



Cut & Run

A Warband Roleplaying Game

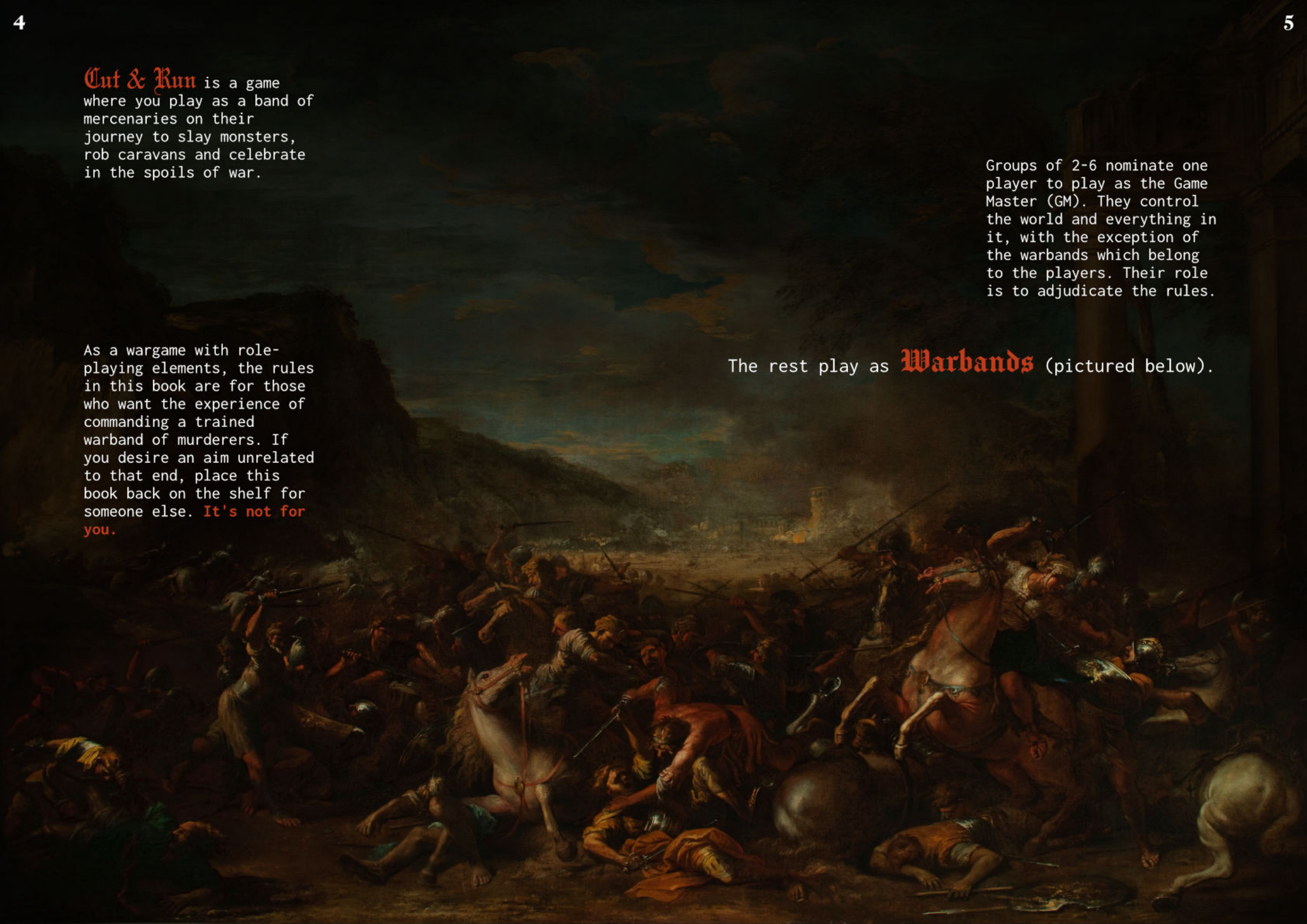
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Cut & Run is a game where you play as a band of mercenaries on their journey to slay monsters, rob caravans and celebrate in the spoils of war.

As a wargame with role-playing elements, the rules in this book are for those who want the experience of commanding a trained warband of murderers. If you desire an aim unrelated to that end, place this book back on the shelf for someone else. **It's not for you.**

Groups of 2-6 nominate one player to play as the Game Master (GM). They control the world and everything in it, with the exception of the warbands which belong to the players. Their role is to adjudicate the rules.

The rest play as **Warbands** (pictured below).



Foreword

You live in a **cruel** world.
That isn't to say the
world refuses to allow
joy. Plenty are joyous.

So this world is cruel.
But you have an advantage:
You, too, are cruel. And
you will assemble a
warband of great cruelty,
capable of all the getting
your heart desires.

No, you live in a world
where joy comes to those
who have. And to have,
first you must get. And
getting? Getting is a
cruel process.

The Tools

This game is played upon a
flat surface referred to
as **the Battlefield**. In
general, the Battlefield
should be at least 3 feet
long and 3 feet wide.

Each character, be they
enemy or ally, is
represented by a **model**,
which is a physical token
with a specified size.
Models are always
circular, and of a
specified diameter. If the
game asks for a model of a
specified size which you
do not possess, fear not.
Measure a circle of
cardboard or paper of
equal size and cut it out.
This can serve in place of
the model.

Cut & Run is a game of
inches. When a model moves
along the battlefield, it
moves a number of inches.
When the distance between
two characters is
measured, it is measured
in inches, etc. An inch on
the battlefield can be
thought of as representing
a meter or yard.

Venturing into the World

What This Book Is About

In **Cut & Run** players control Warbands as they travel, negotiate, threaten, rob, fight, flee, recover and enjoy their spoils.

Players have complete control over every character within their Warband. This book will later provide aids for remembering both the rules, and narratives surrounding each character.

Each player has the objective of accomplishing the goals of their Warband. This is an intentionally vague objective. Each player is expected to set it themselves, something within their reach, but **very difficult**, requiring time and effort.

Upon accomplishing their objectives, the player may choose to set new objectives, or to disband the Warband, taking their victory and beginning anew with another Warband.

The Game Master

The GM exists without objective. The GM cannot win or lose. The GM is an arbiter. They represent the world as a whole.

They describe a situation and whether it shall use Battle rules or Peace rules. Then, the players will be prompted for action. After the players take their action, the GM will re-describe the situation, decide whether a Battle has started or ended, and prompt the players once more, and repeat.

This book provides the GM with tools and guides exceeding the players, as the GM represents far more than a mere warband.

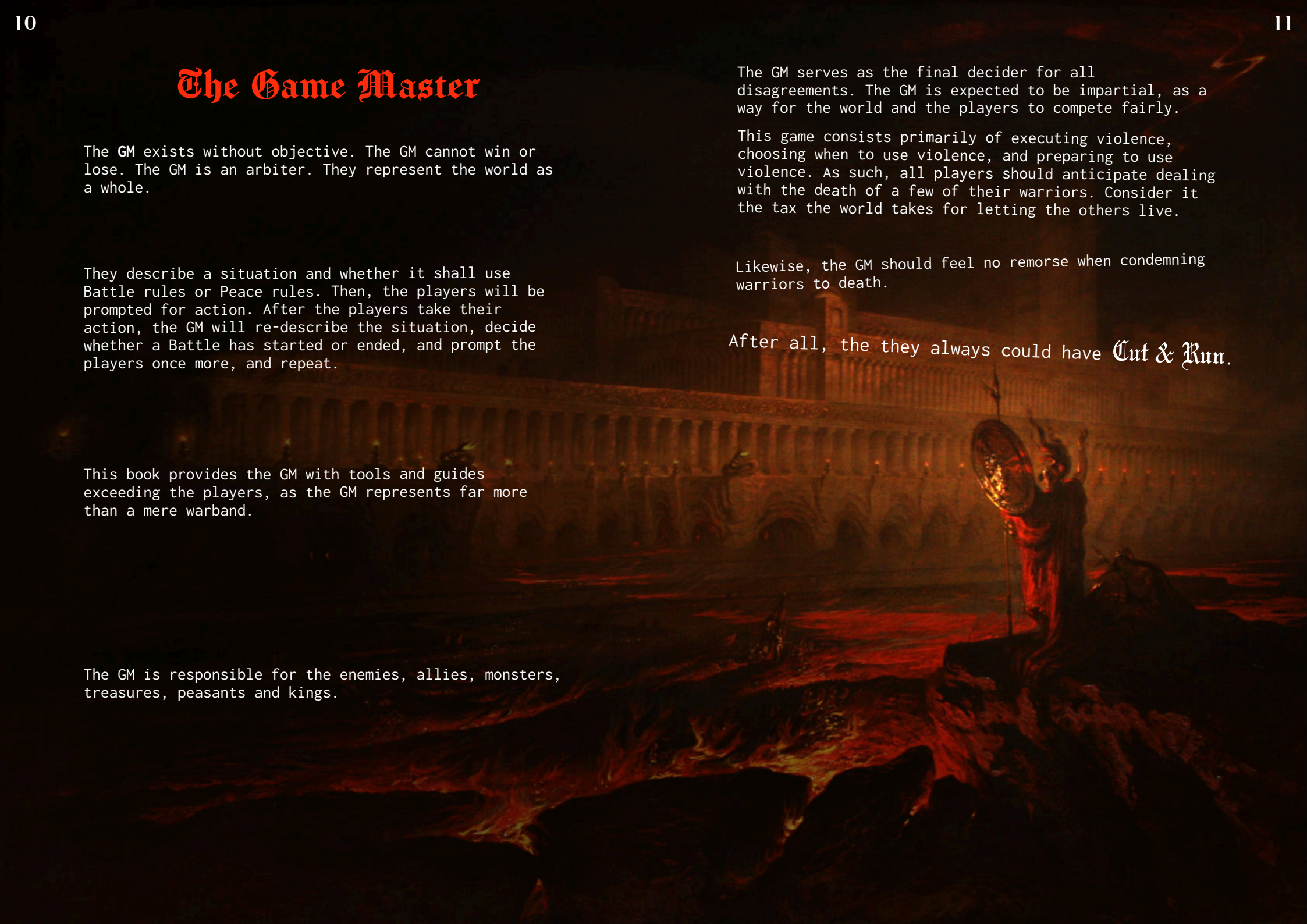
The GM is responsible for the enemies, allies, monsters, treasures, peasants and kings.

The GM serves as the final decider for all disagreements. The GM is expected to be impartial, as a way for the world and the players to compete fairly.

This game consists primarily of executing violence, choosing when to use violence, and preparing to use violence. As such, all players should anticipate dealing with the death of a few of their warriors. Consider it the tax the world takes for letting the others live.

Likewise, the GM should feel no remorse when condemning warriors to death.

After all, they always could have *Cut & Run*.



This Book In Two Pages

The Core Rules of Cut & Run

The game moves between **Peace** and **Battle**.

PEACE

Whenever a character attempts a risky action, they make a **Check** by rolling 1d6 + a relevant attribute + 1 for each of their relevant skills.

The GM selects a **Target Number** depending upon the difficulty of the action. If the roll is lower than the target number, the character fails. Otherwise, they succeed.

Sometimes, a check is made against another character. In that case, both characters make a check, and the higher number succeeds while the lower one fails.

During **Peace**, the GM can also cite special rules which handle specific cases. Each set of such rules is called a **Package**, and they span topics from managing time to managing a navy.

BATTLE

Each side of the conflict takes turns activating characters. The character takes two actions. They can **Attack**, **Rally**, **Move**, **Charge**, and **Retreat**.

When a character **Attacks**, they roll 1d6 + **Attack Strength** and their target rolls 1d6 + **Attack Durability**.

The difference is the amount of damage the target takes, reduce their Current Health by that amount. When a character's Current Health reaches 0, they are felled and may be **Injured** or **Killed**.

Characters take panic when they are damaged. If they take too much they may become **Shocked** or **Broken**, and rendered ineffective.

When a character **Rallies**, they remove 1 panic.

When a character **Moves**, they move a number of inches up to their **Movement** but cannot leave the reach of enemies.

When a character **Charges**, they move and then attack, but characters cannot charge if too close to the enemy.

When a character **Retreats**, they move, even out of combat, but receive panic.

Their Lives and How You Know Them

Sheets, Profiles and Making Characters

Sheets and Profiles

Each Warband is tracked across four sheets:

1. The War Sheet.
2. The Peace Sheet.
3. The Identity Sheet.
4. The Assets Sheet.

The War, Peace and Identity sheets have six **profiles**. A profile represents an individual character, so each sheet has room for six characters. If your Warband exceeds six, print more sheets.

The War Sheet holds **War Profiles** which contain all the necessary information for battle.

The Peace Sheet holds **Peace Profiles** which contain all the necessary information for acting outside of battle.

The Identity Sheet holds **Identity Profiles** which explain and catalogue the character's units.

The Assets Sheet tracks the overall inventory of the warband and its history.

Creating Characters

When players create a character, they perform the following steps:

1. Determine their **breed**.
2. Determine the free perks they receive from their breed, if any.
3. Determine any additional perks for the character to begin with.
4. Determine the free skills they begin with from their breed, if any.
5. Add the **Power** of their Breed to the **Power** of any additional perks you chose for them. This is their **Power**.
6. Optionally, give them any equipment that your Warband owns.
7. From the Identity Profile, transfer any information marked within the 'War' group onto the character's War Profile, and fill in any calculated attributes (such as their Dodge, Mana, etc).
8. From the Identity Profile, transfer any information marked within the 'Peace' group onto the character's Peace Profile

The character is now complete.



The Men, Still Living

Conscripting a Warband, and What Characters Are Made Of

Spending Power

Players start with an amount of **Power** (**Power** is a resource which indicates how violent a character is capable of being on the field of combat) to spend on their initial Warband. Most campaigns start all players with 100 Power, and most games which run for only a short time feature 400 Power.

During the initial creation of a warband, a player can spend Power on:

A new **CHARACTER** at the cost of the breed's **PWR**.

PERKS for any character, at a cost of the perks **Power**.

EQUIPMENT at a cost equal to its cost in crowns.

MONEY at the cost of 1 **Power** per crown.

Characters

Characters have the following attributes determined by their breed:

Health (HP) determines how much damage they can take before being **felled**.

Strength (STR) determines how hard they can hit enemies and as well as their brute force.

Durability (DB) determines how much damage is blocked when they are attacked, as well as their hardiness.

Agility (AGI) determines a character's ability to dodge, and perform tasks which require quiet feet or deft hands.

Movement (MV) determines how fast they move.

Size (SZ) determines the width of their model in inches, as well as their height. Characters are obscured by models that have a higher size value than themselves.

The Breeds Of Men

The breed of a character contributes to their physical appearance, their likely role in combat, and even their tastes and dreams for the future. As such it must be chosen carefully.

Each breed provides characters with their attributes. Every character of a breed shares the same attribute scores. In addition to the normal attributes, each breed has a **Power cost** labeled **PWR**.

The Three Kin and their Breeds

Each breed has **Traits**, **Perk Modifiers**, and **Skills**.

Each **Trait** is a useful descriptor for potential skills and perks (for example, only Man-Eaters can have the **Devour** perk).

Perk Modifiers list a type of perk, and then a number. If the number is positive, the character gains a perk of that type with power up to that number for free. If the number is negative then whenever they gain a perk of that type it costs that much more power. (So a 2 power Brute perk with a modifier of Brute -2 would cost 4 Power). If a positive Perk Modifier lists no type and just 'Perk X', then the free perk can be of any type.

Each **Skill** listed allows the character to gain a number of skills for free. For example, if a breed says "**SKILLS**: Necromancy 2", then the character gains 2 free Necromancy skills.



The Fire Kin

The Fire Kin consist of those breeds of men who came upon the invention of fire millennia ago, and used it to fashion the first settlements, weaponry and armor.

They often have fair skin, as their reliance on animal leathers negates the need for tougher hides. Their cuisine is often dull and inoffensive, as their reliance on fire to boil out the poisons of their food has rendered their stomachs unable to handle harder dishes.

In war, the Fire Kin often rely upon steel and war-faring tools, in particular, the sword and shield, as well as the mounted horse.



HUMANS

The talents of humans vary wildly. Some make adept sailors, some make hardy farmers, and some make disciplined soldiers. Humans are the physically largest of the fire breeds, the most variable, and the shortest lived (with lifespans of no more than a hundred years).

In societies, humans often fill the gaps. If a town lacks a blacksmith, a human can fulfill that end. If a town lacks a proper constabulary, a human can build and manage one. As such, the adaptability of the human allows the culture of the Fire Kin to survive in the face of unpredictable disasters.

In war, humans often perform every role, from well armored Men-At-Arms to lightly armored cavalry, to even serving as educated logistics managers. Humans always find their place.

HP	STR	DB	AGI	MV	WP	SZ	PWR
6	3	2	2	6	3	2	10

TRAITS: Fire, Scholar, Smith, Warbred, Awareness 1
PERKS: Perk 3
SKILLS: Skill 1

DWARVES

Dwarves look almost as humans do, but with a larger torso and head in exchange for far smaller arms and legs.

Their hard skin also permits their role in battle: As heavily armored Dwarves-At-Arms. Without specially trained shock troops, enemies find it difficult to penetrate their skin, let alone their armor.

Dwarves find their place wielding the fires of forges. They're slow learners, but their skin does not burn when confronted with even the fiercest of non-magical flames.

Dwarves make poor riders, but due to their short legs they often find themselves operating as dragoons, riding into battle and dismounting when time comes to fight.

HP	STR	DB	AGI	MV	WP	SZ	PWR
5	3	4	0	4	3	1.5	12

PERKS: Martial 1, Strider -2
SKILLS: Labor/Golemancy/Reliquary 1
TRAITS: Fire, Smith, Magic Blood, Hard Skin, Slow, Awareness 0



Elves

Elves are the longest-lived of all men, with lifespans as long as thousands of years. Their lives are so long, and the natural death of an elf is so rare that the funeral rites of millennia-old elves involve city or country-wide celebrations and grieving ceremonies.

Over the course of their long lives they often become complete masters at their chosen art, which most frequently involve either highly skilled and nimble work or magic of some variety.

Due to their aged wisdom, elves often rule over Fire Kin societies. But that same longevity inspires a level of complacency within an elf's daily life that often causes them to pick up on new skills slower than their peers.

HP	STR	DB	AGI	MV	WP	SZ	PWR
5	2	1	5	7	4	1.5	20

TRAITS: Fire, Scholar, Smith, Magic Blood, Quick, Awareness 2
PERKS: Perk 6, Brute -1
SKILLS: non-Labor 2
SPECIAL: Elves must 'Learn' twice to learn one new skill.

"Yes, they live long, this much is true.
But they also live slow, slower than you!"

Halfling

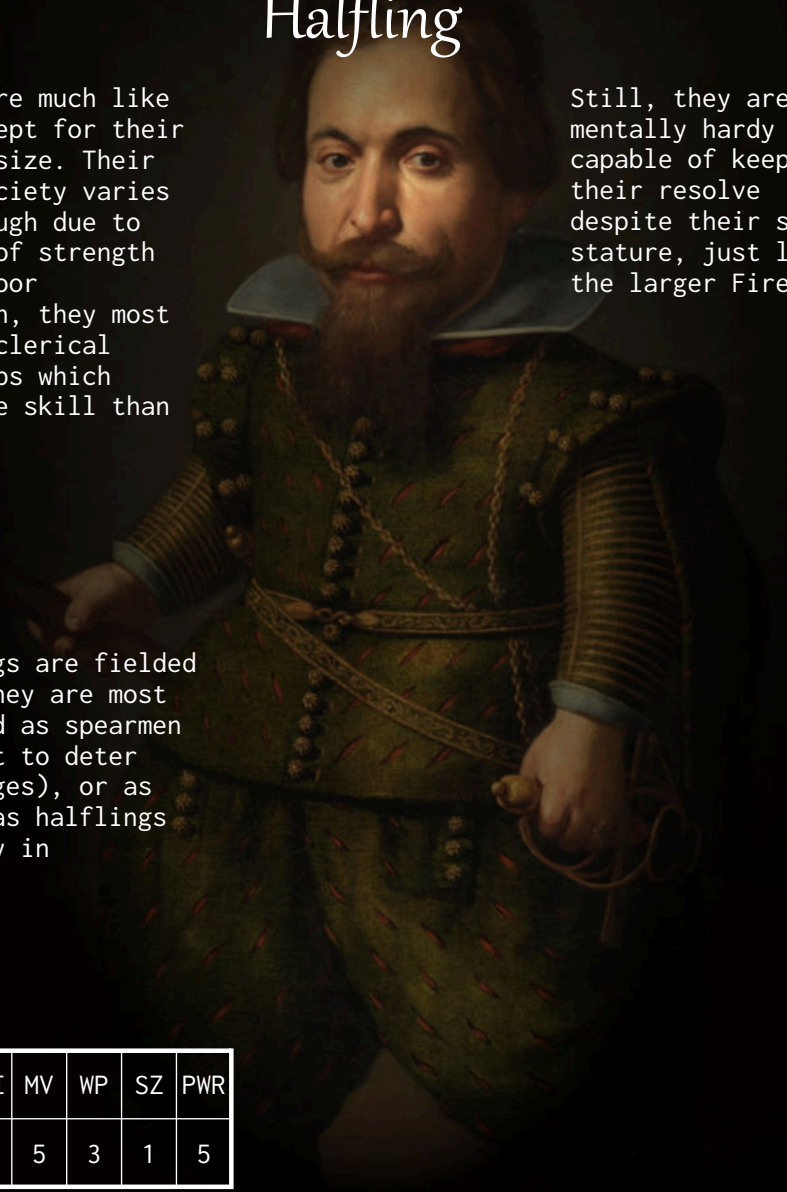
Halflings are much like humans, except for their diminutive size. Their place in society varies wildly, though due to their lack of strength and their poor constitution, they most often work clerical jobs, or jobs which require more skill than strength.

Still, they are mentally hardy and capable of keeping their resolve despite their small stature, just like the larger Fire Kin.

When halflings are fielded in battle, they are most commonly used as spearmen (in an effort to deter cavalry charges), or as crossbowmen as halflings train quickly in marksmanship.

HP	STR	DB	AGI	MV	WP	SZ	PWR
4	2	1	2	5	3	1	5

TRAITS: Fire, Scholar, Small, Awareness 1
PERKS: Perk 3, Brute -1
SKILLS: Skill 1



Gnomes

Gnomes, known best for being the smallest of the Fire Kin and for being the most fecund, struggle to perform any task of consequence involving physicality. As such, they work as watchmen, or bookkeepers.

Despite their physical inadequacies, Gnomes are often used in warfare due to their plentiful status, mostly operators of machinery, such as crossbows, or as messengers who serve only to relay orders to others on the backs of riding dogs.

HP	STR	DB	AGI	MV	WP	SZ	PWR
2	1	0	2	3	1	0.5	2

TRAITS: Fire, Scholar, Magic Blood, Small, Slow, Awareness 1
PERKS: Brute -1
SPECIAL: Gnomes do not have a melee range for enemy movement. Characters of Size 1.5 or higher can move over



THE GREEN KIN

Named for their often hard and green skin, the Green Kin are breeds of men with incredibly varied histories and relations, to such an extent that even the well-kept elven lineages do not know their past with certainty. Some theorize their origin as corrupted members of the Fire Kin, others suspect that they were the true beginnings of sentience and men as we know them, and others still suspect that they developed in parallel with the others. No one is certain, though they may pretend to be.

Due to their powerful muscles and their fair organization, Green Kin often participate in cycles of raids, executing straight forward yet deadly assaults. Their armies focus primarily on spearmen and heavily armored shock troopers, accompanied by ancient magicks in support.

The Green Kin are notorious for their strong stomachs, allowing them to digest the flesh of men. This has contributed to their separation from Fire Kin societies. Despite this, they're mentally acute and trustworthy enough that under the right circumstances, Green Kin tribes can join forces with their Fire Kin cousins for common aims. Though, the grim fate of an orcish stomach often keeps these cooperations terse at best.



ORCS

Orcs are a breed seemingly made for war. From their large muscles to their uncanny penchant for making weapons, Orcs do not have much role in society outside of their ability to inflict violence.

Orc socialization seems to recognize this. They often form almost pack-like bonds with those serving as fellow warriors, and they often imprint on and quickly grow to love those leading them into battle.

In war, Orcs often serve in the thick of combat, as line-men or shock troopers.



HP	STR	DB	AGI	MV	WP	SZ	PWR
7	4	3	2	5	2	2.5	12

TRAITS: Green, Smith, Hard Skin, Man Eater, Warbred, Awareness 1
PERKS: Brute 4, Strider -1, Caster -1

Goblins

Goblins are born with nimble fingers, sly tongues and hungry bellies. They survive by convincing people to give them more than they earned, and by taking that which they are not given. They are born with no natural love of justice, or even an understanding of fairness.

Despite this, they are the Green Kin which the Fire Kin are most likely to work with, as if a goblin's aims are known, their actions are very predictable, as they will almost always make the selfish and sociopathic choice regardless of any moralizing.

In war, the surprising hardiness and strength of Goblins make them excellent as dog and spider cavalry, as lightly armored skirmishers, and also as merchants in the supply chain.

HP	STR	DB	AGI	MV	WP	SZ	PWR
4	2	1	3	5	2	1	5

TRAITS: Green, Small, Quick, Grazer, Man Eater, Warbred, Awareness 2
PERKS: Strider 3
SKILLS: Merchant 1

CENTAUR

All Centaur children are born male, and as full Centaur. Finally, they have the capacity to reproduce with any breed of man. The combination of these traits render Centaur incapable of forming long lasting societies, and so they are condemned to lives of constant wandering.

Centaur appear half-horse and half-human, but in reality they are a breed more complex than that description allows. Firstly, their teeth are sharper than humans, and their stomachs hardier,

In war, Centaur serve as cavalry without horses, almost always wielding lances and shields, though their sharp minds have also been leveraged for the purposes of warrior-casters.

TRAITS: Green, Scholar, Smith, Quick, Man Eater, Awareness 1
PERKS: Perk 3
SPECIAL: Centaurs have the same moving restrictions as horses. Centaurs may use the Biped Saddle as if they were Size 4.

HP	STR	DB	AGI	MV	WP	SZ	PWR
6	3	2	2	15	3	3	14



FAERIE



Faerie are small, magical creatures that reside primarily in forests. Despite their initially “harmless” appearance, their teeth are razor sharp.

Faerie organize themselves into strict, Faerie-only societies called “Circles.” A given circle will have “outer circle” members, who are responsible for creating trinkets and acquiring food, “mid-circle” members, who are composed of warriors, and “inner circle” members led by a patriarch or matriarch who are responsible for crafting the magical equipment and engaging in the various magical rituals which Faerie circles are known for.

In war, Faerie serve as talented casters, but are also physically stronger than one might think, particularly with magical armaments.

HP	STR	DB	AGI	MV	WP	SZ	PWR
4	2	1	3	5	4	1	12

TRAITS: Green, Scholar, Smith, Small, Magic Blood, Man Eater, Awareness 1
PERKS: Caster 6, Brute -1
SKILLS: Reliquarian 2
SPECIAL: Faeries can fly, and as such ignore all models when moving.



INSECTMEN

Insectmen are small, chitinous men most notable for their extra limbs and intensely collectivist, caste-based society.

Insectmen are ruled by one Matriarch who serves as the only adult female Insectman within a given society at a time. Every few hundred years, the queen will birth a new set of females, who will then fight to the death for the right to be the new queen.

In war, Insectmen’s hard shells and two additional arms make them adept line fighters, wearing heavy armor, and wielding a shield and two weapons at the same time.

HP	STR	DB	AGI	MV	WP	SZ	PWR
4	2	3	0	4	2	1	10

TRAITS: Green, Hard Skin, Small, Grazer, Man Eater, Slow, Awareness 0

PERKS: Brute 3

SKILLS: Labor 1

SPECIAL: Insectmen act as though they have 3 hands, but can only dual wield two weapons at a time when attacking.

GIANTS

Giants are the largest of the men, and the longest-lived of the Green Kin. The eldest of the giants live for hundreds of years, leaving behind grand relics and legacies.

They often lead their fellow Green Kin, what with their large, intimidating stature and their booming voices. These giant warlords are often referred to as **MAW-KINGS**, named for their voracious appetite and the stability they provide their tribes.

In war, giants serve just about every role thanks to their large size, intense strength and magical blood (other than cavalry due to there being no mount large enough to fit them, save perhaps a dragon, which are tamed only once a millennium).

HP	STR	DB	AGI	MV	WP	SZ	PWR
15	5	3	1	7	3	3.5	20

TRAITS: Green, Scholar, Smith, Quick, Hard Skin, Large, Man Eater, Awareness 1
PERKS: Brute 3, Strider -2
SKILLS: Labor 1



THE ANIMAL KIN

The Animal Kin are characterized by their short natural lifespans and their animalistic appearance.

In some areas of the world, they are not considered men, despite the fact that they often have their own complex language, culture, and modes of communication. Most such attitudes are considered antiquated, or pragmatic at best.

The Animal Kin rarely engage in large scale wars due to their natural skittishness, but will often organize into small hunting parties in attempts to cannibalize smaller men.



SATYR

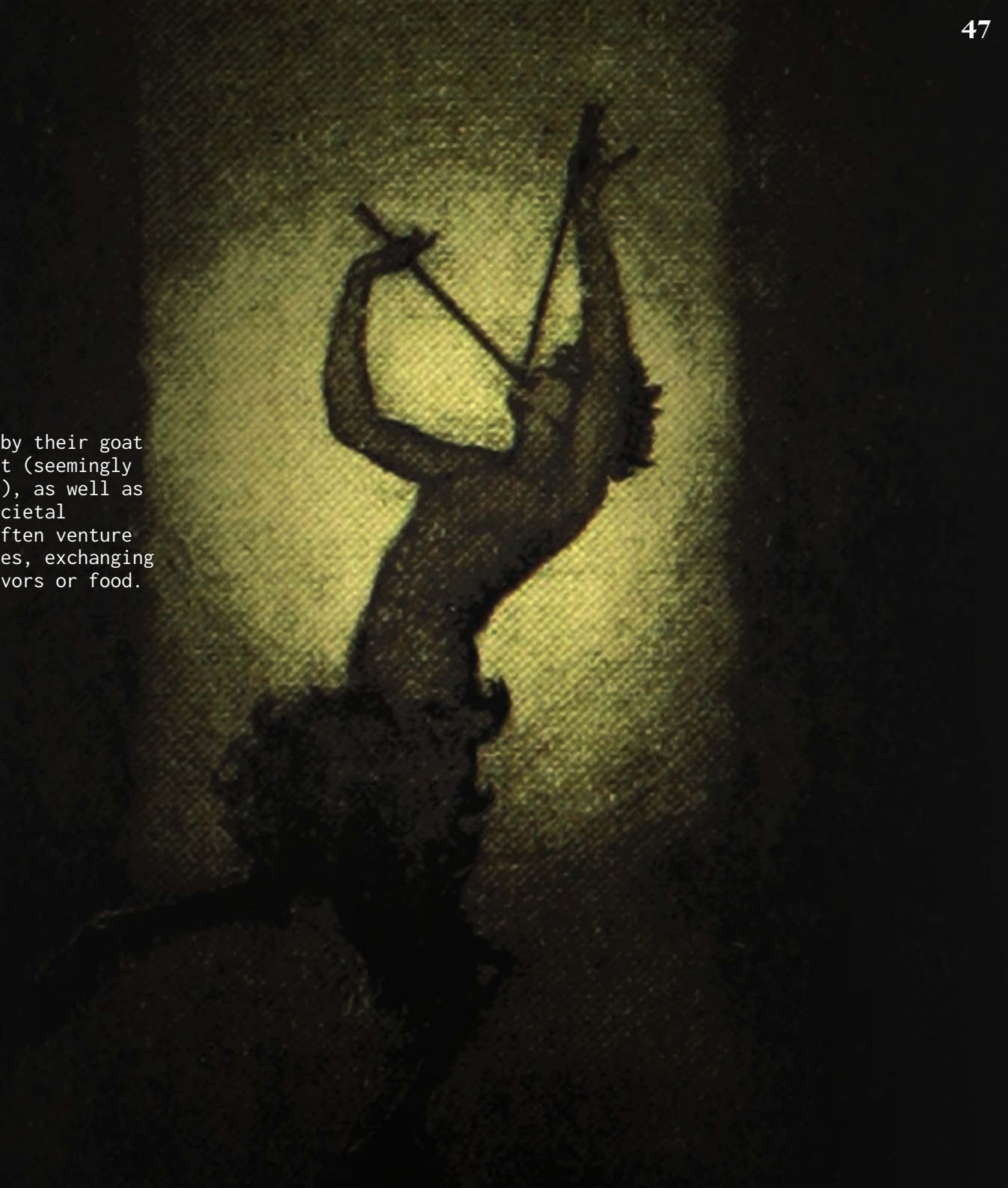
Satyr are some of the smallest of the Animal Kin, often no taller than four feet in length. Despite their small stature, their magical prowess are among the greatest of all men, rivaling that of Faerie and Elves.

They are characterized by their goat legs and omnivorous diet (seemingly willing to eat anything), as well as their lack of strict societal guidelines. They will often venture into the world themselves, exchanging magical trinkets for favors or food.

Despite their small size, Satyr have seen more use than other Animal Kin in warfare, mostly due to their propensity for communication with others. Of course, their use ends primarily at their ability as support mages.

HP	STR	DB	AGI	MV	WP	SZ	PWR
4	1	0	2	5	3	1	5

TRAITS: Animal, Scholar, Smith, Small, Grazer, Man Eater, Awareness 1
PERKS: Caster 3, Brute -1, Martial -1
SKILLS: Reliquary 1



RABBITFOLK



Rabbitfolk's most identifiable trait is their skittishness, which makes them unlikely to cooperate on large tasks. Their herbivorous diet allows them such paranoia, and such paranoia is understandable considering that their ears are considered lucky in many cultures, and their meat is considered delicious by many man-eaters.

Rabbitfolk weigh no more than one hundred pounds, and stand no taller than five and a half feet. Despite this, their quickness and strength make them adept at evading enemies, or in narrow cases, as thieves and skirmishers.

HP	STR	DB	AGI	MV	WP	SZ	PWR
5	3	1	4	7	1	1.5	8

TRAITS: Animal, Quick, Grazer, Awareness 2
PERKS: Strider 3, Leader -1

FOXMEN

Foxmen have the sharpest teeth of any Animal Kin. This coincides with their reputation as the most brazen man-eaters.

When they have been pressed into armies, Foxmen have been noted for their ability as skirmishers, and, on occasion, shock troops.

Foxmen often organize themselves into hunting parties in attempts to actively raid camps of other sentient breeds because they enjoy the taste. They rarely

HP	STR	DB	AGI	MV	WP	SZ	PWR
6	4	2	3	7	1	2	10

TRAITS: Animal, Quick, Grazer, Man Eater, Awareness 3
PERKS: Strider 3



BEARMEN

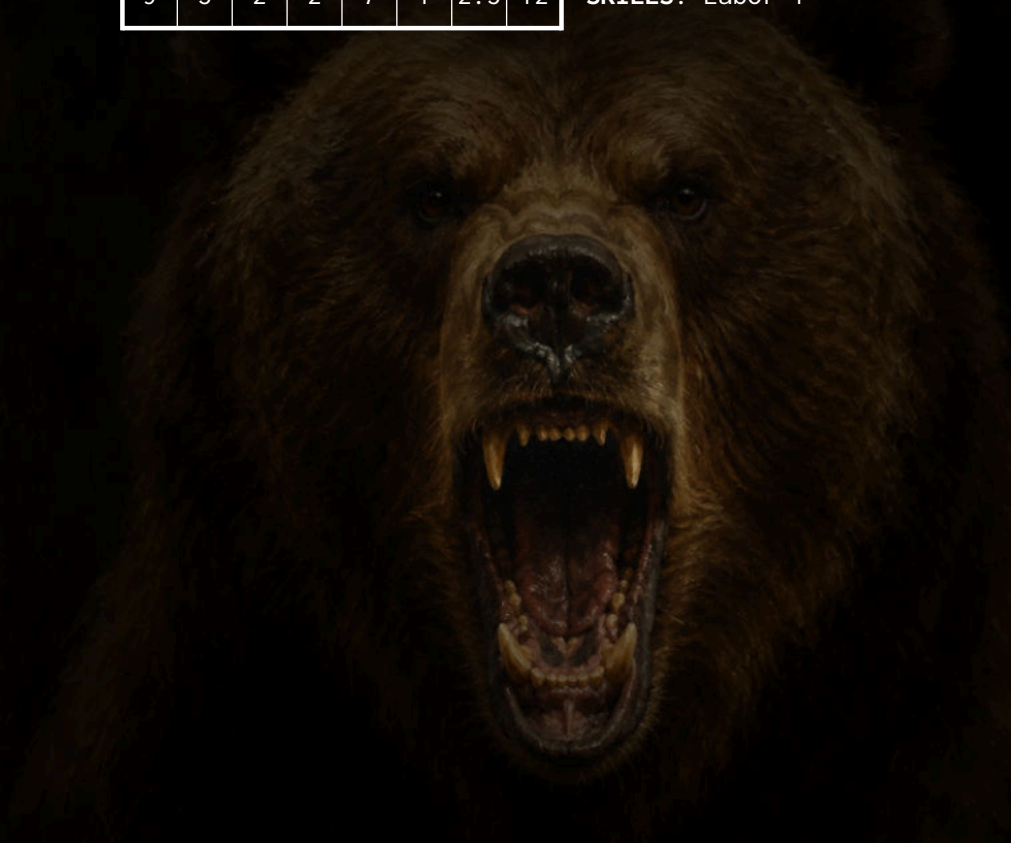
When they have been pressed into military service, they have made good warriors in almost all categories, from shock troopers to line troopers.

Bearmen do not often engage in communication primarily due to their playful attitudes combined with their deadly strength which can result in them accidentally injuring those whom they attempt to engage with.

Bearmen stand at equal height and weight as orcs, and are often associated together, despite their kin-differences.

HP	STR	DB	AGI	MV	WP	SZ	PWR
9	5	2	2	7	1	2.5	12

TRAITS: Animal, Quick, Grazer, Man Eater, Awareness 2
PERKS: Brute 3
SKILLS: Labor 1



FROGMEN

Frogmen seem almost alien in comparison to the other Animal Kin, often engaging in incredible forms of cooperation that go unobserved due to the lack of vocal biology necessary to speak clearly in most non-Frogman

They often showcase incredible structural abilities with regards to their towns and cities, which they build in shallow waters where other breeds cannot see.

In terrestrial warfare, their incredible jumping abilities make them fast and adept skirmishers.

HP	STR	DB	AGI	MV	WP	SZ	PWR
6	2	1	3	7	2	1.5	12

TRAITS: Animal, Quick, Grazer, Man Eater, Awareness 1

PERKS: Strider 3

SPECIAL: Frogmen jump over others. When moving, they are not blocked by models of size 2 or less.

MINOTAUR



Minotaur are some of the largest of the Animal Kin, along with Trolls, and often travel in herds. They frequently prey upon isolated towns and lonely travelers who lack the faculty to retreat from their crushing hooves and gnashing teeth.

Attempts to press minotaur into military service are seldom successful but often attempted, as even a single minotaur can turn the tide of battle due to their incredible strength.

HP	STR	DB	AGI	MV	WP	SZ	PWR
10	6	4	2	7	1	3	20

TRAITS: Animal, Quick, Large, Hard Skin, Man Eater, Awareness 0
PERKS: Brute 3, Leader -1
SKILLS: Labor 1



TROLLS

Trolls are the longest lived of the Animal Kin, often surviving to 80 years of age. Due to their slow, lumbering strides which hardly match the speed of a human despite their long legs, they make poor hunters..

Families of trolls guard territories, often bridges and paths, and abduct travelers who refuse or are unable to supply them with meat, to make up their slow gait.

On the occasion that they are pressed into the military, they serve as unparalleled warriors.

HP	STR	DB	AGI	MV	WP	SZ	PWR
8	5	4	2	6	2	3	20

TRAITS: Animal, Large, Hard Skin, Man Eater, Warbred, Awareness 0
PERKS: Brute 5, Strider -1, Leader -1
SKILLS: Labor 1



Perks

Perks are special abilities which define characters. They may provide **free actions** which are actions that do not spend a character's two normal actions on them. They can be performed even if the character is broken and isn't allowed to perform that action normally.

Some Perks have **TRAITS** listed next to their power cost. Characters without that trait cannot gain that perk.

Some perks have "**Not**" next to the name of another perk. That implies those perks are incompatible. Taking one will remove the other.

Note that because a perk is removed, but the power of the character is unchanged, a new perk can be purchased in its place.

Perks may instead provide attribute increases, bonuses for taking specific actions, or spells. Perks help to make characters unique, regardless of what kind of character they are.

Each perk has a **power cost** listed under its name. In order to add a perk to a character, the power cost of that character's breed and all their other perks must not exceed the character's power.

Multiple perks that grant free actions or attribute increases for taking the Rally action may not be used within the same Rally action or turn.

The same perk does not stack with itself in any case and characters can never have more than one copy of a perk.

Strider

Perks for the quick and nimble.

These perks focus on improving or utilizing Agility and Movement, and are best for characters which rely on their quick feet and lithe dodges.

gains +1 Agility until the start of this character's next turn.

Dodge

2 Power

After taking the Rally action, this character

Surge

2 Power

Speedy

1 Power, Not "Fast, Swift"

Gain +1 Movement.

Gain +3 Movement.

Glink

2 Power

After being attacked by an enemy at range, this character may take a free Move action.

Fast

2 Power, Not "Speedy, Swift"

After taking the Rally action, this character may take a free Move action.

Swift

3 Power, Not "Speedy, Fast"

Gain +5 Movement.

Like Smoke"

This character ignores enemy melee range while using the Move action.

Evasion

3 Power

Gain +1 Agility.

Nimble

3 Power, Not "Slippery,

Roll



3 Power, Not "Parry"
After being attacked by an enemy, this character may take a free **Move** action.

Dive for Cover
4 Power
When declared as a target by an enemy at range, this

character may take a free **Move** action and add +1 to this character's **Agility** until the end of the attack.

Parry
4 Power, Not "Roll"
When attacked by an enemy,

add +1 to this character's **Agility** until the end of the attack. Then this character may take a **Move** action.

Slippery
4 Power, Not "Nimble, Like

Smoke"
This character may use the **Move** and **Charge** actions as if all enemies have 0" melee range.

Lightning Quick
5 Power
This character may take a free **Move** action at the start or end of their turn.



BRUTE

These perks focus on improving or utilizing Strength and Durability, as well as inflicting panic, and are best for characters which rely upon their strength and brutality.

Perks for the strong and brutal.

Decapitate

1 Power

Give an additional panic to enemies who see this character felling their ally.

Keep On

1 Power, No "Never Stop"

This character is not felled until they have -5 HP. If this character ends combat with 0 or less HP, they still suffer an injury.

Make Them Scream

2 Power

Double the range at which an enemy gains panic when this character fells an enemy.

Tough

2 Power

Gain +2 HP.

Deny Death

2 Power

If an attack would reduce this character to 0 or less Health from 2 or more Health, they are instead reduced to 1 HP.

Never Stop

3 Power, No "Keep On", Warbred
This character is not felled until it has negative Health equal to its maximum HP. If this character ends combat with 0 or less Health, they still suffer an injury.

Rage

3 Power
After taking the Rally action, this character gains +1 Durability or Strength until the start of their next turn.

Comfort in Battle

3 Power, Warbred
This character loses one panic every time they make an attack.

Calluses

3 Power
Gain +1 Durability.

Strong

3 Power
Gain +1 Strength.

Very Tough

3 Power
Gain +4 Health.

Charger

3 Power
When using the Charge action, this character gains +2 Strength until the end of the action.



Crush Them**4 Power, Large**

When this character attacks an enemy, the attack has extra Strength equal to Size minus the Size of the target to a minimum of 0, rounding up.

Devour**4 Power, Man Eater**

Remove all Panic from this character every time they fell an enemy with a melee attack.

Until the Job is Done**5 Power**

After felling an enemy with a melee attack, this character may take another action for free.

Slaughter**5 Power**

At the end of this character's turn, they may take the **Attack** action with a melee weapon for free.

Harsh Demeanor**4 Power, Warbred**

Decrease the Willpower of all enemies within 6" by 1. If an enemy ever has 0 Willpower, they are broken.

Brutalize**4 Power**

Double the amount of panic this character gives enemies.

Beat Down**4 Power, Warbred**

After this character's attack does damage, reduce the target's Willpower by 1 until the end of their next turn.



Marital

Perks for the skilled and disciplined.

These perks focus on improving the combative skills of the user and are best for characters which rely upon consistency and organization to defeat their foes.

Grizzled

1 Power

This character gains an extra panic before being shocked and 2 panic before being broken.

Shieldwall

1 Power

This character gains +2 Durability if within 0" of two or more allies with a shield.

Feigned Retreat

1 Power

This character may decide not to end their turn when taking the Retreat action.

Push

1 Power, Not "Shove, Take Ground"

After an enemy uses Drop to Ground against this character's melee attack, this character may move them an amount equal to this character's Size.

Grapple

1 Power

After making an attack, this character may choose to grapple an enemy that has less than or equal Size within 0". That enemy may not take the **Retreat** or **Move** action for any reason until they are outside of 0" of this character. This character may only grapple one enemy at a time.

Born in the Saddle

1 Power

This character can fire ranged weapons while mounted with no penalty.

Duelist

2 Power

Gain +1 Strength when in the melee range of one and only one enemy.

Discipline

2 Power

Do not gain panic when allies fall.

Organized Retreat

2 Power

When shocked or broken, this character may take a **Retreat** action for free at the end of their turn.

Practiced

3 Power

This character adds 1 to a specific weapon type's Strength while they wield it. Choose the weapon type when this perk is gained (e.g: Crossbows). This perk may be selected multiple times, but the same weapon can never be selected twice.

You Ain't Got the Nerve

3 Power

This character has +2 Durability during attacks from shocked enemies.

While They Run

3 Power

Attacks made by this character that target broken enemies have +2 Strength.

Shove

2 Power, Not "Push, Take Ground"

After this character attacks an enemy with a melee attack, this character may move them an amount equal to this character's Size.

Fencer

2 Power

While this character is wielding only one one-handed weapon, their attacks have +1 Strength.

Bag Of Tricks

3 Power

Once per turn, this character may sheathe their weapons and pull out new ones for free.

Take Ground

3 Power, Not "Push, Shove"

After this character attacks an enemy with a melee attack, this character may move them an amount equal to this character's Size and inflict one panic.

Expert Fighter

3 Power

The panic this character takes from Adrenaline is reduced by 1.

Cut Them Down

4 Power

Attacks made by this character that target broken or shocked enemies gain +2 Strength.

Unwavering

5 Power

This character does not break, but cannot take excess panic with Adrenaline beyond the amount that would break them normally.

Seen It All

5 Power

This character is never shocked, even while broken.



Leader

These perks focus on the abilities of your allies, and dealing with panic. These perks are best for characters which serve to bolster their allies.

Leader auras always apply only to the warband, and are tagged **Aura**.

Perks for the charismatic and boisterous.

Inconsequential

0 Power

This character is always shocked regardless of any ability that says otherwise and does not give panic when felled.

Lone Wolf

1 Power

This character acts as if they are not in their warband for panic and ally abilities.

Move!

2 Power, Aura

Allied units within 6" have +1 Movement.

Soothe

2 Power

At the start of this character's turn, they may reduce the panic on an ally within 6" by 1.

Determined**2 Power**

This character gains 1 Willpower.

Deep Thinker**2 Power**

If this character already used **Rally** on their turn, they may use it once more for free.

Be Their Rock**3 Power**

When using the **Rally** action, this character may select one ally within 8" who hasn't **Rallied** this turn to take the **Rally** action for free. This free **Rally** cannot be used to trigger **Be Their Rock**.

In Charge**3 Power, Aura**

Allies within 6" may use this character's Willpower when determining the amount of panic needed to break them rather than their own.

Loud**3 Power**

Double the range of this unit's leadership perks.

Advise**4 Power**

As an action, this character can make an ally within 6" take an action for free.

Calming Presence**4 Power, Aura**

Allies within 6" have +1 Willpower.

Meditative**4 Power**

At the start of this character's turn, they may **Rally** for free.

Should've Been Me**4 Power, Aura**

When allies are felled within 8", instead of gaining panic, gain +1 Strength and Durability until the end of this character's next turn.



Order

5 Power, Aura

At the start of this character's turn, this character may make an ally within 6" take an action.

My Soldiers

5 Power, Aura

Allies within 3" have +1 Willpower and +1 Strength.

CASTER

Perks for the powerful and Esoteric

These perks focus on utilizing Willpower to cast spells, and are best for characters who can leverage their high Willpower to blast foes to pieces. Perks labeled "Spell X" are spells which cost X Stored Mana to cast using the **Cast** action.

Recuperate

1 Power, Not "Restitute"
When this character uses the **Rally** action, they gain 1 Stored Mana.

Range Caster

1 Power
Add 2" to the range of all of this characters Spells.

Mana Thief

1 Power
This character gains the Stored Mana of the enemies they fell.

MDist

1 Power, Spell 1
Select a point within 12". Area within 3" of that point blocks line of sight in and out of it. If a melee attacker cannot see their target due to this spell, their attacks gain -2 Strength.

Blink

1 Power, Spell 2, Not "Teleport"
Relocate this character to anywhere within 12".

Mud Slide

1 Power, Spell 1
Select a point within 12". Area within 3" of that terrain is difficult.

Blast

2 Power, Spell 1
Target seen enemy within 16" takes a Strength 5 attack.

Nova

2 Power, Spell 1
All enemies within 6" take a Strength 6 attack.

Glash

2 Power, Spell 1
Target seen enemy within 8" takes a Strength 7 attack.

Inflict Aneurysm

2 Power, Spell 1

Fell an enemy within 14"
that has 2 or less HP.

Blinding Light

2 Power, Spell 2

Select a point within 12".
Characters within 3" of
that point suffer -1
Strength with their
attacks.

True Mage

3 Power

This character has twice as
much Max Mana.

Restitute

3 Power, Not "Recuperate"

When using the **Rally** action,
this character gains Stored
Mana equal to their Max
Mana.

Teleport

3 Power, Spell 2, Not

"Blink"

Relocate target within 6" to
anywhere within 12" of this
character.

Cantrips

3 Power

At the start of combat, this
character picks two Spell
perks that cost 2 Power or
less. They know them for
this combat.

Wall of Grass

3 Power, Spell 2

Select a point within 12"
and create a 5" x 1" wall of
Size 3, 5 HP that always
rolls 10 to Durability at
that point.

Lightning Bolt

4 Power, Spell 2

Draw a 12"x0.5" line
originating from this
character. All enemies that
line touches take a Strength
6 attack.



Power of the Ancients

4 Power

Add 1 to the Strength of all attacks dealt by spells by this character.

Fogscreen

4 Power, Spell 2

Select a point within 12". Area within 3" of it blocks line of sight in and out of for enemies only. If a melee attacker cannot see their target due to this spell, their attacks gain -2 Strength.

Warcaster

4 Power

This character may Cast in melee.

Inflict Heart Attack

4 Power, Spell 2

Fell an enemy within 14" that has 3 or less HP.



Fireball

5 Power, Spell 2

Select a point within 12" that this character can see. All enemies within 5" of it take a Strength 7 attack.

Master Mage

5 Power

This character may take a free **Cast** action at the start of their turn.

Supernova

5 Power, Spell 3

All enemies within 6" take a Strength 8 attack.

Smite

5 Power, Spell 3

Target seen enemy within 8" takes a Strength 9 attack.

Book of Secrets

6 Power

At the start of every combat pick two spells that cost 4 Power or less, this character knows them for this combat.

Glamour

6 Power, Spell 3

Target seen ally within 12" cannot be targeted by an enemy attack or spell until the start of their next turn, unless the enemy is within 0" of them.

Uncast

6 Power, Spell 3

Select a point within 12", all effects created by spells within 5" of that point are removed.

Cause Fear

5 Power, Spell 2

Target seen enemy within 12" gains -2 Willpower until the start of this character's next turn.

Storm

5 Power, Spell 6

Select a point within 11" of this character. Area within 10" of that point inflicts one of the following effects:

Sandstorm: -1 to attack for all within, all that end their turn within the area take 1 damage (but no panic).

Rainstorm: -1 to attack for all within. The area is difficult terrain.

Arcane Focus

6 Power

When casting a spell that attacks a single enemy, add your Willpower to the attack's Strength.

Petrify

6 Power, Spell 3

Target seen enemy within 12" cannot move or be moved in any way until the start of this character's next turn.

ANIMATED

Perks for the creations of man.

These perks may only be used by animated entities, like Golems and Undead. If a perk has the tag **Golem** it can only be used by golems, and if it has the tag **Undead**, it can only be used by undead.

Self-Destruct

1 Power, Golem

When this character falls, all characters within 6" take one Strength 10 attack. This character may decide to fall at the end of any of their actions.

Horde

1 Power, Undead

This character gains +1 Durability when within 3" of at least three other Undead.

Heated Core

2 Power, Golem

This character has an amount of Energy equal to their Health. They may use Adrenaline with energy instead of panic. In addition, this character can use Adrenaline with their ranged attacks. When this character takes damage, they lose 1 Energy. If this character has 0 Energy, they take 5 damage.

Shambling

2 Power, Undead

This character gains +1 Durability if it moved less than half its Movement over its last turn.

Removable Limbs

3 Power

When this character falls to 0 HP, return them to half HP, but with one less hand. For golems, that hand may be restored by a character with the 'Save Golem' skill for 7 crowns. For undead, that hand is lost forever.

A detailed background painting depicting a massive stone head sculpture, similar to the Colossus of Rhodes, lying on a rocky shore. Several figures in historical or fantasy attire are gathered around the head, some climbing ladders or using tools, suggesting a scene of construction or maintenance. In the background, a city with classical architecture is visible under a dark, moody sky.

Flamethrower Installation

4 Power, Golem

Using the **Attack** action, instead of making an attack roll this character may create a cone of 45 degrees and 8 inches in length originating from this character. All characters outside of this one within the cone take a Strength 8 ranged attack. This can be used in melee.

Tumor Claw

4 Power, Undead

When this character makes an attack with a punch, increase the Strength of that attack by 3.

Infection

5 Power, Undead

When this character fells an enemy, the enemy dies and become an undead as if they were created by the character who created this character.

Vibration Wave

5 Power, Golem

When this character takes the **Rally** action, they may move all enemies within 10" directly away an amount equal to 5 minus the enemies Size.

Fearless

5 Power

This character can use 2 Take to Ground for free when it makes a melee attack.

Those Things Other Than Fighting

As characters study and train, they learn skills that allow them access to better or different town actions. They may not gain a skill unless they already have all of the skill prerequisites.

Skills are divided into different groups, which characters progress through as they learn.

The GM determines, at the start of a campaign, the necessary elements of non-combat. Each element is called a **package**. If a skill requires a certain package, it is labeled as such.



Labor skills reflect the brawn and training required to perform great feats of physical strength.

Workhorse

PACKAGES: Attrition
NONE

Every second time this character would gain an attrition, they don't.

Carry the Boats

PACKAGES: Town Actions
Workhorse
Double this characters Carry Capacity.

Work is Redemptive

PACKAGES: Town Actions
Workhorse
Do not gain attrition from training.

Carry the Weak

PACKAGES: Attrition
Carry the Boats, Hard Skin
When an ally of less size than this character in their Warband would gain an attrition, instead this character gains that attrition.

Callused Feet

PACKAGES: Attrition
Workhorse, Hard Skin
Every second time this character would gain an attrition, they don't, in addition to Workhorse.

Huge Muscles

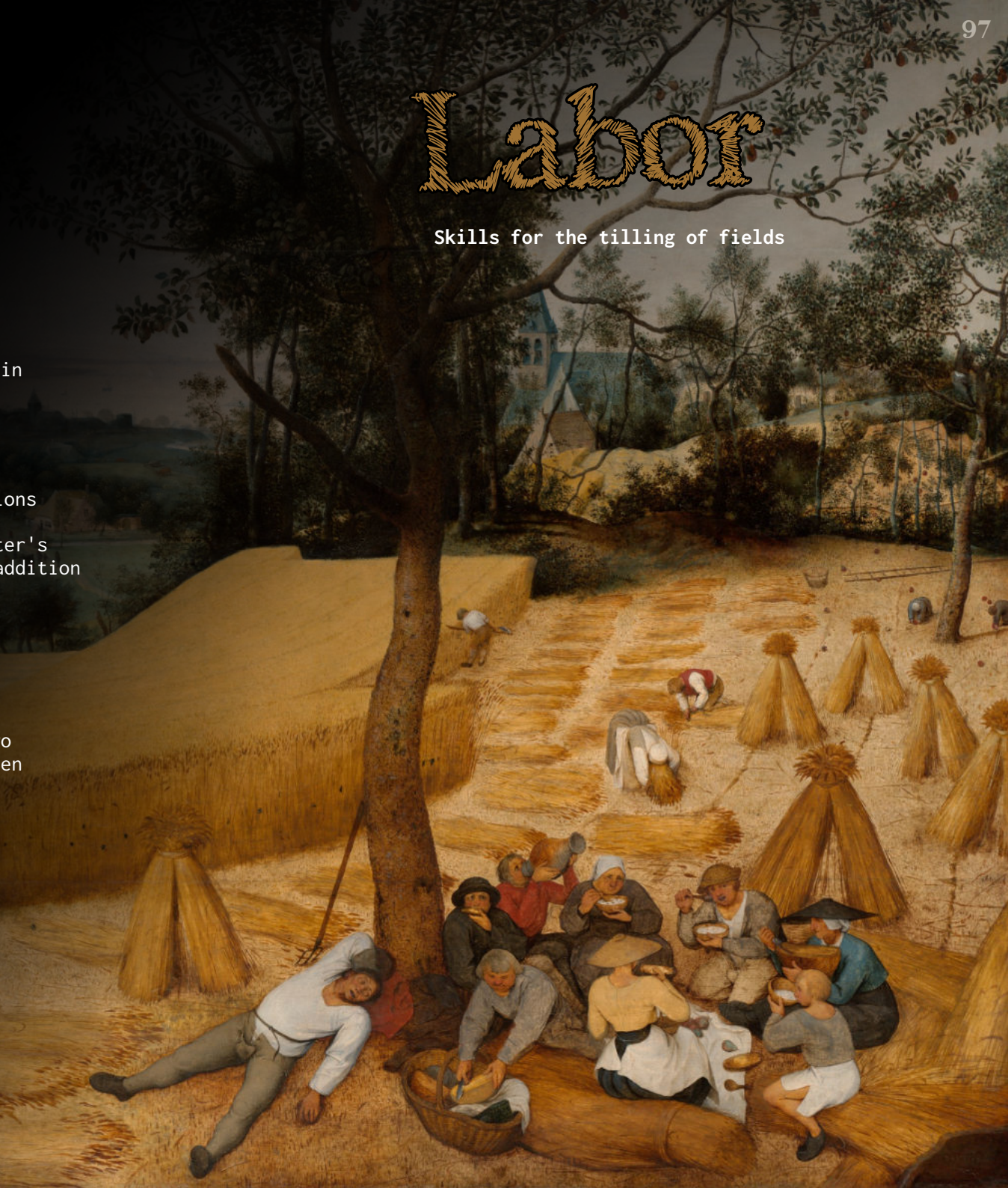
PACKAGES: Town Actions
NONE
Double this character's Carry Capacity in addition to Carry the Boats.

Training Strategy

PACKAGES: Town Actions
Workhorse, Warbred
This character gains two Power instead of one when using the train action.

Labor

Skills for the tilling of fields



RECON

Skills for finding the hidden, and remaining unfound.

Recon skills reflect the stealth and awareness needed to get close to the enemy without being detected, and to detect enemies.

Sneaky

PACKAGES: None

NONE

Add 1 to Lithe Dexterity rolls for hiding.

Infiltrator

PACKAGES: None

Thief, Crawler, Small

Add 1 to Lithe Dexterity rolls for hiding.

Fleet-Foot

PACKAGES: Marching on Land

Quick

When marching, this character can march an additional time without gaining attrition.

Crawler

PACKAGES: None

Sneaky, Small

Add 1 to Lithe Dexterity rolls for hiding.

Survivalist

PACKAGES: None

Grazer

When taking an Injury, this character may roll twice and choose the higher result

Keen Sight

PACKAGES: None

NONE

Increase this character's Awareness by 1.

Marathon Runner

PACKAGES: Town Actions

Workhorse, Fast

This character suffers from their attrition as if it were half as much, rounding up.

Scavenger

PACKAGES: None

NONE

Gain the "Grazer" keyword.

Thief

PACKAGES: Town Actions

Sneaky

As a town action, this character can attempt to steal an item. When they do so, roll 1d6. On a 1-2, they are caught and the warband must pay double the items price, or have this character removed from the warband.



Ritual skills grant the ability to perform rituals using magic to hex your foes or bless your allies.

Wind Dance

PACKAGES: Town Actions
Magic Blood

As a town action, all ranged attacks targeting this character's warband suffer -1 Strength for the next combat.

Health Blessing

PACKAGES: Town Actions
Magic Blood

As a town action, target warband gains +2 HP for their next combat.

Willpower Blessing

PACKAGES: Town Actions
Health Blessing, Magic Blood

As a town action, each member of this character's warband gains +1 Willpower for their next combat.

Curse of Heavy Feet

PACKAGES: Town Actions
Magic Blood

As a town action, during this warbands next battle, the enemies cannot take a **Move**, **Charge** or **Retreat** action during the first round of their next combat.

Curse of Horror

PACKAGES: Town Actions
Curse of Heavy Feet, Magic Blood

As a town action, the enemies in this character's next battle start with three panic.

Turn Lead to Gold

PACKAGES: Town Actions
Wind Dance, Magic Blood

Whenever this character takes a ritual town action, they gain 2 Crowns.

Healing Ritual

PACKAGES: Town Actions
Health Blessing, Magic Blood

As a town action, a target character can remove one Injury. This can only be used on a character once.

Ritual

Skills for wresting the power of the twin Sun and Moon.



NECROMANCY

Skills for animating the dead.

Necromancy skills use corpses to create undead to add to your warband. When undead are felled, they die immediately. Undead cannot gain Power through battle.

Undead act as characters, but only during combat.

A corpse of a player controlled character is created when that character dies. Corpses are split up along with the other loot in an encounter. Animals, golems and undead do not supply corpses.

Create Basic Undead

PACKAGES: Town Actions

Magic Blood OR Scholar

If this character has access to a corpse they received during the last two Campaign Steps, they may create an undead of that corpse with the free racial perk it had in life, and the stats and base Power of that corpse's breed. They have 0 Willpower and can never be broken. They gain the inconsequential perk. This process takes one town action.

Undead Memory 1

PACKAGES: Town Actions

Create Basic Undead, Magic Blood OR Scholar

When this character resurrects a corpse, it retains one additional 2 Power or below perk it knew in life.

Undead Memory 2

PACKAGES: Town Actions

Undead Memory 2

When this character resurrects a corpse, it retains one additional 4 Power or below perk it knew in life.

Enhance Undead

PACKAGES: Town Actions

Create Basic Undead, Magic Blood

With a town action, this character may imbue an undead with 3 Power.

Undead Memory 3

PACKAGES: Town Actions

Undead Memory II, Scholar

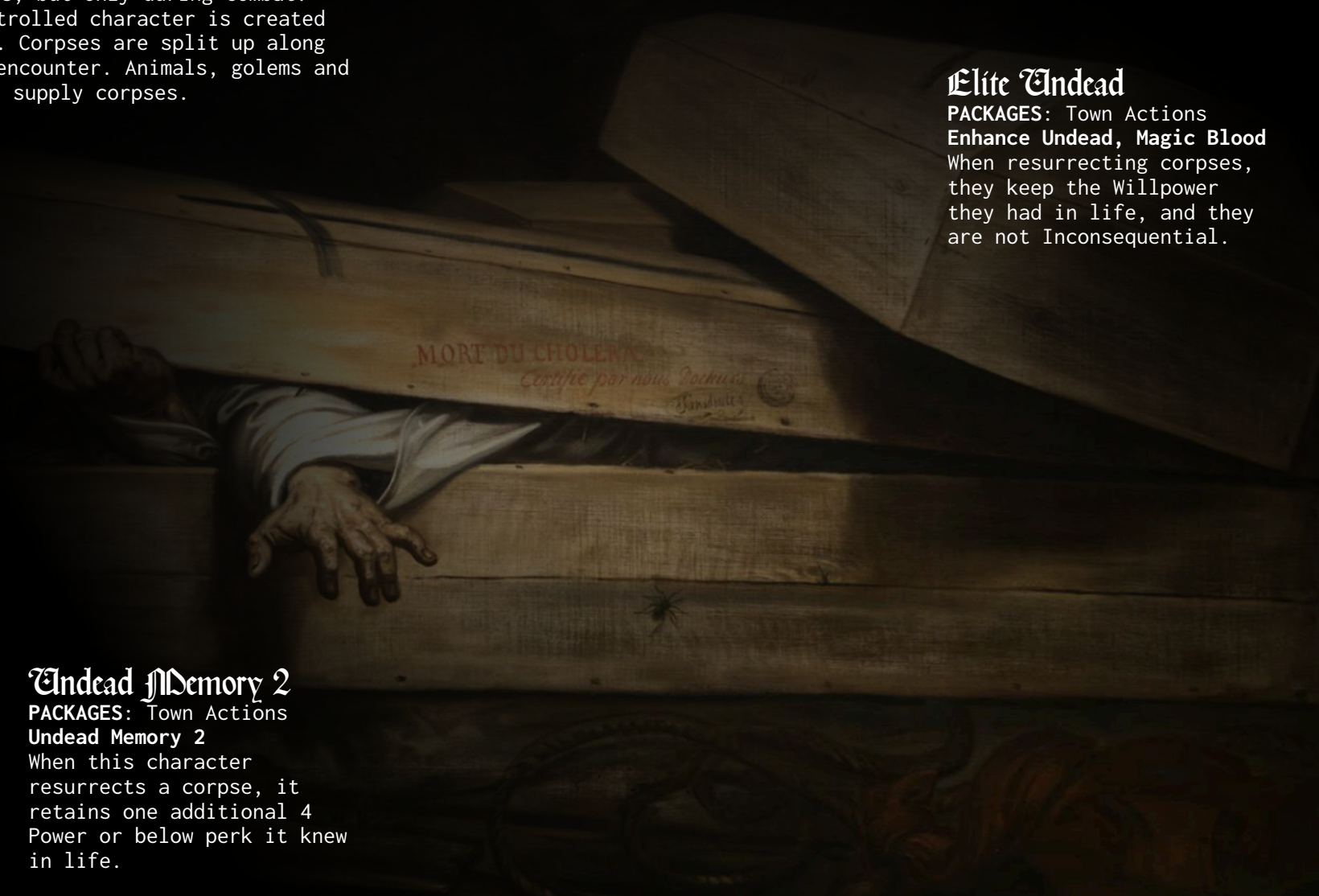
When this character resurrects a corpse, it retains one additional perk it knew in life.

Elite Undead

PACKAGES: Town Actions

Enhance Undead, Magic Blood

When resurrecting corpses, they keep the Willpower they had in life, and they are not Inconsequential.



Golemancy

Skills for crafting warriors of living steel.

Golemancy skills create Golems to add to your warband. When golems are felled they die. Golems cannot benefit from Leader perks or gain Power through battle or training. All crowns spent on golems are spent at the end of their creation. Their Power is equal to the number of crowns spent to create them.

Create Basic Golem

PACKAGES: Town Actions
Smith OR Magic Blood OR Scholar

With two town actions and 2 crowns, this character may create a basic golem that cannot be shocked or broke with the following attributes:

HP	STR	DB	AGI	MV	WP
2	1	0	1	3	0

Build Golem Body

PACKAGES: Town Actions
Create Basic Golem

During golem creation, this character may spend crowns to improve their attributes. HP and MV cost 1 crown per +2. The cost doubles once the attribute reaches 6. STR and DB cost 2 crowns per +1. The cost doubles once the attribute reaches 3. For every 5 crowns spent this way, increase SZ by .5, to a maximum of 2.5. Once SZ reaches 2.5, no further improvements may be purchased.

Save Golem

PACKAGES: Town Actions
Smith OR Magic Blood OR Scholar

When a golem dies, this character may spend 7 crowns and a town action to return it to operation.

Animated Enhancement

PACKAGES: Town Actions
Enhance Golem, Smith
When this character creates a golem it begins with an Animated perk for free.

Build Bigger Golem

Body

PACKAGES: Town Actions
Build Golem Body, Smith
The maximum golem size this character can make with Build Golem Body is 4. You may not increase DB over 5, or STR over 6.

Strengthened Magical

Core

PACKAGES: Town Actions
Enhance Golem, Magic Blood OR Scholar
When making a golem, this character may pay 2 crowns to increase their WP by 1 as many times as they wish.

Enhance Golem

PACKAGES: Town Actions
Create Basic Golem, Smith OR Scholar
For every additional crown this character spends during the creation process of a golem, the golem gains a Power to spend on perks. For every five crowns spent in this way, increase the number of town actions to create the Golem by 1.

Skills for crafting great trinkets.

Reliquarian skills reflect the ability to create magic items of great power.

Relic Creation 1

PACKAGES: Town Actions
Smith OR Scholar OR Magic Blood
This character can spend 1 downtime to make an F-tier relic.

Relic Creation 2

PACKAGES: Town Actions
Relic Creation I, Smith OR Magic Blood
This character can spend 1 town action to make a D-tier relic.

Reliquary

Relic Creation 3

PACKAGES: Town Actions
Relic Creation II, Scholar OR Magic Blood
This character can spend 2 town actions to make a C-tier relic.

Relic Creation 5

PACKAGES: Town Actions
Relic Creation III, Smith
This character can spend 2 town actions to make a B-tier relic.

Forge Training

PACKAGES: Town Actions
Relic Creation II
This character gains the Smith keyword.

Weapons Forger

PACKAGES: Town Actions
Relic Creation II, Warbred, Smith
When making or enchanting an armor relic, this character may gain another enchantment on that weapon that they have the skill to make for free.

Relic Creation 4

PACKAGES: Town Actions
Relic Creation IV, Scholar
This character can spend 3 town actions to make an A-tier relic.

Academic Reading

PACKAGES: Town Actions
Relic Creation II
This character gains the Scholar keyword.

Quick Forge

PACKAGES: Town Actions
Relic Creation V, Magic Blood
Halve the amount of time it takes this character to make a relic, rounding up.

Armor Forger

PACKAGES: Town Actions
Relic Creation II, Warbred, Smith
When making or enchanting an armor relic, this character may gain another enchantment on that armor that they have the skill to make for free.

Merchant

Skills for the swaying of man.

Merchant skills represent the guile and charisma necessary to find and execute on good deals.

Sweet Talker

PACKAGES: Town Actions

Fire OR Green

When buying equipment, this character decreases the end cost by 25% (rounding normally)

Sickly Sweet Talker

PACKAGES: Town Actions

Sweet Talker, Fire

When buying equipment, this character decreases the cost by 50% instead of 25% (rounding normally)

Salesman

PACKAGES: Town Actions

Fire OR Green

When selling equipment in a warband this character belongs to, increase the cost by 25% (this does not stack with itself)

Kiss-Up

PACKAGES: Town Actions

Fire

As a town action, this character can gain 3 Crowns.



The Implements of War

Equipment

Equipment is purchased for a number of crowns equal to its cost. To determine the Total Power of a character, add the amount of Power to the number of crowns worth of gear that they have equipped. During Warband creation, a player can spend 1 Power to get 1 crown of gear, or 1 crown on its own.



Armor

Armor is the tool for keeping people from death. A plate of steel, or a strip of leather can steal away blood from the promise of a sharpened blade.

Armor increases a character's **Attack Durability** (ADB), and may provide special abilities. In exchange, armor slows characters down by decreasing their Movement and Agility.

NAME	ADB	MV	AGI	SPECIAL	COST
Cloth	0	0	0		0
Leather	+1	0	0		1
Chainmail	+2	-1	-1		2
Elven Armor	0	0	0	This character may use Agility as Durability.	2
Orcish Armor	+2	0	-1		3
Half Plate	+3	0	-2		4
Scalemail	+3	-1	-1		4
Plate	+4	-2	-2		7
Troll Armor	+5	0	0	-5 ADB against spells	12
Hard-Skin Plate	+5	-2	-2		12
Biped Saddle	0	0	0	This can be worn with other armor. After Moving , place a mounted ally to within 0". An ally that is 2+ size smaller than this character and within 0" may spend an action to mount the biped saddle. A character becomes unmounted when they stop being within 0" of this character.	2

Weaponry

Weapons are the instruments of death and coercion. There have been many diplomats outspoken by the silvery tongue of a spear.

No more than two hands worth of weapons may be equipped at a time. If a weapon is **2H** it requires both hands to wield.

If a character has two weapons equipped then so long as their enemy is within range of both weapons they may reroll their attack roll. Wielding two weapons in this way is called dual wielding.

Characters may equip a maximum of four weapons, even though they may not wield that many. They may take an action to put away their current weapon(s) and take out new ones.

Weapons have a Size which often determines their range. Round range up to the nearest .5". A character must wield weapons greater Size than with 2 hands. If it was already 2H, they cannot wield it.

NAME	STR	RANGE	TYPE	SPECIAL	COST
Punch	+0	0"	MELEE		0
Knife	+1	0"	MELEE		0
Handaxe	+1	Sz/4	MELEE		1
Hoplite Spear	+1	Sz	MELEE		1
Iron Sword	+2	Sz/2	MELEE		1
Rapier	+0	Sz/2	MELEE	This weapon does double damage if not dual-wielded.	3
Mace	+0	0"	MELEE	Attacks inflict 1 extra Panic to creatures of equal or less Size.	4
Elven Knife	+AGI	0"	MELEE		4
Elven Sword	+AGI	Sz/2	MELEE		6
Buckler	+0	0"	MELEE	Gain 1 ADB.	1
Shield	+0	0"	MELEE	Gain 2 ADB.	2
Kite Shield	+0	0"	MELEE	Gain 3 ADB.	4
Battleaxe	+3	Sz	MELEE	2H	1
Lance	+0	Sz	MELEE	When Charging , add 1 to the attack roll for every 3" moved. This weapon is 2H unless the wielder is mounted or 3+ Size.	2
Iron Greatsword	+4	Sz	MELEE	2H	3
Orc Chain	+5	Sz/2	MELEE	2H	5
Warhammer	+0	Sz/2	MELEE	Attacks inflict 1 extra Panic to creatures within 1 Size and gain STR equal to half enemy ADB, rounded down. 2H.	6
Longbow	+3	4xSz	MELEE	2H	2
Composite Bow	+AGI	6xSz	RANGE	2H	3
Crossbow	6	12"	RANGE	Do not add the wielder's STR to the STR of attacks. 2H.	3

Mounts

Mounts are creatures that men can ride to move faster and to crush enemies underfoot (or underhooves, as it were).

It takes one action to mount, and none to get off. Characters may ride into battle already mounted.

When a character is mounted, they and the mount take their turns at the same time. That is, on a rider's turn, the mount has two actions and the rider has two actions. The controlling player chooses in which order the actions happen (for example, they may choose to have the mount move, then attack with the rider, then attack with the mount, and then rally with the rider).

All mounts have the same attribute types as men, as they are both characters and likewise can be felled, shaken or broken just like them. Just like men, mounts gain panic when they see allies fall, however unlike men mounts do not give panic to allies when they fall.

If a mount is felled, it dies, as mounted creatures are more frail than other creatures.

When a mount is felled, it's rider gains two panic and dismounts for free.

In addition to the base attributes, all mounts have a **Max Size** (MXZ) attribute which is the largest character which can ride the mount. Any larger, and the mount cannot support them.

Riders cannot take any actions that move them (such as **Move**, **Charge**, or **Retreat**). The mount has no such restriction. If the mount moves, then the rider is placed within 0" of the mount after moving.

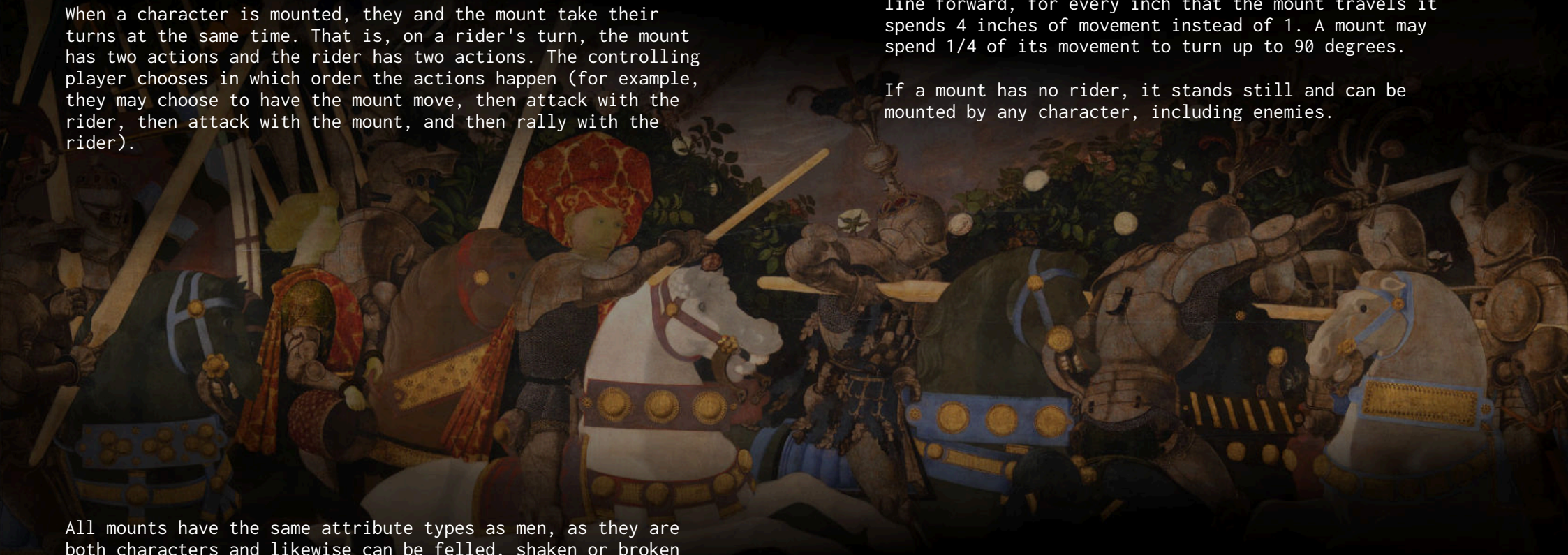
The model of a mount has a small notch or strip which indicates which direction is **forward**. Mounts travel slower when moving in directions not directly forward. When traveling in a direction that is not a straight line forward, for every inch that the mount travels it spends 4 inches of movement instead of 1. A mount may spend 1/4 of its movement to turn up to 90 degrees.

If a mount has no rider, it stands still and can be mounted by any character, including enemies.

All mounts can be barded (armored) by paying the cost of the relevant armor. It only fits that kind of mount.

Mounts may gain perks through combat like characters, but mounts may not be bought already having perks. Mounts can never gain Leader, Martial or Caster perks.

A mount can be purchased during warband creation or during **Buy Equipment** town actions for a number of crowns equal to its power.





Horse

Nimble horses bred for farm work.

HP	STR	DB	AGI	MV	WP	SZ	MXZ	PWR
9	5	3	1	15	2	2.5	2	4

TRAITS: Fast

War Horse

Large, strong horses bred for lance fighting.

HP	STR	DB	AGI	MV	WP	SZ	MXZ	PWR
14	7	4	1	15	2	2.5	2	8

TRAITS: Fast, Warbred

Giant Spider

Wild spiders. Likely captured at a young age, and then used for forest transport.

HP	STR	DB	AGI	MV	WP	SZ	MXZ	PWR
7	6	3	3	10	1	2	1.5	4

TRAITS: Man-Eater, Grazer, Fast
SPECIAL: Not restricted by the Mount Movement rule.

War Spider

Giant spiders trained not to spook at the sight of weapons or fire.

HP	STR	DB	AGI	MV	WP	SZ	MXZ	PWR
10	8	3	3	10	2	2	1.5	6

TRAITS: Man-Eater, Grazer, Fast
SPECIAL: Not restricted by the Mount Movement rule.

Riding Dog

A mastiff bred for carrying small humanoids.

HP	STR	DB	AGI	MV	WP	SZ	MXZ	PWR
5	4	2	2	8	3	1.5	1	2

TRAITS: Man-Eater, Grazer, Fast
SPECIAL: Riding Dogs roll on the wound table instead of dying when felled. They are not restricted by the Mount Movement rule.

War Lizard

A giant lizard of the flatlands, now an armored instrument of death.

HP	STR	DB	AGI	MV	WP	SZ	MXZ	PWR
18	8	5	2	12	3	3	2.5	6

TRAITS: Man-Eater, Grazer, Fast

SPECIAL: War Lizards roll on the wound table instead of dying when felled.

War Elephant

A giant scaled creature capable of crushing foes with multiple tons of force.

HP	STR	DB	AGI	MV	WP	SZ	MXZ	PWR
25	12	6	0	12	3	3.5	3	14

TRAITS: Fast

SPECIAL: There is no Attack Strength penalty for ranged attacks while mounted on an elephant.



Violence, Momentarily

Set Aside

Resolution Outside Combat

The warbands of **Cut & Run** focus primarily upon their namesake: War. Nevertheless, on occasion the need may arise to adjudicate matters other than violence.

CHECKS, BOTH CIVIL AND UNCIVIL

When a character attempts some non-violent action with the outcome staked upon their skill, they make a check to determine their success. The check is either civil or uncivil.

To make a check, the GM determines the check type and the character rolls a D6 and adds a modifier determined by the check type to the roll.

A character makes a civil check when the action is not directly opposed by another, and cannot be repeated without consequence. To make a civil check, the GM determines the difficulty. The character makes a check and if the result is greater than or equal to the difficulty, they succeed. Otherwise they fail.

A character makes an uncivil check when all the conditions for a civil check are met, but another character is against them. Both characters make a check. Whichever rolls greater succeeds, while the other fails. Should there be a tie, roll the dice again.



Example Check

Suppose a character wishes to pick up a large crate off of a child it fell onto, and the crate weighs three-hundred pounds. Such a feat is clearly Brute Strength, is difficult for a trained human, and is civil. Therefore, the character will roll 1d6, add their Strength and the number of Labor Skills they possess, and compare the result to 10. If it is greater than or equal to 10, they succeed. Otherwise they fail.

If they were instead pulling an enemy off that child who was grabbing onto them, it would be an uncivil Brute Strength check.

If the crate were resting on the floor instead of on the child, it can be assumed that there exists no consequences for repeating the attempt, and therefore no check would be made, and instead the GM determines whether such a feat is possible at all. If it is possible, then it succeeds eventually.



Check Type	Modifiers	Example
Brute Strength	Strength+the Number of Labor Skills the character possesses	Stopping a large boulder from rolling down a hill.
LITHE DEXTERITY	Agility+the Number of Recon Skills the character possesses	Walking along a tight rope without aid.
MENTAL ACUITY	Willpower+the Number of Ritual Skills the character possesses	Resisting the panic inherent to seeing a demon, face to face.
SHARP PERCEPTION	Awareness Level+the Number of Recon Skills the character possesses	Verifying the identity of a man while his face is partially obscured.
HARD ENDURANCE	Durability+the Number of Labor Skills the character possesses	Attempting to remain awake for an inordinate amount of time.

DIFFICULTY	TARGET NUMBER
Trivial for a Human	4
Easy for a Human	6
Difficult for a Human	8
Difficult for a trained Human	10
Difficult for a very well trained Human	12
Impossible for a Human	14

BATTLE

Each side alternates activating characters, with the aggressors going first. If multiple Warbands are on the same side, then on each turn, a Warband is selected at random to decide which character activates.

At the start of each round, players (or GMs) get a number of **skip tokens** equal to how many less allied characters there are than enemy characters. These skip tokens disappear at the end of the round.

When a side activates a character, they may either nominate an allied character to take a turn or spend a skip token. A character may not be activated twice within the same round. After every character has been activated, the round ends, and the next begins.

When a character activates, they get a turn to perform up to two of the following actions, or one of the following actions twice:

	Make an attack roll against a target with a weapon in range.
Attack	Ranged attacks require line of sight and may be made beyond a weapon's range. If the target is beyond the listed range, suffer -1 to the attack roll, plus -1 for every additional half-range beyond that. (eg. for a weapon of range 12", suffer -1 at 12", -2 at 18", -3 at 24", etc.)
Move	Move a number of inches equal to this character's movement without exiting the melee weapon range of any enemies that this character began the action within range of.
Charge	Take a move action, and then an attack action with a melee weapon. This action may not be taken if already in an enemy's melee range.
Retreat	Spend both of this characters actions. Move a number of inches up to double this character's MV. They take 1 panic.
Rally	Reduce this character's panic by 2 to a minimum of 0.
Cast	Cast a spell this character knows. This cannot be used in melee. To cast, at least one hand must be holding nothing.

Attacks

To make an attack roll, roll $1d6 + \text{Attack Strength}$ and have the target roll $1d6 + \text{Attack Durability (ADB)}$. If the attacker's roll is greater, do damage equal to the difference to the defender.

Attack Strength is the Strength of the weapon + the Strength of the character.

Attack Durability, meanwhile is equal to the character's Durability, but is frequently increased by equipment.

Dodge

Each character has an amount of **Dodge** equal to their Agility, to a minimum of 0. When a character takes damage from an attack, they lose Dodge as though it were Health before losing any Health. When a character begins their turn, they once again have an amount of Dodge equal to their Agility.

EXAMPLE: Bob is taking 2 damage and has 1 Dodge, he loses the Dodge and takes 1 damage.

Flanking

A character is flanking if they and another ally are within range to attack the same enemy with a melee attack. A character must have a Size of no less than their enemies Size-1 to flank.

When a flanking character makes a melee attack against the flanked enemy, increase their Attack Strength by 1 for the attack for each other flanker.

Adrenaline Bonus

When resolving attacks, the combatants can exhaust themselves to execute daring maneuvers, taking panic to strike harder.

When attacking with a melee weapon, the attacker can take any amount of panic and add the amount to their attack roll, and the defender can take any amount of panic and add the amount to their durability roll.

A character cannot cause a die to roll more than a 6 (ie. rolling $1d6 + 1$ can never result in an 8), or cause themselves to Break with their adrenaline bonus.

The attackers Adrenaline Bonus is decided before the defenders.

PANIC

If a character ever has more panic than they have Willpower they may take only one action per turn as they are **Shocked**.

If a character ever has panic equal to or exceeding double their Willpower, they must take either the **Retreat** action or the **Rally** action with all of their actions as they are **Broken**.

A character can be Broken and Shocked at the same time.

Panic is gained in the following ways:

Being Damaged	1 Panic
Retreating	1 Panic
Seeing an ally fall within 8"	1 Panic
Adrenaline	X Panic

Casting

Characters with Casting Perks can cast spells.

Casting spells cost Stored Mana. Every character has an amount of Max Mana and Stored Mana at the start of each fight equal to their Willpower when they were deployed.

Each character's maximum mana is equal to their Willpower. Should their Willpower be decreased, their Max Mana is also decreased, and their Stored Mana that was in excess of their new Max Mana is lost. If they gain Willpower, they gain max mana, but no stored mana.

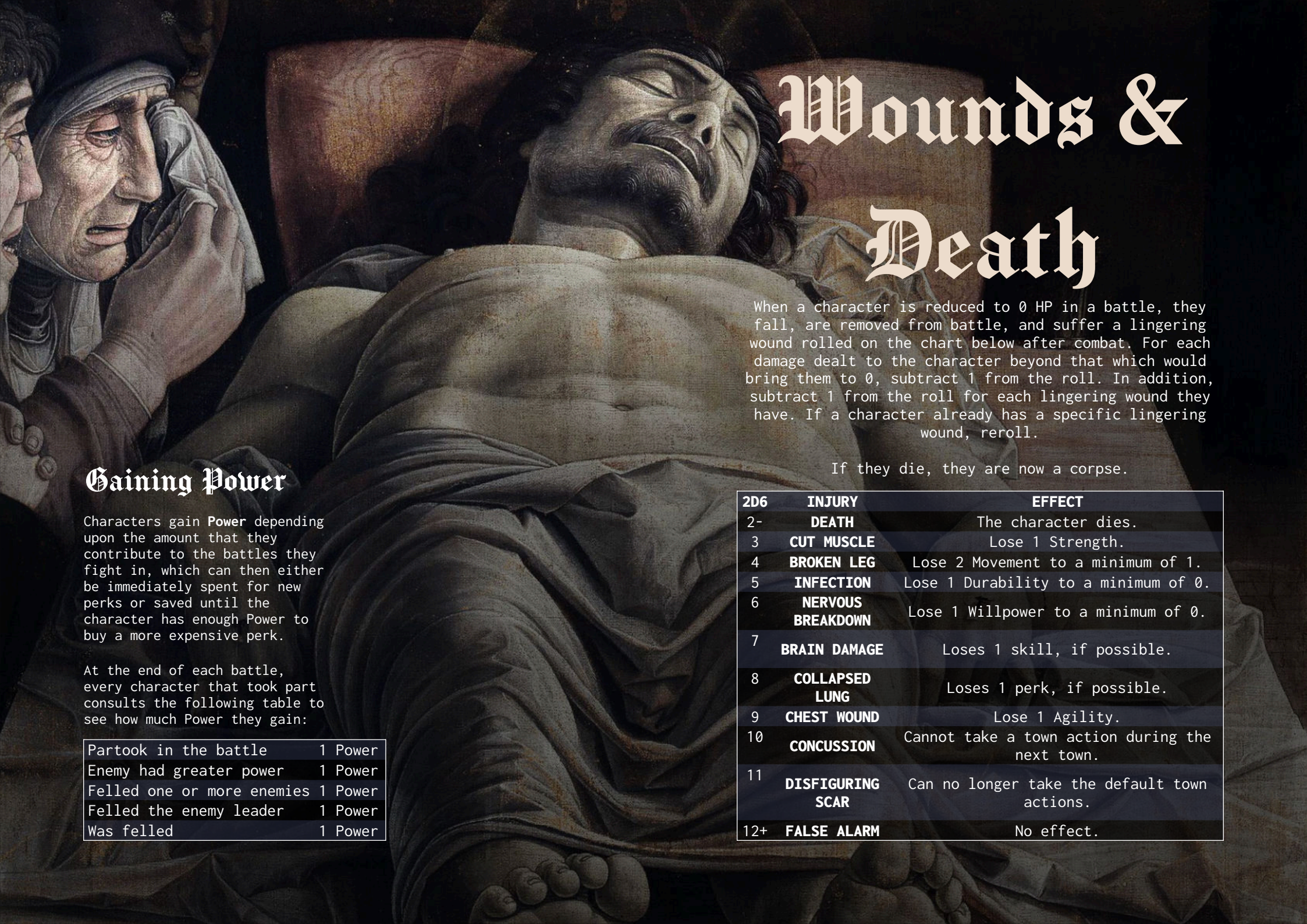
If a character gains Stored Mana in excess of their Max Mana, any excess Mana is lost.

Ranged Detriments

Cover - When attacking an enemy through light cover with a ranged weapon, subtract one from the Strength of the attack. If attacking through heavy cover, subtract two from the Strength of the attack.

Friendly Fire - Decrease the Strength of ranged attacks by 1 for each ally within the melee range of that enemy.

Shooting While Mounted - Decrease the Strength of ranged attacks by 1 when mounted.



Wounds & Death

When a character is reduced to 0 HP in a battle, they fall, are removed from battle, and suffer a lingering wound rolled on the chart below after combat. For each damage dealt to the character beyond that which would bring them to 0, subtract 1 from the roll. In addition, subtract 1 from the roll for each lingering wound they have. If a character already has a specific lingering wound, reroll.

If they die, they are now a corpse.

Gaining Power

Characters gain **Power** depending upon the amount that they contribute to the battles they fight in, which can then either be immediately spent for new perks or saved until the character has enough Power to buy a more expensive perk.

At the end of each battle, every character that took part consults the following table to see how much Power they gain:

Partook in the battle	1 Power
Enemy had greater power	1 Power
Felled one or more enemies	1 Power
Felled the enemy leader	1 Power
Was felled	1 Power

2D6	INJURY	EFFECT
2-	DEATH	The character dies.
3	CUT MUSCLE	Lose 1 Strength.
4	BROKEN LEG	Lose 2 Movement to a minimum of 1.
5	INFECTION	Lose 1 Durability to a minimum of 0.
6	NERVOUS BREAKDOWN	Lose 1 Willpower to a minimum of 0.
7	BRAIN DAMAGE	Loses 1 skill, if possible.
8	COLLAPSED LUNG	Loses 1 perk, if possible.
9	CHEST WOUND	Lose 1 Agility.
10	CONCUSSION	Cannot take a town action during the next town.
11	DISFIGURING SCAR	Can no longer take the default town actions.
12+	FALSE ALARM	No effect.

Living Steel and Other Such Relics

Magical Items, and their Classifications

Relics are magical weapons, armor, and trinkets which allow players to increase the effectiveness of their force, allowing warbands more strength even in battles where they should be outnumbered or outmatched.

An **F-tier** relic can be treated as being worth 1 Power.

a **D-tier** relic can be treated as being worth 2 Power.

A **C-tier** relic can be treated as being worth 4 Power.

A **B-tier** relic can be treated as being worth 8 Power.

An **A-tier** relic can be treated as being worth 16 Power.

An **S-tier** relic can be treated as being worth 32 Power.

Because of their rarity, relics are available only in the richest of cities.

When making a relic, they will either be labeled **Enchant Armor**, **Enchant Weapon**, or neither. When a relic is labeled with either

Enchant Armor or Enchant Weapon, they are special effects that are being added to a piece of armor or a weapon.

Some weapon and armor enchantments have the **Alone** label. A weapon may not be enchanted by more than one Alone enchantment.

No more than one enchantment labeled **Trinket** may be equipped at one time.

A **Consumable** Relic is destroyed after it is used.

Enhanced Seeing Eye Glass
F, Consumable
When a character makes a ranged attack or Acute Perception check, give them +1 to the roll.

Dry Bread
F, Consumable
When used, increase the supply of **Food** by 1 step.

Satchel of Exploding
F, Consumable
A satchel which can be primed and will then explode with incredible force 10 minutes later. Any character or structure within 20" of the blast suffers an Attack Strength 20 attack roll. The attack roll is reduced by 1 for every inch away the character is from the point of the explosion.

Lesser Health Potion
D, Consumable
As an action, remove 2 damage OR 2 attrition. It can instead be sipped up to twice to remove 1 damage OR 1 attrition.

Exploding Rock
D, Consumable
As an action, select a point within 12". All characters within 3" of that point suffer a Strength 7 attack.

Stick of Hurting
D, Consumable
This is an Sz/2 range melee weapon. Attacks with this weapon do 3 damage and don't roll.

Spell Sword
D, Weapon Enchant
This weapon can attack using the **Cast** action and ignores enemy melee ranges for that action.

Health Potion
C, Consumable
As an action, remove 4 damage OR 4 attrition. It can instead be sipped up to twice to remove 2 damage OR 2 attrition.

Coup Stick
C
This is a Sz/2 range melee weapon. Attacks with this weapon do 1 damage and don't roll.

Fearsome Aura
C, Armor Enchant
When enemies use Adrenaline on an attack roll targeting this character, they gain double panic.

+1 Weapon
C, Weapon Enchant, Alone
This weapon has +1 Attack Strength.

+1 Armor

C, Armor Enchant, Alone
This armor grants +1 ADB.

Necklace of Quickness

C, Trinket
This necklace grants +1 Agility.

Boots of Speed

C, Trinket
These boots grant +3 Movement.

Greater Health Potion

B, Consumable
As an action remove 8 damage OR 8 attrition. It can instead be sipped up to twice to remove 4 damage OR 4 attrition.

Weapon of Inflict Fear

B, Weapon Enchant
When enemies take damage from this weapon, they suffer -1 Willpower until the their next turn ends.

Sting Rod

B
This is a Sz/2 range melee weapon. Attacks with this weapon do 2 damage and don't roll.

Armor of Attribute

B, Armor Enchant
Add 1 to any attribute while wearing this armor. That attribute is chosen when this relic is created.

+2 Weapon

B, Weapon Enchant, Alone
This weapon grants +2 Attack Strength.

+2 Armor

B, Armor Enchant, Alone
This armor grants +2 ADB.

Rod of Panacea

A
Characters in a warband with this rod may take the 'Visit Doctor' town action without spending a town action or 10 crowns. In addition, once per battle the Rod of Panacea can be used by its bearer to remove all damage and panic from a target within Sz/2 inches as an action. The Rod of Panacea requires one hand to hold.

Kill Staff

A
This is a Sz/2 range melee weapon. Attacks with this weapon do 3 damage and don't roll.

True Strike

A, Weapon Enchant, Alone
This weapon ignores ADB granted by Relics.

Anti-Magic Runes

A, Armor Enchant, Alone
This armor ignores Attack Strength granted by Relics and grants +3 ADB against attacks generated by Cast actions.

+3 Weapon

A, Weapon Enchant, Alone
This weapon grants +3 Attack Strength.

+3 Armor

A, Armor Enchant, Alone
This armor grants +3 ADB.

Dragon scale Armor

S, Armor Enchant, Alone
When taking damage, reduce that damage to 1.

Dragonsnout Mask

S, Trinket
At the beginning and end of this character's turn, this character may create a cone of 45 degrees and 10 inches in length originating from this character. All other characters within the cone are targeted by one Strength 12 attack roll.

Winged Cloak

S, Trinket
When this character moves, they may ignore all terrain and characters. In addition, whenever this character moves (for a **Retreat**, **Charge**, etc.) they may instead move twice.

Dragontooth Weapon

S, Weapon Enchant, Alone
Add the target's Size + 2 to attack rolls (rounding up).

Dragonbone Crown

S, Trinket
Whenever you take damage you may create an allied Kobold Thrall within 0". They remain in your warband but can never use equipment.

Kobold Thrall

Attributes:
HP: 4, Str: 8, DB: 5, WP: 1, Agi: 2, MV: 5, Sz: 1.5

Attacks:
Punches at 0" with Attack Strength 8.

Perks:
Inconsequential, Unwavering

Etcetera

Special Rules

Various campaigns may require more specialized tools than the previous rules have to offer. As such, all of the following are 'packages.' Packages are variant rules which allow for some more specificity. Each package builds upon the last, where the earlier ones ought to be integrated into nearly all campaigns in some capacity.

Time and Step Actions

Why you might use this package:
Whenever the need comes to answer what is done between battles.

Within the package:
Rather than assuming that a campaign takes place over a continuous stream of time, tallying the hours and days, instead progress through a number of Campaign Steps (correlating to a unit of time like a week) all at once to represent the passage of time. All skills which use time refer to time in both hours and days as well as time in Campaign Steps, with the default assumption being that a Campaign Step is 1 week.

Attrition and Exhaustion

Why you might use this package:
To provide a consequence for hunger, fatigue and sickness.

Within the package:
Attrition reflects the abuse that armies take while marching or going without food, etc.

Characters gain attrition due to specific events during campaigns. When a character starts a battle with attrition, they suffer 1 damage for half of their attrition (rounding up) and 1 panic for half of their attrition (rounding down). This damage does not inflict panic.

If a character would ever gain enough attrition that this damage would reduce them to 0 Health should combat begin, they roll on the Injury table. They must roll on the Injury table again for each Attrition they gain after.

After each battle, a character gains attrition equal to the damage they took.

If a character is without food or water for a full day, they suffer 3 attrition.

Rest reduces attrition, at a rate of 1 per day.

Marching on Land

Why you might use this package: When the warbands maneuver a prepared map of great area.

Recommended Packages:

To use this package, it is recommended to also use Attrition and Exhaustion.

Within the package:

During one day, every character within a warband may receive 1 attrition to travel 15 miles in a day (they may perform this up to 7 times during a Campaign Step). If they do not have the Slow trait, they may travel twice as far in exchange for 2 attrition.

If a character has the Quick trait, they may travel three times as far in exchange for 3 attrition. If any character is upon a Quick mount, they may travel four times as far in exchange for 4 attrition.

Town Actions

Why you might use this package: To emulate and handle what characters might be doing when spending time in town.

Recommended Packages:

To use this package, it is recommended to also use Time and Step Actions and Attrition.

Within the package:

Each character can take any of the following Town Actions when spending 1 week or a Campaign Step in Town:

Buy Equipment – Buy one item at Market Price.

Sell Equipment – Sell one item at Market Price.

Hire Mercenary – Pay a number of crowns equal to the Power of a new character, and recruit that new character.

Train – Gain 1 Power to spend on perks and gain 1 Attrition. You cannot use this Town Action if you have attrition.

Study – Pay 3 crowns and learn 1 Skill.

Rest – Lose up to 3 Attrition.

Visit Doctor – Pay 5 crowns and remove an Injury from this character. The same character can never have the same Injury removed twice.

Massed Combat

Why you might use this package: To allow groups of more than 40 combatants fight at the same time.

Within the package:

Rather than treating each character as an individual fighting unit, create units of multiple characters. Units have the same attributes as characters, but interact in combat different.

For a character to be in a unit, they must have the same ADB, their weapons must be of the same type (MELEE or RANGED), their attacks must have the same Attack Strength, they must have the same Willpower, and they must have the same Movement. When characters are in a unit, they have 3 additional Durability.

When they take damage, the controlling player chooses to do damage to one character within the unit. Units take 1 panic when a character within them is felled. Units do not take panic when taking damage, or when individual allies are felled, only when units are felled in their entirety.

When a unit moves, move every character within the unit. Each character within the unit must end the move within 3xSize inches of all other characters in the unit.

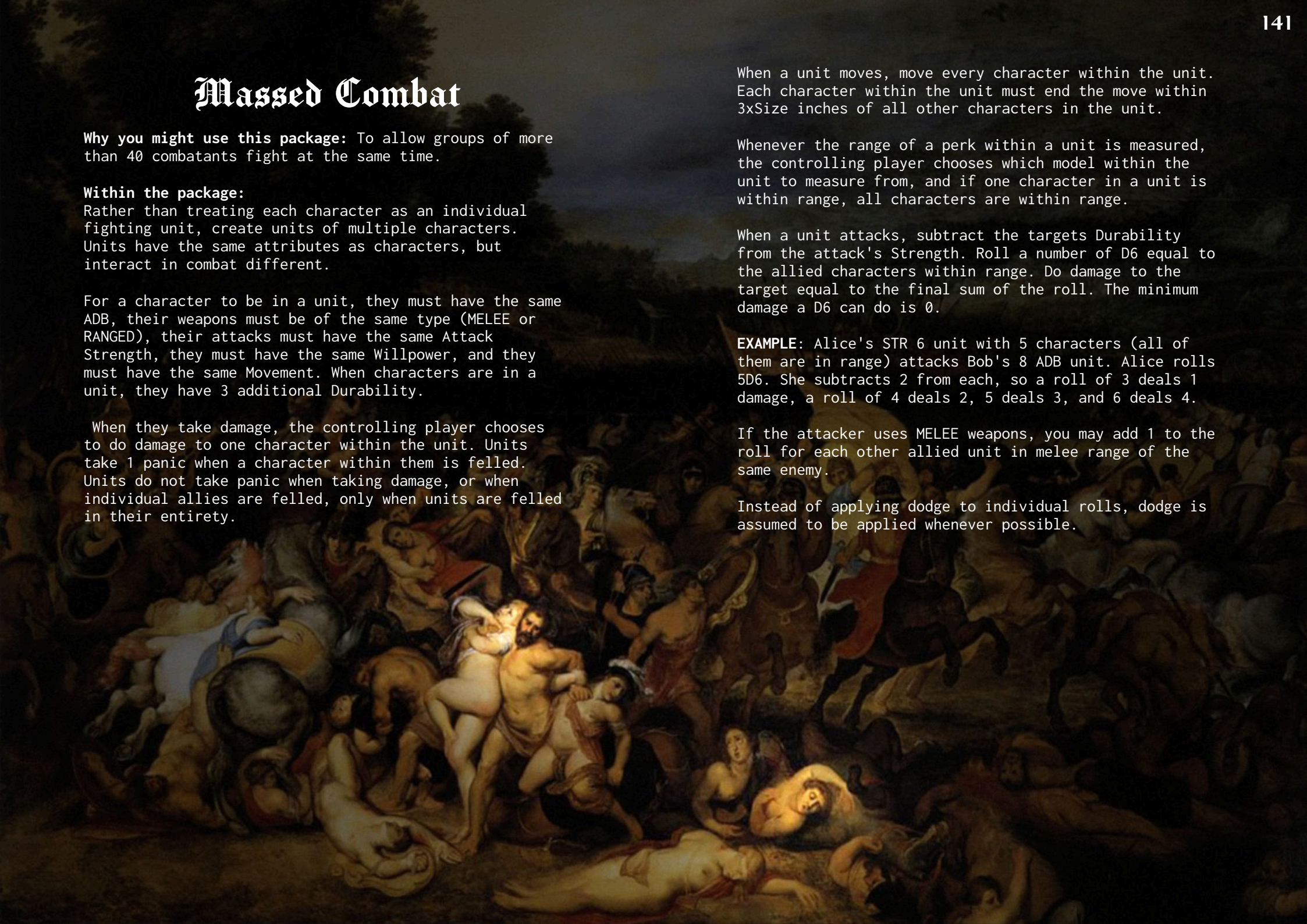
Whenever the range of a perk within a unit is measured, the controlling player chooses which model within the unit to measure from, and if one character in a unit is within range, all characters are within range.

When a unit attacks, subtract the targets Durability from the attack's Strength. Roll a number of D6 equal to the allied characters within range. Do damage to the target equal to the final sum of the roll. The minimum damage a D6 can do is 0.

EXAMPLE: Alice's STR 6 unit with 5 characters (all of them are in range) attacks Bob's 8 ADB unit. Alice rolls 5D6. She subtracts 2 from each, so a roll of 3 deals 1 damage, a roll of 4 deals 2, 5 deals 3, and 6 deals 4.

If the attacker uses MELEE weapons, you may add 1 to the roll for each other allied unit in melee range of the same enemy.

Instead of applying dodge to individual rolls, dodge is assumed to be applied whenever possible.



Combat Upon the Ocean

Sailing

Why you might use this package: When the warbands wish to set sail.

Recommended Packages:

To use this package, it is recommended to also use Marching on Land.

Ships

Ships move along rivers and ferry men across the ocean.

Ships have 6 attributes. Speed, Armor, HP, Transport Capacity (which is in terms of Size), Size and Cost (in Crowns). A ship of Size of 1 can fit down any stream, Size 2 can fit down large streams, and Size 3 can fit down large rivers.

A ship can move 15 miles per day for each of its speed.

Name	Speed	Armor	HP	Capacity	Size	Cost
Rowboat	2	0	1	5	1	4
Galley	2	7	7	15	2	10
Trade Barge	2	0	6	30	2	10
Barc	3	8	8	20	3	12
Galleon	3	9	9	25	4	15
Frigate	4	10	11	30	5	35
Man-Of-War	5	11	13	35	6	45
Ship of the Line	6	12	15	40	7	60

Naval Weaponry

Naval based weapons have 7 attributes.

Size, which determines how much capacity it takes up on a ship, Crew, which determines the total Size of the people manning the weapon to make it work, Penetration, Strength, Area, Scatter, and finally the Cost in Crowns.

Corvus: A Corvus is a type of portable bridge. Once used, a bridge is placed onto the other player's ship. The bridge is a 20"x3" rectangle connecting the two ships. It moves with the ship it is originating from.

Rams: Instead of functioning like a normal melee weapon, a ram adds to the roll inflicted by ramming.

Flamebelcher: The Area created by a Flame Belcher persists and characters within the Area of Effect take 2 damage at the start of their turn. If the point is on a ship, the point moves with the ship.

NAME	SIZE	CREW	PENETRATION	STRENGTH	AREA	SCATTER	COST
Cannon	2	4	6	6	1"	1d3	4
Ballista	4	3	1	8		0	3
Flamebelcher	2	2	1	0*	8"	1d6	3
Trebuchet	6	5	3	7	2"	1d6	3
Ram	6		0	4*		0	4
Corvus	4	4	*	*	*	0	1

Set-Up

Ship combat proceeds as normal combat, but ships are moving pieces of land.

A ship of size X is the size of a 16X" by 4X" rectangle. The size of the battlefield should to accommodate all ships, and have approximately 24" between them.

When placing a ship, also place each weapon on that ship, each character on that ship, and that ship's **Wheel**, which is Size 2.

Swimming

It can be assumed that any non-Frogman character which falls overboard rapidly drowns. If a ship survives to search for them, make a **Lithe Dexterity** check for every drowning character. The Target Number is 8. If the succeed, they are rescued. Otherwise, they drown. Frogmen always succeed this check, and can choose to not be found by surviving ships, and instead slink away into the murky depths and regroup elsewhere.

Ship Movement

At the start of each round, all ships move forward an amount equal to their speed. If this brings the ship off the battlefield, they exit the battle.

Ship Actions

During naval combat, each character can take two additional actions: **Crew Weapon**, and **Steer**.

A **Crew Weapon** action targets a naval weapon within 0", and decreases that weapon's **Crew** stat by the Size of the character for the rest of the round. The first time a weapon's **Crew** stat turns to zero each round, the acting player may make a Naval Weapon attack with that weapon.

A **Steer** action targets a **Wheel** within 0". The character may turn the ship up to 30 degrees. A ship may not be turned more than 60 degrees per round.

Ramming

If during **Ship Movement** one ship touches another, then both ships take damage, and the ramming ship stops moving.

The ramming ship takes damage equal to **Speed/2** rounding down.

The ship that isn't moving takes damage equal to the **Ram Roll**.

Ram Roll: 1d6 + Ram Speed + Rammer's Size - defender's **Armor**.

Naval Attacks

First, decide whether you are targeting enemy crew, or an enemy ship.

Attacking Ships

If you are targeting an enemy ship, roll a **Naval Attack** (Nav-Atk) and your opponent roll **Naval Defense** (Nav-Def).

Nav Atk: 1d6+Pen+Strength.

Nav Def: 1d6+Armor.

The enemy ship takes an amount of damage equal to the difference.

Attacking Crew

If you are targeting crew, determine whether or not your ship has Area of Effect. If it does, follow the following steps:

First select the point which you are targeting.

Then, roll the **Scatter** of the weapon and 1d2.

On a 2, move the point by the **Scatter** roll in a straight line.

On a 1, your opponent moves the point instead.

Then, make an attack roll against every character within

the Area of Effect of the weapon where the Attack Strength is the Strength of the weapon.

If the weapon does not have an Area of Effect, instead make that attack roll against one enemy character the weapon can see.

Sinking

When a ship is reduced to 0 HP, it sinks and all characters aboard the ship are immediately treated as tossed overboard. Roll 1D3 for every character aboard the ship when it sinks. On a 1, they die.

Aftermath

Due to the nature of ship to ship combat, battles are often very lethal, with very few survivors. That being said, if one side wins a battle but without the capacity to handle the survivors, they must choose which to cast overboard.

The side that wins a naval combat is assumed to take control of the enemy ship if it is not sunk, crewing it and sailing it.

Logistics and Supply

Why you might use this package: To track when the Warbands run out of supplies on long campaigns.

Recommended Packages:

Time and Step Actions, Attrition and Exhaustion.

Within the package:

There are 4 **Critical Resources**: **Ammunition**, **Medicine**, **Food** and **Wages**. The GM may add more, such as Dungeoneering Supplies, along with how they are expended.

Each resource has an **amount**. Those amounts are: **Plentiful**, **Enough**, **Scarce** and **Out**.

Ammunition increases by one stage whenever a warband spends 1 crown per active ranged weapon in the warband at a location where ammunition is available. **Ammunition** is decreased by 1 stage after each battle where the warband fired a ranged weapon. If **Ammunition** is **Out**, the Warband cannot fire ranged weapons.

Medicine is increased by one stage whenever a warband spends 1 crown per warband member at a location where medicine is available. **Medicine** is decreased by 1 stage after a battle where an ally was felled. If **Medicine** is out, subtract 5 from all Injury rolls.

Food is increased by one stage whenever a warband spends 1 crown per 4 Size (including Mounts) in the warband at a location where food can be bought. **Food** decreases by 1 stage after each week. If **Food** is out, the warband take an attrition every 2 days, or 3 attrition per week. Characters with the Grazer trait do not suffer this attrition. Character's with the Man-Eater trait can always eat a corpse instead of taking attrition.

Wages are increased by one stage whenever the warband spends 1 crown per character in the warband. **Wages** decrease by 1 stage after 1 Week. If **Wages** are out, the warband selects a character and releases them from duty every Campaign Step.

Carrying Loot

Why you might use this package: To resolve the quantity of loot which the party can carry home.

Within the package:

The **Carrying Capacity** (CC) of a Man or Mount is equal to Size x 2 **Units**, which is an abstract unit of weight roughly equal to 25 lbs. Characters and mounts cannot carry more than this. Equipped items do not add Units.

Characters with ranged weapons hold **Ammunition**. Their **CC** decreases by 1 if there is at least **Enough** ammunition.

If Food is **Enough** or higher, halve the **CC** of each Character and Mount.

Any 2 weapons or 1 piece of armor weighs Size units.

For a corpse, a 0.5 **Sz** creature weighs 25 lbs and every 0.5 **Sz** doubles the weight (So a 1 **Sz** creature weighs 50, a 1.5 **Sz** creature weighs 100, etc.)

50 Crowns weigh 1 Unit.

Non-Combat Items

The contents of the table can be purchased in town.

NAME	EFFECT	COST
Cart and Ox	A character with a Cart and Ox may buy 4 items instead of 1 when taking the Buy Equipment town action. It may only be used once per Campaign Step.	4 Crowns
Trading Stand	Treat the Ox as a riding horse that cannot be mounted and flees at the first sign of trouble for the purposes of combat and Carrying Capacity. A character may sell items at 75% price, instead of 50%.	4 Crowns
Tent	A character with a tent loses one attrition if he does not march for one day. This can be used in this way once per week (or once per campaign step).	1 Crown

