

AETHERPUNK28

SPELLBOUND GAZETTE



ISSUE 2

TRENCHES OF HAGGERLAND

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, and for continuing to shun the vile and derivative Haggerland Press (I hope your beard falls out Spatch, I saw you mooning me last week, get over yourself). The Gazette strives to elevate its content with each passing issue and we wish to thank all those faithful apprentices who ensure this happens.

AND A WORD FROM HIS LESS-ESTEEMED UNDERLING

It is with even greater pleasure to present the second Spellbound Gazette, delving into the trenchworks of Haggerland and building more of the world. It's been amazing nine months for Aetherpunk and I'm glad to see such a wonderful community enjoying the world and playing about in it. With this next expansion there's going to be even more adventure, even more missions and naturally, more factions and Wizarding to be done. Thank you all for supporting this wild and magical adventure.

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.

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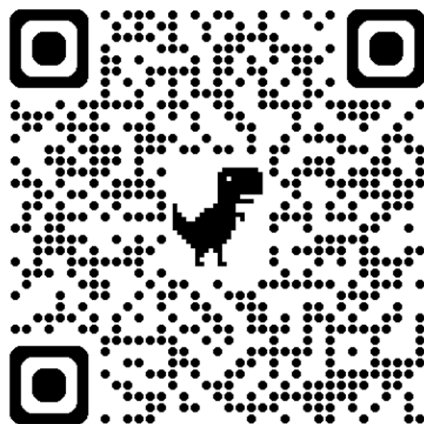
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"This just in from the Brass Sir,
they say 'Oh bugger, I forgot we
left them in that tumble-down
little hovel' what do you suppose
they mean?"

-ORB SCRYER PERKINS

THE FLATS

Originally, when they were first named, the flats were indeed, flat. Nowadays the name is a complete misnomer. Spiderwebbed with trench lines, pockmarked with craters from shelling and gouged by mining encampments, the flats are now anything but. The tracts of land that make up the flats stretch from one populated area to another, in vast fields of mist-shrouded mud and misplaced battlefields. In truth the term 'Flats' has become a catch-all to the vast areas of land that don't represent an obvious strategic advantage. However, the flats have become an ecosystem in its own right, mostly populated by wandering Colleges seeking scraps on old battlefields. During some of the unluckier seasons it's hard to throw a stick without hitting someone who'll throw a grenade back at you.

The trench networks began around tactically important hubs, usually mining settlements, with active excavators or strip mines that were used to carve enormous quarries deep into the earth. Such settlements became a rich prize for the schools as they sent forth their Colleges in the early days of the Wizard war. Over time these settlements have been abandoned, retaken, resettled and lost over and over again, each time becoming a little less than what they were before. During this time, the trenches have stretched outwards, like arteries drawing fresh blood in and pushing Erudite tithes out. Some of these areas have become fully furnished settlements, with inns, pubs and general stores. Often the towns are built around spent mines, so it's not uncommon for a College to complete their weary trudge to a location, only to find that the mine went dry a decade ago. A decent pub often displaces the grumbling though after a few rounds have gone out.

Aside from the small towns of hedge Wizards punctuating the emptiness, and the mining settlements that lie dormant and waiting, the flats have also been known to feature some ruins from before the fall. Towers are the architectural backbone of Wizard society, and during the fall, many quite literally toppled over, or collapsed under their own weight as the magical runes holding them upright twinkled out. The flats feature a range of these older and more archaic structures, though it's important to note that the capital of Avantir is sometimes referred to as the 'stone forest' on account of the buildings all being towers, with

additional structures jutting from their main 'trunk' like branches. The vast network of Wizardly accommodations and workplaces formed an entwined, pointy-topped tower jungle. Several of these older towers feature old and powerful magics that can be salvaged. Indeed, Apprentice Corporal Bron Glint gained fame and fortune within the Geomancer's school of magic after he discovered a tower of absolutely titanic proportions that had seemingly exploded. According to Glint's research the tower had originally used pocket dimensions to fit a whole mansion's worth of rooms into a 6ft circular space at the top of the tower. When the magic powering the effect deteriorated, the rooms within 'inflated' and triggered what must have been a catastrophic explosion, hurling rooms in all directions from the epicentre. One kitchenette with what looked to be the remains of a roast dinner was found half a mile from the tower's base, the food still warm after nearly a century.

It's not all deserted trenches, dilapidated ruins and fog though, much like the rest of Haggerland the flats are fraught with their own dangers and hazards. Goblins plague almost every settlement and abandoned area with any perceivable value (and indeed those with none) across the Flats, sometimes lying in wait in their burrows, awaiting a passing College to settle down in what they believed to be a perfectly serviceable pillbox or trench line and then bursting up from the soil like demented potatoes and setting upon the sleeping Wizards. Goblins cannot use magic, but still find value in Erudite so seek it as much as Wizards do. Their shamanistic leaders, named 'Dingbats' collect handfuls of the stuff and when faced with a fight they feel their underlings cannot win, will smash chunks of unrefined Erudite into one another and unleash a blast of undirected, uncontrolled wild magic. Needless to say, this can be catastrophic for any living creature within the blast radius, though more research is required to calculate quite how wide that radius is. Previously Goblins were believed to be mindless vermin, but as the war grinds on, they've been accumulating the weapons and vehicles of the dead and developing a twisted understanding of machinery. This understanding has led to goblins developing firearms, collecting landmines and even constructing small vehicles from the rusted husks of Arcane engines abandoned in the mud. They are not to be underestimated.

In recent years there have been reports of enormous wandering creatures trudging through the fog. These entities, dubbed 'Titans' by the Avantir ecological society are believed to be ancient creatures, that have segregated themselves from Wizard society for centuries, and have become displaced by the war. Reports suggest they only ever travel alone, and won't attack unless provoked. Some have also claimed they witnessed these titans casting magic, without uttering an incantation or performing the necessary hand gestures, implying they might be connected to ancient and primal magic. These reports have yet to be fully collated and appropriately circulated however, as it's unlikely that such creatures could have existed without the ecological society knowing about them for so long.

Have fun Wizards.



CAMPAIGNS

"Fireball batteries to focus fire on my position, the deadoes have us overrun. Terribly sorry chaps, but I think we're done for."

-MESSAGE SENT BY SCRYING ORB



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.

Summonable units (namely Golems and Zombies) don't gain XP or injuries and may not be given equipment. However, any models that are summoned are added to the College's roster permanently

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: RUNC 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.



TRENCH CAMPAIGN

SETTING UP A TRENCH CAMPAIGN

At the start of a campaign, players must create a map for the area being fought in. Maps consist of a grid that's X and Y axis consists of a number of squares equal to the number of players +2 (so in a 4-player campaign, the map would be a 6x6 grid).

Designer's note: It is a good idea to label the axis so it's easy to remember where everything is on the map, best to think of the map like a battleship grid. It also might be fun to draw out landmarks, trenches and name parts of the map to add more character to the campaign.

Once players have made the map, each player must in secret select which square within the grid their bunker will be located. Players may share the same square and not know it, this is perfectly fine.

Once bunkers have been worked out, each player must roll on the orders chart to find out what the brass have ordered their College to do via the scrying orb. If at any point your basecamp is destroyed, the brass will be told and they'll rearrange their strategies and present you with a new mission. You score points for your progress in your most recent mission at the end of the campaign, so each time you have to switch, your points will reset. War is a messy business.

MISSIONS/ORDERS

Push the line- If you fight a battle in a space adjacent to your base, and win, you may move your base into that tile. Mark your starting location, at the end of the campaign you gain 3VPs for each tile your base has moved. If your base is overrun for any reason, then you must reroll your mission.

Dig them out- Your mission is to seek out and uncover basecamps so that they can be hit with artillery. Following a game in which you win, you may send a scout to a tile, choose a co-ordinate. If any player has their base there, they must tell you. After winning your next game you may call in an artillery strike on the base's co-ordinates and destroy it. At the end of the campaign you get D3 victory points for each base destroyed by your College's artillery.

Fortify and build- After winning a game, you may claim a territory adjacent to your base, or another territory that you own. These territories are treated as your base, with the following exceptions: losing one of these territories does not incur any penalties to you, enemy players cannot score campaign victory points for removing or claiming any of these bases. If your original base is destroyed, pick one territory you control, that becomes your new basecamp, all others are removed. You must then roll a new mission.

Terror campaign- Gain 1 Vp for each Wizard you take out of action in a game.

SOLO PLAY OPTIONS

When playing this campaign in solo mode, instead of enemy Colleges, set up basecamps for Goblins. Goblins will always have the 'Dig them out' campaign, while the player may never have that order. When the Goblins win a game, roll to see where they randomly search.

DIFFICULTY TWEAKS

Standard- Play games as standard, trying to execute the orders set out by the brass.

Hard- Games will generate resources, in order to deploy models in a game, you must spend 1 resource for every 10 Shillings the model is worth, plus 1 for each injury they have. At the end of a game, a College gains 2 supply for every 5 Shillings worth of enemy models that were removed during the game, plus D3 additional supply for winning.

Trencher- The same as with Hard but the addition of the limited munitions special rule, whatever die the munitions are on at the end of a game, is the die they start on in the next. .

Death March- When calculating injuries, if a check is failed, roll a second check for a second injury, repeat this process until a check is passed or the model is killed outright.

Campaign rewards

The player who achieves the most campaign VPs and executes their orders the best will receive a medal, as will the Wizards leading the Colleges in second and third. If difficulty tweaks have been used, then the campaign rewards change accordingly. Accolades granted to a Wizard are medals that they will proudly wear for the remainder of their career and into other campaigns. Models may be given multiple medals, with the effects stacking. Each medal increases the model's cost based on the rank.

	Standard [1]	Hard [3]	Trencher [5]	Death march [7]
1st	<u>COSMIC SPRIG</u> Roll a Willpower check with your Wizard at the start of any game, on a success they gain an additional Erudite charge.	<u>COSMIC WAND</u> Roll a Willpower check with your Wizard at the start of any game, on a success they gain D3 additional Erudite charges.	<u>COSMIC STAVE</u> Roll a Willpower check with your Wizard at the start of any game, on a success they gain D3+1 additional Erudite charges.	<u>COSMIC SABRE</u> Roll a Willpower check with your Wizard at the start of any game, on a success they gain 2D3 additional Erudite charges.
2nd	<u>PURPLE ORB</u> At the start of a game, after deployment, the Wizard may be redeployed within their deployment zone.	<u>PURPLE HAT</u> At the start of a game, after deployment, the Wizard and two other models may be redeployed within their deployment zone.	<u>PURPLE TOME</u> At the start of a game, after deployment, the Wizard may cast a single spell, paying its Erudite cost as normal.	<u>PURPLE TOWER</u> At the start of a game, after deployment, the Wizard may cast a single spell, reducing the spell's cost by 1 Erudite charge.

3rd	<u>ORANGE BULLET</u> Once per game, the Wizard may reroll a single willpower die.	<u>ORANGE SHELL</u> Three times per game, the Wizard may reroll a single willpower die.	<u>ORANGE SPADE</u> Once per game the Wizard may refund the cost of a spell should no successes be rolled.	<u>ORANGE HAMMER</u> Once per game the Wizard may refund the cost of a spell that has been unbound.
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ADDITIONAL ACCOLADES

BURNING BROOM- 2 SHILLINGS

Awarded for: Taking out the most enemy Wizards with your Wizard

At the start of any turn, you may change the Wizard's passive surge to 'Cast'.

BROKEN BLADE- 1 SHILLING

Awarded for: Taking out the most enemy Wizards with a non-Wizard

This medal is given specifically to the model who earned it. Enemies taken out of action by this model treat the number of injuries they have as 1 higher when determining what die to roll to determine their fate.

GOLDEN FROG- 2 SHILLINGS

Awarded for: Having the most Erudite at the end of the campaign

This medal earns the wearer a tithe from the Brass, gain D3 Shillings after every game you win. This occurs even if the model wearing the medal is not on the board at the end of the game.

THE GREY BOOT- 1 SHILLING

Awarded for: Most changes to their orders over the campaign

May add 1 to initiative rolls during any game.



THE TRENCH MERCHANT

Hedge Wizards wander the flats, moving in small nomadic groups, peddling their wares to the Colleges that are passing through. These 'Wizards' (the term is used, but reluctantly by most official School-affiliated Wizards) ally themselves with the Guild of merchants in exchange for protection from the Colleges, foolish is the soldier that upsets the bullet salesmen. In addition to supplying simple munitions the Hedge Wizard merchants also have the materials and means to kit out a College's bunker so that they may more efficiently wage war. When a Merchant visits your College during a Trench Campaign, you may choose to be visited by the Trench Merchant instead. They always have all the wares listed below, but none of the standard equipment.

WARES

SUPPLIES- 2 SHILLINGS

Adds supply to the College's supply pool. This item is only usable in a campaign that features supply.

LANDMINES- 3 SHILLINGS [ONE USE]

At the start of any mission, before models are deployed, a player may expend their landmines to give the treacherous keyword to a piece of terrain within no-man's land. This item may only be used once and is then discarded.

BARBED-WIRE SPOOL- 3 SHILLINGS [ONE USE]

At the start of any mission, before models are deployed, a player may expend their barbed-wire spool to give the troublesome keyword to a piece of terrain within no-man's land. This item may only be used once and is then discarded.

BAGS OF ARCANE SAND- 3 SHILLINGS

At the start of any mission, before models are deployed, a player may expend their bags of arcane sand to place a single barricade within their deployment zone. This item may only be used once and is then discarded.

RICOCHET ROUND- 2 SHILLINGS

Before making a ranged check for a weapon attack, a model equipped with this item may declare they are using it. After rolling the initial check, hit or miss, you may make a subsequent ranged attack with a single die against another model within 6" of the initial target. For the second ranged attack, decrease the model's ranged skill by 1. Does not take up an equipment slot. This item may only be used once and then removed from the model's equipment.

MORTAR-HAT-HELMET- 5 SHILLINGS

Grenades used by this model have a range of 18" and use the artillery special rule as detailed in the field gun's entry in the main rulebook.

BUNKER UPGRADE- 10 SHILLINGS

When purchasing a bunker upgrade, select a single feature from the following list. This feature applies to your College's Bunker for the remainder of the campaign.

SIGNALLING SPHERE

An enormous orb connected to a relay, a signaling sphere can be used to reroll an initiative roll, once per game.

MERCHANT REPRESENTATIVE

Increase the merchant die by an additional step, and gain a D3 Shilling discount when the merchant turns up (applied to the total rather than each item).

ARTILLERY BATTERY

May be purchased multiple times, for each, a model may as an action call in a bombardment with the following profile:

- Bombardment: 6 attacks at range 18" with the blast special rule (one use)

When rolling the ranged attack for this weapon, it is treated as having a ranged skill of D6.

GNOMISH ARMOURER

Gnomes are gifted weaponsmiths and may tend to weapons and ensure that they're working to the highest standard. For each armourer, the Gnomes grant 1 ranged check reroll to a model at no cost. Alternatively in a campaign that features munitions checks, each gnome may increase the die size of one model's ammo die by 1 instead of granting the reroll.

HEDGE-WIZARD

An unaffiliated magic user, roll a D6 for each at the start of a game, on a 6 they have scrounged an Erudite charge which they give to the College as payment for looking after them.

GUNNERY TROLL

The addition of a Troll to any College means that they may operate and fire larger munitions more efficiently. For each Gunnery troll, a single Field gun that has not been deployed may be fired during the game, treating any board edge as the model for the purpose of range and eligible targets. Field guns fired in this way are always treated as firing at targets outside of line of sight.

WANDERING ALCHEMIST

Once per game when rolling for injuries, a single injury check may be rerolled.

ARMOURY EXPANSIONS

These upgrades may be purchased for models in your College the same as any other equipment. A visit from the merchant is not required to buy these upgrades for a College.

FRAGMENTATION GRENADE- X+1 SHILLINGS

Any model that may be equipped with a grenade may purchase a fragmentation grenade at the cost of a grenade+1. Fragmentation grenades have the same profile as a grenade but have the blast 3" special rule.

WIZZBANGER- 5 SHILLINGS

A slogger may replace their rifle with the following:

- Wizzbanger: 4 attacks at 12" range with the blast 3" special rule

MORDRED 20LB GUN- 7 SHILLINGS

This upgrade may only be purchased by a field gun, replacing their clattergun and giving it the following profile:

- Mordred 20lb gun: 3 attacks at 36" range with blast 3"

THUNDERCLAPPER SHELL- 2 SHILLINGS

This upgrade may only be purchased by a field gun that has either the Caliburn 20lb gun or the Mordred 20lb gun equipped. When making a ranged weapon attack, you may use the following profile:

- Thunderclapper shell: 6 attacks at 36" range with blast 3" (one use)

20LB 'FIREBALL' SHELL- 1 SHILLING

This upgrade may only be purchased by a field gun that has either the Caliburn 20lb gun or the Mordred 20lb gun equipped. When making a ranged weapon attack, you may use the following profile:

- 10lb 'Fireball' Shell: 3 attacks at 36" range with fire special rule (one use)

SERVICE PISTOL- 1 SHILLING

Scrappers may be equipped with this weapon, granting them the following

- Service pistol: 1 attack at 12" range

TINDERBOX- 0 SHILLINGS

An arcane engine may replace their wand battery with the following:

- Tinderbox: 2 attacks at 18" range with the fire special rule

Blast: When making attacks using weapons with the blast rule, a radius of the blast will be provided in brackets. After selecting the initial model for the attack, you must divide the attack dice between all models within the blast radius, as equally as possible, before rolling. If there are too many dice or too many models to allocate equally, the player controlling the attacking model may allocate additional dice as they see fit. All models who are attacked due to dice allocated from a blast, are treated as having been attacked for the purpose of surges. If a weapon receives blast from multiple sources, the radiuses are added together to make a larger blast.

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.

"Best you can use sirs I promise, the Sable III carbine, able to stop a speeding apprentice, more powerful than my Granny's Beetroot gin, I'm sure your vision will return in a day or so sir, let's start it off at three shillings, shall we? Rust? No, no, no sirs, that's just character coloured orange, on my honour."

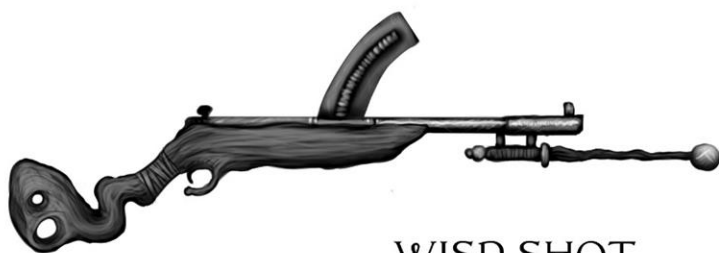
-OVERHEARD SALES PITCH FROM A MERCHANT OUTSIDE TARAMALOOGA



BOOM BROOM



CRYSTAL CARBINE LANCE



WISP SHOT



LALABALADRAWNS

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.

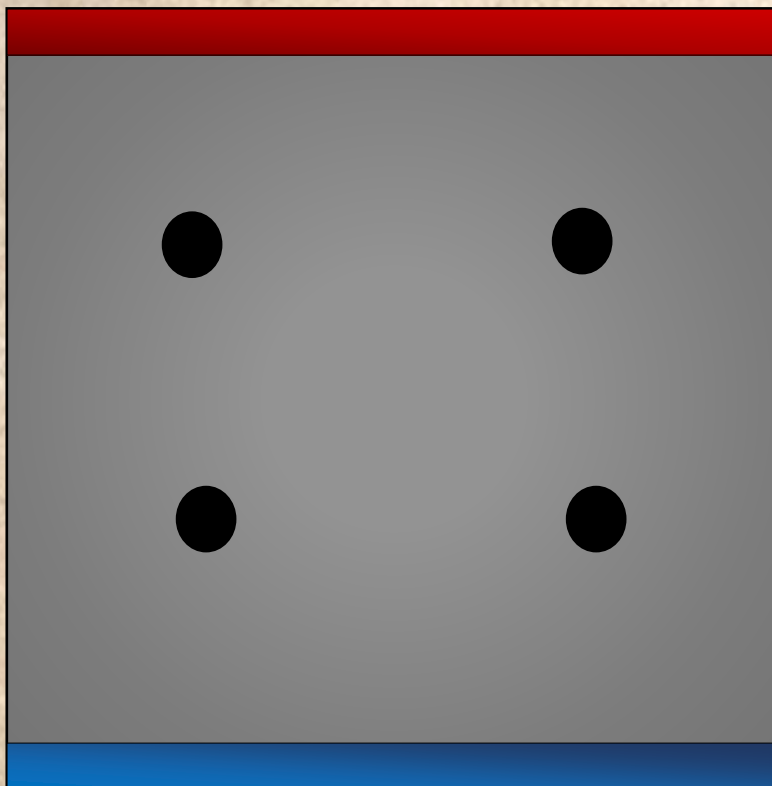
MISSIONS

"Familiars are a fascinating occurrence. When an aspiring Wizard has a potent connection to the ebb and flow of the weave, their ambient magical potential can cause a familiar to manifest. This familiar's shape and form will befit their personality and is often used as a guide to recruitment for many colleges. The humble snail for instance can indicate that one would be well suited to life as a Geomancer, due to their methodical, defensive nature. It's unknown how large familiars can get, but it appears as though they increase in size based on the magical aptitude of their Wizard. It was recorded in the 1412 arcane census that a familiar known as 'Smiling Rob' was twenty foot tall when on all fours. Smiling Rob bore the shape of a Hyena and was manifested by a pair of Wizard Twins; the Gorbatiri sisters."

-A STUDY IN MAGICAL FAUNA BY HAROLD BLUCARD

MERCHANT MARKET

Oftentimes while out in the flats, a College will find themselves in need of supplies, weapons or something as simple as a chat with someone that isn't from your College. While markets aren't common, or overly well guarded, they are often treated as a safe haven.



SETUP

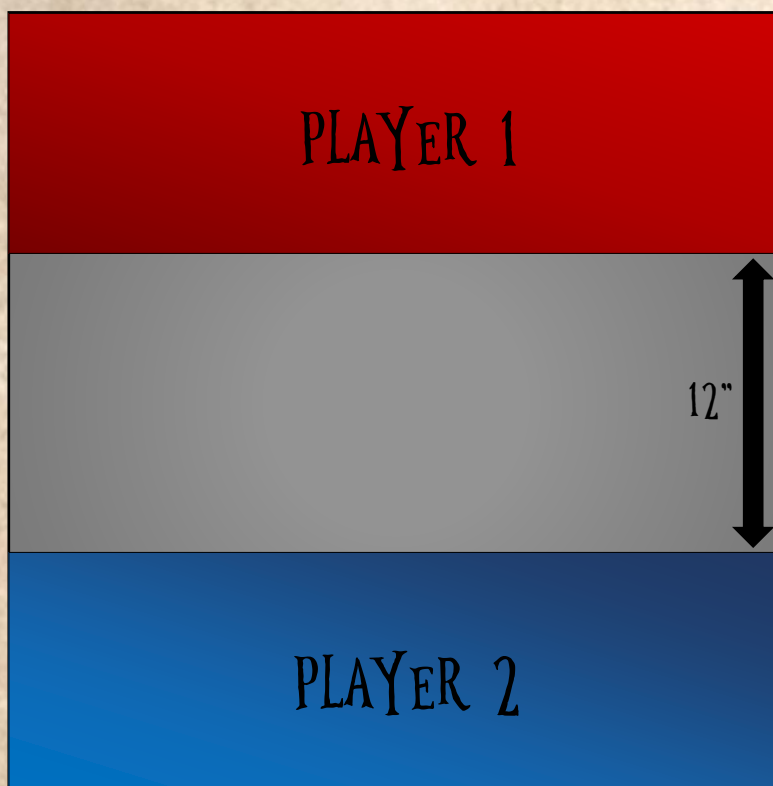
- Set up a board that's as close to 2ftx2ft as possible.
- Place small buildings, market stalls and assorted miniatures to represent the shops and stalls of the market. Place at least one 'shop' in the centre of each board quarter.
- Starting with the player that won initiative, players take it in turns placing their Wizard, and half their College, with their bases touching a board edge. Each College must be deployed on a different board edge, opposite any other Colleges if possible.

SPECIAL RULES

- This game-mode does not need a winner, and should be played as part of a campaign.
- Wizards and their supporting apprentices may activate alternatively as in a normal game.
- Any model within 2" of a shop may use an action to 'go shopping' allowing them to roll twice on the merchants table, that shop is considered to have those wares for the duration of the game that may be purchased and added to the College's coffers.
- While this does not need to be a combat scenario, units may attack one another. Each time a unit attacks, randomly determine a shop, that shop ceases to be available for the duration of the scenario, they're not risking being shot by impolite customers.

IRON RAIN

During a push from one trenchline to the next, it's not uncommon for Colleges to call in artillery bombardments to conceal their advance. Sometimes however, two Colleges enact this plan at the same time, and in the ensuing chaos, the push begins.



SETUP

- Set up a board that's between 2ftx2ft and 4ftx4ft.
- Place areas of troublesome, dangerous, and covering terrain along no man's land.
- Place five Erudite counters within no-man's land, one must be placed in the centre of the battlefield. Once initiative has been rolled players should alternate placing deposits, no closer than 4" to a deployment zone or another deposit.
- 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

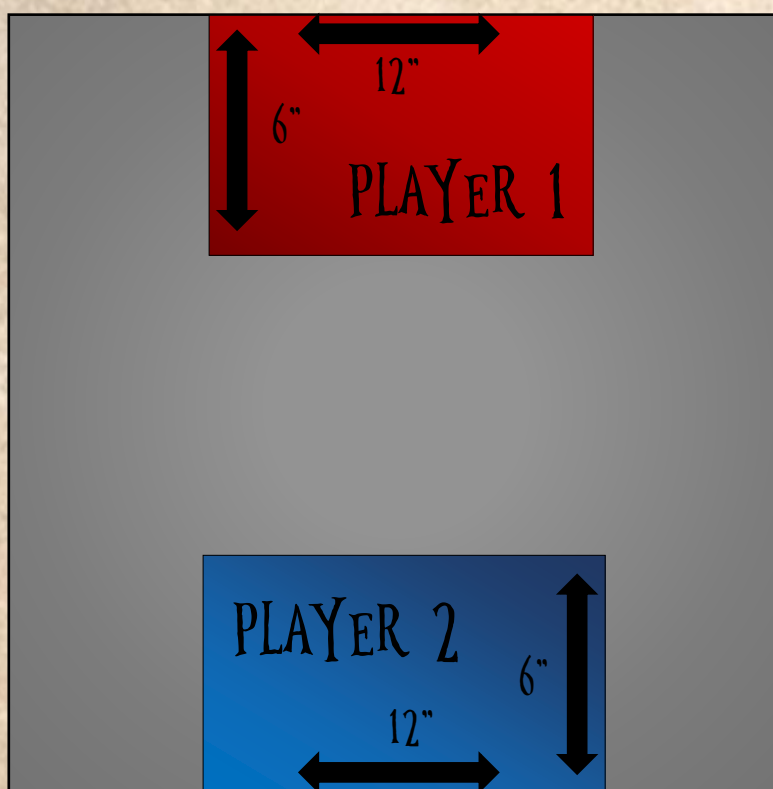
- The side that side controls the most Erudite at the end of the game is the winner.

SPECIAL RULE

- Artillery Bombardment: At the end of each turn including the first, artillery shells will land. At the end of the first turn place three markers in the centre of the battlefield and scatter them 3D6 inches in a random direction. Models must make a treacherous terrain check for each marker within 5" of them. In subsequent turns the marker will scatter 2D6 from where it is and strike again. If a bombardment marker is moved off the board, then it will be placed in the centre of the board at the end of the next turn, and scattered as normal. Models within 3" of an artillery marker are treated

RATION RAID

It's not just Erudite that's valuable in the trenches, food becomes a real commodity, especially food that doesn't smell a bit strange or come out of a jar. Finding out there's good grub in the next trench over is enough to whip most peckish apprentices into a frenzy.



SETUP

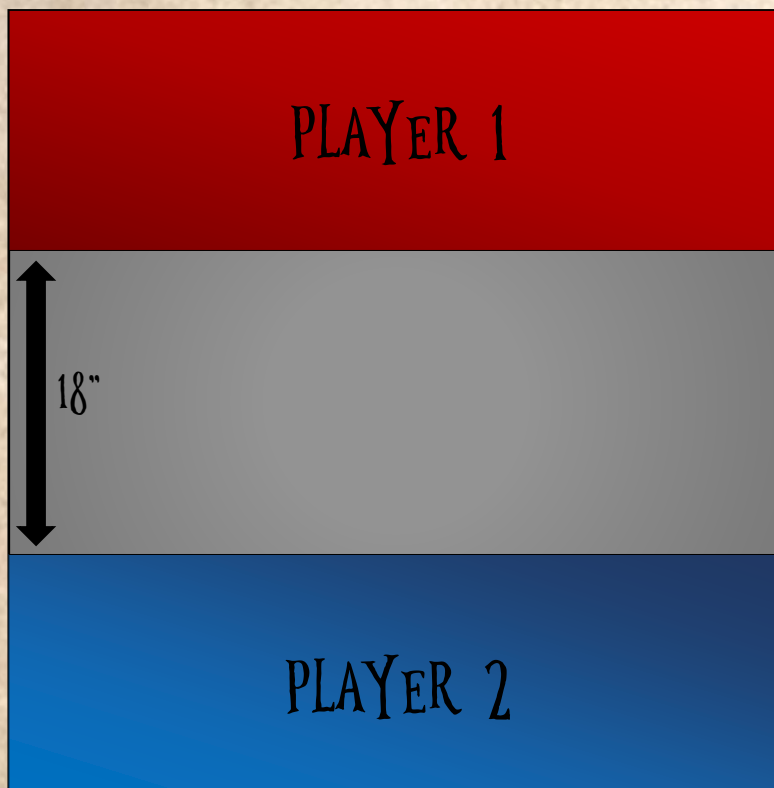
- Set up a board that's between 2ftx2ft and 4ftx4ft. Place pieces of cover terrain in the deployment zones, and nowhere else on the board.
- Place areas of troublesome and treacherous terrain in outside of the deployment zones.
- Players must place three ration counters in their deployment zones.
- Starting 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 side controls the most rations at the end of the game is the winner.
- Players may take control of rations by having the most Shillings worth of models within 1" of the objective.
- At the cost of a single action a model may pick up a ration counter. Ration counters move with the model that picked them up until that model is removed or uses an action to drop it. Dropped rations may be picked up at the cost of a single action.
- Models may carry any number of ration counters.

TURNING THE HANDLE

Wizun Sharoo famously went on record saying that the best offence is a continuous and relentless one. This style of warfare has been practiced for centuries, it's unclear if it's gotten better in that time, but it certainly gives many an officer the shivers.



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 along no man's land.

VICTORY

- The side that removed the most Shillings worth of enemy models by the end of round 5 is the winner.

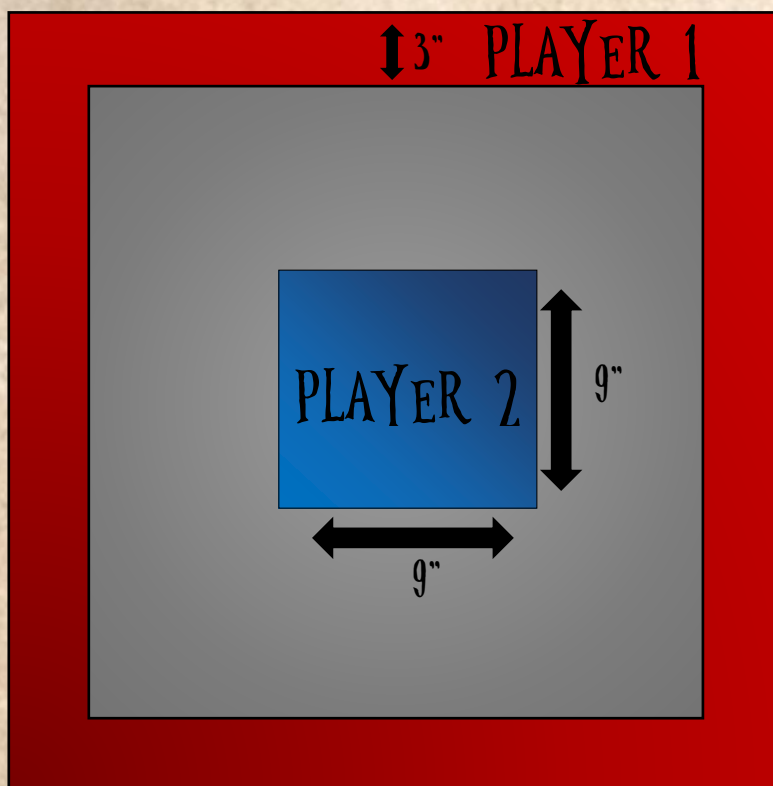
SPECIAL RULE

- The one with the wand casts!: At the start of each round, starting with the player who has initiative, players may redeploy any models that were removed from the board in the previous round. These models retain the same loadout, any one-use items they have are replenished. The reinforcing models still count towards casualties inflicted.
- Wizards may not be redeployed via the reinforcements rules.



COURTROOM

An infraction from one side has seen the rare execution of Wizard law. The comp and ceremony is organised and executed with the utmost haste, and a Wizard lawyer has been provided to defend the accused. The accused College is prepared to defend them with guns.



SETUP

- Set up a board that's between 2ftx2ft and 4ftx4ft. In the centre of the board, place several barricades to represent the courtroom.
- Place areas of troublesome, dangerous, and covering terrain in no man's land.
- The entire prosecuting College is deployed in the central deployment zone, accompanied by a single randomly selected model from the enemy College to represent the accused.
- The accused's College are then deployed around the circumference of the board.
- The game lasts 6 rounds as opposed to 5.

VICTORY

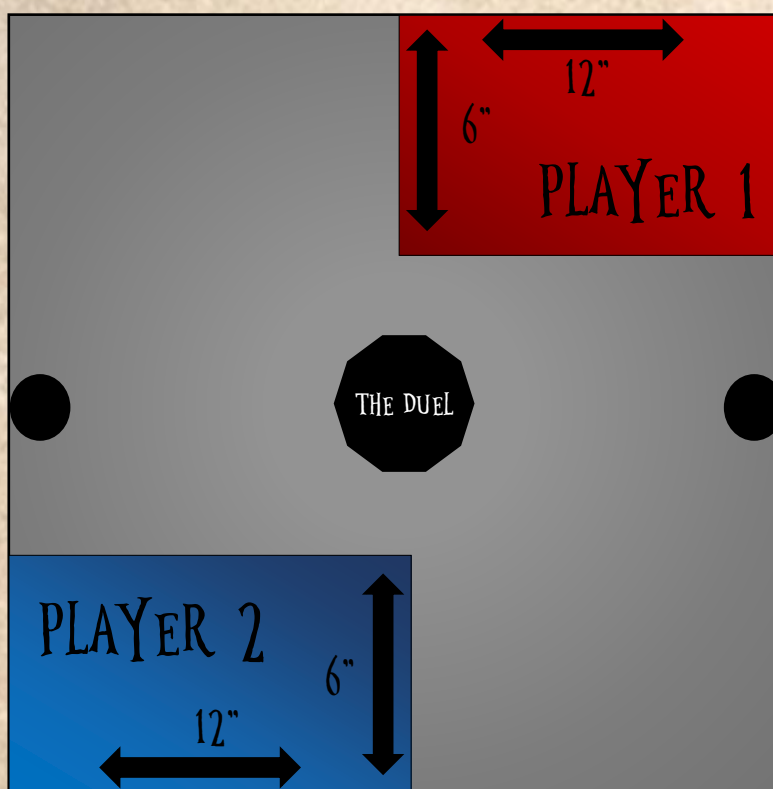
- If the accused model is reached and survives until the end of the game, then the accused player wins the scenario, otherwise the prosecuting player wins.
- In a campaign game, the accused suffers an injury but is returned to their College.

SPECIAL RULE

- The accused: the accused and the prosecuting Wizard may not take actions until either a model from the accused's College is within 6" of the accused or the Wizard is attacked.

DUEL

Of all Wizarding traditions, the Duel is the most sacred and well respected. When two Wizards agree to meet upon the flats and duel as their ancestors did, no apprentice dares to interfere, or stand too close until their battle is resolved.



SETUP

- Set up a board that's between 2ftx2ft and 4ftx4ft. Place pieces of cover terrain in the deployment zones, and nowhere else on the board.
- Place a suitably impressive piece of terrain in the middle of the board for the Wizards to duel atop.
- Place areas of troublesome and treacherous terrain outside of the deployment zones.
- Place two Erudite counters, one at the centre of the two board edges.
- Players must place their Wizards 3" apart within the centre of the board, each nearest their College's deployment zone.
- 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

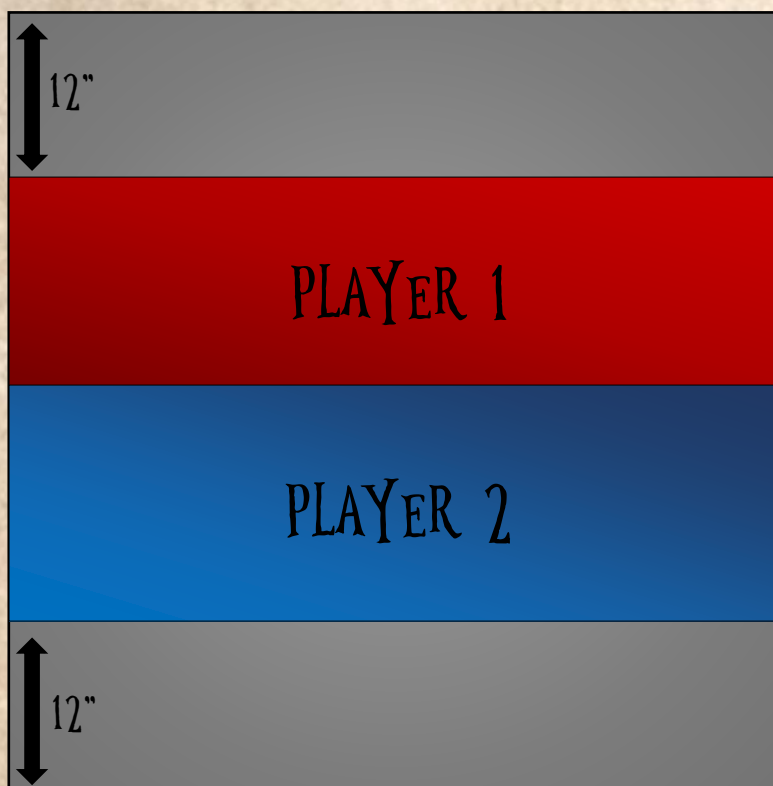
- The side that side controls the most Erudite at the end of the game is the winner.
- Players may take control of Erudite deposits by having the most Shillings worth of models within 1" of the objective.
- When a Wizard falls in the duel, they are replaced with a marker and are treated as any other objective. The victor is then treated as any other member of the College.

SPECIAL RULE

- The Duel: Starting with the player with initiative, the two players each activate their Wizards. Wizards may move further than 3" from the enemy Wizard or take actions that target any non-Wizard model. No non-Wizard model may attack a Wizard.

DOGPILE

Trench Goblins are opportunistic little blighters at the best of times. During a scrap it's not uncommon for half a dozen to crawl out of the mud to put the boot into whichever side is losing.



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 along 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.
- After all models have been deployed, each player must deploy 4 Trench Goblin Shivvers in the section of no-man's land behind their opponent's deployment zone.

VICTORY

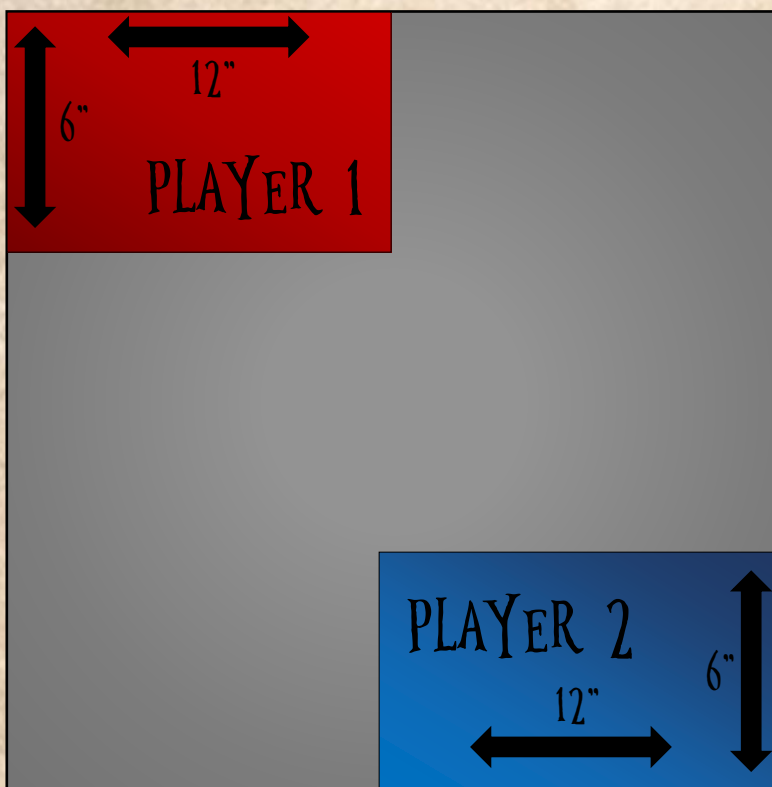
- The side that side with the most Shillings worth of models left on the board is the winner.

SPECIAL RULES

- We're under attack!: The Trench Goblins 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+ an additional Trench Goblin Shivver is deployed, using the same method described in setup. All Trench Goblins activate before the players' Colleges.

BLACKOUT

In the dead of night, two Colleges creep out across no-man's land in order to remove traps, pathfind or scavenge. When two Colleges meet one another in these circumstances it becomes a tense standoff, any sound will alert the Colleges further down the line and cause them to saturate the area with gunfire and artillery bombardments.



SETUP

- Set up a board that's between 2ftx2ft and 4ftx4ft. In the centre of the board, place a piece of terrain to signify the excavator. The excavator may not be moved through.
- Place areas of troublesome, dangerous, and covering terrain along no man's land.



VICTORY

- The side that side controls the most Erudite at the end of the game is the winner.

SPECIAL RULE

- High alert: Once a single ranged attack, a spell cast or a model removed, then the entire board becomes treacherous terrain for the remainder of the game for any model that does not use at least one action to move. When a model makes a treacherous terrain check, they must treat their willpower as one lower than it is.

BESTIARY



TRENCH GOBLINS

Heraldic animal: Rat

Empowered units increase their movement by 2" and melee skill by 2. When empowered, Trench Goblin units permanently decrease their willpower by.

DINGBAT 6 SHILLINGS

[25-32mm base]

It's widely known that goblins cannot utilise magic. That does not mean however, that they can't harness the power of Erudite by other means. Particularly charismatic goblins, sometimes posing as shamans and other times military commanders make use of Erudite to draw more goblins to their cause, feeding them chunks of unrefined Erudite in order to bolster their physical capabilities. They've also been observed bashing Erudite chunks together, unleashing blasts of uncontrolled magic.

Mv	Me	Ra	Wp	Df
8	D6	D6	D12	D8

Passive Surge: Hunker down.

A Dingbat is equipped with the following:

- Wizzy stick: 2 attacks in melee

May replace Wizzy stick with

- Spricket Bat: 3 attacks in melee [1 Shilling]
- Shinbreaker: 6 attacks in melee [4 Shillings]
- Erudite Battle-mallet: 3 attacks in melee with Unstable special rule [8 Shillings]

May be equipped with any of the following:

- Lucky Rat: increase willpower by 1 [1 Shilling]
- Tin hat: increase defence by 1 [1 Shilling]
- Very Fat: decrease movement by 2" and increase defence by 1 [0 Shillings]
- Kneecapper: 6 attacks in melee [4 Shillings]
- Grenade: 4 attacks at 6" range [One use] [1 Shilling each]

Special rules

Wizzy as they come: This model counts as a Wizard, though Dingbats do not get the empowerment modifiers to their profile, as other Wizards do. A Dingbat may cast spells, but may not unbind them. When a dingbat casts a spell, you must choose how many Erudite charges the Dingbat is going to 'smash' and consult the table opposite.

Wos dis?: A goblin 'College' does not generate Erudite at the start of each turn as other factions do, instead, your Dingbat makes a willpower check at the start of each round, provided they have not been removed, on a success, they gain an Erudite charge.

Sneaky bugger: When both sides of this model's base are behind any piece of terrain, obscuring or otherwise, it is considered to be hidden.

SHIVVER 3 SHILLINGS

[25-32mm base]

The frontline of any goblin force, Shivvers are so named because of the small sharp implements they carry. On occasion and if they can hide them well enough, Shivvers do wield other weapons, until an accident befalls them, and then another lucky goblin gets a new bit of kit.

Mv	Me	Ra	Wp	Df
8	D6	D6	D6	D6

Passive Surge: Move.

A Shivver is equipped with the following:

- Shiv: 2 attacks in melee

May replace Shiv with

- Two shivs: 4 attacks in melee [2 Shillings]
- Shinbreaker: 6 attacks in melee [4 Shillings]

May be equipped with any of the following:

- Kneccapper: 6 attacks at range 6" [3 Shillings]
- Armour scraps: D4 armour [1 Shilling]

Special rules

Sneaky bugger: When both sides of this model's base are behind any piece of terrain, obscuring or otherwise, it is considered to be hidden.

HUMBUGGER 11 SHILLINGS

[25-32mm base]

Humbuggers acts as Goblin snipers, ducking in and out of cover and firing multi-barellled monstrocities at whoever's got the shiniest hat. Sometimes the best hat is owned by the enemy. Often regarded as cowards by the more boisterous and foolhardy goblins, Humbuggers are usually the oldest, which says a lot about their style of combat.

Mv	Me	Ra	Wp	Df
6	D6	D10	D6	D6

Passive Surge: Hunker down.

A Humbugger is equipped with the following:

- Long rifle: 1 attack at 36"

May be equipped with any of the following:

- Extra barrel: +1 attacks for its Long rifle (this upgrade may be taken more than once) [9 Shillings each]
- Shiv: 2 attacks in melee [1 Shilling]
- Grenade: 4 attacks at 6" range, [1 use] [1 Shilling each]

Special rules

Sneaky bugger: When both sides of this model's base are behind any piece of terrain, obscuring or otherwise, it is considered to be hidden.

BUSHWHACKER 5 SHILLINGS

[25-32mm base]

Avid collectors and explosives connoisseurs, Bushwhackers could also be considered demolitions experts. The argument could however be made that their penchant for explosives is more a result of sheer entertainment value and the desire for volatile skullduggery.

Mv	Me	Ra	Wp	Df
6	D6	D6	D6	D6

Passive Surge: Fire.

A Bushwhacker is equipped with the following:

- Bag of grenades: 4 attacks at 6"

May replace their bag of grenades with any of the following:

- Bag of Fragmentation grenades: 4 attacks at 6" with blast 3" rule [1 Shilling]
- Bag of Incendiary grenades: 2 attacks at 6" with the fire special rule [0 Shillings]

May take any of the following

- Sack full of landmines: 10 attacks at range 6" [One use] [1 Shilling]
- Erudite nailbomb: 10 attacks at range 6" with unstable and blast 3" special rules [4 Shillings]

Special rules

Sneaky bugger: When both sides of this model's base are behind any piece of terrain, obscuring or otherwise, it is considered to be hidden.

Winding up: If this model doesn't move, double the range of their ranged weapon attacks.

Unstable: when the max number of the attack die is rolled, add an additional die to the attack, this can generate additional attacks. For each 1 rolled on any of the dice, the firing model decreases their willpower by 1.

EXCAVATION TROLL 17 SHILLINGS

[40-50mm base]

Excavation trolls are often recruited to a goblin brigade through the promise of shiny objects and plenty of grub. Excavation trolls are equipped with two large digging tools, bound to their hands which allow them to burrow much like the goblins they travel with, but the tools also allow them to quickly establish footholds for advancing goblins.

Mv	Me	Ra	Wp	Df
8	D8	D8	D8	D12

Passive Surge: Dig.

An Excavation troll is equipped with the following:

- Excavator: 3 attacks in melee
- Lob: X attacks at 12", (This attack expends dirt counters to use, for each dirt counter expended, add 4 attacks to the weapon's profile).

May be equipped with any of the following:

- Tin hat: increase defence by 1 [1 Shilling]
- Shiny Buttons: increase willpower by 1 [1 Shilling]

- Affixed Clinometer: increase ranged skill by 1 [2 Shillings]

Special rules

Dig: As an action, give this model a dirt counter. For each dirt counter allocated, decrease the troll's movement by 2".

Dump: As an action, this model may expend 1 dirt counter, then you may place a barricade within 1" of this model. This barricade may be on a base no bigger than 50mm. The barricade has the 'cover' property and remains in play until the end of the game.

Big Lad: This model may not claim cover from terrain.

CLATTERTRAP 19 SHILLINGS

[40-50mm base]

When an arcane engine is destroyed, it's cause for mourning among the College who lost it. For the local goblins however, it's a time of great celebration. Clattertraps are the peak of goblin engineering, using scraps and parts stripped from anything and anything vaguely magical and powered by whatever can be bunged in their propulsion systems, Clattertraps are fast, potent and easy to mass produce, provided the Dingbat doesn't mind the fact that no two look the same.

Mv	Me	Ra	Wp	Df
8	D6	D8	D8	D10

Passive Surge: Fire.

A Clattertrap is equipped with the following:

- Bangpipe: 6 attacks at 12" range
- Tangled treads: 3 attacks in melee

May be equipped with any of the following:

- Sawed-off barrel: the Clattertrap's bangpipe gains the blast 3" special rule [1 Shilling]
- Smoke bomb: As an action may use a smoke bomb to be treated as in cover until the Clattertrap moves, or the turn ends, whichever comes first. [1 Shilling]
- Affixed Clinometer: increase ranged skill by 1 [2 Shillings]

Special rules

Boiler explosion: When this model is removed from the battlefield, make a ranged weapon attack using a single die against all models within 6", friend or foe.

Trench Goblins are fascinating creatures if you have the time to inspect them from a safe distance. Their bulbous eyes are on either side of their head, marking them as a prey animal. Their sharpened front teeth make them ideal for burrowing, similar to those of a naked mole rat. Their large membraned ears are prehensile and can be folded over their eyes while digging to protect them from dirt. This of course leaves their long noses, similarly prehensile that can twist and bend as they dig to guide them through the dirt and sniff out food, munitions or any creature that presents them with some sort of threat.

-FAUNA OF THE FLATS BY LILLIBETH HORTENSE BRASSIC-KELDENWALDE

GOBLIN MAGIC

When a Dingbat casts a spell, select how many Erudite they will smash with a rock. Once you've chosen how much Erudite they're using select the appropriate die and then roll for the range, target and effect of the spell, rolling for each separately.

Erudite Expended	Die to roll
1	D4
2	D6
3	D8
4	D10
5	D12

Die Roll	Range	Target	Effect
1	3"	Self	Permanently increase willpower by 1, can't go beyond starting value.
2	6"	Nearest Friendly	Increase random stat by 1 for the turn.
3	9"	Nearest Any	2 dice attack, using willpower, target defends with willpower.
4	12"	Nearest Enemy	4 dice attack using willpower, target defends with willpower.
5	18"	Any	Target counts as in cover.
6	24"	Enemy	6 dice attack using willpower, target defends with willpower.
7	30"	Friendly	Increase a stat of caster's choice by 2 for the duration of the turn.
8	36"	Self and target of your choice within range.	Roll an additional target, then the targets swap places.
9	42"	Enemy of choice within range.	8 dice attack using willpower, target defends with willpower.
10	48"	Friendly of choice within range.	Target receives an additional action the next time they activate.
11	54"	Roll twice for target	Roll twice for effect
12	60"	Roll twice for target	Roll twice for effect

"Goblins? Bah, deplorable miscreants at the best of times. You want rid of them you need to have some traps set and good strong linings on your trench walls, replace those mouldy planks with corrugated Iron, that'll do the trick."

-WIZARD-SAPPER WIGGINS

TITANS

Heraldic animal: Sloth

Empowered units gain the blast (6") special rule

ELDER TITAN 33 SHILLINGS

[100-130mm base]

Titans have existed since the dawn of time, prior to the collapse, Titans would gather in large groups and seclude themselves from Wizard society, but since the fall of civilisation and the degradation of magic, the Titans have become wandering marauders, desperately seeking their kin as the world around them decays.

HEAD- 7

Status	Mv	Me	Ra	Wp	Df
Healthy	0	D8	D6	D12	D8
Crippled	0	D6	0	0	0

Passive Surge: Unbind.

An Elder Titan's head is equipped with the following:

- Brutal Headbutt: 2 attacks in melee [2 Shillings]

May be equipped with any of the following:

- Helm: armour D6 [2 Shillings]
- Cunning: increase defence by 1 [1 Shilling]
- Ancient knowledge: Increase willpower by 2 [2 Shillings]
- War bellow: 10 attacks at range 6" [4 Shillings]
- Stern glare: 1 attack at range 24" [2 Shillings]

BODY- 14

Status	Mv	Me	Ra	Wp	Df
Healthy	0	D8	D8	D12	D8
Crippled	0	D6	0	0	0

Passive Surge: Fire.

An Elder Titan's body is equipped with the following:

- Hurlled boulder: 2 attacks at range 24" [4]
- Titanic fists: 2 attacks in melee [4]

May Replace Hurlled boulder with any of the following:

- Townsweeper: 8 attacks at range 24" [12 Shillings]
- Exceptionally large rifle: 3 attacks at range 24" [8 Shillings]
- Titanic pistol: 3 attacks at range 12" [2 Shillings]

May Replace titanic fists with any of the following:

- Wrecking flail: 8 attacks in melee [12 Shillings]
- Brutal weapon: 4 attacks in melee [4 Shillings]

- Erudite Warhammer: 5 attacks in melee and with the unstable special rule [13 Shillings]

May Replace titanic fists and hurled boulder with the following:

- Gnarled staff: 2 attacks in melee but body is treated as a Wizard [1 Shilling]

May be equipped with any of the following:

- Breastplate: armour D6 [2 Shillings]
- Hardened: increase defence by 2 [2 Shillings]
- Primeval wards: Increase willpower by 2 [2 Shillings]
- Bunker buster: 12 attacks at range 12" with blast (3") special rule [one use] [6 Shillings]

LEGS- 12

Status	Mv	Me	Ra	Wp	Df
Healthy	8	D8	0	D12	D8
Crippled	4	0	0	0	0

Passive Surge: Move.

An Elder Titan's legs are equipped with the following:

- Titanic feet: 3 attacks in melee [6]

May Replace titanic feet with any of the following:

- Thunderous footsteps: 5 attacks in melee [4 Shillings]

May be equipped with any of the following:

- Shin guards: Armour D6 [2 Shillings]
- Calloused feet: increase armour by 2 [2 Shillings]
- Lucky socks: Increase willpower by 2 [2 Shillings]
- Athletic build: increase movement by 4" [2 Shillings]

Special rules

Primal understanding: An Elder giant's head is treated as a Wizard in all respects, including gaining the empowerment bonus at no additional cost.

Titanic might: An Elder Titan has three profiles, one for its head, one for its body and one for its legs. Each of these elements of the titan is considered a separate unit, and each may be activated as if it were an independent miniature. For the purposes of selecting targets the legs are always considered the closest unit, followed by the body, with the head being the furthest away by default. When hit with a blast weapon, divide the attacks between all parts of the titan. When calculating treacherous terrain, the legs are the only part of the body that may make the willpower check to avoid the damage.

Crippled but alive: When part of the titan reaches 0 willpower it is considered crippled, it may no longer make surges and may not be targeted as the target for spells or attacks.

Crippled parts may still be activated and may still make actions, but are treated as removed for the purposes of calculating models removed from the board. If for any reason a crippled area must take damage (as an example, from treacherous terrain) then another part will suffer the damage instead.

Deep pockets: An Elder titan may carry any number of Erudite deposits.

Blast: when making attacks using weapons with the blast rule, a radius of the blast will be provided in brackets. After selecting the initial model for the attack, you must divide the

attack dice between all models within the blast radius, as equally as possible, before rolling. If there are too many dice or too many models to allocate equally, the player controlling the attacking model may allocate additional dice as they see fit. All models who are attacked due to dice allocated from a blast, are treated as having been attacked for the purpose of surges. If a weapon receives blast from multiple sources, the radiuses are added together to make a larger blast.

If equipped with Erudite Warhammer- Unstable: 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.

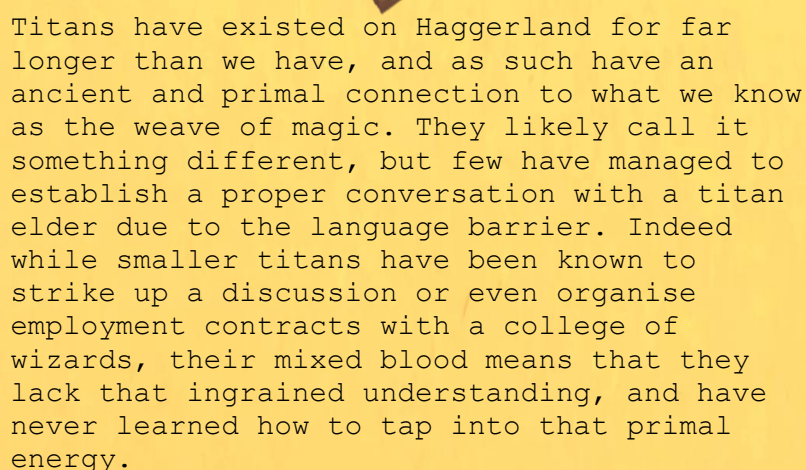
UNIQUE SPELLS

EXPEDITE 2 ERUDITE CHARGES

Select a part of an Elder titan, excluding its head, that part of the titan gains 1 additional action this round.

REGENERATE 4 ERUDITE CHARGES

Select a part of an Elder titan, that part permanently increases its willpower by 2. This increase cannot take the part above its starting willpower.



Titans have existed on Haggerland for far longer than we have, and as such have an ancient and primal connection to what we know as the weave of magic. They likely call it something different, but few have managed to establish a proper conversation with a titan elder due to the language barrier. Indeed while smaller titans have been known to strike up a discussion or even organise employment contracts with a college of wizards, their mixed blood means that they lack that ingrained understanding, and have never learned how to tap into that primal energy.

-TITANS AND GIANTS BY CARISSA VON VLADDAN

UNIONISING

Balthazar could feel sweat beading on the back of his neck. On the table opposite him, sat the 'thing'. For twenty years he'd served the corps, man and boy. Lost his leg in the siege of sodden crag, clawed his way up the command chain to the ripe old rank of Wizard-Captain only to be sat opposite what amounted to an avalanche with fists. When his scribe had told him about the meeting, he'd laughed it off, but now, sitting here, the joke was a little less funny. The thing that called itself 'Twenny Yates' was tall, even for a Golem, built from stone and adorned with the glowing green animation rules that could only be described as textbook. It's behaviour however, was anything but.

"So" Balthazar muttered "unionising? Awfully complex affair." The Golem didn't move. It didn't have eyes, but the rune in the centre of it's 'head' was pointed directly at him, boring into his very soul.

"Yes." It said.

Balthazar swallowed. He'd been around these things all his life, and the thought that they might be thinking anything had never crossed his mind. He'd crouched behind them as they'd been ripped apart by fire from field guns. Hells, he'd pushed one into the path of an incoming Arcane Engine and watched it get crushed to powder. They couldn't have been alive. No living thing would be willing to do that.

As if sensing Balthazar's train of thought, Twenny adjusted the pink flat-cap it wore on its head. "Boss said I should talk to you." Twenny intoned, resting two boulder-fists on the table. The pub had quickly emptied as soon as the Golem had walked in. The patrons didn't know how lucky they were.

"Don't you mean 'Master'" Balthazar said politely,

"Boss." Twenny corrected. Balthazar mopped his brow and removed his pointed hat-helmet.

"I see. The problem is... Twenny, is that we've been in the business of golems for years, and they've never asked about this sort of thing before. We were under the impression that your sort weren't... alive?"

"We are not" Twenny mirrored the Wizard and removed his hat, placing the battered thing on the table "But alive and sentient are different. Golems need a voice. Golems need representation. Golems are people."

"Are you sure?"

In one smooth motion, Tweeny lifted a fist, and then brought it down in an arc. The table exploded into splinters.

"Yes." The golem rumbled.

"Righto, so, what is it you want?"

"We want to have things, to be given a chance to learn, and to have rights."

"Rights?"

"Yes. And Lucky Six asked me to tell you that she is a 'she', and she is sick of you using her as a shield."

Balthazar made a small squeaking sound and turned to look at his own golem standing in the corner. The squat thing, daubed in yellow paint, twisted its terracotta head to look at him, and nodded slowly.

"Bloody hells. Harriet's going to be furious."

Twenny rose from its seated position amid the remains of a wooden chair and towered over him.

"Not as furious as me, if Six tells me you used her as a shield again." there was a long pause.

"She also wants a hat."

Balthazar smiled politely at the towering hulk in front of him, and the enormous juggernaut in the corner. He abruptly remembered how many Wizards he'd watched turn to jam when toe-to-toeing a golem.

"What kind of hat would she like?"

NEW UPGRADE AVAILABLE FOR GOLEMS

Any Golem Corps Golem may take the following upgrade

- Union membership: Increase willpower by 1 [1 Shilling]

Designer's note: Golems when summoned do not have union membership. During a campaign, any golem upgraded with union membership is no longer considered 'summonable' and therefore may gain XP, sustain injuries and be equipped with items of gear.



ANDY JUDSON

LORE



WIZARD SLANG

Pointy: Good, in reference to pointy hats. Can also be used as a negative, as in something that is 'un-pointy' or 'blunt' it is bad.

Wobble Wand: Someone who is inaccurate with their spells, prone to friendly fire using magic.

Walking the boards: Patrolling a trenchline.

Grey: Wise, or expressing approval of an idea, implying the person is as wise as an elder Wizard.

Wigglies: casting a spell. Usually issued as an instruction "give them the wiggles" meaning casting a spell directed at the enemy. Refers to the wiggling of the fingers and complex hand movements required to use magic. This has become a common turn of phrase which conceals what type of magic a Wizard can manifest.

Beardless: Bad at magic, or unskilled at casting. Implying that a person lacks the ability to cast at all.

Gravel slinger: Someone (usually a Wizard) that is often unsuccessful on their expeditions, only capable of finding small amounts of Erudite 'gravel'.

Not Spricket: Unfair or dishonourable. Referencing the Wizard game of Spricket, played with a fireball, metal bat and scoring posts topped with bails of hay.

Orber: A communication specialist's nickname, as they usually make use of scrying orbs connected to a large signal-boosting device on their back.

Spitting Sparks: Furious to the point of casting a spell in anger. Commonly used within the Evokers as their notorious affinity for offensive spells tends to lead to them casting spells mid shouting match.

Spinebreaker: Describes someone who is an avid reader, in reference to breaking the spine of a book through extensive reading.

Gone Brassic: Refers to Butch 'The Bulldog' Brassic the Arch-Magus of the Evoker school of magic. When someone's 'Gone Brassic' it refers to them believing they're invincible and picking a fight they stand no chance of winning.

Sending a shambler to do a strutter's job: Common Necromancer turn of phrase, implies that someone as brainless as a zombie has been given a complex task that should have been delegated to a more competent and confident individual.

Punch the horse: Stating the obvious. Nobody is quite sure where this comes from, more research is required.

Re-crease: Implies approaching a problem from a new angle. This is in reference to Wizarding maps, which are often folded into shapes in order to help with navigation. It's not uncommon for maps to need flattening and refolding to plan a new course or correct a wrong turn.



LEAD_BRAIN

Warm dry socks, plenty
of stew and waterproof
dubbing for your hat.
Sod shillings, forget
Erudite, those are the
most important things
in the trenches.

-MALLAM KENWAY





Devotees venerate a towering mushroom, foretold in prophecy to erupt in a cataclysmic explosion, unleashing a vast cloud of green fire spores that will incinerate the world and sow it anew with potent sorcery. Erudite crystals painstakingly acquired are meticulously grafted and fused to the roots of the majestic toadstool, seeking the hasten its fateful detonation. The arch-Wizards of this venerable College serve as both scholars and priests, disseminating the creed of this impending apocalypse. Heretics who dare to dissent are mercilessly consumed by the searing embrace of emerald flames.



UNDER THEIR VERY NOSE

By Fergus Kinder



Even with thirty tons of soil above his head, Diggory could still hear the thunder of those cursed shells. He had thought the tunnels would at least have peace and quiet. A humiliating twist of fate had seen young Diggory join the Geomancer's College, and though the jokes regarding his name hadn't slowed, the enthusiasm had eroded at a remarkable pace. The rest of his comrades were above ground, jamming their ears with wax as the Caliburn barrage sent shockwaves through enemy Mechanist trenches. With the Bastions occupied on dearer fronts, this stalemate had waged for months, neither side seizing the objective that squatted between them, between a rock and a hard place: the abandoned and pockmarked Fort Slipshod. Diggory smeared the dirt and sweat from his eyes. "It can't be much further before we're under the Fort, right Sir?"

The hunched Wizard ahead of him in the tunnel did not pause his incantation. "Keep laying supports, Slogger; I can't hold up this whole tunnel by myself."

Sighing, Diggory rammed another support into the newly-formed wall. The tunnel reminded him of a monstrous gullet- slippery, humid, scarcely large enough for a man to crawl through, and sparingly lit by the lanterns mounted to their helmets and belts. He knew the tunnel stretched hundreds of yards back to the surface, but it was easy to forget when the length was blocked by a tightly-pressed line of fellow apprentices. The crawling, darkness, and the hot breath down Diggory's neck had been his waking hours for weeks. But here was a change: he was looking upwards at the Wizard Igneous, and over the helmet top of the apprentice behind him. The path was curving upwards.

He was very nearly bowled over when a furry unfamiliar familiar burst past him. By the lantern light, he spied that it was a three-eared rabbit, pouting at him before looking expectantly back down the tunnel. Indeed, a wave of grumbles and jostling indicated that someone was pushing their way to the front. A Wizard, one Diggory did not know for good reason. Singed beard, missing eyebrows, maniacal disposition...

"Ah," Igneous noted, "The Evoker has arrived. We are in position. Diggory, you nitwit, make room for the chest."

The Evoker raised a hypothetical eyebrow. "Diggory? That's your- well old chap, didn't have much of a choice for picking Colleges, did you?" He chortled as the cumbersome

child-sized chest was heaved to front. "Splendid," he declared. "All of you might want to back up a little, a detonation glyph has quite some kick to it."

The chain gang of apprentices collided with each other as they hastened to back away. "We brought in an Evoker to blow up our tunnel?" Diggory cried.

"Oh do shut up," Igneous barked. "It's all part of the plan. We're destroying Fort Slipshod."

The confused uproar was muffled by a nearby explosion. Dirt tumbled, slowed, and then flew back to its position in the ceiling.

"Fort Slipshod holds a considerable stash of Erudite. Unfortunately the Mechanists turned up at the same time as us. Too much has already been wasted for it; we can survive without it for now, but Steam Titans are hungry beasts. With their Erudite destroyed, they'll retreat, we'll seize ground. When the Bastions arrive, we'll crush them like an avalanche."

Another, closer rumble sent more dirt rattling onto helmets as the Geomancers withdrew down the tunnel, Igneous and Diggory at the rear. Any change was welcome to him at this point. The next rumble had him gripping a support to steady himself. The familiars squeaked. The apprentices looked to Igneous. "Did I say stop? Move men! Don't-"

A blinding shower of soil and dust billowed out from the front of the tunnel- there was coughing, and not just from them. The dingy air cleared and all stared at the source of the disturbance. The disturbance stared back. A Mechanist Wizard bore a drill contraption, several apprentices peeking over his shoulder. The drill was still spinning after burrowing into the tunnel.

Diggory did not know how long they stared before the spells started flying. Crackling shots hissed, men screamed, colourful flashes illuminated the carnage. Face to the dirt with his entrenching tool in hand, Diggory planned to feign death until he heard an altogether more chilling sound. Inches from his head he heard a shrill hum. The detonation rune was beginning to glow.

Panic gripped him by the throat, and he barrelled blindly away, into those behind him. Apprentices stumbled, cursing. Geomancy widened his passage. Shouts of alarm. He burst past. Shuffle-running through the narrow tunnel, towards escape, towards sunlight. Then, the eruption.



GOLEM CORPS has WAR DYSPHORIA /

At night they dream of SKIN
becoming CLAY _



GOLEM CORPS APPRENTICES are all
burnout sculpture and poetry
majors /

They smoke a lot of ERUDITE and
sculpt little golems _

#I made these with a lot of
beads, greenstuff, some old
Krieg models, some Victoria
miniatures parts, some Black
Site Studios parts for YAFSIGA,
an old 54mm (I think)
historical figure and some SOB
cherub wings#





THE GODDESS OF LOVE IS DEAD /

"How could she know not to share in the
poppies of a dark Wizard?"

DIVINER Wizards gather at the FOUNTAIN
WOMB greedy for ERUDITE /

DIVINERS are on another plane /

~They're on another wave~

They see faces /

~faded away~

Like empty mistakes _



HAGGERLAND GEOGRAPHY

The shape of Haggerland has been hotly debated for generations within the Avantir Geographical society. The most prominent theory is that of Wizard-Doctor Nightingale, who theorised that the world was spread across several interlocking mobius strips revolving around the suns. Each strip turns like a conveyor belt, meaning that you could effectively remain solar stationary should you walk at a pace similar to that of the strip, like a gigantic treadmill. This is referred to as Nightingale's chain theory, following an extensive attempt to map the flats.

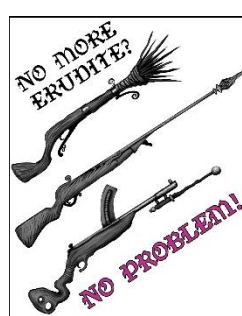
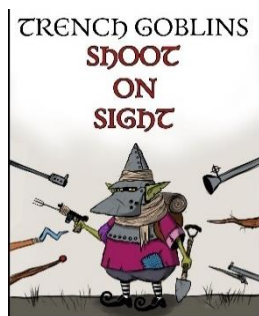
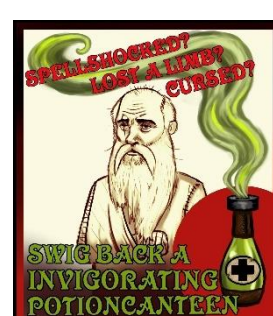
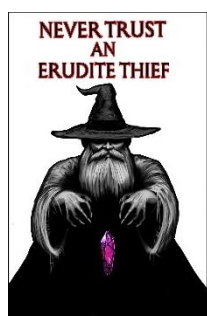
Nightingale's theory is but one of many, and the Avantir geographical society has on more than one occasion broken out into civil war over which non-Euclidean shape the world actually is or how to navigate it. (another is Klein's bottle) and various other explanations as to why the world is so bloody hard to navigate. Geomancers are of the belief that 'dirt is dirt' and avoid the squabbles. When directly questioned or scrutinised, they'll often resort to headbutting the inquirer.

Maps within Haggerland come in many shapes and sizes and have never been consistent. Before the fall this posed little issue as teleportation runes created by the Vorpall Brotherhood were maintained in every settlement and location of note in addition to portable transportation runes that could allow a Wizard to teleport themselves anywhere by merely whispering a command word. Maps are incredibly intricate and complicated, boasting tabs and designated folds, so intricate are many of the maps created that orienteering is considered an art form by most Colleges, who must maintain an apprentice versed in the art in order to work out where the bloody hell they're going. All map-folders train within the geographical society, and often find themselves drafted into the internal civil war. While on campaign it's not uncommon to witness the tactical advisors of many Colleges breaking out into a fist-fight to a chorus of "I'll show you a bloody bottle you ignorant scruncher."

The Idea of a non-Euclidean shaped world was discussed on the Aetherpunk Discord, and suggested by Nightingale_hobbies



TRENCH POSTERS



LUMBERER

Colins could feel the snot sneaking down from his nostril. Moving slowly, so as to not let Sgt Skrupp catch him, he lifted his sleeve and wiped. At the front of the squad, Skrupp signalled a halt and whipped his head around. Colins' arm blurred. With his one good eye, Skrupp surveyed the rest of the lads. They weren't all lads of course, but even Skrupp's good eye wasn't much cop, so he'd taken to talking them all 'lads' regardless of other factors. The cataracts wobbled as he inspected them.

"We're close" he rasped "if we walk on another ten minutes, we'll find the house, after that, the loot. Stay close as there's a minefield. I'm going to be the only survivor, so stick to me like glue if you want to live." Then he turned and started walking again.

Colins and the others had often discussed the Sergeant's prescience. It was uncannily good, and, most of them wagered the reason his vision of the physical world was so awful. For all his knowledge however, the apprentices had received very little; Colins could catch glimpses of the future in his dreams if he was laying in the correct orientation, but only events pertaining to moles, which of course meant it was dark, and underground, and Colins didn't speak mole. Every so often though, one of the bigger ones would excavate a landmine accidentally, that was always entertaining.

The group continued their weary trudge through the fog and muck, and sure enough after ten minutes, Colins could pick out the small mounds of dirt punctuating the landscape, the tell-tale sign of a minefield. Of course, if they hadn't been warned it was there, they wouldn't have known to look for it. Ahead of them, stood the small rickety shack they'd all been picturing after Skrupp told them about it three days ago. Like all buildings in the flats, it was round, but sagged in the middle, looking as tired and worn-out as the apprentices, singles crooked or shed into the muck, a soot-stained chimney jutted out at a crooked angle, almost defying gravity. They picked their way across the denser patch of minefield between them and the door, hopping back and forth into the divots left by Skrupp's confident strides. He booted the door open before the rest of them were even half-way there, sweeping his service pistol around the interior.

"Clear" he barked, regardless of if it was true or not.

The rest of the College fell in, then began to turn the place over. The modest collection of furniture was kicked over so they could get at the floorboards, prying them up with bayonets and crowbars in search of a stash beneath. The cupboards were a waste of time, nobody ever kept Erudite in manky old kitchen cupboards. It was all one room with areas for cooking, eating and sleeping. There was a shelf that had once contained books but that had been ransacked long ago, either for entertainment or toilet paper. Skrupp plonked himself onto the displaced mattress as Colins was searching under the bed.

"Don't suppose you saw where the loot was sir?"

"Bugger off lad."

The ground shook.

The apprentices and Skrupp froze, feeling the prickling sensation on the roofs of their mouths that indicated a large portion of Erudite was close. Large or refined, it was always hard to tell. They glanced around at each other, clearly confused.

The ground shook again, this time accompanied by a collection of muffled popping sounds.


Skrupp got to his feet. "I'm seeing something" he announced.

Another thud, this one much closer and the clear sound of landmines being set off. This time there was another sound that followed. A deep guttural roar accompanied by a slow, grating series of syllables. The shingles on the roof rattled.

Colins made the mistake of glancing out the window, and made out the enormous foot in the fog. Mud-stained, leathery skin. Toenails like tombstones. The sight made the strength leave his legs and he sank to the floor.

"Sir?" he managed. Skrupp was staring into space, his expression stony

"Ah" he rasped "the loot may be on a stick" he looked upwards, as if he could see through the room "and it's getting closer."



According to Titan folklore, they moved mountains into place and filled the seas with nought but cupped hands full of water. Their magic is unlike ours, it is deep, primal and of no school. Titans do not need Erudite to survive, however, their incredibly long lifespans require that things remain consistent in order for them to find their way to one another.

-THE DAWN OF THE WORLD BY CARISSA VON VLADDAN

TRENCHES OF HAGGERLAND COMPETITION

In the buildup to this issue of the Spellbound Gazette, I wanted to issue a community challenge, to create a Titan, a Trench Goblin or a poster suitable to go on some Aetherpunk Terrain. The community did not disappoint. There were a wide assortment of entries (which can be found by searching #trenchesofhaggerland on Instagram) but naturally there could only be one winner for each category. I called upon three wonderful creatives in order to support with the judging.

Mesreg offered insight into the Trench posters, won by the lovely Mothboy_makes for their trench goblin recruitment poster, which I absolutely believe is plastered over Wizards, Golems and Arcane engines during daring night-raids. There are several copies of this poster and the others that were submitted on the 'Trench Poster' page, ready to be printed off and stuck onto your Aetherpunk terrain as you see fit.



Woeful_minatures, being a connoisseur of goblins was tasked with selecting the winner for the Trench Goblin category, and selected these gorgeous sepia gents by Turniponthedocks.



And last but by no means least, this amazing Giant by Hobbetroll was crowned top giant by Apocrypha_now, who had this to say "It was very difficult to choose a winner in the category 'Giants' for the Aetherpunk challenge. Each entry was very unique and approached the subject matter and setting in a different way. The winner is BAZOOKA GIANT WITH PIPE. The build quality, paint job and atmosphere created by this model - full of whimsy and just oozing classic fantasy tropes - for me perfectly convey what a Giant in the world of Aetherpunk could be."



AETHERFEST

When the news broke, the town began preparations. They'd all had their suspicions, but most fell in line with the popular rumour that the Earl was still alive, scuttling about in his great castle. Turns out he'd been dead ninety-nine years. He sealed the gilded doors when society began to collapse, informing his people that he'd be back once everything had blown over. Evidently Earl Rossby Grim had thought the whole Erudite shortage would have been dealt with in a matter of weeks. The rat bones in the larder and book wedged into the mouth of his skeleton certainly implied he'd not stocked up the pantry enough to last more than that. The Goblins that found him, hurled his bleached, cobweb-wrapped body through the library window and onto the rocks outside, to be found by Old Bander Bobbins. The town abruptly became aware that their Earl was dead. Shortly after, they also discovered that the castle's defences were also fully active, when Mr. Bobbins was immolated after he touched the front door in an effort to take a peek inside.



On the 9th of June 2024 at The Great Escape in Grimsby, the world's first Aetherpunk28 event was held. In attendance (including myself) were a collection of wonderful and creative Wizards with equally gorgeous Colleges, eager to battle for the fate of Grim's bay. The event was organised by Chris, of 'Turnip on the Docks' and 'Tidewater', who ran an absolute blinder. While there I didn't participate in the games, opting to observe, chat and giggle as I passed by folk explaining the theme of their College and the lore behind them. As an observer it gave me ample opportunity to enjoy the fantastic venue and the gorgeous contributions made to Haggerland and the world of Aetherpunk.

There were four games played over the course of the day, each one offering a collection of Hag-stones, campaign points needed to help the College's open the castle of Rossby Grim and take home the title of Earl of Grim's bay. These missions were all from the core book,

with slight tweaks made to award up to 15 Hag-stones. Following games, players were given the chance to visit the merchant and spend some pocket money on telescopes, armour, exploding underpants and of course the finest fish and chips in Haggerland (could be stuffed into wounds to remove injuries). Chris ran the event as a narrative campaign, so as the games progressed both Wizards and apprentices were able to gain XP and level up, unlocking new skills and abilities. On the flip-side of that, it also meant that models could suffer injuries and be removed from the event altogether. One of 'Manicmakermichael's Sloggers ended up suffering that fate, and succumbed to injuries in the last game and straight-up died. Luckily it was the last game so he wasn't down a man going into the next match.

There were a host of different Colleges on display with a some shared, there were two Necromancers (one placed top and the other bottom), and two Golem corps, both of whom had very different approaches to the College and more importantly very different ethical approaches in regards to Golems and their 'rights'. As the keen-eyed may have already noted, these discussions encouraged me to add a cheeky lore snippet and an



upgrade available to the Golem corps' Golems, allowing them to become a member of the union and gain equal rights to standard apprentices. My main thought process throughout the event is that the players and community should help shape the world and the game, which is why the mythical town of Grim's bay, is now ruled by a sentient mushroom Wizard named Harrietta who has since sealed themselves away in the castle. Time will tell what comes of this development, though it appears as though the school of Necromancy is gaining a fair bit of momentum as the Wizarding war wages on.

"Mushroom Earl is it? Well, I didn't vote for 'em"

-RESIDENT OF GRIM'S BAY, WHO REFUSED TO BE NAMED

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

Haggerland Press

FAQ and amendments

FAQ

Q: When does empowerment end?

A: At the end of each turn, models stop being empowered.

Q: Does using a surge cost Erudite

A: No, the only things that cost Erudite are casting spells, empowering minis and unbinding enemy spells.

Q: Do I need to pay Shillings for Zombies or Golems that I'm planning to summon?

A: No, the Erudite cost of casting the spell is what pays for the Golem, your Shillings are only spent on what you deploy on the board.

Q: Do I roll willpower saves one at a time, or all at once?

A: All at once. Any magical attack that requires willpower to defend against needs to be rolled all at once, as opposed to one at a time, which will very quickly snowball.

Q: If I move through multiple pieces of treacherous terrain, do I make the checks one after another?

A: Yes, each treacherous terrain test is treated as a separate 'attack' so if you run through three minefields be careful because the results will snowball.

Q: Does cover stack?

A: No, if you're getting cover from a barricade or any other piece of terrain, then you can't claim the benefit again from a special rule or additional piece of terrain.

Rules Amendments

Add the following line to the end of the 'charge' action description: "At the end of a charge action, the model is left within 1" of the target, and the two are locked in melee."

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.

