



KOBOLDS & COBBLESTONES

Fantasy Gang Rumbles

Robert Burman

OSPREY
WARGAMES

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FANTASY GANG RUMBLES



ROBERT BURMAN

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INTRODUCTION

WELCOME TO ORDINSPOINT

Ordinsport is unique on the continent of Beltainia. Once the races of this ancient land would wage ceaseless wars on grim battlefields. But eventually some of Beltainia's greatest thinkers - dwarfs, elves, humans, goblins, kobolds, even orcs (although it's not clear how much thinking they did) - got together and thought, 'bugger that'. To maintain peace they signed the Ordinsport Treaty.

The result was that Ordinsport, a previously backwater town with the vast Ordin River running through the centre, was turned into a grand city where orcs could live alongside elves, and dwarfs could work in goblin mines and so on. However, conscious that the peace may not last forever, the brains behind the treaty agreed that the traditionally less 'respectable' races of Beltainia should live on the north side of the Ordin, which became known as Dark Port, while the 'honourable' races made their home in the south, known as the Red Streets. The Dark Port and Red Streets were joined by four impressive bridges that could be collapsed instantaneously should the treaty fail. The great experiment had begun!

Despite everyone's worst fears, the treaty has held firm, yet Ordinsport is not quite the lush, bustling city people once imagined. You see, the dubious mix of races along with the range of black market items available from some of the less honourable types, combined with the greed of supposedly honourable men, elves and dwarfs, resulted in a vast network of criminal gangs all vying for control of portions of Dark Port. Crime bosses had their pick of the best mercenaries to create ruthless gangs, whether they be lowly goblin grunts, human thugs, dwarf barbarians or lumbering trolls keen to hit anything that moves.

For years, a dwarven crime boss called Ja'kal Brewerson ruled Dark Port with an iron fist... quite literally in fact, after his original hand was bitten off while wrestling a bear. Ja'kal's temper was notorious throughout Ordinsport, which ensured no one messed with the diminutive crime boss and anyone that did attempt to challenge his iron grip was invariably found floating in the Ordin River... sometimes they still even had their limbs attached, if they had been lucky.

However, even more notorious than Ja'kal's quick temper were his legendary gold reserves and since he took control of the criminal underclass, he had amassed an immense wealth, with many saying he was wealthier than a king. Yet, with so much wealth comes an intense sense



of paranoia. Ja'kal didn't trust a bank with his vast reserves, instead choosing to hide it in safe locations throughout the twisting narrow streets of Dark Port. To help keep the gold hidden, Ja'kal cast magical wards on the safe houses to ensure that even if someone did stumble across one of his treasure chests, the unlucky soul wouldn't live to tell the tale.

The only thing Ja'kal couldn't buy with his impressive coffers, however, was ever lasting life and after many decades he finally travelled to the Great Drinking Halls of his ancestors. Now, without Ja'kal's regular incantations, the magical wards are beginning to fade, slowly revealing vast treasure troves hidden among the slums, back alleys and even homes of the Dark Port. With no criminal kingpin in charge and a huge mass of gold to be found tucked away in the most unlikely of places, a new age of warfare has erupted in Beltainia.

The time is right for a new crime boss to takeover and ambitious thieves, murderers, drug dealers and assassins are creating their own network of gang members and taking to the streets of Ordinsport in an attempt to take over the criminal underground. Meanwhile, tempted by tales of great wealth even those more honourable members of society are willing to slum it with filthy miscreants to get their greedy clutches on a portion of the gold. Whereas Beltainia's wars were once driven by ancient grudges, now gold and greed fuel the fires and turn the wheels of power.

GETTING STARTED PLAYING CARDS

Unlike many wargames that require dice rolls to dictate combat, *Kobolds & Cobblestones* uses a deck of standard (poker sized) playing cards (measuring 2.5" by 3.5") that becomes your Combat Deck. Another deck of standard (poker sized) playing cards are shared between the players to be used as the Event Deck or for magical attacks. Movement, combat, defence and events are all executed using playing cards. During play you will use the 52 playing cards in your Combat Deck. However, it's worth keeping the Jokers to hand as they are used when measuring movement, deployment areas and potential spell effects.

CREATING YOUR GANG

In *Kobolds & Cobblestones*, gangs can be as small as a few thugs and runts or as large as 20 or more miscreants. To recruit warriors, archers and barbarians to your crew you'll need to pay them some coin.

ADDING A LEADER

Before you can start checking the local taverns for scallywags and vagabonds you're going to need to hire a Leader for your gang. These are the guys that, theoretically, keep everyone in line during a scrap by bellowing orders, pointing out targets and generally getting stuck in where necessary.

Check the Gang Leaders section to see which one you want to recruit. It won't cost anything to hire a Boss, so don't worry about dipping into your coffers just yet. Each of the Leaders has different skills and abilities that form the foundations of your gang. You may only have one Leader per gang - otherwise they would just argue about who is in charge.

To represent their leadership qualities, a boss will add a pool of extra cards to your Combat Hand each round. The number of cards added to the pool will depend upon their leadership statistic shown under the Abilities column in their statistics. For example, Leadership [2] generates two cards for your Combat Hand.

ADDING GANG MEMBERS

Once you've chosen your Leader it's time to put the rest of your miscreants together. Thanks to Ordinsport's unseemly reputation you'll never be short of ne'er-do-wells willing to offer up their services in exchange for a little bit of gold. The only limit to how many local thugs you want to recruit, is how much you're happy to spend. Later in the book you'll find all the statistics for the various members you can recruit and the cost to hire them is clearly indicated in the Cost

Being accompanied by a Big Guy, like an Ogre, even gives the little guys a little more confidence... and hopefully stops anyone attacking them.



column. Although you can spend all your available gold on hired muscle, it's always a good idea to leave a little bit aside so you've got some cash available to spend during a scenario on healing potions, bonus attacks and even bribes.

There are different types of gang members for you to choose from, from weaker runts to powerful big guys that can cause large amounts of damage. In a campaign you'll need to increase your reputation in order to recruit the more expensive fighters but in a casual game, you and your opponent can both agree an overall points value before starting to play. The different types of gang members include:

Runts - the lowest of the low. These are the more dispensable options for your gang, often dragged up from the gutters with a weapon quickly thrust into their grubby hands.

Thugs - these swords for hire can handle themselves a little better, as they're often ex-soldiers or aging fighters that need an extra income on the side and gang work provides the perfect opportunity.

Big Guys - they're not clever but they're certainly big! A mix of trolls, ogres and more can all be recruited for the right price. Although not the quickest fighters (literally and mentally) on the block, they definitely pack a punch.

Experts - for a little bit more cash, gang leaders can hire some more skilled miscreants to join their band of criminals. In a campaign you'll need to increase your reputation before encouraging Experts to work for you.

Wizards - although they can be just as dangerous to those around them, as they can be to enemy, there's no denying that Wizards have their uses. When playing a campaign, you'll need to increase your reputation before being able to hire a wizard.

CHOOSING MINIATURES

You can select whatever 28mm-scale miniatures you like to represent your gang in *Kobolds & Cobblestones*. The only restriction is that your chosen model must correspond to the base size of whatever unit it is representing. Unless specified, characters use 30mm round bases, however Big Guys, such as Trolls or Ogres, use 40mm round bases. This is noted in their attributes, to ensure you don't forget.

SETTING UP FOR A GAME

A typical game uses a 2' x 2' playing area. Games are played in Ordinsport, which is a bustling city full of buildings, obstacles and perhaps even innocent members of the public. Therefore



it is important to make sure your playing area is suitably full of terrain, such as houses, walls, statues, beer barrels, in fact anything you would expect to find in a busy district. However, it's still important to ensure there are clear areas for you to move along or get line of sight for ranged attacks. Something else to note is that some characters can climb obstacles so consider having some terrain that offers opportunities for this.

Ordinsport is full of many different areas so feel free to use your imagination about what area your game might be taking place in - is it a downtown district of homes? Are you having a gang fight on the docks at night? Perhaps you're even having a ruckus in one of the graveyards of Tombstone Peaks.

Once you've chosen your game size and made a suitably thrilling environment it's almost time to start playing. However, there are just a few more things to do next. First you need to choose the scenario you'll be playing - if you just want a quick game, skip this part and play the All Out Brawl scenario, which is a standard gang versus gang fight to the finish and is detailed later in the book.

To choose what scenario you'll be playing one player removes one of each card with the values of 1-8 from the Event Deck. These are then shuffled and one is selected at random. The number on the card drawn corresponds to the Scenario to be played. The cards are then returned to the Event Deck which is shuffled.

Next both players choose a card each from the top of the Event Deck. The player with the highest card chooses what position they want to start in. In the event of a tie, both players draw cards again until one player is the winner (all cards are placed in the discard pile after use).

Selecting who goes first is decided in the same fashion. Both players draw a card from the Event Deck. The player with the highest card chooses whether they want to go first or second. In the event of a tie, both players draw cards again until one player is the winner (all cards are placed on the discard pile after use). The player who chooses to go first (player one) also begins deploying his gang first (deployment zones are dictated by the scenario). Player one selects one model and places it in the deployment zone, player two then selects one of their models and places it in their deployment zone. This continues until all models are placed.

The final thing to do before playing is to draw the standard five playing cards from your Combat Deck, along with any extra cards as dictated by your boss's leadership value.

CONTROLLING YOUR GANG

After the initial set-up phase, a turn sequence is split into the following phases.



A demonstration of a Goblin Scumbag moving. The card is used to measure the distance.

1. INITIATIVE

Each player draws a card from the Event Deck. The player with the highest card has the initiative for this turn and may choose to go first or second. In the event of a tie, keep drawing a card until there is a winner. Cards are then discarded in the Event Deck discard pile. If the Event Deck has been depleted, shuffle the discard pile and create a new one.

2. ACTION TIME

Whichever player is going first this turn begins by activating one of their models. Players alternate activating models until all models have been activated. If one player has more models than their opponent, they can activate multiple models in sequence once the opposing player has finished their activations. Once all models have been activated it ends that turn and players start a new turn with the Initiative Phase.

Models can only activate once per turn. Once activated a model can make a single Walk movement, which doesn't cost an action, and perform up to two actions. A model may also Walk and spend no action points or just one action point, should the player choose. A Walk can be performed before the actions, in between the actions or after the actions. However, if the Dash action is chosen it must be performed immediately after a Walk. For example, a model cannot Walk, Fight, and then Dash, instead they must Walk, Dash, and Fight or Fight, Walk, and Dash.

Each unit has a movement statistic displaying either 'L' or 'W'. The 'L' or 'W' describes whether you should use the length (3.5") or width (2.5") of the playing card when measuring your movement. As mentioned previously you should use one of the Jokers removed from the pack as a measuring tool.

For example, you're moving a goblin, which uses the length of the card to measure its movement. Holding the card so one end touches the goblin's base, you can rotate the card around the base and then, once happy, can move the goblin up its maximum move so that the rear of its base touches the other end of the card.

Each time a model executes an action that requires the use of cards from your Combat Hand, when that action has been resolved, immediately re-draw the same amount used during the action back into your Combat Hand from the Combat Deck.

For example, a standard hand is five cards plus any bonus cards for a boss that hasn't been removed from play. Let's say a player has the standard five cards, plus two boss cards and



The Goblin Scumbag having finished its move.

Emboldened by a fresh pint of mead, a Dwarf Boozer decides it's time to teach a couple of Goblin Scumbags a lesson... or pass out in a heap.



during a turn they use four cards during a combat action. Once that action has been resolved, they draw four new cards from the Combat Deck, taking their total hand back up to seven. If the Combat Deck has been depleted, shuffle your discard pile and create a new one.

ANTAGONISM TEST

Although Ordinsport is now a 'civilised' society, bad blood still runs deep between the traditionally 'good' and traditionally more 'evil' races. It can be hard for a dwarf to forget the time an orc army smashed a village to smithereens and torched the villagers or for a kobold to ignore all those goblin attacks on their homeland.

This ancient rivalry is represented in *Kobolds & Cobblestones* via the Antagonism Test. Once a unit is activated and before it performs any actions, the player must check to see if they're within a card's length of any friendly unit that has an opposing allegiance, as shown in the unit's statistics. For example, the player activates a Dwarf Boozer with the 'red' allegiance, and the unit is within a card's length of a Goblin Runt with the 'black' allegiance, before the Dwarf Boozer can perform an action, the player must perform an Antagonism Test.

To perform an Antagonism Test, the active player draws a card from the Event Deck. If the card is of a red suit (hearts or diamonds) then the Antagonism Test is successful and the unit can act as normal. However, if the card drawn is of a black suit (clubs or spades) then the Antagonism Test is unsuccessful and the unit can perform no actions during that activation. Mark the unit as activated until the next turn.

ACTIONS

Once a model has been activated it can perform up to two actions. The possible actions are listed in the following section and can be performed before or after standard movement.

DASH

The only exception to the rule is the Dash action, which must be performed immediately after movement. A dash allows the active model to move up to its normal movement distance again. When choosing the Dash action, the player must declare the model is going to Dash before it starts its standard movement. The model is then moved as per normal movement and can then be moved again using the standard rules for movement.

CLIMB

To be able to Climb a model must be within base contact with the object to be climbed before spending an action. Climbing costs one action and models can climb up to two playing cards high based upon their movement statistic. If the model hasn't previously moved, and was

already in base contact with the building or obstacle, it may move as normal after climbing. This means a model can Climb, Walk and Dash in the same activation but could not Walk, Climb and Dash. Big guys cannot Climb.

INTERACT

As part of the scenarios you'll often be required to interact with an object. For example, picking up or dropping a treasure chest, checking a building for treasure, etc. Interacting with an object costs one action.

DRAW NEW CARDS

A player can discard cards from their Combat Hand and draw new cards from the Combat Deck, which costs one action. A player may discard cards up to the value of the active model's combat statistic then draw the same amount from the Combat Deck.

ATTACK

To attack an opponent with a Melee Attack or, if possible, a Ranged Attack costs one action. To declare a Melee Attack an active model's base must be in base-to-base contact with the target in order to 'engage' the enemy. A figure may make more than one Melee Attack, as long as they remain in base-to-base contact. To make a Ranged Attack, a character must have the Reload ability and have line-of-sight to the target. See the following section (Combat) for more details about the combat mechanics for Melee and Ranged attacks.

COMBAT

As mentioned earlier in the rules, combat in *Kobolds & Cobblestones* works a little differently when compared to many skirmish wargames because instead of using dice, you will be using a standard (poker sized) deck of 52 playing cards to attack or defend, referred to as the Combat Deck, while your hand is called the Combat Hand. A standard Combat Hand consists of five cards drawn from the Combat Deck, although this can be increased by the leadership statistic of your Boss.

To determine whether or not an attack has been successful, *Kobolds & Cobblestones* uses a ranking system like poker, with a single high card being the lowest successful result and a royal flush being the highest result. Just in case you have never played poker before, the possible hands are listed at the back of this book.

Using your Combat Hand you must try to create the best combination of cards to unleash powerful attacks upon your opponent. To perform an attack - either Melee or Ranged - players must use the model that is currently activated before declaring they are using one of the model's actions to attack a chosen enemy target.

The active player, referred to from now on as the attacking player, checks their Combat Hand to put together a combination of cards. They then declare to the inactive player, referred to from now on as the defending player, they are going to attack but they don't declare the hand or how many cards they will play. The defending player now has the option to either choose a selection of cards from their own Combat Hand to try and beat the attacking player or they can fold and use no cards from their Combat Hand. If the defending player chooses to fold the attacking player automatically hits and they check the result for the attack.

The number of cards a model can use during an attack is listed under their combat statistic. The defending player uses the defend statistic of the inactive model to create their hand. An attacking model can use up to its maximum number of cards, unless they have a ganging up bonus.

Should the defending player choose to defend with their own hand, both players reveal their hands simultaneously to see who has won. In the event that both players play the same hand then nothing happens, even if the attacking player has a higher card - see the section on damaging your opponent.

GANGING UP BONUS

If there is more than one friendly model in base to base contact with an enemy unit when the active model chooses perform to Melee Attack, then the attacking player will receive a Ganging Up bonus. For each friendly model engaged with the opposing unit, the active model's Fight statistic is increased by 1, up to a maximum of 5.

BREAKING AWAY FROM MELEE COMBAT

Once engaged, if a model wants to move away from an enemy model they must perform a break away test to see if they're successful. After declaring a friendly model is attempting to move away from base-to-base contact with an enemy, the active player must draw a card from the Event Deck. If the card is red the attempt is successful and they may move as normal. If the card is black the attempt fails and the active model remains in base-to-base contact with the opponent. The failed break away test counts as an action.

If the friendly model is in base-to-base contact with multiple enemy models, it must perform a separate break away test for each enemy model it is engaged with. If any break away test is failed then the active model remains in base-to-base contact with the enemy.

RANGED ATTACKS

An active model with the Reload Ability can make a ranged attack, which costs one action. To declare a Ranged Attack the active model must have line of sight to the target model. As long as the active model can see any part of the target model's base - no matter how small - it can be targeted with a Ranged Attack.

There is no 'facing' in *Kobolds & Cobblestones* and units are considered to have 360 degree vision, in order to represent the fast-paced and fluid nature of scrapping in the darkened streets and alleyways.

If the active model can see ALL of the target model's base, then the ranged attack is counted as a clear shot and the active model can attack by playing cards up to its maximum combat statistic. However, when checking line of sight, if any part of the target model's base is obscured (by terrain, buildings or other models) then it is counted as a tricky shot and the active model's maximum range statistic is -1, which means they play one less card from their Combat Hand.

An active model may choose an opposing target that is engaged in combat, however before playing cards from the Combat Hand to perform a ranged attack, the active player must check to see if the shot successfully hits the target by drawing the top card from the Event Deck. If the card shows a red suit then the shot is successful and combat can be resolved as normal.



A Dwarf Boozer emerges from the local tavern, without realising he's just been spotted by a rival Elf Archer.



However, if the card shows a black suit then the shot misses and hits the attacking player's model engaged in combat. In the event that there are multiple models engaged in combat, then the defending player chooses which model the shot hits. The unsuccessful shot stuns the new target. If the new target is already stunned, it causes one wound.

ATTACKING FRIENDLY MODELS

If required, you may choose to target an inactive friendly model with a melee or ranged attack. Just like normal combat, you can play a hand of cards up to the active model's melee or ranged statistic to attack and must follow the normal conditions for either melee or ranged combat. However, unlike normal combat the inactive model cannot defend against the attack and it automatically hits the target. Damage and critical hits are resolved as normal.

CAUSING DAMAGE

To successfully damage a target, the attacking model must beat the hand played by the defending player. The number of wounds is determined by the strength of the hand played by the attacking player, compared to that of the defender.

The strength of an attack uses the standard rules for poker, so the lowest possible result is a high card, while the highest possible result is a royal flush. You will find a handy guide to poker hands in the back of this rulebook (see page 64). The number of wounds is then dictated by how much better the attacker's hand is, compared to their opponent's.

Exactly the same hand	Nothing happens
Attacking player's hand is one better	Target model is Stunned
Attacking player's hand is two better	Target model receives a wound
Attacking player's hand is three better	Target models receives two wounds
Attacking player's hand is four better	Target model receives three wounds
Attacking player's hand is five better	Target model receives four wounds
Attacking player's hand is six better	Target model receives five wounds
Attacking player's hand is seven better	Target model receives six wounds
Attacking player's hand is eight better	Target model receives seven wounds
Attacking player's hand is nine better	Target model receives eight wounds
Attacking player's hand is 10 better	Target model receives nine wounds

The defending player marks the number of wounds on the target model. If the number of wounds equals or exceeds the defending model's wounds statistic, then it is removed from the playing area.

CRITICAL HITS

Critical hits are triggered when the active model successfully attacks a target and the Combat Hand played contains a certain amount of cards that matches the allegiance of the active model, as listed in their statistics. If the active model's allegiance is 'red', Critical Hits will be triggered by the number of red (hearts and diamonds) cards played. Whereas if the active model's allegiance is 'black', Critical Hits will be triggered by the number of black (spades and clubs) card played.

Depending upon the active model's statistics, the minimum amount of cards required to trigger a Critical Hit is one and the maximum is four. Each unit has a Critical One, Critical Two, Critical Three and Critical Four column in their statistics, which corresponds to the amount of cards played during an attack that match their allegiance. For example, to trigger a Critical One effect, the active player only needs to play one matching card, whereas a Critical Four effect, requires four matching cards.

Once the active model has made a successful attack, the attacking player should check how many cards have been played that match the active model's allegiance. Next, the attacking



The Dwarf Boozer lands a hit by playing two pairs, which will also trigger a Critical Hit.

player checks the active model’s possible Critical Hit effects in their statistics. In each column there will be either a Critical Hit effect or a blank. If the column is blank, there is no Critical Hit effect for that result but if there is an effect listed in that column, then the Critical Hit can be triggered.

If the attacking player has played multiple cards that match the active unit’s allegiance and there are multiple potential Critical Hits effects that could be selected from the unit’s Critical Hit columns, then the attacking player chooses ONE of the effects they want to trigger.

For example, the attacking player has just successfully attacked with a Rat Brute and has played three black cards. The Rat Brute’s allegiance is black, which means the attacking player can potentially trigger a Critical Three result. The Rat Brute has the following Critical Hit statistics:

Critical One	Critical Two	Critical Three	Critical Four
Dodge [W]	Kneecap	-	Broken Bones

There is no effect listed under the Critical Three column and the attacking player hasn’t played enough cards to trigger the Broken Bones effect. This means the attacking player can choose whether to trigger the Dodge [W] or Kneecap effects under columns one and two. In some situations the attacking player may choose to trigger no Critical Hits.

CRITICAL HIT AND SPELL EFFECTS

In this section you can find descriptions of all the critical hit abilities that can be triggered during attacks or by spells.

ALCHEMY

Active player takes one gold coin from the Coffers, if available, to add to their Stash.

BASH

Damage caused by a successful attack is increased by one.

BIG BASH

Damage caused by a successful attack is increased by two.

A trio of Goblin Scumbags overpower a lone Ratman Sewer Dweller.



BITE

During its next activation, the target model will suffer one wound if it Walks or Dashes, unless it removes the bite effect by healing.

BLIND

Target model's Fight statistic is reduced by -1 until the end of its next activation, unless it removes the blind effect by healing.

BLOCK

The model reduces wounds caused by any successful attacks by one. The effect is active until the start of the model's next activation.

CHANGING TIDES

Active player may shuffle their discard pile back into their Combat Deck.

CONCUSSION

Target model can only perform one action during its activation for the rest of the game. A model cannot suffer the Concussion effect multiple times, i.e. no model can lose more than one action.

CONFIDENCE

Target model's Fight statistic is +1 until the end of its next activation.

CONFUSE

Target model's Defence statistic is -1 until the end of its next activation.

CURSE

Damage caused by the target model is -1 until the end of its next activation.

DODGE

Active model may immediately move up to its normal movement, without performing a Break Away test.

EVADE

The Combat statistic of enemies targeting this model is reduced by -1. The effect is active until the start of the model's next activation.

FOG

Target model's Defence statistic is +1 until the start of its next activation.



Keen to get stuck in, an Orc Ruffian legs it towards the nearest enemies.

FRENZY

Active model can make another attack against the same target without spending an action. This ability can be used once per activation.

FURIOUS

Active model can Walk and make another attack without spending an action. This ability can be used once per activation.

GRAB

Any enemy models attempting to Break Away from a model with this effect active must make two Break Away tests. The effect is active until the start of the model's next activation.

GROUNDLED

Target model is Stunned and knocked to the ground. When Grounded a model must spend an action to stand up again before it can perform another action.

HARD HEAD

The model cannot be Stunned by a successful attack. The effect lasts until the start of the model's next activation.

HEAL

Friendly model heals one wound.

KNEECAP

Target model can't Dash during its next activation. The effect is removed once the target model has completed its next activation, unless it removes the Kneecap effect by healing.

NASTY SPRAIN

Target model loses an action during its next activation. The condition is removed once the target model has completed its next activation, unless it removes the Nasty Sprain effect by healing.

PICKPOCKET

Opposing player must give one gold coin to the attacking player from their Stash. If the opposing player has no gold coins, the target model is Stunned. If the target model is already Stunned it suffers a wound.

POISON

When poisoned, the target model will automatically suffer one wound at the start of its activation before any actions or movement are performed. This is unless the poison effect is removed by healing.

POISON CLOUD

Any enemy models within a card's width (2.5") of a model when it activates the Poison Cloud effect are automatically poisoned. This ability can be used once per activation.

SHOVE

Target model is pushed directly away from the attacker. The distance is up to a card's width Shove [W] or length Shove [L]. If the target model is pushed into an obstacle, building or model then it stops.

STUNNED

Successful attacks against a target model suffering the Stunned effect cause +1 wound. This means that an attack that would normally only cause the target to be Stunned now causes one wound and so on. Any model suffering the Stunned effect must spend one action during its next activation to remove the Stunned effect, unless it removes the Stunned effect by healing.

SWING

Any enemy models within half a card's width of a model when it activates the Swing effect are automatically Grounded. This ability can only be used once per activation.

TELEPORT

Target model is placed in base contact with any board edge.

TERRIFY

Before the target model's next activation, draw a card from the Event Deck. If the suit is black (spades or clubs) the model is stricken with a sense of terror and cannot perform any actions during that activation. If the suit is red the model can activate as normal.

WINDS OF FATE

Opposing player must immediately discard their Combat Hand and draw a new Hand from the Combat Deck.



With nowhere else to run, a Goblin Scumbag and Ogre prepare to face off against the Rival Gang Members.



ABILITIES

Along with Critical Hit effects, some units will have special abilities that can be used either offensively or defensively. Unlike Critical Hit effects these do not have to be triggered by playing certain cards and, instead, will be activated automatically when required.

ALWAYS ANGRY

When a model is shoved into base-to-base contact with a model with the Always Angry ability it may immediately perform a melee attack without spending an action, even if it has already been activated. The Always Angry model is then considered to be the active model and the rules for melee attacks are followed as usual. This ability can only be used once per Turn by each model with the ability.

BLOOD LUST

Active model causes +1 wound when successfully attacking a model that has been bitten.

COWARDLY

Active model gains +1 to its Fight statistic when attacking a Grounded model in melee combat.

DEADLY CONCOCTION

Active model gains +1 to its Fight statistic when attacking a model that has been Poisoned.

IMMUNE TO POISON

Model cannot be Poisoned.

GRACEFUL

If engaged with an enemy model, the active does not have to make a Break Away test when moving out of base to base contact.

LOCKSMITH

Model does not have to spend an action to inspect treasure. Model is not automatically wounded when triggering a trap.

OPPORTUNIST

Active model gains +1 to its Fight statistic when attacking a model that has been blinded.

RELOAD

This unit can only use ranged combat and may only attack once per activation, unless the Frenzy critical hit is triggered.

REGENERATE

At the start of this model's activation it may attempt to heal any wounds it has suffered. Draw a card from the Event Deck. If the card is red, one wound is healed and, if required, the player can continue to draw more cards to heal more wounds. If the card is black, the wound isn't healed and the player must stop drawing cards from the Event Deck.

SHAKE IT OFF

Once activated the model can remove the stunned effect without spending an action.

SNEAKY BEGGAR

This model's natural stealthiness means that at the start of a game it cannot be targeted by enemy attacks (melee or ranged) and cannot be engaged by an enemy model. However, while the Sneaky Beggar ability is active the model may only Walk. Once it performs any action the ability is inactive and the model may be targeted and engaged as normal.



A group of Goblin Scumbags and their Ratman leader prepare to round the corner, unaware that an ambush lies in wait.



SOLID

Model can't be Grounded or Stunned.

VICIOUS

Any successful attacks that cause damage, also trigger the Bite effect.

WHAT DID YOU SAY?

Once per round, a model with this ability can make one Counter Attack without paying gold.

SPENDING GOLD

"It's amazing how a few pieces of gold can help the world turn round... normally in the way you want it to turn. A bit of encouragement to get stuck in here, the odd healing potion there, perhaps even a bribe or too. Gold greases the underworld wheels of Ordinsport" - Ja'kal

As well as spending gold to create your gang, as explained earlier, you can also use gold to perform a number of in-game actions. This is meant to represent a gang leader incentivising their ruthless rogues during missions with a little extra cash if they perform well or buying a healing potion to help their troops when they're in trouble.

The amount of gold coins taken into a game is up to the player and is called their Stash. There is a 10 coin limit for each player's Stash, although they can choose to have no coins, should they wish. Likewise, players do not have to spend all the gold they have in their Stash. Any gold spent during the course of the game is added to a communal pot, called the Coffers, to which both players contribute. At the end of a game, this communal pot is split up, as detailed in the scenario being played.

Below you can see the various ways in which to spend gold and the associated cost:

Counting Cards - One gold coin for each card taken

A player may take one card for each coin paid from the discard pile, rather than the combat deck. Once declared, the player must replace a card[s] from their combat hand with any card[s] currently in their own discard pile.

Don't Just Stand There! - One gold coin

A defending model may counter attack using its combat statistic rather than defending with its defend statistic. If the defending model's hand is better than the attacker's, then consult the damage chart and critical hits list as though the defending player was the active attacker. This must be declared before the attacking model plays its combat hand.

Everyone's for Sale! - Various, see below

Once the active player has declared they're about to attack, you may announce you're about to pay a bribe in order to stop the action. Gang Leaders cannot be bribed. You can either pay a guaranteed bribe or be a cheapskate

- **Guaranteed Bribe** - pay the cost of the active enemy model into the Coffers. The bribe is automatically successful.
- **Be a Cheapskate** - pay one coin into the Coffers. Then draw a card from the Event Deck. If the card is red, the bribe is successful. If the card is black the bribe is unsuccessful and you cannot make another bribe attempt during the active model's current activation.
- When a bribe is successful the active enemy model's activation comes to an end.

Just do it! - One gold coin

Temporarily add one extra card to a model's maximum Combat Hand. This can be used when attacking or defending and must be declared before the hand is played. The extra card lasts for that instance and the friendly model's maximum combat hand returns to normal.

'Ave a Swig of This - One gold coin

Heal one wound or remove all effects currently being suffered by the active friendly model.

Take it Like an Orc! - One gold coin

Reduce wounds taken by a defending model during a successful attack by one. This must be declared before the attacking model plays its combat hand.

MAGIC AND WIZARDS

"It has come to the attention of the Council of Wizardry, Sorcery, Summoning, Conjuring and Necromancy that some Council-approved magic users have been using their abilities on non-Council business. In the latest example, the Ordinsport public library was partially destroyed during an alchemy demonstration, which follows the incident with the giant weasel outbreak the previous week. The Council is therefore declaring that any magic users found to be using magic in public, without the proper permits, will appear in the Council Court and may be stripped of their powers. Unless specified by a senior Council member, permits must be applied for in the correct runes at least four weeks before the planned use of magical abilities. This is non-negotiable."

Azral the All-Knowing, Council Administrator, Grand Master of the Elements, Champion of the Gunterland Duels, Walker of the Wastes, Bachelor of Daemonic Summons and Level Six Sorcerer.

Magic users were a common sight on the battlefields in days gone by. Often seen with glowing eyes, surrounded by crackling magical energy, the wizards were feared by enemies and allies alike, as the caster was just as likely to explode in a burst of light as their intended target. As such, you could typically tell where wizards were during a battlefield thanks to the large empty space surrounding them while they were casting spells.

There's no denying that those who can tame the magic currents are wonderfully talented, but controlling these unpredictable winds is like trying to ride one of the great giant wolves that

The Goblin Wizard's fellow Gang Members stand well back as he casts another potentially deadly spell.



inhabit the Lonely Mountains. When it works, you're a force to be reckoned with, but when it doesn't, you're likely to lose a limb (at best).

In order for a spell to be cast correctly, centuries of research has uncovered that 21 incantations must quickly be uttered before the caster is overcome with magical energy. However, keeping track of how many incantations they have chanted, while wrestling with the surging power is no easy task and a wizard will regularly lose count of how many arcane words they have shouted into the sky. If they don't reach 21 the spell evaporates into almost nothing, whereas speaking 21 exactly casts the perfect spell and unleashes a burst of raw power. The danger comes when the wizard gets carried away and begins uttering words uncontrollably, resulting in a wild surge that damages the individual... possibly even killing them.

The other issue is that, in the heat of the moment, it's hard for the wizard to keep track of the exact words they're speaking and when there's a troll breathing down your neck it's easy to say 'morgulb' instead of 'murgolb'. The result is that spells will often come with unexpected side effects, such as throwing the target into the air, a minor explosion, curses, etc. Of course, any wizard worth their salt will say they meant for it to happen but watch them closely and you'll regularly see their jaw drop in surprise as they stare at a goblin being thrown into the sky, while simultaneously having their legs broken and being terrified by a ghastly magical apparition.

Despite the fact that magic users are officially banned from using their abilities outside of approved Council business, many will turn to alternative ways to earn the coin required for all their various potions, magical robes, alchemical gems and vast amount of hats. As a result, only the richest gangs can afford to have a wizard join their ranks and, even then, the outcome is anything but predictable, although at least it's spectacular.

HIRING A WIZARD

In a casual game, once both players have agreed the amount of gold they have to spend, a wizard can be hired in the same way as a normal unit. In a campaign, however, a gang must have reached the required amount of notoriety in order to attract potential wizards and also be able to pay the required amount of gold.

You can use whatever model you like to represent your chosen wizard and they're not race specific, allowing you to have an orc shaman, kobold witch doctor, dwarf priest, elvish druid, etc. - let your imagination run wild.

You may only have one wizard in your gang at any time.





Lowly Runts form the bulk of a decent gang - mainly because no one really minds if they get bumped off.

USING MAGIC

As part of their activation wizards can cast two types of spell: attack or support. A wizard may only cast one spell per activation, although casting a spell only counts as one action.

To cast a spell a wizard must have line of sight to the target and, as long as they can see any part of the model, they will be able to target that unit. There are no modifications if the target is in cover or whether it is a clear shot.

USING ATTACK SPELLS

Once the player has checked whether the wizard has line of sight, they declare the wizard

will use an attack spell. Using magic works differently to standard combat and, instead of using your Combat Hand to attack enemies, you and the defending player will use the Event Deck to represent the magical currents flowing through the playing area and the defending unit's ability to withstand the spell.

Unlike standard combat, instead of aiming to create poker-style hands of cards, players take part in a game of blackjack where they draw cards from the Event Deck in order to try and reach a score of 21, while also beating their opponent's score.

The defending player starts by drawing two cards from the Event Deck. Depending upon their initial two cards, they can then choose to 'stick' and not draw any more cards or 'twist' and take another card from the Event Deck. The defending player may continue until they choose to stick or when they exceed a score of 21 and are 'bust'. Once the defending player has chosen to stop or has gone bust, their score is the target number that the attacking player is required to beat. If the defending player is bust, the target score is zero.

Next the attacking player tries to beat the target number by initially drawing two cards and then either sticking or twisting until they choose to stop or go bust. If the attacking player goes bust, the spell fails, which means the target is not damaged and the attacking player must consult the Wizard Damage Chart. If the attacking player does not beat or equals the defending player's score, the defending model resists the effects of the spell and there is no damage. If the attacking player beats the target number, without going bust, then the attack is successful and the player should work out the total damage and number of Spell Damage Effects using the chart below.

ATTACK SPELLS AND EFFECTS

The difference between the attacking player's result and the defending player's result is used to determine how powerful the spell is - the higher the difference, the more damage. For example, if the attacking player scored 20, while the defender score 17, it would cause one wound.

Result	Damage
Attacking score is 1-2 higher	Stun
Attacking score is 3-4 higher	One wound
Attacking score is 5-6 higher	Two wounds
Attacking score is 7+ higher	Three wounds

If the attacking player scores a perfect 21 the damage caused is +1. Just like normal combat can cause Critical Hits, along with causing damage, spells may also cause unpredictable magical effects. The result depends upon the amount of spades and clubs (if any) drawn from the Event Deck. Side effects automatically hit units.

Once the attacking player has chosen to stick, and the magic spell successfully hits the target, they should consult the chart below to see what magical side effect(s) has been caused by the spell. Unlike Critical Hits, a successful magical attack can cause multiple effects at once. The effects are applied in ascending order.

Like Critical Hits, Spell Effects are caused by the number of black cards (spades and clubs) drawn when making a successful magical attack. If the attacking player draws one black card, it will trigger the first effect. If the attacking player draws two black cards it will trigger the first *and* second effect, and so on. All wizards use the same Magical Effects Chart (Attack Spells) below.

MAGICAL EFFECTS CHART (ATTACK SPELLS)

Effect One	Effect Two	Effect Three	Effect Four	Effect Five
Confuse	Curse	Terrify	Winds of Fate	Concussion

USING SUPPORT SPELLS

Once the player has checked whether the wizard has line of sight, they declare the wizard will use a support spell. Only friendly models can be the target of a support spell.

Like attack spells, players take part in a game of blackjack where they draw cards from the Event Deck in order to try and reach a score of 21, however instead of playing against their opponent the active player begins by drawing two cards from the Event Deck. These two cards represent the friendly model's natural resistance to magic and become the target number the active player must beat. The active player can choose if they want Aces to score one or 11.

After drawing the defensive cards from the Event Deck, the active player tries to cast the spell by drawing two cards from the Event Deck and then either sticking or twisting, until they choose to stop or go bust. If the active player goes bust, the spell fails and they must consult the Wizard Damage Chart.

If the active player does not beat or equals the resistance, the spell is resisted and no wounds are healed. If the active player beats the target number, without going bust, then the support spell is successful and the player should work out the total wounds healed and number of Support Spell Effects using the chart below.



Gangs can be a mix of different races and factions. Try to work out the best combinations for your preferred playing style.

SUPPORT SPELLS AND EFFECTS

The difference between the active player's result and the total of the two cards drawn to represent resistance is used to determine how powerful the spell is - the higher the difference, the more wounds are healed. For example, if the active player scored 20, while the resistance is 17, the spell would heal two wounds.

Result	Wounds healed
Support score is 1-2 higher	One wound
Support score is 3-4 higher	Two wounds
Support score is 5-6 higher	Three wounds
Support score is 7+ higher	Four wounds

If the active player scores a perfect 21 the wounds healed is +1. Just like attacking spells can cause magical side effects, along with causing damage, support spells may also cause unpredictable magical effects, along with healing wounds. The result depends upon the amount of hearts and diamonds (if any) drawn from the Event Deck. Side effects automatically hit units.

Once the active player has chosen to stick, and the magic spell successfully hits the target, they should consult the chart below to see what magical side effect(s) has been caused by the spell. Unlike Critical Hits, a successful magical attack can cause multiple effects at once. The effects are applied in ascending order.

Support Spell Effects are caused by the number of red cards (hearts and diamonds) drawn when casting a successful magical support spell. If the active player draws one red card, it will trigger the first effect. If the attacking player draws two red cards it will trigger the first and second effect, and so on. All wizards use the same Magical Effects Chart (Support Spells) below.

MAGICAL EFFECTS CHART (SUPPORT SPELLS)

Effect One	Effect Two	Effect Three	Effect Four	Effect Five
Changing Tides	Confidence	Fog	Teleport	Alchemy

WIZARD DAMAGE

Occasionally spells don't always go to plan, as the wizard gets carried away in the heat of the moment and chants more than 21 incantations. In these situations the spell will go wildly out of control and could end up injuring or even killing the wizard.

If the active player goes bust - by drawing cards that total more than 21 - while casting an attack or support spell, they must consult the Wizard Damage Chart to see how many wounds the wizard receives after failing to cast the spell properly. Spell effects are not applied when the active player is bust.

Result	Damage
22-23	Wizard is stunned
24-25	One wound
26-27	Two wounds
28+	Three wounds

MAGIC CRYSTALS

To counteract potential damage from a failed spell, you may purchase Magic Crystals before playing a game. Each Magic Crystal costs two gold coins and wizards can take up to five crystals into a game.

Magic Crystals are used to absorb the dangerous energies unleashed if the active player goes bust when casting a magic spell. For each Magic Crystal used, the player reduces the score drawn by one. For example, if the active player had drawn cards up to the value of 27, which would cause two wounds, they could use two Magic Crystals to reduce the score to 25, which would



A Ratman Assassin stands well back, while the other Ratmen do all the hard work.



cause one wound. Magic Crystals *can* be used to reduce a total to a perfect score of 21. In this case, any Magical Effects would be applied as normal because the player has no longer gone bust.

Once used, a Magical Crystal must be discarded. The player can then buy more before the next game, if they desire. Any Magic Crystals not used during a scenario game are carried over to the next scenario.

GANG MEMBER LISTS

In this chapter you'll find all the various vagabonds, robbers, drunks, assassins... the list goes on and on (and on)... that you can persuade to join your gang. In every tavern, on most street corners in the shadier parts of town or just working for the Ordinsport Council, you'll find individuals willing to get stuck in when it matters. Some will be dispensable fodder to help make up the numbers, while others are trained killers that form the backbone of your gang. What's more, thanks to the 'cultural revolution' in Ordinsport you can have your choice from a wide range of races. In fact, it's positively encouraged to mix and match their allegiances to create the best gang possible.

GANG LEADER

Each gang must have a Leader. Depending upon the Gang Leader you choose, it can affect the other gang members you recruit, due to their critical effects and special abilities.

To reflect their rudimentary tactical abilities, a gang boss also has a leadership rating, which represents the number of extra cards they generate for your maximum Combat Hand. While the Gang Leader remains in-play, each time you draw new cards from the Combat Deck, you draw an amount of cards up to this maximum amount. If the Gang Leader is removed from play, then the maximum amount of cards in the Combat Hand reverts to five. In this case, the next time discard cards during an action, you may only draw new cards up to a limit of five.

It does not cost gold to hire a Gang Leader, as they'll get a cut of all the takings, which should hopefully persuade them to do a good job! Next, you'll find the Gang Leaders you can recruit to take your fledgling gang onto the streets.

BARRY THE ELF

Eventually the thugs and lowlives of Ordinsport tired of butchering Barry's elegant Elvish name, every time they tried to wrap their brutish tongues around its many hyphens, apostrophes, and seemingly incompatible syllables, so they took to calling him Barry. However, already unusually short-tempered and quick to anger for an elf, the mere mention of his new name grates on his nerves and is likely to send him into a wild rage, even while he's trying help his underlings.

Alliance	Cost	Move	Fight	Dodge	Wounds	Crit 1	Crit 2	Crit 3	Crit 4
Red	N/A	L	4	4	9	Block	Evade	Heal	My Name is...

SPECIAL CRITICAL EFFECTS

My Name is...

Any models within a card's length (L) of Barry are automatically hit by a melee attack that causes one wound.

Abilities: Leadership [1]

We're in this Together

When Barry the Elf triggers Block, Evade or Heal, it's applied to Barry and all friendly models within a card's length (L) of his base.

Medicine Man

When Barry is still in play, all healing potions used to heal wounds heal two wounds, rather than one.

EGG KEEPER

It's not spoken about in polite company but no one is really sure how Kobolds actually breed. Many have tried to study their secretive mating rituals but none have survived to report their findings. In fact, most experts think that the Kobolds living and working in Ordinsport are all male, while the matriarchal females remain in the Kobold homelands. The only definite female Kobold in Ordinsport is the Egg Keeper, a formidable figure who is practically worshipped by the other Kobolds. However, it's not just Kobolds enticed by her ways and others regularly report being entranced by her musky scent and hypnotic gaze.

Alliance	Cost	Move	Fight	Dodge	Wounds	Crit 1	Crit 2	Crit 3	Crit 4
Red	N/A	W	4	4	10	Antagonise	Egg Toss	Musky Scent	Strange Allure

SPECIAL CRITICAL EFFECTS

Antagonise

Choose an enemy model that's in the Egg Keeper's line of sight, it must immediately make an Antagonism Test. This critical can only be used once per activation.

Egg Toss

Choose an enemy model that's in the Egg Keeper's line of sight. It is immediately hit by a ranged attack that automatically causes one wound and poisons the target.

Musky Scent

Choose an enemy model that's in the Egg Keeper's line of sight and has not been activated this turn, it is now considered to have been activated and may not be activated again this turn.

Strange Allure

Choose an enemy model that's in the Egg Keeper's line of sight, the model can immediately move and perform an action as though it is a friendly unit. If the target model has not been already been activated, then once the action is complete, it is considered to have been activated and may not be activated again this turn. This critical can only be used once per activation.

Abilities: Leadership [1]

Poison Proof

All models in the same gang as The Egg Keeper are immune to the poison effect.

DORICK THE LOAN SHARK

Apart from being great miners and even better drinkers, Dwarves are also renowned for their intense love of gold. Trying to borrow even one gold coin from a Dwarf is like trying to get blood out of a Golem... in fact, that's probably easier. As such, Dorick is unusual for his kind as he's happy to lend his vast wealth to those less fortunate. Of course, it's not so unusual when you hear

Two gangs clash in a mighty brawl to the end!



his outrageous interest rates and his willingness to chop debtors’ legs off when they don’t pay up. He constantly keeps a necklace of ledgers around his neck so he can keep track of who owes what.

Alliance	Cost	Move	Fight	Dodge	Wounds	Crit 1	Crit 2	Crit 3	Crit 4
Red	N/A	W	4	2	10	Pick-pocket	-	Dip into Coffers	-

SPECIAL CRITICAL EFFECTS

Pickpocket

Opposing player must give one gold coin to the attacking player from their Stash. If the opposing player has no gold coins, the target model is stunned. If the target model is already stunned it suffers a wound.

Dip Into Coffers

Along with causing damage as normal, the player may take one gold coin from the shared Coffers when this critical effect is triggered, if there are gold coins available.

Abilities: Leadership [1]

Pay Day

At the start of each game, Dorick adds two extra coins to the player’s Coffers at no extra cost.

GROBBLAR THE GOBLIN QUEEN

Seemingly any goblin can proclaim themselves as a Queen, as there have been countless Goblin Queens throughout the history of Ordinsport and there are often several goblins proclaiming themselves as monarch at the same time. The benefits to being Queen appear to be vastly outweighed by the negatives of being more likely to be stabbed, shot, poisoned, maimed, decapitated, crushed, eaten, etc. by a rival claimant to the throne. So the fact that Grobblar the Goblin Queen has survived for a few months is testament to her cunning - something she likes to demonstrate on the streets of Ordinsport... preferably safely behind a few less important greenskins.

Alliance	Cost	Move	Fight	Defend	Wounds	Crit 1	Crit 2	Crit 3	Crit 4
Black	N/A	L	3	4	8	Dodge [L]	-	'Ave a go!	-

SPECIAL CRITICAL EFFECTS

'Ave a go!

A friendly model within a card’s length of Grobblar may perform a free Walk and attack against the enemy currently engaged by Grobblar. This critical effect can be used once per activation.

Abilities: Leadership [1]

Goblin shield

When Grobblar is successfully attacked, instead of taking all the wounds herself, she may share the wounds between herself and any friendly units within a card's length of her base.

You go first!

At the start of Grobblar's activation, the active player may select one friendly Goblin Scumbag in Grobblar's line of sight to perform a free Dash action. If the Goblin Scumbag is currently engaged, it must make a Break Away test as normal.

Volunteered

When creating your gang, you may hire one Goblin Scumbag for free. When playing a campaign, if that Goblin Scumbag dies, you lose any equipment the unit was holding but can hire another Goblin Scumbag for free before the next scenario is played.

THE BODY SNATCHER

As part of Ordinsport's slow climb to respectability, the governors of the growing city decided they couldn't have necromancers lurking around graveyards waiting to dig up every body before the soil had even settled. As such there is now a body donor scheme for those happy to hand their cadavers over to the dark arts. Despite this, sometimes an impatient necromancer can't wait for someone to die in a wagon accident so they call upon The Body Snatcher. This mysterious character is more than happy to provide his services... for a price. Plus, if he can make sure the bodies are as fresh as possible by killing them himself, then that's even better.

Alliance	Cost	Move	Fight	Defend	Wounds	Crit 1	Crit 2	Crit 3	Crit 4
Black	N/A	W	4	3	10	-	Curse	Terrify	-

Abilities: Leadership [1]

Extra Life

When The Body Snatcher kills an enemy Runt the active player may attempt to bring that enemy back to life as a zombie. To check if the Runt becomes a zombie, draw a card from the Event Deck. If the card is red, the enemy model is successfully turned into a zombie and can be controlled as a friendly unit during the current game, from the next turn onwards. If the card is black, the enemy unit is removed from play as normal. This ability can be used once per activation.

Dead Good

At the start of his activation, The Body Snatcher can select an unactivated Zombie or Skeleton within a card's length of his base. The target friendly model is marked as activated and in return The Body Snatcher gains one extra action, along with +1 Fight and +1 Defend for the remainder of the turn.

SCREEK SEWER MASTER

Living in the rudimentary sewers of Ordinsport is, as you might expect, a filthy existence. Those Ratmen who unfortunately find themselves on the lowest rung of the Ratmen social ladder spend their entire lives underground, while the most ambitious make a point of, not only rising through the ranks of their kind, but literally rising in social standing by living in homes in the high towers dotted around Ordinsport. Screek, on the other hand, has turned a life in the sewers to his advantage by rounding-up countless runts to sort through the filth flushed down the toilets and drains to find the secrets others hoped were long forgotten, then blackmailing them. Why play fair when you can (quite literally) play dirty?

Alliance	Cost	Move	Fight	Defend	Wounds	Crit 1	Crit 2	Crit 3	Crit 4
Black	N/A	L	4	4	9	-	Take a Chance	-	Check his Sleeves

Even when in a gang, it's hard for an Elf to give up their natural air of superiority... often leading to fellow Gang Members trying to take them out!



SPECIAL CRITICAL EFFECTS

Take a Chance

For the remainder of the turn when drawing cards from the Combat Deck, the player may draw one extra card and choose which one to discard. For example, if the player requires three cards to reach their Combat Hand limit, they would draw four cards from the Combat Deck before choosing which one to discard.

Check his Sleeves

For the remainder of the turn, the player’s Combat Hand is increased by one card. At the end of the turn the player must discard any extra cards to return to their standard Combat Hand value.

Abilities: Leadership [1]

Compromising position

When Screek pays for a Guaranteed Bribe, the cost of the bribe is reduced by one gold coin. When paying a Cheapskate Bribe, if the bribe is unsuccessful, the player may draw one more card from the Event Deck in order to see if that card is successful. This ability can only be used once per turn.

KLACKA ORC WARBOSS

Although orcs have settled into civilisation with remarkable ease - some even say please before smashing your teeth in - the term ‘warboss’ is still used for senior orcish council members who spend more time sitting behind a desk, than on a battlefield. Klacka, on the other hand, takes his title seriously, by dressing in traditional war gear and shouting a lot. The name Klacka comes from the skulls that hang around his belt and ‘klack’ together when he moves. No one dares ask if the skulls are real, just in case they become one of his so-called ‘klackers’.

Alliance	Cost	Move	Fight	Defend	Wounds	Crit 1	Crit 2	Crit 3	Crit 4
Black	N/A	W	5	2	10	Dead ‘ard	-	War Cry	-

SPECIAL CRITICAL EFFECTS

Dead ‘ard

Any friendly stunned models suffering the stunned effect immediately recover without spending an action.

War Cry

All friendly models gain +1 damage until the end of the turn.

Abilities: Leadership[1]



Not so fast

Klacka always has the Grab ability active.

GANG MEMBERS - RUNTS

HUMAN LOWLIFE

Rounded up from gutters, pubs and workhouses, human lowlives are desperate for any gold to help them survive or buy another pint.

Alliance	Cost	Move	Fight	Defend	Wounds	Crit 1	Crit 2	Crit 3	Crit 4
Red	1G	W	2	2	3	-	Kneecap	-	-

HALFLING BOWMAN

Keen not to get too heavily involved with the nitty gritty of close combat. Halfling runts stay near the back, armed with rudimentary bows and a decent picnic.

Alliance	Cost	Move	Fight	Dodge	Wounds	Crit 1	Crit 2	Crit 3	Crit 4
Red	1G	W	2	2	2	-	Blind	-	-

Abilities: Reload.

GOBLIN SCUMBAG

‘Volunteered’ by goblins higher up the chain of command, Goblin Runts are armed with a range of simple but wicked-looking weapons.

Alliance	Cost	Move	Fight	Defend	Wounds	Crit 1	Crit 2	Crit 3	Crit 4
Black	1G	L	2	2	2	-	Bite	-	-

Abilities: Cowardly

RATMAN SEWER DWELLER

Ratman Runts spend most of their time hidden underground in stinking sewers. As such they’re not great at sneaking up on enemies, as you can smell them from several blocks away.

Alliance	Cost	Move	Fight	Defend	Wounds	Crit 1	Crit 2	Crit 3	Crit 4
Black	1G	L	2	2	2	Evade	-	-	-



A Ratman Slaver sneaks up on a Goblin Scumbag, ready to deal the final blow.



TRIBAL KOBOLD

Fresh from the jungles of the southern territories, these less civilised Kobolds are keen to earn the favour of their ancient gods in bloody combat... or go to work in libraries.

Alliance	Cost	Move	Fight	Defend	Wounds	Crit 1	Crit 2	Crit 3	Crit 4
Red	1G	L	2	2	2	Evade	-	-	-

Abilities: Immune to Poison

ZOMBIE

Zombies are the failed attempts by necromancers to raise the relatives of rich socialites in Ordinsport. However, rather than being killed (again), they're put to good use in gangs.

Alliance	Cost	Move	Fight	Defend	Wounds	Crit 1	Crit 2	Crit 3	Crit 4
Black	1G	W	2	2	3	-	-	-	-

Abilities: Regenerate

GANG MEMBERS – THUGS ORC RUFFIAN

Orcs have taken to city life with remarkable ease - often even wearing hats (hats!) - but their exceptionally violent nature is constantly bubbling under the surface, making them perfect swords for hire

Alliance	Cost	Move	Fight	Defend	Wounds	Crit 1	Crit 2	Crit 3	Crit 4
Black	3G	W	3	2	4	Bash	-	Nasty Sprain	-

Abilities: Always Angry

HUMAN BRUISER

In a time of peace, soldiers are no longer as essential as they once were, so some particularly desperate souls have turned from a life of soldering to a life of crime. When you've followed orders once, you tend to stop asking too many questions about the motives from higher up.

Alliance	Cost	Move	Fight	Defend	Wounds	Crit 1	Crit 2	Crit 3	Crit 4
Red	3G	W	3	3	4	Shove [W]	Kneecap	-	-

RATMAN SLAVER

Back in the dark days, Ratmen had a reputation for enslaving the many races of Beltainia. Now in more 'civilised times' the Slavers only take their pick from the lowlifes of Ordinsport, who are enlisted with 'persuasion' into 'community service'.

Alliance	Cost	Move	Fight	Defend	Wounds	Crit 1	Crit 2	Crit 3	Crit 4
Black	3G	L	3	3	4	Evade	Dodge [W]	-	-

DWARF MINER

No one quite knows the extent of the underground mines created by the Dwarves, although some say you can travel from one side of the sprawling Ordinsport to the other without ever seeing light. One thing we do know, however, is that Dwarf Miners enjoy 'relaxing' in the evening by bashing a few skulls together. Who cares who the skulls belong to?

Alliance	Cost	Move	Fight	Defend	Wounds	Crit 1	Crit 2	Crit 3	Crit 4
Red	3G	W	3	2	4	Grab	-	Block	-

Abilities: Shake It Off

KOBOLD GRUNT

Despite their large size and fierce-looks, Kobolds make remarkably good teachers. Their cold blood ensures they're less quick to temper when faced with unruly students. Yet, the old lizard part of their brain still craves blood... and it can't always be ignored, leading some to pursue 'extra-curricular activities'.

Alliance	Cost	Move	Fight	Defend	Wounds	Crit 1	Crit 2	Crit 3	Crit 4
Red	3G	W	3	3	4	Evade	-	Poison	-

Abilities: Immune to Poison, Blood lust.

ELF ARCHER

Although they strut around Ordinsport with a snooty air of superiority, the Elves that inhabit the city are, in fact, outcasts from the Whispering Forest, after being found guilty of crimes against their fellow Elves. This sense of bitterness leads some to pursue less 'noble' pursuits to pass the time until their sentence is complete and they can return.

Alliance	Cost	Move	Fight	Defend	Wounds	Crit 1	Crit 2	Crit 3	Crit 4
Red	3G	L	3	3	3	Blind	-	Ground-ed	-

Abilities: Reload

SKELETON

Bodies are one thing that Ordinsport is never short of and, in a desperate attempt to make their branch of magic more respectable, necromancers will happily conjure up a skeleton slave to assist the upper classes of the city with their day-to-day duties.

Alliance	Cost	Move	Fight	Defend	Wounds	Crit 1	Crit 2	Crit 3	Crit 4
Black	3G	W	2	2	4	Block	-	-	-

Abilities: Regenerate



Seeing that the odds are clearly stacked against him, a Ratman Sewer Dweller tries to leg it to the nearest alleyway.

GANG MEMBERS - BIG GUYS

OGRE

Back in the old days ogres loved nothing more than bashing people, animals, monsters, other ogres... anything really, to death. Now that kind of behaviour is frowned upon and instead ogres have turned their attention to bashing bits of metal in the many blacksmiths around Ordinsport. However, metal doesn't quite make the same satisfying 'crunch' sound as flesh and bone, which some ogres miss.

Alliance	Cost	Move	Fight	Defend	Wounds	Crit 1	Crit 2	Crit 3	Crit 4
Red	5G	W	4	3	5	Grab	Ground-ed	Big Bash	-

Notes: 40mm base

TROLL

Stupid, smelly and slow, trolls have perhaps had the most difficult time adjusting to life in Ordinsport, preferring the bogs and swamps of the Gunterland Wastes instead. Those who do settle into city life tend to work in less savoury jobs, such as refuse collection, sewer cleaning and local politics.

Alliance	Cost	Move	Fight	Defend	Wounds	Crit 1	Crit 2	Crit 3	Crit 4
Black	6G	W	4	2	5	Bite	Shove [L]	-	-

Abilities: Regenerate

Notes: 40mm base

RAT BRUTE

Untrained Rat Brutes were a terrifying opponent on the battlefield, ripping their enemies (and allies) apart in a blur of fur and blood. However, it turns out they're easily trained and make remarkably loyal City Watch members... even if they do occasionally eat the odd suspect. Meanwhile, some of the less respectable City Watch Sergeants are happy to hire out their Brutes to anyone with enough coins.

Alliance	Cost	Move	Fight	Defend	Wounds	Crit 1	Crit 2	Crit 3	Crit 4
Black	5G	L	4	3	5	Dodge [W]	Kneecap	-	Broken Bones

Notes: 40mm base

KOBOLD GATOR

Despite years of research by some of the top wizards, nobody is quite sure if all the various shapes and sizes of Kobolds are, in fact, related. The largest Kobolds are well known for their incredible strength, making them perfect for the heavy duty building jobs in and around Ordinsport. Unfortunately they're also well known for their insatiable appetite for a particular type of hallucinogenic frog that can send them into a murderous rage. Great for gangs, not so great when you're building a new house.

Alliance	Cost	Move	Fight	Defend	Wounds	Crit 1	Crit 2	Crit 3	Crit 4
Red	5G	W	4	3	5	-	Bite	-	Furious

Abilities: Immune to Poison, Blood lust

Notes: 40mm base

GOLEM

First created by powerful magicians back in the dark days of warfare, Golems were originally designed to carry a wizard's potentially lethal magical artefacts without their



hands dropping off or turning into a chicken without warning. These lumbering giants are made from solid rock and have instructions chipped into their chest. Of course, it's not that hard for someone to change "transport goods from the docks" to "bash anyone's head in that tries to nick my gold", which was an actual inscription found on one of Ja'kal's many golems.

Alliance	Cost	Move	Fight	Defend	Wounds	Crit 1	Crit 2	Crit 3	Crit 4
Red	5G	W	3	2	7	-	Ground-ed	-	Concus-sion

Abilities: Solid

Notes: 40mm base

GANG MEMBERS – EXPERTS

GOBLIN SHARPSHOOTER

In the big city goblins have discovered that their love for inventing ridiculous contraptions is actually rather useful and only some prove to be lethal to the user. A Sharpshooter uses the most advanced goblin-made long-range crossbow available and it works perfectly... most of the time.

Alliance	Cost	Move	Fight	Defend	Wounds	Crit 1	Crit 2	Crit 3	Crit 4
Black	6G	L	4	2	4	Bash	-	Big Bash	Frenzy

Abilities: Reload

ELF FENCER

An elf isn't a mere fighter or some stupid brute with a sword. No, there's a certain artistry to the art of killing when an elf is involved. As they thrust the thin blade through your chest they'll make sure they look as elegant as possible... and will most certainly stop to make sure everyone is watching how superb they look. Elves do not have many friends.

Alliance	Cost	Move	Fight	Defend	Wounds	Crit 1	Crit 2	Crit 3	Crit 4
Red	6G	L	3	4	4	Evade	-	Dodge[L]	-

Abilities: Graceful, Vicious

DWARF BERSERKER

Berserkers defiantly refuse to engage in civilised life, instead preferring to walk around in very little clothing and shout on street corners about entering the Great Gold Mines, after courageously dying in battle. Most are religious nuts, some are insane but all are extremely dangerous as they throw themselves into brawls, hoping to die.

Alliance	Cost	Move	Fight	Defend	Wounds	Crit 1	Crit 2	Crit 3	Crit 4
Red	6G	W	4	3	5	-	Frenzy	-	Furious

Abilities: Shake It Off

RATMAN ASSASSIN

Originally the AAA (Aristocratic Association of Assassins) refused to accept non-humans into their fold but then the AAAA (Arbiter of the Aristocratic Association of Assassins) was murdered while taking a bath by an ambitious Ratman keen to prove his race's natural ability for stealth. The rest of the AAA still refused to allow his 'sort' to join, so he killed the rest of Association. The AAA is now exclusively a society for particularly devious Ratmen.



Alliance	Cost	Move	Fight	Defend	Wounds	Crit 1	Crit 2	Crit 3	Crit 4
Black	6G	L	3	4	4	Evade	Dodge[L]	-	Poison Cloud

Abilities: Immune to Poison, Deadly Concoction

HALFLING THIEF

Normally seen as jolly, fat little fellows that like a good laugh and drink too much ale, Halfings tend to be overlooked as a serious threat or potential criminal. As such they can often walk into a room in full view, open a treasure chest, steal the contents and the owner will still say ‘cheerio’ when they walk out with the valuables. “What a jovial jape that was, pretending to pinch my mother’s pearls. Classic Halfling banter. Oh, hang on... they don’t appear to be coming back.”

Alliance	Cost	Move	Fight	Defend	Wounds	Crit 1	Crit 2	Crit 3	Crit 4
Red	6G	W	3	4	4	Dodge[L]	Pick-pocket	-	-

Abilities: Locksmith, Opportunist

DWARF BOOZER

Sometimes living overground can be a bit too much for dwarves, who are naturally more at home with several tonnes of rock over their heads. The open sky and tall buildings of Ordinsport makes their head spin. In an effort to calm their nerves, some will take to their cups, which only serves to make their head spin more, but at least they don’t care about it so much.

Alliance	Cost	Move	Fight	Defend	Wounds	Crit 1	Crit 2	Crit 3	Crit 4
Red	6G	W	4	2	6	Block	Ground-ed	Swing	-

Abilities: Solid

VAMPIRE

Rather than passing down their riches to ungrateful family members, some of the wealthier Ordinsport inhabitants choose a life of vampirism instead. Yes it may have its disadvantages (the insatiable need for blood, pale skin, not being able to go out in daylight, no more garlic bread, etc.) but at least those money-grabbing relatives won’t get a penny and you can always eat them if they become insistent.

Alliance	Cost	Move	Fight	Defend	Wounds	Crit 1	Crit 2	Crit 3	Crit 4
Black	6G	L	3	3	5	Bite	Heal	Dodge[L]	-

Abilities: Blood lust, Graceful

ORC BOUNCER

Although Ordinsport is a ‘peaceful’ city, once the sun goes down and the taverns light up, you’d be forgiven for thinking the cries from the many pubs are a sign that war has broken out once more... although for many it’s just the latest ale from the alchemists’ labs. With their love of getting ‘stuck in’ Orcs make natural bouncers, although some think they actually start the fights.

Alliance	Cost	Move	Fight	Defend	Wounds	Crit 1	Crit 2	Crit 3	Crit 4
Black	6G	W	4	2	5	Grab	Shove[L]	-	-

Abilities: Always Angry, What Did You Say?



Thinking the boozed up Dwarf might be an easy target, a Raman Sewer Dweller tries his luck. He will quickly realise his mistake when he's bashed on the head with a tankard.

KOBOLD HUNTER

In the jungles of the south, Kobolds are known for their incredible stealth and ability to blend in with their surroundings. In the dense, suffocatingly hot jungles of their homeland it made them incredible hunters, able to sneak up on their prey without making a single sound. In Ordinsport this natural stealthiness makes them incredible traffic wardens ready to pounce on unsuspecting wagon owners who have left their wagons unattended for too long.

Alliance	Cost	Move	Fight	Defend	Wounds	Crit 1	Crit 2	Crit 3	Crit 4
Red	6G	L	3	4	4	Poison	Evade	-	-

Abilities: Sneaky beggar, Immune to Poison

WIZARD

Magic users come in all sizes and shapes (although that 'shape' is often a blackened smear on the battlefield when their latest spell goes horribly wrong). Most of the races within Beltainia have experience with magic, although some are more adept than others. Typically these aloof and often completely insane individuals will stay clear of the petty matters of Ordinsport but occasionally they'll need to test a new incantation on some unwitting 'volunteers'. What better volunteers than criminals who are unlikely to complain to a higher authority when their pal is turned into a pair of smoking boots?

Alliance	Cost	Move	Fight	Defend	Wounds	Crit 1	Crit 2	Crit 3	Crit 4
-	8G	W	-	3	6	-	-	-	-

Abilities: see section on Using Magic

PLAYING A CAMPAIGN

With Ja'kal gone, the streets of Ordinsport have erupted into gang violence, as rivals fight against each other in order to gain the upper hand. Some Crime Bosses want to rise to fame by increasing their notoriety throughout the city, others are on a mission to track down as much of Ja'kal's treasure as possible and there are those who are simply using it as an excuse for extreme violence.

In a Campaign, each player takes on the role of a Crime Lord who must put together a band of runts, thugs, big guys and experts before heading out into the streets of Ordinsport and struggling to take their gang to the top. Of course, there are different ways to increase your reputation as a budding Crime Lord. Some will want to show their tactical genius by pulling off dangerous heists or raids to increase their Notoriety. Others will want to increase their wealth and accrue the most gold possible. While the remainder simply want to watch the world burn and kill as many rival gang members as possible.

With this in mind, there are three potential titles up for grabs when playing in a campaign:

Most Notorious - this is awarded to the Crime Lord that successfully completes the most scenario objectives, as described in the scenario rules, and accrues the most Notoriety points during a campaign.

Wealthiest - this is awarded to the Crime Lord that has the most gold at the end of the campaign. Note that this is for the final amount of gold after the last campaign game has been played, rather than the most gold accrued.

Most Ruthless - this is awarded to the Crime Lord that accrues the most kills during the course of a campaign.

STARTING A CAMPAIGN

So, you want to start a campaign? Great news! Campaigns are a fantastic way to get involved with a game, to create your own stories and guarantee some great games with your friends at home, at a local club or a friendly store. However, campaigns can take a little bit of work and you need to make sure any Crime Lords are ready to commit themselves to a life of crime for a few weeks, potentially even a couple of months.

Campaigns can last for as long as you want, however, it's recommended you plan for at least six games because then you'll be able to recruit Big Guys, Experts and even Wizards in your gang, while also gaining access to a range of special items and equipment.



Some Ratman Sewer Dwellers inspect some goods to see if they're hiding Ja'kal's treasure... or they're just looking for some cheese to pinch. Old habits...



Two Goblin Scumbags gang up on a Ratman Sewer Dweller to give them the upper hand in combat.



Once you've gathered your budding Crime Lords, it's important that one player becomes the organiser and coordinator. This person will keep track of all the results from each game, as well as any noting the units and items unlocked by each Gang. This is an important role, so make sure you're up to the task!

PREPARING FOR A CAMPAIGN

Fantastic, you've gathered your Crime Lords together and now it's time for everyone to start recruiting miscreants into their gang. First, each Crime Lord will need to choose a Gang Leader. The Leaders actually cost nothing to hire, as they'll be getting a cut of all the treasures and gold you find during the course of the campaign.

You can choose your Gang Leader from any of the Gang Leaders listed in the Gang Members section of this rulebook. It doesn't matter if Crime Lords choose the same Leader. Even though they're listed as named characters, your Elf Leader doesn't have to be Barry the Elf, it could be Larry the Elf. There are always fresh faces travelling to Ordinsport and plenty of them are looking to get stuck into a scrap.

With the Leader in place, it's time to round up the other gang members. Unfortunately, because your reputation is so low at the start of a campaign, you'll only be able to recruit Runts and Thugs. As the campaign progresses and your reputation increases, you'll be able to choose from more powerful units.

Likewise at the start of the campaign, you don't have a great deal of gold either. To begin with you'll have 10 coins to spend on recruiting your gang members. Any money not spent on recruiting gang members at the start of the campaign will be added to the player's overall Stash of gold. How they spend that initial amount of gold is up to each Crime Lord. For example, a player recruit 10 runts (although they might die very quickly) or three thugs and a runt. Crime Lords can also recruit gang members of different allegiances, so they could have a gang of three Goblin Scumbags, a Dwarf Miner and a Ratman Slaver led by Dorick, the Loan Shark, which would also leave one gold coin to spend in-game.

Any gold not spent on recruitment can be spent during the course of the game. Just like your reputation will increase after each scenario, the amount of gold in your Stash will increase too, allowing you to recruit more (and hopefully more competent) gang members, such as Big Guys and Experts.

All Crime Lords should make a note of the members in their gang sheet using the sheet later in this book. This sheet can also be used to track the amount of reputation, gold and kills accrued during a campaign.

BEFORE A CAMPAIGN GAME

CHOOSING A SCENARIO

With the Leaders and Gang Members in place it's time to start fighting it out! There are eight different scenarios that can be played during the campaign and they range from trying to knock out a beastly pet to stopping a runaway carriage packed with gold.

Ahead of each game being played, the organiser should choose a card to see what scenario everyone will play next. To do this choose a card and check the table below to see which scenario will be played:

Card drawn	Scenario
Ace - 2	Hide and Seek
3 - 4	Runaway Carriage
5 - 6	Mr. Cuddly
7 - 8	Territory Grab
9-10	Very Important Criminal
Jack	Chuck Ball
Queen	Protect the Rat
King	All Out Brawl

If the card drawn is the same as the scenario played in the previous game, choose another card until a new scenario is chosen. Descriptions of all the scenarios and their win conditions can be found later in the book.

CHOOSING AN OPPONENT

To choose what gang everyone is going to fight against ahead of a campaign game, assign each player a different playing card and shuffle the cards together. Then draw pairs of cards to determine which players will fight each other in the next game. If the players have just played each other, then shuffle the last drawn card back into the deck and draw another. Keep doing this until all players have been assigned an opponent.

Ideally this process should be done immediately after a round of campaign games has finished. This is so that players will know who their next opponent is and can prepare accordingly. What's more there will be opportunities to bet on the outcomes of upcoming games and even hire out gang members to other players, both of which will be covered later in this section. As such it's important to know what gangs will be fighting each other next.

DURING A CAMPAIGN GAME

A campaign game is played as normally, however you must make a note of any rival gang members you kill or mug and also the amount of gold spent from your Coffers or accrued to your Coffers during the scenario. As normal, before starting the scenario, you may only add up to 10 gold coins to your Stash to spend during the game.

As well as noting which rival gang members you kill or mug, you must also make a note of any of your own gang members that are killed during a scenario.

KILLING OR MUGGING

Unlike a typical game, as well as killing a rival unit once it reaches zero wounds and then removing it from play, players also have the option of mugging the unit before removing it from play.

When a Crime Lord chooses to kill a unit, they should make a note of the kill as it will be added to their Ruthlessness rating. The Ruthlessness rating is increased by the amount of gold it would normally cost to recruit the enemy unit. For example, killing a rival Goblin Scumbag would increase a Ruthlessness rating by one, whereas killing an Ogre would increase the Ruthlessness rating by five. Taking out your opponent's Leader increases the Ruthlessness

rating by 10.

When a gang member or leader is killed it is immediately removed from play. It cannot be used in any future campaign scenarios (except for Leaders, see below). If the gang member or leader was using any equipment, the player must check if that equipment was destroyed in the fight. At the end of the game, the player draws a card from the Event Deck. If the card shows a red suit (hearts or diamonds) the equipment is fine and can be given to another gang member. If the card shows a black suit (spades or clubs) the equipment is damaged beyond all repair and can no longer be used.

INJURING GANG LEADERS

Gang Leaders are never 'killed' during a campaign. When the leader reaches zero wounds, it is removed from play as normal, however it can be used in future campaign scenarios. Instead of being killed, the Leader is wounded in some way and the player chooses a statistic to reduce by one for the rest of the campaign. Each time the Leader is killed, the player must choose a statistic to reduce by one and a statistic can be reduced multiple times, should the player choose. Movement can be reduced from L to W, but this can only be reduced once.

For example, in the first scenario Grobblar the Goblin Queen is 'killed' by the opponent. After the game the player must then choose a statistic to be reduced by one. The player decides to reduce Grobblar's Wounds from eight to seven. In the next scenario, Grobblar is killed again. This time the player decides to reduce Grobblar's Defend Stat from four to three.

MUGGING

As well as being killed, units can also be mugged during a game. Once a rival unit has been reduced to zero wounds, the active player can choose to mug, rather than kill the enemy. When an enemy is mugged, the active player adds the cost of that unit to their Campaign Stash. This is to represent the enemy gang member bribing their way out of being killed. If a Leader is mugged, rather than killed, the active player adds 10 coins to their Campaign Stash.

When a Gang Member or Leader is mugged, they are removed from play as normal but you do not have to check if any equipment is damaged in the attack, as they run off before it's broken. Mugging enemies does not count towards a player's Ruthlessness rating.

AFTER A CAMPAIGN GAME INCREASING YOUR NOTORIETY

During the course of a campaign, Crime Lords will be attempting to increase their overall Notoriety points by successfully completing scenario objectives and gaining reputation points or by paying their way to climb the ladder of Notoriety... gold does help to grease the wheels of Ordinsport, after all. Increasing a Crime Lord's Notoriety is the only way to unlock more powerful gang members, while also potentially hiring gang members for free and permanently reducing their cost to hire.

A player that manages to complete a scenario objective increases their notoriety by 10 reputation points, while the player that lost scores zero reputation points. If neither player managed to complete the objective, then both players increase their reputation score by 5 reputation points. Unless specified in the scenario, if one player takes out the enemy gang (either by killing them or mugging them) but fails to complete the objective, they increase their notoriety by 5 points. The player that had their gang wiped out, scores zero reputation points.

As well as increasing a Crime Lord's Notoriety by completing objectives and scoring reputation points, players can also pay to increase their Notoriety. This isn't as fast as successfully completing scenario objectives but can help when you're on a bit of a losing streak. In between games in a campaign, a Crime Lord can pay 10 coins from their Campaign Stash to increase their Notoriety by 5 points. The Campaign Stash is then reduced by 10 gold coins. A Crime Lord can only do this once after each game.

AUDACITY BONUS

When playing through a campaign, it's likely that some Crime Lords are going to be more adept at the criminal life than others. As a result, some Crime Lords will gather more Notoriety, while others will remain in relative obscurity.

Before playing a campaign game, each Crime Lord should compare their Notoriety rating. If one Crime Lord has a Notoriety rating that is at least 10 points higher than the Notoriety rating of the other Crime Lord, then the player with the lower Notoriety rating will receive an Audacity Bonus at the end of the game. This is to represent the fact that word will quickly spread throughout Ordinsport that the lowly gang had the sheer audacity to go up against such a powerful Crime Lord... even if they did get taken out in the process.

The Audacity Bonus is awarded as follows:

- Underdog player loses the objective or has their gang taken out - Underdog gets 5 reputation points
- Both players fail to complete the objective - Underdog gets 10 reputation points
- Underdog player takes out the rival gang - Underdog player gets 10 reputation points. Rival player reduces their Notoriety rating by 5 points
- Underdog player successfully completes the objective - Underdog player gets 10 reputation points. Rival player reduces their Notoriety rating by 10 points.



Chanting the war cries of the Southern Jungles, a Kobold prepares to take on some Ratmen in a bid to grab some more territory for the gang.

ATTRACTING NEW GANG MEMBERS

Increasing your Notoriety will eventually start to unlock better Gang Members that can be hired from the various prison cells or taverns around Ordinsport. The table here shows the effects of increasing your Notoriety during a game.

The table represents a typical campaign that would last for six games. If you're playing less games in your campaign you can start all the players at a particular level. For example, 20 points. If you're planning on playing a longer campaign, you could double the amount of points required to unlock each effect. Just make sure you discuss the results with the other players in your group.

If a Crime Lord's Notoriety decreases because they lost a game against an Underdog, they must increase it again in order to be able to hire certain Gang Members. For example, if a player drops from 20 points to 15, they must score another 5 points in order to be able to hire Experts once more. Players do not receive bonuses, such as hiring a thug for free or increasing a leader's wounds, if they have already unlocked them previously but had their Notoriety reduced after losing a game against an Underdog.

Notoriety Rating	Effect
Runt (5 Points)	Hire a runt for free
Trouble Causer (10 Points)	Big Guys can be hired
Petty Criminal (15 Points)	Hire a thug for free
Thug (20 Points)	Experts can be hired
Bruiser (25 Points)	Increase Leader's leadership stat by 1
Master Thief (30 Points)	Wizards can be hired
Gangster (35 Points)	Reduce cost of hiring Big Guys by 1
Criminal Mastermind (40+ Points)	Increase Leader's wounds by 1



SPLITTING THE COFFERS

Once you've finished a campaign game and after you've worked out any increases or decreases in Notoriety, you'll need to split up the Coffers. As normal, during a campaign game both players can spend gold coins to influence certain events. For example, increasing the number of cards in their Combat Hand or bribing enemy gang members. All of these coins are placed into the Coffers during the course of the game.

At the end of the game the Coffers are split between the players to add to their Campaign Stash. Even a losing gang will earn some gold, as they desperately scabble around for any coins dropped as the winning gang dashes from the scene in celebration.

Any coins that haven't been spent by the

player during the course of the game are automatically added to a player's Campaign Stash. The Coffers are divided as follows:

One player completes the objective: winning player receives half the Coffers. If the amount is an odd number, round it up to determine the amount of coins for the winning player. The losing player then receives half what the winning player received. If the winning player received an odd number of coins, round the amount down to determine the amount for the loser.

Neither player completes the objective: half of the Coffers are discarded and whatever remains is split equally between the players. In the event of an odd number, the additional coin is always discarded.

To give you some examples - during the course of a game, both players add a total of 17 coins between them to the Coffers. One player completes the objective and receives half the Coffers. The total is rounded up to 18 and the winning player receives half of that amount, which is 9. The losing player then receives half the amount won by the winning player. This amount is rounded down to 8, so the loser receives 4 coins.

In the next game both players add a total of 11 coins between them to the Coffers but neither player completes the objective. The total is an odd number, so one coin is discarded bringing it to 10 coins. This amount is halved again to 5. Again this is an odd number so one coin is discarded, bringing the total to 4. Both players then split the amount and receive 2 coins each.

In the event that no one has added any coins to the Coffers, neither player receives anything. If there is only one coin in the Coffers and the game is a draw, then neither player receives anything.

FINDING EQUIPMENT

Once a campaign game has finished and you've worked out the reputation points and divided the Coffers it's time to check what booty you've discovered during the fight when you're back in the safety of the hideout. The amount of equipment you've found, will depend upon how successful you've been.

To find out what equipment you've found during the fight, each player draws cards from the Event Deck and checks them against the table here (the suit doesn't matter when checking results on the campaign table). The number of cards drawn is dictated by the result of the game.

One player completes the objective: winning player draws three cards. Losing player draws one card.

Neither player completes the objective: both players draw two cards.

Card drawn	Equipment
Ace	Poison Blade - all successful attacks cause Poison.
2	Fast Shoes - wearer always has Dodge activated. Note, this does not stack if a Dodge effect is triggered.
3	Wooden Shield - when defending, successful attacks cause -1 wound.
4	Sharp Blade - model gains the Vicious ability. Only applies if the model doesn't already have this ability.
5	Magic Armour - when defending, magical attacks cause -1 wound.
6	Wicked Blade - successful attacks cause +1 wound.
7	Big Helmet - gain the Shake it Off ability. Only applies if the model doesn't already have this ability.
8	Magical Staff - magical attacks cause +1 wound (this also causes +1 wound to the wizard when bust).
9	Hammer - all successful attacks cause Grounded.
10	Heavy Armour - model gains the Solid ability. Only applies if the model doesn't already have this ability.
Jack	Fancy Shoes - model gains the Graceful ability. Only applies if the model doesn't already have this ability.
Queen	Troll Skin - model gains Regenerate ability. Only applies if the model doesn't already have this ability.
King	Whip - model always has the Grab effect activated.

IN BETWEEN CAMPAIGN GAMES BUYING, SELLING AND LOANING GANG MEMBERS

In between campaign games there are several things to do in order to prepare for your next fight. The first is to potentially recruit extra members for your gang. If you are at the required level of Notoriety and have enough gold in your Campaign Stash, you can hire new gang members. The amount of gold required to hire a new gang member is listed in their statistics.

Occasionally you may also wish to sell members of your gang. The criminal underworld is extremely murky and there's always someone willing to part with some cash for some extra help. If you sell your gang member on the black market, the initial cost of that unit will be refunded. For example, selling a Ratman Slaver will generate three coins, while an Ogre will give you five coins.

As well as selling and buying gang members, you can also choose to loan your fighters to another Crime Lord. Any gang member can be loaned to another Crime Lord - even if the receiving player hasn't reached the level of Notoriety normally required to recruit that particular unit. Ahead of a campaign game, any players that wish to loan or borrow a Gang Member should come to an agreement about the terms of the deal. You can loan a Gang Member for free or charge for the privilege. Just make sure you inform the organiser of the campaign about any loans and the agreement you've come to.

You may be asking 'why would I loan one of my Gang Members out?' Well, the most obvious answer is to make a little extra cash, particularly if you're trying to bag the award for the most gold accrued during the campaign. Hiring out Gang Members is a great way to earn a little extra income.

However, another reason is slightly more underhand. If you can see that in the next game your closest rival in the Notoriety stakes is about to play someone who will receive an Audacity Bonus, then you may want to give the underdog a helping hand. If the player with the Audacity bonus manages to win, thanks to the help of your gang member(s), your rival will lose some precious Notoriety. It's up to you whether or not you want to tell the recipient of your underhand tactics!

There's no love lost, even between gang members of the same race. Here, a couple of Ratmen square off against each other.



A loaned Gang Member can be killed as normal, when removed from play, so perhaps encourage the loanee to look after them properly.

EQUIPPING, SELLING AND LOANING EQUIPMENT

Once you have some equipment you should choose what Gang Members you want to use that equipment in the next game. Gang Members can equip up to two pieces of equipment and you can freely swap equipment between different Gang Members in between games.

You may also choose to sell your equipment too. If you choose to sell the equipment on the black market you will receive five coins for each piece of equipment sold. However, you can also choose to sell equipment to your rival Crime Lords who may be particularly desperate to get their hands on a particular piece of equipment. Ahead of the next game, you can inform the other Crime Lords about the equipment you're willing to sell. In this case you can set the price you want for the piece of equipment and it really just depends on how desperate another Crime Lord is to get their grubby hands on that much-needed item. Once again, just make sure you inform the organiser of any deals you've made so they can make a note of them.

Just like loaning gang members, you may also choose to loan equipment to another Crime Lord. Again, this could be useful for helping out an underdog or earning some extra cash without selling the item entirely. If you loan equipment out, it can be destroyed in the unit using the equipment is killed during the game.

BETTING

Gambling has always been synonymous with the criminal underworld and if Crime Lords aren't betting on the outcome of the Ordinsport dragon races or throwing Wizard Dice at the local casino, then they're betting on the battles of other Crime Lords. The Gremlin Gambling Association will take bets on anything, as long as there's the chance to win some gold to add to their hoard.

Once the next fights have been drawn, the organiser should make sure that all Crime Lords can see what opponents have been drawn against each other. Players can then decide if they want to bet on who will win a particular fight by successfully completing the scenario objective. A Crime Lord cannot vote on themselves to win or the player they are due to play in the next game.

If a player decides to bet on the outcome of a game, they must inform the organiser and reduce their Campaign Stash by the amount they've decided to bet. It is up to the player whether or not they inform the rival player of the bet. If the gang they've bet on loses, then the gambling player permanently loses that amount from their Campaign Stash. However, if the gang wins, the amount won is determined by the chart here:

Both Crime Lords have the same Notoriety Rating or the bet is placed on the Crime Lord with a higher Notoriety Rating - gambling player wins back their initial bet, plus half the amount of the initial bet. For example, betting eight coins would win 12 coins from the Gremlin Gambling Association. To make it easier for the Gremlins, only even numbers can be bet on these odds.

Winning Crime Lord has a Notoriety Rating lower than their opponent - gambling player wins double the amount that was originally bet. For example, betting eight coins would win 16 coins in total.

Winning Crime Lord has Notoriety Rating that's at least 10 points lower than their opponent - gambling player triples their initial bet, e.g. betting eight coins would win 24 coins in total.

Remember, budding Criminal Masterminds, you can potentially help out someone with a lower Notoriety rating by loaning them equipment or new Gang Members. Just in case you want to give your bet a little helping hand... it's then up to the player you've bet on to actually win (unless they want to scupper your plans, of course).

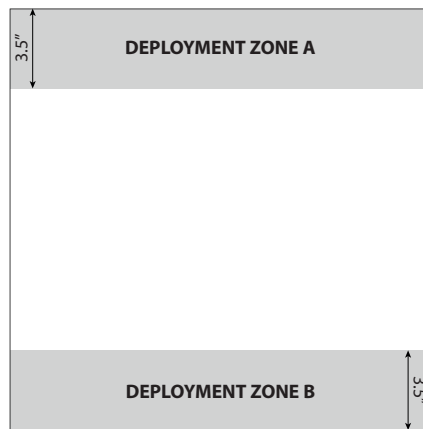


SCENARIOS

Find below all the Scenarios for use within a game or campaign of *Kobolds & Cobblestones*. You gain the standard Notoriety, gold and Ruthlessness as detailed earlier, you may also choose to add these optional bonus scenario rewards into a campaign. Each scenario also has an optional objective/reward. It might be a good idea to play through a standard campaign to get a feel for everything before choosing to add these.

1. ALL OUT BRAWL

The life of a budding Criminal Mastermind is one of intricate plots, dodgy deals and cunning plans. An expert in the dark arts is like a puppet master, pulling the strings in every corner of the city in order to execute their will. They know every movement of their gang members and are ready to strike at the very hint of an opportunity to gain the upper hand. Occasionally though, despite all the best laid plans, everyone just has to get together, grab the sharpest weapon and have a bloody great big scrap.



This is the basic Ordinsport scenario, which should be chosen if you're keen to just play a casual game. The winner of this scenario is the player that removes all of the opposing gang members from play (either by killing or mugging them). If both sides have gang members left after six turns, then the winner is determined by 'scoring' the opposing gang members removed from play. The gang members are scored in the following way:

- Runts - one point each
 - Thugs - three points each
 - Big Guys - five points each
 - Experts/wizards - six points each
- Gang Leader - 10 points
- If both players have the same score, then the scenario is tied.

OPTIONAL OBJECTIVES

Word has spread throughout Ordinsport about the epic brawl fought between the rival gangs and this is your chance to elaborate a little on the facts to make sure they appear 'correctly' in the Ordinsport Press.

The winning player can choose to embellish the amount of rival gang members they killed and receive double ruthlessness points for each gang member killed. Or, if they prefer, the winning player can choose to show their kinder side to the masses and increase their Notoriety Rating by five points.

2. HIDE AND SEEK

Ja'kal was notorious for hiding his treasure in 'safe places' throughout Ordinsport but as his magical wards begin to fail, the hidden treasure is revealed, often cropping up in the most unusual of places. You've heard reports that in one district of the city, treasure troves are appearing at an alarming rate. You'll need to quick to grab that treasure! And hopefully all those rumours about Ja'kal's treasure being booby trapped are just rumours...

Three pieces of treasure will be hidden 'inside' terrain pieces in the playing area. Before the initial set-up phase, remove three red cards and five black cards from the event deck then shuffle them together and put them to one side - this will become the treasure deck. Next players must place objective markers on the pieces of terrain where the treasure is hidden (you can use

anything as objective markers, e.g. a small coin certainly seems appropriate).

Both players draw a card from the event deck and the player with the highest card begins placing the objective markers. Objectives cannot be placed in either of the deployment areas and must be at least two cards length away from another objective. Once all the objectives have been placed, follow the normal rules for set-up.

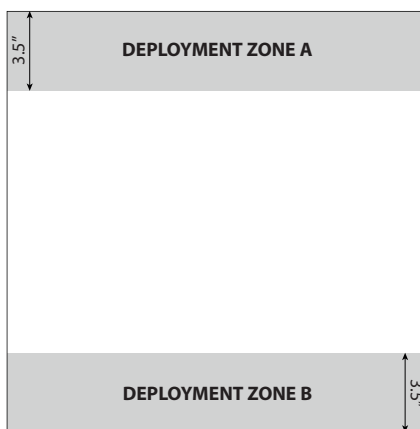
During the game players must check whether the objective markers are real stashes of Ja'kal's treasure or potentially dangerous traps, before waiting for them to be collected and taken back to the hideout.

To check if an objective is treasure, a friendly model must be in base to base contact with an objective marker, and a unit must spend an action to interact with the objective marker to inspect it. Now draw a card from the Treasure Deck. If the card shows a black suit (spades or clubs) the model has sprung a trap and automatically takes two wounds. If this is enough to reduce the model to zero wounds, it is killed and removed from play as normal. Once the trap has been triggered, remove the objective marker and discard the card.

If the card shows a red suit (diamonds or hearts) the model has found some treasure but now it must wait for it to be collected and taken back to HQ. In order to collect a piece of treasure, the model that discovered the treasure must remain in base to base contact with the objective marker until their next activation. If the model is removed from play before its next activation, then the treasure is up for grabs.

To collect any treasure that is up for grabs a model must move into base to base contact with the objective marker and remain there until their next activation. If that model is removed from play, the process continues until it's finally collected or no one is left to collect it. Treasure cannot be collected if an enemy model is also in base to base contact with the objective marker. Once a piece of treasure has been collected, the player takes the objective marker and places it in front of them.

The Hide and Seek scenario is complete at the end of round six or once all the real treasure has been found. The winner is the player that has collected the most treasure. If no treasure is found before all the models are removed from play, the game ends before any treasure is found or both players collect the same amount of treasure then the game is a draw.



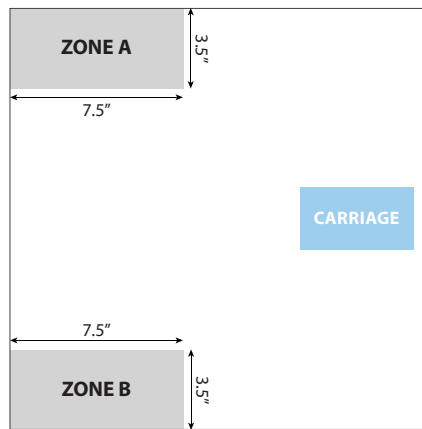
OPTIONAL OBJECTIVES

Each piece of real treasure discovered by a gang is worth five gold coins OR a bonus piece of equipment at the end of the game.

3. RUNAWAY CARRIAGE

You've had word that a carriage packed with Ja'kal's treasure has been seen careering through the streets of Ordinsport. Your spies report golden coins flying from the carriage as it spins round corners in a desperate attempt to escape the city before it's attacked. You've got to act quickly to grab the carriage and add all that lovely gold to your stash. Unfortunately you're not the only one with spies dotted around the city, so it's likely you'll find some opposition.

In this scenario a carriage will be speeding down the centre of the playing area. Set up the playing area as shown here and use a spare Joker to represent the carriage (or create your own 2.5" by 3.5" carriage). When laying out the terrain, make sure you have enough room for a 'road' down the centre of the playing area that the carriage can move down and for models to fit around the edges of the carriage. The front end of the carriage is the width of the card.



The carriage starts at one side of the board and at the end of each round it will move forward a card's width. Place a card so it's touching the front of the carriage and then move the carriage so its rear is now touching the card. If the carriage makes it off the other side of the playing area, then the scenario is over and the game is a draw.

In order to stop the carriage, players must move into base to base contact with the carriage and attack it. To attack the carriage an active unit that's in base to base contact with the carriage must play a pair from their

Combat Hand - it doesn't matter about the value of the cards. An attack causes one damage to the carriage. Only pairs can be played and Critical Effects are not triggered. Ranged attacks cannot be used to wound the carriage as it's moving too quickly to aim properly. The carriage has 10 wounds and the winner of the objective is the player that performs the attack that reduces the carriage to zero. The scenario ends immediately when this happens.

If a model is in base to base contact with the front of the carriage when it moves at the end of the turn, then it is Shoved [L] directly away from carriage and automatically suffers one wound. The model stops if it hits any other models or buildings. Models reduced to zero wounds by the carriage are removed from play as normal.

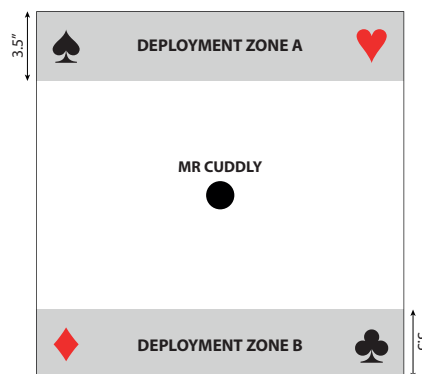
OPTIONAL OBJECTIVES

The player that performs the final attack on the Runaway Carriage may choose to kill or spare the coach driver. If the player kills the coach driver, their Ruthlessness rating is increased by 10. If the player chooses to spare the coach driver, they receive 10 gold coins as a thank you from the terrified individual.

4. MR. CUDDLY

Although Ja'kal had a fearsome reputation for violence there are some that would say he had a softer side (although this would be said in hushed tones when they hoped no one would be listening). As evidence of this softer side, they would mention Mr. Cuddly, Ja'kal's loyal and equally fearsome pet. No one is quite sure what animal Mr. Cuddly is... apart from the fact he has lots of teeth and is very hairy. A bear? A wolf? A giant shag-beast from the Wandering Mountains? Who knows. However, what everyone does know is that around Mr. Cuddly's neck is a collar containing a key to one of Ja'kal's most impressive treasure troves. With Ja'kal gone, Mr. Cuddly has been left to wander the streets of Ordinsport so now's the time to capture him and that key.

In this scenario both players are attempting to capture or kill Mr. Cuddly. Ja'kal's vicious



pet should be represented by a suitably monstrous-looking animal on a 40mm circular base. If you don't have a model, just use an empty base. Players should place Mr. Cuddly as shown in the set-up diagram.

In order to take out Mr. Cuddly, players must move into base to base contact with Mr. Cuddly and attack him. To attack Mr. Cuddly an active unit that's in base to base contact with him must play a pair from their Combat Hand - it doesn't matter about the value of the cards. An attack causes one damage to

Mr. Cuddly. Only pairs can be played and Critical Effects are not triggered. Ranged attacks cannot be used to wound Mr. Cuddly as his fur is simply too thick to penetrate. Mr. Cuddly has 10 wounds and the winner of the objective is the player that performs the attack that reduces his wounds to zero. The scenario ends immediately if Mr. Cuddly is removed from play.

However, Mr. Cuddly won't go out without a fight and at the end of each turn if Mr. Cuddly is in base to base contact with a model from either gang, he will run away and potentially attack those around him. At the end of the turn - and only if Mr. Cuddly is in base to base contact with a model - the player with the Initiative draws a card from the Event Deck. If the card drawn shows a red suit (hearts or diamonds) then Mr. Cuddly will run away and reappear in a corner of the playing area, depending upon the suit drawn and as shown in the set-up diagram.

If the card drawn shows a black suit (clubs or spades) then Mr. Cuddly will automatically stun any model currently in base to base contact. If the model is already stunned, the attack causes one wound. He will then run away and reappear in a corner of the playing area, depending upon the suit drawn and as shown in the set-up diagram.

If no one manages to remove Mr. Cuddly from play after he has moved five times then he runs away and the game is a draw.

OPTIONAL OBJECTIVES

The player that performs the final attack on Mr. Cuddly may choose to kill or recruit Mr. Cuddly as their own pet! If the player chooses to kill Mr. Cuddly their Ruthlessness rating is increased by 10. If the player chooses to adopt Mr. Cuddly he becomes a gang member that can be used in future games.

MR. CUDDLY

Alliance	Cost	Move	Fight	Defend	Wounds	Crit 1	Crit 2	Crit 3	Crit 4
Gang Leader's	-	L	5	2	6	Grab	Bite	-	-

Notes: 40mm base, Mr Cuddly's allegiance is the same as the Gang Leader whose warband of which he is a part.

Abilities: Always Angry

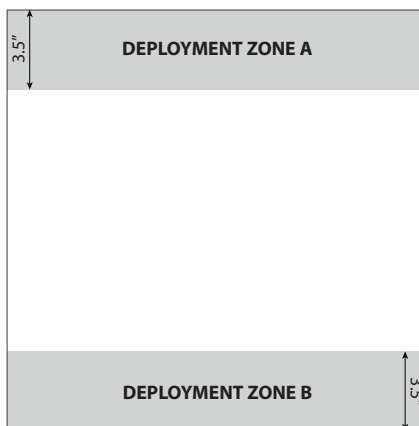
5. TERRITORY GRAB

For gangs, the concept of territory is key to showing their strength and power. Gang leaders can often be heard boasting with comments like "the sun never sets on my territory, it's so big". Of course, for those with territory around the Meteorological Wizards Association that statement is actually true, following the exploding sun accident. That fact aside, gangs are always looking to steal as much territory from their opponents as possible. Unfortunately, they'll often encounter rival gangs planning exactly the same thing.

In this scenario both players are trying to get as many of their gang members into the opponent's half as possible. At the end of six turns, both players 'score' the gang members in their opponent's half of the playing area according to the following (Gang Leaders do not count towards the overall score):

- **Runts** - one point each
- **Thugs** - three points each
- **Big Guys** - five points each
- **Experts/wizards** - six points each

The player with the most points is the winner of the scenario. If both players have



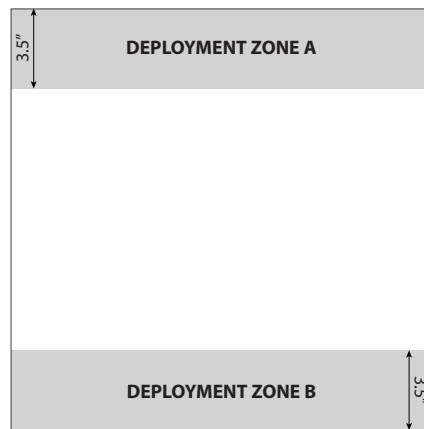
the same amount of points, then the game is tie. If one player removes all the models from the opposing team from the playing area, then they are automatically declared the winner.

OPTIONAL OBJECTIVES

Any gang members that are touching the opponent's starting edge at the end of the game score double points. For each gang member that manages to do this, the player increases their Notoriety Rating by one point.

6. V.I.C. (VERY IMPORTANT CRIMINAL)

Ordinsport isn't the only place in Beltainia that attracts those of ill-repute. The Bogs of Brumscrum, Caves of Unreasonable Darkness and Mount Incredibly Evil are all notorious haunts for miscreants and mischief makers (the latter shouldn't really come as a surprise). Occasionally representatives from these locations will travel to Ordinsport to execute some dark dealings. However, when the other gangs get wind that a V.I.C. is in town, they see it as an opportunity to take out the competition.



In this scenario, one gang has been visited by a V.I.C. and must safely escort them through enemy territory. At the start of the game both players draw a card from Event Deck. The player with the highest card can choose whether they want to escort or kill the V.I.C. In the event of a drawer both players draw another card until one player has the highest card. Cards drawn are then shuffled back into the Event Deck.

The escorting player then chooses a Runt from their gang to represent the V.I.C. If the escorting player has no Runts, then choose a Thug instead. The V.I.C. has the following stats:

Alliance	Cost	Move	Fight	Defend	Wounds	Crit 1	Crit 2	Crit 3	Crit 4
-	-	L	-	4	5	-	-	-	-

The escorting player treats the V.I.C. as a friendly unit and can activate them as normal throughout the scenario. In order for the escorting player to win the scenario, they must move the V.I.C. off the playing area from the edge opposite their starting area. Only the V.I.C. needs to be removed in this way to win the scenario.

In order for the opposing player to win the scenario they must remove the V.I.C. from play before they escape from the other side of the board. If the escorting player fails to move the V.I.C. from the playing edge and the opposing player fails to remove the V.I.C. from play after six rounds, then the game is a draw.

OPTIONAL OBJECTIVES

If the escorting player successfully removes the V.I.C. from the opposing board edge, they may choose to recruit the V.I.C. into their gang or receive a bonus of 10 gold coins. If the V.I.C. is recruited into the gang, the player may immediately choose to add a expert into their gang, without having to pay the usual fee.

If the attacking player successfully removes the V.I.C. from play by killing or mugging them, they may also choose to recruit the V.I.C. into their gang (perhaps that last blow wasn't quite as bad as everyone thought) or receive a bonus 10 ruthlessness points. If the V.I.C. is recruited into the gang, the player may immediately choose to add a expert into their gang, without having to pay the usual fee.

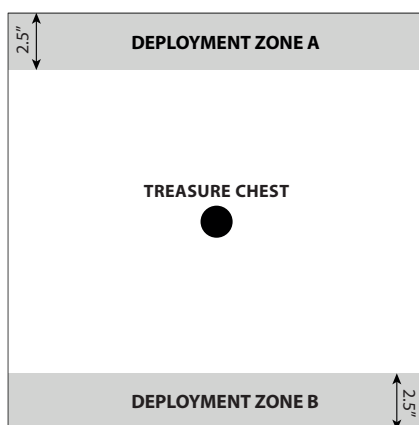




Cuddly by name... not so cuddly by nature. Mr. Cuddly leaps at the Ratmen, who will wish they hadn't shouted 'here boy' quite so loudly.

7. CHUCK BALL

When the humans moved into Ordinsport they brought with them a sport called Chuck Ball. The aim was simple: chuck an inflated Swamp Frog's stomach as hard as possible down a muddy field and try to (literally) knock out the opposition. Despite the human players' best efforts to introduce the intricacies of the sport to the other races, it never caught on. The orcs would try to eat the ball, the elves didn't want to get dirty and the trolls tried to talk to the ball. Yet, the Chuck Ball lessons taught by the humans occasionally come in handy and a treasure chest makes an unusual but practical replacement for a frog's stomach.



In this scenario, both players must race to grab a treasure chest in the centre of the playing area before taking it back to their hideout. The treasure chest should be represented by an objective marker, such as a coin or you could place a little treasure chest on a circular base. To win the scenario, a player must move a friendly gang member that's in possession of the treasure chest off the playing area from their original starting area.

To take control of the ball, a gang member must move into base to base contact with the objective marker and perform an action to take control. If the gang member in control of the chest is removed from play or stunned, then the chest is dropped and can be picked up by another player. Once in control of the ball, a gang member can no longer perform the following actions: Dash, Fight and Climb, plus their movement is reduced to [W], unless they have the Graceful ability.

However, when in control of the ball, a gang member gains a new action:

CHUCK

This action can be used when a gang member is in base to base contact with the treasure chest objective marker. The gang member can attempt to chuck the treasure chest in a direction of their choice as one of their actions. In order to chuck the chest, the active player must draw a card from the Event Deck. If the suit shown is a red suit (diamonds or hearts) then the chuck action is successful and the treasure chest can be moved a card's width (2.5") in a direction of the active player's choice. The distance of the chest is measured like a normal move action. If the suit shown is a black suit (spades or clubs) then the Chuck action is unsuccessful and the inactive player can choose the direction that the chest will travel. A Chuck action cannot be used to remove a treasure chest from play.

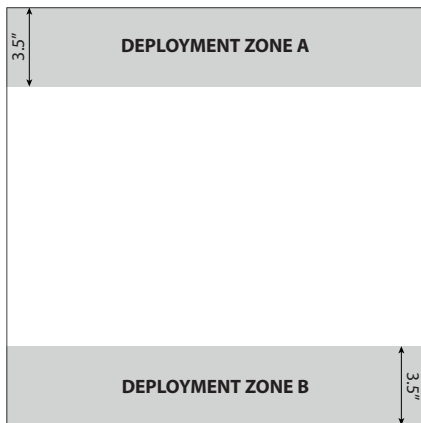
If neither player manages to remove the treasure chest from play after six turns, then the scenario is a draw.

OPTIONAL OBJECTIVES

Once the dust has settled on another furious game of Chuck Ball, it's time to actually see what's inside the chest everyone was so desperate to grab! At the end of the game the victorious player may choose whether the treasure chest contains 10 gold coins or two bonus pieces of equipment.

8. PROTECT THE RAT

Any decent gang leader worth their salt has someone on the inside. A little spy who reports the latest news from rival gangs and keeps the boss informed about any deals they can potentially scupper. Unfortunately, a life of crime doesn't exactly attract the Brains of Beltainia, so these spies invariably have a nasty habit of getting discovered by accidentally calling the rival boss the wrong name or insisting on walking round with eye holes cut out of the latest copy of the Ordinsport Press. Somewhat ironically, despite their name, Ratmen are among the worst spies possible as they'll instantly squirt their musk glands when they think they're discovered (which is all the time).



In this scenario you must protect your spy from being taken out of play by the opposition. At the start of the scenario both players secretly choose one of their gang members to be a spy. The spy cannot be the Gang Leader. Make a note of the name of your chosen spy and put it to one side, ensuring that your opponent cannot see the named spy.

Both players must now try and eliminate the opposition's spy by taking out the opposing gang members. A spy can be 'discovered' by either being killed or mugged by an enemy unit. At the end of six rounds, both players announce whether or not their

spy has been killed by the enemy and, in a most gracious manner, must show the original note with the details of the spy on. The winner is the player that successfully takes out the opposing spy without having their own spy killed. If both players fail to kill the rival spy or both have their own spy taken out, then the game is a draw.

OPTIONAL OBJECTIVES

Well, well, well... it turns out your spy has actually done a decent job for once and has located one of the enemy's safe houses. At the end of the game, the victorious player may choose whether the safe house contains 10 gold coins or a Big Guy prisoner. If the player chooses the latter, they may immediately recruit a Big Guy to their gang without paying the usual fee.

GANG ROSTER

[illegible]

POKER HAND RANKINGS

Rank	Name	Make Up
10	Royal Flush	A hand using five cards made exclusively of the Ten, Jack, Queen, King and Ace. These are all of the same suit.
9	Straight Flush	A hand of five cards all of sequential value and all of the same suit
8	Four of a Kind	Four cards of one rank/value
7	Full House	A hand of five cards containing three of one value and a pair
6	Flush	Five cards all of the same suit
5	Straight	Five cards of sequential value
4	Three of a Kind	Three cards of the same value
3	Two Pair	Two sets of two cards that are of the same value
2	Pair	Two cards that are of the same value
1	High Card	A card of one value, ranked by number

DAMAGE CALCULATIONS

Exactly the same hand	Nothing happens
Attacking player's hand is one better	Target model is Stunned
Attacking player's hand is two better	Target model receives a wound
Attacking player's hand is three better	Target models receives two wounds
Attacking player's hand is four better	Target model receives three wounds
Attacking player's hand is five or more better	Target model receives four wounds
Attacking player's hand is six better	Target model receives five wounds
Attacking player's hand is seven better	Target model receives six wounds
Attacking player's hand is eight better	Target model receives seven wounds
Attacking player's hand is nine better	Target model receives eight wounds
Attacking player's hand is 10 better	Target model receives nine wounds

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Editor's Note

For ease of comparison please refer to the following conversion table:

1 mile = 1.6km
1yd = 0.9m
1ft = 0.3m
1in = 2.54cm/25.4mm
1 gallon (Imperial) = 4.5 litres
1lb = 0.45kg

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