

Campaign Rules

The Basics

Most things a player can do in real life, they can try ingame. Drinking, fighting, stealing, working (good god!), and so on

Tests

Most things a player can do ingame require a test of some sort to be made. The following are the most common;

INTERPERSONAL

These include haggling for goods, persuading NPCs of different ideas or strategies, and so on. They are probably the most important tests in the game. To get the player's interpersonal score, add their nerve and intelligence and divide by 2 (rounding down). They must roll below this number on 2d6 to succeed. Here is a list of common modifiers;

- +1 Urgency (eg attacking army)
- +1 NPC has lower nerve than player (indecisive)
- 1 Player does not know NPC
- 1 NPC dislikes player for non-personal reason
- 1 Player has made bad decision in the past
- 2 NPC dislikes player personally
- 3 NPC holds grudge against player

Generally getting 3 less than they need is an "epic success", 3 more an "epic failure". Results of this are up to the GM.

PERCEPTION

These include spotting items, seeing far-off enemies, or making out details of small objects. To get the player's perception score, add their shooting and intelligence and divide by 2 (rounding down). They must roll below this number on 2d6 to succeed. Here is a list of common modifiers;

- 1 Urgency (eg attacking army)
- +2 Looking for specific item

Generally getting 3 less than they need is an "epic success", 3 more an "epic failure". Results of this are up to the GM.

DRINKING

Drinking alcohol is a test against the drinker's power. If failed consult this chart;

1-2 Still just about standing

3-4 Pass out

5-6 Start a fight with random nearby NPC (player is at -2 to St, NPC is only if they are also drunk)

Combat Rules

A SHORT NOTE ON DICE

The dice used in the rules is always a d6 unless very specifically stated otherwise.

Movement

Troops with higher movement move first unless otherwise stated. For troops with equal movement, roll off once between the two sides, the winner may move all their characters with that much movement first.

Characters can *sprint* 25x their movement (so a M8 character can go 200m in a turn), in which case they may do nothing else. They are at -2 to hit by anyone shooting from the side, and -1 from the front or back. They may *weave* 10x their movement, and are at -2 to hit from all directions but may not act. They may *hurry* 10x their movement and reload a weapon as normal or shoot at a -1 penalty. They may walk up to 5x their movement (so for a M8 40m) and act without any penalty.

Shooting

ORDER OF SHOOTING

The sides roll off for each order from 1 to 6. They then roll on the shooting table and wounding tables for the weapons with order 1, the player who got the higher score in the roll-off going first. They then repeat this for those marked two, and so on.

6th order is not in the gun section of the weapon charts but is used for artillery.

Penalties/Bonuses (to skill NOT roll)

Shooting at under 10% range (point blank!) +1

Shooting at troops in 'soft' cover (hedge, fence, small amount of undergrowth) -1

Shooting at troops in 'hard' cover (wall, battlements, entrenchment) -2

Shooting at troops over 75% range (long shot) -1

SHOOTING TABLE

Shooting

1	N/A
2	N/A
3	10+
4	9+
5	9+
6	8+
7	8+
8	7+
9	7+
10	5+
11	5+
12	4+

ROLLS OF A DOUBLE 1 OR 6

DOUBLE 1 – CRITICAL FAILURE

4-6 Safe. Just.

3 No shot fired; spend a turn unblocking the barrel.

2 Gun blows; gun is wrecked

1 Gun blows; take a single St5 Pw5 hit, gun is wrecked.

DOUBLE 6 – CRITICAL HIT!

5-6 Neck-hit: Instant kill, No dodges or saves of any kind allowed!

4 Ricochet; hit another trooper within 1m (randomise)

3 Right through; hit a trooper behind the one you shot at, -2 to deadliness

2 Hit automatically kills if not dodged

1 Hit at +1 deadliness

WOUNDING TROOPS

Troops that are hit by a rifle shot are generally pretty much dead – or at least unable to fight. Roll on the following table comparing the weapon's deadliness with the dice roll. With low-deadliness weapons the trooper may be fine, with high deadliness there is still a chance he will only be wounded.

WOUNDED MEN

Wounded troops should be placed faced down on the table and left there. Remove them as dead if an enemy unit moves over them. At the end of the battle, the opponent gets half the value of each wounded model (plus the whole value of each dead model) on their score. In addition certain spells and abilities can heal wounded men or remove them from the battlefield (and back to safety).

WOUNDING TABLE

Deadliness	1	2	3	4	5	6	7+
Killed	1	1-2	1-2	1-3	1-3	1-4	1-5
Able to Fight on	4+	5+	6+	6+	AUTO	AUTO	AUTO

This table is also used for close combat.

WOUND ROLLS

If a trooper is unable to fight on, they are ignored for the rest of the combat. They must then take a wound roll. Results of wound rolls are not counted in max stats – they are permanent and cumulative.

2-4 Open wound: Until the character is healed, they must roll a d6 and die on a 1. After healing they are fine.

5-6 Leg Wound: -3M until healed, permanent -1 afterwards.

7-8 Left Arm: May not use 2h weapons or left-hand stuff until healed. At -1pw, -1 St with all left-hand/2-hand weapons afterwards.

9-10 Right Arm: May not do anything with arms until healed. At -1pw, -1 St with all left-hand/2-hand weapons afterwards.

11+ Miraculous recovery; no effects suffered.

HEALING

A character with healing skill will be able to make a roll on the healing table:

2 Mistake! Roll again on wound table (2 is always a mistake no matter what bonuses the healer has)

3-5 No effect

6-9 Success: Character now has post-healing effects.

10+ Total success: Character has no long-term effect from the wound.

Combat

ORDER OF COMBAT

When troops are already engaged in combat, the players roll off for each order from 1 to 6 (using the Order 3 value). They then roll on the tables for the weapons with order 1, the player who got the higher score in the roll-off going first. They then repeat this for those marked two, and so on.

When one man has charged another, look at the charging and charged values (one and two) and compare them, using order one for the charger and two for the man that has been charged. This is only in effect for the first turn of a combat – subsequent turns use the combat order as detailed above. Note that if a trooper charges a man who is already fighting in combat, the charger uses the charging order but the charged unit still must use the combat order.

Horses and other mounts always fight as order 3 if they are able to attack. Treat the attack as any other. When attacking cavalry, it is always the rider who is attacked, never the mount.

STRIKING TABLE

Roll on this table first with 2d6. The attacker's Striking is the value along the side, the model being attacked is along the top. If the roll is equal to or one above or below the number shown, the opponent has a chance to parry (i.e. the weapons have clashed in the bitter combat). If the value rolled is two or more above, the player has hit and the other player must roll on the wounding table. If the value rolled is two or more less, the player has failed miserably.

Striking	1	2	3	4	5	6	7	8	9	10	11	12
1	7+	7+	8+	8+	8+	9+	9+	9+	9+	10+	10+	10+
2	7+	7+	7+	8+	8+	8+	9+	9+	9+	9+	10+	10+
3	6+	7+	7+	7+	8+	8+	8+	9+	9+	9+	9+	10+
4	6+	6+	7+	7+	7+	8+	8+	8+	9+	9+	9+	9+
5	6+	6+	6+	7+	7+	7+	8+	8+	8+	9+	9+	9+
6	6+	6+	6+	6+	7+	7+	7+	8+	8+	8+	9+	9+
7	6+	6+	6+	6+	6+	7+	7+	7+	8+	8+	8+	9+
8	5+	6+	6+	6+	6+	6+	7+	7+	7+	8+	8+	8+
9	5+	5+	6+	6+	6+	6+	6+	7+	7+	7+	8+	8+
10	5+	5+	5+	6+	6+	6+	6+	6+	7+	7+	7+	5+
11	4+	5+	5+	5+	6+	6+	6+	6+	6+	7+	7+	7+
12	4+	4+	5+	5+	5+	6+	6+	6+	6+	6+	7+	7+

ROLLS OF A DOUBLE 1 OR 6

DOUBLE 1 – CRITICAL FAILURE

5-6 Safe. Just.

4-3 Wide sweep: Opponent gains a free attack

2 Opponent gains free unparryable attack

1 Opponent gains free unparryable attack at +2 to hit.

DOUBLE 6 – CRITICAL HIT!

- 6 Neck-hit: Instant kill!
- 5 Hit at +2 deadliness
- 4 Instant concussion w/o saves, but no kill
- 3 Gain a free attack at +1 to striking
- 2-1 Gain a second free attack

PARRYING TABLE

This table checks the power of the attacker (side) against the model being attacked (top), including weapon bonuses for the attacker but not for the defender. If the roll is equal to or higher than the number shown, the model has successfully beaten back the parry and the player's opponent must roll on the wounding chart.

Power	1	2	3	4	5	6	7	8	9	10	11	12
1	7+	7+	8+	8+	8+	9+	9+	9+	9+	10+	10+	10+
2	7+	7+	7+	8+	8+	8+	9+	9+	9+	9+	10+	10+
3	6+	7+	7+	7+	8+	8+	8+	9+	9+	9+	9+	10+
4	6+	6+	7+	7+	7+	8+	8+	8+	9+	9+	9+	9+
5	6+	6+	6+	7+	7+	7+	8+	8+	8+	9+	9+	9+
6	6+	6+	6+	6+	7+	7+	7+	8+	8+	8+	9+	9+
7	6+	6+	6+	6+	6+	7+	7+	7+	8+	8+	8+	9+
8	5+	6+	6+	6+	6+	6+	7+	7+	7+	8+	8+	8+
9	5+	5+	6+	6+	6+	6+	6+	7+	7+	7+	8+	8+
10	5+	5+	5+	6+	6+	6+	6+	6+	7+	7+	7+	5+
11	4+	5+	5+	5+	6+	6+	6+	6+	6+	7+	7+	7+
12	4+	4+	5+	5+	5+	6+	6+	6+	6+	6+	7+	7+

DOUBLE 1 – CRITICAL FAILURE

- 5-6 Safe, just.
- 4-3 Knocked sideways: Opponent gets +1 to hit
- 2 May not parry opponent's attack
- 1 Weapon shatters, attack fails

DOUBLE 6 – CRITICAL SMASH!

- 5-6 Safe. Just.
- 4-3 Enemy weapon knocked from hand; parry made but disarmed
- 2 Opponent gains free unparryable attack
- 1 Enemy weapon shatters, parry fails

Special Rules

These are all rules that may apply to some units.

Massive

When this model moves into any others, these takes a hit at St5 Pw7 as the bulk of the model slams into them. If this kills the attacked model, the Massive model may keep moving as if nothing was there.

Flaming Attacks

This is only given to weapons or certain magical creatures. If the model attacked has any rifles, muskets, or other gunpowder weapons, these may not fire for the next turn as the powder explodes in the troops faces. Note that only the specific models that get attacked may not fire.

Psychology

CAVALRY PANIC

If cavalry charge an enemy with a melee weapon that panics cavalry or are shot at by a shooting weapon (or, more likely, artillery piece) that panics cavalry, the unit must take a test on the unit's mounts' nerve on the loss table as if they had been fired on by a terrifying weapon. If the unit fails the horses bolt and the cavalry flee away from the enemy that caused the fear.

LOST COMBAT (Only used for NPCs)

At the end of a round of combat, both sides take a number of dice equal to the number of loss points accumulated (see below) and roll off. If one side gets a higher score by 6 or more points that player's man is beaten and their opponent rolls on the loss table (take a single test for the whole unit, using the model with the highest nerve). If they fail the test, the model flees.

SHOOTING LOSSES

If a player's nearby friends take 50% casualties from the start of the battle from shooting, or if they take 25% in one turn, or if they take any casualties from a *terrifying* weapon or enemy, then roll a d6; on a 5+ take an immediate test on the loss table.

Loss points are calculated thus;

- + 50% of friendlies lost over the course of the battle +1
- + 25% of friendlies lost over the course of the turn +1 (this is separate from the above)
- No friendly models within 5m + 2
- + Model running within 10m +1
- Opposing force contains character with renown more than them +1
- They fear model within 10m +1
- Fired on by terrifying weapon +1
- Attacked by terrifying enemy +1

If the model flees, they move their full movement away from the source of the fear. If they flee on a roll of 2 more than would normally be needed, they are considered broken and continue to flee right off the field. Otherwise they may re-take the test they failed (on the same dice roll needed to not run) as soon as they are 20m away from any enemy. If they fail again they continue running until another test next turn, and so on. Rolls of 2 more than would normally be needed on these rallying tests still make the unit carry on running off the board. If they are charged while running, they fight at a -1 striking and -1 power penalty.

LOSS TABLE

Nerve	1	2	3	4	5	6	7	8	9	10
-------	---	---	---	---	---	---	---	---	---	----

Loss points

1	4+	4+	5+	5+	5+	6+	6+	6+	6+	6+
2	4+	4+	4+	5+	5+	5+	6+	6+	6+	6+
3	3+	4+	4+	4+	5+	5+	5+	6+	6+	6+
4	3+	3+	4+	4+	4+	5+	5+	5+	6+	6+
5	3+	3+	3+	4+	4+	4+	5+	5+	5+	6+
6	3+	3+	3+	3+	4+	4+	4+	5+	5+	5+
7	3+	3+	3+	3+	3+	4+	4+	4+	5+	5+
8	2+	3+	3+	3+	3+	3+	4+	4+	4+	5+
9	2+	2+	3+	3+	3+	3+	3+	4+	4+	4+
10	2+	2+	2+	3+	3+	3+	3+	3+	4+	4+
11	2+	2+	2+	2+	3+	3+	3+	3+	4+	4+

Additional Rules

LEADERSHIP

Characters have a Leadership value (Ld). All troops near a friendly commanding character with a Ld value may add the commander's leadership to their nerve when taking a test.

LUCK

The final additional stat for characters is luck. Basically, a luck point may be expended to reroll, or force your opponent to reroll, any of the following;

- A nerve test on the character or a unit he is in
- A shooting, parrying, striking or wounding roll made by the character
- A shooting, parrying, striking or wounding roll made against the character
- Any skill-based roll unless otherwise stated in the Skill's rules.

CHARACTER LEVELS

Characters always have a level. This shows how powerful a character they are. Maximums of hero stats (not including skill or ancillary based bonuses) are determined by level, as are the numbers of different skill values available to them.

Skills

THE ARCANE ARTS

Some skills are either marked as Arcane or Magical. Arcane skills deal with magical effects or protections on a character, whereas Magical skills deal with the character consciously using Arcane forces to bend or destroy the will of others.

If a character has the Magician skill (either they will or won't have it, it can't be brought) they may use up to three quarters of their skill allowances on Magical Skills, normal characters may not take any spells. Magicians may use a number of spells equal to their level, used before movement in the turn.

SUMMONING

Summoning spells work unusually, as follows;

As many characters as have the necessary skill may take part in a summoning spell. Roll a dice for each caster, if there are 1 or more 6s then a level 1 creature is summoned. If there are no 6s the spell is ended. If the first level succeeds, roll ALL the dice again (not just the ones that got 6s) and any 6s allow a level 2 creature to be summoned, and so on and so forth.

However, if the roll ever equals thirteen, or all the dice roll 1s, then a creature of the level you were attempting to summon is summoned to the enemy side.

ARCANE BATTLES

Some spells and arcane skills allow or require the user or attacked to use magical combat. Any character with any magical skills or the Second Sight arcane skill may engage in magical combat, though note that only through certain spells and skills can it be initiated.

To battle with magic, take the nerve values of the two opponents. Each player rolls two dice, attempting to get more than the opponent's nerve. If both fail, simply keep trying until someone does. A double 6 will always count as 1 more than the opponent's nerve, even if the value is in fact 12 or higher. When one or both players roll higher, subtract the amount they rolled higher by from the opposing character's will. Both characters may lose will in a round, or neither. Keep repeating this, trying to beat the modified will, until one character has reached 0. The character that reaches 0 first loses. If the losing character was 'defending' the spell effects go on as normal. If they were 'attacking' they must take a roll of a d6; on a 1, the character is removed as a casualty, their mind broken by the strain of casting.

USE OF SKILLS

Some skills, particularly combat ones, have designated boosts. Those that do not still provide bonuses, although these are much more at GM's discretion. Generally Level 1 skills provide a +1 to rolls, 2-3 a +2, 4-5 a +4 and 6 a +4, though this can be modified.

Item and Mount Charts

These charts detail the stats for all mounts, artillery, and weapons used in the game.

Mounts		M	St	Pw	Nv	Cost
Cavalry Horse	Horse – May attack.	19	5	7	8	100
Prairie Horse	Horse	22	5	7	6	150
Warhorse	Horse – Immune to Cavalry Panic. May attack.	16	6	8	9	150
Mountain Horse	Horse – Ignore movement penalties in rough terrain and woods.	16	4	6	7	100

Hand-To-Hand		Deadline	Order 1 (Charger)	Order 2 (Charged)	Order 3 (Combat)	Cost	Type
Bare Hands	-1 power	1	4	4	4	0	N/A
Fighting Knife	-1 power	3	3	3	3	20	Knife
2 handed Club	+ 1 Power, -2 parrying	2	5	6	5	40	2 handed
Sabre	+ 1 Striking	5	4	5	1	100	Sword
Cavalry Saber	+ 1 Power	5	3	6	2	100	Sword
Bayonet	-1 parrying	4	3	2	3	40	Bayonet
Spear	Panics Cavalry, -1 parrying	4	3	2	3	40	Polearm
Long Spear	Fights in two ranks, Panics Cavalry, -2 parrying	4	5	1	4	50	Polearm
Pike	Fights in four ranks, Panics Cavalry, -2 parrying	4	6	1	4	60	Polearm
Axe	+ 1 Power	5	5	6	5	50	2 handed
Tool (eg hammer)		2	3	4	4	20	Club
Battle Club		3	3	4	4	40	Club
Improvised Weapon		2	4	4	4	-	Club
Duelling Knife (Left handed)	-1 power	4	4	4	4	80	Knife

		Deadline	Order	Cost	Type
Missile				75	
Smoothbore	Counts as a club in hand to hand. May have a				
Musket	bayonet attached. 1 turn shoot, 1 turn reload.	4	3		Gun
Rifle	As musket, gives +1 shooting, +10 range	5	3	110	Gun
Carbine	As musket, shoots 25cm, gives +1 shooting	5	3	90	Gun
Blunderbuss	Area effect. 1 turn shoot, 1 turn reload.	4	3	70	Shotgun
Pistol	Shoots 10cm, one shot but may be carried in pairs. 0.5 turn shoot, 1 turn reload.	4	1	75	Pistol
Bow	0.5 turn shoot, 0.5 turn reload. May fire 2 shots at -2 to shooting	3	2	50	Bow
Javelin	0.5 turn shoot, 0.5 turn reload.	4	1	20	Thrown
Hunting Rifle	As rifle, gives +2 shooting, but uses twice as much ammo per shot.	6	5	150	Gun
Grenade	1 turn shoot, 0 turn reload. Explosive.	6	1	50	Thrown
Double Barrelled Rifle	As rifle, 2x hits.	5	4	175	Gun
Grenade Launching Rifle	As rifle. Explosive.	6	5	175	Shotgun
Throwing Knives	0.5 turn shoot/reload	4	1	10	Thrown
Riata	As rifle but can be used as Axe	4	3	100	Gun
Stones		3	3	-	Thrown
Throwing (Imp)		3	4	-	Thrown
Duckfoot Pistol	Shoots 10cm, 4 shots, may be carried in pairs.	4	1	150	Pistol

OTHER ITEMS

Ammo

Bullets Needed for rifles, muskets, pistols

Powder All gun OR shotgun-type weapons

Arrows Needed for bows.

Clothing

Rags (-1 to Rn in real terms, -1 to interpersonal tests)

Common Clothes (No obvious bonuses)

Woodsmen's Clothes (Negates M penalties in forests/hills)

Good Clothes (No obvious bonuses)

Noble's Clothes (+1 to Rn in real terms)

Army Uniform (No obvious bonuses)

Officer's Uniform (+1 to Rn in real terms, allows command of troops)

Armour (-1M, -1 to deadliness of all weapons)

Misc.

Tools (trade) – Tools for a certain trade or task, such as shoemaking, building, or carpentry. Normally also count as either an axe, 2h club, or tool in combat

Lockpicks – Used for picking locks

Rowboat – A boat you can row

Telescope – Allows player to see over long distances

Small Machine Parts – Fine cogs, ball-bearings, etc.

Medium Machine Parts – Medium wheels, funnel sections, sizeable cogs, ratchets

Large Machine Parts – A boiler, crank, trammec wheel, etc

Torch – A (flaming) torch. Counts as a hammer.

Horn – Allows user to draw attention to themselves over a wide distance

Paper/Pen – Allows writing of letters

Holy Symbol –Negates nerve penalties from Vampires/Werewolves

Rope – Some rope. No shit.