

the Weald

3rd Edition - Text Only Version

This edition by Steve Rowlinson and Kip Trevaskis (2024)

The Weald: created by Max McComsey, Steve Rowlinson and Alessandro

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Chapter One: The Setting

Welcome to the green hell...

The Weald: a forest vast and ancient; endless and verdant. People say a hundred kingdoms could fit inside The Weald with room to spare. Much is unsettled and much more unexplored. To the South, they say, lies civilization, such as it is; even a king. Though he understands little of The Weald and truth be told The Weald knows little of him.

The Weald was a quiet place, a wide expanse of wilderness broken only by sparse hamlets and villages, connected by rough cart-ways and overgrown footpaths.

In recent times trouble and unease have fallen upon the land: trade and travel from the North has dropped. Those few who make the journey to the Southern regions bring strange and confounding tales. There is talk of some strange disease or affliction; of empty towns and vanished townsfolk. Most of these travellers are ridiculed and ignored; their stories discounted as the deluded imaginings of simple minded peasants. Yet the accounts mount and none who journey North for answers return.

For those who make their home in the great Weald the truth is painfully apparent. Something dark and evil and hungry has awakened in the forest; they call it The Rot and it creeps forth from the deepest ancient woods intent on devouring all before it.

Although none know the true nature of The Rot, nor its provenance; they know its signs and its workings. The Rot infects all it encounters; man, beast and plant. It twists and changes and defiles what it infests, creating foul creatures which have been named Gnarl. These shambling horrors are the foot soldiers of The Rot, spreading death and terror across the Weald.

Geography: size and settlements

The Weald is a huge area of forest. There is no accurate determination of its size. It is ancient, wild and largely unexplored and uncharted. There is no one map which could display the scale of The Weald. Any maps which do exist are small regional maps made for specific purposes; such as a merchant's guide of local trade routes and paths, or maps drawn in an attempt to settle small claims over patches of land around individual settlements.

The population of the Weald is scattered over its vast area and they live in small homesteads, hamlets and tiny villages. Towns exist but they are much rarer and tend to be found along rivers and the larger trade routes. Generally the size of settlements and populations increase as you travel further South, as the forest becomes less dense and land more developed. There is a notion of a city far to the South, and a King in that city who considers The Weald (at least nominally) a part of his kingdom.

To the people of The Weald the idea of a king is more a myth than reality; an interesting story to tell their children. For all practical intent The Weald is an autonomous region; with each settlement dealing with its own affairs.

Ecology

The ecology and climate of The Weald is generally comparable to that of Europe in the Middle Ages; roughly temperate broad-leaved forests with a mix of lowland, hilly and even mountainous regions. Many flora and fauna analogous to Europe are present, though there are also a wide variety of strange creatures and plants entirely unique to The Weald.

The sheer size of The Weald does mean that other environments exist within its expanse; swamps and fenlands; patches of wild meadow and even moorland, although uncommon can be found. Given the huge areas which remain unexplored there is no telling what other environment could be encountered by those brave or foolhardy enough to venture into the unknown.

Travel

Most folk of The Weald are very unlikely to ever leave their place of birth; they will grow up; live; work and die in the same place: the home of their family and their ancestors. For those with cause to travel, the forest is littered with ancient overgrown paths and hidden trails. There are some better kept trade routes travelled by merchants and the like but these are few. It is common for travellers to hire locals as guides when venturing into new or unfamiliar areas. Most travel is done on foot, although mules and small horses are popular for longer journeys; wagons, carts and caravans for those who travel with goods. There is also some travel by boat; usually small river boats and flat bottom barges which can pick their way through the tight and winding rivers that stretch through The Weald like veins.

Currency and Economy

Most settlements operate on a system of barter; trading goods and services on a like-for-like basis within the community. There are however coins and valuables in circulation which can be used to purchase goods, although more remote regions may find coinage of little use or value. Base metals, dug straight from the earth itself, are often a more trusted commodity than coins. Those settlements which spring up around mines dotted throughout The Weald are popular destinations for brave traders and travelling merchants.

In The Weald skirmish game, money is represented as “Knots”; for the people of Weald, a Knot is a common colloquialism for any type of coin. Curiously, there are no coins produced within The Weald, yet somehow they find their way there and may be of many strange shapes, sizes and denominations, none of which mean much to the majority of Weald Folk.

For Gnarl warbands “knots” are also the measure of wealth or resources used; this represents something like the accumulated resources a gnarl band has which they can use to grow and improve.

Technology

The cultural and technological level of society in The Weald is roughly comparable to pre-renaissance Europe of the late 16th to early 17th century. This is not to say that such a level is the same in all places, or that technology is evenly distributed. For example; black powder weapons exist, however they can be very rare and costly to maintain and will probably have never reached certain regions of The Weald altogether. Many isolated communities may well know nothing of such weapons and may consider them to be witchcraft or magical artefacts.

Similarly, much of what is known of medicine and other sciences is extremely limited outside of larger settlements so folk-cures and strange myths are prevalent everywhere.

Beliefs

Religion and belief is a peculiar thing in The Weald; there is no central religion and ideas about gods and spirits vary wildly from community to community. Most people acknowledge belief in multiple deities and worship of various harvest and forest gods is common. Animistic beliefs are also popular; with people believing in and attempting to appease spirits associated with particular places or landmarks such as caves, rivers, lakes etc. Strange celebrations, rites and rituals are commonplace in each village and often unique to the locality.

The Woodsman’s Tarot is a peculiar system of fortune telling and prophecy which uses a bewildering mix of charms, cards, twigs and runes to decipher the mysteries of a person’s fate. The Tarot takes years to understand, decades to master. Each reader builds their own deck as they learn the secrets of the tarot, collecting items that resonate for them with the meaning of each character of the tarot, weaving their own meanings and stories into their readings. No two readers’ decks will ever be quite the same, and each reading they give is filtered through the prism of tales and experiences represented in the deck.

The notorious Church of Rot has also begun to spring up in locations across The Weald as certain elements of society fall to nihilism and despair. Despite its name, the Church is not really a single body but rather a name given to the disparate cults of doom that have thrived since the affliction of the Rot has taken hold in The Weald.

Language; Dates & Distance

Don’t know your Eyeless Swampwallow from your Pricklebacked Bog-lurker? For such a broad and varied land you might be surprised to learn that a mostly comparable language is spoken across The Weald. Generally considered to be archaic

and inelegant; “Wealdish” is nonetheless a thriving and often poetic language. Many of the common idioms and phrases it employs relate to the language of the forest and wild spaces, as you would expect of a tongue spoken by people who live their entire lives far away from what many might consider “civilisation” and there are also a bewildering range of dialects, accents and regionally specific words, names and phrases, which can often give a traveller the impression that they have arrived in an entirely different kingdom just by passing through to the next village.

The seasonal nature of life in The Weald plays an important role in how people measure time and dates. Most areas have their own practices; special days and times of the year that hold significance to them and tie in directly with local beliefs.

Measurement systems can be infuriatingly subjective in The Weald; most often distances between two places are measured in the time it would take one to travel between them on foot. There is however something resembling a system of units based around the measure of “A Twig”. This is sometimes employed to express distance and of use in activities such as the construction of buildings, where some level of consistency is required. Given the varied, haphazard and generally rough standard of dwellings and other buildings in The Weald; the utility of this system is debatable!

A Final Note

The Weald is a broad, deep, unfathomable place; this is intentionally so. Accurate information is always scarce and it is up to players to decide with each other what is true and what is folkish myth. We greatly encourage players to have fun detailing their own corner of The Weald: what settlements there may be, who lives there and what are they like? What strange ideas and beliefs do they hold?

Running a campaign and creating scenarios tailored to your own vision of life in The Weald is incredibly enjoyable and all the information provided in this chapter, along with the chapters dedicated to Scenarios and Campaigns (Chapters Six and Seven) are intended to inspire you, rather than restrict or limit your imagination.

Chapter Two: What is The Weald?

What you need to know:

- The Weald is a narrative-led skirmish game for 2+ players.
- The game is played on a board typically of 3'x3' size.
- The game uses miniatures of a 28/32mm scale. Converting and kitbashing your minis is highly encouraged, although optional.
- The two playable factions are Wardens and The Gnarl.
- Wardens are the defenders of the people of The Weald; The Gnarl are twisted and horrible creatures created when The Rot infects living creatures.
- Players create a warband for their chosen faction and battle each other in scenarios which combine to tell a desperate story of the struggle for survival in The Weald.
- The setting of The Weald is a huge forested domain, with cultural and technological similarities to Medieval Europe, although this can vary greatly from place to place.
- Most communities in The Weald are small and isolated, with their own beliefs and practices.
- News and information in The Weald is hard to come by: people can only trust any information as much as they trust the person telling it, and even then they could have heard it second or third hand.
- The themes of the game and setting are: Folkhorror; isolation; misinformation; mystery and approaching doom.
- The mysterious evil known as The Rot is the source of The Gnarl and possibly other strange happenings in The Weald yet no-one knows much about The Rot, such as where it came from, what it wants or what it really is.
- In the absence of any real information; rumours, myths and gossip surround and obscure what is really going on.
- The setting of The Weald is intended as a stage or “sandbox” in which players can have fun creating their own stories, characters and events. The Setting chapter of these rules provides general information on life in The Weald and lots of stories and flavour text to help you feel the mood; it is up to you as

players to decide how much of what is in this chapter is true, and what is folklore or speculation.

What you will not find in The Weald:

- The Weald is a skirmish game for small bands of minis. You will not find large armies, cavalry or warmachines.
- The two factions: Warden and The Gnarl, are not designed with absolute balance in mind. Both sides have strengths and weaknesses and the focus is on opportunities for interesting narratives and options fitting to each faction.
- Magic is exceedingly rare; magical events are most likely to take place in the background rather than during a game. Spellcasters such as wizards or sorcerers are not a part of this game. People calling themselves wizards; witches; necromancers or seers can and do exist in The Weald, but they may be charlatans and fraudsters, or have very limited powers. There are no “Fireball” spells or similar.
- The Weald is not a place of grand architecture or gothic castles; most settlements are tiny hamlets and villages.
- Mythical creatures are, for the most part, just that: mythical. You will not find Dragons or orcs etc. Although The Rot has created abominations which may well lead to stories of such creatures existing.

Getting Started

The Game

The Weald is a dire and grisly skirmish wargame for 2 or more players. Each player commands a group of fighters known as a warband, composed of models that operate independently on the tabletop.

Each model's role is crucial to your victory, each will die mercilessly if your skills as a player falter or if your luck runs out.

A standard game of The Weald will take around 45 to 60 minutes for experienced players and around 90 minutes when learning the rules for the first time. Adjusting the rules for shorter or longer games will be explained later on.

In order to play you will need:

1. A ruler or tape measurer for measuring each model's movement.
2. Some tokens for marking if a model has been activated or for other effects such as Poison.
3. A handful of 6-sided dice, known as D6s.
4. Two warbands of models.
5. Some terrain elements.

The Miniatures

The Weald is played with 28mm scale miniatures. The Weald is a *miniatures agnostic* game; this means that miniatures of any brand or manufacturer can be used in the game. We encourage you to use models that you already have, any will do! Existing fantasy models or warbands will most likely fit perfectly within the Weald's setting.

Alternatively, many players design and create their own unique miniatures by kitbashing or converting existing miniatures. Be creative when creating your roster. Try choosing a theme or image that your warband represents and basing your models around that.

While base sizes do not particularly matter, here are some recommendations in order to be able to quickly tell model from model:

Wardens	Gnarl
Footmen - 25-32mm	Swarms - 32-40mm
Witts - 20-25mm	Thralls - 20-32mm
Toughs - 32-40mm	Hulks - 40-60mm

The Board

The Weald is designed to be played on tabletop wargame boards or mats, which can be easily purchased or made yourself. Any size board will work with the game: different sizes will affect the duration of the match. A 3x3 foot board is perfect for standard games. Smaller boards will lead to quicker games and larger boards may prolong a game.

Setup

Terrain is an integral part of how the game is played. Players take turns placing terrain elements, or agree to a terrain layout in advance. It's important to have a few terrain elements that block line of sight, create cover, and provide elevation. This creates room for strategy and makes for more exciting combat.

Some examples of useful thematic terrain are hills, trees, ruined buildings, villages, cliffs, outposts, towers, and walkways.

Keep in mind how the terrain affects the scenario, and try to keep the battleground fair for both players (unless your scenario calls for something nastier).

Objectives

Each game of The Weald follows a scenario, giving each player an objective to complete. See Chapter Six: Scenarios for some example scenarios to play and information on how to design your own scenarios to play.

Deployment

With the board set, players start by deploying their models within their deployment zones, which vary depending on the scenario. The important thing is that both players agree on these zones in advance. Deployment zones are a great way to add additional narrative elements to your game, as their locations could reflect a final stand, an ambush, or a heist.

Players deploy models in an alternating fashion. Roll a D6 to see who deploys first. The first player then chooses one model and places it within their deployment zone. The other player then does the same.

Repeat until both players have deployed all of their models.

Measuring

Throughout the game you will have to measure distances such as when moving and shooting. Distances can be freely measured at any time, even before shooting or using the item (called pre-measuring). All distances are measured in inches.

Line of Sight

Line of sight determines whether one given model can see another given model. All models in The Weald have a line of sight in all directions, regardless of which way the model is facing.

A model is considered to not be within line of sight if it is completely obscured from the targeting model's point of view (no part of the model or base is showing).

Models can only shoot enemy models within their line of sight. A model may charge an enemy model that is not within their line of sight, as long as the enemy model is not hiding.

Basic Rules & Terminology

Measuring

Throughout the game you will have to measure distances such as when moving and shooting. Distances such as weapon range or ranges of items and abilities can be freely measured at any time, even before shooting or using the item (called pre-measuring). You may not pre-measure distances before moving or charging. All distances are measured in inches.

Thresholds

Making actions in The Weald usually comes down to rolling dice and attempting to meet or exceed a "Threshold". A Threshold is identified by a number followed by a '+' sign, for example "3+." A Threshold describes the value that you must roll **greater than or equal to** in order for the roll to be successful - in this case, to meet a Threshold of 3+ you must roll a 3 or higher on a D6.

When rolling to meet a Threshold, remember that a roll of 1 is always a Failure!.

Modified Thresholds

Some Thresholds can be modified by items and abilities to make the roll harder or easier, in which case they are called modified thresholds.

Thresholds of 7+ or Higher

Sometimes Thresholds will be 7+ or higher, making them impossible to roll on a 6-sided die.

To attempt this you will have to make two rolls. For the first roll you must score a natural 6. If you succeed you then roll a second D6 and the combined score of both rolls must be higher than the threshold for the action to be successful.

Here are some more examples:

7+ Threshold - First Die - 6+ | Second Die - 2+

8+ Threshold - First Die - 6+ | Second Die - 3+

9+ Threshold - First Die - 6+ | Second Die - 4+

Saving Throws

When a model encounters a potential hazard, they may be able to escape by making a saving throw. Saving throws are defined as thresholds, such as a 5+ saving throw.

When a model makes a saving throw, subtract their Initiative attribute from the threshold, then roll a die and attempt to meet the threshold (If a model has a negative modifier to initiative, add it to the threshold, making the saving throw more difficult). If the roll meets or exceeds the saving throw threshold, the model has succeeded the saving throw. Otherwise, the model has failed the saving throw.

For example, a model with an Initiative of 2 has to make a 5+ saving throw in order to avoid a trap. Subtracting 2 from 5+ gives us a 3+ saving throw; the model's high Initiative makes the saving throw easier to pass.

Another model needs to make a saving throw of 4+ to avoid falling during a climb. The model's Initiative is -1, which increases the 4+ threshold by one to 5+.

Grit tests

A Grit test is a specific type of saving throw used to resist certain effects such as #poison and #delirium.

To successfully pass a Grit test you must roll a D6 and get a result lower than the model's unmodified Grit threshold.

For example, a model with a Grit of 5+ would need to roll 1-4 on a D6 to pass a Grit test. 5+ would be a failure.

Chapter Three: Building Your Warband

Choosing a Faction

Your first step in building a warband is deciding which of the two factions you will play as: Wardens or the Gnarl.

Each faction provides freedom in both play style and aesthetic, developing their story and choosing from a wide range of equipment and skills is what will make your warband unique.

Setting a Game Allowance

Players decide on a budget for their warbands, known as an Allowance.

This is spent on filling out the warband's roster: recruiting models and purchasing their armaments and equipment, each of which have a certain cost. Extra funds are saved until after the next scenario.

Wardens use Knots as their currency for recruiting fighters and outfitting them with weapons and armour, as well as strange items and Trinkets.

The Gnarl use Knots as a material for augmenting themselves: cursed mutations and horrific appendages make each abomination unique.

An allowance is used to make sure both warbands are equally powerful (or not...) depending on the scenario.

For beginner games, we recommend an allowance of 200 Knots for each warband. This is of course only a suggestion and you can set any allowance you wish. Keep in mind that a larger allowance will result not only in larger warbands, but more to keep track of during a game, leading to longer games, and post game book keeping.

Model Attributes

Each model has four Attributes:

Movement (M) - The distance in inches a model can travel during their Movement Phase.

Initiative (I) - The speed and dexterity of a model, in the form of a Modifier added to Saving Throws (see Saving Throws).

Grit (G) - a model's strength and their ability to withstand injury and hardship. Grit is expressed as a Threshold, which must be met or exceeded in order to Wound the model.

Wounds (W) - a model's physical fortitude. Wounds are the amount of damage a model can sustain before being taken out of action.

Choosing Equipment

Outfit your models with equipment to give them a fighting chance.

Wardens may choose to purchase weapons; armour; and various trinkets or consumable items to give them an edge in battle.

The Gnarl are outfitted with a multitude of horrid weapons and Mutations, making each creature unique. Gnarl models may also choose to bring powerful terrain elements into battle, known as Marks, that act as traps or provide bonuses to the warband.

Make the rules fit your minis; not your minis fit the rules

The Weald encourages you to be creative In the warbands you create and the stories you tell. The rules should aid you in doing this, not stifle your creativity. If you have found or kitbashed the perfect model for your warband, but it's weapons or equipment or something else doesn't fit with what is on offer below; choose something with the effects that mostly closely resemble what you want it to be.

Weapon Attributes

Each Weapon is defined through its Attributes:

Name - The name of the weapon

Type/Range - The effective range (in inches) of the weapon. Weapons marked "CC" are close combat weapons. Some weapons can be used both in close combat and to make ranged attacks.

Accuracy Threshold (AT) - This Threshold reflects how accurate a weapon is when Rolling to Hit. Your roll must meet or exceed the weapon's AT in order to land a blow against an enemy. The lower the Accuracy Threshold, the more likely it is to land an attack.

Different circumstances can modify a weapon's AT:

- Shooting at an enemy behind cover increases the AT of your weapon by 1.
- Shooting after moving increases the AT of your weapon by 1.
- Attacking in close combat after you have charged reduces the AT of your weapon by 1.
- Opportunity attacks reduce the AT of your weapon by 1.

(See The Shooting Phase and The Combat Phase sections for further information)

Hits (H) - This value indicates how many attacks your model makes with a weapon. For example, if a weapon has 2 Hits, you roll 2 dice when rolling to hit.

Armour Penetration (AP) represents a weapon's ability to cut through armour. When you attack an enemy model, their grit threshold is reduced by the AP of your weapon.

For example, if an enemy Tough has a grit threshold of 5+, and your model attacks with a mace that has an AP value of 2, the tough's grit threshold is reduced to 3+.

Wounds (W) - This value determines how many wounds a weapon would deal to a model after successfully wounding it.

Cost (K) - The price of purchasing equipment, in Knots.

Tags - Tags determine a weapon's role in combat and any special abilities or effects it has (See the Tags section for a complete list of all Tags).

Rarity - Some items are not common to The Weald, they may be difficult to produce, or brought from great distances. The rarity of an item will impact the difficulty of being able to buy it during campaigns (See Chapter Seven: Campaigns).

Tags

#Delirium - If an enemy model is hit by an attack from a weapon with #Delirium (the attack does not need to have caused a wound), the model must take a Grit test (with no modification for armour).

On a success, the model is unaffected. If the test fails, the model is struck with temporary madness and must roll on the Madness Table (See the Warden's Injury Table).

On this first turn, the madness takes immediate effect, on subsequent turns, follow the instructions in the entry for the madness rolled. The madness wears off at the end of the game. If a model is affected by Delirium multiple times, roll a new madness each time. The model may suffer multiple forms of madness and might have to make several rolls each upkeep phase to see if any affect them that turn.

#Backfire - When rolling to hit an enemy with this weapon, any roll of 1 causes an opportunity attack against the model using the weapon. If the weapon has more than one hit, and all dice roll a 1, the weapon explodes; destroying it and causing 1W to the user.

#Blunt - This weapon suffers -1 AP against targets wearing leather armour or who have a mutation which provides +1 Grit versus attacks.

#Bulwark - When targeted by a charge: before the charge occurs, the user may make an opportunity attack against the charging model.

#Close-Combat - This Item can be used in the close combat phase when engaged with an enemy model.

#Grappling - If this item successfully Wounds a model, move the wounded model towards the user a maximum distance equal to the user's unmodified Grit. This item loses the Grappling Tag while the user is engaged in close combat.

#Horrific - If a model wishes to charge a model which has the #Horrific tag the player must first roll 1D6 + the charging model's current Wound score. If the result is 8+ the charge proceeds as normal (the target may defend the charge if it is able to do so). If the roll does not pass 8+ then the model is too afraid to attack and the charge fails immediately.

If the target model with the tag #Horrific is already engaged with models friendly to the charging model, the charging model gains +1 to their roll for each friendly model in the engagement.

#Improvised - This item must use the following stat block when attacking during close combat and opportunity attacks.

AT	H	AP	Wounds
5+	1	0	1

Other effects tags such as #Poison, #Scorching etc do not apply when using the Improvised stat block.

#Long-Reload - This weapon takes two upkeeps to reload.

#Maintenance - In order to use this item, the user must not have moved this turn.

#Maneuverable - This weapon doesn't generate Opportunity Attacks when Rolling to Hit.

#One-Handed - Takes up one of two hands, can be used with another item with the #One-Handed Tag.

#Parrying(X+) - Models using a weapon or shield with the tag #Parrying may attempt to parry a hit they suffer in close combat. A parry must be declared after a weapon hits, but before the Grit test to wound is made.

Roll 1D6: if the result is over the items #Parrying(value), the attack is parried and causes no damage. If it is under the #Parrying(value), make the Grit test to wound as normal.

If a "1" is rolled on the parry; the parrying item is destroyed. If the item was a weapon, it can still be used as an improvised weapon to make attacks but now uses the #Improvised-weapon profile.

If the attacking weapon has the #scorching tag, the defending model must still make a save to avoid being set on fire (see Burning), even if the parry is successful.

A model may choose to parry as many Hits as it wishes, but Critical Hits and Hits caused by opportunity attacks may not be parried.

#Poison(x) - A model which is wounded by an attack with the #Poison(x) tag must make a saving throw.

This saving throw is a Grit check, to succeed the roll must be under the Grit threshold (E.g. a model with 5+ grit must roll between 1-4 to succeed). Armour does not apply to Grit for poison saving throws.

The number next to #Poison(x) indicates the difficulty and is applied as a negative modifier to Grit for the saving throw (Eg. #Poison(1) gives -1 to Grit for any poison saving throws).

Success means the poison has no effect. Failure means the model is poisoned and may not take any action until its next upkeep phase.

In the next upkeep phase the model may use a consumable item to cure the poison if it has one, if not it must make another saving throw as described above. Success means the model is no longer poisoned and may activate normally this turn. Failure means the model is poisoned and may not take any action until its next upkeep phase, however this roll becomes easier by +1 each subsequent upkeep phase.

Poisoned models may not make opportunity attacks or defend charges.

#Polearm - A model using a weapon with this tag can attack an enemy model they are engaged with even if a friendly model blocks them.

#Quick-Reload - This weapon takes one upkeep to reload.

#Ranged-Combat - This item can be used in the shooting phase.

#Restorative - This Item heals a number of Wounds when used. Wounds healed may not exceed the number of Wounds a model had to begin with.

#Rot-born - Models with the #Rot-born tag have the following effects:

- All #Horrific tests are taken at 6+ instead of 8+
- All #Poison tests are taken at #Poison(0)
- In order to move across any water-based rough terrain (Eg. rivers, swamps, ponds) the model must make a Grit check, rolling under the Grit threshold to succeed (Eg. a model with a Grit of 3+ would need to roll a 1 or 2 to succeed). If the check is a success the model may cross the terrain as normal rough terrain. If the check fails then the model may not cross; the model must either complete its move by an alternative route or end its move and try to cross again in their next movement phase). Models using #Burrowing or #Hovering to cross the terrain are not affected and do not need to roll.

#Rotting - If an enemy model is taken out of action by a wound from a weapon with the tag #Rotting, the Gnarl player rolls D6. On a roll of 6 the out of action model is

killed (as per the result “Death” on the Injury Table) and resurrected as a Nascent Thrall. The Nascent Thrall is controlled by the Gnarl player from the next turn, as a normal model using the following stat line:

	Movement	Initiative	Grit	Wounds
Nascent Thrall	5"	1	3+	2

	AT	H	AP	Wounds
Improvised Weapon	5+	1	0	1

After the game the Gnarl player may choose to keep any Nascent Thralls created during the game and may equip them normally from the available Thrall weapons and mutations by paying the relevant cost in Knots.

#Scorching - When a model is hit by a weapon with the #Scorching tag (even if the attack fails to wound), the model must make a saving throw of 5+ (on D6 + Initiative). A success immediately extinguishes the flames. A failure results in the model suffering 1 wound. Burning models must make a saving throw every turn in their upkeep phase, success means they are no longer burning; failure means they remain burning and take another wound.

A model only needs to make one saving throw from each attack from a scorching weapon, regardless of how many hits were scored in the attack. Burning does not stack, once a model is already on fire it cannot be further affected by #Scorching.

If a burning model moves onto or through a water based difficult terrain (such as a pond, swamp or river) during their movement phase they are no longer burning.

#Spread - When attacking with this weapon, each of its attacks also target every other model within 2" of the original target.

#Throwable - This item may be thrown in the Shooting Phase as if it has the #Ranged-Combat Tag

#Trap - This item is hidden until an enemy enters within 2" of it, and is then activated.

#Two-Handed - Both hands are used, no other item requiring hands may be equipped.

#Unrelenting - Critical Hits with this weapon allow the user to make an additional attack.

Warden Warbands

From cut-throats seeking fortune; forlorn knights hunting redemption; or peasant refugees seeking to live another day; all manner of Wardens struggle to hold back the Rot. Wardens are the bandits, mercenaries and adventurers conscripted to cut down the blighted filth of the Weald.

There are three types of fighters available to Warden warbands: Witts; Footmen; and Toughs. A warband may choose any combination of these to build their roster, as long as the total cost of all models and equipment stays within the Game Allowance.

Witts

Witts are small; fast and cunning. They are quite fragile but their superior haste and keen instincts prove vital during rough encounters. They move quickly, able to flee from tough situations with ease and their frail but lithe forms make them excellent long range fighters or assassins.

Footmen

Footmen are stocky, rugged and brave. While average in many of their attributes, they are able to adapt to most fighting styles and combat tactics, making them the perfect backbone of any warband.

Toughs

Toughs are brutish warmongers; large and dangerous but slow both in foot and mind. When equipped with heavy armaments they can become nigh-unstoppable on the battlefield.

Warden Attributes

Witt

Movement	Initiative	Grit	Wounds	Knots
7"	2	3+	3	8

Footman

Movement	Initiative	Grit	Wounds	Knots
6"	0	4+	4	10

Tough

Movement	Initiative	Grit	Wounds	Knots
5"	-1	5+	6	12

Warden Equipment

Wardens use a variety of equipment in order to outfit themselves for battle. Some prefer their trusted blades, others might rely on experimental technologies, carrying powerful (if perhaps unstable) black powder weapons. Many Wardens find comfort in being outfitted with armour that may aid in warding off the horrors they may encounter, or perhaps only becoming a rusting tomb for their relinquished body to finally rest. Relics from distant and forgotten folk-tales may be carried in hopes of yielding miraculous or uncanny effects, and various provisions and cures may be purchased with a Warden's earnings in order to extend their ever perilous life..

A Warden may carry the following:

- Up to two #One-Handed items or one #Two-Handed item
- One set of armour
- One consumable item
- One trinket, or a second consumable item

One Handed Melee Weapons

One-handed melee weapons are favoured by most soldiers. They are fast, reliable and cheap. They can be dual-wielded or used alongside a shield. Although not typically carried widely within the Weald, in favour of more practical items like axes, swords have seen a resurgence as demand for weapons has increased in response to rumour-mongering and frightened gossip. Many forgotten old blades have been dug out of trunks or taken down from the mantlepiece to be sharpened and re-honed to ease their owner's peace of mind.

Weapon	Type / Range	AT	H	AP	W	Knots	Tags	Rarity
Farm tool	CC	4+	1	0	1	7	#Close-Combat #One-Handed	Common

Dagger	CC	5+	3	0	1	10	#Close-Combat #One-Handed	Common
Broad Sword	CC	3+	2	1	1	11	#Close-Combat #One-Handed	Common
Arming Sword	CC	3+	1	0	1	14	#Close-Combat #One-Handed #Parrying (4+)	Common
Axe	CC	4+	1	2	1	12	#Close-Combat #One-Handed	Common
Bludgeon	CC	5+	1	1	1	8	#Close-Combat #One-Handed #Blunt	Common
Mace	CC	4+	1	1	2	12	#Close-Combat #One-Handed #Blunt	Common
Spear	CC	4+	2	1	1	13	#Close-Combat #One-Handed #Bulwark #Polearm	Common
Torch	CC	5+	2	0	1	10	#Close-Combat #One-Handed #Scorching	Common

Two Handed Melee Weapons

Two-handed weapons are generally more cumbersome than their One-Handed counterparts, making it harder to land an accurate strike. They make up for their imprecise nature in power and strength.

Weapon	Type/ Range	AT	H	AP	W	Knots	Tags	Rarity
Zweihander	CC	4+	2	1	1	14	#Close-Combat #Two-Handed #Parrying (5+)	Common
Battle Axe	CC	4+	1	2	3	13	#Close-Combat #Two-Handed	Common

Scythe/Large farm tool	CC	4+	2	0	1	9	#Close-Combat #Two-Handed	Common
Flail	CC	6+	2	1	2	12	#Close-Combat #Two-Handed #Unrelenting #Blunt	Common
Halberd	CC	4+	1	2	2	16	#Close-Combat #Two-Handed #Maneuverable #Bulwark #Polearm	Common
Warhammer	CC	4+	1	3	2	12	#Close-Combat #Two-Handed #Blunt	Common

Ranged Weapons

Ranged weapons are diverse in their capabilities: short and longbows offer fast firing rates, while hand-crossbows are designed for close to medium range combat, with the additional capability to be used in close combat engagements.

Weapon	Type / Range	AT	H	AP	W	Knots	Tags	Rarity
Sling	8"	4+	1	0	1	8	#Ranged-combat #One-Handed #Quick-Reload #Improvised	Common
Hand Crossbow	CC/ 8"	4+	1	1	1	12	#Close-Combat #Ranged-Combat #One-Handed #Quick-Reload #Improvised	Rare
Short Bow	12"	3+	2	0	1	14	#Ranged-Combat #Two-Handed #Quick-Reload #Improvised	Common
Crossbow	14"	3+	1	2	2	16	#Ranged-Combat #Two-Handed #Long-Reload #Improvised	Rare
Longbow	18"	3+	1	1	2	18	#Ranged-Combat #Two-Handed #Quick-Reload #Improvised	Common

Black-powder Weapons

Mysterious, unpredictable and deadly; firearms are rare things; fascinating artefacts from faraway places, odd and unique . Making the black-powder these weapons rely on is not an art known to the craftsmen of the Weald, adding to their scarcity and cost. However their ability to crack armour and rend flesh cannot be matched so despite the costs and risks, there are those who seek to rely on fire-power to dispatch their enemies.

Weapon	Type / Range	AT	H	AP	W	Knots	Tags	Rarity
Twin Pistol	CC/ 6"	4+	2	1	1	18	#Close-Combat #Ranged-Combat #One-Handed #Quick-Reload #Backfire #Improvised	Rare
Hand Cannon	CC/ 6"	4+	1	3	2	20	#Close-Combat #Ranged-Combat #One-Handed #Quick-Reload #Backfire #Improvised	Rare
Musket	20"	4+	1	3	3	24	#Ranged-Combat #Two-Handed #Long-Reload #Improvised #Maintenance #Backfire	Rare
Cornucopia Gunne	8"	5+	D6	3	2	24	#Ranged-Combat #Two-Handed #Long-Reload #Improvised #Maintenance #Spread #Backfire	Rare

Armour and Shields

Armour and shields play a vital role in protecting your warband against the physical horrors of the Weald. Armour will passively lessen the chance of injury, while shields have a chance to parry enemy attacks.

Armour	Additional Grit	Knots	Additional Rules / Tags	Rarity
Leather Armour	+1 Grit	15		Common
Plate Armour	+2 Grit	25	-1I, -1M, Wearer cannot Hide	Rare
Buckler	N/A	10	#One-Handed, #Parrying(5+)	Common

Shield	N/A	15	-1I, #One-Handed, #Parrying(4+)	Rare
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Consumable Items

Consumables are weapons, medical supplies and other equipment that provide special effects to members of the warband. Each Warden may choose to carry one consumable item. Models may not give consumable items to other models during the game unless otherwise stated, however the player may choose to swap consumables between models after a scenario is completed.

Once a consumable item is used, it is removed from the model's inventory. Unused items are not lost if the model carrying them goes out of action during a game. Consumable items are used during the specified phases of the game such as Upkeep; Shooting or post game.

Item	Phase	Effect	Tags	Knots	Rarity
Medicinal Moss	Upkeep	Restore 1 wound to the user.	#Restorative	5	Common
Marrowort Stock	Upkeep	Roll a d6: On a 1 the stock has no effect, on 2-4 restore 1 wound to the user, and on 5- 6 restore 2 wounds to the user	#Restorative	8	Common
Woodsmen's Balm	Upkeep	Restore d3 Wounds to a friendly model within 3" or 1 Wound to the user.	#Restorative	8	Common
Restorative Tonic	Upkeep	Remove the effect of #Poison from the user	#Restorative	5	Common
Savior's Draught	Upkeep	Increase the user's Initiative by 2 for the remainder of the scenario.	#Restorative	8	Common
Bogblack Stout	Upkeep	Increase the user's Grit threshold by 1, and lower their Initiative by 1. Effects lasts until the model's next Upkeep Phase	#Restorative	6	Common
Paper Cartridges	Upkeep	Reload a weapon with #Long-Reload this upkeep		8	Rare
Box of Leeches	Post Game	After rolling on the Injury Table, the user may use this item to raise or lower the result by 1 entry		5	Common
Skeleton Key	Post Game	The user may add an additional 4d6 worth of loot to their warband's earnings during the loot phase if they did not go out of action in this		10	Rare

		Scenario			
Belt of Throwing Knives	Shooting Phase	8" AT 4+ H 1 AP 0 W 1 If a 1 is rolled when rolling to hit, the belt has run out of knives, remove it from the model's inventory.	#Ranged-Combat #Throwable	8	Rare
Hunting Trap	Upkeep Phase	Secretly choose a location within 8" of the model to place the trap. Any enemy model that enters within 2" of the chosen spot must immediately suffer an AT 4+, AP 1, W 1 Attack. On its next Upkeep Phase the trapped model must roll equal to or under its Grit threshold to escape, otherwise it remains trapped and cannot move. Once deployed, remove the trap from the model's inventory.		8	Common
Kindler's Oil	Shooting Phase	Choose a location within 6". All models Within 3" of the chosen location are treated as if they have just suffered a hit from a weapon with the #Scorching tag.	#Throwable	8	Common
Fire Arrows	Upkeep Phase	For the next two Shooting Phases after this item is used, any #Ranged-Combat attacks made by the model have the tag #Scorching (This does not apply to Black-powder weapons)		5	Common

Trinkets

Trinkets are unique charms, artefacts or relics that Wardens carry for their powerful effects. Unlike consumables, trinkets last through multiple scenarios and are not expended through use. A Warden may only carry one trinket at a time and no two Wardens of the same warband may carry the same trinket as each is unique and rare.

Trinket	Description	Knots	Rarity
Ironwood Sprig	Before the start of the scenario, roll a D6. On a 3+, the wearer gains an additional Wound for the duration of the current game.	10	Rare

Hogler's Knuckle	Once per scenario, if the wearer suffers a critical hit, the hit is treated as a normal hit and the attacker must roll to wound as a normal hit.	10	Rare
Boot Grease	The wearer gains +1 to their Movement attribute.	15	Rare
Thieves' Tools	The wearer may reroll d3 loot rolls after every scenario.	20	Rare
Prayer Tome	Once per scenario, the wearer may reroll a failed attack when rolling to hit.	15	Rare
Rusted Shackles	The wearer may make an additional attack with one of their weapons when charging.	20	Rare
Mask of Silence	The wearer may hide after running, and may run while hidden, as long as all other hiding conditions are met.	15	Rare
Rope and Hook	The wearer may move at normal speed while attempting difficult climbs.	15	Common
Wren's Feather	The wearer does not take any damage from falling, and may continue their move after falling.	18	Rare
Crown of Teeth	The wearer has the #Horrific Tag.	15	Rare
Berserker's Tattoo	When not wearing any armour, the wearer may use all of the attacks from both weapons while dual wielding.	20	Rare
Apothecary Charm	During the wearer's upkeep phase, they may administer any #Restorative Consumable Item to an ally within 3"	10	Rare
Gamekeeper's Compass	When rolling on the Wandering the woods table, you may re-roll the result, but must keep the second result.	10	Rare
Medicine Bag	A model may carry two consumable items with the #Restorative tag in this bag	10	Rare

Gnarl Haunts

The Gnarl are lost souls consumed by the rot. Plants, animals, people; even entire landscapes have fallen victim to the insufferable plague claiming the Weald for itself.

Clusters of Gnarl roam throughout The Weald but will often hunt within the confines of a particular range, such as close to a settlement or a well travelled trail in the woods (Indeed it has been noted that where one band blunders into the territory of another, it can result in the two bands fighting amongst each other over prey). This territorial nature has not gone unnoticed by the Wardens who battle them and it has become common to describe areas as being "Gnarl haunted".

This has resulted in the unofficial term of "A Haunt" of Gnarl being used by many to describe a collective group of Gnarl, usually combined with a descriptor of the location they were discovered or have been most encountered in to identify a specific group of Gnarl.

For example; a band of Gnarl known to hunt around the settlement of Lambthorn Croft would be known as "The Lambthorn Haunt" by local Warden groups (although individual Wardens may have much more creative, colourful and explicit names for them).

There are three types of monster lurking among the Gnarl's ranks: Swarms, Thralls, and Hulks. A Haunt may choose any combination of these to build their roster, as long as the total cost of all models and equipment stays within the Game Allowance.

Swarms

Swarms are congregations of masses of mutated flesh. Wealdland creatures that have been afflicted by the Rot. Birds, rats, squirrels and more all fall victim to its foul corruption.

Weak alone but dangerous in large numbers, Swarms are fast, manoeuvrable, and vicious; ripping flesh from bone with tooth and nail.

Thralls

Thralls are the lost souls of the Weald; remnants of their former selves, serving only as conduits of the Rot. Capable and plentiful, Thralls are essential to the spread of the Gnarl's dominion.

In their early stages of decay, Thralls wield primitive weapons, while those who have suffered the true extent of their transformation bear horrific gifts of the Rot.

Hulks

Hulks are the abominations of The Weald, behemoths capable of trampling houses. Giant monstrosities made from amalgamations of man, beast and forest; Hulks seek to destroy all who stand in their path.

Hulks are colossal in size, yet often slow and inaccurate yet they are deadly threats that take planning and strategy to eliminate.

Gnarl Attributes

Swarm

Movement	Initiative	Grit	Wounds	Knots
8"	2	3+	2	5

Thrall

Movement	Initiative	Grit	Wounds	Knots
4"	1	4+	3	8

Hulk

Movement	Initiative	Grit	Wounds	Knots
4"	1	4+	8	20

All Gnarl models have the tag **#Rot-born**

Models with the #Rot-born tag have the following effects:

- All #Horrific tests are taken at 6+ instead of 8+
- All #Poison tests are taken at #Poison(0)
- In order to move across any water-based rough terrain (Eg. rivers, swamps, ponds) the model must make a Grit check, rolling under the Grit threshold to succeed (Eg. a model with a Grit of 3+ would need to roll a 1 or 2 to succeed). If the check is a success the model may cross the terrain as normal rough terrain. If the check fails then the model may not cross; the model must either complete its move by an alternative route or end its move and try to cross again in their next movement phase). Models using #Burrowing or #Hovering to cross the terrain are not affected and do not need to roll.

Gnarl Equipment

The Gnarl are equipped differently to Wardens. Each type of Gnarl model has an allotted number of limbs and mutation slots which determine what the model may be equipped with.

Limbs represent various types of weapons; from mundane items the Gnarl has left over from its former life to hideous adaptations and appendages.

Mutations may act as armour, permanent buffs, or consumable items and abilities or special attacks. A model may not take the same mutation twice.

Not all Gnarl models can be outfitted with the same weapons and mutations. The tables below depict which equipment is available for Swarms, Thralls and Hulks.

*Swarm models may be given one of the movement-based mutations (Burrowing; Crawling or Hovering) without this taking up their available mutation slot. Only one type of movement mutation may be taken by a model.

Equipment Profiles

Swarm - 1 Limb | 1 Mutation*

Thrall - 2 Limbs | 2 Mutations

Hulk - 2 Limbs | 3 Mutations

Swarms

Melee Weapons

Teeth chatter in unison as the Swarms surge through the Weald. A sea of unblinking white orbs catch the moonlight as they scramble across rotting logs and crumbling ruins. Overgrown nails frantically dig into fresh flesh; thousands of paws trampling the corpses of a dying forest.

Weapon	Type	AT	H	AP	Wounds	Knots	Tags
Gnawing Horde	CC	3+	3	0	1	6	#Close-Combat #One-Handed
Bite	CC	5+	1	2	1	6	#Close-Combat #One-Handed #Rotting
Tide of Claws	CC	4+	2	1	1	5	#Close-Combat #One-Handed

Ranged Weapons

A collective screech exhales from the trees, a chord so horrid it demands the listener to shield their ears. The creatures rise from the forest, the trees shaking as they take flight. Countless against the glow of the stars, they cut through the wind as one. Jagged talons sink into throats, thick blood flows as they fall, eyes gaping at the spectacle.

Weapon	Type/ Range	AT	H	AP	Wounds	Knots	Tags
Flechettes	16"	4+	3	0	1	12	#Ranged-Combat

							#One-Handed #Long-Reload #Improvised
Scalding Spit	10"	4+	1	1	1	11	#Ranged-Combat #One-Handed #Quick-Reload #Poison(0) #Improvised

Mutations

Chattering hordes of endless nightmare; Swarms pour from the dark corners of the forest to engulf their prey; erupting from the ground or swooping down from the treetops. No place is safe from their hungry gaze and vicious fangs.

Mutation	Description	Knots
Burrowing	When this model moves it may choose to Burrow into the ground, and may travel under any terrain that would impede its path. This model cannot run while Burrowing. While Burrowing, this model's charges cannot be interrupted by enemy models and enemies with #Ranged-weapons may not defend against a Burrowing model's charge. If the model Burrows, it must end its Movement Phase out of the ground.	8
Crawling	This model can climb terrain freely, even while running and charging. The model does not need to test for falling on difficult climbs.	5
Hovering	This model's ability to hover allows them to cross and climb terrain freely. The model does not need to test for falling on difficult climbs. A Hovering model may not run but may move and charge normally. While Hovering, this model's charges cannot be interrupted by enemy models This model cannot be charged except by other hovering models, but can be attacked in the shooting phase. A hovering model may charge and engage normally. While engaged with a model on the ground, this model is no longer Hovering and may be charged by enemies. This model cannot benefit from being in cover while hovering, and therefore also cannot hide.	8

Volatile Innards	When this model is reduced to 0 Wounds, it explodes, automatically hitting all enemy models within 3". Treat the attack as having an AP of 3, and dealing 1 Wound.	5
Endless Horde	In the model's Upkeep Phase, If this model has been wounded, roll a D6. On a 6, restore one Wound.	6
Overwhelming Numbers	This model's Attacks may not be parried and enemy models may not defend against its charges.	6

Thralls

Melee Weapons

Thralls have been sighted slowly wandering the Weald; their transformed appendages dragging against the damp earth, bones creaking with every clumsy step. They wield all manner of weapons, some still holding what they died with, some embracing nature's gifts to enhance their weak human form.

Weapon	Type	AT	H	AP	Wounds	Knots	Tags
Jagged Claw	CC	4+	1	0	1	7	#Close-Combat #One-Handed
Lash of Thorns	CC	5+	1	1	2	10	#Close-Combat #One-Handed #Rotting
Tentacle	CC	5+	1	1	1	10	#Close-Combat #One-Handed #Unrelenting #Polearm
Writhing Branches	CC	4+	2	0	1	11	#Close-Combat #One-Handed #Maneuverable
Malicious Jaws	CC	4+	1	1	1	9	#Close-Combat #One-Handed #Poison(1)
Farmers Adze	CC	5+	1	1	1	9	#Close-Combat #One-Handed #Bulwark
Sickle	CC	3+	2	0	1	10	#Close-Combat #One-Handed
Grain Flail	CC	5+	1	1	2	11	#Close-Combat #One-Handed #Maneuverable
Bill Hook	CC	4+	1	1	1	12	#Close-Combat #Two-Handed #Bulwark #Polearm
Root Woven Limb	CC	4+	1	0	1	12	#Close-Combat #One-Handed

							#Parrying (3+)
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Ranged Weapons

Despite lacking the awareness or dexterity to utilise the many ranged weapons Wardens have available to them, Thralls have adapted incredibly well to their new condition. All manner of thorn, root, and nail have been pulled from the bodies of unlucky soldiers, their wounds often black and throbbing.

Weapon	Type	AT	H	AP	Wounds	Knots	Tags
Barbed Tendril	CC/ 6"	4+	1	1	1	13	#Close-Combat #Ranged-Combat #One-Handed #Quick-Reload #Grappling
Nettle Volley	CC/ 12"	3+	1	0	1	16	#Close-Combat #Ranged-Combat #One-Handed #Long-Reload #Poison(1)
Spore Cloud	CC/ 6"	3+	1	0	1	13	#Close-Combat #Ranged-Combat #One-Handed #Long-Reload #Delirium
Root Shot	18"	4+	2	1	1	11	#Ranged-Combat #Two-Handed #Long-Reload #Rotting #Improvised

Mutations

Thralls may be little more than the Rot-infested husk of some recently killed poor soul, but soon they grow to be a hideous chimaera of corpse and nature; a blistering, festering sore upon the natural order of things.

Mutation	Description	Knots
Slick Skin	This model's back is covered in a slick black oil, making it easier to slip free from the clutches of its enemies. When disengaging, this model must make a 3+ saving throw instead of the usual 4+.	8
Restorative Sap	Thick rich sap fills the torn flesh of the model when injured, hardening into a tough resin. In the model's Upkeep Phase, If this model has been wounded, roll a D6. On a 6, restore one Wound.	8
Fungal Spores	Mushrooms, lichen, and mould litter this model's body, releasing intoxicating spores when threatened. At the end of every close combat phase, If this model was wounded, all enemy models engaged with this model must make a save or be affected by	12

	#Delirium (see Tags)	
Black Oak Bark	Tough bark encases this model, deflecting blows but making it susceptible to fire. This item acts as armour, providing +2 Grit, however the model must roll a 6+ saving throw when on fire instead of the usual 4+.	12
Tough Hide	Horribly callused, dry, cracked skin helps protect this model from light injuries. This item acts as armour, providing +1 Grit.	8
Sprig Nursery	Within this Thrall's chest cavity grows small sprigs that it may use to further advance its warband. During the loot phase, if this model did not go out of action, receive an additional 2d6 Loot.	5
Ichorsprig Pod	This model is equipped with a seedling of the mighty Ichorsprig, its sap is highly volatile. Once per game, during this model's shooting phase, it may hurl the pod to a point within 8". All models within 2" of the chosen point must make a 4+ Initiative saving throw or suffer d3 wounds.	10

Hulks

Melee Weapons

To come within reach of a Hulk is to invite death. They are walking mountains of power and dark hunger. Few living creatures could hope to survive a Hulk's savage onslaught of brute force and razor claws.

Weapon	Type	AT	H	AP	Wounds	Knots	Tags
Talons	CC	4+	1	1	1	9	#Close-Combat #One-Handed #Rotting
Club limb	CC	5+	3	0	1	10	#Close-Combat #One-Handed
Wall of Roots	CC	4+	1	0	1	10	#Close-Combat #One-Handed #Parrying (6+)
Rotting Weapon	CC	4+	2	2	2	16	#Close-Combat #Two-Handed #Unrelenting #Rotting
Lashing Appendages	CC	5+	4	0	2	14	#Close-Combat #Two-Handed

Ranged Weapons

When a Hulk attacks from afar the sky darkens; their weapons are terrible and deadly. Some throw the rotting remains of their enemies, others can emit strange natural missiles or poisons. However they choose to deal death, the knowledge that they can reach out across the battlefield and rain doom upon the unwary can destroy the spirit of even the most battle-hardened Warden.

Weapon	Type	AT	H	AP	Wounds	Knots	Tags
Bile Spit	CC/ 6"	4+	1	0	2	12	#Close-Combat #Ranged-Combat #One-Handed #Long-Reload #Poison(2) #Improvised
Grasping Tendril	6"	4+	1	0	2	14	#Ranged-Combat #One-Handed #Quick-Reload #Grappling #Improvised
Blast of Quills	8"	6+	D6	1	1	15	#Ranged-Combat #One-Handed #Long-Reload #Spread #Improvised
Thrown Corpse	24"	4+	1	0	2	16	#Ranged-Combat #One-Handed #Long-Reload #Maintenance #Improvised #Rotting
Hurled Stones	12"	5+	3*	2	2	16	#Ranged-Combat #Two-Handed #Long-Reload #Improvised *All hits must be against the same target

Mutations

Hulks are the mightiest avatars of the Rot's perversion of nature and this is reflected in the awful array of monstrous forms they may take. From embodiments of pure terror to walking hives of bustling creatures, the looming form of a hulk on the battlefield is the worst sight a Warden may behold and for many, their last.

Mutation	Description	Knots
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Searing Blisters	This Model's body is host to multiple horrid blisters filled with a foul bile. Attacking this creature risks rupturing them. Each time this model is hit in combat (even if the hit fails to wound), all enemy models within 2" take an attack Acc 6+, Hits 1, AP 0, W1.	10
Gaping Maw	This model has a massive toothed mouth emerging from its body. Enemies who are caught by surprise are in danger of being consumed. When this model performs an opportunity attack against a model, you may use the following Weapon profile: Acc 3+, Hits 1, AP 2, Wounds 2, #Unrelenting.	10
Horrific Appearance	This model is utterly terrifying to all who oppose it. This model has the #Horrific Tag.	10
Tough Hide	Horribly callused, cracked skin helps protect this model from light injuries. This item acts as armour, providing +1 Grit.	8
Bone Growths	This model's skeleton has irregular growths that form overlapping plates of crude armour. This Item acts as armour, providing +2 Grit, as well as the #Horrific Tag.	18
Critter Nest	This model's torso has been gnawed and hollowed by animals who dwell inside its open chambers. Once per scenario, during the Shooting or Close-Combat phase, this model may choose to send the creatures living within its body into the fray. Use this weapon profile: Range CC/8", 6+ AT, 6 Hits, 0 Pen, 1 Wound.	8
Walking Fortress	<p>A House that has been uprooted from the ground, a graveyard that travels across the Weald, this model may carry other members of its warband, protecting them from outside attacks. During this model's movement phase, it may pick up any non-Hulk model from its warband within 2" and place them within a structure on its back. models may reside inside of the structure for as long as they like and may not be charged or shot at by #Ranged Weapons.</p> <p>Models stored inside of the structure may shoot at enemies, and during their movement phase may choose to disembark from the model and move as normal. Models stored inside of the structure are not engaged with any enemies that the Hulk may be engaged with.</p> <p>If this model is removed from play, all occupants must make a 6+ Initiative saving Throw or are crushed and removed from play as well.</p>	5

Slimy Trail	This model secretes a sticky ooze from its fleshy pores, causing those who come near to become stuck. Enemy models who move within 3" of this model must make a 4+ Initiative saving throw or immediately become stuck in place, ending their movement phase. If the stuck model was charging, the charge automatically fails.	5
Barbed Legs	This model has many legs that have a medley of barbs and claws that allow for quick climbing. This model may move at normal speed while performing difficult climbs.	8
Cloven Hooves	This model's feet are shaped into hooves, allowing for increased speed and agility. This model increases their Movement attribute by 2".	10
Entrenching Roots	Thick roots spiral into the ground, securing this model in place. This model is not affected by weapons with the #Grappling tag and cannot be knocked off ledges/terrain by critical hits. Any model charging this model does not gain the +1AT bonus to their attacks	6
Thunderous Footfalls	This model's steps are deadly to all those near, easily crushing those who are unfortunate enough to be caught under them. When this model moves, all models within 2" of its movement path must make a 3+ Initiative saving throw or suffer 1 Wound.	18

Gnarl Marks

Marks are living examples of the horror that the Gnarl bestow upon the Weald; manifestations of the twisted power of The Rot rising from the very landscape. They are described as horrifying yet sometimes beautiful by the wardens who encounter them. Many an artist or scholar has attempted to capture the essence of a mark, though few survive the experience, leaving only the ramblings of veterans madmen to fill the gaps.

Using Gnarl Marks

Marks serve many different purposes to the Gnarl, such as mending their fragile forms or ensnaring those who tread on their claim. Players may buy Marks in the same way as other equipment, though Marks are not assigned to any one model.

Only one of each type of Mark may be deployed during a scenario, unless otherwise stated. Keep in mind you do not have to deploy a Mark and may choose to save it for a future scenario.

Marks can be represented by a terrain piece, model, or token, and must be clearly defined between players. Marks may be placed anywhere on the board after both players have deployed their warbands, as long as they are not within another player's deployment zone. Some Marks affect terrain and therefore can only be placed upon applicable terrain. It is recommended that Marks are no bigger than 35mm in base diameter, 50mm for Burrow Marks.

Some Marks have Grit and Wound attributes and therefore can be destroyed by enemy models. Keep in mind that hidden Marks must be revealed first in order to be targeted.

After the scenario is over, Marks that have been used in the game are removed from your Haunt's roster.

Marks with the #Trap tag that are deployed but not activated by an enemy model during the game can be saved for another game.

New or replacement Marks can be purchased like other equipment after a game (see Chapter Seven: Campaigns).

Activating Marks

Some Marks must be Activated in order for their effect to occur. Models activate a Mark during their movement phase by moving within 2" of the Mark, or onto the terrain the Mark is placed in. Some Marks allow enemies as well as friendly models to activate them, while others are restricted to only one party. Additionally, some Marks automatically activate, while others allow the player to choose if they want to activate the mark.

Some Marks are hidden from the opponent, automatically activating and becoming visible only when an enemy model draws close. These Marks have the #Trap Tag.

The Gnarl Player should write down where they will hide such Marks before the game. Be descriptive, draw a crude map if necessary. Once an enemy model draws close to the hidden Mark, reveal your note to the other player and activate the Mark.

Once revealed, place a token or model to represent the Mark and carry through with its activation. Certain effects may lead to hidden Marks being revealed without an enemy entering within 2" of the Mark. In such cases the Mark is not activated, though may still be activated in the future if an enemy model enters within 2" of it.

Types of Marks

Fruitful Ichorsprig - Place on the board during deployment. Any friendly model within 4" of the Mark in its Upkeep Phase heals one lost Wound. A friendly model may move onto the Mark and drain it, restoring D3 Wounds, but destroying the Mark, in which case remove it from the game. | G 3+ | W 2 | K 12 |

Blight Spume - Activated by an enemy. When activated all enemies within 3" must make a 5+ Saving Throw (Initiative) or are Poisoned(0), This Mark is destroyed after activation. | G 2+ | W 1 | K 8 | #Trap |

The Dweller - Activated by an enemy. Any enemy model moving within 2" of The Dweller immediately suffers the following attack: | AT 4+ | H 1 | AP 2 | W 2 | The Dweller remains in play until destroyed and will attack any enemy that comes within 2" | G 3+ | W 2 | K 12 | #Trap

Snatchfoot Briars - Activated by an enemy. The enemy who activates this Mark is ensnared, ending their movement phase and losing 1 Wound. The ensnared model may attack the Mark in their close combat phase. The ensnared model may not act in their move or shooting phases until the Mark is destroyed and they suffer an additional wound in each upkeep phase they spend being ensnared. | G 3+ | W 1 | K 8 | #Trap |

Hang-Man's Birch - Select one woodland terrain on the table in secret and note that this Mark has been placed in it. When an enemy model enters the terrain the Mark can be revealed. For the duration of the game all enemy models must treat the result "The forest is quiet" on the Wandering in woodlands table as if they had rolled "Hang-man's Birch" on the Strange Environs table. K10 #Trap

Blood-thorn Bush - Select one woodland terrain on the table in secret and note that this Mark has been placed in it. When an enemy model enters the terrain the Mark can be revealed. For the duration of the game all enemy models must treat the result "The forest is quiet" on the Wandering in woodlands table as if they had rolled "Blood-thorn Bush" on the Strange Environs table. K10 #Trap

Mooncap Spores - Select one woodland terrain on the table in secret and note that this Mark has been placed in it. When an enemy model enters the terrain the Mark can be revealed. For the duration of the game all enemy models must treat the result "The forest is quiet" on the Wandering in woodlands table as if they had rolled "Mooncap Spores" on the Strange Environs table. K10 #Trap

Burrow system - Take two tokens to represent the burrows and place them during deployment. The burrows must be at least 6" away from your opponents deployment zone and any objectives. During their Movement Phase, friendly models may move onto a Burrow and immediately leave from any other burrow on the board at no additional movement cost, the model may then complete their move as normal. Each additional time this Mark is bought you may add one further Burrow to the table, to a maximum of four burrows per game. | G 3+ | W 2 | K 8 |

Chapter Four: Playing The Weald

Game Turns and Phases

Games are run in a series of turns, with each turn consists of four phases occurring in this order:

1. Upkeep
2. Movement
3. Shooting
4. Close Combat

Upkeep Phase

Some models, items, or abilities may have effects that take place at the beginning of their turn. These are resolved in the upkeep phase. For example; if a model is on fire or poisoned, roll to see if the effect continues. Some consumable items may also be used in this phase.

Movement Phase

Each model may make a movement action in its movement phase or they may choose not to move at all. Models engaged in close combat may not move, however they may use their movement phase to attempt to flee from combat by disengaging (see The Movement Phase).

Shooting Phase

After the movement phase ends, models using weapons with the #Ranged-Combat Tag may choose to attack in the shooting phase.

Models attacking in the shooting phase may target any enemy model within their weapon's Range and line of sight. Shooting models must declare their target(s) before Rolling to Hit.

Close Combat Phase

After the shooting phase comes the close combat phase. During this phase a model may attack any enemy models it is engaged with.

Only weapons with the tag #Close-Combat can be used in this phase.

First, the attacking model must declare their targets. Some weapons have multiple hits that may be distributed between engaged enemy models.

Models in combat may be dual wielding two weapons (one in each hand) and can also distribute their hits to multiple targets (see The Close Combat Phase).

Turn Phases

Typically, whoever deployed first also goes first in the turn, but players can alternatively agree to roll off to decide who goes first, or a specific scenario may dictate which order players take.

The turn moves through each phase in the sequence described above. At the start of a phase, the first player chooses a model to activate and completes any actions they wish the model to take in that phase (see the dedicated chapter for each phase for in depth information on the actions and rules relevant to them). Once the model's activation is complete, play passes to the next player and they select a model to activate. The phase continues in this manner of alternating activations until all possible models have been activated. The phase then ends and the next phase begins and is completed in the same way. Once all phases have been completed, the current turn ends and a new turn begins. Unless indicated otherwise by a special rule; a model may only be activated once each phase.

The game continues in the above manner until the victory conditions for the scenario are met or the allotted number of turns have been completed.

The Upkeep Phase

The Upkeep Phase takes place at the start of every new turn, giving models a chance to resolve conditions and effects that may have carried over from the previous turn.

Healing, consumable items and other abilities

Models equipped with certain consumable items, relics or mutations and other special abilities may be able to use these in the Upkeep Phase. Items which restore wounds and remove negative effects will usually be used in this phase and their effects take place immediately unless otherwise stated.

Swapping Items

During the Upkeep Phase, two friendly models may give or exchange consumable items or weapons (including shields & bucklers, but not armour), provided they are within 2" of each other and are not engaged in combat.

Debuffs

A debuff is a negative effect affecting a model such as Burning or Poisoned. Determining the impact of a debuff, and removing it, will usually take place during the Upkeep Phase.

Burning

A Burning model must attempt a saving throw of 5+ in their Upkeep Phase in order to extinguish the flames. If they succeed, they are no longer Burning, if they fail they suffer 1 wound and remain burning. They must attempt the saving throw to extinguish the flames again in their next Upkeep Phase.

Poisoned

A Poisoned model may use a consumable item that cures the Poisoned status if it has one in its Upkeep Phase, if not it must make a poison saving throw. This saving throw is a Grit check; to succeed the roll must be under the Grit threshold (E.g. a model with 5+ grit must roll between 1-4 to succeed).

Armour does not apply to Grit for poison saving throws.

The number next to #Poison(x) indicates the difficulty and is applied as a negative modifier to Grit for the saving throw (Eg. #Poison(1) gives -1 to Grit for any poison saving throws).

Success means the model is no longer Poisoned and can act normally from this turn onwards. Failure means the model is still Poisoned and may not make any other actions until its next upkeep phase.

For each failed poison saving throw the model makes, they receive a +1 modifier to their poison saving throw in the next Upkeep Phase. For example: a model who has failed two previous poison saving throws will get a +2 modifier to their next attempt.

Ending The Upkeep Phase

Players take turns to activate their models and take any actions. Once all models have completed any upkeep actions, or if there are no upkeep actions to take, play moves on to the Movement Phase.

The Movement Phase

In the Movement Phase players take turns to activate their models to perform movement actions. Players do not need to activate a model if they do not wish it to make a movement action, or if the model is unable to move (for example; if the model is engaged in combat, although they could attempt to Disengage if the player wished).

Moving, running, charging

For any move action, the player must indicate when declaring their action where they intend to move the model to, or which model is the target of the charge.

Once declared they may measure the distance and move the model up to the total movement allowed for the action.

Move and Run actions do not fail, but if a charge does not bring the charging model into engagement range with their target then it has failed. Charging counts as a running action, even if it fails.

Moving

Moving is the most basic movement a model can perform.

While Moving, a model may move a distance less than or equal to its Move attribute.

Movement and terrain

Moving on or through terrain can have different effects on a model, depending on the nature of the terrain. See the Terrain section for rules relating to different terrain types, and the Climbing and Difficult Climbs sections below for more information.

Moving through models

A model may move "through" a friendly model during its movement phase, but may not run or charge through a friendly model.

If the model being moved through has a #Ranged-Combat weapon, the moved-through model is treated as having moved also, so suffers a -1AT modifier for shooting after moving, and may not fire if the weapon has the #maintenance tag.

Hulks may not be moved through by friendly models at any time. If a Hulk moves through a friendly model that is within 1" of an edge or ledge, the moved through model must make an Initiative saving throw of 4+ or be knocked off (see Falling).

Moving when engaged (Manoeuvring)

A model which is engaged in combat may still move in its movement phase, provided it does not move more than 2" from any model it is engaged with (if it does so, this becomes a disengage attempt; see Disengaging). Maneuvering may be used to consolidate the position of a model. If the model moves within 2" of an enemy model it was not already engaged with, these models are now also engaged. This does not class as a charge action and confers no bonuses.

Running

Running doubles the distance a model can move, however models who choose to run cannot attack in the shooting phase that turn.

Charging

Models who wish to engage an enemy in close combat must first declare a charge during their movement phase.

During a charge, models may move a distance equal to twice their movement attribute. Before charging, the model must declare an enemy model as the target. A charge is successful if the model ends within engagement distance of their target (2").

If the charging model would be in the engagement range of multiple enemy models at the end of their charge, they are engaged with all of them.

Models who successfully make a charge are declared engaged. During the charging model's next close combat phase, their weapon's accuracy threshold(s) is/are reduced by 1 for all attack rolls.

If the charge is unsuccessful, the model who charged is not engaged and may not shoot that turn. Models who make unsuccessful charges end their movement phase wherever their attempted charge ends.

Charging and Terrain

When a model is charging, any fall, climb, gap, or obstacle that is 2" or greater in height or length that lies within the path of the charge must be climbed or vaulted accordingly. Any impediment less than 2" has no effect on the charge.

If a model falls and takes damage while charging, the charge ends in failure at the bottom of the fall.

Ladders and ropes can be climbed normally during a charge.

Interrupting a charge

If a charging model passes within 2" of an enemy model during their charge, the enemy may interrupt the charge by making an opportunity attack (See Opportunity Attacks in The Close Combat Phase). The interrupting model must be eligible and able to make melee attacks in the Close Combat Phase of this turn, however the Opportunity Attack does not count as the model's Close Combat action for that phase. The Opportunity Attack is made immediately.

If the charging model is wounded, the charge fails and the charging model is now engaged with the interrupting model. If the attack does not wound the model, the charge continues.

Models may not interrupt a charge if another model is blocking the way, even if they are within 2" of the charging model. Models already engaged in combat cannot interrupt a charge.

Defending a charge

A model which is being charged may attempt to defend against the charge.

To do so, the model being charged must have a ranged weapon loaded and be eligible to fire in the shooting phase of this turn (For example: the defending model may not have run or charged).

The defending shot counts as that model's Shooting Phase action but is resolved immediately. The defending shot may use all available Hits for the weapon, but

these must all be targeted at the attacking model. Any attack rolls for the defending shot suffer a +1 modifier to the difficulty threshold (this stacks with the +1 difficulty if the defending model has moved this turn). If the defending shot hits and wounds, the charge fails and the enemy model stops half-way through the distance of the charge.

Charging Horrific targets

If a model wishes to charge a model which has the tag #Horrific the player must first roll 1D6 + the charging model's current Wound score. If the result is 8+ the charge proceeds as normal (the target may defend the charge if it is able to do so). If the roll does not pass 8+ then the model is too afraid to attack and the charge fails immediately.

If the target model with the tag #Horrific is already engaged with models friendly to the charging model, the charging model gains +1 to their roll for each friendly model in the engagement.

Other Movement Actions

Climbing

Models can scale obstacles to gain advantages and take alternative routes through the Weald. Obstacles less than 2" in height (such as a wall or ledge), ladders, and ropes can be freely moved on, even while running.

Difficult Climbs

Difficult climbs are heights of 2" or more that are not accessible by traditional means such as ladders or ropes. This may include climbing up walls or sheer cliffs.

Models may attempt to make difficult climbs in combination with walking, running, or charging. Difficult climbs are made at half Move.

For example, a Witt with a movement of 7" (14" while running) wishes to climb a small 4" wall that is 6" away. The Witt runs 6", meeting the wall, then needs to use his remaining 8" of movement in order to scale the 4" wall.

When performing a difficult climb, models must make a saving throw of X+, where X represents the height of the climb. If the model succeeds the saving throw, they have successfully scaled the obstacle. If the model fails it is now falling, and must make any necessary falling saving throws (see Falling below).

For example, the same Witt must now see if he can make the climb. As the wall is 4", he must make a 4+ saving throw in order to successfully climb the wall. He rolls a 2, which when added to the Witt's initiative modifier of 2, equals 4, meaning the climb was successful.

Vaulting

Models wishing to Cross a gap of 2" or more in length must attempt to vault the gap. In order to vault, the model makes a saving throw of X+, where X is the distance they need to vault in inches.

If the model succeeds with their saving throw, they have successfully crossed the obstacle. If they fail they are now falling, and make any necessary falling saving throws (see Falling below).

Falling

A model is considered to be falling when they drop from a height of 2" or more. When falling after attempting a difficult climb, the height of the fall should always be measured from the very top of the climb.

A falling model makes a saving throw of X+, where X is the distance in inches they are falling. On a success, the model lands unhurt. On a failure, the model suffers 1 wound for every 2" fallen, rounded down, and their Movement Phase ends.

For example: A Thrall has failed a 3" climb and is now falling. It must make a 3+ saving throw in order to land safely. It rolls a 1, failing. The Thrall suffers 1 wound and its Movement Phase ends.

Leap attacks

If a model is on an obstacle higher than 2" they may wish to make a leap attack against an enemy.

A leap attack is treated as a charge, except the range is only the normal Move of the model attacking and is measured as the distance from the leaping model to its target in a straight line.

The target model may defend the leap attack if they are eligible to. If the attacker is wounded, the attacking model must make a falling test in addition to the leap attack failing. The leaping model ends its move at the base of the obstacle it leapt from. If the charge defence does not wound the attacker, the leap attack can proceed.

The attacking model must make a falling test as they would for a normal fall (see Falling). If the test fails the model suffers one wound for every 2" fallen and the attack fails. The model ends its move at the base of the obstacle it leapt from. If the test is a success, the leap is treated as a successful charge.

The attacker benefits from +1 to AT for their attacks in the combat phase like a normal charge and they also get a bonus +1 to AP for every 3" or part of 3" they started from during the leap attack (Eg. a model performing a leap attack from 4" would get +2AP).

If the target model attempts to flee (see Disengaging from a charge), the +1 AT and any AP bonus apply to the opportunity attack also.

Hiding

A model can declare that it is in hiding at the end of its movement phase, if it meets these requirements:

- The model must not be in line of sight of another enemy model.
- The model did not run or charge (or fail a charge) in their movement phase.
- The model must be on or in base contact with a terrain feature.
- The model must not be engaged with any other models.

A hiding model may not be the target of charges or shooting actions from enemy models. A model may move while hiding and remain hidden for multiple rounds.

A model is no longer hiding if it Runs, Charges, fires a weapon with the tag #Ranged-Combat or ends its move without being on or in base contact with terrain.

A hidden model may charge an enemy. A charge from hiding cannot be interrupted or defended against and any hits made by the charging model are automatically Critical Hits (see The Close Combat Phase). After the charge, the model is no longer hidden.

If an enemy model moves into the engagement range (2") of a hidden model, the model is revealed and no longer hidden. The enemy model may attack the revealed model in their Close-Combat Phase as normal. This does not count as a charge and no bonus is applied.

Models within woodland terrain automatically count as hidden if all the conditions are met. Being in woodland terrain counts as the if the model is out of line of sight to any enemies not in the same terrain. Charging a model, firing a #Ranged-weapon or moving out of the terrain will reveal the hidden model as normal.

Disengaging

Models engaged in close combat may attempt to disengage during their movement phase. The model who wishes to disengage must make a 4+ Saving Throw. The disengaging model suffers a -1 modifier to this saving roll for every additional enemy model it is engaged with.

For example: a model attempting to Disengage who is currently engaged with 3 enemy models would suffer a -2 penalty.

If the model succeeds, they may disengage, leaving the engagement and carrying out their movement phase as normal, including moving, climbing, running, and charging.

If the model fails, they remain engaged and each enemy model(s) engaged with the fleeing model may make an immediate opportunity attack (see The Close Combat Phase).

Disengaging from a charge (Fleeing)

If a model has been charged before its own movement action, it may wish to attempt to disengage during its movement action. This is known as fleeing. Fleeing from a charge always causes an opportunity attack from the charging model. The charging model gets +1 to the opportunity attack roll (which cancels out the negative -1 for a normal opportunity attack, see Opportunity Attacks).

After the opportunity attack the fleeing model makes their disengage roll, with a -1 modifier. Additional negative modifiers of -1 per enemy model apply if the fleeing model is already engaged in the same manner as described in Disengagement.

A fleeing model may make a normal move or run, but may not charge and also cannot shoot in the shooting phase.

Ending The Movement Phase

Once both players have completed the activations of all the models they wish to, and are eligible to activate in this phase, The Movement Phase is completed and play moves on to The Shooting Phase.

The Shooting Phase

Players select and activate any of their models who are eligible to act in this phase. Weapons, items and abilities with the #Ranged-Combat tag can be used to make attacks in The Shooting Phase. Certain attacks may have other requirements which must be met in order to use them such as having been reloaded or the model equipped with them may not have moved. Such conditions will be described by the tag used in the weapons's profile or the rules covered below.

Line of Sight

All models in The Weald have a line of sight in all directions, regardless of which way the model is facing.

A model is considered to not be within line of sight if it is completely obscured from the targeting model's point of view (no part of the model or base is showing).

Models can only shoot enemy models within their line of sight.

Shooting a Ranged Weapon

Models who ran or charged in their movement phase cannot shoot. Models engaged in close combat may not shoot. Models who moved at all in their previous movement phase suffer a +1 penalty to their weapon's Accuracy threshold when rolling to hit.

Models attacking in the shooting phase may target any enemy model within their weapon's Range and their line of sight. Shooting models must declare their target(s) before Rolling to Hit.

Dividing Shots

Some ranged weapons have multiple Hits. During their shooting phase, a model may choose to allocate each shot to the same target or to different targets, providing each target is within range and line of sight. Resolve shots targeting different models one at a time in order to avoid confusion.

Any shots made in The Movement Phase to defend against charges are counted against the total number of Hits a weapon has and a model may not make more attacks in a turn than the weapon has available Hits.

Rolling to Hit

Once the targets are declared, the shooting model must roll to hit against their weapon's AT: a roll equal or above the AT is a success.

For example: for a weapon with AT 3+ a roll of 1 or 2 would miss and a roll of 3 or above would hit.

If the shooting model moved in their movement phase their weapon's AT is increased by 1.

Critical Hits

A roll of 6 (or a roll exceeding the weapon's AT by at least 2 on ATs of 6+ or higher) is a critical hit, and automatically wounds the enemy model.

Critical Hits On Elevated Areas

If a model performs a Critical Hit on an enemy model that is within 1" of a ledge, the enemy model is pushed off the ledge (see Falling).

Rolling to Wound

If any attacks hit, the model then rolls 1D6 to wound for each successful hit. This roll must surpass the enemy model's Grit threshold.

Armour increases the target's Grit threshold, making it more difficult to wound. AP reduces the Grit threshold, making the target easier to wound.

If the target model is wearing armour, add the Grit modifier to the model's Grit threshold and if the attacking weapon has Armour Penetration (AP), deduct this from the target's Grit threshold. If you roll equal or above the target's Grit threshold you have wounded it.

If a shot wounds its target, they lose the number of Wounds specified by the weapon in its profile. If an enemy model is reduced to 0 Wounds, it is removed from the game immediately. If the enemy model survives, keep track of its remaining Wounds.

Cover

A model that is in line of sight but partially obscured by terrain is in cover. If a model is rolling to hit against an enemy model behind cover during the shooting phase, their weapon's AT is increased by 1.

Reloading

After expending all of a #Ranged-Combat weapon's shots, the model needs to reload.

A weapon with the #Quick-Reload Tag automatically reloads during its wielder's next upkeep phase. A weapon with the #Long-Reload Tag needs two upkeep phases to reload.

A weapon with multiple shots always reloads to its maximum number of shots, even if more than one shot has been fired.

A model who is engaged in close combat cannot reload.

Shooting through windows

A model at a window may shoot through at any targets it can see normally. A model who is in a building and chooses to shoot from a window is considered to be at that window for the duration of the turn.

Any model attempting to shoot at a model who is at a window within a building (therefore shooting into the building) must use AT 7+ as the difficulty instead of the weapon's normal AT value.

Shooting through models

If a model with a ranged weapon wishes to shoot at a model that has another model between it and the attacker, the attack suffers a +1AT to hit unless the targeted model is a hulk.

Shooting ranged weapons into melee combat

If a model using a ranged attack chooses to target a model engaged in Melee, roll the attack as normal but the model suffers +1AT to hit. If a "1" is rolled, the attack hits the nearest friendly model also engaged with the target. Roll to wound the friendly model as normal.

Ending The Shooting Phase

Once both players have completed the activations of all the models they wish to, and are eligible to activate in this phase, The Shooting Phase is completed and play moves on to The Close Combat Phase.

The Close Combat Phase

Much like the Shooting Phase, during the Close Combat Phase players select and activate their models to act, alternating between players.

A model must be engaged in order to be activated (It must have charged, been the subject of a charge, or already engaged in combat).

When players are choosing which model to activate, models which have charged in this turn's Movement Phase must always be selected before other models. If a player has multiple models which have charged in this turn, they may choose to activate these charging models in any order they wish, but must activate and resolve all charging models' actions before activating any models which did not charge.

Making a Close Combat Attack

Only #Close-Combat weapons or weapons with the #Improvised-Weapon tag can be used in this phase.

First, the attacking model must declare their targets. Some weapons have multiple hits, the player may choose to distribute these hits between any enemies their model is engaged with.

Fighting through models

A model may not attack an enemy if another model is between them (enemy or friendly), even if they are within engagement distance (2") unless the weapon they are armed with has the tag #Polearm.

Obstacles and engaging

A model cannot be engaged in combat with another model if they are separated by an obstacle of 2" or greater height, nor can they interrupt charges over the obstacle.

Models on an obstacle of less than 2" (Eg. a wall, crate etc) can engage and be engaged as normal.

Models separated by an obstacle of less than 2" height can engage and fight normally, but both models benefit from cover against each other and have a +1 bonus to attempts to disengage.

Models on an obstacle, such as a ledge or building, which is 2" high or greater cannot be engaged with any models below, interrupt their charges, nor make or receive Opportunity Attacks.

Rolling to Hit

After targets have been declared, the attacking model rolls to hit by attempting to meet or exceed their weapon's Accuracy threshold.

Model who charged into combat during the Movement Phase -1 to their weapon's Accuracy threshold, unless they are using a #Ranged-Combat weapon (see Shooting In Close Combat).

Roll to hit for all attacks, one enemy model at a time, keeping in mind that a roll of 6 is considered a critical hit, and that a roll of 1 triggers an opportunity attack from the targeted enemy model.

Shooting in Close Combat

Engaged models may fire their #Ranged-Combat weapons during the close combat phase if the weapon has the #Close-Combat Tag and the weapon is not in need of reloading. Treat this as a normal attack and all hits must be directed against an enemy the model is engaged with.

Other ranged weapons can also be used in close combat, but are treated as improvised melee weapons and must use the #Improvised-Weapon statline instead of firing.

Critical Hits

Critical Hits are lucky strikes that automatically wound a model without needing to roll to wound.

A roll of 6 (or a roll exceeding the weapon's AT by at least 2 on ATs of 6+ or higher) is a critical hit, and automatically wounds the enemy model.

Critical Hits On Elevated Areas

If a model performs a Critical Hit on an enemy model that is within 1" of a ledge, the enemy model is pushed off the ledge (see Falling).

Rolling to Wound

If any attacks hit, the model then rolls 1D6 to wound for each successful hit. This roll must surpass the enemy model's Grit threshold.

Armour increases the target's Grit threshold, making it more difficult to wound. AP reduces the Grit threshold, making the target easier to wound.

If the target model is wearing armour, add the Grit modifier to the model's Grit threshold and if the attacking weapon has Armour Penetration (AP), deduct this from the target's Grit threshold. If you roll equal or above the target's Grit threshold you have wounded it.

If a shot wounds its target, they lose the number of Wounds specified by the weapon in its profile. If an enemy model is reduced to 0 Wounds, it is removed from the

game immediately. If the enemy model survives, keep track of its remaining Wounds.

The attacking model then resolves all remaining attacks targeting separate enemy models, if any, subtracting Wounds dealt from each enemy model and removing them from the game as necessary.

Close combat engagements usually last longer than a single turn. The models involved must remain engaged until either all enemies are removed from the game, or a model breaks engagement by disengaging.

Burning

Models may be affected by Burning if they are struck by a weapon with the tag #scorching (see the Tags section for further information.)

Models that are declared Burning must immediately make a saving throw of 5+ (In the phase in which they become Burning). A success immediately extinguishes the flames. A failure results in the model suffering 1 wound.

Poison

A model which is wounded by an attack with the #Poison(x) tag must make a saving throw.

This saving throw is a Grit check, to succeed the roll must be under the Grit threshold (E.g. a model with 5+ grit must roll between 1-4 to succeed). Armour does not apply to Grit for poison saving throws.

The number next to #Poison(x) indicates the difficulty and is applied as a negative modifier to Grit for the saving throw (Eg. #Poison(1) gives -1 to Grit for any poison saving throws).

Success means the poison has no effect. Failure means the model is poisoned and may not take any action until its next upkeep phase.

In the next upkeep phase the model may use a consumable item to cure the poison if it has one, if not it must make another saving throw as described above. Success means the model is no longer poisoned and may activate normally this turn. Failure means the model is poisoned and may not take any action until its next upkeep phase, however this roll becomes easier by +1 each subsequent upkeep phase.

Poisoned models may not make opportunity attacks or defend charges.

Parrying

Models using a weapon or shield with the tag #Parrying may attempt to parry a hit they suffer in close combat. A parry must be declared after a weapon hits, but before the Grit test to wound is made.

Roll 1D6: if the result is over the items #Parrying(value), the attack is parried and causes no damage. If it is under the #Parrying(value), make the Grit test to wound as normal.

If a “1” is rolled on the parry; the parrying item is destroyed. If the item was a weapon, it can still be used as an improvised weapon to make attacks but now uses the #Improvised-weapon profile.

If the attacking weapon has the #scorching tag, the defending model must still make a save to avoid being set on fire (see Burning), even if the parry is successful.

A model may choose to parry as many Hits as it wishes, but Critical Hits and Hits caused by opportunity attacks may not be parried.

Broken weapons

If a model’s weapon becomes broken during a game, the model must use the Improvised Weapon stat line for future attacks. Improvised weapons may not be dual wielded and cannot make ranged attacks even if the original weapon had the tag #Ranged-combat.

Dual Wielding

Models may use two weapons with the #One-Handed tag at the same time when attacking. This is referred to as “Dual Wielding”.

When attacking with a dual wielding model, you must assign one weapon to be in the model’s main-hand, and one to be in their off-hand. The off-hand weapon may only make one attack no matter how many Hits it has on its profile. The main-handed weapon may utilise all of its attacks. When making an opportunity attack while dual wielding, you may only choose one of your weapons to attack with.

Opportunity Attacks

When a model makes a mistake in combat, enemy models may exploit their weakness by making an Opportunity Attack against them.

There are three main ways a model can cause an Opportunity Attack:

- Rolling a natural 1 when rolling to hit during close combat.
- Failing a saving throw when disengaging from a close combat engagement (see Disengaging).
- Entering within 2” of an enemy model other than their target while charging (see Interrupting a charge).

If any of these instances occur, the model is now subject to an opportunity attack from the enemy model it is engaged with.

Opportunity attacks can only be made using weapons with the #Close-Combat tag, and operate as a standard close combat attack, with a few key differences:

- Only one weapon may be used.
- The weapon may only make 1 attack regardless of the number of Hits on its profile (unless specified otherwise).
- The weapon's accuracy threshold is reduced by 1.

Roll to hit and wound, then subtract any wounds dealt to the enemy model just as you would in standard close combat.

Opportunity attacks can occur in the Movement, Close Combat, and Shooting phases, ignoring regular turn structure. Always resolve an Opportunity Attack as soon as it occurs. After the opportunity attack has been resolved, continue with the model's turn as normal.

Rolling a natural 1 while making an opportunity attack does not generate further opportunity attacks. Only 1 opportunity attack can be made against a model rolling to hit in Close Combat, no matter how many natural 1s they roll.

Ending The Close Combat Phase

Once both players have completed the activations of all the models they wish to, and are eligible to activate in this phase, The Close Combat Phase is completed. This is the end of one complete turn. Players should at this point check if any victory conditions for the scenario being played have been met (see Ending The Game and Scenarios).

Ending The Game

A game of The Weald continues until one or more of several conditions are met. Some conditions may take place immediately, others, unless stated otherwise, should be assessed at the end of each completed turn (I.E. once the Close Combat Phase has been completed).

A game of The Weald may end in several ways:

- 1) All models in a player's warband have been taken out of action. In this instance, the game ends as soon as the last model has been removed from play.
- 2) The predetermined number of full turns have been completed. A game of The Weald usually lasts for five turns, although this may differ for specific scenarios.
- 3) The victory conditions specific to the scenario being played have been met by a player.

Victory and Defeat

If a player's entire warband has been taken out of action they are automatically defeated and the other player is the victor of the game.

If a player achieves the required conditions for victory set out in the scenario being played, they are the victor.

In games where the allotted number of turns are completed and the game ends without either warband being taken out of action, or any victory conditions being met, the player which caused the most total damage in Wounds to the opposing warband is the victor.

Chapter Five: Terrain

The Weald is an ancient sprawling forest of mighty proportions. It has within its depths many environments in which unlucky wanderers may come face to face with the Gnarl. This chapter covers a number of additional rules for specific types of terrain you may wish to have on your battlefields.

Terrain Types

In The Weald terrain refers to any area of the battlefield which is not simply open ground. Terrain will usually be represented by a modelled feature on the table, such as a patch of trees, a building, or a river.

Interrupted moves

Some terrain types have limiting effects on certain types of movement. For example; a model may not run up a hill. So what happens when a model is already running and it moves onto a hill?

This is called an interrupted move. This means that the model's movement action reverts to a normal move. To work out how this affects the rest of the move action, simply half (divide by 2) the model's remaining Move, and complete the action with this.

For example: A footman with Move 6 is running. Running allows the footman to double their move to 12". So far the footman has run 5" before moving onto a hill. The model stops and its player must determine the effect of the interrupted move by dividing the remaining movement by 2. In this example the footman would have 7" of the run remaining, halving this gives 3.5" of movement. This is how much further the footman can move this phase.

This does not apply to models starting a move on such terrain, if terrain does not allow them to run, they cannot begin to run once they have moved off that terrain, they finish the move they had begun as normal.

Hills

A hill is any non-flat area of ground that rises to a point elevated above the general level of the rest of the ground. Models may not run up a hill but may move or charge up a hill normally. When charging at a target who is on a hill, the charging model is subject to an opportunity attack from the target model.

There are no penalties or restrictions to running or charging down a hill.

Obstacles

Fences, walls, crates and barrels, large rocks; obstacles are any objects which can block line of sight and provide cover on the battlefield. Obstacles of 2" or less in

height can be climbed without penalty during the Movement Phase, for larger obstacles see Climbing.

Destroying obstacles

You may wish to designate some types of obstacles as being destroyable in your games. In such cases, a model must be in base contact with the target obstacle and not engaged in combat with an enemy model. The obstacle is automatically hit so no attack rolls need to be made. An obstacle is destroyed when its Wounds have been reduced to zero and it is then removed from the table.

Examples:

Fence/Crate/Barrel - Grit 3+ Wounds 1

Stone wall - Grit 5+ Wounds 2

Buildings

Many types of buildings can be found in The Weald from simple huts and cottages to larger farmsteads or watchtowers. Buildings block line of sight and may also be climbed to provide vantage points for ranged attacks (see the rules for Climbing).

Entering Buildings

Any model except for a Hulk may enter a building through any door it may have. Remove the model from the table whilst it is inside a building.

Models within a building count as being Hidden from all models outside of the building. If models of opposing warbands enter the same building they automatically become engaged in close combat (multiple models all become engaged with each other in one mass brawl!).

Models with #Ranged-weapons who are in a building with a window may shoot at targets outside the building during their Shooting Phase, but may also be shot back at if they do so (see Shooting through windows).

Destroying Buildings

As with obstacles, you may wish to attempt to destroy a building (it may even be an objective of a scenario). Buildings are much sturdier than obstacles, and can only be damaged by weapons which cause 2 or more Wounds in damage, but any attack which hits a building only causes 1 Wound of damage per hit, no matter what the Wounds value of the weapon is.

Any models which are inside a building when it is destroyed must make a Grit test or be killed.

Burning Buildings

Any model who has a weapon with the tag #scorching may choose to set a building on fire. The model must be in base contact with the building and not engaged with an enemy. Setting a building on fire counts as a close-combat attack, but no attack role is needed. The building immediately takes 1 Wound of damage and at the start of every subsequent turn will take Wounds equal to the number of turns it has been burning (E.g. 2 Wounds on the next turn, 3 Wounds on the turn after, etc.). The building does not get to make a saving throw to extinguish the flames, once on fire it will burn until it reaches 0 Wounds and is destroyed.

Any models inside a burning building take 1 Wound every Upkeep phase they are inside the building.

Examples:

Wooden hut - Grit 3+ Wounds 5

Thatched cottage - Grit 3+ Wounds 9

Stone hut - Grit 5+ Wounds 10

Small stone tower - Grit 5+ Wounds 15

Water terrain

Streams, rivers, swamps and ponds all can inhibit movement across the battlefield. Models may not run through water terrain, but may move and attempt charges normally. When a model attempts to cross a water-based terrain area, if there is no crossing point such as a bridge or ford, you must roll 1D6 and add the model's Initiative and consult the table below to determine if they successfully cross:

1 - Drowning! The model suffers -1 Wound and their turn ends. They may attempt to cross again on their next turn, or choose to find a safer way around. If they were charging, the charge fails but the target model may still defend the charge if they have a #Ranged-weapon and are eligible to defend the charge (See Defending a charge).

2-3 - Stuck in the mud. The model's movement ends immediately. They may attempt to cross again on their next turn, or choose to find a safer way around. If they were charging, the charge fails but the target model may still defend the charge if they have a #Ranged-weapon and are eligible to defend the charge (See Defending a charge).

4-6 - Safe crossing. The model can complete its movement as normal. If the model ends its movement still within the terrain, a new test on this table must be made at the start of the model's next Upkeep Phase.

The above test is in addition to any test required by Gnarl models due to the #Rot-born tag.

Woodlands

Quite by definition, trees are in abundance in The Weald and are present on any battlefield. Woodland terrain has the following effects:

Woodlands block line of sight: a model may not shoot at an enemy model who is obscured by woodlands.

Woodlands provide cover to any models within them.

Models may not run in woodlands. They may make normal moves and charges.

Models within woodland terrain automatically count as hidden if all the conditions are met (See Hiding). Being in woodland terrain counts as the if the model is out of line of sight to any enemies not in the same terrain. Attacking a model or firing a #Ranged-weapon will reveal the hidden model as normal.

Wandering in woodlands

When a model moves onto a woodland terrain, immediately roll 3D6 on the table below before finishing the movement:

3 - Turned around. Place the model next to the woodland as close to where it entered as possible, facing the opposite direct to which it entered. The model's movement phase ends immediately. They may attempt to enter again on their next turn, or choose to find a safer way around

4 - Stuck in a thicket. The model's movement ends immediately. If they were charging, the charge fails but the target model may still defend the charge if the have a #Ranged-weapon and are eligible to defend the charge (See Defending a charge). The model must roll on this table again at the start of their next Upkeep Phase.

5 - Strange environs. Roll on the table of the same name below and resolve any actions. The model may then complete its move as normal. If the model ends its movement still within the terrain, a new test on this table must be made at the start of the model's next Upkeep Phase.

6 - The forest is quiet. The model can complete its movement as normal. If the model ends its movement still within the terrain, a new test on this table must be made at the start of the model's next Upkeep Phase.

7 - Stuck in a thicket. The model's movement ends immediately. If they were charging, the charge fails but the target model may still defend the charge if the have a #Ranged-weapon and are eligible to defend the charge (See Defending a charge). The model must roll on this table again at the start of their next Upkeep Phase.

8 - The forest is quiet. The model can complete its movement as normal. If the model ends its movement still within the terrain, a new test on this table must be made at the start of the model's next Upkeep Phase.

9 - Strange environs. Roll on the table of the same name below and resolve any actions. The model may then complete its move as normal. If the model ends its

movement still within the terrain, a new test on this table must be made at the start of the model's next Upkeep Phase.

10 - Disturbed a wild beast! Roll on the table of the same name below and resolve any actions. The model may then complete its move as normal. If the model ends its movement still within the terrain, a new test on this table must be made at the start of the model's next Upkeep Phase.

11 - Stuck in a thicket. The model's movement ends immediately. If they were charging, the charge fails but the target model may still defend the charge if they have a #Ranged-weapon and are eligible to defend the charge (See Defending a charge). The model must roll on this table again at the start of their next Upkeep Phase.

12 - The forest is quiet. The model can complete its movement as normal. If the model ends its movement still within the terrain, a new test on this table must be made at the start of the model's next Upkeep Phase.

13 - Strange environs. Roll on the table of the same name below and resolve any actions. The model may then complete its move as normal. If the model ends its movement still within the terrain, a new test on this table must be made at the start of the model's next Upkeep Phase.

14 - The forest is quiet. The model can complete its movement as normal. If the model ends its movement still within the terrain, a new test on this table must be made at the start of the model's next Upkeep Phase.

15 - Strange environs. Roll on the table of the same name below and resolve any actions. The model may then complete its move as normal. If the model ends its movement still within the terrain, a new test on this table must be made at the start of the model's next Upkeep Phase.

16 - The forest is quiet. The model can complete its movement as normal. If the model ends its movement still within the terrain, a new test on this table must be made at the start of the model's next Upkeep Phase.

17 - Stuck in a thicket. The model's movement ends immediately. If they were charging, the charge fails but the target model may still defend the charge if they have a #Ranged-weapon and are eligible to defend the charge (See Defending a charge). The model must roll on this table again at the start of their next Upkeep Phase.

18 - A discovery! Roll on the table of the same name below and resolve any actions. The model may then complete its move as normal. If the model ends its movement still within the terrain, a new test on this table must be made at the start of the model's next Upkeep Phase.

Wild Beast Table

(1D6)

1 - A Hare. The hare immediately takes its turn. A hare will always move towards the nearest table edge until it moves off the battlefield and escapes. Hares may only be attacked by #Ranged-weapons. If a model kills a hare they gain +1 Exp after the battle and an extra loot die for their warband.

Hare Move 10" Grit 2+ Wounds 1 Initiative 2

2 - A Deer. The deer immediately takes its turn. A deer will always move towards the nearest table edge until it moves off the battlefield and escapes. If a model kills a deer they gain +1 Exp after the battle and an extra loot die for their warband.

Deer Move 8" Grit 3+ Wounds 1 Initiative 1

3 - A Stag. The stag immediately takes its turn. The stag will charge the model which disturbed it and attack. Resolve the attack immediately. On its next turn the stag will disengage and move away. A stag will always move towards the nearest table edge until it moves off the battlefield and escapes. If a model kills a stag they gain +1 Exp after the battle and an extra loot die for their warband.

Stag Move 8" Grit 4+ Wounds 2 Initiative 1

Antlers: AT 3+ Hits 1 AP 1 W2

4 - A Wolf. The Wolf immediately attacks the model and they are engaged in combat. The wolf will not disengage and will fight until killed. If the player's model is killed, the wolf returns to the forest where it came from. If a model kills a wolf they gain +1 Exp after the battle and an extra loot die for their warband.

Wolf Move 7" Grit 4+ Wounds 3 Initiative 1

Bite: AT 4+ Hits 1 AP 0 W1

5 - Eyetoads! The model disturbed a group of eyetoads who don't take kindly to the intrusion and fix the model with their unblinking gaze. The model is affected by #Delirium and must follow the instructions as per that tag in the Tags section. The model then continues its move as normal. The effects of the #Delirium lasts until the model's next upkeep phase.

6 - A Goat. You disturb a random goat as it quietly munches on a berry bush. It looks at you suspiciously. You best just leave it alone. Complete your move as normal.

Strange Environs Table

(1D6)

1 - Hang-man's Birch. The model is attacked by the branch of a Hang-man's Birch tree. The branch has Grit 5+ and W 1, the model must fight the branch as if it was engaged in close combat. If the branch is destroyed the model may continue its

activation as normal. If the branch is not destroyed the model is caught in it, suffering 1 Wound and the model's turn ends immediately. The model must fight the Hang-man's Birch each round until it is destroyed or the model is killed.

2 - Balm-berry bush. Delicious balm-berries also have healing properties. If the model has lost any Wounds in the game so far, it heals D3 Wounds. The model then continues its move as normal.

3 - Blood Thorn bush. Blood Thorns lash out at passing animals and feed on the drops of blood caught by the thorns. The model takes a single attack of: AT 5+ Hits 1 AP 0 W 1. After the attack the model may continue its move normally (providing it survived).

4 - Adderbane root. Adderbane is a peculiar plant; its root sap acts as a remedy to those who have suffered poisoning, but as poison to those who are healthy. Take the following consumable item (Wardens only):

Adderbane root - May use in Upkeep Phase to cure the model who carries it of the effect of #Poison, or to add #Poison(1) to a weapon the model carries. The #Poison tag lasts only for that turn. The Adderbane is discarded after use.

Gnarl only - the next attack this model makes also causes #Poison(1).

5 - Mooncap spores. The model has wandered into a patch of Mooncap toadstools and disturbed the spores! The model is affected by #Delirium and must follow the instructions as per that tag in the Tags section. The model then continues its move as normal. The effects of the #Delirium lasts until the model's next upkeep phase.

6 - Wil o' wisp. The model encounters strange lights in the woods, they enchant and beguile the viewer, trying to lead them further astray. Roll 1D6; on 1-5 the model is entranced and loses its turn. On a 6 the model wanders off to follow the lights and is removed from the game. The model does not need to roll an injury after the game.

Discovery Table

(1D6)

1-3 - A dead wanderer. The body of some poor soul, but it has something useful on it: choose any common weapon from the Warden's equipment list.

4 - A bag of coins. The model finds 1D6 Knots.

5 - Lost goods. The model may choose any common consumable item.

6 - A treasure map. Roll on the Extra Rewards Table after the scenario (See Chapter Six: Campaigns)

After making the discovery, the model may continue its move as normal.

Chapter Six: Scenarios

Your warband's struggles for victory in The Weald are played out through individual games, structured by a scenario. You may wish to play either a 'one shot', stand-alone skirmish, or a series of encounters linked together in an ongoing Campaign (See Chapter Six: Campaigns).

This section covers some points to consider when creating a scenario, as well as a few example scenarios to play.

Creating a Scenario

When creating a scenario, start by considering:

Set up: Where does this scenario take place? If there are specific terrain elements or configuration of the game board to consider such as buildings or natural features.

Deployment: Different scenarios can have different deployment zones depending on the objective. Be creative when choosing deployment zones; it can lead to great narrative moments. *For example: If one player is attempting to defend supply stockpiles, their deployment could be in the middle of the board, while the other player could deploy on the outside edges of the board.*

Objective: Scenarios should have a clear objective for each warband to accomplish. Players might wish to pit their warbands head to head over the same objective, or may have different objectives. *For example: A classic scenario is for models to hold objective points scattered around the map. Whoever holds the most at the end of the game wins the scenario. Another example would be one Player attempting to defend 3 monuments, while the other Player is attempting to destroy them.*

Duration: Consider how long you want the scenario to last. An average length is 5 turns, which you can shorten to create tension, or lengthen to encourage tactical play.

Additional Rules: When designing a scenario, feel free to add a few of your own rules to make things interesting. Random encounters for players to trigger; special terrain to interact with, and thematic rewards can make each game memorable.

Warband Requirements: Players are free to agree on 'asymmetric' warband requirements for each scenario. *For example, one player may only have 150 knots to outfit their warband, but gets access to additional benefits such as a powerful cannon located on the board. Their opponent meanwhile gets a standard 200 knot allowance. In campaigns where each player already has a built warband, you could restrict the number of models a warband might first deploy; perhaps the rest are delayed and arrive after a designated number of turns, or perhaps not at all!*

Example Scenarios

These scenarios have already been created for you. Feel free to adjust any of the rules to your liking, and have fun!

Hold the Hamlet

A village has recently fallen to the rotten hand of the Gnarl. The town guard has wiped out the infestation and moved on to combat greater threats, leaving the sullen ruins lying derelict. Smelling opportunity, a southern noble hires a band of Wardens to claim the hamlet as his own. Meanwhile, the Gnarl slink back to collect the bodies of their fallen...

Set-Up: Place 3 objectives diagonally in the centre of the board. Each objective should be marked using a token or piece of terrain (like abandoned houses, signposts, treasure, or bodies). A 2x2 board is great for quick games with instant action, or a 3x3 foot board is perfect for longer games with more routes and alleys to move through.

Deployment: Models should be deployed in opposite corners, within 8" of the corner of the board.

Objectives: Whoever holds the majority of the objectives by the end of the game wins. An objective is declared captured if it is uncontested (meaning only models from your warband are within 2" of the objective marker) at the end of the game.

Duration: The game should last for 5 turns

Destroy the Hives

It has been discovered by a scholar that the Gnarl seem to be constructing...hives. Within the trunks of hollow trees are lumpy sac-like masses, writhing and pulsing as whatever lies within grows. A gang of Wardens have been tasked to desecrate these nests, while the Gnarl seek to protect their sacred grounds...

Alternatively, one Gnarl warband may attack another's hives: a competition for resources and territory.

Set-up: Choose one player to be the attacker and one player to be the defender. Place 3 Gnarl hives diagonally in the centre of the board.

Deployment: The attacking team must deploy their models within 2" of any board edge, while the defending team may deploy their models within 2" of any hive.

Hives: Treat Hives as having a Grit of 3+ and having 3 Wounds.

Attackers may charge and engage hives in Close Combat, but may not target hives in the shooting phase. If Engaged with a hive as well as an enemy model, attackers may not attack the hive, and must become disengaged with the defending model before

being able to attack the hive. Hives may be set on fire, but may not be poisoned. Hives always fail saving throws.

Objective: The attacking player wins if all hives are reduced to 0 Wounds and destroyed before the game ends. The defending player wins if at least one hive remains standing at the end.

Duration: The game should last for 5 turns

Cow Thieves

Farmers have noted that a sizable portion of their livestock has either been found dead or missing altogether. The Baron has received enough complaints that he has hired a band of Wardens to take care of the problem.

This scenario can be played with a defending Warden warband and an attacking Gnarl warband, or two Warden warbands, one attacking and one defending.

Set-up: Players choose opposite corners of the board to deploy their warband. The attacking player places d3+3 Cows within 12" of the defending player's Corner.

Deployment: The attacking player deploys their warband within 8" of their corner. The defending player deploys within 8" of their corner.

Cows: Treat Cows as having a Grit of 4+ and having 2 Wounds.

At the beginning of the defending player's turn, each Cow moves 3" in any direction of the defending player's choosing.

Objective: The attacking player wins if more than half of the cattle are slain, or all of the defending player's warband is put out of action. The defending player wins if at least half of the cattle remain at the end of the scenario, or all of the attacking player's warband is put out of action.

Duration: The game should last for 5 turns

Chapter Seven: Campaigns

What is a campaign?

A campaign is a series of linked games in which you carry forward your warband through multiple battles and encounters, developing their story as your characters scavenge loot, progress their skills, and suffer Wounds in the shadows of the trees.

A campaign can follow a thoughtfully written narrative, with a clear and decisive outcome at the end, or it can simply be a series of scenarios played over time with the same warbands. The Weald was created with the idea of narrative campaigns in mind, that allow players to tell and explore interesting stories about survival and loss in the hell of the Rot-haunted forest.

However you choose to play; an important part of any campaign is what happens after the battle is finished. What became of your warband, what happens to them in between scenarios and what effects carry over into the next and future scenarios?

This chapter will help you determine the answers to those questions.

After the battle

Once your game of The Weald has ended it is time to determine what the effects of the game have been on your warband, have they suffered, or prospered?

The after game process follows four steps you should work through before your warband is ready to head out on its next adventure:

- loot
- Experience
- Injuries
- Activities

Loot

After the battle is over, each warband scrounges the bloodsoaked battlefield, searching through brambles and bodies for anything that would have made the encounter worthwhile.

A warband earns loot by completing tasks throughout a scenario. Some scenarios offer additional rewards for completing special objectives. Some tasks can be completed multiple times, while others can only be completed once.

Loot is allocated using D6 dice. For every task a warband completes, one or more Loot Dice are added to the warband's total for the scenario. Each player rolls the number of dice they've been awarded and their warband receives that many Knots.

If you roll a 6 on any of these dice, an additional reward is granted in the form of equipment. Roll an extra die on the 'Extra Rewards' table below.

Scenario Tasks (Loot)

All warbands can complete these tasks in any scenario, in addition to any Scenario-specific tasks.

Champion - 1D6 Awarded for being the winner of the scenario.

Duty-Bound - 1 D6 Awarded for each objective completed by your warband during the scenario.

Scrounger - 1D6 Awarded for each member of your warband that was not taken out of action by the end of the scenario.

Extra Rewards Table

Whenever a player rolls a 6 on a loot die, they get to make an additional roll on the 'Extra Rewards' table. When making multiple rolls on the table, re-roll any dice of the same result until each reward is unique.

1 - 10 Knots

2 - Any consumable for Wardens, any mark for Gnarl

3 - Any #Ranged-Combat weapon

4 - Any #Close-Combat weapon

5 - Any armour for Wardens, any mutation for Gnarl

6 - Any trinket for Wardens, any three mutations for Gnarl

Experience

As members of your warband surmount or succumb to the unspeakable horrors of the Weald, they may become proficient in mastering such struggles. Models gain Experience Points (XP) through various means, and use them to become specialised in different fields of combat.

At the end of the scenario, after loot, XP should be awarded to all models, even those who have gone out of action. Models gain XP by completing tasks throughout the scenario. Each model may complete multiple tasks during each Scenario, including completing the same task more than once. Unlike loot, players must keep track of each model's XP separately.

XP is spent similarly to Knots, and should be removed from a model's sheet once used. Experience points are spent to become specialised in a specific field. Specialisations help solidify a model's role in your warband, granting them special abilities that support unique playstyles (See Specialisations)

Scenario Tasks (Experience)

Survivor - This model has managed to survive the scenario, overcoming another day in the Weald. The price to pay for knowledge is steep in this land... + 1 XP

Slayer - This model has put an enemy out of action, gaining prowess in combat. + 1 XP per enemy model taken out of action.

Servant - This model has completed a scenario objective, serving a cause far greater than its own. + 1 XP per objective completed.

Death & Injuries

When a model is reduced to 0 Wounds, it is taken **out of action** and removed from the table. After the battle, Players roll 2dD6 for each out of action model on the relevant Injury Table below.

Models can suffer from multiple injuries at once and the effects will stack if applicable.

Players may disband a heavily injured member from their warband. Distribute their equipment to the rest of their warband (if able) or sell it. Such mentalities are cruel and callous, though the Weald is an unforgiving place.

Injury Table (Wardens)

- 2 - Death:** The model is killed outright, remove it from your warband roster.
- 3 - Broken:** The model must miss the next game and then roll on this table again.
- 4 - Butchered:** Roll 1D6 1-3 = -1W; 4-6 = -1Grit (permanent).
- 5 - Hobbled:** Roll 1D6 1-3 = -1I; 4-6 = -1M (permanent).
- 6 - Madness:** Roll on the Madness Table (see below).
- 7 - Rattled:** -D3 XP (apply after any XP for the last game has been calculated).
- 8 - Shook:** The model suffers opportunity attacks on rolls of 1 & 2 for the next game.
- 9 - Scarred:** -1W for the next game.
- 10 - Weakened:** The model cannot score critical hits for the next game.
- 11 - Lamed:** For the next game the model may not run and charges are at normal Move instead of double Move. The model cannot make difficult climbs or vault gaps.
- 12 - Lucky:** No injuries

Madness Table

- 1 - Rot-infested:** Roll 1D6 each upkeep phase. On a roll of 1 the Rot takes over and the opposing player may control the model for this turn.
- 2 - Stupor:** Roll 1D6 each upkeep phase. On a roll of 1 the model is overcome and cannot take any actions this turn (including defending or interrupting charges and opportunity attacks).
- 3 - Terrified:** Roll 1D6 each upkeep phase. On a roll of 1 the model treats all enemy models as if they have the tag #Horrific for this turn.
- 4 - Convulsions:** Roll 1D6 each upkeep phase. On a roll of 1 the model suffers -1 to all close combat attack and shooting rolls for this turn.
- 5 - Fatalistic:** The model may not parry attacks or attempt to disengage from combat.
- 6 - Berserk Fury:** The model automatically passes any #Horrific test

Injury Table (Gnarl)

- 2 - Death:** The model is killed outright.
- 3 - Broken:** Must miss the next game and then roll on this table again.
- 4 - Butchered:** Roll 1D6 1-3 = -1W; 4-6 = -1Grit (permanent).
- 5 - Hobbled:** Roll 1D6 1-3 = -1I; 4-6 = -1M (permanent).
- 6-7 - Instability:** Roll on the Instability Table (see below).
- 8-9 - Denatured:** All the model's mutations (including any attacks or buffs granted by them) may not be used for the next game.
- 10 - Regression:** -D3 XP (apply after any XP for the last game has been calculated).
- 11 - Blighted:** No new mutations may be purchased for this model.
- 12 - Lucky:** No injuries

Instability Table

- 1 - Root Bound:** Roll 1D6 each upkeep phase. On a roll of 1 the model is overcome and cannot take any actions this turn (including defending or interrupting charges and opportunity attacks).
- 2 - Flame-spooked:** The model treats all enemy models armed with a weapon with the tag #Scorching as if they also have the tag #Horrific.

3 - Shudder Fits: Whenever the model tries to hide roll 1D6; on 1-2 the model fails to hide.

4 - Distracted: Roll 1D6 each upkeep phase. On a roll of 1 the model may not interrupt charges nor make any opportunity attacks that turn.

5 - Ferocious Hunger: If an enemy this model is engaged with is taken out of action roll 1D6; on a roll of 1 this model must miss its next turn as it stays to devour the fallen enemy. The feeding model may not interrupt charges or make opportunity attacks, but may heal 1W if it has previously been injured. The fed upon model suffers -1 to their injury roll at the end of the game.

6 - Decomposing: Roll 1D6 each upkeep phase. On a roll of 1 the model loses 1W, but any enemy model within 2" also loses 1W from foul and noxious vapours.

Activities

Once you have determined the effects of the last battle on your warband, and any rewards they may have received, you then have a choice of a number of different activities you can perform. Each warband may Go To Market (Wardens) or Return To The Nest (Gnarl). After that you may choose to perform any other activities from the options below, but each only once:

Warden Activities

Go To Market

Representatives of your warband head to the market of a nearby town to sell loot and search for useful new equipment.

You may sell any unwanted items by selecting the item you wish to sell and rolling 1D6: on 1-4 you get half the value in Knots for the item, on 5-6 you get the full value of the item. Once you have rolled You must accept the price you are given.

You may buy new weapons and equipment. Items are listed as having a rarity of either Common, or Rare. See the Warden Equipment section of Chapter Three: Building Your Warband, for a complete list of costs and rarity. You may buy any common items you wish at the price listed in Knots.

If you wish to buy a rare item you must search out a seller, roll 1D6: on 1-3 you do not find anyone selling the item you seek, on 4-5 you find a seller but the price is one and a half times the normal price, on a 6 you find a seller offering the item at the normal listed price.

You may only search for one rare item on each trip to the market.

Visit The Alehouse

A trip to a local alehouse is a good way to find new recruits, and also provides an opportunity to do a spot of gambling!

At the alehouse you can try to find new wardens to join your warband. To do so roll 1D6: on 1-3 there are no suitable new recruits, on a 4 you may recruit a new Witt, on a 5 you may recruit a new Witt or Footman, on a 6 you may recruit a new Witt, Footman or Tough. For every 3 Knots you spend on buying a round of drinks you may add +1 to your roll, any money spent on drinks must be done so before you roll.

To recruit a new model you must pay its cost in Knots, and that of any equipment you wish it to have. You may only try to recruit once per visit.

Whilst at the alehouse you may also choose to indulge in some gambling. To do so, first decide how many Knots you wish to bet. Then roll a number of D6 equal to the Knots you bet and apply the results below:

If ANY die rolls a 1, you immediately lose your entire bet.

For each die that lands on 2-3, you lose -1 Knot from your bet.

For each die that lands on 4-5, you gain +1 Knots to your bet.

For each die that lands on 6, double your bet.

Example: Yurgen bets 3 Knots in the alehouse. He rolls 3D6 and gets a 2, a 4 and a 6. The bet returned to him is 6 Knots (3 Knots -1, then +1 and then x2).

You may gamble as many times you wish, or have the Knots for!

The Sawbones

A sawbones plies their trade as someone who can treat the sick and heal the injured. If you have any injured members of your warband, you may choose to send one of them to be treated.

The Sawbones fee is 3 Knots, once paid roll 2D6:

2 - The treatment is a disaster: the model is killed!

3-4 - Treatment does not go well: the model receives a new injury from the injury table.

5 - The treatment appears to have no effect, good or bad.

6-11 - Success! Remove one injury from the model.

12 - A miracle! You may remove all injuries the model has sustained.

The Fortune-teller

Wisewomen, mystics, seers and witches; every settlement has someone who claims to commune with unseen forces and to be able to decipher the Woodsman's Tarot for soul with the Knots to pay. If you wish to have your fortune told, pay 3 Knots and roll 2D6:

2-6 - Charlatan! The fortune teller is a scoundrel who takes your money and delivers false prophecies. There are no effects.

7 - The Empty Chalice. *Long has been this bitter season, where once my cup o'er flowed with sweet wines and fine mead. What wretched mercy is this temperance; that gives me cause to count the empty vessels of my life?*

At the end of the next scenario, when determining how many loot dice to roll, the surviving models in your warband do not earn the Scrounger award; however the Champion award for victory and Duty-Bound award for completing objectives are doubled to 2 D6s.

8 - The Broken King. *His crown lies heavy upon him like the weight of too many winters. Tattered robes hide the bindings of many wounds that never heal. If you seek to rule you must pay the price of blood and build your throne atop those who would vie for your kingdom. This is the price of sovereignty .*

At the start of the next scenario, nominate one of your models to be the Broken King. This model starts the game with only 1 Wound. If this model is reduced to 0 Wounds, all other models in your warband immediately suffer -1 Wounds. If the Broken King survives the scenario, all models in your warband gain +1 Exp.

9 - The Twin Blades *I saw him on the field that day, tall and thin as a poplar tree. He carried swords, one in each hand, and danced across the blood soaked ground. Step and cut and cut and step he killed my brothers and I was next. I waited trembling, too fear'd to move. At last he came; before me stood. I saw he wept beneath his hood.*

At the start of the next scenario, nominate two of your models to be the twins. If either model is reduced to 0 Wounds during the game, the surviving model inflicts critical hits on every hit in close combat for the rest of the game.

10 - The Yew Sprig. *Long lived and ancient is the Yew; kingdoms rise and fall beneath its boughs. Yet the Yew hides a darker secret; its sap is the most potent poison, no plant can thrive in its shadow. So those who seek immortality, whether through fame and glory, or the accolades of their works must be cautious, lest those around them wither by their ambitions.*

At the end of the next scenario, when determining experience awards, the surviving models in your warband do not earn the Survivor award; however the Slayer and Servant awards are doubled to +2 Exp.

11 - The Heart of Saints. *Fear ye to pass through death's gate? Bestow yourself the Heart of Saints; Bodies burnt and twisted black, eyes cut out and tongues hacked. No pause nor regret do the saints offer, or accept.*

At the start of the next scenario nominate one model in your warband to be the saint. The first time the saint model is reduced to 0 Wounds, instead of removing it from the game, return the model to your deployment zone with D3 Wounds remaining. The saint must roll for an injury at the end of the game, even if they were not reduced to 0 Wounds.

12 - The Shattered Looking Glass. *Tell me Sir Knight, what do you see within these shards? Are you a fractured monster, or perhaps a splintered army of yourself, staring back with grim resolve? There is power in your reflection, and how you reflect on those around you. What do I see in the glass you ask? Sir Knight I fear my answer may turn your hair white.*

At the start of the next scenario, nominate one of your models. For the rest of the game this model may make an opportunity attack every time it is attacked in close combat.

Gnarl Activities

Hunting & Scavenging

In The Weald game, for Gnarl, Knots do not represent actual coins as they do for Wardens (what use would Gnarl have for coins?). They are instead a practical measure of the warband's resources. Gnarl are constantly feeding and mutating, becoming more repulsive and rotten over time.

Gnarl warbands may exchange any Warden equipment or items they acquire for half the listed value in Knots (rounding fractions up).

Gnarl warbands may buy or sell any Gnarl weapons, mutations or Marks at the cost listed for the item.

Spawning and infecting

Gnarl Haunts grow or replenish their numbers by infecting new living beings with the foulness of The Rot.

Gnarl may always spawn new swarms if they wish, at the cost listed. If the player wishes to recruit Thralls or Hulks they must roll 1D6, on a roll of 1 there are no new Gnarl to be recruited, on a 2-3 the player may recruit a Thrall, on 4-6 the player may recruit up to two Thralls, or a Hulk.

To recruit a new model you must pay its cost in Knots, and that of any weapons or mutations you wish it to have. You may only try to recruit once per visit.

Regeneration

Gnarl possess the remarkable ability to heal grievous injuries over time. The Gnarl player may select any number of injured models and have them attempt to regenerate. It costs 3 Knots for each model and the player must roll 1D6 for each.

On a roll of 1 the model must miss the next game whilst it heals, but after this any injuries it had are removed.

On 2-5 the model has been unable to heal its injury at this time.

On a 6 remove an injury from the model.

Commune with The Rot

A Gnarl player may choose to send one of their models out into the deep woods to attempt to commune with their master; the mysterious force known as The Rot. This is not without risk, The Rot is a fickle entity and may choose to reward its minions or to consume them to feed its own dark energies.

If you wish to commune with The Rot, select which model from your warband you wish to send and then roll 3D6 on the following table to determine the model's fate:

3-4 - Devoured! In ferocious hunger, the model is entirely consumed by The Rot and killed. Remove the model from your warband permanently.

5 - Unfavoured. The Rot chooses not to hear your supplications and feeds itself on the lifeforce of its minion. The model suffers -1 Wound for the next game.

6 - Rot touched. The energies of The Rot course through the chosen model. The model permanently gains +2 Wounds but must also roll an Instability from the Instability Table.

7 - Unfavoured. The Rot chooses not to hear your supplications and feeds itself on the lifeforce of its minion. The model suffers -1" Move for the next game.

8 - The forest provides. Take any single Gnarl Mark of your choice for free and add it to your roster. The Mark is used in the normal way as if it had been purchased.

9 - Unfavoured. The Rot chooses not to hear your supplications and feeds itself on the lifeforce of its minion. The model suffers -1 Wound for the next game.

10 - Foulness bestowed. You may choose to either give the model the #Horrific tag, or the #Rotting tag. If you choose #Rotting, treat all this models attacks as having the #Rotting tag from now on.

11 - Unfavoured. The Rot chooses not to hear your supplications and feeds itself on the lifeforce of its minion. The model suffers -1 Move for the next game.

12 - Reconstituted. The model may swap a mutation they currently possess for any other mutation, even one from a different model type if you wish, however Swarm or Thrall models may not select the Hulk mutation Walking Fortress. There is no cost in Knots for making this swap.

13 - Unfavoured. The Rot chooses not to hear your supplications and feeds itself on the lifeforce of its minion. The model suffers -1 Wound for the next game.

14 - Unholy sprouting. The model gains an extra limb beyond that normally allowed for its type. The player may purchase and equip an additional weapon for the model. The usual dual-wielding rules apply and the model must still select one weapon to be their primary weapon when attacking.

15 - Unfavoured. The Rot chooses not to hear your supplications and feeds itself on the life force of its minion. The model suffers -1 Move for the next game.

16 - Vitalisation. The model gains an extra mutation slot beyond that normally allowed for its type. The player may purchase and equip a new mutation for the model as normal.

17 - Unfavoured. The Rot chooses not to hear your supplications and feeds itself on the life force of its minion. The model suffers -1 Wound for the next game.

18 - Malignant embrace! The model is granted an extra mutation, this mutation is free and may be selected from any of the Gnarl Mutation lists, even one of a different type to the model. Swarms and Thralls may not choose the Hulk mutation Walking Fortress. This mutation does not count towards the maximum number of mutations this model may have.

Any model who receives a result that provides an additional limb, mutation or Wounds may only receive this blessing once. If the same result is rolled again it has no effect. A model may receive the result Reconstituted multiple times and choose to swap a mutation each time.

Progressing the campaign.

After each player has performed any activities they wish and made note of any changes or effects of these activities you are ready to move on to play your next scenario!

Chapter Eight: Levelling Up

Gaining Experience

The Weald carves warriors and scholars out of those Wardens who manage to endure its treacherous Rot-born horrors. And so too, the Gnarl grow to become monstrous and malformed amongst the natural wood pillars of the Hollar.

As your group of Wardens or Gnarl progress through games they will gain experience (Exp) and learn vital survival traits, tactical abilities and specialise in various tactics which can tide the turn of battle against their enemies - if they survive long enough to grow and adapt.

Chapter seven: Campaigns, explains how to calculate the experience your warband gains through its battles. Once your models have started to gather experience points, you will wish to start making choices as to how they grow and adapt.

When a model in your warband accumulates enough experience points, select an option from those listed below which is applicable for the type of model and spend experience points to gain the first tier ability for that choice.

Specialisation option costs

Experience is gained and spent after a battle, each model can only move up one tier at a time, even if they have the experience to advance through several options.

Each specialisation option has four tiers, the first and last tier have a single option, but tiers two and three each have two options to choose from. You may only choose one option at each tier, and once you have chosen a specialisation path for that model they may not choose another; so choose wisely!

First choice 2xp - 1 option

Second Choice 2xp - 2 Options

Third Choice 3xp - 2 Options

Fourth Choice 4xp - 1 Option

Warden Options

Improving Attributes

In addition to the specialisation options presented below, experience points can be used to increase the attribute scores of models. This can only be done once per After Battle session for each model, instead of buying a new specialisation. Only one attribute can be increased at a time and only by one point each time.

In order to work out the cost of increasing an attribute for a model, take the new attribute value and add 5. This gives you the cost in XP to raise the attribute to that value.

Examples: A model with a Move of 4" would need to spend 10XP to increase their move to 5" (5+5), a model with an Initiative of -2 Would need to spend 4XP to increase their Initiative to -1 (5-1), a model with a Grit of 3+ would need to spend 9XP to increase their Grit to 4+ (5+4).

Warden Options

Witts, Footmen & Toughs

Cut Throats and Rogues

Option (Pick one per row)		Experience Cost
Swift - This model may hide after running		2 Exp
Parkour - Difficult climbs and vaults are no longer made at half move, and this model no longer needs to make saving throws while climbing and vaulting.	Pointy End - Reduce Dagger Accuracy Threshold by 1	2 Exp
Death from Above - This model does not suffer fall damage, and does not need to take a saving throw when falling or making a leap attack.	Backstab - When charging from being hidden; this model scores critical hits on 5+	3 Exp
Bleed by thy Blade - This model may use all the available hits when dual-wielding two daggers (6 attacks total)		4 Exp

Sawbones and Herbalists

Option (Pick one per row)		Experience Cost
Let me tend to your wounds - Restorative items always heal the maximum number of wounds (Marrowwort Stock & Woodsmans Balm).		2 Exp
'Tis but a scratch - Add 1 to a roll on the injury table (you may choose to do this once you have	Surgical Precision - Increase AP on Daggers or Short Bow by 1	2 Exp

checked the initial result) This may only be used once per After Battle sequence.		
Alchemist - This model is immune to Poisoning, and models within 3" of this model get a +1 modifier to their poison saving throw	Forager - On any result of "The forest is quiet" when rolling on the wandering in the woods table for this model, the model can take a #Restorative consumable of their choice (if they have room to carry it)	3 Exp
Field Surgery - If a model within 3" of this model is slain, do not remove that model, treat it as though it did not lose its last wound. This may only be used once per battle/scenario		4 Exp

Minstrels, Jesters and Bards

Option (Pick one per row)		Experience Cost
Lute for Loot - Add 2D6 to the loot roll in the After Battle sequence		2 Exp
Follow Me - Friendly models within 6" of may use this model's Initiative value instead of their own.	Tiny Dancer - This model is treated as being in cover, rewarding a -1 Accuracy Threshold to attackers (this does not stack when in cover)	2 Exp
High Spirits - Friendly models within 2" of this model gain a +1 to their Grit threshold.	Bard in the Alehouse - This model may add +2 to the recruitment roll at the Alehouse, when seeking recruits.	3 Exp
Heroic Deeds - All friendly models within 2" deliver critical hits on 5+		4 Exp

Vandals & Gunslingers

Option (Pick one per row)		Experience Cost
Aim with your Eye - All #One-Handed #Ranged-Combat get an additional 2" when used by this model		2 Exp
Stand and deliver - When using a #One-Handed #Ranged-Combat weapon this model gets -1 AT if it did not move in its movement phase.	Hit and Run - The model may fire #One-Handed #Ranged-Combat after running at +1AT.	2 Exp
Thread the Needle - This model ignores penalties for shooting through models or at models in cover, and may shoot at targets at a window at their normal AT	Friendly Fire - This model suffers no penalty for shooting into a melee and does not hit friendly models on a roll of 1	3 Exp
Hip-Fire - This model can reload #One-Handed #Ranged-Combat weapons even when engaged in combat.		4 Exp

Trappers & Huntsman

Option (Pick one per row)		Experience Cost
Woodlore - This model may add 1 or subtract 1, from the result when rolling on the wandering in the woodland table		2 Exp
Predator and Prey - This model gets -1AT to all #Ranged-Combat attacks when hidden.	Hunters Lodge - This model may take a free Hunting Trap at the start of the game if they have no other consumable item.	2 Exp
Circle of Teeth - When deploying a Hunting Trap, this model may secretly choose a location within 12" to place the trap (compared to the normal 8" range)	Keen Instincts - This model can target or charge hidden models normally.	3 Exp
Tracking - This model does not activate Gnarl Marks, however, if he is within range of the Gnarl Mark being		4 Exp

activated, the Gnarl player must reveal its location if applicable	
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Marksman & Snipers

Option (Pick one per row)		Experience Cost
Vantage Point - Difficult climbs and vaults are no longer made at half move, and this model no longer needs to make saving throws while climbing and vaulting.		2 Exp
Achilles Heel - Armour Penetration (AP) for Long Rifle and Long Bow is increased by 1	In My Sights - This model ignores penalties for shooting through models or at models in cover, and may shoot at targets at a window at their normal AT	2 Exp
Silent Slayer - This model may make a ranged attack from hiding, without becoming revealed. It remains hidden.	Hands of Haste - This model may treat any #Long-Reload weapon as if it was #Quick-Reload	3 Exp
Take Aim - Accuracy Threshold (AT) for Long Rifle and Long Bow is reduced by 1		4 Exp

Stalwarts & Shieldbearers

Option (Pick one per row)		Experience Cost
Phalanx Tactics - Improve the parry threshold on Bucklers and Shields by -1		2 Exp
Walking Fortress - Shields and Bucklers do not break when a 1 is rolled to parry	Iron Defence - Add #Bulwark to this models weapons	2 Exp
Thundering - This model does not suffer penalties to Movement or Initiative for wearing armour or shields	Tank - Reduce models movement by 1" but increase grit by +1	3 Exp
Battleborn - This model may use a Shield or Buckler along		4 Exp

with a #Two-Handed weapon	
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Bastards & Brawlers

Option (Pick one per row)		Experience Cost
Swift and Bold - Increase Models initiative by 1		2 Exp
Whirling Steel - Treat any #Two-Handed weapon as having #Parrying(6+), or #Parrying(4+) for a Zweihander	Sound of Mind - This model may not suffer #Delirium	2 Exp
Momentum - Reduce the Accuracy Threshold of #Two-Handed weapons by -1AT	Know No Fear - The model automatically passes any #Horrific test	3 Exp
Brutal Fury - When this model charges it gains +1 AP to all attacks in that turn.		4 Exp

Blademasters & Fencers

Option (Pick one per row)		Experience Cost
Light Footed - Increase models' movement by 1"		2 Exp
Riposte! - When this model makes an opportunity attack, do not reduce its weapon's accuracy threshold by 1	En Garde - Treat any #One-Handed weapon as having #Parrying(6+), or #Parrying(3+) for an Arming Sword	2 Exp
Deadly Thrust - This model causes critical hits on 5+ in close combat.	Defensive Stance - This model does not trigger opportunity attacks when rolling a 1 in combat.	3 Exp
Shift and Switch - This model may automatically disengage from a single enemy, or successfully disengage on a 2+ instead of a 4+ Initiative save if engaged by multiple enemies.		4 Exp

Gnarl Options

Swarms

Droves & Hordes

Option (Pick one per row)		Experience Cost
Fresh Meat - If a Hare, Deer, Stag or Wolf is killed by any player during a scenario. Heal this model 1 wound, you may exceed this model's normal wound count. (this only lasts until the end of the scenario).		2 Exp
Scamper - Add one to this models Initiative	Undying Swarm - This model cannot be killed when rolling on the injury table treat a roll of 2, as a roll of 12	2 Exp
Get under the Armour - Add 1 AP to the weapon 'Gnawing Horde'	Tide of Teeth - When this model makes an opportunity attack, do not reduce its weapon's accuracy threshold is by 1	3 Exp
We Are Legion - Add 2 to this models Wound stat		4 Exp

Symbiotes & Parasites

Option (Pick one per row)		Experience Cost
Trauma Bonding - If this swarm is killed, choose one friendly model, this model's AT for all #Close-Combat attacks is reduced by -1 for the rest of the game		2 Exp
Unnatural Resilience - Each Upkeep Phase this Swarm may choose one friendly model within 4" and that model gains +1 Grit until the Swarm's next Upkeep.	Frenzy Musk - If this model scores a critical hit in close combat any friendly models (including this Swarm) within 2" may make a bonus opportunity attack, if they are engaged with an enemy model.	2 Exp

Is it a Bird? - This model may 'run' when hovering	Tremors - This model may 'run', when burrowing	3 Exp
You are We - Once per game you may attach this model to an enemy model within 1" of this model. You may control that model until the next upkeep (in normal initiative order)		4 Exp

Germes & Plagues

Option (Pick one per row)		Experience Cost
Bubonic presence – Any enemy models which are killed within 4" of this Swarm must make a test as if they had been killed with a #Rotting weapon		2 Exp
Spore fiend - All this Swarms attacks have #Delirium	Noxious - All this Swarms attacks have #Poison(1)	2 Exp
Cloud of flies - All enemy models within 4" suffer +1 AT to all attack rolls.	Anti-Cure - All poisoned enemies within 4" automatically fail their poison save.	3 Exp
Piercing Screech - Enemy models within 4" of this model suffer -1 Grit		4 Exp

Thralls

Witches & Hags

Option (Pick one per row)		Experience Cost
Alive with the forest - When this model is on woodland terrain, it counts as having rolled "the forest is quiet" for them and all friendlies.		2 Exp
Woodlands Dark - Any woodland terrain which this model is on or within 4" of counts as having the "Blood-Thorn Bush" Mark on it to enemy models.	Roots run deep - This model counts as an additional Burrow, if Burrow System Marks are in play. If the model is killed the effect ends.	2 Exp
Days bewitched - Any Mark which has been	Feeder - Whenever this model successfully wounds an enemy,	3 Exp

removed from the table can be immediately redeployed wherever the player chooses, subject to the usual rules for placing a Mark	you may choose any model in your warband to gain +1 W for rest of the game	
Budding renewal - Every Upkeep Phase this model may either heal one lost Wound for itself, or 1D3 lost Wounds for a single friendly model within 4"		4 Exp

Shades & Gheists

Option (Pick one per row)		Experience Cost
Acrobatics - This model may move, run and charge through friendly and enemy models. Friendly and enemy models do not suffer -1AT modifier to their #Ranged-Combat weapon when being moved through		2 Exp
I Choose to Fall - This model does not suffer fall damage, and does not need to take a saving throw when falling or making a leap attack.	In and Out - After Attacking a model in close combat, this model may make a free disengage movement from the enemy model without having to make a saving throw	2 Exp
They're Coming out the Walls! - If on an elevated (higher than 1") terrain piece, this model is automatically hidden	Hollar Born - This model is always hidden when in woodland terrain. They will only be visible in this terrain feature if an enemy model engages them.	3 Exp
Shadow Thorn - All Thrall Melee Weapons, when used by this model are treated as having 2AP		4 Exp

Urchins & Spitters

Option (Pick one per row)		Experience Cost
Scurrier - The model may Run and still fire a #Ranged-Weapon, subject to +1 AT as per normal move-and-shoot rules.		2 Exp
Up in the trees - When hidden in woodland	Splash-zone - If the model scores a critical hit with a	2 Exp

terrain the model can fire a #Ranged-Weapon and still remain hidden.	#Ranged-Weapon you may make an additional single Hit attack against any enemies within 3" of the target.	
Mischief - The model's ranged attacks all benefit from -1 AT when this model is in cover	Phlegm sacks - This model treats #Long-reload weapons as #Quick-reload	3 Exp
Burrowing Barbs - All this models #Ranged-Weapon attacks gain +1AP		4 Exp

Hulks

Totems & Effigies

Option (Pick one per row)		Experience Cost
Chosen - When communing with The Rot a roll of 3-4 is ignored. This model cannot be consumed by The Rot.		2 Exp
Blood Sacrifice - Lose 2 wounds, but gain 2" Movement	Curse of Sloth - Lose 2" movement, but gain +1 Grit	2 Exp
Gift of Grit - Friendly Models within 4" of this model (at the start of their turn) may sacrifice 2" of movement for an additional +1 Grit this round (until the next upkeep)	Gift of Frenzy - Friendly Models within 4" of this model (at the start of their turn) may sacrifice 2" of movement for an additional +1 Hit to a single weapon of their choice this round (until the next upkeep)	3 Exp
Sanctuary of Spores - During the upkeep phase, this model may heal 1 wound to any single friendly model within 8". If there are no friendly models within 8" - it may deal 1 wound to a single enemy model.		4 Exp

Behemoths & Giants

Option (Pick one per row)	Experience Cost
Close and Personal - Lose -1 Grit. Gain 2" Movement.	2 Exp

Opportunist - When this model makes an opportunity attack, it gains an additional hit to that attack	Inevitable - When this model charges it cannot be interrupted (it may still be wounded/killed by the defending models ranged interruption attack).	2 Exp
Dealer in Death - Reduce the AT of all Hulk Close Combat Weapons by 1	Flurry of Horror - Any Hulk Melee Weapons used by this model, with a Hits stat of 1, now has a Hits stat of 2	3 Exp
If a Tree Falls - If this model is killed in close combat, the model that killed it, is also killed.		4 Exp

Slingers & Siege Beasts

Option (Pick one per row)		Experience Cost
From Afar - Lose 2" Movement. Gain +1 Grit.		2 Exp
Fungal Form - If this model has not (or cannot) fire a ranged weapon this round. It is treated as though it is in cover. (+1 to AT on attacking ranged models)	Mycelial Instinct - This model now ignores any cover penalties when attacking with a #Ranged-Weapon	2 Exp
Volley of Terror - Reduce the AT of all Hulk Ranged Weapons by 1	Grim Ammunition - Any Hulk #Ranged-Weapons used by this model, with a Hits stat of 1, now has a Hits stat of 2	3 Exp
Forest for the Trees - This model does not suffer -1 to hit when shooting through models. It also never hits friendly models when shooting into engaged models		4 Exp