



BURROWS & BADGERS

A SKIRMISH GAME
OF ANTHROPOMORPHIC ANIMALS

MICHAEL LOVEJOY

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1385 Broadway, 5th Floor, New York, NY 10018, USA
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www.ospreygames.co.uk

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First published in Great Britain in 2018

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A catalogue record for this book is available from the British Library.

ISBN: HB: 9781472826657
eBook 9781472826664
ePDF 9781472826671
XML 9781472826688

18 19 20 21 22 10 9 8 7 6 5 4 3 2 1

Originated by PDQ Digital Media Solutions, Bungay, UK
Printed and bound in China by C&C Offset Printing Co Ltd

Osprey Games supports the Woodland Trust, the UK's leading woodland conservation charity. Between 2014 and 2018 our donations are being spent on their Centenary Woods project in the UK.

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CONTENTS

Introduction	5	Searching	32
WELCOME TO THE KINGDOM OF NORTHYMBRA		Hiding	33
Your First Game	7	Wounds	34
WHAT YOU WILL NEED	8	ROUTING	36
Miniature Figures	8	Voluntary Routing	36
Playing Surface	9	Warbands	37
Terrain	10	STARTING A WARBAND	37
Dice	12	Leaders	38
Tape Measure	12	Seconds	38
Other Equipment	12	Magic Users	39
Basic Game Concepts	13	Dens	39
Measuring Distances	13	Warband Roster Sheets	40
'May'	13	RACES OF NORTHYMBRA	40
Turns and Actions	13	STANDARD WARBANDS	45
Scenarios	14	Rare Beasts	46
Base Contact	14	Single Species	46
Re-rolling Dice	15	ALLEGIANCE	47
Round up	15	Royalists	47
Letting the Dice Decide	15	Rogues	47
Line of Sight	16	Freebeasts	49
Rules	17	Wildbeasts	50
UNIT STATISTICS	17	Magic	51
Roll-Offs	18	NATURAL MAGIC	52
Perfect Rolls	20	1. Haste	52
THE TURN SEQUENCE	21	2. Curse	52
Initiative Phase	21	3. Cure	53
Action Phase	21	4. Luck	53
End Phase	21	5. Lightning	53
ACTIONS	22	6. Push	53
Declaring an Action	22	LIGHT MAGIC	54
Movement	22	1. Bless	54
Sprint	26	2. Heal	54
Attack	27	3. Hearts of Oak	54
Shoot	29	4. Purifying Flames	54
Cast Spell	31	5. Purge Witch	55
		6. Invulnerable	55

DARK MAGIC		
1. Pain	56	
2. Control	56	
3. Paralyse	57	
4. The Horror	57	
5. Rage	57	
6. Life Eater	57	
WILD MAGIC		
1. Stag's Leap	58	
2. Bear's Strength	58	
3. Oakflesh	58	
4. Earth Shaker	58	
5. Tangleweed	59	
6. Creeping Things	59	
UNBOUND MAGIC		
1. Bletchly's Cloak of Concealment	60	
2. Van Rubal's Acceleration	60	
3. Morglum's Fiery Blast	60	
4. Burramorr's Distant Fracturing	60	
5. Sangram's Portable Protector	61	
6. Mangarr's Mystical Blade	61	
NOBLE MAGIC		
1. The Gate	62	
2. Transpose	62	
3. Channelling	62	
4. Dampening		
5. Radiance		
6. Revelation		
Equipment		
HAND WEAPONS		
MISSILE WEAPONS		
ARMOUR		
ITEMS		
Skills		
FIGHTING SKILLS		
SHOOTING SKILLS		
CUNNING SKILLS		
STRENGTH SKILLS		
MOVEMENT SKILLS		84
INNATE SKILLS		86
Campaigns		88
STARTING THE CAMPAIGN		88
THE PRE-BATTLE SEQUENCE		88
THE BATTLE SEQUENCE		89
POST BATTLE SEQUENCE		89
1. Survivors and the Injured		89
2. Off Duty		92
3. Experience		95
4. Upkeep		96
5. Hire New Recruits		96
6. Trading		96
7. Warband Rating		101
FATE POINTS		101
THE WARBAND RATING		101
Balancing Games		102
Scenarios		104
SCENARIO 1: OPEN BATTLE		104
SCENARIO 2: AMBUSH THE CAMP		106
SCENARIO 3: DEFEND THE HAUL	64	108
SCENARIO 4: SURPRISE ATTACK	64	110
SCENARIO 5: TAKE AND HOLD	66	112
SCENARIO 6: RECOVER THE PAYCHEST	68	113
SCENARIO 7: WITCH HUNT	70	116
SCENARIO 8: LOST IN THE FOG	74	118
SECONDARY OBJECTIVES TABLE	75	120
Appendix	78	122
MAGIC ITEM CREATION	79	122
Warband Roster Sheet	81	126

INTRODUCTION

Ancient and proud, Northymbra stretches from the River Tweed in the north, right down to the Hymbre estuary in the south. Once, the royal house of Othyr ruled the entire Kingdom and exercised control over much of the Borders territory to the north. Recent years have seen the iron grip of the Othyr's weakening, as they face threats from several directions and even from within...

From Myrce in the south, the fox clans have been gradually extending their sphere of influence northwards, promoting their 'Freebeast' agenda, promising equal opportunities for all. For a lot of beasts from lowly backgrounds, who have chafed under the rule of the King, a life where all are valued for their own worth is appealing. Many fear that they are simply swapping one yoke for another. Regardless, towns as far north as Catrick are now, to all intents and purposes, under fox control.

In the Ironstone Hills, the rats have been steadily increasing in numbers and are gearing up for war. With all the raw materials they need right there in the hills, they are churning out weapons and armour on an industrial scale. Already, roving bands have been seen moving up the coast and the garrison at the New Castle is kept at a permanent state of readiness.

The Border regions in the north have long had a bloody reputation. Increasing raids by the wild clans of Strath Clota only serve to worsen the situation. Large groups of shrews, nursing grudges held for generations, constantly threaten the isolated towns and villages of the Borders. The King maintains many small fortified towers in the region but they are in real danger of being overwhelmed.

Even within the capital, Bebbanburg, the situation is dangerous and confused. The King, Redwulf Othyr, has not been seen for over two years and his son Prince Reinert rules as regent in his stead. To begin with, there was talk that the King had received a vision and set out immediately on a pilgrimage



but other, darker rumours now circulate; tales of madness, disease, and even assassination. Who knows what really happened? Many hint darkly at the involvement of the fox clans, others go so far as to suggest that the Prince himself might have had a paw in the disappearance of his father...

For the common beasts of Northymbra these are dark days. Three years of unusually violent summer storms have seen many a burrow flooded out and many a harvest fail. The towns are being crowded with the homeless and the hungry, and the situation looks unlikely to improve. Many remain hopeful that the good times will return. It is always darkest before the dawn, after all.

WELCOME TO THE KINGDOM OF NORTHYMBRA

Burrows & Badgers is a tabletop skirmish game that takes place in the Kingdom of Northymbra, a realm populated by mice, badgers, moles, toads, and other beasts. This book contains all the information you will need in order to play games of *Burrows & Badgers*, as well as background information, details on creating your own warband, and how to run a campaign.

In *Burrows & Badgers*, the opposing factions – known as warbands – are made up of model figures, assembled, and painted by you, with each representing a single hero.



Your tabletop becomes part of the Kingdom of Northymbra, the scene of the action, with ruined buildings, haunted forests, and misty marshes where the skirmishes and battles happen. The aim of the game is to defeat your opponent, and how you do this will vary from game to game, as you play through different scenarios. You'll soon learn how to choose and equip your warband effectively, and how to make use of the tabletop terrain to your best advantage.

Your First Game

At first you will probably want to play one-off games rather than a full campaign. This will allow you to learn the rules and will also give you the opportunity to decide what kind of warband is most suited to the way you want to play.

If you are playing in a campaign, you will often have the chance to change and improve your warband at the end of each game. By winning games your warband will gain silver Pennies, find magical artefacts, and also advance in skill and experience. Your starting warband will quickly progress to become fully fledged heroes, with new Skills and abilities which will make them more powerful. Of course, your heroes may also suffer injuries or even die.

Fair warning – *Burrows & Badgers* is a game that doesn't take itself too seriously. The game is meant to be fun for both players, rather than overly competitive. If you are looking for a tournament game, this probably isn't it. If you want to enjoy a full campaign, where your characters can change and develop over the course of your adventures, then you've picked up the right book!

WHAT YOU WILL NEED

As well as this book, you will need the following items to play a game of *Burrows & Badgers*.

Miniature Figures

Burrows & Badgers requires each player to build a warband of miniatures that represent their heroes, with whom to fight furious battles and have daring adventures on the tabletop. You will need enough miniatures of the



appropriate species/type to represent the heroes in your warband. These miniatures will be referred to either as 'characters' or 'models' in the game rules. These words simply refer to the miniature representing a particular member of the player's warband.

Burrows & Badgers miniatures are cast with an integral metal base, which is fine for general use, such as collecting and display. However for tabletop gaming, it is recommended that you attach your miniatures to round plastic or MDF bases. We use 30mm bases for Small and Medium size creatures (e.g. mice, squirrels), 40mm for Large size creatures (e.g. foxes, wildcats), and 50mm bases for Massive size (e.g. badgers, beavers). You don't have to do this, but we've found it makes everything work far more smoothly.

As you will see in the Warbands section (see page 37), you can choose many different kinds of animal. You may want to pick a particular theme, such as a group of heavily armoured warriors or a more lightly equipped group of rogues and scoundrels. The most common way of picking a warband is simply to pick out the models you like the best!

Playing Surface

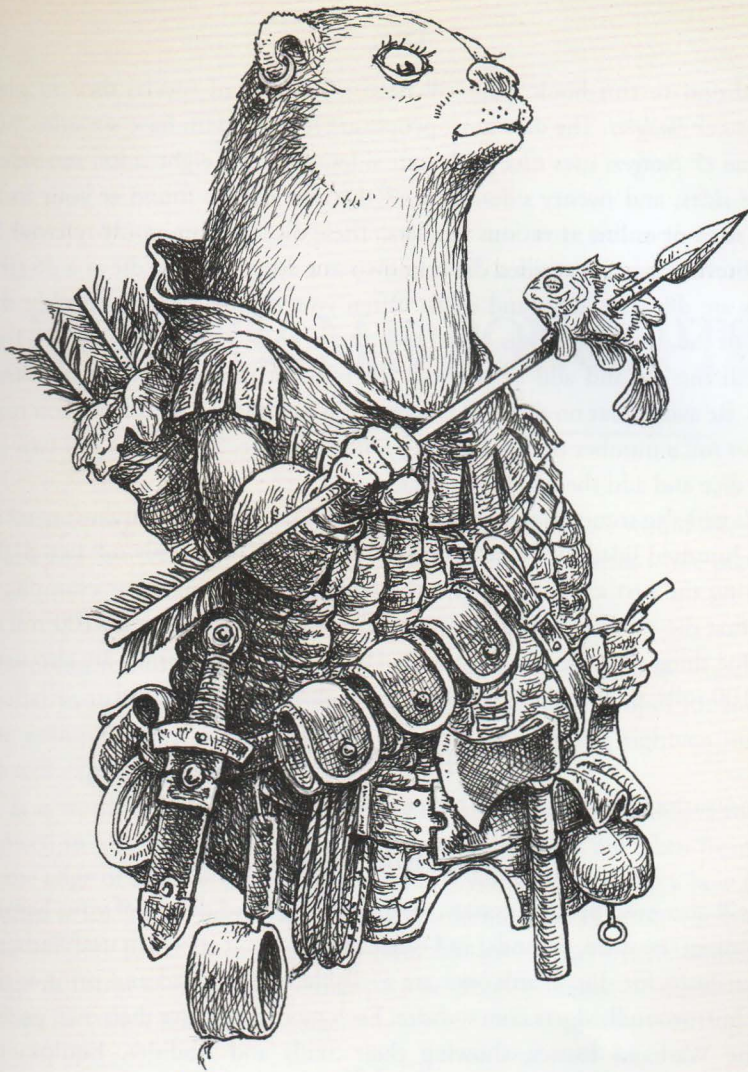
You will also need something on which to play your battles. Any firm, level surface is best, such as a tabletop or an area of floor. You can make a gaming

board from MDF, chipboard, or even just using the kitchen table! Whatever you use, we recommend using a square area between approximately 2' x 2' to 4' x 4'. A 2' x 2' playing area provides a faster game but may be a little small for some scenarios. Most players use a 3' x 3' table, although personally, we really like using a 2' x 4' table; deploying your miniatures on the long table edges for one game, then the short table edges for the next can provide a totally different game while still using the same scenario.

Terrain

The bitter struggles of a *Burrows & Badgers* skirmish take place in the troubled Kingdom of Northymbra, whether in a village, a ruined town, a wood, or simply in the fields and hedgerows of the open countryside. You can represent the scenery with commercially available products or, a method which many gamers enjoy, by making your own. As a rule, a gaming table with lots of terrain and scenery will lead to closer and more exciting games. Some scenarios will suggest the terrain required for that game. A quick internet search on 'wargames terrain' will give a good source of ideas and practical hints on making and painting terrain.





*'We was scouting through the
old Warren Percy ruins, when
they got the drop on us; an
arrow right through my leg. My
hopping days are over...'*

Dice

In addition to this book, you will need a number of special dice to play *Burrows & Badgers*. The dice most people are familiar with have six sides, but *Burrows & Badgers* uses dice with four sides, six sides, eight sides, ten sides, twelve sides, and twenty sides. Dice of this sort can be found at your local game store or online at various retailers. These dice are commonly referred to by abbreviations; a four sided die is known as a d4, a six sided die as a d6 (the others are d8, d10, d12, and d20). Often you will be asked to modify the result of the dice roll. This is noted as a plus or minus number, such as +1 or -2. Roll the die and add or subtract the number indicated to get the final result. Be aware that no dice roll can be taken **below** 0 by modifiers. You may have to roll a number of dice in one go. For example, 2d6 means roll two six sided dice and add the scores together.

We will also sometimes mention a d100 but don't worry, you don't need to find a hundred sided die! When you have to roll a d100, simply roll two d10s, counting the first as the 'tens' and the second as the 'units'. For example, if your first die rolled a 5 and the second die a 3, that would be a d100 roll of 53. One thing that you may find with d10s is that, because they are also used for d100 rolls, the number 10 is sometimes shown as a 0 instead.

Tape Measure

For measuring, you will need a tape measure marked in inches.

Other Equipment

You will also need pencils, erasers, and paper to record details of your heroes' Equipment, treasure, wounds, and other miscellany. It is best to use Warband Roster sheets for this. Blank ones are available to download and print at the www.burrowsandbadgers.com website. Each model will have their own profile on the Warband Roster, showing their Skills and Abilities, Equipment, Weapons, and any wounds they have suffered. A clipboard can be very useful for holding your Roster.

BASIC GAME CONCEPTS

Before getting into too much detail with heavier rules, we would like to go over a few conventions that all players should have in mind while playing.

Measuring Distances

You measure movement and range of effects (such as Missile attacks or Spells) in inches. The rules use the double quotes as a symbol for inches. For example, if we say that a bow is capable of shooting eighteen inches, we will express that like this: 18"

It is worth mentioning at this moment that in *Burrows & Badgers* you are allowed to measure distances at any time. Measurements are taken from and to the edge of a model's base. For example, if you were shooting a bow (with a range of 24") at an enemy model, you would measure 24" from the edge of your model's base. The target's base does not have to be wholly within the range to count as 'within'. If either part or all of the enemy model's base is within 24", then it is within range.

'May'

When we use the word 'May' this means what is described is not compulsory. For example, when moving through Difficult Terrain, you may move up to the full distance rolled on the die but it is not required.

Turns and Actions

The game of *Burrows & Badgers* is divided into Turns. When a character does something during the Turn, it is called an Action. Once a model has acted that model may not act again until the next Turn.

A Turn begins with all the models ready to act and ends when all the models have acted. The first player will act with one of their characters. When



they have carried out the Action, the opposing player then gets to act with one of their characters. This continues, swapping back and forth between players, until all the models have acted. The Turn then ends and players will check if the game's Victory conditions are met or if the game continues. If it does continue, a new Turn begins.

Scenarios

Burrows & Badgers games are played using scenarios. Scenarios give an idea of why the battle is happening and some objectives, which will determine how the game can be won. Scenarios can be played as one-off games or link with one another creating Campaigns.

Base Contact

One model will be in Base Contact with another model when both bases are touching each other. When a model is standing on top of a piece of terrain

or similar, being up to 1" above the ground, it will still be considered to be in base contact with any model if their bases would touch if the terrain was not there.

A model is considered to be in base contact with a piece of terrain if its base edge touches the terrain piece or if part or all of its base is on the terrain piece.

Re-Rolling Dice

At various times during the game, you may occasionally need to re-roll a die or you might force your opponent to re-roll one of their dice, due to various special rules, such as Skills or Magic. If you re-roll a die for any reason, you must accept the second score, even if the roll is worse than the original.

No die can be re-rolled more than once, regardless of any other rules.

Round Up

Any time you need to divide a number during the game, always round all fractions up to the nearest whole number. For example, while checking to see if a warband needs to Roll-Off for Routing.

Letting the Dice Decide

We have tried to cover as much as possible in the rules. However, if looking through the rulebook to find a solution to a problem is slowing the game down, then decide between you what "feels" right. Sometimes during a game a situation may arise which isn't covered by the rules or where the players are unable to follow the rules as they are written. An example would be where a Scenario says the warband with the higher warband Rating starts first, what would you do if both warbands have the same warband Rating?

The answer is to let the dice decide – both players should roll a d12, and the player with the higher roll chooses how the game should proceed. Re-roll ties.



Line of Sight

During a game of *Burrows & Badgers* you will often have to decide whether or not one character has Line of Sight to another character, either for firing Missile Weapons or Casting Spells. You can determine this by getting your eye-level down to the tabletop, behind your character, and simply looking to see if the model you want to target is visible. Alternatively, some people use a laser pointer or a long, thin piece of dowel.

If you can clearly see the target model, and there is nothing in the way, then you have Clear Line of Sight.

If you can see part of the target model (including its base), but some portion of it is blocked either by terrain or by other models, then you have Partial Line of Sight.

If you cannot see the model at all, then you do not have Line of Sight and may not Shoot or Cast a Spell at that model.

Line of Sight extends from the full 360 degrees of the model's base. All models are assumed to be able to look in any direction, regardless of the model's facing.



RULES

UNIT STATISTICS

When you play *Burrows & Badgers* each player will control their own warband. This is made up of a small number of characters. Each character is represented on the tabletop by a miniature and the character's abilities in the game are determined by nine Statistics.

These Statistics are: Movement, Strike, Block, Ranged, Nimbleness, Concealment, Awareness, Fortitude, and Presence. All are assigned a die value – the higher the number, the better the Statistic. So a character with a Strike Statistic of d10 would be a better fighter than one with a Strike Stat of d6.



MOVEMENT [M]

Used to determine how far in inches the character can travel in a single Move.

STRIKE [S]

Used during close combat, to attack an opponent.

BLOCK [B]

Used in close combat to defend against enemy attacks.

RANGED [R]

Determines how well the character shoots with Missile Weapons.

NIMBLENESS [N]

Allows the character to avoid Shooting attacks and to climb.

CONCEALMENT [C]

Used when the character Hides or Ambushes an enemy model.

AWARENESS [A]

Used for searching for Hidden items or for spotting Ambushers.

FORTITUDE [F]

A measure of willpower, courage, and determination.

PRESENCE [P]

Relates to the character's influence on others, whether through personality, charm, or intimidation.

Roll-Offs

The rules of *Burrows & Badgers* are based around Roll-Offs. When player carries out an Action with one of their models, they will often have to make a Roll-Off.

This involves one of the model's Statistics. Which will vary depending on the type of Action being carried out. The acting player rolls the type of dice assigned to the model's Statistic, plus or minus any modifiers that may apply. This is the acting player's Roll.

The roll will then be compared either to a Target for some Roll-Offs, or more often to the opposing player's Roll. If the acting player's Roll is equal to or lower than the opposing Roll, the Action fails. If it is higher, the Action succeeds.

To determine how well it succeeds, subtract the opposing Roll from the acting player's Roll. This number is the Result, the higher it is, the more successful the Action is.

Fleabite Hardpad is searching a ruined building for a Hidden chest. His Awareness Statistic is d6. So he rolls a d6, scoring a 5. The Hidden chest has a Target of 3. Fleabite's Action succeeds, with a Result of 2 (5-3).

Fleabite Hardpad attacks Garrick Longear. His Strike Statistic is d8, so he rolls a d8, scoring a 4. He has no modifiers to add or subtract, so his roll stays as a 4. Garrick Longear has a Block Statistic of d6, so he rolls a d6, scoring a 3. He is carrying a buckler which gives him +1 to Block rolls, so Garrick adds 1 to his roll of 3, for a total roll of 4. The Result is 0, so Fleabite's attack fails.



Perfect Rolls

When rolling die for a Roll-Off, you will sometimes get a perfect roll. We define this as when you roll the highest possible number on your die. For example, a roll of a 4 on a d4, or 10 on a d10 etc.

If you score a 'Perfect', then luck is with you, the Roll-Off has gone unusually well, and you may add +7 to your roll. In this way, even the weakest of warriors can, with luck, defeat the most powerful of enemies.

The Perfect Rolls rule applies to dice rolled for Roll Offs, **not** to dice rolled for other reasons, such as moving in Difficult terrain, or rolling for an offensive Spell's damage.

FORTUNE FAVOURS THE UNDERDOG

The Perfect Rolls rule is of most benefit to the weaker characters in a warband. They are more likely to get perfect rolls, as they will be rolling smaller dice.

For example, rolling a d12 only gets you a 1 in 12 chance of a perfect roll; but rolling a d4 gets you a 1 in 4 chance – so it will happen 25% of the time! Sometimes a dormouse does take down a wildcat...

Sally Swiftpaw attacks Garrick Longear. Her Strike Statistic is d4, so she rolls a d4, scoring a 4. She has rolled a Perfect, so adds 7 to her Roll. She has no other modifiers to add or subtract, so her Roll is 11. Garrick Longear has a Block Statistic of d6, so he rolls a d6, scoring a 5. He is carrying a light Shield which gives him +2 to Block rolls, so Garrick adds 2 to his roll of 5, for a total Roll of 7. The Result is 4, (11-7=4) so Sally's attack succeeds, against the odds!



THE TURN SEQUENCE

Each Turn of the game is broken up into three phases; the Initiative Phase, the Action Phase, and the End Phase.

Initiative Phase

The Scenario you are playing will usually determine which player starts in the first Turn of the game. One player is described as the Attacker and the other the Defender, determined by Warband Rating (see page 102). Where it does not specify, or on all Turns after the first, both players take a Roll-Off against each other to determine who goes first.

The Initiative Roll-Off is taken using the Attacking player's Leader's Presence, plus or minus any modifiers that may apply, against the Defending player's Leader's Fortitude, plus or minus any modifiers that may apply. The winner may choose to go first or make their opponent start.

If either player's Leader has already been taken Out of Action, use the Presence / Fortitude of the player's Second.

In the event of a draw, Initiative switches from the player who had the Initiative last Turn to the other player.

Action Phase

The starting player chooses one model from their warband to act. The player performs the Action, and any results of that Action are applied immediately. Then the opposing player chooses one of the models from their warband to act. Play passes back and forth in this manner until all models have acted. A player cannot pass their go – if they have a model to activate, it must be activated. If one player runs out of models to activate, the other player then continues activating their models until they have all performed an Action.

End Phase

Once all the models on both sides have taken an Action, the End Phase begins. Any Spells that have been Cast will end, unless otherwise noted in the Spell description. Any Rout tests must be taken. The Victory Conditions for the scenario being played must be checked, to see if either player has won. Then a new Turn begins, start again at the Initiative phase.

ACTIONS

In the Action phase, each model may choose an Action from the following list to perform:

- Sprint
- Attack
- Shoot
- Cast Spell
- Search
- Hide

Declaring an Action

The player must state which model they are using to perform the Action. Then they state what Action will be performed and indicate any enemy model targeted by the Action. Then the player indicates where they intend to move. Once both players are clear on what is planned, then the Acting player may begin moving their model and rolling any dice required.

Movement

A model performing an Action that involves a Move may turn freely and can be moved horizontally in any direction a distance in inches equal to or less than its Movement Statistic die type. A model may be moved vertically up or down a ladder, stairs, or a rope a distance equal to or less than its Nimbleness Statistic. No Roll-Offs are required for this, you do not have to roll the dice, simply move a distance up to the highest number the die could have rolled. (i.e. 6 inches for Movement Stat of d6). This is one Move.

Gromley Hardpad has a Movement of d8 and a Nimbleness of d6; he can choose to move up to 8" horizontally, or up to 6" vertically.

However, certain types of terrain are classed as Difficult and present more of a challenge. If the terrain piece features a broken or irregular surface, or represents water or vegetation, then class it as Difficult. For horizontal movement over Difficult terrain, roll the acting model's Movement Statistic and move up to the number rolled in inches. For vertical movement over Difficult terrain, roll the acting model's Nimbleness Statistic and move up to the number rolled in inches.

If a vertical surface is too tall for the model to climb in one Move, make a note of how far up the model moves and place the model at the bottom. If two opposing models are climbing and would be in base contact if it were possible to place them on the vertical surface, then they may Attack one another just as if they were on flat ground.



It's important to note that most Actions have a Move listed as a core part of the Action, and as such there is no pure Move Action. The Sprint Action is a double Move.



If a model wishes to move between other models, or between models and an obstruction such as a wall, then it may only do so if there is enough space for its base to pass through. Otherwise the character will have to move around the blocking models.

When a model starts their Move in open terrain, but wants to enter Difficult terrain during the move, they may move normally at their full Movement rate until they reach the Difficult terrain. Then they must roll the Movement die, subtract the distance already moved (round partial inches down) from the dice roll, the Result is the amount of Movement left for the Difficult terrain.

If the model is making a Move that starts in Difficult terrain, roll the Movement Stat die. That is the distance the model can move, even if it reaches the edge of the Difficult terrain, and wants to keep moving in normal terrain.

WHAT COUNTS AS HORIZONTAL AND VERTICAL?

Terrain pieces are rarely totally flat or totally upright, so how should you decide whether it counts as horizontal or vertical? The basic rule is that if the angle of the terrain is shallower than 45 degrees, count it as horizontal. If the terrain piece is steeper than 45 degrees, count it as vertical. If you have trouble visualising 45 degrees, just ask yourself whether you could walk up it without needing to use your hands as well as your feet; if you would need to use your hands, then it counts as vertical.

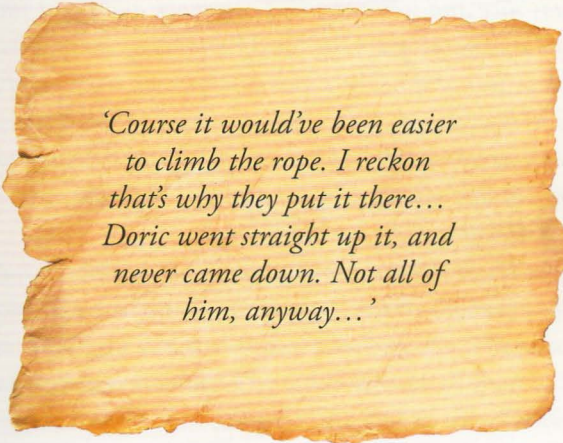
COMBINING HORIZONTAL AND VERTICAL MOVEMENT

You may move horizontally and climb in the same Move, but the total distance moved cannot be more than either your Movement or your Nimbleness, whichever is lower. If the terrain is Difficult, then you roll either your Movement or your Nimbleness Stat, whichever dice is lower, and the total distance moved must be equal to or less than the number rolled.

LOW TERRAIN FEATURES

Games will often feature low, narrow pieces of terrain, such as stone walls and hedges. A model may move straight over a low terrain piece which is no more than two inches wide, and which is no more than half the height of the moving model. If the terrain is wider or higher than half the height of the moving model, it counts as Difficult terrain.

If two models are in base contact with a low terrain piece on opposite sides from each other, they may Attack one another as if they were in base contact with each other, provided the terrain piece is no more than two inches wide, and no more than half the height of the Attacking model. If the terrain is wider than a two inches, or higher than half the Attacking model's height, they may not fight.



*'Course it would've been easier
to climb the rope. I reckon
that's why they put it there...
Doric went straight up it, and
never came down. Not all of
him, anyway...'*

JUMPING

A model may Jump down from a higher level to another, or across a gap. Take a Nimbleness Roll-Off; the Target is the distance jumped in inches. A success means the character has landed safely but may not move further, but may Attack a model if they have landed in base to base contact. A failure means the character fell, and must cross off Wound boxes equal to the height of the fall in inches. Any Tough Skill modifiers gained from Armour do not apply to Wounds sustained by falling.

FALLING

If a model suffers any Wounds while within 1" of an edge, or on a vertical surface there is a chance they will slip and fall off. Take a Nimbleness Roll-Off against a Target of 3. If the roll is equal to or lower than the Target, then the character falls over the edge to the ground and will take damage.

A character who falls suffers Wounds equal to the height of the fall in inches. Any Tough Skill modifiers gained from Armour do not apply to Wounds sustained by falling.

MOVING DURING COMBAT

You may Move freely while in base contact with an enemy model, up to a maximum move of 2", to represent careful, defensive movement. Any movement greater than 2" incurs a risk. See the Attack Action section for further details.

Fleabite Itchypaw is making a Sprint Action. His Move Stat is d8. He moves 2" forwards, but reaches an area of Difficult terrain. He rolls the d8, and scores a 5. Subtracting the 2" he's already moved, he has 3" of Movement left, and moves 3" into the Difficult terrain. He then uses the second move allowed by his Sprint Action, as this move starts in Difficult terrain, he rolls his d8 Move Stat dice and scores a 4. He can move another 4 inches.

Sally Swiftpaw is making a Cast Spell Action; she has a Move Stat of d8, and a Nimbleness Stat of d6. She wants to climb up the side of a tower; it is 5" high, and she has Moved 3" to reach the base of the tower. She rolls her Nimbleness dice and scores a 4. Subtracting the 3" she's already moved, she has 1" of Movement left and climbs 1" up the tower. With the move over, she then carries out the Roll-Off to Cast her Spell.

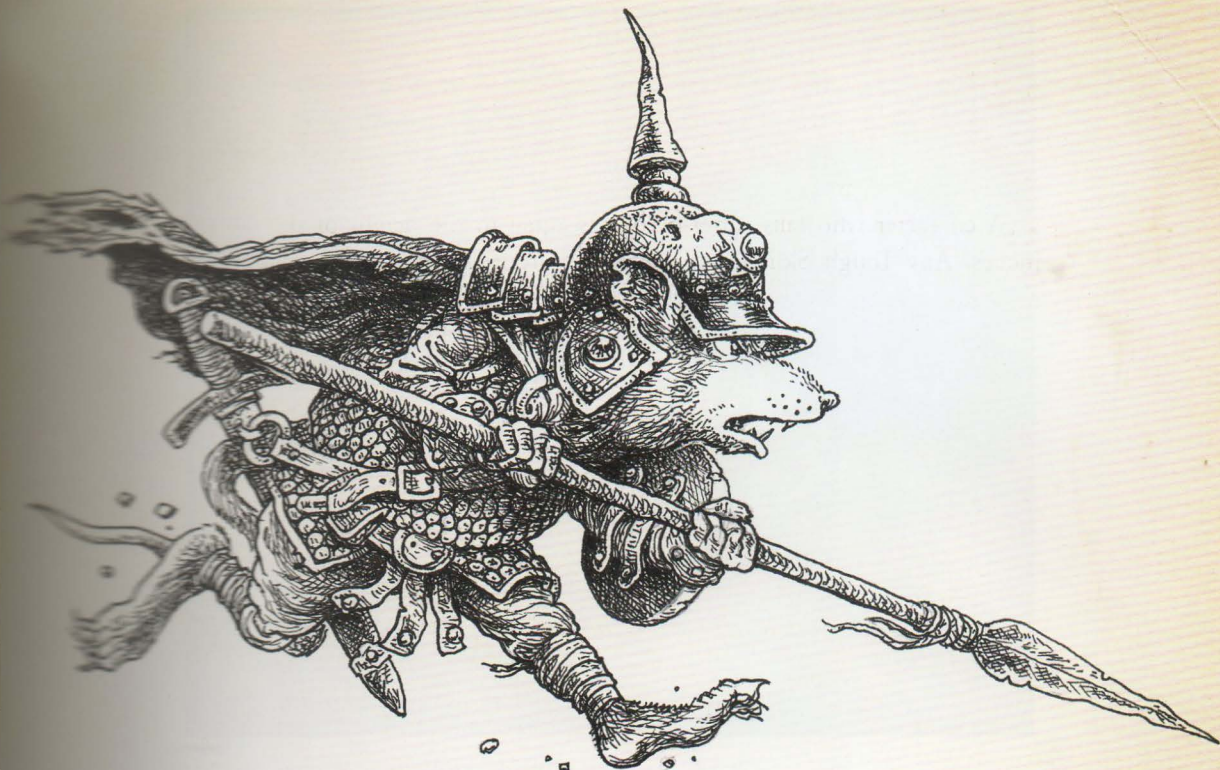
Next Turn she could either keep climbing up, or climb back down.

Moldwort Longears starts his move at the base of a wall, next to a ladder. His Nimbleness Stat is d8, and as the ladder is not Difficult terrain, he can climb 8" up it. If there was no ladder, and Moldwort just wanted to climb the wall (which would count as Difficult terrain), he'd need to roll his Nimbleness Stat die, and could only climb in inches as whatever number he rolled.

Amber Fireheart starts her move in a wood, which counts as Difficult terrain. Her Move Stat is d6, so she rolls a d6, and scores a 4. She can move 4" this Turn.

Sprint

A model making a Sprint Action may make two Moves. They cannot do anything else this Turn, other than defend themselves from Attacks, Shooting, and Spells as normal.



Attack

A model making an Attack Action may make one Move. The Move must end with the model in base contact with an enemy model. If the movement is through Difficult terrain and the distance moved is insufficient to reach base contact with the enemy, then the Attack has failed and the model stops at the end of its move, and may do nothing further during this Action. If you move more than 2 inches and perform an Attack Action, you gain a +2 bonus to your Roll. However, to gain this bonus, at no point can your Move have taken you further away from the enemy model than when you started.

Once in base contact, the acting model makes a Roll-Off on their Strike Statistic, against the opposing model's Block Statistic. Apply any modifiers as appropriate. If the Attack succeeds, the defending model has been wounded, and will have to mark off a number of Wound boxes on his Warband Roster equal to the Result.



OUTNUMBERING

If a model has more than one enemy model in base contact, it is Outnumbered. An Outnumbered model suffers a -1 cumulative penalty to Block Roll-Offs for every enemy model in base contact with it. So a model with one enemy in base contact suffers no modifiers for Outnumbering, as it is not outnumbered. A model with two enemies in base contact would suffer a -2 penalty to Block Roll-Offs and a model with three enemies in base contact would suffer a -3 penalty and so on. In this way, a large melee with multiple combatants in it becomes a very dangerous place indeed.

MOVING OUT OF COMBAT

If you are in base contact with a model that moves, then you may do nothing provided the enemy does not move more than a total of 2". If the enemy model moves more than 2", any of your models that were in base contact with the moving model may make an immediate free Attack Action; this does not cost any Actions, and you may do it even if your models have already acted this Turn. This Attack Action differs from a normal one; it is a Strike Roll-Off as usual but is taken against your opponent's Nimbleness Stat rather than their Block.

Shoot

A model making a Shoot Action may make one Move. The Move must end with the model able to draw at least Partial Line of Sight to the target model and the target must be within the range of the weapon used. If the shooter does not move, they gain a + 2 bonus to the Ranged Roll-Off.

The acting model takes a Roll-Off using their Ranged Statistic against the target model's Nimbleness Statistic. Apply any modifiers as appropriate. If the Roll-Off is a success, the missile has hit, and the target is wounded, and will suffer a number of Wounds equal to the Result.

A model may not Roll Off for Shooting while in base contact with an enemy, or within 2" of an enemy, but could first move away.

If the shooting model only has Partial Line of Sight to the target model, apply a -1 penalty to the shooter's Roll.

If the target model is in base contact with a terrain piece, apply a -1 penalty to the shooter's Roll.

*'Eight arrows in him, and still
he's charging. Then Amber gets
him between the eyes with a
sling stone, and he drops right
on top of me. I hate badgers!'*



SHOOTING INTO COMBAT

If the target model is in base contact with one or more of the shooting player's models, they may be targeted, but the shooting player must first roll a d6. On a roll of 3 – 6, Shoot as normal. On a roll of 1 or 2, the shot has targeted a friendly model; the shooting player's opponent may choose which model is the target. Roll the Roll-Off as normal, and apply any damage caused.



Cast Spell

If the character has magical ability, they may attempt to Cast a Spell. A model making a Cast Spell Action may make one Move before Casting. If the Spell Caster does not move, they gain a + 2 bonus to the Casting Roll-Off. To Cast a Spell, the Casting model must take a Fortitude or Presence Roll-Off against the target of the Spell, depending on which School of Magic they are using. If the acting player's Roll is equal to or lower than the opposing Roll, the Spell fails to Cast. If it is higher, the Spell is successfully Cast – apply its effects as detailed in the Spell description.

Some Spells require Roll-Offs against the Spell target's Statistics. If the Spell Caster's Result is higher than the target's, the Spell is Cast – apply its effects immediately.

A Spell may be Cast upon any unhidden model on the tabletop, with the following restrictions. Many Spells require Line of Sight and have a maximum Range. The target of the Spell must be within the stated range to be affected by it. If the Caster only has Partial Line of Sight, there is a -1 penalty to the Casting Roll-Off. A Spell which has a range cannot be Cast if the Caster is in base contact with an enemy. Spells with no range listed can be Cast while in base contact. Spells may always be Cast onto the Caster themselves, or another model in their own warband, even if that model is Hidden, if the player wishes.

If at any time a Magic User is taken Out of Action, all Spells they have Cast **immediately** end.

Spells will often list an Ingredient or two. Ingredients are available for purchase while Trading or can be obtained through Den upgrades (see page 99 for a list of Ingredients). If the Magic User has these Ingredients and chooses to use one or both of them, the Spell will be either easier to Cast, more powerful, or both. Ingredients can only be used once. Cross them off your Warband Roster as they are used. The player must declare they are using the Ingredients before rolling to Cast the Spell.

CASTING SPELLS INTO COMBAT

Most spells can be Cast freely at models engaged in Combat. The exception are spells that cause Wounds, such as Lightning, or Morglum's Fiery Blast. If you wish to Cast a Wounding Spell at a Target model which is in base contact with one or more of your models, you may do so, but you must first roll a d6. On a roll of 3 – 6, Cast the Spell as normal. On a roll of 1 or 2, the Spell has targeted a friendly model, your opponent may choose which model is the target. Roll the Casting Roll-Off as normal, and apply any damage caused.

Searching

A Search Action can be performed in two ways; in some situations, players will be required to search an area for an item – this will normally be a piece of terrain. In others, a player may wish to search for a Hidden enemy model.

A model making a Search Action for a Hidden enemy model **cannot** move. To perform a Search Action for a Hidden enemy model, the Searching model must have at least Partial Line of Sight to the Hidden enemy model, or be within 6" of it. The model will then make a Roll-Off using their Awareness Statistic against the Concealment of the Hidden enemy, subject to any of the modifiers below. If the Roll-Off is a success, the Hidden enemy is revealed and no longer counts as Hidden.

Searching for an Enemy Table	
Enemy Model	Modifier
Hidden enemy model has not moved this Turn	-3
Every friendly model within 6" of the Hidden enemy model	+2
Every friendly model within 6 to 12" of the Hidden enemy model	+1
Each friendly model with at least Partial Line of Sight to the Hidden enemy model	+1

A model making a Search Action for a Hidden item, such as searching a terrain piece for a scenario specific object, **may** make one Move. The Move must end with the model in base contact with the terrain piece. If the searcher does not move, they gain a + 2 bonus to the Search Roll-Off. Make a Roll-Off using their Awareness Statistic against the Target of the Hidden item. If the Roll-Off is a success, the item is found and the model may add it to their Equipment.

There is a +1 bonus for each successive Turn spent searching, and a +1 bonus for each friendly model who has also performed a Search Action that Turn on the same terrain piece.



Searching for Items Table	
Item is	Target to Beat
Easily Spotted	3
Concealed	5
Well Hidden	7
Cunningly Disguised	9

Hiding

Sometimes a model will wish to Hide. A Hidden model cannot be attacked, shot at, or targeted with spells (except by friendly Magic Users) and counts as being ready to Ambush.

A model making a Hide Action may make one Move, however, the move must end with the hiding model in base contact with a terrain piece, or totally out of Line of Sight of any enemy models. The model then automatically becomes Hidden. If you do move first, keep a note of how far you have moved, you may use any remaining Movement during Ambushing.

'There we are, creeping as quiet as you like, no-beast's seen us, when that hound starts sniffing the air. Next thing, he's howling, and all hell breaks loose.'

AMBUSHES

If you have a model which is Hidden and an enemy model within Line of Sight and range (either of your remaining Move for Attacks, or of your weapon range for Shooting) declares a Move, Attack, Shoot, or Cast Spell Action, then you may make an immediate Ambush if you wish, even if you have acted this Turn already.

Once your opponent has declared their Action, but has not begun any Moves or rolling any dice, you may interrupt them and perform an Ambush. Alternatively, you may interrupt after they Move, but before any Roll-Offs are taken, or in the case of Sprinting enemy, you may interrupt them before the

first Move, after the first Move, or after the second Move. The interrupted model may continue their Action afterwards, assuming they are able to!

Take a Roll-Off using the Ambusher's Concealment Statistic against the target's Awareness Statistic, with the modifiers from the table below.

If the Roll-Off fails, the target has spotted the Ambusher. The Ambusher will still attack, but will resolve the attack using the normal Attack/Shoot rules, with a -2 penalty.

If the Roll-Off succeeds, the Ambusher makes a surprise attack. Move into base contact for Attack Ambushes. Then take the appropriate Roll-Off (Strike Statistic for Attack Ambushes, Ranged Statistic for Shooting Ambushes, with any modifiers if applicable), but the target may not attempt to block or dodge. As such they roll no dice for Block or Nimbleness. The Roll is the Result. Apply Wounds normally.

If the Ambusher is making an Attack Ambush and has to move through Difficult Terrain, and the distance moved is insufficient to reach base contact with the enemy, then the Ambush has failed, even if the Concealment Roll-Off was a success. The model stops at the end of its Move and may do nothing further during this Action.

After making an Ambush attack, the model no longer counts as Hidden, and may do nothing else that Turn.

Ambush Modifiers Table	
Ambusher	Modifier
Apart from the target, no other enemy within 12" of Ambusher at the start of Ambush	+5
Ambusher has not moved this Turn	+3
Every enemy model within 6" at start of Ambush	-2
Each enemy model with Clear or Partial Line of Sight to Ambusher at start of Ambush	-1

Performing an Ambush, or any Action other than Hide will cause the model to no longer be Hidden.

Any Attacks or Shooting arising from a Hide/Ambush Action do not count as Attack or Shoot Actions for the purposes of triggering other Ambushes.

Wounds

When a model takes damage, whether from Combat, Shooting, Magic, or Falling, the player must cross off a number of Wound boxes equal to the Wounds suffered, on the Warband Roster. Cross them off from left to right.

Some of the Wound boxes are shaded (of the 16 Wound boxes these would be: the 4th, 8th, 12th, 15th, and 16th). For every shaded Wound box marked off, the model suffers a -1 modifier to every Roll-Off it has to take. This represents the character becoming weakened by pain and blood loss. If a character suffers more Wounds than they have Wound boxes on the Warband Roster, then they are considered Out of Action. The model will play no further part in the game and must check to see if they have suffered a permanent injury after the game. Remove the model from the table.

HEROIC SACRIFICE

At any time after a character has taken enough Wounds to suffer penalties to Roll-Offs, they may declare a Heroic Sacrifice when declaring an Action. Their next Roll-Off is taken as normal, but instead of suffering penalties equal to the number of shaded Wound boxes crossed off, they count them as bonuses instead. However, this supreme effort overcomes them and they go Out of Action as soon as they have completed the Test. The character counts as being taken Out of Action by the enemy warband. The character must roll on the Permanent Injuries chart after the game – they do not get to make a Fortitude Roll-Off to avoid this – and it cannot be avoided by any other means, including Den or Wandering benefits (more on those in the Campaign section!). They also do not gain the 2 Experience Points normally awarded to models which receive Permanent Injuries.

Grimgar Quickclaw has taken 15 Wounds, so has crossed off 4 shaded Wound boxes. This means a -4 penalty to all Roll-Offs. It is his turn to act, and he is going to perform an Attack Action on Garrick Broken-ear. He declares a Heroic Sacrifice and instead of a -4 penalty to his Strike Roll-Off, he gains a +4 bonus. Once the Attack is completed, however, Grimgar's last efforts are spent and he automatically goes Out of Action. He has to roll on the Permanent Injuries chart after the game and suffers a Chest Wound.

ROUTING

If at any time a warband has 50% or **more** of its models taken Out of Action, then the player must begin taking Rout Roll-Offs at the end of every Turn. So, a nine member warband would need to Roll-Off for Routing after losing five models Out of Action.

The player takes a Roll-Off using their Leader's Fortitude Statistic against the enemy Leader's Presence Statistic. If either player's Leader has already been taken Out of Action, use the player's Second instead. If the Roll-Off is passed,

the game continues. If it is failed, the warband routs, ending the game as a loss for that player.

If both a warband's Leader and Second are taken Out of Action, the warband Routs automatically at the end of the Turn.

If both players have to Roll-Off for Routing, then take the Roll-Offs in whichever order you wish, but treat them as happening simultaneously; if both players Rout, they both count as losing.

Voluntary Routing

Sometimes during a campaign, there are times when it is better to run away and live than risk fighting on and maybe lose the lives of your warband. To allow for this, after at least three Turns of a game have been played, a warband may Rout at any time the player chooses, without needing to take a Rout Roll-Off or being below 50% of its models.

However, a warband that Routs voluntarily does not gain Experience Points often awarded for surviving a battle. They do gain any Experience Points awarded for other reasons however, such as completing Secondary Objectives, or fulfilling other Scenario conditions.



WARBANDS

Before you begin to play you must recruit a warband to take part in the battles over Northymbra. The warbands are represented by the range of model figures created and sold by Oathsworn Games.

Use the Races of Northymbra Tables (see page 43) to recruit your warband. You start with 350 Pennies to spend. Each model and their Equipment (if you choose to buy any) costs a set amount of Pennies (see pages 64 and 98 for Equipment and Equipment prices). As you make your choices, subtract the money you have “spent” from your total until you have bought all the characters and Equipment you can. Any unspent Pennies are put into the warband’s treasury and can be used at a later date or saved to buy rare and expensive items.

In an ideal world, the Weapons, Armour, and other Equipment you choose for your characters should be represented on the models themselves. This is to make it easier for both players to be clear on what they are facing. However, this is often impossible, especially in Campaign games where equipment may change. This is acceptable, so long as both players are aware of what miniature represents what – to that end, players may look at each other’s Warband Rosters at any time and ask whatever questions they wish.

STARTING A WARBAND

You must recruit at least three characters, one of which will be your Leader. The maximum size of a warband is ten, with no more than six of those being Large models, and no more than three being Massive models. You’ll probably find that you start out with about half a dozen models or fewer, because the 350 Pennies will only stretch so far. You will have the chance to increase the size of your warband during Campaign play.

Leaders

Every warband must have a Leader who represents you, the player. Your Leader makes the decisions and leads your heroes through the troubled lands of Northymbra. Your Leader may choose one Skill, and can increase one Statistic by one die level (e.g. a d4 Stat would become a d6 Stat). However, no Stat may be higher than d12 in a starting warband.

Seconds

Every Leader has a Second to back them up, a capable beast always ready to help direct the warband. They may choose one Skill.



Magic Users

Any character may be a Magic User, they choose any number of Spells from the one of the Magic types available to them. For example, if you choose the Light Magic list for a magic using character, then any Spells they take must be from that list type. They cannot choose Spells from multiple lists. If you have more than one Magic User in your warband, they do not all have to pick from the same list.

For every Spell chosen, the character has to take the Delicate (1) and Weak (1) Skills. For example, a character starting with 3 Spells will also be Delicate (3) and Weak (3). All that time spent in the library has weakened them dramatically! It also doesn't come cheap; for every Spell chosen you must pay 5 Pennies.

Apart from its Leader and Second, all other characters in your warband start without any Skills, other than those their race naturally begins with. Each character you recruit can be armed with Weapons, Armour, and Equipment chosen from the Open Trading Table (see page 98). Each character has six spaces on their Roster sheet for Equipment: Weapon 1, Weapon 2, Armour 1, Armour 2, Item, and Special. You can only put Weapons into the Weapon slots, Armour into the Armour slots, and Items into the Item slot. The Special slot can be used to take a weapon, a piece of Armour, or an Item. Every character **must** have at least one Weapon, one Item, **or** one Spell.

Dens

Every warband begins with a basic Den, but this is only needed as part of campaign play. Warbands need a home base; somewhere safe, where they can recuperate and train between all the fighting. These dens provide certain benefits to the warband, and can also be upgraded with new facilities and equipment. Choose a den for your warband from the following table.

Den Table

Types of Den	Allegiance	Effect
Abandoned Burrow	Rogues, Freebeasts, Wildbeasts	You have set up your warband's Den in a vast burrow that has been abandoned for generations. It has entrances and exits all over the area. Whenever you set up your warband for a game, you may set up 2 of your characters anywhere on the tabletop, ignoring the scenario restrictions. They must be at least 8" away from any enemy models. They may start the game Hidden, provided they are in base contact with a terrain piece or are completely out of the enemy's Line of Sight.
Ruined farmstead	Royalists, Rogues, Wildbeasts	Your warband has made a Den in a ruined farm, between the farmhouse, barns, and outbuildings, there is plenty of space to expand and set up facilities. You also regularly gather crops from the surrounding fields – your warband does not have to pay Upkeep costs.
Town Building	Royalists, Freebeasts	Large warehouses, guildhalls, and military barracks are dotted around most towns and cities in Northumbria. In the aftermath of the War of Storms, many lie abandoned and empty. Your warband has moved into one and set up their den. The surrounding area is full of wood, stone, and other building materials that can be easily re-used. After every game, you receive d4 Materials.

UPGRADES

Upgrading your den is a very useful way to gain special bonuses for your warband (see page 94 for a list of Upgrades). Each Upgrade you build will need to be paid for in Labour and Materials. A Den may have a maximum of ten Upgrades, and you can take an Upgrade more than once, if you wish.

Warband Roster Sheets

You'll need a Warband Roster sheet to record the details of your warband. Blank roster sheets are freely available as PDF files downloadable from burrowsandbadgers.com or found at the rear of this book. When you choose a warband, take a Warband Roster sheet and write down the profile of each of your characters in the appropriate spaces.

It is a good idea to work out the warband on a piece of scrap paper first, as you will probably have to juggle the characters and Equipment choices to keep below the 350 Penny limit. If you have any Pennies left after choosing your warband, write this down in the space on the Warband Roster sheet marked as 'Pennies'.

The Warband Roster is a record of your brave band and you will refer to it regularly as you play. During a battle you may wish to make notes on the sheet itself. It is useful to record details such as extra Experience, Equipment used, and Wounds suffered.

You will also need to invent names for both your warband and also each of your characters.

RACES OF NORTHYMBRA

There are many different races of beast in Northymbra; ranging from tiny mammals, through to scaly lizards, and huge predatory birds.

Mice are a common sight throughout Northymbra and can be found in almost all villages and towns. Although most tend to live quiet lives, there are a number of famous adventurers among them. Hares are often reckoned to be the best natural warriors in the land. Although lacking the brute power of the larger beasts, they are noted for their weapon skills and high speed. Many hares take to the adventuring life; whether serving in Prince Reinert's patrols or hiring themselves out as mercenaries and bodyguards.

Also abundant are shrews; they are small, tenacious, and short tempered, often found taking on creatures much larger than themselves. Hedgehogs are simple creatures, and prefer to avoid danger where possible. They are not

naturally blessed with any great combat skill and often focus on healing rather than fighting. Still, on occasion, a hedgehog will feel compelled to strap on armour and go into battle, where they display an aggressiveness that takes many by surprise.

The trees of Northymbra are home to many squirrels, who are nimble and stealthy, but often run and hide when faced with danger. They share the leaves and branches with a wide variety of birds, both seed eating songbirds, and predatory raptors, such as barn owls, who are deadly aerial hunters. Swooping silently from the night sky, they have been the end of many a small, scurrying beast. They are unsociable creatures – even as a member of a warband, they often regard their fellow animals as prey rather than comrades. Tiny sparrows are one of the most common birds in Northymbra and can be found in towns and cities as well as the wild places. They are nervous creatures, always on the lookout for both danger and their next meal. The birds share the skies with bats; short sighted, weak, slow, and ungainly on the ground, they become lightning fast, agile hunters when night comes and darkness falls.

Many beasts live below ground, in burrows and tunnels. Moles are small and compact in build, but what they lack in agility they make up with tenacity and great physical strength. Short sighted, they are poor with bows and other missile weapons. Badgers are among the largest, deadliest creatures in the Kingdom. They range from proud, noble knightly beasts to savage brigands, even the friendliest badger is viewed with wary respect by creatures of the other races. Very strong and extremely tough, even an unarmoured badger is a terrifying prospect. In heavy armour, they are virtually unstoppable; a hail of missiles or a massed attack by several warriors is often the only way to bring one down. Rabbits are a common sight across Northymbra, often bolting for the safety of their burrows when danger threatens.

By the river banks, you will find many otters; they are noble beasts, tough and strong, capable fighters and with a love of adventure. Adept with a sling, or in close combat, even wildcats and hares have to show them respect.

In the towns and cities, a visitor will see many hounds, of all different shapes and sizes; they make excellent trackers, and are good all round warriors. They are strong, and loyal to their comrades, whether good or evil. Many of the southern towns are the domains of foxes. Foxes are strong, cunning, and dangerous. Few beasts will happily turn their backs to one. Although fox society has an uneasy truce with Prince Reinert's court, they are always working in the shadows to advance their own causes. Fortunately for the Royalists, foxes tend to spend much of their time plotting against each other...

In the Kingdom's wild places, black rats swarm in large numbers. They are virtually unchallenged in the Ironstone Hills, effectively carving out their own small kingdom, and are believed to be tunnelling beneath many towns and cities. Among them are many brown rats; these tend to take the lead in rat society – bigger, stronger, and tougher than their black rat cousins. They can grow to enormous size and among rats, might is right.

Along with the rats, the wild is home to stoats and weasels. They are quick, nimble, and are typically solitary creatures, although they do sometimes band together to attack large rabbit warrens. They are also known for their courage, as they willingly attack much larger foes. Ferrets are similar to weasels in many ways but are bigger and generally better at most things. They can often be found running criminal gangs of stoats and weasels in Northymbra's cities. They are ferocious and utterly fearless in battle.

Adders are venomous snakes that inhabit many of the dark places in the Wilds of Northymbra. They have no limbs, so cannot use any weapons but sometimes wear armour and use a variety of equipment which they have adapted for themselves. They also have a poisonous bite, which even the toughest beasts must treat with caution.

In the far north, wildcats are a rare but terrifying sight. Powerful fighters, skilled, strong, and resilient. They are also excellent ambushers, most creatures find them terrifying. They eschew ranged combat in favour of closing rapidly with their prey, where they can use their strength and size to overwhelm most beasts.

The lakes and marshes of the west are home to many toads; they are cold-blooded, slow in thought and deed. But they are very difficult to spot and their hide is tough, forming a natural defence. They will often sit motionless for hours, contemplating the mysteries of the world. Toads make excellent



Magic Users. Similar in appearance to toads; frogs are smaller, weaker, and less inclined to use magic. They often form bodyguards for toad nobles. Frogs are more sociable and civilized than toads, and are more likely to be found in towns and cities, and to wear clothing.

The Kingdom of Northymbra is also home to many visitors from other lands; whether from the far reaches of Albion, or even from distant lands over the seas. Although such beasts are rare, you may see lizards, marmots, and even such strange creatures as armadillos and the platypus.

Small Beasts table (30mm)

Species	Cost	M	S	B	R	N	C	A	F	P	Skills
Mouse	24p	d6	d6	d4	d6	d6	d6	d6	d6	d6	
Shrew	28p	d6	d6	d6	d6	d6	d6	d6	d8	d6	
Bird (small)	26p	d6	d6	d6	d6	d6	d6	d6	d4	d4	Flight
Bat	27p	d4	d6	d4	d4	d6	d6	d6	d6	d6	Flight, Unarmed Fighter, Delicate (-2) Gifted, Natural Hunter

Medium Beasts Table (30mm)

Species	Cost	M	S	B	R	N	C	A	F	P	Skills
Hedgehog	29p	d6	d6	d6	d6	d6	d6	d6	d6	d8	Spines
Squirrel	34p	d6	d6	d6	d6	d8	d8	d8	d8	d6	
Mole	30p	d4	d6	d6	d4	d6	d6	d4	d8	d6	Strong (1), Tunneller, Short Sighted
Weasel/Stoat	36p	d8	d8	d6	d6	d8	d6	d6	d6	d6	Fearless
Cat	35p	d6	d8	d6	d6	d8	d6	d6	d6	d8	
Black Rat	33p	d6	d8	d6	d6	d8	d6	d6	d6	d6	
Ferret	42p	d8	d8	d6	d6	d8	d6	d8	d8	d8	Fearless
Rabbit	31p	d8	d6	d6	d6	d6	d6	d6	d6	d6	Leap
Toad	52p	d6	d6	d6	d4	d6	d10	d6	d8	d8	Strong (1), Tough(2), Natural Hunter
Frog	26p	d6	d6	d6	d6	d6	d6	d6	d6	d6	Leap
Adder	36p	d6	d8	d4	d4	d4	d8	d8	d8	d8	Poison (Pain), Unarmed Fighter, cannot use any Weapons
Bird (medium)	30p	d6	d6	d6	d6	d8	d6	d6	d6	d6	Flight
Raptor (medium)	42p	d6	d8	d6	d4	d8	d6	d8	d6	d6	Flight, Unarmed Fighter, Strong (1), Natural Hunter
Hound (medium)	30p	d6	d8	d6	d6	d6	d4	d6	d6	d6	Strong (1)
Marmot (rare)	23p	d6	d6	d5	d6	d6	d4	d6	d6	d6	
Green Lizard (rare)	28p	d6	d6	d4	d6	d6	d8	d6	d6	d6	
Siamese Cat (rare)	35p	d6	d8	d6	d6	d6	d6	d6	d8	d8	
Tortoise (rare)	36p	d6	d8	d6	d6	d6	d6	d6	d6	d6	Tough (2)
Platypus (rare)	25p	d6	d6	d4	d6	d6	d6	d6	d6	d6	Swim

Large Beasts Table (40mm)

Species	Cost	M	S	B	R	N	C	A	F	P	Skills
Hare	53p	d8	d10	d8	d6	d6	d6	d6	d8	d8	Leap, Strong (1)
Wildcat	62p	d8	d10	d6	d4	d8	d8	d8	d8	d8	Strong (2), Tough (1), Fearsome, Natural Hunter
Brown Rat	42p	d8	d8	d6	d6	d6	d6	d6	d6	d8	Tough (1)
Fox	43p	d8	d8	d6	d8	d6	d6	d6	d6	d8	Strong (1)
Otter	51p	d8	d8	d6	d8	d8	d6	d6	d8	d8	Strong (1), Swim
Bird (large)	35p	d6	d6	d6	d6	d8	d4	d6	d8	d6	Flight
Raptor (large)	50p	d6	d8	d4	d4	d8	d4	d8	d8	d8	Flight, Unarmed Fighter, Strong (2), Natural Hunter
Hound (large)	45p	d6	d8	d6	d6	d6	d4	d6	d6	d8	Strong (2), Tough (1)
Raccoon (rare)	40p	d6	d8	d4	d6	d6	d6	d6	d8	d8	Strong (1)
Armadillo (rare)	62p	d8	d8	d6	d6	d8	d6	d6	d8	d8	Strong (1), Tough (3), Leap
Fennec Fox (rare)	35p	d6	d8	d6	d6	d8	d6	d8	d6	d6	Bloodhound

Massive Beasts Table (50mm)

Species	Cost	M	S	B	R	N	C	A	F	P	Skills
Badger	65p	d8	d8	d6	d6	d6	d4	d6	d8	d10	Strong (3), Tough (2), Fearsome
Beaver	60p	d6	d8	d6	d6	d4	d4	d6	d10	d8	Strong (2), Tough (3), Swim
Bird (Massive)	40p	d6	d8	d6	d6	d6	d4	d6	d8	d8	Flight
Raptor (Massive)	64p	d6	d10	d6	d4	d6	d4	d8	d8	d10	Flight, Unarmed Fighter, Strong (3), Natural Hunter
Hound (Massive)	65p	d8	d10	d6	d4	d6	d6	d6	d8	d8	Strong (3), Tough (2), Natural Hunter



STANDARD Warbands

A standard warband can choose any mix of different beasts, up to the maximum number of ten models, but these can be of any different race. So you could have a couple of mice, a toad, and a badger, for example.



Rare Beasts

Some animal species are not native to Northymbra, they live in far off lands and are only rarely seen...

All warbands (with the exception of Single Species warbands) may include any number of Rare Beasts, but no more than one of each race. So for example, you could include a Platypus and a Fennec Fox, but not two Fennec Foxes.

Single Species

Single Species warbands are unusual; unlike most warbands, all the animals have to be of the same species. For example, you could take nothing but mice or nothing but foxes. This allows you to play a very tightly themed warband. In a Single Species warband, the restriction on the number of Large or Massive models is lifted; so you could have a warband consisting of ten foxes. The maximum number of models is still ten.

The downside to a Single Species warband is that only taking all one type of animal can leave your warband with areas of weakness. An all shrew warband lacks the heavy hitting power of a badger or a wildcat for example.

To offset this disadvantage, Single Species warbands receive extra starting Skills. In addition to the usual Skill and Stat upgrades your Leader and Second receive as normal, two other characters may also take a Skill **or** a Stat upgrade.

Choose one of the races below; all characters in your warband must be from that species.

- Mouse / Dormouse
- Hare
- Squirrel
- Rabbit
- Mole
- Shrew
- Otter
- Hound (may take 2 Large, and 1 Massive)
- Badger
- Fox
- Black Rat (may take 1 Brown rat)
- Wildcat
- Stoats & Weasels (may take 1 Ferret)

ALLEGIANCE

Your warband can choose an Allegiance; this represents the ideals and politics that it is sworn to. There are four types of Allegiance to choose from: Royalists, Rogues, Freebeasts, and Wildbeasts. Each provides benefits and restrictions.

Royalists

The Kingdom of Northymbra faces difficult times. King Redwulf is missing and his son Prince Reinert rules as regent in his stead, struggling to hold the kingdom together. Faced with the continuous harassment from the Freebeasts, with the possibility of war with the Wildbeasts growing, and with dissension spreading among his own Lords, Knights, and Nobles, Prince Reinert relies heavily on the support of his loyal warbands. Effectively members of the Royal Army but acting on detached duty, they carry out dangerous and deniable missions across the land. A Royalist warband might be made up of noble knights, weary veterans, a religious order, or even convicts doing public service in lieu of prison time.

A Royalist warband has the benefit of the Kingdom's organised military structure and will be better trained fighters than other warbands.

Expert Training – Two of your characters have their Strike dice is improved by one level, to a maximum of d12.

Den – You may choose either the Town Building or the Ruined Farm. Either way, it begins with the Smithy Upgrade.

Royalist Magic Users may choose from the Natural, Light, Noble, and Unbound Spell lists.



Rogues

Truly, the Kingdom of Northymbra is rife with trouble and the days are dark. War threatens in the east, the King is missing, the foxes are stirring up unrest, and three years of bad harvests are taking their toll, but some beasts thrive in such unsettled times. Happiest when living rough, these bands of rogues haunt the woods and abandoned villages of Northymbra. They survive by hunting, raiding, and banditry. Some coastal warbands have even taken up a life of piracy. In the courts of the nobles, such beasts are viewed as the scum of the earth but out in the woods, they are kings.

A Rogue warband relies on stealth and ambushing more than the others, but are blessed with a generous helping of luck.

A Life in the Shadows – Two of your characters have their Concealment dice improved by one level, to a maximum of d12, and you have 2 extra Fate Points per game.

Den – You may choose either the Abandoned Burrow or the Ruined Farm. Either way, it begins with the Gambling Den Upgrade.

Rogue Magic Users may choose from the Natural, Wild, Noble, and Unbound Spell lists.



Freebeasts

The Freebeasts are those who live in Northymbra, but do not submit to the rule of King Redwulf. They are mostly found in the southwest of the Kingdom. Those towns and villages are almost all controlled by the various fox families, who form a ruling elite, controlling both legitimate trade and most criminal activity. The claim is that Freebeast society is a meritocracy, with everyone valued for their contribution, rather than their race or position. The reality is somewhat different but if you're always ready to grab an opportunity, you can climb to the top of the pile. Just don't worry too much about who you're treading on.

Fingers in Pies – Roll three times on the Rare Items Table (see page 100), you may add those items to your starting Equipment. These rolls must be made while another player is present! Also, you may modify these and any other rolls you make on the Rare Items Table by +1 or -1.

Den – You may choose either the Abandoned Burrow or the Town Building. Either way, it begins with the Alchemy Laboratory Upgrade.

Freebeast Magic Users may choose from the Natural, Dark, Noble, and Unbound Spell lists.



Wildbeasts

On the edges of the Kingdom of Northymbra live many Wildbeasts. Whether the rats of the Ironstone Hills in the east, the frogs and toads of the western lakes, or the shrews and wildcats of Strath Clota in the far north, all seek to expand their territories and raid into the settled lands. In many ways, they are more in tune with the natural world, with the old magic of root and branch. But don't be fooled – these are not peace loving, gentle creatures, any more than a thunderstorm is gentle.

A Wildbeast warband could focus on a druid like cold-blooded cult, made up of toads, frogs, snakes, and lizards or be a swarm of rats, stoats, and ferrets, even a raiding band of shrews led by a wildcat warrior. Wildbeast society is one of tribalism, shamanism, and a ruthless disdain for the 'civilisation' of the Royals. Wildbeasts respect strength and determination rather than rank and breeding.

Attuned to the Land – all models may, with the exception of water, ignore Difficult terrain and move at full speed at all times while moving horizontally. This does not alter vertical Movement.

Den – You may choose either the Abandoned Burrow or the Ruined Farm. Either way, it begins with the Magical Garden Upgrade.

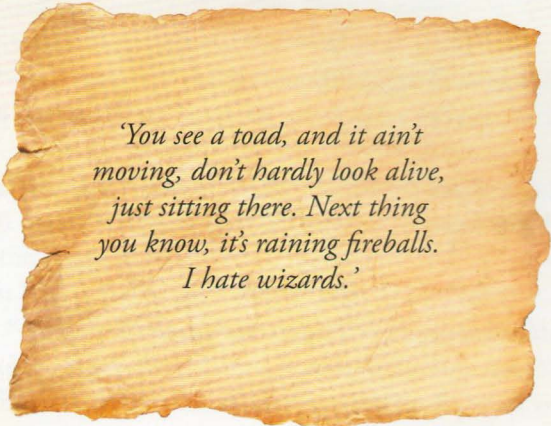
Wildbeast Magic Users may choose from the Natural, Dark, Noble, and Wild Spell lists.



MAGIC

There have always been those who take an interest in magic: wizards, witches, cunning folk, and their ilk. But, as beasts in every inn and alehouse will tell you, all magic is dangerous and unpredictable, for it operates according to rules mortals don't understand. Magic Users are often viewed with suspicion or even outright hostility. Despite this, the allure of easy power draws many to begin learning spells, and once begun, it is a difficult path to escape. Of course, some have little say in whether to dabble in magic or not. They are born with the gift upon them and could no more avoid it than a normal creature could avoid eating.

There are many forms of magic, ranging from Light – often used by priests and clerics, through to Dark – generally the preserve of evil sorcerers and necromancers.



*'You see a toad, and it ain't
moving, don't hardly look alive,
just sitting there. Next thing
you know, it's raining fireballs.
I hate wizards.'*



NATURAL MAGIC

Natural magic is based on the intrinsic energy of the living world. It is the most common form of magic among those born with the gift. Natural Magic is Fortitude based, and Cast Spell Roll-Offs are taking using the Caster's Fortitude Statistic.

1. Haste

Target: 5 / Needs Line of Sight / Range 18"

Infused with the energy of an early Spring, the target of this spell moves faster than seems possible...

The target of the Spell can perform 2 Actions the next time they act.

Ingredients: Thyme Leaves – the Spell is automatically Cast.

2. Curse

Roll-Off / Caster's Fortitude vs Target's Fortitude / Range 24"

Bad luck and ill omens pour forth from the caster, spelling disaster for their foes...

The target's next Roll-Off suffers a negative penalty equal to the Result.

Ingredients: Bloodwort – the Caster gains +2 to their Roll.

Mandrake – the Curse lasts for the target's next 2 Roll-Offs.

3. Cure

Target: 3 / Needs Line of Sight / Range 12"

A wave of healing energy flows from the caster...

The target heals d8+2 Wounds.

Ingredients: Lugwort – the Spell is automatically Cast.

Henbane – any pPoison effects are also removed.

4. Luck

Target: 3 / Needs Line of Sight

Fortune smiles, and the recipient of this Spell can do no wrong...

The target gains a +3 modifier to their next Roll-Off.

Ingredients: Galingale – the target gains a +3 modifier to their next three Roll-Offs.

5. Lightning

Target: 6 / Needs Line of Sight / Range 24"

Calling forth the potent energies of the charged clouds, the wizard launches a bolt of lightning at their enemy...

The target is blasted by a lightning bolt and takes d8 Wounds. These are **not** reduced by Armour, but are reduced by Skills in the normal way.

Ingredients: Copper Strip – the target takes d8+2 Wounds.

Elf Bolt – the target takes d8+3 Wounds.

6. Push

Target: 5 / Needs Line of Sight / Range 12"

Using sheer will, the mage unleashes a blast of energy, forcing an enemy away...

The target model is moved d6 inches directly away from the Caster. If the model is pushed into an obstruction such as a terrain piece they stop and suffer d6 Wounds. These are reduced by Armour and Skills in the normal way. If the model is pushed into another model, they stop and both models suffer d6 Wounds. These are reduced by Armour and Skills in the normal way. If the model is pushed off a raised area, they will suffer falling damage. If the model is pushed off the table edge, they may return at the same point they exited at the start of their next Turn.

Ingredients: Dragonfly Wings – the target model is Pushed +2 inches, and any Wounds caused by the Spell are also +2.

LIGHT MAGIC

Light magic is typically used by priests, monks, and other holy or noble warriors. It is mostly concerned with protection and defence. Light Magic is Presence based, and Cast Spell Roll-Offs are taking using the Caster's Presence Statistic.

1. Bless

Target: 3 / Needs Line of Sight / Range 12"

The caster calls upon the gods to bless a friend in need...

The target adds +3 to their next Roll-Off score.

Ingredients: Blessed Water – the target adds +3 to their next Roll-Off score, and may re-roll the dice.

2. Heal

Target: 4 / Range 12"

Wounds close, bones knit, and blood clots when the caster commands...

The target heals d12 Wounds.

Ingredients: Blessed water – the Spell is automatically Cast.
Henbane – Any Poison effects are also removed.
Heal Alle – the Spell effects all friendly models within 4" of the Spell's target.

3. Hearts of Oak

Target: 3

Calling upon the righteousness of their cause, the whole warband are filled with zeal, and will battle fearlessly no matter the odds...

All characters in the Caster's warband become Fearless. This lasts until the Caster suffers a Wound.

Ingredients: Blessed Water – the Spell is automatically Cast, and the warband adds +3 to any Rout Roll-Offs.

4. Purifying Flames

Target: 5

Overcome with wrath, the caster bursts into vengeful flames...

The Caster becomes wreathed in holy fire; any models (both friendly and enemy) in base contact or within 2" suffer d6 Wounds. These are reduced by Armour and Skills in the normal way. The Spell lasts d4 Turns.

Ingredients: Blessed Water – the Spell does not affect friendly models.
Saltpetre – All targets take d8 Wounds rather than d6.

5. Purge Witch

Roll-Off / Caster's Presence vs Target's Fortitude

Using their will, faith and courage, the caster's soul battles with a heretical enemy...

This target must be an enemy Magic User. The Caster must have Line of Sight to the target. The target suffers Wounds equal to the Result. This is not reduced by Armour.

Ingredients: Blessed Water – add +2 to the Caster's Roll.

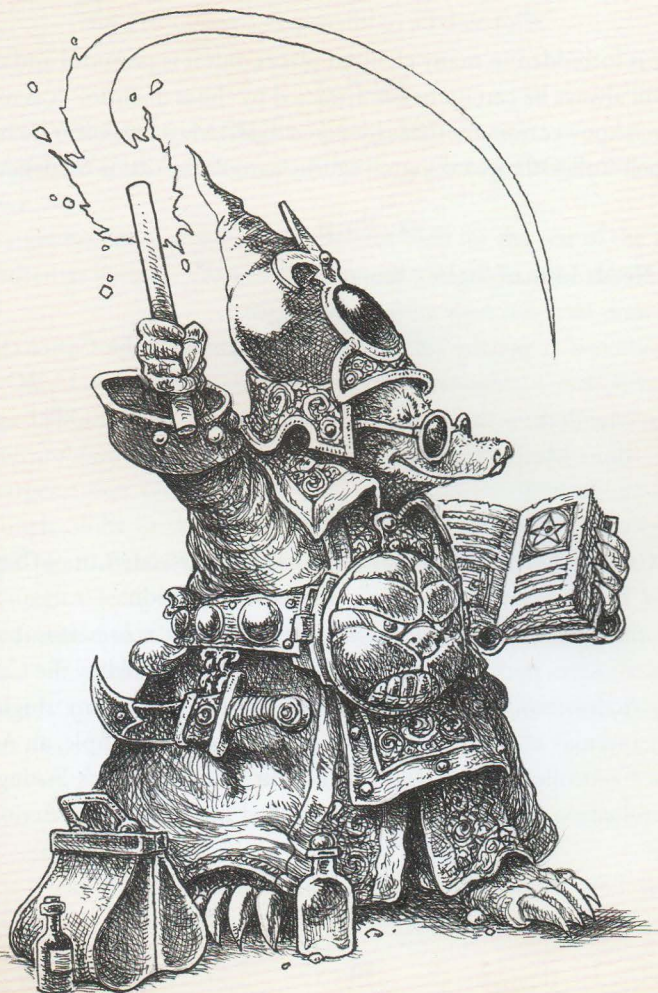
6. Invulnerable

Target: 5 / Needs Line of Sight; Range 12"

Faith and purity are a Shield against harm...

The target gains Tough (3) for d4 Turns.

Ingredients: Blessed Water – the target becomes immune to enemy Spells whilst Invulnerable is in effect.





DARK MAGIC

Dark magic is forbidden in many civilized places, but it is powerful and cruel, and there will always be certain beasts attracted by those qualities. It is mostly used to exercise power over another's life force. Dark Magic is Fortitude based, and Cast Spell Roll-Offs are taking using the Caster's Fortitude Statistic.

1. Pain

Target: 4 / Needs Line of Sight / Range 36"

The caster wracks their foe's body with waves of agony...

The target suffers a -1 penalty to all Roll-Offs. Lasts until the Caster takes a Wound.

Ingredients: Mandrake – the target suffers a -2 penalty to Roll-Offs.

Bone Meal – The Caster adds +1 to their Roll.

2. Control

Roll-Off / Caster's Fortitude vs Target's Fortitude / Needs Line of Sight / Range 12" / Target must be an enemy model

Taking over another beast's body, the mage forces them to do as he pleases...

The target is forced to perform an Action immediately, decided by the Caster's player. This Action may not be a Cast Spell Action, or use any single use Equipment, and may not use any of the target's Skills. For example, an Attack Action by a Controlled hare would not benefit from the hare's Strong (1). Being Controlled does **not** use up the Controlled model's normal Action for the Turn.

Ingredients: Lotus Flowers – Caster adds +1 to their Roll.

3. Paralyse

Target: 6 / Needs Line of Sight / Range 6"

Separating the victim's mind from their body, the Spell caster locks them in place, unable to move...

The target character is unable to move and must miss their next Action. Until the end of the Turn, all attacks made on them are counted as Ambush attacks (i.e. they may not use Block or Nimbleness).

Ingredients: Petrified Wood – Caster adds +1 to their Roll.

4. The Horror

Target: 3 / Needs Line of Sight

An enemy is tricked into seeing terrifying monsters...

The target views all enemy models as Fearsome. Lasts until the Caster takes a Wound.

Ingredients: Badger's Blood – the target trembles with fear; he also suffers a -1 penalty to all dice rolls.

5. Rage

Target: 4 / Needs Line of Sight / Range 18"

Mind clouded with bloodlust and battle fury, the target erupts into uncontrolled violence...

The target becomes subject to the Berserk Skill for the rest of the game.

Ingredients: Badger's Claws – the Berserk state begins immediately.

6. Life Eater

Roll-Off / Caster's Fortitude vs Target's Fortitude / Needs Line of Sight / Range 18"

The wizard draws life force from a foe and absorbs it...

The target suffers Wounds equal to the Result. These Wounds are not reduced by Tough Skills or Armour. The Caster may restore an equal number of Wounds to themselves. If the Roll-Off is failed, the Caster suffers d4 Wounds from magical feedback.

Ingredients: Amanitas – +1 to the Caster's Roll.

Belladonna – the Wounds absorbed may be transferred to another Wounded character instead of absorbed by the Caster.

WILD MAGIC

Wild magic is derived from the power of ancient forests, misty marshes and the deep, dark places of the world...Wild Magic is Fortitude based, and Cast Spell Roll-Offs are taking using the Caster's Fortitude Statistic.

1. Stag's Leap

Target: 4 / Needs Line of Sight

Channelling the power of the Lord of the Wood, movement is quickened...

The target may move immediately up to 10". This may include vertical movement. If the target of the Spell ends in base contact with an enemy, they may make an Attack Action. If this Spell is Cast on a model other than the Spell Caster, it counts as their Action – they must not have Acted already this Turn.

Ingredients: Antler Dust – the Spell is automatically Cast.

2. Bear's Strength

Target: 3 / Needs Line of Sight

Taking on the power of the legendary giant beasts of old, the muscles strengthen...

The target gains the Strong (2) Skill. Lasts until the Caster takes a Wound.

Ingredients: Bear Bone Fragments – the target gains Strong (4).

3. Oakflesh

Target: 3 / Needs Line of Sight

The resilience of ancient oaks is imbued into a beast's hide...

The target gains the Tough (2) Skill. Lasts until the Caster takes a Wound.

Ingredients: Powdered Acorns - the target gains the Tough (4) Skill.

4. Earth Shaker

Target: 7

Reaching to the bones of the earth, magic tears the land asunder...

Choose a terrain piece; any model in base contact with it suffers d8 Wounds. Any model within 2" of the terrain piece suffers d4 Wounds. Armour and Skills will reduce this as normal. The Caster must have Line of Sight to the terrain piece targeted and it is destroyed – remove it from the tabletop.

Ingredients: Thunderbird Feather – Caster adds +2 to their Roll.

5. Tangleweed

Target: 4 / **Needs Line of Sight**

The quickening sap of Spring calls brambles & creepers to life...

The target must reduce all Movement by 3". Ends if the Caster takes a Wound.

Ingredients: Powdered Acorns – the target must reduce all Movement by 4".

6. Creeping Things

Target: 4 / **Needs Line of Sight / Range 18"**

Insects, spiders, and maggots are summoned and bound to the will of the caster...

A swarm of worms, maggots, beetles, spiders, and wasps attacks the target. The target suffers 1 Wound immediately, then another every Turn. The Spell ends when the Caster makes another Cast Spell Action.

Ingredients: Cave Spider Venom – the swarm's stings and bites are poisonous; the target also suffers a -1 penalty to all Roll-Offs while the Spell lasts.

Scarab Shells – the shells make the swarm increase in size.

The target suffers an extra Wound for each Scarab Shell used.



UNBOUND MAGIC

Unbound magic is not tied to any particular source of power; it is the result of study and testing over many years by inquisitive mages. It is viewed as a civilized, scientific form of magic. Unbound Magic is Presence based; Cast Spell Roll-Offs are made using the Caster's Presence Statistic.

1. Bletchly's Cloak of Concealment

Target: 4 / Needs Line of Sight / Range 24"

Enveloped in mystical energies, the Spell hides you from all sight...

The target counts as Hidden automatically for the rest of the Turn, and cannot be spotted by Searching. They gain +2 to any Concealment Roll-Offs they make.

Ingredients: Silk Fibres – the target remains Hidden even if they move or Act, including Ambushing.

2. Van Rubal's Acceleration

Target: 5

The world seems to slow around you, and you move with lightning speed...

The Caster must have Line of Sight to the target; the target moves 2" further, and adds +2 to all Strike, Block and Nimbleness Roll-Offs. Lasts until the end of the Turn.

Ingredients: Wax Candle – the Spell is automatically Cast.

3. Morglum's Fiery Blast

Target: 5 / Needs Line of Sight / Range 18"

Gathering a ball of fire in your hands, you launch it at your foes...

The target takes d8 Wounds. These are reduced by Armour and Skills in the normal way.

Ingredients: Saltpetre – the Spell is automatically Cast.

Brimstone – the Spell effects the target, and any model within 2" of the target.

4. Burramorr's Distant Fracturing

Target: 6 / Needs Line of Sight / Range 12"

The power of magic is focused on a single point, building up pressure until it breaks...

One piece of Equipment chosen by the Caster is damaged, and cannot be used for the rest of the game. The effected item is considered to be repaired after the game, and may be used normally in the next game. This Spell does not affect Magic Items.

Ingredients: Haematite – the Spell is automatically Cast.

5. Sangram's Portable Protector

Target: 4

Clear, weightless and yet virtually impenetrable, a Shield appears...

The Caster gains Tough (5) until the end of the Turn.

Ingredients: Amber Bead – the Spell may be Cast onto a model other than the Caster. The Caster must have Line of Sight to the target.

6. Mangarr's Mystical Blade

Target: 2

A magical sword is summoned from the aether...

The Caster gains a magical blade which adds +1 to Strike Roll-Offs, and ignores Armour and Shields. No Tough bonuses from Armour or Shields are allowed against Wounds from this weapon. Lasts until the end of the game.

Ingredients: Ground Obsidian – the blade also adds +1 to the user's Block Roll-Offs.



NOBLE MAGIC

Noble, or High, magic is widely regarded as magic in the purest form. It is entirely non-destructive and is focused on transforming the world and the things in it. Noble Magic is Presence based, and Cast Spell Roll-Offs are taking using the Caster's Presence Statistic.

1. The Gate

Target: 5

All the world's spaces become joined, letting the mage travel without moving...

The Caster immediately moves to any point on the table.

Ingredients: Haematite – the Spell may be Cast on any friendly model.

2. Transpose

Target: 5 / Needs Line of Sight to both affected models

Two beasts suddenly trade places...

Two friendly models may switch places with each other automatically. Alternatively, one or both of the Transposed models may be enemy models. If so, they may Roll-Off their Fortitude against the Caster's Roll. If any affected enemy beats the Caster's Roll, the Spell fails.

Ingredients: Dragonfly Wings – +2 to the Caster's Roll.

3. Channelling

Target: 4 / Needs Line of Sight / Range 18"

Matter twists and warps, and what was wounded becomes whole, and what was whole, wounded...

The Caster may transfer any number of Wounds suffered from one friendly model to themselves.

Ingredients: Saltpetre – Two friendly models may transfer any number of Wounds suffered between themselves.

4. Dampening

Target: 5

The natural background magic of the world is dampened, making spell casting difficult...

All Spell Casting attempts by any model have a -3 penalty to their Rolls. Lasts d4 Turns, or until the Caster is Wounded.

Ingredients: Copper Strip – the Spell is automatically Cast.

5. Radiance

Target: 5

The caster shines with the blinding brilliance of a star...

Enemy models cannot look at the Caster and so cannot target them with Spells that require Line of Sight, Attacks, or Shooting. Lasts d4 Turns, or until the Caster is Wounded.

Ingredients: Amber Bead – the Spell may be Cast onto a model other than the Caster; the Caster must have Line of Sight to the target.

6. Revelation

Target: 5

The world is revealed as it truly is, not merely as it appears...

All Hidden enemies are immediately revealed, and no enemies may take Hide Actions for the rest of the Turn.



EQUIPMENT

Each member of your warband may carry up to 6 pieces of Equipment: including two Weapons, two pieces of Armour, one Item, and one Special piece (see page 98 for Equipment prices). This Special piece can be a Weapon, Armour, or an Item. You can also purchase extra equipment and leave it at your Den. There is a space on the Warband Roster for this.

Weapons are divided into two broad types – Hand Weapons and Missile Weapons.

HAND WEAPONS

ONE-HANDED WEAPON

One-handed Weapons cover a broad range of types – from simple clubs and staves, through daggers, swords, and axes, as well as maces, hammers, and even the shorter kinds of spear. In game terms, all One-handed Weapons have the same effect; they do not apply any modifiers to the Combat rules and may be used with a Shield. Alternatively, you may use both hands on the weapon and receive the Strong (1) Skill while using it in this way.

Dual-Wielding: a character can use two One-handed Weapons at once, if you wish. This gives a +2 to Strike Roll-Offs but precludes the use of a Shield.

DOUBLE-HANDED WEAPON

A blow from a double-handed axe or sword can cleave through armour and bone with equal ease. A two-handed blow from a cudgel will flatten most opponents.

A model armed with a Double-handed Weapon may not use a Shield or second weapon in close combat. Double-handed Weapons are deadly and a character receives the Strong (3) Skill while using the weapon.

POLEARMS

Halberds, poleaxes, and glaives are versatile weapons. A model using a Polearm adds +1 to all Strike Roll-Offs and counts as having the Strong (1) Skill. Polearms require two hands to use, so the character cannot use a Shield.

SPEARS

A model armed with a Spear may use it with a Shield and count it as a One-handed Weapon, or use it in both hands and count it as a Polearm.

UNARMED ATTACKS

Sometimes a character may find themselves without a one or two-handed weapon and have to fight with teeth and claws. All Strike and Block Roll-Offs are at a -2 penalty while fighting unarmed.



MISSILE WEAPONS

Bow

Maximum Range: 18"

The Bow is used regularly by most races in Northymbra for hunting and fighting. It is a compact yet effective weapon, that is relatively cheap to make and easy to maintain.

CROSSBOW

Maximum Range: 24"

A Crossbow consists of a short, powerful bowstave mounted on a wooden or, occasionally, steel stock. Crossbows have excellent range and can penetrate armour easily. Shots from a Crossbow count as having the Strong (2) Skill but are not affected by any other Strong Skills the character may have.

SLING

Maximum Range: 12"

Slings are little more than a looped strip of cloth or leather into which a stone or sling bullet is placed. The sling is swung about the slinger's head and the stone is then hurled towards the target. Although they lack the range of a bow, or the power of a Crossbow, the Sling's very low cost makes it a popular choice.

THROWING KNIVES / STARS

Maximum Range: 6"

Throwing knives are useful at close quarters. A properly balanced knife thrown from the shadows has brought low many beasts. Throwing Knives cannot be used in close combat, as they are balanced for throwing, not fighting. Although short ranged, they are accurate and deadly. Any Ranged Roll-Offs using Throwing Knives gain a +1 bonus.

BLUNDERBUSS

Maximum Range: 8"

A Blunderbuss is a primitive Black Powder Weapon with an expanded muzzle that fires a blast of lead shot. The spread of shot makes it very difficult to dodge, all Ranged Roll-Offs with a Blunderbuss receive a +3 bonus. Wounds caused are not affected by any other Strong Skills the character may have. Blunderbusses have the Temperamental rule.

CALIVER

Maximum Range: 24"

A Caliver is a very simple Black Powder Weapon. Firing a single lead ball, it has good accuracy and armour penetration. Shots from a Caliver gain a +1 bonus to the Ranged Roll-Off and count as having the Strong (1) Skill, but are not affected by any other Strong Skills the character may have. Calivers have the Temperamental rule.

PISTOL

Maximum Range: 12"

Pistols are quite rare, and are usually of the matchlock pattern, although some flintlocks have been produced by the most skilled gunsmiths. A Pistol is a small Black Powder Weapon, which fires a single lead ball and has good armour penetration. Shots from a Pistol count as having the Strong (1) Skill, but are not affected by any other Strong Skills the character may have. Pistols have the Temperamental rule.

Bows, Crossbows, Calivers, and Blunderbusses require two hands to use, and if a character uses one, it may not use a Shield during that Turn.

All Missile Weapons are assumed to be supplied with plenty of ammunition, so a character will not run out of arrows, bullets, or throwing knives.

Temperamental

All Black Powder Weapons (Pistols, Calivers, and Blunderbusses) use new and relatively untested technology and, as such, are complicated devices, often poorly understood. Prone to jams, misfires, and breakages, only the most skilled shooters can get the best out of them. If a character Shooting a Black Powder Weapon rolls a 1 on their Ranged Roll Off, the weapon has suffered a misfire. The weapon is considered to be damaged and useless for the rest of the game. It can be used as normal in the next game, as it is assumed to have been repaired by then.



ARMOUR

When the fighting gets fierce, a good set of armour can make the difference between life and death. Armour ranges from basic hardened leather jerkins and quilted jackets through to heavy mail and steel plate. Armour is often accompanied by a Shield for extra protection.

For all rules purposes, Shields count as Armour.

Armour and Magic Use

Armour interferes with a beast's ability to cast spells; although Northymbra is a dangerous place, most Magic Users eschew armour so as to get the best use of their spell casting abilities. A Magic User wearing Armour suffers a penalty to all magic related Fortitude/Presence Roll-Offs equal to the Armour's Tough bonus. For example, a wizard wearing Light Armour gains Tough (1) but suffers a -1 penalty to magic related Roll-Offs as a result.

LIGHT ARMOUR

Light Armour covers a wide variety of materials from hardened leather jerkins and pauldrons to breastplates and the like. One or two pieces of Heavy Armour will count as Light Armour if the rest of the body is uncovered. It does not offer complete protection against the enemy's weapons, but it is better than just fur. A model equipped with Light Armour counts as having the Tough (1) Skill.

HEAVY ARMOUR

A common type of Heavy Armour is mail, whether chain or scale. There are other types of Heavy Armour as well, such as the iron or steel breastplates, pauldrons, and greaves worn by Prince Reinert's knights.

A model equipped with Heavy Armour counts as having the Tough (2) Skill. Heavy Armour counts as 2 items for carrying purposes, so a character equipped with Heavy Armour uses up both Armour Equipment slots. In addition, all Nimbleness Roll-Offs suffer a -1 penalty.

VERY HEAVY ARMOUR

Full plate armour with a helmet is a rare sight even among wealthy beasts. Typically, only those born to knightly duties will be so equipped.

A model equipped with Very Heavy Armour counts as having the Tough (3) Skill. Very Heavy Armour counts as 2 items for carrying purposes, so a character equipped with Very Heavy Armour uses up both Armour Equipment slots. In addition, all Nimbleness Roll-Offs suffer a -2 penalty.

Shields

Shields come in a variety of forms, and are a common item in many warbands – cheap to make and effective, they are inevitably popular, especially among the poorer beasts. A model equipped with a Shield may not use Double-handed Weapons.

BUCKLER

A model equipped with a Buckler adds +1 to all Block Roll-Offs.

LIGHT SHIELD

A model equipped with a Light Shield adds +2 to all Block Roll-Offs.

HEAVY SHIELD

A model equipped with a Heavy Shield adds +2 to all Block Roll-Offs, and gains Tough (1). In addition, all Nimbleness Roll-Offs suffer a -1 penalty.

A model with the Tough Skill wearing Armour combines the Skill levels. For example, a Badger with Tough (2) wearing Heavy Armour (2) and carrying a Heavy Shield (1) has Tough (5).

ITEMS

CAMOUFLAGE CLOAK

Some beasts excel at field craft and moving unseen. They often wear cloaks, sometimes with foliage attached, or coloured to match their surroundings. A character with a Camouflage cloak gains +1 to all Concealment Roll-Offs, or +3 if no Armour is worn.

HEALING POTION

Certain herbs and mosses that grow in the woods of Northymbra have curative properties. When gathered and prepared by a skilled herbalist or alchemist they can create healing potions. A character with a Healing potion can use it freely as part of any other Action. They restore d6 lost Wounds, and stop the effects of Poisons. They can be used on another Wounded character, if the user is in base contact with them. Each Healing potion is discarded from the Warband Roster after use.

LUCKY CHARM

These come in many shapes and sizes, such as brooches, rings, and special stones among others. Once per game, a model carrying a Lucky charm may re-roll one die.

MAGE'S FOCUS

Magic Users often benefit from having a focus item, which helps to gather and control the eldritch powers they use. Although generally in the form of a staff or wand, they can be any sort of item, a ring or even a book. A Magic User equipped with one adds +1 to all Fortitude / Presence Roll-Offs for Casting Spells.

MAGE'S POUCH

There are a wide variety of physical components used in magic, which make Spells easier to Cast or more effective. Some are rarer than others and their availability is reflected by their price. They must be carried in a Mage's Pouch. A character with a Mage's Pouch may carry up to 6 Spell Ingredients in it (see page 99). Each Spell Ingredient is a single use.

MATERIALS

Materials is a generic term for the lumber, stone, nails, and fittings needed to build Upgrades to a warband's Den.



POISONS

Although the use of poisons is frowned upon by most noble beasts, it is often the only way the smaller races can take on the bigger creatures. Envenomed blades and arrows can be a great leveller. When you buy a vial of poison, there is enough for a single Attack or Shoot Action; you must state you are using it before the Roll-Off. Poisons cannot be applied to Black Powder Weapons. Any number of portions of a Poison may be carried as a single Item of Equipment but you cannot carry a mix of two types in the same Equipment slot. Delete them from the Warband Roster as they are used.

- **Paralysing Poison:** Often made from a distillation of bull rushes and cow wheat, Paralysing Poison is useful for subduing a large opponent. If a weapon coated with Paralysing Poison causes a Wound, the victim's next Action has a -1 penalty. If it causes 2 or more Wounds, the victim is paralysed and misses their next Action. Until the end of the Turn, all attacks made on them are counted as Ambush attacks (i.e. they may not roll to use Block or Nimbleness).
- **Pain Poison:** Alchemists often use a concoction of mede saffron and hemlock to create a virulent poison. The slightest wound infected by it causes excruciating pain, incapacitating the largest and fiercest beasts. If a weapon coated with Pain Poison causes any Wounds, the wounded character suffers a -2 penalty to all Roll-Offs and movement. This is cumulative, so any additional Wounds caused by Pain Poisoned Weapons will add further -2 penalties.
- **Mortal Poison:** Often made from deadly nightshade, ammonitas, and leopardsbane, Mortal Poison is one of the most lethal concoctions available. It requires great care while handling, and is very expensive. If a character takes any Wounds from a weapon coated with Mortal Poison, they immediately take d6 additional Wounds, which are not reduced by Armour or Tough Skills.



ROPE & HOOK

A character using a rope & hook will find it much easier to move around when having to climb. Any model equipped with a rope & hook may add +2 to their Nimbleness roll when moving vertically in Difficult terrain.

SCENT MASKER

Many beasts have sensitive noses – they can smell an ambush from 30 yards away. So certain cunning alchemists created Scent maskers; salves and ointments that can be smeared on the fur to block a beast's tell-tale aroma. A character with a Scent masker can use it to gain a +3 bonus to all Concealment Roll-Offs for one Turn. Each Scent masker is discarded from the Warband Roster after use.

SPECIAL AMMUNITION

Includes Broadhead Arrows, Bodkin Arrows, Lead Slingshot, and Superior Black Powder. When you buy any of these, there is enough for a single Shoot Action; you must state you are using it before the Roll-Off. Any number may be carried as a single Item of Equipment, but you may not mix the types in the same Equipment slot. Delete them from the Warband Roster as they are used.

- **Broadhead Arrows:** Broadhead Arrows have wide, barbed arrowheads which cause dangerous wounds when they hit their target. A model using a Bow may use these arrows. Any shots with them count as having the Strong (1) rule.
- **Bodkin Arrows:** Bodkin Arrows have narrow, pointed arrowheads which are designed to penetrate armour. A model using a Bow may use these arrows. Any shots with them ignore Armour. Do not apply the Tough bonuses from Armour to any Wounds caused – other Tough bonuses still apply.
- **Lead Slingshot:** Lead Slingshot is specially shaped and cast, and is more effective than ordinary stones. Any character with a Sling may be equipped with them. They add the Strong (1) Skill to any attacks made with a Sling.
- **Superior Black Powder:** Carefully ground and mixed by an experienced alchemist. Superior Black Powder adds Strong (1) to any Shooting attacks with Black Powder Weaponry.

TALISMAN

A talisman is a protective Spell written onto holy parchment or birch bark and worn somewhere on the body. The first time a model with a Talisman takes one or more Wounds, they may reduce them by d8 Wounds. A Talisman is discarded from the Warband Roster after use.



SKILLS

Skills are divided into two types, Modifier Skills and Ability Skills. You can tell the difference because Modifier Skills have a number in parentheses after their name, indicating the Skill level – for example, Strong (1).

Modifier Skills provide positive or negative modifiers to certain die rolls or to Wounds caused and taken. The number in the parentheses after the name of the Skill is the value of the modifier. The first time a Modifier Skill is given to a character, the Skill level is 1. If the Skill is taken again, its level is increased by 1 – for example, if you had taken the Strong Skill three times, you would have Strong (3).

Ability Skills do not provide modifiers, but give the character extra abilities to use or allow them to ignore certain rules. For example, a character with the Fast Shot Skill can fire a missile weapon twice if they don't move, rather than the usual one shot per Action. Ability Skills are by far the most common kind of Skill.

Some of the Skills listed are negative and cause penalties and disadvantages rather than benefits. They are usually given to a character as a result of injury, or other misfortune, rather than earned by Experience. However, because they work in the same way as normal Skills, they all fit under the catch-all title 'Skills'.

FIGHTING SKILLS

Killing Blow

This character has learned patience and knows exactly when to put all their energy into one devastating strike. Once per game this character may add +7 to a Strike Roll-Off. You may declare this after rolling the dice for the Roll-Off.

Melee Master

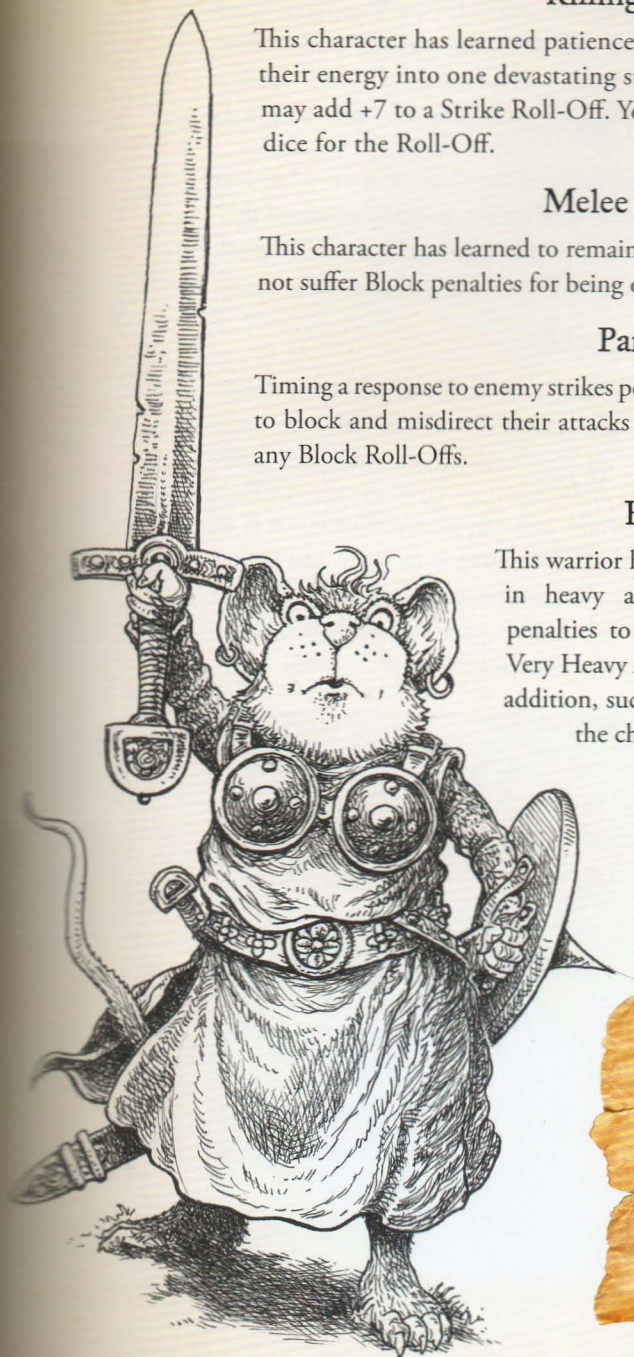
This character has learned to remain calm in the crush of battle; they do not suffer Block penalties for being outnumbered in Combat.

Parry

Timing a response to enemy strikes perfectly, this Skill allows the character to block and misdirect their attacks easily. The character may add +2 to any Block Roll-Offs.

Born in Harness

This warrior has spent a lifetime training to move in heavy armour. The character suffers no penalties to Nimbleness for wearing Heavy or Very Heavy Armour, or using a Heavy Shield. In addition, such Armour only takes up one slot in the character's Equipment.



'She looked so lovely, with that reddish fur, and the green dress. I didn't even notice the knife...'

Furious Charge

Quick and deadly, this hero can rush their enemies so fast that they cannot prepare a solid defence. The character adds +2 to Strike Roll-Offs when combining a move of over 4" with an Attack Action, in addition to the usual +2 for charging over 2".

Close Quarters

Many warriors need open space to correctly utilise their weaponry but this character has learned how to fight in confined spaces. In Combat where they or their opponent are in base contact with a terrain piece, or are in a tunnel, they may add +2 to Strike and Block Roll-Offs.

Weaponskill

This warrior trains repeatedly with weapons, practicing timing, and specialist blows. The character may add +1 to all Strike and Block Roll-Offs.

Shield Master

A shield is more than just a lump of wood and iron to this warrior – it is an extension of their body, and they are expert at using it to block and deflect attacks. The character may re-roll the dice during any Block Roll-Offs and may re-roll the dice during any Nimble Roll-Offs against incoming Shooting attacks. The character must be equipped with a Shield to use this Skill.

Feint

This character has developed exceptional duelling skills. When fighting a single opponent, they may roll two dice for Strike Roll-Offs and choose which one to use. This Skill may not be used if in base contact with more than one other model, either friend or foe.

Zweihander

This hero has practiced long and hard with double-handed weapons and can wield them as if they were weightless. The character gains +2 to Strike Roll-Offs when using Double-handed Weapons. This Skill does not apply to Polearms or Spears.

Shield Bash

This beast can use the shield as a second weapon, bludgeoning their opponents with it. When the model's Block Roll-Off score beats the attacking model's Strike Roll-Off score, the attacking model suffers one Wound. This is not reduced by Tough bonuses from Skills or Armour. The character must be equipped with a Shield to use this Skill.

Focused Strike

This warrior has trained long and hard at locating the weak areas in their enemy's armour. Any Wounds caused by this character's Strike Roll-Offs ignore Armour, and are not reduced by the Armour's Tough bonuses.

All Out Attack

This beast can put all of its efforts into destroying its foes, at the cost of ignoring all defences. The character may roll both the Strike dice and the Block dice during an Attack Roll-Off, adding them together. For the rest of the Turn, the character cannot roll Block or Nimbleness dice in any Roll-Offs.

Unarmed Fighter

This warrior is ferocious in the use of tooth and claw – they suffer no penalties for fighting without a weapon.



SHOOTING SKILLS

Expert Shot

Years of experience have made this warrior an exceptional marksman. The character may re-roll the dice during any Ranged Roll-Offs.

Fast Shot

Focussing on quick loading and aiming practice, this hero can fire a volley of missiles at their foes. The character may shoot twice per Action instead of once. Both shots must be at the same target, or at a second target within 2" of the first. The character may not use this Skill if they move or with Black Powder Weapons.

Eagle Eyes

With excellent distance vision, this hero can pick out targets further away than is usual. All Missile Weapons gain an extra 6" range.

Targeteer

Able to spot the smallest part of a target regardless of cover, this character can hit enemies that would be impossible for others. The character ignores penalties when Shooting at enemies in cover (base contact with a terrain piece) or with Partial Line of Sight.

Rock Steady

This character can hold their aim even on the move. They get a +1 bonus to their Ranged Roll-Off when performing a Shoot Action with a Move.

Killshot

Capable of sending a shot straight to their target's most vulnerable parts, this character adds +3 to any Wounds caused with any Missile Weapon. The character may not use this Skill if they move, and it cannot be used at the same time as the Fast Shot Skill.

Spot the Weak Point

This warrior has trained long and hard at targeting the weak spots and joints in their enemy's armour. Any Wounds caused by this character's Shoot Roll-Offs ignore Armour and are not reduced by the Armour's Tough bonuses.

CUNNING SKILLS

Apothecary

Skilled in the healing arts, this character knows the best ways to gather and use herbs to heal the injured. They may roll d6+4 instead of d6 when using Healing potions. In addition, they receive one free Healing potion at the start of every battle, add it to the character's Equipment.

Resist Magic

This hero has a natural resistance to arcane powers. The character may re-roll the dice during any Fortitude/Presence Roll-Offs against Magic and may reduce any Wounds they take from Spells by 2.

Bloodhound

This character is an exceptional tracker, able to spot signs others would miss. The character may re-roll the dice during any Awareness Roll-Offs while Searching for Hidden enemies or spotting Ambushing enemies.

Hedge Magic

Naturally inclined to magic, this character has the potential to be a Spell Caster. If the warband finds an Arcane Tome, then this character may use it to become a Magic User. Look up the Spell list that the Tome contains, and roll a d6 to see which Spell the character has learnt. The character then counts as a Magic User, but does not suffer any Weak/Delicate penalties as a result.



Lucky

Some beasts just seem blessed with good fortune; this character is one of them. The character can re-roll a single Roll-Off once per game, and may re-roll any Permanent Injuries they suffer.

Fearless

This hero has nerves of steel and fears no foe! The character ignores Fearsome enemies and may fight them without penalty.

Backstabber

Adept at delivering a hidden blow, this warrior excels at stealthy killing. The character may re-roll the dice during any Concealment Roll-Offs for Ambushing, and may add +3 to any Strike Roll-Offs resulting from a successful Ambush attack.

Melt into the Shadows

This sly creature is excellent at spreading mayhem, but also escaping to tell the tale. They may remain Hidden after a successful Ambush attack.

Taunt

Some beasts know just what to say to get under another's skin, the right turn of phrase or the perfect insult. This character may taunt one enemy they are in close combat with. That enemy must re-roll their dice for all Strike and Block Roll-Offs during the combat, if the taunting player wishes.

Beguile

This character has almost supernatural levels of charm and persuasiveness. When they make an Attack Action, before rolling the Strike/Block Roll-Off, Roll-Off the character's Presence versus the target's Fortitude, and if successful add the Result to the character's Strike Roll.

Gifted

This character has a natural affinity for a particular school of magic; pick one type of magic (Dark, Wild etc.) and add +2 to all Fortitude/Presence Roll-Offs using Spells from that magic type. The Skill can be taken multiple times but only once for each type of magic.

STRENGTH SKILLS

Strong

This warrior is unusually powerful and muscular, they may add the Skill level to the Result of any successful close combat or Shooting, with the exception of those made with Crossbows and Black Powder Weapons.

This does not add to or subtract from the Roll, only the Result – so Strong does not alter the chance of succeeding at a Roll-Off, only the number of Wounds caused after a successful Roll-Off.

Tough

This hero has a resistance to pain and injury that is well above the average, they may reduce any Wounds they suffer by the Skill number.

Weak

This beast is feeble and lacking strength, they must subtract the Skill level from the Result of any successful close combat or Shooting, with the exception of those made by Crossbows and Black Powder Weapons.

Delicate

This character has a weak constitution and is vulnerable to damage; they must add the Skill level to any Wounds they suffer.

The Skills Strong and Weak, and Tough and Delicate cancel each other out. For example, if you have a character who is Weak (1) and they gain Strong (1), it would just erase the Weak, and they would count as not having either Skill.

Born Survivor

There are certain beasts who heal quickly, injuries which would incapacitate others leave no lasting damage on them. They may add +3 to Fortitude Roll-Off for avoiding Permanent Injuries.

Beast of Burden

Deep reserves of stamina and endurance combined with a powerful frame let this character carry more than usual. They may carry 3 items in the Special slot, rather than the usual 1.

Fearsome

Whether through dint of their size, scars, or attitude this beast exudes menace; other creatures find them terrifying. Whenever a character declares an Attack Action against a Fearsome creature, or is Attacked by one, they must first Roll-Off their Fortitude against the Fearsome warrior's Presence. If the Roll-Off is passed, they may Strike and Block as normal. If it is failed, they suffer a -3 penalty to Strike and Block Roll-Offs against that beast for the rest of the Turn. If a Fearsome beast attacks another Fearsome beast, neither needs to Roll-Off, just attack normally.

Voice of Command

Some heroes have a confidence and authority that makes them natural leaders, someone other beasts will follow without question. When this character takes an Attack or Shoot Action, any 2 models within 2" when the Action is declared may also carry out their Action, provided they have not already acted this Turn, this then counts as their Action for the Turn. They must perform the same Action the character with Voice of Command does and also must remain within 2" of the Acting character but may Attack or Shoot different targets to the Acting character.

Berserk

Some animals are driven into a violent frenzy by the smell of blood; they become uncontrollable in battle. A character who is a Berserk must take a Fortitude Roll-Off every Turn before their Action. The Target required is 2 but the character has a -1 penalty to their Roll for each and every Wound they have received. They also a -1 for every friendly model that has been taken Out of Action.

If the Roll-Off is passed, the character may act normally. If it is failed, the character goes berserk. They must Move directly towards the nearest enemy and Attack if possible. They must remain in Combat until they or any enemies in base contact are taken Out of Action. They gain a +6 bonus to Strike Roll-Offs, and suffer a -3 penalty to Block Roll-Offs. They also count as Fearsome and Fearless while Berserk. Once Berserk, the character will stay that way until the end of the game.

Enduring

This character has a great resistance to pain and an untiring constitution. They do not suffer penalties to Roll-Offs from Wounds.



Stunning Blow

A well timed and aimed blow, with just the right amount of force behind it, can knock an opponent senseless and leave them reeling. During a successful Attack Action, this character can choose to stun their target. The target suffers no Wounds, but for the rest of the Turn, all their Roll-Offs suffer a penalty equal to the Result. This does not cause Wounds, so Tough bonuses including Armour are ignored.

Paladin

This beast is capable of combining the arts of war with the arts of magic. They suffer no penalties to Cast Spell Roll-Offs for wearing Armour.

Crew Boss

It's a grim world, and the aftermath of the War of Storms has left many beasts destitute and easy victims. Slavery is rife and many beasts will hire themselves out as cheap labour. A beast with the Crew Boss Skill allows their warband to purchase new recruits for half the usual cost if they wish but all purchased this way will have the 'Hireling' Innate Skill. A Crew Boss can Control up to three Hirelings, unless the Crew Boss is taken Out of Action.

Crew Master

Must have already Crew Boss Skill. A Crew Master can control up to six Hirelings, unless the Crew Master is taken Out of Action. In addition, they may add +3 all Revolt Roll-Offs and count as having the 'Voice of Command' Skill but restricted to commanding models with the 'Hireling' Skill.

MOVEMENT SKILLS

Dodge

Some heroes have the ability to sidestep incoming arrows and slingshots. The character may add +2 to any Nimbleness Roll-Offs when fired at with Missile Weapons.

Light Feet

There are beasts who know the tricks to walking silently and creeping unheard. The character may add +4 to any Concealment Roll-Offs when attempting to Ambush using close combat Attacks.

Burst of Speed

Some beasts are built for distance running, others are sprinters – this character is a sprinter. You may add 8" to a Move once per game.

Fast

This hero has powerful limbs, and is capable of rapid movement. They may add 1" to every Move they make.

Freeze

Hunters spot movement; this hero knows that, and knows when to become motionless. This character cannot be spotted by Searches if they have not moved this Turn.

Leap

Powerful hind legs allow some beasts to leap high and far. This character treats Difficult vertical terrain as if it were Normal and moves accordingly. They may re-roll their Nimbleness dice when jumping.

Slippery

An expert at ducking and weaving, this beast can Move out of Combat without their opponent getting the usual free strike.

Intercept

Some beasts are good at anticipating the moves of others. If an enemy moves within 2" of this character, they may interrupt the enemy's Action, Move into base contact with the enemy, and make an immediate Attack Action, provided they have not already acted this Turn. The enemy may not move any further or complete their Action.

Swim

This beast is a natural at moving in water; they don't treat water terrain pieces as Difficult terrain and may move through them at full speed.



INNATE SKILLS

These Skills are inherent to particular types of beast and cannot be learned, although Slow may be acquired as a result of injury.

Flight

The character may move by flying, and can Move 12" rather than using their Move Statistic when they do. They ignore all Difficult terrain, and may pass directly over any models or terrain in their path. They may not use Weapons or Shields to Strike or Block for the rest of the Turn if they choose to fly but may attack unarmed. The character cannot fly while carrying any scenario specific items, such as treasure counters or a pay-chest. A character may not Fly if wearing Very Heavy Armour, or carrying a Heavy Shield.

Slow

Some beasts are just slow. A character with the Slow Skill has a -1" penalty to all Move Actions they take.

Spines

This beast has a covering of tough spines and is difficult to hit. They add +1 to any Block Roll-Offs.

Tunneller

This beast has powerful digging claws and can burrow through the ground as fast as other beasts can walk. The model may tunnel under Difficult and Impassable terrain, treating it as normal terrain. The model may also begin the game underground and be placed anywhere on the table when they take their first Action during the first Turn. They count as having moved, but cannot move any further this Turn, nor do they gain charging bonuses.

Short Sighted

Some beasts spend so much time underground that their eyesight is very poor. This character must halve the Range of all Missile Weapons and Spells.

Natural Hunter

For some beasts, the thrill of the hunt and the lust for blood mean they want nothing more than to despatch their enemies up close and personal. When making Ranged Roll-Offs this character does not benefit from the Perfect Rolls rule.

Hireling

A beast with the Hireling Skill has their Fortitude and Presence reduced by one die level (e.g. a Black Rat Hireling would have Fortitude and Presence of d4, rather than a d6). A Hireling beast counts as having a One-handed Weapon and may not be given any other Equipment, or use magic. Hirelings do not gain Experience but suffer long term injuries normally. Hirelings do not count towards the maximum number of beasts allowed in the warband and any taken Out of Action are ignored for Rout tests.

Revolt rolls: Hirelings and slaves are unreliable. Whenever a Hireling beast takes an Action, the opposing player makes a Fortitude Roll-Off for the Hireling as if it were a member of their warband. This is against the Crew Boss, Presence. The Crew Boss may add 1 to their roll for every non-Hireling warband member not Out of Action. If the Roll-Off is failed, the Hireling acts normally. If the Roll-Off is a success, the Hireling revolts and is controlled by the opposing player for that Turn.

If there are not enough Crew Bosses to control the Hirelings (each Crew Boss can control up to three Hirelings) the Revolt roll is made using the Presence of any other remaining warband member, but without the +1 bonus for each other warband member.



CAMPAIGNS

Although it is perfectly acceptable to fight one-off games, a big part of the fun of *Burrows & Badgers* is to play a campaign using the same warband over several games. This gives you the opportunity to watch your warband develop, to see your starting characters gain new Skills while new warriors join and the warband grows ever more famous, progressing from humble beginnings to fame, riches, and glory – or maybe ignominious failure and death.

STARTING THE CAMPAIGN

To start a campaign you'll need two or more players. Each player should have their own warband and you can start the campaign as soon as two players have chosen their warbands. New players can join the campaign at any time thereafter. Although new warbands will be less developed they will soon learn new Skills, gain treasure, and new Equipment.

To start the campaign two players simply take their warbands and follow these steps.

THE PRE-BATTLE SEQUENCE

The player with the lowest Warband Rating rolls on the Scenario Table to determine which scenario is played. Generally, the scenario will determine the Attacker and the Defender. Where this is not specified, the player with the lowest Warband Rating may decide whether they are the Attacker or Defender. Work out any Balance Points.

Set up the terrain and warbands according to the rules for the scenario you

are playing. Generally speaking, the more terrain the better – ideally around a quarter to a third of the table should be covered with terrain.

THE BATTLE SEQUENCE

Play the game!

POST BATTLE SEQUENCE

After the battle is over, both players work their way through the following seven phases. Any dice rolls must be seen by both players or a neutral third party.

I. Survivors and the Injured

Any character who **does not** go Out of Action during the game is considered to be a Surviving warband member for the purposes of Experience Points and for the Off Duty phase.

Characters who **do** go Out of Action and are removed from play during the game are not considered to Survive for the purposes of the Post-Battle sequence. They might recover completely and be ready to fight again in the next game or they might suffer serious injuries. Maybe they have been captured by the enemy or maybe it takes them a long time to heal and fully recover their abilities. Worst of all they might be killed outright or be so badly injured they have to retire from the warband.

Any model that goes Out of Action during a game must check to see if they have suffered a permanent injury. The character takes Fortitude Roll-Off against a Target of 6; if the Roll-Off is a success, the character's injuries are not as severe as it appeared. They do not suffer any permanent injuries and gain +1 Experience Point.

If the Roll-Off is a failure, then the character may be badly injured, or even dead. Roll a d20 on the Permanent Injuries chart (see page 90) to see what has happened to them. If you roll a result that is impossible to apply then count that result as a roll of (12) – Enfeebled. Assuming they do not die, the Injured character receives 2 Experience Points.

When a character is killed **all** of their Equipment and Weaponry are lost. This is a very important rule, so be sure to be clear about it right from the start. It is not possible to reallocate a character's Weapons or Equipment once they are dead. The only exceptions to this will be listed in certain scenario rules. If your Leader dies, your Second becomes your Leader. Choose another

model from your warband to take over as Second, they do not gain any new Skills or statistic increases as a result of this.

You may disband your current warband at the end of any game and start again with a new one. All the characters in the original warband and any Equipment and other Skills they have gained are lost. You can also dismiss any character in your warband after rolling for injuries if you wish.

Permanent Injuries Chart		
D20 Roll	Result	Effect
1-2	Dead	The warrior has succumbed to their injuries and died on the battlefield, their body lost in the wilds. All the Weapons and Equipment they carried are lost. Remove them from the warband's roster.
3	Multiple Injuries	The warrior is not dead but has suffered many wounds. Roll d3 times on this table. Re-roll any 'Dead', 'Captured', and further 'Multiple Injuries' results.
4	Leg Wound	The warrior's leg has been broken. Their Movement Statistic is reduced by one die level (e.g. d8 becomes d6). If their Movement is already d4, they now have the Slow Skill.
5	Serious Arm Wound	The warrior may only use a single One-handed weapon from now on and may not use a Shield.
6	Brain Trauma	Roll a d6. 1-2, the warrior suffers forgetfulness and a loss of focus. Reduce their Presence Stat by one die level (e.g. d8 becomes d6). 3-4, the warrior struggles to keep track of those around it; reduce their Awareness Stat by one die level. 5-6, the warrior suffers from violent rages – they have the Berserk Skill from now on.
7	Hamstring Damage	The character's hamstring has been cut. Their Nimbleness Statistic is reduced by one die level (e.g. d8 becomes d6).
8	Chest Wound	The warrior has been badly wounded in the upper body; they recover but are weakened by the injury so suffer the Delicate (1) Skill.
9	Blinded in One Eye	The warrior survives but loses the sight in one eye. Reduce their Ranged Statistic by one die level (e.g. d8 becomes d6). If the character suffers this result twice they must retire from the warband.
10	Niggling Wound	The warrior suffers a recurring injury; at the start of every game, roll a d6 – on a roll of 1 the character must miss the game. This temporarily reduces your Warband Rating.
11	Deep lacerations	The warrior has suffered serious cuts and must lay up to recover, missing the next game. They may do nothing at all while recovering. This temporarily reduces your Warband Rating.
12	Enfeebled	The wounds the character have suffered leave them feeble and puny, they have the Weak (1) Skill.
13	Hand Injury	The warrior's hand is badly injured; their Strike Stat is reduced by one die level (e.g. d8 becomes d6).
14	Robbed	The warrior manages to escape but all their Weapons, Armour, and Equipment are lost.
15	Captured	The warrior regains consciousness and finds themselves held captive by the other warband. They may be ransomed at a price set by the captor or exchanged for one of their warband who is being held captive. Alternatively, the captive may be executed. Captives who are exchanged or ransomed retain all their Weapons, Armour, and Equipment. If captives are executed, their Weapons, Armour, and Equipment are retained by their captors.
16	Hardened	The warrior survives and becomes inured to the horrors of battle and death. From now on they have the Fearless Skill.
17	Horrific Appearance	The warrior has suffered horrifying facial injuries, leaving them scarred and brutal in appearance. They now have the Fearsome Skill.
18-19	Full Recovery	The warrior has been knocked unconscious, or suffers a light wound from which he makes a full recovery.
20	Survives Despite the Odds	The hero survives their injuries and re-joins the warband. The character gains +1 Experience.



*'Three of us dead, and the rest
limping, and this is a victory?
I'd hate to see what losing
looks like...'*

2. Off Duty

Between battles, all Surviving warband members can be given jobs; they can either Labour to provide upgrades for the warband's Den (see page 94) or they can Wander the lands around, in search of money or assistance from the locals. Models with the Hireling Skill may Labour, but cannot Wander.

Decide what each Surviving character will do, and for each character that Wanders, roll a d20 on the Wanderings chart, and apply the result to your warband. For each character that Labours, roll a d6 and add or subtract the character's Strong/Weak Skill value (add for Strong, subtract for Weak), to see how many Labour points they produce. Keep a running total of your Labour points; you can spend them, or they may be saved between games.

Wanderings Chart		
D20 Roll	Place	Effect
1	Gambling Den	You have found a local house of vice and gambling. You can wager, which could be a good earner, but not without risk. Roll any number of d8s. You win that number of Pennies, but if you roll any ones, then you win nothing at all.
2	Gunsmith	You have befriended a skilled Gunsmith. Any Black Powder Weapons you currently own will be upgraded and count as master-smithed, so gain a +1 bonus to Ranged Roll-Offs.
3	Postmaster	You do a favour for the local Postmaster and are repaid with information that should be secrets. You may choose the Scenario to be played in the next game and decide who is the Attacker or Defender.
4	Moneylender	You help a moneylender with a 'little difficulty' and are rewarded with a share in the profits. If this character is Small or Medium, you receive 2d6 Pennies, if Large 3d6 Pennies, and if Massive 4d6 Pennies.
5	Slave Trader	It's a dark world and slavery is still rife, now a slave trader owes you their life. Your warband is joined by a free new recruit, roll a d6: 1-3, choose a Small beast. 4-5, choose a Medium beast. 6, choose a Large beast. Single Species warbands can take any kind of beast, they are not restricted to their own race.
6	Quartermaster	You reach an 'agreement' with the local garrison's quartermaster. During the following Trading phase you may take 4d12 Pennies' worth of Weapons and Armour for free.
7	Priest	You meet a Priest of Northymbra and convince him that you are a true believer, they agree to pray on your behalf. If any members of your warband had to roll on the Permanent Injuries chart this game you may consider their injuries to be healed, regardless of what the result was.
8	Alchemist	You have saved an Alchemist from brigands. She will give you five Healing Potions or three portions of Superior Black Powder.
9	Black Marketeer	You go to visit a contact in the black market. You may reduce the price of each Rare item you are offered in the following Trading phase by 3d6 Pennies, down to a minimum price of 1 Penny.
10	Inn	You spend a few nights working as a bouncer in a local Inn, you receive pay of 3d6 Pennies. You might also get to hear rumours from the patrons – before the next game, roll a d6; on a 4, 5, or 6, you can choose the scenario to be played.
11	Tin Mine	You find an abandoned mine, it has mostly been worked out but you managed to dig and smelt some ore. You gain a number of Materials equal to d8 plus your Strong Skill.
12	Farm	You put in work harvesting crops for a local farmer. If this character is Small or Medium you receive payment of 2d6 Pennies, if Large 3d6 Pennies, and if Massive 5d6 Pennies.
13	Well	You camp out at a local well, one of the few that supply fresh water to the local area, and you levy fees for its use. If this character is Small or Medium you receive 2d6 Pennies, if Large, 4d6 Pennies, and if Massive, 6d6 Pennies.

14	Sunken Ship	You have discovered the location of a wrecked trading ship and can dive down to loot its hold at low tide. Roll a d6: 1, you find nothing. 2–4, you find 5d6 Pennies. 5, you find jewels and treasure worth 5d12 Pennies. 6, you find 5d12 Pennies' worth of treasure, and a random Enchanted item. Roll once on the Magic Item Tables.
15	Chapel	You have stumbled across an ancient chapel nearby, dedicated to an unknown god. You may pray for a blessing; roll a d6: 1, there are no benefits. 2, this character may add +1 to all rolls in the next game. 3, you receive an unexpected windfall – gain 4d6 Pennies. 4, this character is filled with divine wrath and gains +2 to all rolls in the next game. 5, miraculous healing – this character has a Permanent Injury healed, if they have no Permanent injuries roll again. 6, fated for greatness, you gain an extra d8 Fate Points in the next battle.
16	Hamlet	You go for a visit to your home village, the beasts there welcome you and may well join you. You may purchase new recruits for 8 Pennies less than usual in the following Hire New Recruits phase. None of them may be Hirelings.
17	Toll Road	You set up camp at a ford, all travellers wishing to pass by must pay you a toll. If this character is Small or Medium you receive 2d6 Pennies, if Large 4d6 Pennies, and if Massive 6d6 Pennies.
18	Forest Shrine	You have discovered an ancient shrine, buried in overgrown woodland. You worship there and receive a blessing. Roll a d6: 1–3, all your characters gain +1 to Concealment Roll-Offs in the next game. 4–6, all your Magic Users gain +1 to all Cast Spell Roll-Offs in the next game.
19	Ancient Stones	No one knows who built the Stones but they are a place of mystical power. Roll a d6: 1–4, you gain 3 Fate Points in your next game. 5, you gain 5 Fate Points. 6, this character becomes a Magic User – choose one from the Spell lists they have access to. If the character is already a Magic User, they may choose a new Spell from ANY Spell list.
20	Scout	You have met and befriended one of Northymbra's greatest scouts and they provide you with advance warning of danger. You may choose whether to be the Attacker or Defender in the next game and may start with 3 models Hidden.



Den Upgrade Table

Upgrades	Cost		
	Labour	Materials	Effect
Alchemy laboratory	12	4	You have built an Alchemy lab. You may distill potions and poisons at will. You may take any four of the following per game: Healing Potion, Pain Poison (2 uses), Paralyzing Poison (1 use), or Mortal Poison (1 use).
Apothecarium	10	4	You have built a hospital area to give treatment to your warband's injured. You may ignore one roll on the Permanent Injuries chart per game.
Archery Range	8	2	You have built an area to practice shooting skills. When making Advance rolls, regardless of the result, you may choose to take a Shooting Skill instead.
Chapel	18	5	You have built a chapel within your den, dedicated to Moritasgus, the Great Badger, ancient god of healing and protection. You may pray for a blessing in the Off Duty phase of each game; roll a d6. 1, there are no benefits. 2, one character may add +1 to all Roll-Offs in the next game. 3, you receive an unexpected windfall – gain 4d6 Pennies. 4, your leader is filled with divine wrath, and gains +2 to all Roll-Offs in the next game. 5, miraculous healing – one character has a long term injury healed. 6, fated for greatness, you gain an extra 7 Fate Points in the next battle.
Enchantry	16	6	You have built an Enchanting laboratory. You may now create magical items. If you assign two characters to enchanting work instead of Labour or Wandering, you may create one magical item. Choose an item of Equipment from your warband and roll on the Magic Items table to see what enchantment and power level you have created (see page 122). If you Assign three characters to enchanting work instead of Labour or Wandering you may choose the item's enchantment type instead of rolling, roll for the power level as usual. If you Assign four characters to enchanting work instead of Labour or Wandering, you may choose the item's enchantment type instead of rolling. Roll for the power level as usual but add 1 to the die roll.
Fletcher	6	3	You have set up an area to perform fletching work. Three of your characters may be equipped with Bodkins (6 arrows) or Broadheads (6 arrows) for free every game.
Gambling Den	8	3	You have built an area of your den dedicated to vice and gambling. The profits are good but not without risk. You receive an income of 6d6 Pennies but if you roll any triples (e.g. three 1s, or three 2s etc.) then a fight has broken out – your characters may be injured. Roll a d4 for each character. On a roll of 1, they are injured and must make a roll on the Permanent Injuries chart.
Gymnasium	8	2	You have built a training area equipped with weights and heavy objects. When making Advance rolls, regardless of the result, you may choose to take a Strength Skill instead.
Jewellers Workshop	8	2	You have built a jeweller's workshop; you can choose in the Off Duty phase to receive an income of 4d6 Pennies, or take an item of jewellery (ring, necklace or brooch). This counts as an item of Equipment, and may be sold for 10 Pennies, or if you have an Enchantry among your Upgrades, it may be enchanted like any other item.
Library	16	8	You have built and stocked an excellent library, filled with the gathered knowledge of Northymbra, the extensive wisdom and learning of the ancients is at your disposal. You may modify all Advance rolls by plus or minus 1 and when making Advance rolls, regardless of the result, you may choose to take a Cunning Skill instead.
Magical Garden	12	3	You have created a well-stocked and tended Magical garden, with rare herbs and unusual arcane devices. You may take any 4 magical ingredients free per game (see page 99). You also sell herbs to the locals, earning you 2d6 Pennies in the Off Duty phase of each game.
Obstacle course	8	2	You have set up an obstacle course, so that your beasts can train to be fast and nimble. When making Advance rolls, regardless of the result, you may choose to take a Movement Skill instead.
Occult Laboratory	16	5	You have built a laboratory to do research into the esoteric and mystical. In the Off Duty phase roll a d6, on a 1–4, you gain 3 Fate Points in your next game. On a 5, you gain 6 Fate Points. On a 6, a Magic User in your warband gains a new Spell – choose one from the Spell lists they have access to.
Pells and Training Ground	8	2	You have set up an area for combat practice and your warriors train regularly. When making an Advance roll, regardless of the result, you may choose to take a Fighting Skill instead.
Shrine	14	3	You have built a shrine. Choose either a Shrine to the Horned God – all your characters gain +1 to Concealment Roll-Offs, or a Shrine to the Great Mother – all your Magic Users gain +1 to all Cast Spell Roll-Offs.
Smithy	12	4	You have built a forge and can make your own weapons and armour. If you assign one or more characters to smithy duty instead of Labour or Wandering, you may create a Weapon or Armour totalling Tough (1), for every character assigned. For example, 3 characters assigned could make a weapon and two suits of Light Armour, or one suit of Very Heavy Armour.

3. Experience

Characters earn Experience Points (Exp) when they take part in a game. Once a character has enough Experience Points he gains an Advance. This takes the form of either an increased Statistic or a special Skill. Characters who survive for long enough may well become mighty heroes with all sorts of abilities that they have picked up over the course of their careers. The Experience Points your heroes can earn will depend on the scenario you play. Different scenarios have different objectives, and so the characters earn experience in slightly different ways each game.

Every time a character gains one or more Experience Points, mark them on the Warband Roster experience track, from left to right. For every shaded box the character has marked, they earn a roll on the Advance Chart. The roll should be made immediately after the game when the Advance is gained, while both players are there to witness the result.

Advance Chart		
D12 roll	Effect	
1	New Skill	Choose a Strength Skill. A Magic User may choose a new Spell from their list instead if they wish.
2	New Skill	Choose a Movement Skill. A Magic User may choose a new Spell from their list instead if they wish.
3	New Skill	Choose a Fighting Skill. A Magic User may choose a new Spell from their list instead if they wish.
4	New Skill	Choose a Shooting Skill. A Magic User may choose a new Spell from their list instead if they wish.
5	New Skill	Choose a Cunning Skill. A Magic User may choose a new Spell from their list instead if they wish.
6	New Skill	Choose a new Skill of any type. A Magic User may choose a new Spell from their list instead if they wish. A single long term injury may be healed instead of receiving a Skill/Spell if you wish.
7-8	Statistic Increase	A Statistic will increase by one die level, to a maximum of d12. Roll again: 1-2 is Movement. 3-4 is Nimbleness. 5-6 is Fortitude. 7-8 is Presence. 9-10 is Ranged. 11-12 is Player's choice.
9-10	Statistic Increase	A Statistic will increase by one die level, to a maximum of d12. Roll again: 1-2 is Awareness. 3-4 is Concealment. 5-6 is Strike. 7-8 is Block. 9-12 is Player's choice.
11	Statistic Increase	A Statistic of your choice will increase by one die level, to a maximum of d12.
12	Heroic Statistic Increase	Increase a Statistic of your choice by one die level. You can increase a d12 Statistic to d20 with this result but no character may have more than one Stat at the d20 level. A Magic User may choose a new Spell from any list instead if they wish and will also be able to learn Spells from that list in the future.



4. Upkeep

For every character in the warband, you must spend money on general upkeep at the end of each game, such as food, drink, and other living supplies. This cost is 1 Penny for each Small/Medium model, 2 Pennies for each Large model, and 3 Pennies for each Massive model. For example, if your warband contains 3 Small members, 1 Medium, and 2 Large then you need to spend 8 Pennies. If you cannot do so, your warband will go hungry... all your characters must start the next game with one Wound already marked on their Roster, but you do not have to spend any money on upkeep.

5. Hire New Recruits

New characters are recruited in the same way as the original warband; you can hire any animal available to your warband type – so most warbands can choose freely, whereas Single Species warbands can only choose new recruits from their own species (See pages 43 and 44 for the list of available Beasts).

6. Trading

Every town and village in Northymbra has at least one market stall, shop or merchant's guildhouse where the local traders buy and sell. In a large settlement such a place might cover a whole quarter of the town, with many traders, merchants, and marketers offering their goods and services. Small settlements are more commonly served by travelling traders, often travelling in small groups for safety.

After every game, money can be spent on new Equipment for the warband, using the Open Trading Table (see page 98), which covers all the equipment commonly available to buy in Northymbra.

In addition each player will also be offered d4 Rare Items; roll on the Rare Items Table (see page 100) to see what they are. The player can buy any of these if they want them, and can afford them.

Players should preferably complete any recruiting and trading after the battle is over, making the necessary dice rolls whilst both players are present.

Players may purchase as many of the items on the Open Trading Chart as they want (and can afford!). The price of these common items is fixed, so all players always pay the same amount for them. A player may also sell Weapons and Equipment at the same time as he buys new ones. After all, as warbands become richer and more powerful they often abandon their earlier gear in favour of something better.

However, you can't get as much back for second-hand equipment, due to the wear and tear inflicted on it by your warriors. You can sell Equipment for half its listed price. In the case of Rare Equipment and Weapons which have a variable price, roll the random price again and halve it to see what you can sell the item for under current market conditions.

Alternatively, Weapons, Armour, and Equipment may be hoarded for future use (make a note in the Stashed Equipment box on the Warband Roster) or switched between characters in your warband.



OPEN TRADING TABLE

Open Trading Table	
Weapons	Cost (Pennies)
One-handed Weapon	8
Double-handed Weapon	13
Polearm	15
Spear	15
Bow	15
Crossbow	20
Sling	5
Throwing Knives	8
Pistols	15
Caliver	20
Blunderbuss	20
Armour	
Light Armour	15
Heavy Armour	25
Very Heavy Armour	35
Buckler	8
Light Shield	12
Heavy Shield	20
Items	
Rope & Hook	6
Lucky Charm	15
Talisman	4
Mage's Focus	15
Mage's Pouch	10
Camouflage Cloak	15
Scent Masker	5
Healing Potion	5
Broadhead Arrows	1 per arrow
Bodkin Arrows	1 per arrow
Lead Slingshot	1 per shot
Superior Black Powder	1 per shot

SPELL INGREDIENTS TABLE

The table below lists all the Spell Ingredients and their cost. Spell Ingredients require a Mage's Pouch (see page 70).

Spell Ingredients Table	
Ingredient	Cost (Pennies)
Blessed Water	3
Thyme Leaves	2
Blood Wort	3
Mandrake	5
Lugwort	1
henbane	3
Heal Alle	3
Galingale	3
Copper Strip	5
Elf-Bolt	2
Dragonfly Wings	3
Saltpetre	2
Bone Meal	3
Lotus Flowers	3
Petrified Wood	3
Badger's Claws	5
Amanitas	3
Belladonna	4
Antler Dust	4
Bear Bone Fragments	6
Thunderbird Feather	5
Powdered Acorns	2
Cave Spider Venom	3
Scarab Shells	3
Silk Fibres	4
Wax Candle	2
Brimstone	3
Haematite	3
Amber Bead	5
Ground Obsidian	4
Materials	6

RARE ITEMS TABLE

Each time you are offered a Rare Item, roll a d10 on this Table to see what it is and how much it costs.

Rare Items Table		
D10 Roll	Item	Effect
1	Paralysing Poison	d6 Pennies per use; any number carried counts as a single Item.
2	Pain Poison	d4 Pennies per use; any number carried counts as a single Item.
3	Mortal Poison	d8 Pennies per use; any number carried counts as a single Item.
4	Relic	Relics abound in Northymbra: hairs from the Horned God, leaves from the Green Mother, teeth of a Great Cave Bear, all are sold to beasts needing encouragement before battle and as charms against evil magic. A warband with a relic will automatically pass the first Rout Roll-Off they make each game. A relic counts as an Item of Equipment and must be carried by a member of the warband to provide the benefit.
5	Anti-Venom	1d4 Pennies. A flask of anti-venom will allow one character to ignore the effects of any Poisons they are attacked with. Lasts for one whole game, but you do not need to use it until you suffer a poison attack. Counts as an Item of Equipment.
6	Heavy Armour (Master-smithed)	30 + d12 Pennies. Counts as Heavy Armour, but counts as one item for Equipment purposes and does not cause Nimbleness penalties.
7	Very Heavy Armour (Master-smithed)	40 + d12 Pennies. Counts as Very Heavy Armour, but one counts as one item for Equipment purposes, and does not cause Nimbleness penalties.
8	Arcane Tome	2d12 Pennies. Roll a d6: 1 – Contains a Natural magic Spell. 2 – Contains a Light magic Spell. 3 – Contains a Dark magic Spell. 4 – Contains a Wild magic Spell. 5 – Contains an Unbound magic Spell. 6 – Contains a Noble magic Spell. Roll a d6 to see which Spell. A single Magic User may learn the Spell from the Tome; however the Tome is destroyed in the process.
9	Sword (Master-smithed)	3d8 Pennies. This expertly crafted blade was fashioned for a great lord; adds +1 to the character's Strike Roll-Offs.
10	Magic Item	If the Rare Item is a Magic Item, roll on the Magic Item Tables to see what is created (see page 122).



7. Warband Rating

Update your Warband Rating allowing for any Experience earned during the game and any changes to your Warband's membership (deaths, new recruits etc.).

FATE POINTS

Each warband starts every game with 10 Fate Points. These represent moments in the game when Fate lends a hand and mighty deeds are done. You can spend Fate Points at any time during a game, in the pre-battle sequence or in the post-battle sequence, which can come in very handy for modifying Permanent Injury and Advance rolls! You must declare that you are using Fate Points, and how many you are using, before carrying out the Action or rolling the dice you want Fate's help with.

For each Fate Point spent, you may take an extra die of the type you are using and roll them. You may then choose which of the dice rolls to use.

We suggest using counters of some kind and discarding one each time you spend a Fate Point, to allow you to keep track easily.

Where Skills or other abilities allow a die to be re-rolled, you may only re-roll the original dice, not any that are added by Fate Points.

Bimbor Croptail is about to make an Attack Action on Darmok Skullcrusher. Deciding this is a critical moment in the game, Bimbor's player states that they will use 2 Fate Points to help with the Attack. Bimbor's Strike Stat is d8, so the player rolls 3d8 (one for the Strike Stat, and two for the two Fate Points spent). The dice rolls are a 4, a 2, and an 8. The player chooses the 8.

Garbod the Slasher needs to roll on the Permanent Injuries chart. His player decides to use a Fate Point to help and so rolls two d20s (one as normal for a Permanent Injury and one for the Fate Point). The dice rolls are an 11 – Deep Lacerations, and a 13 – Hand Injury. The player chooses to use the 11.

THE Warband Rating

Each warband has a Warband Rating, the higher the rating the better the warband. To calculate the Warband Rating, use the chart below. A warband's Warband Rating will change after every game because surviving heroes will gain extra experience, some might be killed, or new characters added.

- Every Small/Medium model – 5 points
- Every Large model – 10 points
- Every Massive model – 20 points
- Every Den Upgrade – 5 points
- For Each Experience Advance the warband has earned – 3 Points

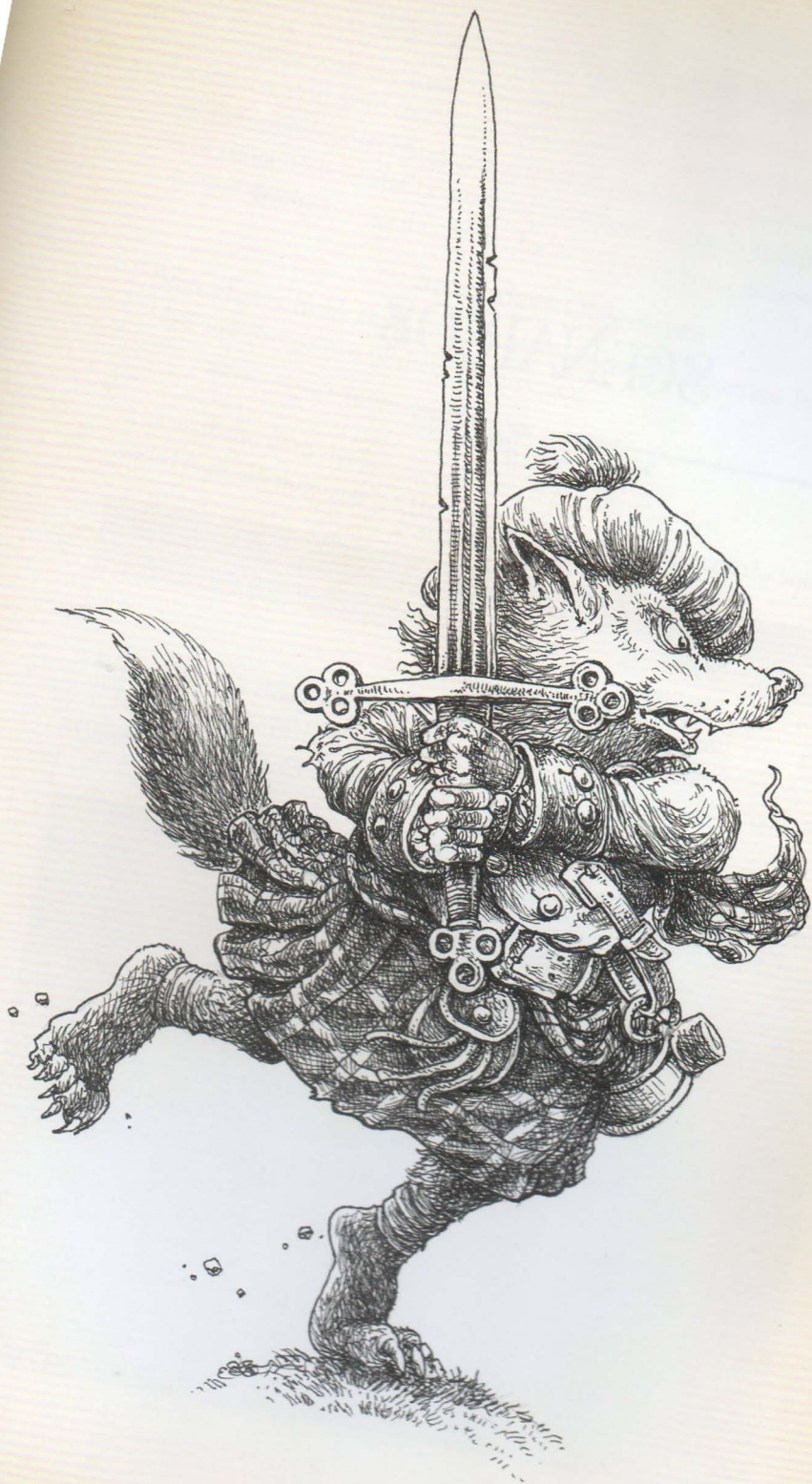
Balancing Games

Sometimes there will be a difference between the Warband Ratings of the warbands taking part in a game. To balance this, work out the difference between the Warband Ratings; the lower rated warband receives that many Balance Points. For every 10 Balance Points, you gain an extra Fate Point for your warband; any excess Balance Points are lost.

In addition, for every full 30 Balance Points, all members of the warband with the lower rating receive an extra Experience point at the end of the battle, whether they go Out of Action or not. (So, 1 to 30 Balance Points, +0 Exp, 31 to 60 Balance Points, +1 Exp, and so on...)

Kilwraith's Ratty Reivers has a Warband Rating of 98. The Northymbran Hearthguard have a Warband Rating of 40. The difference is 58 (98-40), so the Northymbran Hearthguard receive 58 Balance Points. They use 50 of the points to gain 5 extra Fate Points. The remaining 8 Balance Points are too few to use, so they are discarded. At the end of the game, all surviving members of the Northymbran Hearthguard will receive 1 extra Experience Point, on top of any they earn during the game.





SCENARIOS

To determine what scenario is to be played, roll a d12 and consult the chart below.

Scenario Chart	
D12 Roll	Scenario
1–4	Open Battle
5	Ambush the Camp
6	Defend the Haul
7	Surprise Attack
8	Take and Hold
9	Recover the Paychest
10	Open Battle
11	Witch Hunt
12	Lost in the Fog

SCENARIO I: OPEN BATTLE

Even in the wide open of the Northymbran wilderness there is always the risk of running into an enemy warband. While warbands will sometimes pass each other without trouble brewing, more often than not one side will seize the chance to attack the other.

Terrain

Each player takes it in Turn to place a piece of terrain, ideally at least one piece of terrain per square foot – the more the better.

Warbands and Deployment Zones

The player with the lower Warband Rating chooses a table edge and places a model within 4" of that edge. Their opponent then sets up a model within 4" of the opposite edge. Keep going until all models are placed on the table. Roll-Off using both Leader's Fortitude; the winner of the Roll-Off is the Attacker. Re-roll draws.

Secondary Objectives

Both players make three rolls on the Secondary Objectives Table (see page 120) and choose two of them to carry out.

Starting the Game

The warband with the largest number of models goes first.

Ending the Game

When one of the warbands fails its Rout Roll-Off, the game ends. The routing warband loses and their opponents win.

Experience

+1 Survives. If a character survives the battle they gain +1 Experience.

The winner gains 4d6 Pennies in loot, the loser gains 2d6 Pennies. The winner also receives d4 Materials, scavenged from the local area.



SCENARIO 2: AMBUSH THE CAMP

A group of beasts has set up an overnight camp in a ruined farm building. With a defensible site, water, firewood, and all their weapons to hand, they should sleep safe and sound. But enemies are closing in on all sides, and this may be their last night alive...

Terrain

Set up some ruins in the centre – no more than 12" square. Include something to represent an Equipment Pile. There should be clear space around the central ruins, but the rest of the table should have terrain pieces added.

Warbands and Deployment Zones

The warband with the lowest Warband Rating is the Defender. The Defender must place all their models within the ruins. The Attacker's models may start anywhere within 1" of the table edges and may be split freely between them.



Special Rules

The Defender's models have a -1 modifier to all Roll-Offs until they make base contact with the Equipment Pile.

Secondary Objectives

Both players make one roll on the Secondary Objectives Table (see page 120).

Starting the Game

The Attacker starts first and may act with 3 models before play passes to the Defender.

Ending the Game

The battle ends when either warband Routs, or when the Defender has 75% or more of their models taken Out of Action.

Experience

+1 Defender. Every model the defender had on the table at the start of the battle gains +1 Experience.

+1 Attacker wins. If the Attacker wins, all their surviving characters gain +1 Experience.

+1 Defender wins. If the defender wins, all their surviving characters gain +1 Experience.

Any attacking model who reaches the Equipment Pile gains d6 Pennies. The winner gains 3d6 Pennies in loot, the loser gains 2d6 Pennies.



SCENARIO 3: DEFEND THE HAUL

Years of warfare and raiding in Northymbra have led to many abandoned or destroyed farms and villages. Sometimes a warband will discover money or other treasure at such sites, only to be challenged by a rival warband. This usually leads to conflict as it is unlikely that either side will be willing to give up the uncovered wealth easily.

Terrain

Each player takes it in turn to place a piece of terrain, ideally at least one or two ruined buildings, towers, and other items of terrain. The first building should be placed in the centre of the table, and the objective of this scenario is to take control of this building.



Warbands and Deployment Zones

The warband with the lowest Warband Rating is the Defender. The Defender deploys first inside or within 6" of the objective building. The Attacker's warband is deployed within 2" of any table edge. Take it in turns to place models. You can split the Attacker's warband to enter from different edges if you wish.

Secondary Objectives

Both players make two rolls on the Secondary Objectives Table (see page 120), and choose one of them to carry out.

Starting the Game

The Attacker starts first.

Ending the Game

If at the end of any Turn, the Attacker has more models within 6" of the objective than the Defender, the Attacker wins. If the Attacker has not won by the end of the 6th Turn, the Defender wins. Alternatively, when one of the warbands fails its Rout Roll-Off the game ends.

Experience

- +1 Survives. Every character who survives the battle gains +1 Experience.
- +1 For each character inside the objective building, Attacking or Defending, and not Out of Action when the game ends.

Treasure

d6 Pennies worth of treasure for each character of either warband who is in base contact with the objective building at the end of the game.



SCENARIO 4: SURPRISE ATTACK

A warband will often send out scouts to gather information and to locate enemies. Sometimes the scouts have already been spotted themselves and an enemy warband is preparing to launch a surprise attack. Can the scouts survive long enough for the rest of their warband to arrive?

Terrain

Each player takes it in turn to place a piece of terrain, ideally at least one piece of terrain per square foot – the more the better.

Warbands and Deployment Zones

The warband with the lowest Warband Rating is automatically the Attacker. The Defender rolls a d6 for each of their models; if the roll is a 5–6, they deploy that model anywhere on the table but at least 4" away from any other model. If the roll is 1–4, they begin the game off the table.

At least one defending model must be on the table. If all the rolls are 1–4, then the Attacker may choose one of the Defender's models to begin on the table as they have been following this character. The Defender chooses where this model is deployed.

The Attacker then deploys their models anywhere touching any of the table edges. The models may be freely split between all table edges.

Special Rules

At the start of the second Turn, and every Turn after that, the Defender rolls a d6 for each of their models which are off table. On a roll of 4+, the model arrives. Place the arriving model touching any table edge. They may be activated as normal. Any models that don't appear count as Surviving at the end of the game.

Secondary Objectives

Both players make one roll on the Secondary Objectives Table (see page 120).

Starting the Game

The Defender has realised they are being hunted, so they start first.

Ending the Game

If at any time there are no Defending models on the table, the Attacker wins. If there are still Defending models on the table by the end of the 6th Turn, the Defender wins. Alternatively, when one of the warbands fails a Rout Roll-Off the game ends.

Experience

+1 Survives. If a character survives the battle they gain +1 Experience.

+1 Attacker wins. If the Attacker wins, all their surviving characters gain +1 Experience.

+2 Defender wins. If the Defender wins, all their surviving characters gain +2 Experience.

The winner gains 4d6 Pennies in loot, the loser gains 2d6 Pennies.



SCENARIO 5: TAKE AND HOLD

There are many areas in the Wilds of Northymbra that are unoccupied but the powers that be are always looking to secure more territory. Often a warband will be sent out to occupy an area and hold it for their masters, sometimes two warbands are sent to the same place at the same time and conflict is inevitable.

Terrain

Each player takes it in turn to place a piece of terrain, ideally at least one piece of terrain per square foot – more, if the pieces are small. Decide between the players which of the terrain pieces on the table are objectives, it should ideally be between 4 and 8.

Warbands and Deployment Zones

The player with the largest warband sets up their first model, within 2" of the table edge of their choice. Then the other player sets up their first model within 2" of the opposite table edge. Repeat until all models are placed. The warband with the lower Warband Rating is the Defender.

Special Rules

Take & Hold: Warbands must try and claim objective terrain pieces on the table. To claim a piece of terrain, a model must be in base contact with it, with no enemy models within 1" of the terrain piece, at the end of the Turn.

Secondary Objectives

Both players make two rolls on the Secondary Objectives Table (see page 120), and choose one of them to carry out.

Starting the Game

The player with the lower Warband Rating starts first.

Ending the Game

The game ends either when one warband occupies 3 more terrain pieces than the other warband and at least four Turns have been played, or when one warband fails a Rout Roll-Off.

Experience

+1 Per occupied terrain piece. If a character is occupying a terrain piece at the end of the battle he receives +1 Experience.

+1 Smallest warband wins. If the warband with the smallest number of models

wins the game, then all their surviving characters receive +1 Experience.

The winner gains 4d6 Pennies in loot, the loser gains 2d6 Pennies. The winner also receives d4 Materials, scavenged from the local area.

SCENARIO 6: RECOVER THE PAYCHEST

During the War of Storms, many armies clashed in central Northymbra, and many were slain or routed. Rumours abound of retreating armies being forced to hide their loot and Paychests, in the hopes of recovering them later. Sometimes the rumours are true...

But more than one beast can follow the clues, and two warbands have arrived at the same time.

Terrain

Each player takes it in turn to place a piece of terrain, ideally at least one piece of terrain per square foot – the more the better. One (preferably large!) piece of terrain must be placed in the centre of the table. It's good to also place one or more pieces across the centre line of the board, an equal distance from both player's table edges.

Warbands and Deployment Zones

The player with the lower Warband Rating chooses a table edge, and places a model within 2" of the edge. Their opponent then sets up a model within 2" of the opposite edge. Keep on until all models are on the table. The warband with the lowest Warband Rating is the Attacker.



Special Rules

Paychest: All the characters in each warband are aware that the Hidden Paychest is in, or near, the central piece of terrain. Any character may search for the chest, by the usual method of being in base contact with the terrain piece, and performing a Search action.

The chest is well hidden, requiring an Awareness Roll-Off against a Target of 7. The central terrain piece may be searched, as may any terrain on the centre line of the table between the two player's table halves.

As soon as a character succeeds at the Search Roll-Off, the chest is discovered. Either use a marker or a suitable chest model, if you have one, to show which character has the chest. The character must then take it to safety via their own table edge. Carrying the chest will slow the character holding it; all Movement is treated as Difficult, and Nimbleness Roll-Offs are at a -1 penalty, and the character may not Sprint. The character carrying the chest may pass it to any model in base contact or may drop it at any time, place the chest in base contact with them. Another character may pick it up by moving into base contact with it. If the carrier is taken Out of Action, place the chest at the spot where he fell. Any character may pick it up by moving into base contact with it.

As the chest is large and heavy, Spells such as The Gate or Transpose will not affect it; the carrying models will be moved but the chest would remain in place.

Secondary Objectives

Both players make two rolls on the Secondary Objectives Table (see page 120) and choose one of them to carry out.

Starting the Game

The Attacker starts first.

Ending the Game

When one warband gets the chest to safety, or a warband fails a Rout Roll-Off, the game ends. The remaining warband then gains the Paychest. Alternatively, whichever warband has the chest after 8 full Turns have been played, wins.

Experience

+1 Survives. If a character survives the battle they gain +1 Experience.

+1 For finding the Paychest. If a character finds the Paychest he earns +1 Experience.

+1 For escaping with the Paychest. If a character moves off the board with the chest, they gain +1 Experience.

The winning warband gets the contents of the Paychest. The Paychest contains 4d12 Pennies. It may also contain other items; roll a d6:

Paychest Rewards Table	
D6 Roll	Reward
1-2	Nothing
3	Jewels worth 3d6 Pennies
4	A Rare Item
5	A Magic Item
6	All of the Above

If one or more members of the losing warband touched the Paychest during the game, they manage to loot a handful of coins, and their warband gains 4d6 Pennies.



SCENARIO 7: WITCH HUNT

A powerful magic user has taken up residence in a nearby ruin. The local Lord has placed a bounty on his head; a bounty two warbands are keen to collect...

Terrain

Each player takes it in turn to place a piece of terrain. The first terrain piece should be placed in the centre of the table, and represents the Mage's lair.

Warbands and Deployment Zones

The player with the lower Warband Rating chooses a table edge and places a model within 2" of the edge. Their opponent then sets up a model within 2" of the opposite edge. Keep on until all models are on the table. The warband with the lowest Warband Rating is the Defender. Place a spare model in the centre of the table to represent the mage.

Special Rules

The Mage is a powerful Magic User and will try to fight back against both the warbands. The mage can act once at the end of each Turn. When the Mage acts, both players roll a d6; the player who rolls highest controls the mage for that Action. If the roll is a draw, the Mage is weary and may not act that Turn. The Mage may move, but must remain in base contact with the central terrain piece. The Mage has an uncanny awareness of the area – it cannot be Ambushed.

The Mage								
M	S	B	R	N	C	A	F	P
d6	d6	d6	d6	d6	d6	d8	d10	d10
Spells	Dark: Life Eater Unbound: Morglum's Fiery Blast, Burramorr's Distant Fracturing							

Starting the Game

The warband with the lower Warband Rating starts first.

Secondary Objectives

Both players make one roll on the Secondary Objectives Table (see page 120).

Ending the Game

The mage must be taken Out of Action before the game can end. Once the Mage is Out of Action, the warbands continue to fight, and when one of the warbands fails a Rout Roll-Off the game ends. If one warband Routs while

the Mage is still alive, the Routed player controls the mage for the rest of the game. As a result, it is possible for both warbands to rout with no one winning the game.

Experience

+1 Survives. Every character who survives the battle gains +1 Experience.

+1 For every character who is still on the table when the mage goes Out of Action.

Both warbands receive 25 Pennies for making the attempt to defeat the Mage. The winning warband also claims the extra bounty of 3d10 Pennies.



SCENARIO 8: LOST IN THE FOG

Two warbands are seeking each other through the bleak landscape of Northymbra. Unbeknownst to them, they have wandered into the last resting place of a long dead necromancer and evil magic still taints the area. The dread mists are rising; will anyone make it out alive?

Terrain

Each player takes it in turn to place a piece of terrain – but the area is relatively open, so just a few small pieces will be fine. We suggest that the terrain is set up within an area roughly 4' x 2', or 3' x 3'. If using a 4' x 2', deploy across the long table edges. A smaller table can be used or you can deploy along the short edges of a 4' x 2', but you face a larger risk of characters dying while lost in the fog.

Warbands and Deployment Zones

The Attacker and Defender are determined using the normal procedure for Warband Ratings. The warbands set up on opposite table edges. Models may be placed up to 10 inches from the edge. The players take it in turns to place models.

Secondary Objectives

There are no Secondary Objectives in this scenario.

Starting the Game

The warband with the lowest Warband Rating starts first and counts as the Attacker. If both sides are equal, roll to decide.

Ending the Game

Both warbands must attempt to cross the board and escape from the opposite table edge. The game ends when one warband gets at least half their models safely off the board, or when one of the warbands is wiped out, or when 10 full Turns have been played. There is no Routing of any kind allowed.

Special Rules

Mystic Mist: The whole table is shrouded in magical fog; visibility is very limited. At the start of each turn, the starting player should roll 3d6 to determine the distance in inches characters can see that turn. Also, before each model takes an Action roll a d6. On a roll of 1, they become subject to the Special Rule, The Fear. On a 2–3, they become subject to the Special Rule Lost and Alone. On a roll of a 4–6 they may act normally. Roll again every time a model takes an Action.

The Fear: The model may do nothing at all this Turn, they are paralysed with terror. They may not roll Nimble or Block dice.

Lost and Alone: The model is completely surrounded by mist and can see no further than the end of their nose. They randomly wander, seeking their friends – roll a standard d8 to determine how far they wander and move the model in the direction the tip of the die is pointing.

If the model bumps into an enemy model, they may Attack with no modifiers for Charging. If the model wanders off the table edges, they have been taken by the necromancer's mist ghosts and are never seen again. Remove them from your Warband Roster.

Experience

+2 Survives. Every character who survives the game gains +2 Experience.

+1 For each character who has escaped via the opposite table edge when the game ends.

Miraculous rewards

Those who survive the foul mists appear to be blessed, each finds themselves with a handful of fairy gold. Both warbands receive 2d6 Pennies for each surviving character.



Secondary Objectives

Secondary Objectives Table		
Die Roll	Objectives	
1	Deliver	Sometimes a vital message must get through. Choose one model to carry the message and mark it on your roster. That model must leave the table via the edge opposite your deployment zone. If your deployment zone is not within 6" of a table edge, exit via the table edge which has the largest number of enemies deployed near it. If you succeed the messenger gains +2 Exp, all other Surviving warband members gain +1 Exp, and you receive 2d8 Pennies as payment.
2	Secure	A strong point needs to be taken and held. Occupy the largest piece of terrain on the table, by having a model in base contact with it, with no enemy models within 1" of the terrain piece at the end of the game. If you succeed, any of your models occupying the terrain piece gain +1 Exp. You will also gain 2d8 Pennies as payment.
3	Assassinate	Cut off the head and the body will die. The enemy's Leader must be taken Out of Action. If you succeed, all surviving warband members gain +1 Exp and you may claim a 4d8 Penny bounty.
4	Invade	Hit the enemy on their home turf. Have 3 or more of your models in your opponent's Deployment zone when the game ends. If you succeed, any of your models in the enemy Deployment zone gain +2 Exp and all other surviving warband members gain +1 Exp.
5-6	Devastate	Crush your foe! At least four or more of the enemy must be taken Out of Action. If the enemy warband has less than 4 models, take them all Out of Action. If you succeed, all surviving warband members gain +2 Exp.
7	Capture	Take control of the battlefield. Occupy 3 or more pieces of terrain on the table by having a model in base contact with it, with no enemy models within 1" of the terrain piece, at the end of the game. If you succeed, any of your models occupying terrain pieces gain +1 Exp. You also receive 2d8 Pennies from scavenging.
8	Purge	Burn the witch! For every enemy magic user taken Out of Action, all of your surviving warband members gain +1 Exp. You also gain 3d6 Pennies from a local Witch Hunter for every enemy magic user taken Out of Action.
9	Bring Down the Beast	Slay the giant. Take Out of Action the enemy model with the largest base size. Where there are more than one model with that base size, you achieve this objective if you take Out of Action the one with the highest Tough Skill. If there is more than one with the same level of Tough Skill, any one of them will count. If you succeed, all surviving warband members gain +1 Exp and any who caused at least one Wound to the model gain an extra +1 Exp. There is a bounty of 3d8 Pennies for you if you succeed.
10	Scavenger Run	Finders keepers, losers weepers. Perform a Search action on any Terrain piece, with a Target of 9. For every Terrain piece successfully Searched, you gain 2d6 Pennies and the Searching model gain +1 Exp. Each Terrain piece can only be successfully Searched once.
11	Defend	Hold your ground, no one gets through. You achieve this objective if there are no enemy models in your Deployment zone when the game ends or if there are no enemy models in your half of the table. If you succeed with no enemy models in your Deployment zone, then all surviving warband members gain +1 Exp. If you succeed with no enemy models in your half of the table, then all surviving warband members gain +2 Exp.

12	Strike Unseen	A blade in the dark. You achieve this objective if you manage to successfully perform an Attack Ambush Action (not a Shooting Ambush Action). For every successful Attack Ambush Action your warband carries out, all surviving warband members gain +1 Exp.
13	Conserve	Never leave a beast behind. You achieve this objective if none of your models are taken Out of Action during the game. If you succeed, then all warband members gain +2 Exp.
14	Push Through	Through the mud and the blood, to the green fields beyond. You achieve this objective if 3 or more of your models leave the table via the edge opposite your deployment zone. If you succeed, each model that leaves the table gains +1 Exp and counts as Surviving.
15	Break Them	Crush the enemy's spirit, make them scurry for their holes. Win the game by Routing the opposing warband. If you succeed, all Surviving warband members gain +1 Exp. You also gain 2d6 Pennies from the local populace, either from gratitude or out of fear...
16	Attrition	Welcome to the meat grinder. You achieve this objective if your warband suffers fewer models Out of Action than the opposing warband. If you succeed, all surviving warband members gain +1 Exp.
17	Isolate	Cut one from the herd. You achieve this objective if you end the game with an enemy model at least 8" away from any other enemy models, and with one or more of your models closer than 8". If you succeed, all surviving warband members gain +2 Exp.
18	Loot	You can't take it with you. To achieve this objective, you must have a model in base contact with an enemy who goes Out of Action, and spend the next Turn stationary, performing a Search Action. The Search action succeeds automatically (as you rifle through the pockets of the fallen). Each enemy can only be Looted once. For every enemy model successfully looted in this way, you gain 2d8 Pennies, and the Searching model gains +1 Exp.
19-20	Showdown	This time it's personal... You achieve this objective if your Leader makes a successful Attack Action against the enemy warband's Leader. If you succeed, your Leader gains +1 Exp. In addition, if your Leader is in base contact with the enemy Leader and takes them Out of Action, your Leader gains +1 Exp, and all other surviving warband members gain +1 Exp.



APPENDIX

MAGIC ITEM CREATION

There are a number of ways in which Magic Items are gained throughout a *Burrows & Badgers* campaign. The type of item obtained or created is determined using the following tables. The first roll determines the item's type, the second its power level, and the third its magic ability – which table used is dependent upon the type of item created.

Type of Item Table		
D20 Roll	Item	Notes
1–3	Staff	Item (no longer counts as unarmed)
4–6	Ring, Necklace, or Brooch	Item
7–9	One-handed Weapon	
10–11	Double-handed Weapon	
12	Polearm	
13	Bow	
14	Crossbow	
15	Light Armour	
16–17	Heavy Armour	
18	Very Heavy Armour	
19–20	Shield	Roll a D6 to determine of the type of Shield: 1–2 Buckler 3–4 Light Shield 5–6 Heavy Shield

Power Level Table	
D6 Roll	Bonus
1-3	+1
4-5	+2
6	+3

Staff Creation Table	
D6 Roll	Magical Effect
1	Protection
2	Shielding
3	Blocking
4	Eyes
5-6	Casting

Ring Creation Table	
D10 Roll	Magical Effect
1	Protection
2	Shielding
3	Blocking
4	Smiting
5	Hiding
6	Casting
7	Agility
8	Speed
9	Fear
10	Eyes

Weapon Creation Table	
D6 Roll	Magical Effect
1	Rage
2	Leeching
3	Venom
4	Smiting
5	Wounding
6	Flame

Armour Creation Table

D6 Roll	Magical Effect
1	Agility
2-4	Protection
5	Shielding
6	Blocking

Shield Creation Table

D6 Roll	Magical Effect
1	Protection
2	Shielding
3-4	Blocking
5	Eyes
6	Fear

Magic Items Effects

Agility	Adds the bonus to any Nimbleness Roll-Offs the user makes.	Protection	Adds the bonus as if it were the Tough Skill to the user.
Blocking	Adds the bonus to any Block Roll-Offs the user makes	Rage	Adds the bonus to any Strike Roll-Offs the user makes. The weapon contains a powerful bound spirit, the user has the Berserk Skill.
Casting	Adds the bonus to any Cast Spell Roll-Offs the user makes when using magic.	Speed	Adds the bonus to any Nimbleness Roll-Offs the user makes and adds the bonus in inches to any Move actions.
Eyes	Adds the bonus to any Awareness Roll-Offs the user makes.	Shielding	Adds the bonus to any Fortitude or Presence Roll-Offs the user makes against Spell attacks.
Fear	Adds the bonus to any Presence Roll-Offs the user makes and the user also has the Fearsome Skill.	Smiting	Adds the bonus to any Strike Roll-Offs the user makes.
Flame	Adds the bonus to any Wounds the user causes with this weapon but also subtracts the bonus from any Concealment Roll-Offs the user makes.	Venom	Ignore the bonus, The weapon counts as always being Poisoned with Mortal Poison.
Hiding	Adds the bonus to any Concealment Roll-Offs the user makes.	Wounding	Adds the bonus to any Wounds the user causes with this weapon.
Leeching	Any time this weapon causes one or more Wounds, then heal Wounds equivalent to the bonus level to the user (provided they have Wounds which need healing).		

WARBAND ROSTER SHEET



Allegiance	Warband Name	Den
Labour	Warband Rating	Pennies
Den Upgrades	Stashed Gear, Materials	Notes

Name	Race	M	S	B	R	N	C	A	F	P
Wounds										
Experience										
Equipment										
Skills, Spells, and Injuries										
Weapon 1										
Weapon 2										
Armour 1										
Armour 2										
Item										
Special										

Name	Race	M	S	B	R	N	C	A	F	P
Wounds										
Experience										
Equipment					Skills, Spells, and Injuries					
Weapon 1										
Weapon 2										
Armour 1										
Armour 2										
Item										
Special										

Name	Race	M	S	B	R	N	C	A	F	P
Wounds										
Experience										
Equipment					Skills, Spells, and Injuries					
Weapon 1										
Weapon 2										
Armour 1										
Armour 2										
Item										
Special										

Name	Race	M	S	B	R	N	C	A	F	P
Wounds										
Experience										
Equipment					Skills, Spells, and Injuries					
Weapon 1										
Weapon 2										
Armour 1										
Armour 2										
Item										
Special										

Name	Race	M	S	B	R	N	C	A	F	P
Wounds										
Experience										
Equipment					Skills, Spells, and Injuries					
Weapon 1										
Weapon 2										
Armour 1										
Armour 2										
Item										
Special										

Name	Race	M	S	B	R	N	C	A	F	P
Wounds										
Experience										
Equipment					Skills, Spells, and Injuries					
Weapon 1										
Weapon 2										
Armour 1										
Armour 2										
Item										
Special										

Name	Race	M	S	B	R	N	C	A	F	P
Wounds										
Experience										
Equipment					Skills, Spells, and Injuries					
Weapon 1										
Weapon 2										
Armour 1										
Armour 2										
Item										
Special										

CREDITS

ACKNOWLEDGEMENTS

I'd like to thank all of our playtesters and game-breakers from around the world – especially Gabor Bruncz, Greg Pettigrew, Russel Dewhurst, Randy & Vincent Carboni, Shane Lindley, Weston Burk, Carl, Llifon, Faye & Andy from Wales, Richard Coates, Matt Adlard, Lorenzo Nelli, Wouter Woulput, Adam Dodge, Michael Nelson, Stefan Hill and many others who offered feedback and suggestions.

ARTWORK

Gary Chalk

FIGURES, PAINTING, AND PHOTOGRAPHY

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