalked through the woods by unknowable horrors, it is not simply to defend their lands, but to ensure that they are nearby when a wizard or apprentice meets their end, so they can suck the very magic from their marrowbones and prolong their lives. Feelings can live indefinitely, provided that they are provided with an adequate food source. At the heart of the Elderwood, ancient Sovereigns sit atop their thrones, and have done so since before the first apes crawled from the mud and picked up a rifle. None have ever reached this hallowed sight, even Feylings fear to go there and disturb their most ancient of rulers. Whispers between courts even question if these most ancient Sovereigns are still alive in their secluded glade. None are brave enough to check.

Exploring the Elderwood has become an obsession of many wizards due to the unique materials that can be found within. So full of magic is the ground beneath the Elderwood, that everything within the woods is magical and can be fashioned into something of use. At sites of power, rare resources can be located and if harvested and properly used, can be



turned into powerful magical artefacts. Though these artefacts are far from indestructible and often get lost or destroyed in Haggerland's many skirmishes, the power they offer is so great that many will risk their lives in order to have a chance at wielding one such relic. So continues the life cycle of the Elderwood, wizards venture in to plumb it for treasure, and it consumes just enough of them to keep its ecosystems sustained. A flytrap of ancient and malignant power.

Have fun wizards.





# CAMPAIGNS

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## CORE CAMPAIGN

### FOUNDING A COLLEGE

For a Campaign players begin with 50 Shillings to build their force, with every 2 Shillings they don't use getting turned into 1 Erudite to be added to their College's pool.

A College's Wizard then builds their spellbook, consisting of three spells in any combination from the core spells, faction specific spells and any other spells permitted by additional rules, such as location specific campaign rules.

### LEVELLING UP AND INJURIES

Over the course of an Aetherpunk campaign, models gain XP and improve over time (or meet their grizzly end). XP is granted for the following:

- 1XP: Removing a model
- 2XP: Removing an enemy Wizard
- 1XP: Holding an excavated Erudite deposit at the end of a game.
- 1XP: Being on the board at the end of a mission.

After gaining 5XP, a model levels up and may either remove an injury, or improve a random stat. The same stat can't be improved twice until all skills have been improved once (Def can't be improved).

Apprentices roll on the Novic improvements table and increase their value by the marked amount. After 4 improvements, an apprentice is considered to be a veteran, and may roll on the Veteran improvements table. Wizards may roll on the novice or Wizard improvements table.

### NOVICE IMPROVEMENTS [1 SHILLING]

1. Good Cardio: Increase the model's Movement by 2"
2. Deadeye: Increase the model's Ranged skill by 1
3. Ferocious: Increase the model's Melee skill by 1
4. Tenacious: Increase the model's Willpower skill by 1

### VETERAN IMPROVEMENTS [2 SHILLINGS]

1. Baby steps: May 'cast' as an action, but double the erudite cost of the spell. Select a single spell for them to learn.
2. Bodyguard: May 'unbind' as an action
3. Specialism: Increase a stat of your choice by 1

### WIZARD IMPROVEMENTS [2 SHILLINGS]

1. Scholarly Knowledge: 2 new spells are added to the College's spellbook
2. Private Stash: The college starts each game with an additional Erudite charge.



At the end of any mission, any models that were removed as casualties are at risk of becoming injured. Consult the following table and make an injury check, rolling a die for each model that was removed as a casualty. If the check is failed, then the model gains a random injury from the injury table. A model's value decreases by 1 shilling for each injury they have. Each injury may be gained a maximum of twice, the effects stacking, any numerical changes are cumulative.

Number of Injuries	Die for Injury check
0	D10
1	D8
2	D6
3	D4



### INJURIES [-1 SHILLING]

1. **Leg wound:** movement reduced by 2"
2. **Gouged eye:** Ranged skill decreased by 1
3. **Knackered fingers:** Melee skill decreased by 1
4. **Cronched ribs:** Willpower skill decreased by 1
5. **Torn hat:** Defence skill decreased by 1
6. **War wound:** at the start of a game, roll a willpower check for the model, if failed, decrease their movement by 2" and their willpower by 1 as their wound is playing up and they just can't be bothered with it all. If this injury is obtained a second time, then two willpower checks are made one after the other, with the stats decreased for each failure.

If a model receives a total of 4 injuries, they are removed from the College roster, either tired of their poor treatment or having succumbed to their wounds.

### PLAYING GAMES

When assembling a College to play a campaign game, you may deploy as much of your college as you like, but for every 5 Shillings you deploy more than your opponent, they receive 1 Erudite charge, only to be used during the game. If you deploy 10 shillings worth of models more than your opponent, all models in their college gain 1 bonus XP at the game's end.

Erudite carries across from one game to another, as a constant pool, but following each game, D3 Erudite is removed in order for the Wizards to continue their studies.



## THE MERCHANT

After each game, there is a chance that the Merchant may pay a visit to your College as they set up camp. Following a campaign game, roll the merchant die, the merchant die begins as a D4 and increases one size following each game where the merchant doesn't visit. If the roll on the merchant die is a 6+, they arrive. The die resets to D4 following a visit from the Merchant.

Merchants only accept Shillings but offer a sometimes-reasonable exchange rate for erudite. When buying from a Merchant, roll a D3, the result rolled represents the number of shillings they are willing to pay for each Erudite charge you give them.

## WARES

Roll a number of D20s equal to the number rolled on the Merchant die, rerolling any doubles, the numbers rolled are the items that the merchant has for sale. There is no limit to the number of any item rolled, the merchant has enough in stock for the whole College if necessary.

### 1: LUCKY BOOTS- 2 SHILLINGS

Armour- D4, each time a model equipped with armour must reduce their willpower, you may instead reduce their armour, putting the die down 1 step. When the armour is reduced to 0 from a D4 then it is destroyed for the rest of the game.

### 2: BREASTPLATE- 4 SHILLINGS

Armour- D6, each time a model equipped with armour must reduce their willpower, you may instead reduce their armour, putting the die down 1 step. When the armour is reduced to 0 from a D4 then it is destroyed for the rest of the game.

### 3: RUNIC WARDS- 6 SHILLINGS

Armour- D8, each time a model equipped with armour must reduce their willpower, you may instead reduce their armour, putting the die down 1 step. When the armour is reduced to 0 from a D4 then it is destroyed for the rest of the game.

### 4: SATCHEL- 1 SHILLING

Models with a 50mm base or smaller only. May carry an additional Erudite deposit

### 5: RANGEFINDER- 2 SHILLINGS

Increase the range of a model's ranged weapon by 6". This weapon can't be a one-use item.

### 6: ELDRITCH KIBBLE- 1 SHILLING

Any Dragoon, or model equipped with a familiar may increase their Wp by 1

### 7: SMOKE BOMB- 1 SHILLING

Once per game, when targeted, model may gain a cover bonus, even if not in cover. This does not count as a Surge.

### 8: SECRET STASH- 2 SHILLINGS

May only be given to a Wizard, at the start of a game, roll a D10, on a 6+ gain an additional erudite charge in the first turn.



**9: ORB- 1 SHILLING**

Once per game, this item may be used to improve the die used for unbinding a spell one step. The wizard does not need to be equipped with this item to use it.

**10: ERUDITE TRINKET- 1 SHILLING**

Once per game, model may reroll a single failed check.

**11: UNSTABLE RANGED FOCI- 5 SHILLINGS**

When a model rolls the highest value on an attack die used for a ranged attack, they may roll an additional die and add it to the attack. For each 1 rolled during a ranged attack, the attacking model reduces their willpower by 1.

**12: Runic Blind-Bag- 7 SHILLINGS**

When a model rolls the highest value on an attack die used for a melee attack, they may roll an additional die and add it to the attack. For each 1 rolled during a melee attack, the attacking model reduces their willpower by 1.

**13: BENTLY BARTLE'S BOOK OF BALLISTICS**

- 2 SHILLINGS

Model gains the 'take aim' ability listed in the Slogger's entry.

**14: STOWAGE- 2 SHILLINGS**

Model gains the 'cargo hold' ability listed in the Bastion's entry.

**15: WIZARD'S GROG- 2 SHILLINGS**

Change the model's passive surge to 'Charge'.

**16: SOCK FULL OF EXCEPTIONALLY SHARP ROCKS- 1 Shilling**

After being attacked in melee, make a single melee attack using a D6 against the attacker. This does not count as a surge.

**17: ENTRENCHING SHOVEL- 2 SHILLINGS**

Change the model's passive surge to 'Hunker down'.

**18: TRIAGE KIT- 2 SHILLINGS**

Model may use both of its orders to increase its willpower by 1, this may not take the model above its starting willpower, this item is removed once used.

**19: EXPLODING UNDERPANTS- 2 SHILLINGS**

When this model is removed as a casualty in melee, make an 8 dice ranged attack against the model that removed them on D6s, the model equipped with this item automatically gains an injury following the battle.

**20: SUPERIOR POINTED HAT- 1 SHILLING**

Increase this model's willpower by 1

## ITEMS AND COFFERS

Each model may carry a single item from the Merchant, though ten may be stored in the College's Coffers. Items may be moved from one model to another, or to and from the coffers before a game, prior to the mission being decided. When an item is given to a model, increase its cost in shillings by the cost of the item e.g. giving a Scrapper an Entrenching shovel will increase their cost by 2 Shillings.



## EXPLORING THE ELDERWOOD

### CAMPAIGN MECHANICS

To play an Elderwood exploration campaign, you will need a deck of playing/tarot cards. Following each campaign game you play using your college, they will be able to map out more of the Elderwood and locate the rare materials they are seeking. To simulate this, draw a card from the deck after each game, the winner may draw 2 cards as they've got more of a chance to explore on account of seeing off the competition. The card is then added to the college's map. A map is comprised of the 2-10 cards and a picture card in a single suit. A player may have up to four maps being worked on at the same time (one for each suit). Each time a map is completed, the player gets a resource that they can use to build an artefact. Each time a card is drawn, put it back into the deck, as it's very easy to get turned around within the grasping branches of the Elderwood. The resource granted by each map is as follows:

*SPADES- BONE*

*CLUBS- BARK*

*HEARTS- SAP*

*DIAMONDS- MINERALS*



### RELICS

Relics are made by combining two Elderwood resources. Relics may be given to any model within a College, and do not take up an equipment slot. They increase the cost of the model equipped with them by 5 Shillings.

#### GLADEWALKER MANTLE

*Bone + Bark*

As an action, the equipped model may spend 1 erudite to vanish, remove the model from the board. As an action, the model may be placed back on the board within a piece of scenery.

#### REPULSION RUNES

*Bone + Sap*

Once per game, following a charge into or by the model, roll the equipped model's defence dice and move the enemy model that many inches away from them. For each 3" the model is moved, they must make a treacherous terrain test, all rolled at the same time.

#### FEYPOWDER

*Bone + Minerals*

Once per game, a model equipped with feypowder may, during the empowerment step, choose to use their feypowder. Feypowder grants the model the benefit of empowerment for the game's duration, but may still be empowered using an Erudite charge. At the end of



any game where the feypowder was used, the model that used it must roll a willpower check using whatever willpower die the model ended the game on (auto fail if they are dead) on a fail, they gain an injury.

### BRAMBLEBOUND BREASTPLATE

*Bark + Sap*

Once per game, when attacked in melee, equipped model may roll their willpower and defence die and use either to defend against an attack. May not be given to an arcane engine, golem, bastion or feral familiar.

### ARCANE DIFFUSER

*Bark + Minerals*

The Equipped model may spread their ranged attacks in a manner of their choosing between any number of targets within 6" of each other.

### FAIRYSTONE GAUNTLET

*Sap + Minerals*

An equipped model gains the unbind action, if they already have access to the unbind action, they may add 2 to their unbinding rolls.

"They're in the trees!  
Spread your fire, form  
circle, protect the  
bloody map!"

-FINAL WORDS OF CAPTAIN WILHELM

NOGGIN'S

## ENDING A CAMPAIGN

At the start of an Elderwood campaign, roll a D6 to determine how many relics can be crafted from the resources in the 'safe' region of the Elderwood that the Colleges are exploring. Once the number of relics has been reached, the campaign ends, and the Colleges scarp to pursue other goals. The winning College spends D3 Erudite in order to protect their caravan as it leaves, or incur the unrestricted wrath of the Feylings.

## INJURIES [-1 SHILLING]

While traversing the twisting wilds, many an apprentice loses track of themselves and is forever changed by the magic permeating the air. When determining the injury inflicted upon a model from your College, you may choose instead to roll on the Elderwood injury table, illustrating the loss of self and the mutating effects of the forest upon those who wander within it.

1. **Predator's frame:** Decrease model's Df by 2 but increase their movement by 2"
2. **Taloned fingers:** Decrease Ranged and Def by 1, but increase Melee by 1
3. **Spectral sight:** Decrease melee and willpower by 1, but increase Ranged by 1
4. **Overgrown:** Decrease movement by 4", but increase Defence by 1
5. **Serpent's cunning:** Decrease melee and ranged by 1 but increase willpower by 1
6. **Blind rage:** Model's passive surge becomes Charge, may never select targets for any action, must always attack or charge the closest model.
7. **Arcane thirst:** Model ignores all non-empowered enemies, may not target them under any circumstances.
8. **Shroom bloom:** Model must make a willpower check each round before they move, if failed, reduce their movement by 4" as mushrooms begin to sprout from their skin and they hurry to tear them off.



## THE ELDERWOOD MERCHANT

There is a creature that lurks within the woods, a fey, shunned and hated by their kin. This creature has no name, other than the one given to them by the Colleges it approaches. Draped in heavy rags blooming with mushrooms and moss, it creeps towards campfires and peddles its wares. When a Merchant visits your College during an Elderwood Campaign, you may choose to be visited by the Elderwood Merchant instead. They always have all the wares listed below, but none of the standard equipment.

### CARTOGRAPHY SUPPLIES- 1 SHILLING

For each model equipped Cartography supplies at the end of a campaign game, a player may draw an additional card when exploring the Elderwood, may not be given to anything that can be summoned or with the hulking behemoth rule.

### ARCANE COMPASS- 2 SHILLINGS

For each model equipped with an arcane compass, a player may place one card that they draw after a game back into the deck, shuffle it and draw a new one.

### MANTLE OF CONTROL- 3 SHILLINGS

Two must be purchased for the item to work. While a model wears the mantle of control, a neutral creature (any wandering monster) may be added to the College's roster. The added creature must be equipped with another mantle of control. If at any point the model wearing the mantle (not the creature) is removed during a game and the creature is not, it must roll a willpower check, on a fail, it continues to be treated as a member of the college. Should the creature pass, then it instead goes feral and becomes a wandering creature during the game. When selecting a creature, discuss with the other players which would be native to the region.

### OBSERVATION BALLOON- 5 SHILLINGS

For each model equipped this item, a player may swap the suit of a single card drawn when exploring. If this ability is used, the equipped model may not take part in the next game, but is still counted for the purposes of College size.

### PYROCASTER- 4 SHILLINGS

May only be purchased by a Slogger and replaces their weapon as opposed to using an equipment slot. This weapon has the following profile:

- Pyrocaster: 2 attacks at range 12" and has the fire special rule. for each hit, place a flame counter on the enemy model.

### INCENDIARY GRENADE- X SHILLINGS

Any unit that can be equipped with a grenade may take this item, it costs the same as a grenade and is one-use, but uses the following profile:

- Incendiary Grenade: 2 attacks at range 6" and has the fire special rule.



**Fire:** When attacking with a weapon with this special rule, for each hit rolled, place a flame counter next to the targeted model, regardless of what they rolled as their defence results. Models with flame counters may use an action to remove them. If a model has any flame counters at the end of their activation, they must roll a treacherous terrain test for each flame counter they have, rolling one after the other.



HELIOSFAUST





## SOLO PLAY ENEMY AI

### ENEMY COLLEGE AI

Note: In lieu of empowerment, colleges that use AI instead receive an additional 20 shillings to build their forces. Not every college is successful in their hunt for Erudite, and sometimes hoards of Erudite starved wretches will set upon a college while it's scavenging.

#### STEP 1

Is the model in combat with another model?

Yes: Fight that model, repeat step if model is not removed, if model is removed as a result of the fight, proceed to step 2

No: Proceed to step 2

#### STEP 2

Is there an unclaimed erudite deposit?

Yes: Uses 1 action to move closer towards an unclaimed erudite. Proceed to step 3

No: Proceed to step 3

#### STEP 3

Is the model equipped with a ranged weapon and has a ranged skill of D8 or higher?

Yes: Uses 1 action to shoot at a model claiming an erudite deposit or failing that, the closest model.

No: Proceed to step 4

#### STEP 4

Is the model controlling the Erudite deposit within charge distance?

Yes: Uses 1 action to charge a model controlling or carrying an erudite deposit then return to step 1

No: Uses 2 actions to move towards the nearest Erudite deposit

### WANDERING MONSTER AI

Often while conducting an operation, colleges are beset by beasts and monsters that blunder into the warzone, confused and frightened, these beasts pose another threat that stands between a college and their Erudite.

#### STEP 1

Is the model in combat with another model?

Yes: Fight that model, repeat step if model is not removed, if model is removed as a result of the fight, proceed to step 2.

No: Proceed to step 2.

#### STEP 2

Is there a model within charge distance?

Yes: Use 1 action to charge the nearest model then return to step 1.

No: Use 1 action to move towards the nearest model, then repeat step 2.



# MISSIONS

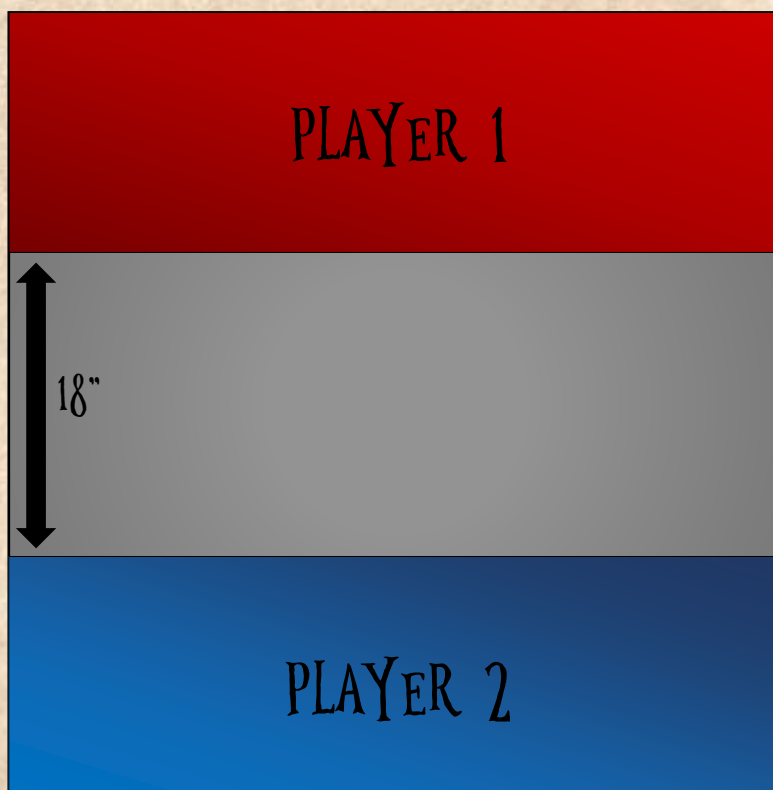
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# VANTAGE POINT

*Seeking to get a better view of the terrain, a pair of exploring colleges scramble to not only get a good look around, but claim the ground for use later when they inevitably walk in a large, convoluted circle and return to it.*



## SETUP

- Set up a board that's between 2ftx2ft and 4ftx4ft. An 18" strip should run from one side of the board to the other, stretching through the centre of the board. This area is no-man's-land.
- Place areas of troublesome, treacherous, and covering terrain along no man's land.
- Place three pieces of terrain of varying heights within no-man's land, one must be placed in the centre of the battlefield. These are the vantage points.
- Starting with the player that won initiative, players take it in turns placing a single miniature in their deployment zone, outside of no-man's-land.

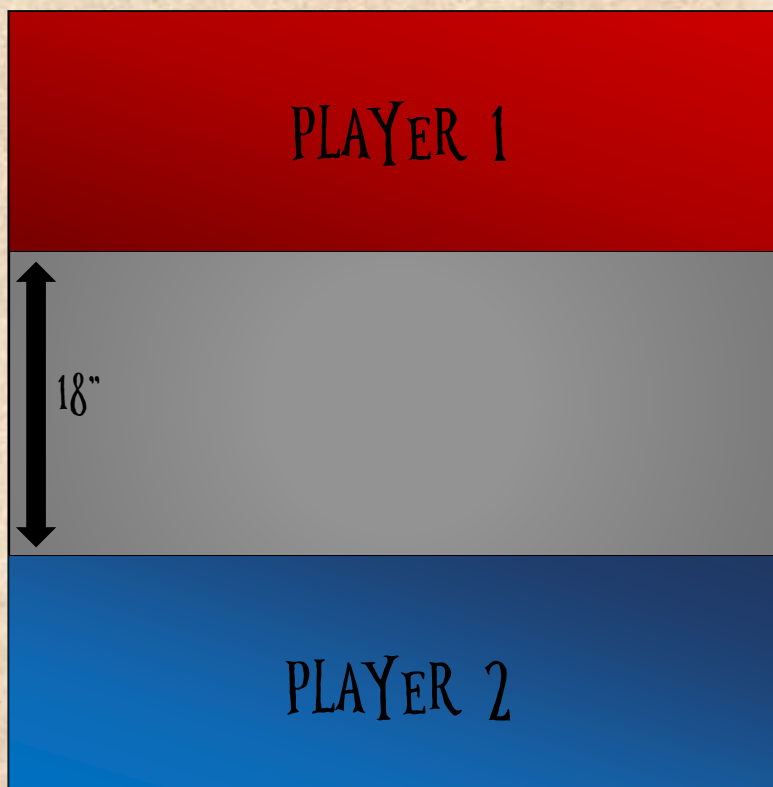
## VICTORY

- The side that controls the most areas of raised terrain is the winner.
- Players may take control of the vantage point by having the most Shilling's worth of models at its highest point (where a model can be placed).
- At the cost of a single action a model may plant their faction's banner on a vantage point. To do this the model needs to be at the highest point of the vantage point that their team controls. While a piece of terrain has a banner planted on it, it is considered to be controlled by that faction until the banner is removed. A model from the other faction must use an action to remove the banner.



# AMBUSH

*Often while roaming the Elderwood, a College will stumble upon some of the terrifying beasts that make the forest their home. In an effort to clear a path for supplies, these creatures often need to be removed. The majority of the time, the creatures are but a fraction of a much larger pack..*



## SETUP

- Set up a board that's between 2ftx2ft and 4ftx4ft. An 18" strip should run from one side of the board to the other, stretching through the centre of the board. This area is no-man's-land.
- Place areas of troublesome, dangerous, and covering terrain within no-man's-land.
- Starting with the player that won initiative, players take it in turns placing a single miniature in their deployment zone, outside of no-man's-land.
- Place three wandering monsters in the centre of the board, then scatter each one d6" in a random direction. Players may choose amongst themselves what monsters they wish to use prior to their placement.

## VICTORY

- The side with the most Shillings worth of models on the board at the end of round 5 is the winner.

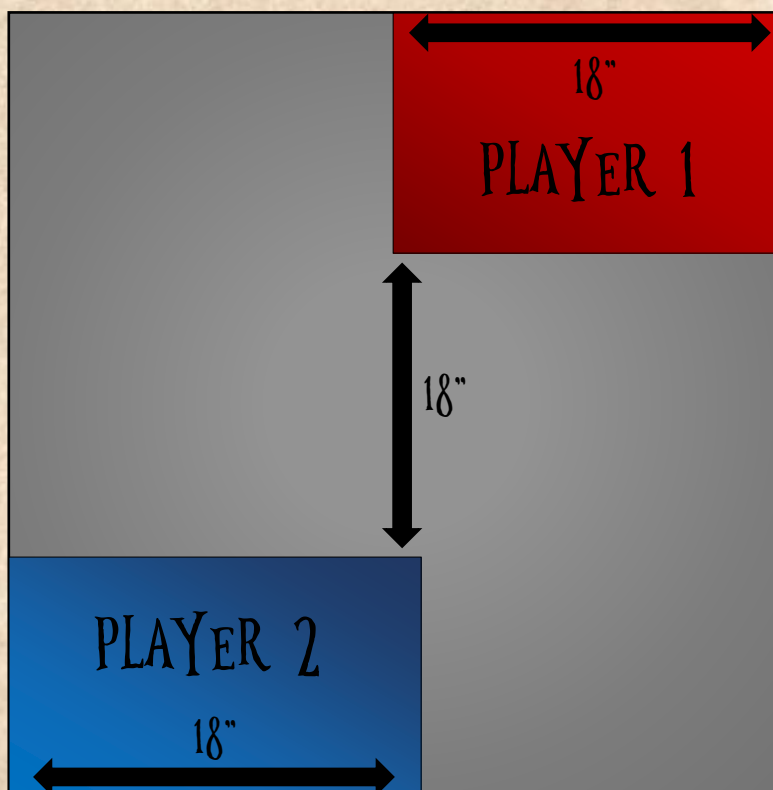
## SPECIAL RULES

- We're under attack!: The wandering monsters in this scenario will use the Wandering Monster AI rules found in the campaign section. At the end of each round, roll a D10, on a 6+ another random monster enters the battlefield from a random battlefield corner. All wandering monsters will activate before the players' Colleges.



# FIGHTING RETREAT

*Often, when the pressure gets to be too much and the Feylings are closing in, Colleges opt to view discretion as the better part of valour and flee into the treeline. When two colleges reach the same conclusion, the fight moves with them.*



## SETUP

- Set up a board that's between 2ftx2ft and 4ftx4ft and populate it with several areas of troublesome, dangerous, and covering terrain within no-man's-land.
- Starting with the player that won initiative, players take it in turns placing a single miniature in their deployment zone.

## VICTORY

- The side with the most Shilling's worth of models on the board at the end of round 5 is the winner.

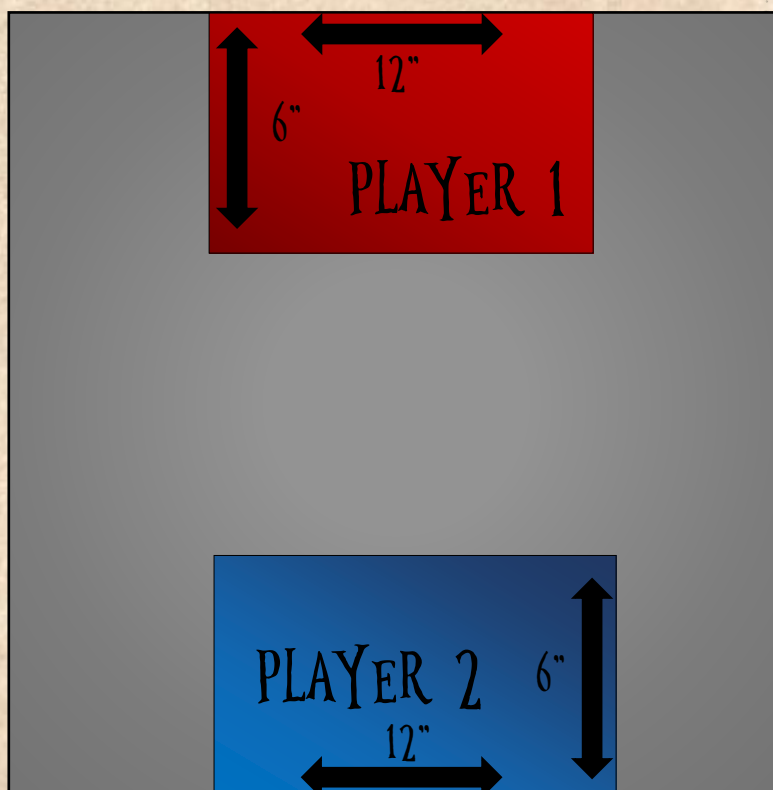
## SPECIAL RULES

- **Scarper:** During this game, models are reduced to a single action, as they're currently in the act of running away. At the start of the game, roll a scatter die to determine a direction and set it next to the board. At the start of each game turn after the first all terrain moves D6" in the direction rolled on the scatter. If terrain comes into contact with any model, then a treacherous terrain test must be rolled. Once terrain has exited the board from a board edge, simply have it enter the board from the opposite side to fill the empty space. If a model moves in the same direction as the terrain is moving, add 6" to their movement. If a model moves in the opposite direction to the terrain, reduce their movement by 6". If a model moves in a direction that is towards neither board edge the terrain is moving from or towards, then they may use their normal movement statistic. Models that exit the board are removed and are treated as casualties.



# FEAR OF THE DARK

*Camping's often a necessity when traipsing through Haggerland, and after the boots have come off, the stew's bubbling over the fire and everyone's sat down to a good book, they spot the glow of another campfire a few yards away.*



## SETUP

- Set up a board that's between 2ftx2ft and 4ftx4ft. In each deployment zone, set up pieces of covering terrain to imply a campsite. Each player may also wish to place a token to represent their College's campfire.
- Place areas of troublesome, dangerous, and covering terrain within no-man's-land.

## SPECIAL RULES

- **Keep the lights on:** At the start of the game, give each model some form of token to indicate that they are in possession of a light source (a torch, lantern or glowing crystal). While holding a light source or while within a campsite, models are considered safe. When models are not safe, they must make a treacherous terrain test following their activation. Following a successful attack against them, a model must make a willpower check, losing their light source on a fail. Models may use an action while within the campsite to gain a new light source. If at any point, no model on the board has a light source and there are no models in either campsite, the game ends. In a campaign game, all models must take an injury if the game ends before turn 5. There are things that go bump in the night after all...

## VICTORY

- The side with the most Shilling's worth of models on the board at the end of round 5 is the winner.





# BESTIARY

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Dorothy Thistlewick, patron of Thistlewick's home for wayward familiars and current Arch-Magus of the Druids, has made no fewer than seventy-three expeditions into the Elderwood. During her in-depth explorations, some lasting months (and one well over a year) she has managed to produce a comprehensive map of the southern outskirts of the Elderwood. This is only a small portion of her own personal map, but she has shared this guide to the entranceway into the Elderwood with her School in its entirety, giving them an ample headstart when venturing into the unknown. Dorothy has also been known to guide expeditions of less-experienced Wizards into that very patch, and refers to it as 'the shallows'. The idea being to allow Wizards to acclimatise to the strange nature of the eldritch forest, without becoming lost. Most of the time, these supported expeditions return.

-EXCERPT FROM 'THE MAGI OF HAGGERLAND' BY FLAVIA VAN-RAUSH



# FEYLINGS

Heraldic animal: Moth

Empowered units gain the 'Fly' special rule.

## SOVEREIGN 11 SHILLINGS

[40-50mm base]

*An ancient and powerful fey creature, that claims dominion over a glade within the Elderwood, gathering followers and stalking those that trespass upon it.*

Mv	Me	Ra	Wp	Df
6	D10	0	D12+1	D8

*Passive Surge: Move.*

A Sovereign is equipped with the following:

- Horrific appendages: 2 attacks in melee

May be equipped with any of the following:

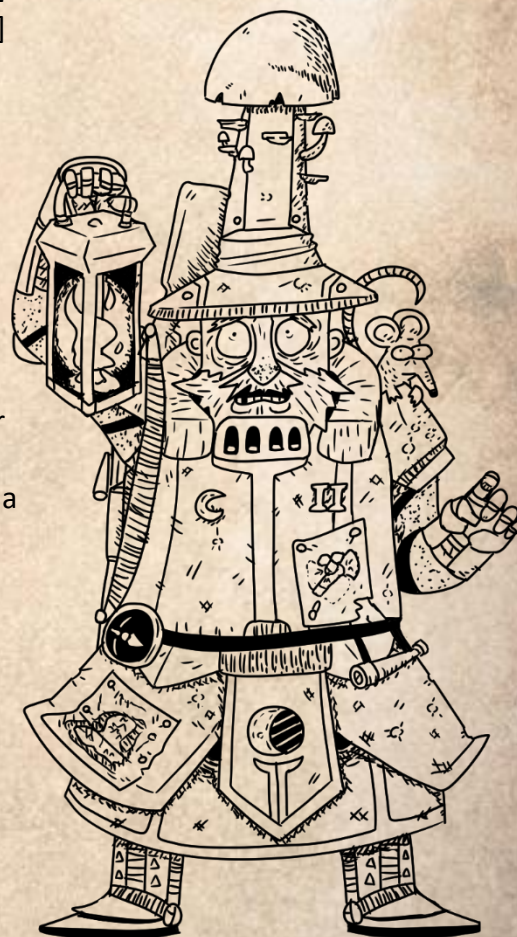
- Baded limbs: 4 attacks in melee [6 Shillings]
- Chitinous armour: Increase Defence by 2 [2 Shillings]
- Nimble frame: Increase movement by 4" [2 Shillings]
- Fungal growths: Increase Willpower by 1 [1 Shilling]

### Special rules

**Consume essence:** If an empowered model is removed as a result of an attack from the Sovereign, increase the Sovereign's willpower by 1. This increase cannot take the Sovereign's willpower over its starting value.

**Eldritch hunters:** When calculating targets, A Sovereign ignores any non-empowered model for the purpose of selecting the closest target. They may still make a willpower check to select their target.

**Unnatural generation:** A Sovereign is treated as a Wizard in a Feyling court in all respects, including gaining their empowerment bonus at no additional cost.





## SPRIGGAN 11 SHILLINGS

[32-40mm base]

*A Sovereign's personal guard. Spriggans vary in shape, size and nature, so are classified according to their armaments and tactics. Spriggans are savage trackers who will focus their attention on any creature that smells of Erudite. Many an apprentice has been dragged screaming into the trees by a Spriggan.*

Mv	Me	Ra	Wp	Df
6	D8	D8	D8	D6

*Passive Surge: Move.*

A Spriggan is equipped with the following:

- Twinned blades: 2 attacks in melee
- Elderwood bow: 1 attack at range 24"

May be equipped with any of the following:

- Chitinous armour: Increase Defence by 2 [2 Shillings]
- Nimble frame- Increase movement by 4" [2 Shillings]
- Fungal growths: increase Willpower by 1 [1 Shilling]

### Special rules

**Eldritch hunters:** When calculating targets, A Spriggan ignores any non-empowered model for the purpose of selecting the closest target. They may still make a willpower check to select their target.

**The hungry forest:** Whenever a Spriggan attacks, if they roll the highest number on the die they are using, then they may roll an additional die and add it to the attack. This generated die, can itself generate further, and so on.

## THE LOST

*Those who wander in the Elderwood and lose their way often succumb to madness and the transformative effects of the ancient forest. Forced to feed on nothing but the strange beasts they find within, apprentices and wizards alike can become warped and changed. There are documented cases of whole colleges being found each with enormous trees growing through them, bursting out from within, their still-living bodies marching according to the commands of a dreaded Sovereign in the woods. These mutated souls are referred to as 'the lost' for the simple reason that any semblance of the people they once were has been eroded away by the forest, until they have become a part of it.*

*A Feyling warband may use any of the universal units from the college roster.*

**Fly:** Models with fly ignore all terrain and other models when moving and cannot suffer damage as a result of falling. Models with fly may not end their move on top of or overlapping another model.



## UNIQUE SPELL

### FLICKER      2 ERUDITE CHARGES

Select a friendly model within 6" of the caster and move it to another point within 12" of the caster.



Donathan was always a good apprentice. He did his bit, didn't complain, good cook too. We knew something was wrong when he stopped whistling. Don loved to whistle, said it helped keep spirits up. We'd been in the woods for a few days, few scraps with some Paladin nutters but nothing to really put a dent in us. Don though, he started acting different. Started acting weird. We brushed it off, didn't think anything of it. Then we found him pulling birds apart, alone in the dark, mouth wet with fresh blood. He said the Winter Prince wanted the whistling to stop...

-STORY OVERHEARD IN A TAVERN OUTSIDE TRELLENHÖE



# WANDERING MONSTERS

## ELDER BEAST 14 SHILLINGS

[60-80mm base]

*There are theories that some creatures have existed since the dawn of time, concealed from the prying eyes of researchers and explorers by the gnarled and twisted trees of their homeland. To gaze upon them is to invite madness, which is why most apprentices choose to keep their eyes closed while shooting at them.*

Mv	Me	Ra	Wp	Df
8	D10	0	D12	D10

*Passive Surge: Fight.*

An Elder beast is equipped with the following:

- Natural weapons: 3 attacks in melee

### Special rules

Varied forms: when adding an Elder beast to a game or roster, you must roll to see what additional trait it has, roll on the table below.

Randomly equipped with one of the following:

1. Thick hide, increase def by 1 [1 Shilling]
2. Thundering charge, increase movement by 2" [1 shilling]
3. Antlers, automatically deal 1 hit to targeted model after a successful charge [3 shillings]
4. Regeneration, willpower check, if passed increase willpower by 1, may not take the Elder beast over its starting willpower [4 shillings]
5. Savage onslaught, may fight twice as a single action, but decrease their melee skill by 1 for all attacks made during both fights. [4 shillings]
6. Roll twice on this table.

JACK EDWARDS

The sooner that whole wood's burned to ash the better. Saw things in there that don't bear thinking about. And they weren't even the things that took my legs.

-MAD GOAT HODGEKINS. TO ANYONE WHO WILL LISTEN





## MONSTROUS FAMILIAR 25 SHILLINGS

[60-80mm base]

*When familiars go feral, it is not the end of their lifespan, indeed if they are allowed to flourish and truly sink into their outrage and grief, their power grows even more fearsome.*

Mv	Me	Ra	Wp	Df
10	D12	0	D12	D10

*Passive Surge: Charge.*

A Monstrous familiar is equipped with the following:

- Vicious natural weapons: 4 attacks in melee

### Special rules

**Uncaged fury:** A monstrous familiar must always charge the closest unit and may not select an alternative target.

**Aetheric resistance:** A monstrous familiar can't be empowered.

**Mauling impact:** when a feral familiar successfully charges, it deals 1 automatic hit to the target unit as part of the same action.

## COLOSSAL ARACHNID 18 SHILLINGS

[60-80mm base]

*First discovered by Francesca Quart, these enormous creatures nest in the vast canopies within the depths of the Elderwood, descending on dense ropes of silk to snatch up their prey. Their armoured chitin shells offer little protection from bullets and blades, then again, coats and breastplates offer little defence against their sabre-like fangs.*

Mv	Me	Ra	Wp	Df
12	D10	0	D10	D8

*Passive Surge: Fight.*

A Colossal arachnid is equipped with the following:

- Fangs: 2 attacks in melee

### Special rules

**Envenomed attacks:** If during a melee attack, the colossal arachnid rolls the highest number on the die they are using, then they may make an additional attack on a single die. This generated attack, can itself generate further attacks and so on.





## UPSETTINGLY LARGE SPIDER 9 SHILLINGS

[32-40mm base]

*Named after the Druid that discovered them, Barbra Upsettingly, and slightly more common than their larger brethren. Upsettingly large spiders are not malicious in nature, though they are opportunistic, and will often seek out Colleges mid-skirmish and pick off the stragglers.*

Mv	Me	Ra	Wp	Df
10	D8	0	D6	D6

*Passive Surge: Fight.*

An Upsettingly large spider is equipped with the following:

- Fangs: 2 attacks in melee

### Special rules

**Envenomed attacks:** If during a melee attack, the colossal arachnid rolls the highest number on the die they are using, then they may make an additional attack on a single die. This generated attack, can itself generate further attacks and so on.

## BOG-PLODDER TROLL 15 SHILLINGS

[32-40mm base]

*Trolls are not an uncommon sight in Haggerland, roaming the wilds or even serving in Colleges as manual labourers or hired muscle. Bog plodders are so named due to their interest in swamps and wilder areas, sampling the rich mushroom cuisine as they trudge.*

Mv	Me	Ra	Wp	Df
6	D10	D6	D10	D8

*Passive Surge: Fire.*

An Upsettingly large spider is equipped with the following:

- Gnarled fists: 2 attacks in melee
- Chuckin' rock: 1 attack at 36" range

### Special rules

**Piggy-back:** a troll may opt to carry another unit with a base size the same as or smaller than its own, at the cost of halving its movement. The chosen unit must be within 3" of the troll when it begins its move. Picking up the model does not count as an action and following the end of the Troll's activation the carried model is considered to be put back down.

**Aetheric resistance:** Can't be empowered.

**You wot mate?:** When within 1" of an enemy model, the troll's passive surge becomes 'Fight'



# LORE

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## ON THE TOPIC OF WIZARDS AND BEARDS

Contrary to appearances the wizards of Haggerland are not human. They are, in fact, wizards. The term wizard refers to a species as opposed to a profession as millions of years previously, creatures that would have once been considered human were exposed to the arcane radiation emitted by Erudite. As generations passed and small empires came and went, wizards began to evolve. This was not caused by the radiation but rather in response to it. Erudite poisoning, a disease long eradicated now used to kill 'early wizards' as the radiation began to accumulate. Naturally as with any species, evolution offered a steady hand on the wheel and genetic variation began to offer a select few a higher resistance to the radiation emitted by Erudite. As time went on this genetic mutation became the norm and more and more 'early wizards' were granted a higher resistance to arcane radiation by virtue of genetics. Fast forward to present day and wizards have genetically deviated so far from humans in order to endure the ambient radiation in Haggerland, that they can be considered a separate species entirely.

As with many genetic developments, one mutation can provide two outcomes, in a process known as pleiotropy. As it turns out the gene responsible for providing resistance to arcane radiation, is also responsible for hair growth, resulting in wizards having an abundance of hair around the face and head. Beards, therefore are not gender specific, and are often sported by wizards of rank to highlight their genetic tolerances to magic exposure. Similarly hair growth around the head has prompted numerous cultural shifts, including a healthy appreciation for braids and dreadlocks. Of course with the wizarding war in full swing, highlighting one's strength is not always the wisest move, so many wizards shave off their beards to conceal their aptitude for the arcane. High ranking wizards within some colleges retain some facial hair as a badge of office, often trimming or shaping it into something more fashionable or impressive. Magus Bernard Oxley famously sported a moustache with a four-foot wingspan when he presided over the mechanist colleges (though as many remember, the moustache became his downfall when it became caught in an industrial grinder). Similar to wizards, dwarves also sport the promoted hair growth associated with a resistance to arcane radiation, though for them it is all over their body and far denser (often grown out as a sort of organic airbag to protect them during cave-ins).



## RANKS WITHIN THE SCHOOLS OF MAGIC

Though it's been a long time since the collapse, the majority of the schools of magic still hold fast to the old ways and assign ranks to their members to denote power and status within the school. Communication is still spotty across Haggerland however, and some splinter-Colleges retain ranks, titles and positions that are wildly different to those of their fellows. The ones listed here are the most widely accepted and used.

### ARCH-MAGUS

Wizard in command of all Colleges within a school of magic. Each college has one, each is voted for by a council of their peers and is generally considered the most powerful wizard attuned to that school.

### MAGUS-GENERAL

Only two Magus-Generals are retained at any one time by a school, assuming the officers are on speaking terms. Magus-Generals are responsible for commanding the lesser elements and distributing resources to various campaigns organised by the Arch-Magus.

### BRIGADIER-MAGUS

Brigadier-Magi are field officers, commanding a large College-Brigade and acting on strict instructions from their superiors. They will sequester additional resources from any College they encounter or absorb their wizardpower into their College-Brigade. Due to the complex nature of communication within Haggerland, stumbling across a Brigadier-Magus (or, heavens forbid, one is sent looking for you) is how most Colleges receive orders from the top brass, and are encouraged to temporarily postpone their personal research projects in order to contribute to a larger venture.

### MAGUS

Magi enjoy the privileges of rank without the responsibility of orchestrating larger campaigns. Often a Magus will simply pursue their own personal research projects, and is authorised to rope other colleges into their number as they see fit (though few do). Magi enjoy their autonomy and are generally responsible for innovating the practices of their school, upon reaching a level of notoriety, they will be promoted to Brigadier and become burdened with responsibility.

### WIZARD-CAPTAIN

Wizard-Captains are revered, celebrated and idolised by the rank and file troops, and eyed dubiously by their superiors. Captains have reached a higher level of understanding and mastery over their chosen school of magic and likely have invented at least a spell or two of their own. Wizard-Captains are also famed for the highest turnover of apprentices by any rank, as their own power outweighs that of their apprentices. Though they often retain a



corporal or two, Captains regularly embark on epic quests for items of value or risk dangerous ventures deep into enemy territory. Sometimes used as auditors, Captains have the power to elevate an apprentice to the rank of Wizard, during which time they often relinquish command of a College to their newly appointed protege and wander off into the wilds in search of fresh recruits to train.

### SERGEANT-WIZARD

Wizards of notably renown who have made notable contributions to their school of magic are promoted to Sergeant-Wizards, usually denoted by some manner of pattern added to their pointed hat, though other decorations are often used. Sergeants are often employed by the upper echelons of a College to embark on specific missions and are sometimes granted the use of a crystal ball with which to communicate with other Colleges in an area.



### WIZARD

The head of a college and lowest ranking, fully-fledged caster. Wizards are the most numerous of casters and are given the support of their school to start a college and finance the research projects of any Apprentices in the college, as they see fit. Often Wizards will surround themselves with like-minded scholars or soldiers, homogenising a college to a single theme or goal.

### APPRENTICE-CORPORAL

An apprentice being groomed for command of a college will be awarded the rank of Apprentice-Corporal. At this rank, an apprentice is able to manifest some minor spells, including a Wizard's bread and butter, cracklebolt a catch-all destructive surge of energy. They won't be awarded enough Erudite from a college's supply to make regular use of their new skills, but will be tutored by their commanding Wizard.

### LANCE APPRENTICE-CORPORAL

Lance Apprentice-Corporals are minor casters who are permitted to conduct research projects to further their development as a wizard. Research projects are financed and directly overseen by their commanding wizard officer.

### APPRENTICE

The lowest of the low. Apprentices are often the youngest element of a college and, though capable of minor magical manifestations, are incapable of casting fully-fledged spells. Apprentices are trained and tutored by Apprentice-Corporals who outline the basics of how their school harnesses and uses magic. Once an Apprentice can cast lesser spells, they proceed to the rank of Lance Apprentice-Corporal.



## NEW DIGS, OLD HABITS

*By Clay Parris*

It didn't bother Morton and Shrike, that much of their days were spent in hard labour. They didn't mind so much, taking on apprenticeships under the necromancer Karsten. Even though they spent much of their time hauling and dragging about the implocker field gun, (Karsten didn't own a beast). Even though the old wizard gave them little in the ways of tutelage. Even though the zombies broke rank about every half hour on the roads, and the two sloggers would have to herd them back into formation like sheepdogs on hindlegs. Morton and Shrike didn't even mind the ever-present stench that not even gas masks could fully block, nor the fact that every walking corpse they tended to was once a fellow apprentice.

Donner had stepped on a mine, Ike had taken a stray bullet to the eye, and Chauncey had failed to hear the wizard's cries of retreat when that steam titan had charged. All in all, Morton and Shrike had seen all of their comrades fall in battle or to the elements, and been magically raised into a shambling cadaver. Well, except for Sergeant Barnaby, they just figured perhaps he had been around since the beginning.

But as macabre, grotesque, and exploitative this situation may seem to some, Morton and Shrike were wholly unbothered. Afterall, they were apprentice necromancers, and had a progressive view on the cycle of life and death. One day the wizard Karsten would succumb, and it would be one of them, fully fledged and wizarding, ordering his corpse around.

However, there was exactly one part of their company that that absolutely bothered them. If all of their zombies were raised from fallen comrades, or the occasional enemy scout, why did Karsten spend so much time digging alone in roadside cemeteries and country graveyards?

So, one day, as Karsten hoisted his shovel and gave word to stay guard as he headed toward an overgrown burial ground, the two sloggers halted him. Prying for more knowledge and tutelage normally ended in arguments and chastisements, but Morton and Shrike agreed that if they did not ask him now, they would regret it. No tomorrow is promised on the road, and being on the wrong side of a clattergun would mean their final moments would be spent regrettably thinking "Why?"



“Hrmm...” the wizard grumbled. “Well, I suppose you lot can be briefed if it’s gonna’ distract you from yer duties.” Karsten stood rigidly still, his yellowed eyes dilated and unblinking as always.

“As you sods are aware, I’m an old man and I can’t be out here fighting a great bunch of arseholes over erudite crumbs forever. One day, we’ll have enough erudite saved up that I can retire and name one of you tossers as wizard of this here company. If you don’t get yerselves killed first.”

Even while wearing gas masks, Morton and Shrike’s confusion was pronounced. Karsten sighed.

“And as any red-blooded wizard, I’d like to eventually retire from war, settle down, and get myself married. Just haven’t found that special someone yet is all. So, the digging.”

It was at that moment, Morton and Shrike regretted asking.





## OFFICIAL MINIS!



SCULPTED BY THE TALENTED HANNAH GIESEN, THE KIT COMES WITH TWO OPTIONS FOR WIZARDS (REBECCA AND ARCHIE), A COLLECTION OF HATS AND SOME LOVELY STOWAGE AND GREEBLES TO FESTOON YOUR MINIS. AVAILABLE AS STLs FROM CULTS, OR AS PHYSICAL PRINTS FROM SQUIDZILLA'S ETSY PAGE.

PHYSICAL MINIS



STLs



## THE BASTION

*by Tom Mudd*

I've fought against one of their bastions. It was at Ruven's Heap, about two weeks into the battle. We were pretty well dug-in, and they were too, so it was just a case of sharing pot-shots. Neither side were in a rush. Guess we were all just waiting for our linebreakers. Theirs just arrived first.

Bastions are dangerous, obviously! Huge things, they are covered in guns. But in my opinion, it ain't the guns what get ya. It's all mind games. It's all distraction. There's the boom of their guns, followed by the thud of their huge legs. *Boom. Thud. Boom. Thud.* Everything shakes. The ground, the air. Heck, you can even feel yer brain rattling around inside yer noggin! Every now and then, a shot hits. It's like any other artillery piece I guess. But all of this distracts ya from the wizard scurrying around its feet!

That pointy-hatted *mud-mover* used the thing as cover! Our sharpshooters didn't spot him until it was too late, and even then they couldn't get a clear shot because of all the shaking the bastion caused. So it allowed the wizard to get in close.

The trenches began to close. Mud walls slowly coming together, sealing the tears we had made in the ground over the weeks. Some men tried to push against it, only to sink into the mud walls, screams becoming gurgles as they choked on filth. Some tried to escape by going over the top. They were prime targets for the bastion. The rest of us ran, racing the walls to get to a bit of the trench that wasn't moving. Men got trampled, or stuck to the walls like rats on a glue trap. The rest were crushed as the trench finally came together.

As we caught our breath, the damn bastion reached the bit of ground where our trench had been. Now it stood there with clear lanes of fire down our lines. The last of us scattered, dashing for the support trenches as it blasted us with cannons.

We lost the Battle of Ruven's Heap that day. Still, I suppose I was pretty lucky to have been there. I wouldn't have fancied my chances against the six bastions that marched at Taramalooga!







## LOST

*By Jack Edwards*

Greta had never thought about how much blood was in a wizard's body. It struck her, literally as Captain Noggins was torn in half four feet above her head. The accumulated blood hit her like a hammer blow, almost knocking her hat-helmet off of her head with the sheer force of it. Bits of Captain plopped into the mud around her as the insect-like creature above her discarded her commanding officer and vanished in a burst of blue sparks. They'd seen this before, she held her sharpened trench-shovel out in front of her, gripper tight in both hands. Another burst of sparks to her left. She swung. The blade split through the fey's chitin-plated face and sent it spinning. She pounced, knocking it down while it was off balance. With a feral scream she brought the flat of the shovel down onto its face. It lifted one of its enormous hands, almost as if it was pleading. Greta was too busy screaming to care. She was mid-swing anyway so there was no stopping what came next. The creature's head burst open with a wet crunch. She wiped the cocktail of blood from her eyes. From his perch on her shoulder, Brian ribbited

"More coming in dear, best get the others together." Greta grunted in reply.

Apprentice-Corporal Dieter was still fumbling with the crystal ball, hunched over in the muck and shouting into the thing as it flickered

"Ambush" he shouted "South-West of checkpoint Godwyn, send support" a garbled collection of syllables sputtered from the ball. Greta clamped a hand around his collar and yanked him to his feet

"We're on our own, start shooting."

More blue sparks flashed in the treeline. Apprentices Bevan and Harlock were laying down suppressive fire, but Greta could tell from the way they were screaming that the shots weren't properly aimed. Dieter was still fumbling with the orb in his hands, tweaking the lengths of copper cables that connected it to the Aetheric signal booster strapped to his back.

"If I could only-" Dieter started, Greta shoved him down into the mud as a bladed limb swung for him. She whipped her shovel in a wide arc and felt her arm judder as it made



contact with an armoured skull. It pranged off the beast's face and it was gone in a burst of sparks.

"Gun" she barked at the Corporal "now, supporting fire." She widened her stance. Brian hopped around the brim of her hat helmet, watching her back. She felt the prickles at the back of her mind telling her that he was opening a direct line of mental communication. The other two had started staggering back now, letting off shots with their trench sweepers, terrified, wild bursts. Another flash of blue. Bevan didn't have time to scream. His top half spiralled through the air, arms spasming and emptying the mag of his weapon. Greta dived for Harlock and knocked her to the ground. A spasm of pain lanced through her shoulder. The two halves of their former comrade flopped into the mud, weapon clicking in their cold hands. Snarling and swearing at nobody in particular, Greta got up and dragged Harlock towards where Dieter was finally laying down some supporting fire. She set the two back to back, covering all sides with their weapons, while she crouched beside them, poised to lunge once one of the other Spriggans surfaced.

That was the problem with the Elderwood, you never knew how many of the bastard Feylings were watching you. This was their world, they knew the terrain, they were better suited to live in it, and most galling of all, they could see in the dark. After a week and a half of trudging through the sodden paths and byways of the forest, the College had reached the stage where the trees had begun choking out the light. There were glowing mushrooms, and small creatures that strobed or lit up in the gloom, but those were barely enough to see by. They'd been promised a quick round trip, in and out, 'lickety split' as Noggins had put it. Now Noggins had been lickety split, and the rest of them were deep in enemy territory, with the map somewhere amid the Captain's entrails.

"Eyes on lads" Greta muttered "we don't need to kill them all, just enough so the others scarper. Or at least, make sure we're no fun to play with." Harlock's helmet was rattling. She was shaking, quivering as she swept her gun back and forth. She'd signed on just before they got to the Elderwood, this had been her first scrap of combat. Second if you counted the incident with the moose. Greta began a low hum, one of the old marching tunes Noggins had taught her when she'd joined the College, one of the stirring ones designed to make you forget how much your feet hurt. Dieter followed suit, joining the uplifting melody.



Harlock didn't know the words yet, but she picked up the simple rhythm of the tune and joined in after a few verses.

Shapes moved in the shadows, stalking around them just beyond the light from their lanterns. Occasionally there was a glint of a chitinous limb or the glint of light reflecting off a segmented eye.

"What now?" Harlock whispered.

"Hold position. We'll sleep in shifts if we have to. Need to make sure not to give them an opening. Once they're gone, we'll have a sift through the Captain and find the map."

"We're abandoning the mission?" Dieter hissed, resisting the urge to glare at his fellow Corporal.

"Bugger the mission" said Greta "what good is tree sap if we're dead?" There was a pause. She could hear the intake of breath from Dieter "I swear Corporal, if you're about to tell me 'it isn't just any tree sap' I will throttle you."

Dieter exhaled.

A cold breeze brushed past them, tugging at their hat-helmets and causing their coats to billow and flutter. As they stood there in the gloom, they came to the slow realisation that the forest around them was beginning to move. Roots like gnarled serpents began to wind around the broken corpses of their comrades. Greta froze as she watched something coil around Noggins' lower half and began to tug it towards the treeline.

"Corporal" Harlock whimpered "it's taking the map"

"Hold here, I'm going to make a break for it, once I've got it, run like hell for the fort."

Greta fumbled in her collar for the small, rough pebble of Erudite she'd stitched into the fabric, fastened in place by lengths of dark thread. She unpicked them quickly and produced the small, softly glowing pebble. Placing it between her teeth, she stood and took her shovel in a two-handed grip. "On your marks" she grunted, dribbling around the small magical stone. Her skin was eclectic now, thrumming with magical power as it coursed into her muscles. As the gem took effect, her irises shifted to a pale blue. Empowered in body and mind, Greta took off like a shot, Brian clinging on for dear life. Two burst of blue sparks flashed as their hunters appeared in her path. Harlock screamed. Greta whipped her shovel around in a two-handed swing. The air exploded as the weapon's arc broke the sound barrier. The charging Spriggans became wet smears streaking through the air. Greta



dropped to her knees and slid through the bloodied mud, reaching towards the Captain's corpse. Her fingers closed around the scroll case still tethered to his belt. Another flick of the shovel sliced the chord holding it to him. Her eyes flickered, the charge already beginning to leave her system. She grit her teeth, clenching around the stone.

"Cheese it!" She screamed, turning and breaking into a full sprint back towards checkpoint Godwyn. At least she hoped she was in the right direction. The other two froze for a moment before exploding into sporadic, jerky movement. The three thundered through the woods, adopting the gangly, wild run of those whose lives truly depend upon it. A burst of sparks ahead of them was cut short by Greta who liquified the ambusher, wielding her shovel a spricket bat and striking the creature in the groyne. Worked on fairies as well as Paladins. The glow in her eyes went out, ending the empowerment. Brian was still on the back of her hat, looking intently backwards

"Still coming for us dear. Might want to pick up the pace." he croaked, in a voice only Greta could hear. She seized the scruff of Harlock's coat and delivered an encouraging kick to Dieter's backside before putting on a burst of speed, as the pebble of Erudite turned to sand in her mouth.

The Fort's wooden walls were ahead of them, along with the 43rd Astral Alumni, garrisoning the outpost. The spotlights swivelled and fixed on the running group. They'd made it. They were safe.

Then the lights went out.

Something appeared ahead of them, in a tidal wave of blue particles.

Greta had just enough time to throw Harlock aside before the creature's bulk crashed into her. Two of her ribs broke on the impact. For a split second, she tasted blood. She hit a tree and screamed as something important went crunch. She plopped into the mud. Brian skirted her helmet and positioned himself between her and the advancing creature.

Dieter grabbed Harlock and was dragging her towards the gates of the fort. Through blurry eyes Greta watched them leave her and reach the fort. She smiled. At least they would survive.

"YOU" uttered the creature as it lumbered towards her. Its body clicked and rattled as it moved. Greta thought it looked as though some manner of stag beetle had managed to



breed with a tank, before the realisation dawned on her. This was the Sovereign of the bugs she'd been swatting. **"YOU"** it repeated, in a voice that rattled around Greta's skull **"YOU DEFILE MY GLADE"** Brian puffed out his throat in an effort to look bigger, as if it had any chance to deter the hulking fairy. **"YOU KILL MY CHILDREN"** it continued. It reached out with a hand the size of an excavator head, and considerably less friendly. **"NOW I, WILL KILL YOU"** Greta twisted and groped around in the mud just beyond her swimming vision. Her fingers wrapped around the grip of her shovel. She dragged it closer to her body and attempted to use it to support her as she got up. The Sovereign's hand closed around her torso and began to squeeze. Another rib gave up and Greta dropped the shovel. Blood dripped from her mouth. She looked into the eyes of her killer and smiled. With her other hand she triumphantly lifted a small circle of metal, with a pin attached.

"Together then?"

Then the grenade went off.

Trunks that whisper boughs that crack  
Prickles running up your back  
Don't look now, no time to stray  
The Sovereign has come out to play

-SONG HEARD BEFORE THE FALL OF CHECKPOINT GODWYN





## SNIPPETS AND ADVANCED RULES

Listed here are some additional rules that can be used in games to add more variety. Falling should be put into effect in any game that uses the Feylings (or in a campaign if one player is using Feylings).

### FALLING

When a model drops down from a height greater than 3", they must make a treacherous terrain check for every 3" it's dropped, one after the other. If a model is within 1" of a drop and takes damage, they must make a willpower check, if failed, the model falls and is placed at the bottom of the drop and must make the appropriate checks for falling.

### FINITE MUNITIONS

At the start of the game, each model with a ranged attack that isn't 'one use' has D12 as their ammo die. Every time the model fires, roll its ammo die, on a fail, decrease the die a single step. When the die is reduced below a D4, they have run out of ammo and may not make ranged attacks for the rest of the game. If a model uses multiple dice for a ranged attack, then roll multiple ammo checks.

### PANIC

When a College is reduced to half strength, then at the start of each turn, every model within the college must make a willpower check, on a fail, they are removed from the board and are treated as a casualty.



