

Whack & Slaughter

Living Rulebook

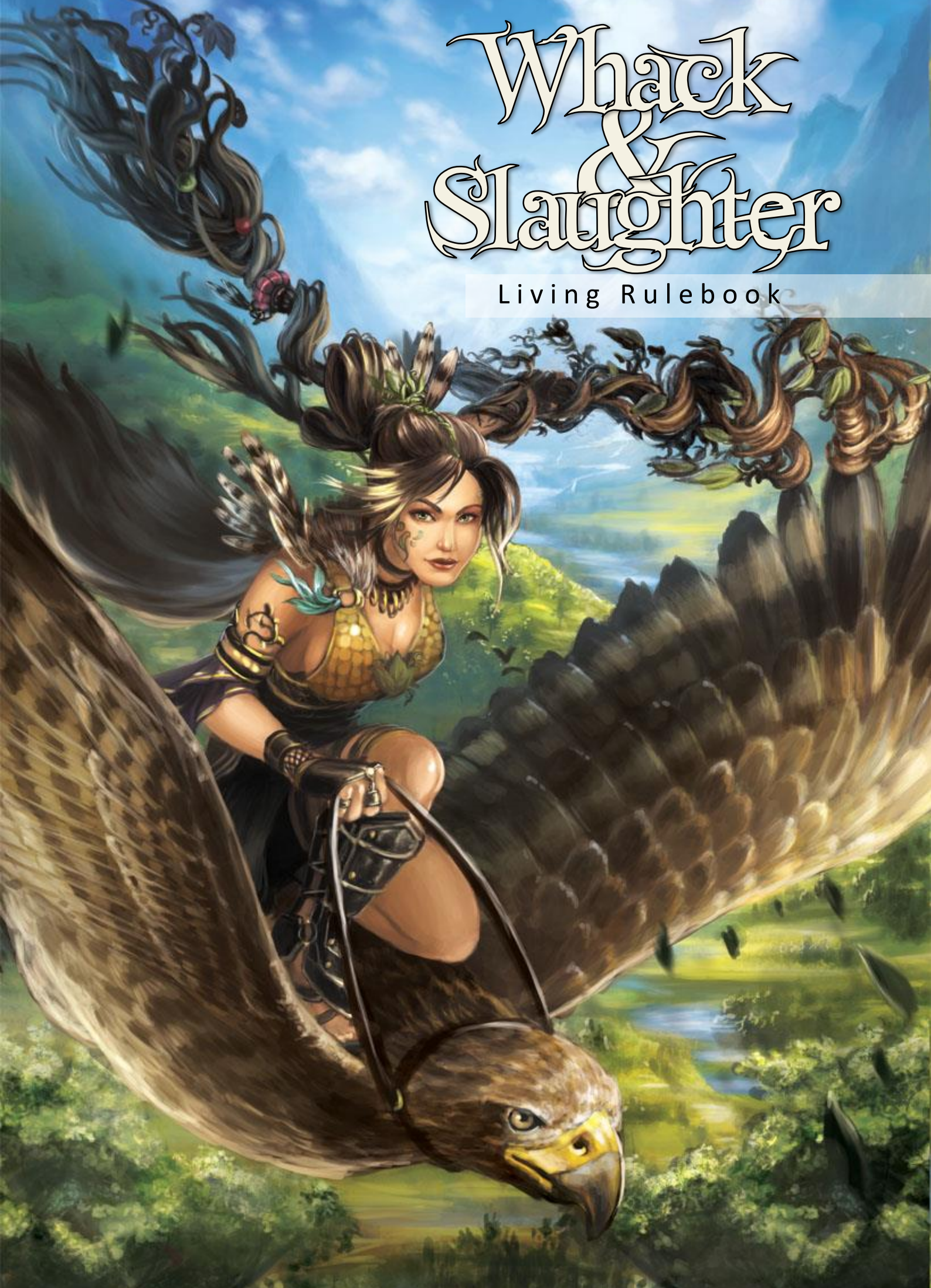


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Introduction

What is Whack & Slaughter : Living Rulebook anyway?

Whack & Slaughter is a small scale skirmish system that plays quick and is meant to provide countless hours of fun.

For those of you unfamiliar with the concept of a skirmish game:

Skirmish games are combat oriented games that are played with miniatures on a tabletop. Players pick some model terrain to create a scenario and use miniatures representing their team with which they try to achieve the scenario's objective. Scenarios can be as simple as "kill the opponent's fighters" or as tactical as "guard a certain position for X turns".

Usually a skirmish game is meant for 2 players, with each player controlling a couple of miniatures.

Whack & Slaughter, however, is meant to be played with as few as just 1 miniature per player, so more players can participate.

The main focus of Whack & Slaughter lies on team vs. team skirmishes.

And why is it called „Living Rulebook“?

2011 the basic rules got released. Since that day, two expansions as well as an „Express“ Version (a version letting you play one scenario with pregenerated Heroes) have been added.

In those addons as well as in a brainstorm, so many ideas have been added, another expansion would just not have felt right.

It was time to release a new rulebook.

A rulebook containing all the ideas, players submitted and (hopefully) will continue to submit.

If you already have read the first ruleset, you will be familiar with the core rules since the main mechanics still apply. If this is the first rulebook from the W&S series you are holding in your hands, you will not miss anything that has been mentioned in another one of the books.

Creating a Hero

Birth of a Hero

In Whack & Slaughter each player uses one miniature to represent his Hero on the battlefield.

The miniature may come from any publisher's range, but should be a fantasy miniature. Since Whack & Slaughter supports gunpowder weapons, too, a miniature from a pirate range is acceptable as well.

Now that you have chosen the miniature representing your Hero, let's take a look at his birth certificate, also known as the „Hero Card“:

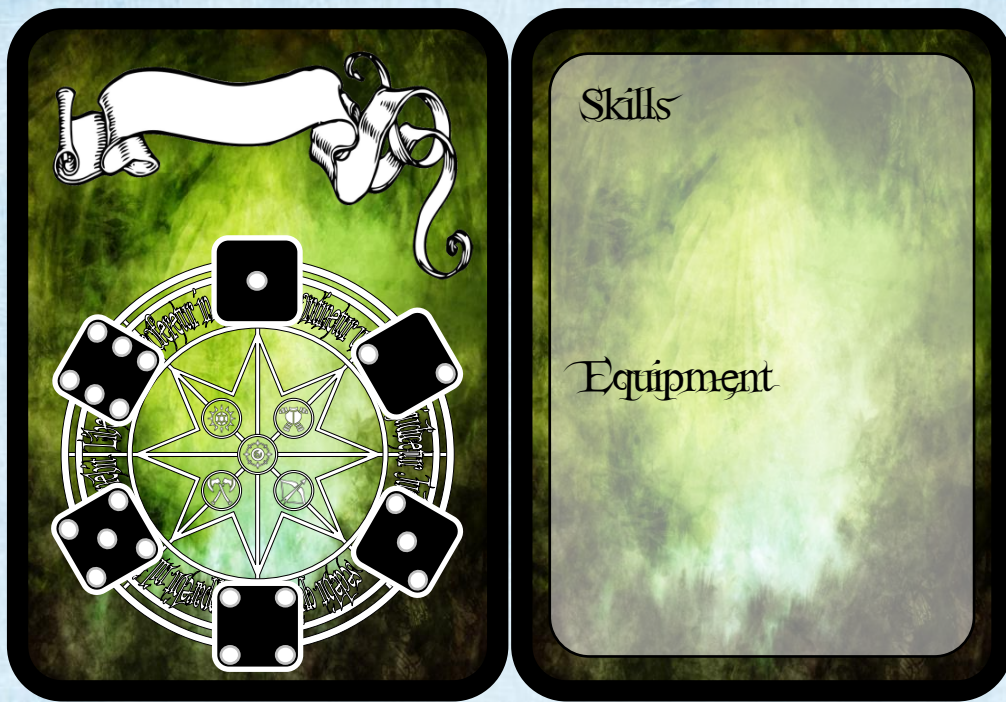


Fig. 1 – Hero Card

See that ribbon on the top left side? This is where the Hero's name is written.

No Hero comes to Life without having a name!

Additionally you can see the 6 faces of a die. Over the pips of these faces you will distribute the strengths and the weaknesses of your Hero, by buying pips in the colour of a Hero's traits.

On the right side you can write down the selected skills for him and describe his equipment.

On the last pages of this book you will find a page with four blank Hero Cards. Copy and print that page as many times as needed, cut out the Hero Cards and fold them in the middle, so you have a beautiful front as well as a beautiful backside.

The Hero Cards have been designed to fit into sleeves. If you want to, you can put a card into a cardsleeve so you can write with washable pens on it and re-use it.

Your Hero has 4 traits: Defence, Melee, Ranged combat, and Magic.

You have 20 points to buy pips on your dice for those traits. Each trait is associated with a certain cost (in points) as well as a distinctive colour. For each pip you buy for a trait, paint any 1 pip on the Hero Card in that trait's colour. There is one restriction, though:

You may not paint all pips on a single face in one colour only!

This way the 1 face always remains empty, and the maximum number of pips for a trait showing on any face is 5.

Defence (grey): 1 point per pip. Purchasing pips for Defence is restricted to what you can see on the miniature. Each category of Defence allows a certain maximum of grey pips per face of a die. Robes or no armour do not permit any pip for Defence at all. Light armour (e.g. padded, leather, studded leather, fur) allows up to 1 pip for Defence per face, medium armour (chains, scale, banded) allows up to 2 pips for Defence per face and heavy armour (splint mail, plate) allows up to 3 pips for Defence per face. A shield of any kind raises the maximum by 1 pip per face.

Let's say, for example, your miniature comes with a chainmail and a shield. This combination permits you to buy up to 12 pips for Defence: 3 pips (2 for the armour, 1 for the shield) on the faces 4-6, 2 pips on the 3 face and 1 pip on the 2 face.

Melee (red): 2 points per pip. Melee describes your ability to inflict damage in close combat. If your Hero is equipped with some kind of melee weapon, do spend some points here, so he can use his weapon.

Ranged Combat (yellow): 3 points per pip. Ranged combat describes your ability to inflict damage with all kinds of ranged weapons (like a pistol or a bow). Do spend some points here, if you want your Hero to be able to shoot his targets.

Magic (blue): 4 points per pip. On the one hand, Magic describes your Hero's ability to empower spells. If you wish your Hero to be able to cast powerful spells, do spend some points here. On the other hand Magic represents your magic resistance. Whenever a spell (beneficial AND harmful alike) cast by someone other than your Hero is targeted at your Hero, the Magic trait might reduce the effect.

Last but not least, your Hero is granted a skillpoint (which is not considered a trait):

Skill (green): 0 points per pip. You may paint 1 pip and 1 pip only green. Skills require you to roll at least 1 skillpoint in order to work. Depending on your selection of traits, you may equip up to 5 skills from the skill lists. Refer to the chapter "Skills" for details.

Additionally to the above mentioned traits, a Hero starts out with 5 points of Life as well as a Movement Rating of 5. Both stats are represented by a pool of 5 dice, referred to as the "Dicepool" or the "Hand". See the chapter "The Dicepool and the Hand" for details.

While it is not mandatory, try and go for a WYSIWYG Hero, so no bad surprises occur such as a Hero represented by a robe wearing wizard miniature turns out to be actually a platemail wearing, dual axe wielding warrior on paper (or on die).

Example Hero

To give you a better understanding of the creation of a Hero, let's build an example Hero.

The player Marc has got a miniature representing a fighter in platemail, armed with a heavy mace and a shield. Marc has painted the fighter in shining colours. He calls him "Bito van Ostmark" and wants him to act like a paladin: A heavy armoured warrior that used to dabble in the arts of restorative magic once and is now able to endure lots of beating, while casting the occasional healspell and dishing out some damage himself.

The platemail armour + the shield permit up to 4 Defence pips per face. Marc makes use of this by painting 4 grey pips on the 6- and the 5-face each, thus spending 8 points on 8 pips for Defence. Note, that he does not necessarily have to buy all Defence pips for a single face and that he may not distribute 4 Defence pips on the 4-face, since this would contradict the rule of not being allowed to fill up a single face with one colour only! If he would purchase more Defence pips, he could buy up to 3 Defence pips for the 4-face, up to 2 Defence pips for the 3-face, and up to 1 Defence pip for the 2-face though. However he decides not to: 2 faces of a die heavily covered with Defence pips will make him hard to take down for most of his opponents. Since Marc wants his paladin to cast the occasional light healing spell, he buys 1 Magic pip for another 4 points and paints 1 pip on the 6-face blue. Since he needs to roll at least 1 skill point to actually cast that spell, it is wise to put the skill point there, where the Magic pip is, so he paints the last pip on the 6-face green. The green pip is the free skill pip – remember? Having spent 12 points up to now, Marc has got 8 points left, which he spends on 4 Melee pips. He paints one pip on the 3-face as well as three pips on the 4-face red for fair damage output and is finished with the birth of Bito. This is, what the Hero Card looks like:



Fig. 2 – A finalized Hero Card: Marc's Paladin "Bito van Ostmark"

The Dicepool and the Hand

Along with your Hero Card you will have to use 5 dice for your Hero. (Also, you might want to keep one or two more in reserve, because you never know what is going to happen).

The maximum count of dice you can have will always be referred to as the Dicepool. The number of dice you will use during a game will vary, though.

Your current count of dice will be referred to as the Hand. At the start of a game, your initial Hand equals your Dicepool counting 5 dice.

Whenever an effect explicitly alters the Dicepool, the Hand gets altered accordingly.

An effect explicitly altering the Hand, does not affect the Dicepool accordingly – it affects the Hand only!

Example: A skill gives you +1 die to your Dicepool. The size of your Dicepool as well as your current Hand thus increase by 1 die, so you could have a maximum of 6 dice in your Hand.

A skill giving you +1 die to your Hand, however, does not affect the Dicepool. So no matter how many dice you currently have got in your Hand, without aid you may never have more than 5.

The Hand represents your Hero's Life: For each point of damage taken, you remove one die from the Hand, losing 1 Life. For each point of Life he restores, you move one die back into the Hand. There are means (by using skills, mostly) that could grant your Hero more than 5 Life. For example, if your Hero is down to 1 Life and a friendly caster casts "Life Boon" – a spell that could restore up to 5 Life.

However, as long as a spell or a skill does not explicitly state otherwise, a Hero may never have more Life than his Dicepool permits at any given point of time.

As soon as the last die gets removed from the Hand, the Hero is considered "unconscious". The miniature is placed prone and all counters are removed from the Hero Card.

On his next turn, the Hero does not get to do anything at all. Instead, his clock begins to tick. If he gets healed between the turn he went unconscious and his next turn, he may get up and act normally again. If no one heals him by the end of that time, he is considered "dead" and may only come back to Life if anyone casts a resurrection spell onto him later.

A Hero that is unconscious or dead may not be selected as a target for anything except for spells or skills requiring explicitly a target that is unconscious or dead.

As long as a skill does not state otherwise, when a Hero is resurrected, his miniature is stood up where it had been placed prone. On his next turn he may act as usual.

Some scenarios come with a "respawn" rule. In that case your Hero does not need to be resurrected by magic. Instead when your Hero has died, place him within your home base with a Hand equal to the size of your Dicepool at the beginning of the next phase.

Respawning does not prevent you from raising a Hero by magical means! You can still use a skill to resurrect him before he respawns.

Also, each die in the Hand allows 1 unit of movement.

(In Whack & Slaughter instead of the term "unit" just the symbol # is used.)

This way, the initial movement of a Hero is 5#. For each point of damage taken, the movement is reduced by 1#, and for each point of Life restored movement is raised respectively.

Before a game begins, players decide on the size of a #. For the regular 25mm Miniatures, one inch is recommended. Smaller scales (such as 15mm) might go for cm, while larger scales might consider larger units (such as 2inches per unit or even feet, when playing with lawngnomes).

Training Missions

First Steps

That's it.

Your Hero is born and ready to delve into action.

Let's not hesitate further by reading pages filled with grey theory. We're here to whack, to slaughter and to have fun, aren't we? Darn right we are ...

During your first mission you will learn the basics of Life, its influence on movement and how to use a skill.

So let's start by building a map.

"What is a map", you might ask. Well, a map is a playing area, decorated with terrain.

The common playing area for Whack & Slaughter measures 24# x24#.

Inside this area you may put whatever your bag of terrain delivers: Trees, houses, treehouses, urban settings, burnt down villages, a forest spring ... Whatever you can make up as a scenario – everything is permitted.

The game takes place within the borders of that area – moving a gaming piece (miniature or terrain) outside is not permitted! A gaming piece getting pushed out of the borders during gameplay for whatever reason is put back in where it left the map.

When setting up the map, you put some terrain in place.

For this mission, terrain basically comes in two kinds: Terrain you can walk through and terrain you cannot walk through.

If you already have some experience with tabletop games, you might have read rules about certain terrain reducing movement capability (such as halving movement or reducing movement by a certain amount).

Whack & Slaughter does not work that way. Instead, the game follows an "all or nothing" mentality you will find in other elements of the game as well.

Regarding terrain it is up to you to decide, whether you can pass through terrain or you cannot. Be reasonable, though. A shallow river can be passed through, while a wall clearly can not. In case of doubt, just ask your opponent(s), whether it is fine to pass through a certain piece of terrain or not.

For your first couple of missions you won't need a second player. For now, you will just teach your Hero the basics of his existence.

Place your Hero within 4# of one of the corners of the map.


This 4# zone is considered a Hero's "Home Base".

Your current skill selection for your Hero gets replaced by the following skill:

Plague

Use after each movement action


Your Hero is infected by the plague.


 : Lose 1 Life. No defence is permitted versus this loss of Life.

Now grab 5 dice (your Hand) and try to get your Hero to the opposing corner of the map. Remember: Each die in your Hand represents 1 Life as well as the allowance to move a maximum of 1# per die in the Hand. Since you start out with 5 dice, you have got 5 Life and may move a maximum of 5# per movement action (you'll read more on actions later).

And another thing: For the training scenarios, it doesn't matter, whether your miniatures match the description of the Hero Cards – since you will be playing on your own, just assume they do. Also note, for the training missions, the official rules for skills are suspended: For each mission, your Hero gets one skill only, even if he could be granted more according to the official rules .

Go now and move your Hero 5#. Moving your Hero is considered a “movement action”. Next, roll your Hand and compare with the Hero Card – did any one of the dice come up with the face bearing the green pip?

If yes, your Hero takes 1 damage for each  rolled. You can not defend against this damage! For each damage taken, remove 1 die from your Hand – your Hero gets weaker and thus slower for each point of damage taken.

Whenever you check for a skill's effect, each number written explicitly as a digit in the skill's description gets multiplied by the number of  rolled to determine the skill's power. If a number is written as a word, it does not get multiplied!

Repeat those two steps until you reach the opposing corner.

Note: Usually you do not roll dice before, during or after a movement action. Your skill “Plague” however forces you to do so.

You might debate now, whether having the “Plague” actually counts as a skill. For gaming purposes let's just assume it does

Climbing

Sometimes you might want to get on top of a certain piece of terrain, such as a rock, a crate, a balcony or whatever.

The “all or nothing” mentality strikes here as well: Either you can walk onto it, or you cannot. It's up to you as the players to agree on accessibility of terrain.

If the surface of a piece of terrain is accessible without help, measure the distance to get there just across the terrain in question as usual.

For some pieces of terrain you might need equipment to get there, such as a ladder leaned against the wall of a house. Climbing this kind of equipment uses up one complete action if the equipment measures less # than the Hero's current Hand counts dice. If it measures more # but no more than twice the Hero's current Hand counts dice, climbing that equipment uses up two complete actions. If it is even larger, your Hero can not climb the obstacle at all.

One final note on stairs, crates, walls and anything standing roughly vertically in front of a Hero: As long as a piece of terrain is smaller than half the height of a Hero, that Hero may climb on top of it without restrictions. A Hero may climb on top of any piece of terrain that is as large as he is, but must spend an entire action doing so. Larger pieces of terrain are not accessible without equipment or special skills.

Falling

What comes up, must go down: A Hero may jump or fall down up to 1# without further consequences. If he jumps or falls down a distance greater than this, he loses 1 Life, no defence permitted, for each full # (including the first one) jumped (or fallen) down.

Melee Training

During this mission you will learn the basics of rushing into melee and of melee combat as well as the use of an attack skill.

Start by setting up a map, as you did in the mission before.

Place as little or as many pieces of terrain inside the map as you see fit.

Imagine a straight line drawn from one corner up to the opposing corner.

Place 5 miniatures distributed roughly evenly along this line.

Those miniatures represent combat dummies, configured as depicted in fig. 3:

1.) Cloth



2.) Leather Armour



3.) Chain Armour



4.) Plate Armour



5.) Plate Armour + Shield




Fig. 3 – The armour dummies for basic combat training

Each of those dummies starts with a Hand of 5 dice and uses the same skill:

A Boot To The Head

Melee Attack

The dummy smashes a boot on the Hero's head. For each  rolled, the dummy attacks you with +1AV.

If you have got enough dice, feel free to use a separate Dicepool for each of the dummies. Alternatively you may use a single die with the die's face showing the current count of dice in a dummy's Hand or track the dummy's Life with pen and paper or use any other method you can make up.

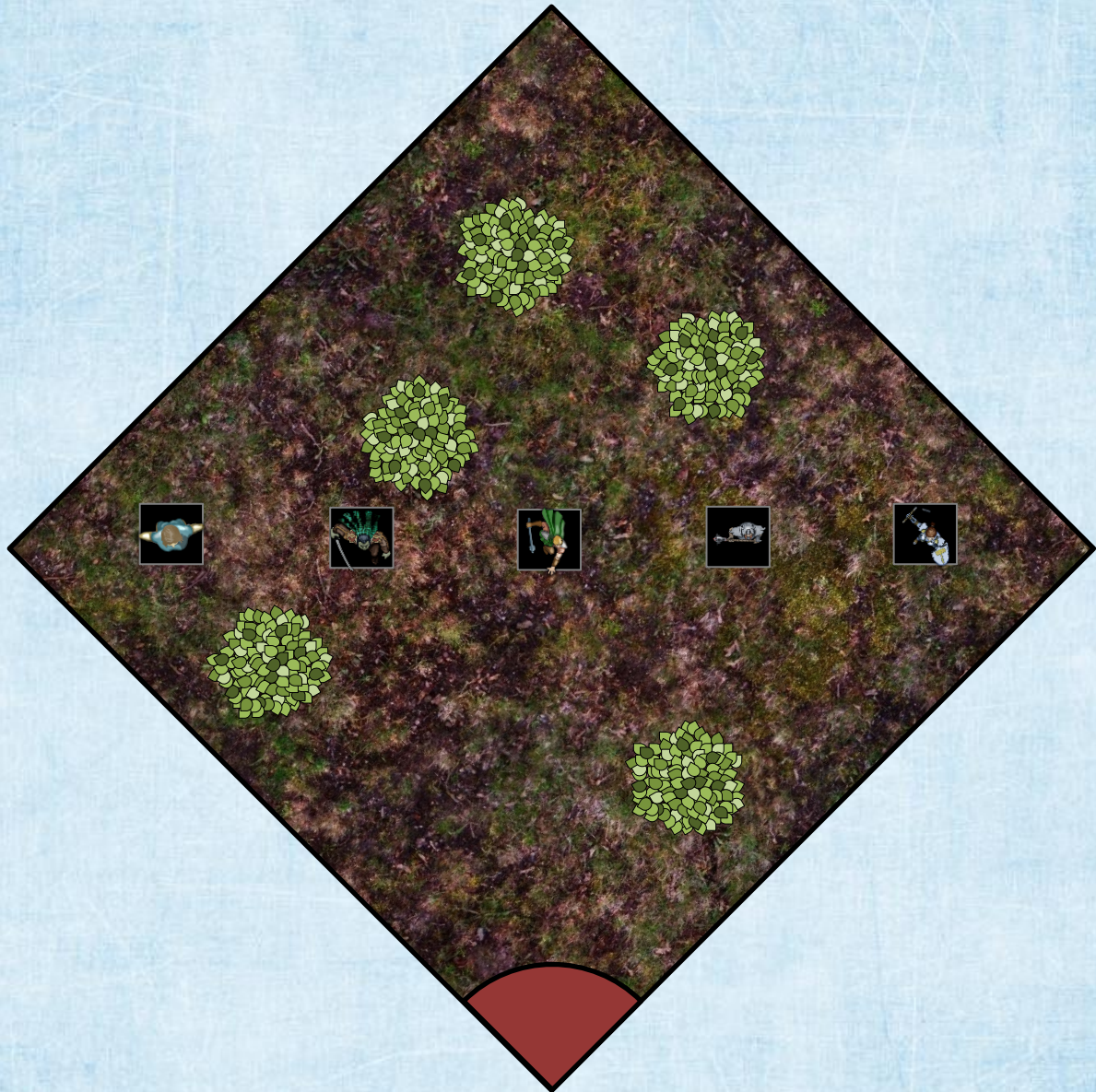


Fig. 4 – An example map for the Melee Training

In Fig. 4 you can see an example map for your Melee Training with some bushes and the five dummies lined up waiting for you to beat them up. From left to right you can see the dummies 1-5.

Your Hero starts in the red corner.

As in the "first steps" mission, that corner is the Hero's home base, covering everything within 4# of the very cornerpoint.

Turn to the next page to see your Hero's configuration and the details for this mission.

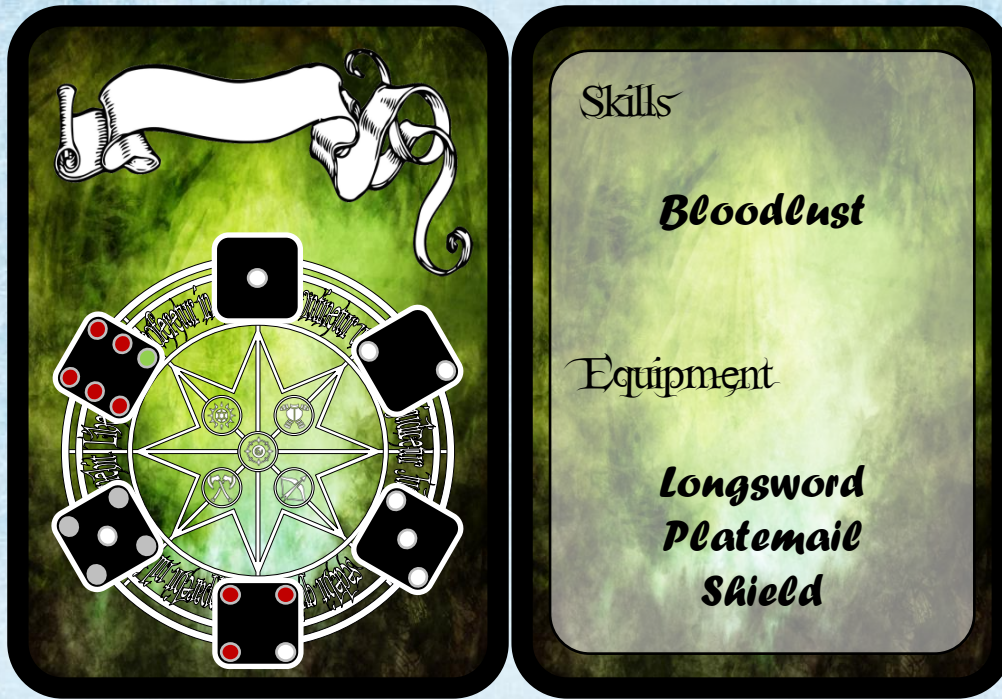


Fig. 5 – Configuration for basic combat training

For the melee training your Hero is configured as depicted in Fig 5.

Remember, how you took one “Movement Action” after the next and how you rolled your Dicepool during your first steps?

Disregard this ruling from now on:

On his turn, a Hero may execute up to two actions.

Possible actions for this mission are:

- Movement
- Melee Attack
- Charge

“Movement” as well as “Melee Attack” use up one action each.

“Movement” allows you to move as you learned during your “First Steps” mission: 1# for each die left in your Hand.

“Melee Attack” allows you to make one attack in melee.

To attack a target in melee, at first your Hero has to be in base to base contact with the desired target. “Base to base” contact means both the base of your Hero as well as your target’s base are required to touch each other at least at one point.

When this condition is met, you may attack by rolling your Hand.

Look at the rolled dice and select any one of them as your desired result.

Compare the die’s face to the according face depicted on your Hero Card and count the number of red pips. If (and only if!) you’ve got any number of red pips to count, this number is your Attack Value (AV) and you have scored a “hit”.

Now the player of your target (a.k.a. the defender) rolls his Hand, picks any one die and compares it likewise to his Hero Card. Instead of red pips, however, he counts grey pips instead. This number is the Defence Value (DV).

The difference between AV and DV is the amount of damage received.

(Or, if you prefer a formula: $AV - DV = \text{damage}$)

For each point of damage the defender receives, he has to remove one die from his Hand.

The description of your skill “**Bloodlust**” reads:

Melee Attack

If you killed your opponent with this attack, this skill reads:

●: Immediately perform 1 movement action towards the nearest opponent

The categorization “Melee Attack” tells us, in theory this skill’s effect could trigger with every attack during which you rolled at least one green Skill pip:

As opposed to your attack, the power of a skill scales with the number of skill pips rolled. Now everytime you kill a dummy in this scenario, for each ● you rolled during the attack you may immediately move towards the next dummy at a rate of 1# per die in your Hand, even if you already have used up your actions for this turn.

The third possible action you are about to learn is “Charge”.

Charge is a special action, since it uses up both of your actions and counts as one big “move and attack” action instead.

First of all, if you want to charge, your Hero must be able to see his target.

You may want to use a ruler, yarn or even a laser pointer to determine, whether a clear line of sight can be drawn.

If he has got a line of sight to his target, measure the distance to it. Now move your Hero as close as possible to your target as if performing up to two movement actions. If this causes you to place your Hero in base to base contact with the target, you may immediately make one attack as described above.



When charging you may only use skills of the category “Melee Attack”! (Bloodlust is one of those skills, remember?) Even though you move and make an attack you may not use any other skills. Skills already affecting your Hero keep their effect up, though.

Now you know the basics of melee combat.

Go ahead, place your Hero in the starting corner and let him move to beat the dummies up.

Some rules regarding the behaviour of the dummies:

1.) The dummies here do not move. They are sitting ducks waiting patiently to become whacked.

2.) Whenever your Hero is in base to base contact to a dummy after you have completed your turn (i.e. after you have used up your two actions), the dummy next to your Hero acts by trying to use his skill "Boot to the head": Roll the dummy's Hand to see, whether he succeeds and if, how well he succeeds. Basically a dummy's AV is 0. However, for each  rolled, the AV raises by 1. So if you roll 2  for a dummy, it attacks your Hero with an AV of 2.

Even though this skill is treated like a regular attack, a dummy only performs this one action on its turn. It is a dummy after all.

Afterwards it is your turn to act again.

Your mission is simple: Get out, whack those dummies around and make it back alive.

Open Fire

During this mission you will learn the basics of initiative, acting, reacting, ranged combat, cover and critical hits, as well as the difference between Attack skills and regular skills.

Your Hero will be configured as depicted in Fig. 6



Fig. 6 – Configuration for Open Fire

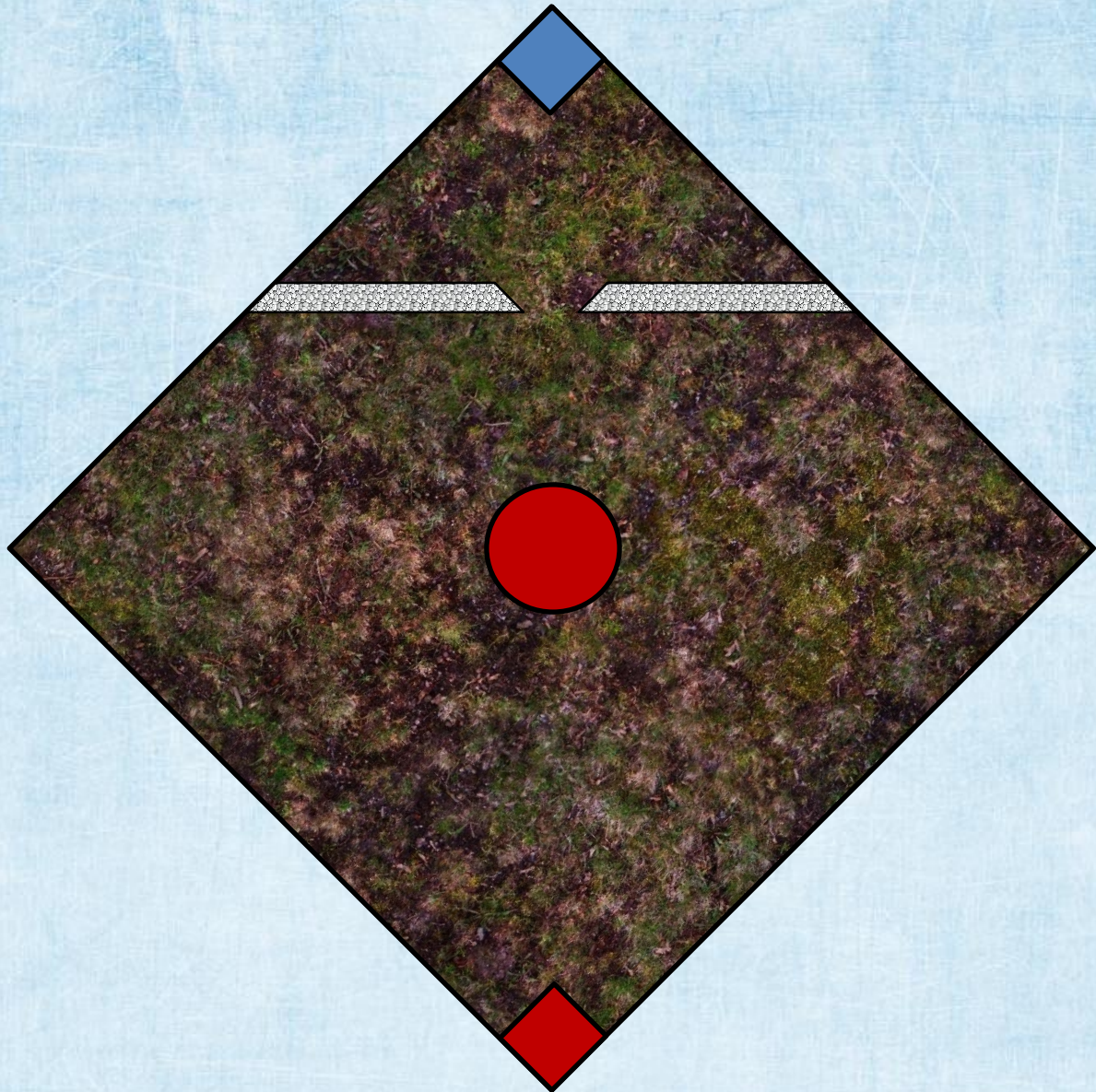


Fig. 7 – An example map for Open Fire

In Fig. 7 you can see an example map for the Open Fire training. Except for the walls reaching into the map from the centre of the border, you do not need any other terrain. The walls are as high as your Hero and the gap is just large enough for a Hero to fit through, so we can assume it provides cover to a Hero behind it.

Take the Hero Card for your Hero as well as those for the dummies from the back of the book and glue their front side to the back side. Usually you use all those cards at once to build the initiative deck (as explained later). For this training scenario, you will build up the initiative deck over the course of the match.

Start by placing your Hero Card next to the map, showing the face with the Hero's name on it.

Then spawn your Hero where the red circle is – right in the centre of the map.

Now pick any one of the dummies' cards at random and place it on top of your Hero Card (here, too, name side up). Place the representative dummy in the blue corner.

The phase begins with the dummy's turn.

In a Whack & Slaughter match, there are two different time spans:

- PHASE: A Phase starts, when the initiative deck gets shuffled and ends when the last card is placed in the discard pile and the final Hero of this phase has taken his final action.
- TURN: A turn counts for individual Heroes only. It starts with the Hero Card getting moved to the discard pile and ends when he has finished his last action or when his card shows up on the initiative pile for the next time – whatever comes sooner.

Pick up the dummy's card and place it next to your Hero Card. This is the discard pile.

Whenever you determine whose turn it is, take a look at the discard pile first. As long as the Hero whose card lies on top of the discard pile has not performed (or delayed) all of his available actions yet, it is this Hero's turn. In our case, it is the dummy's turn now.

On his turn, a Hero may execute up to two actions.

Possible actions for this mission are:


- Movement
- Ranged Attack
- Skill
- Delay an action

The dummies will always select "Movement" as their first and "Skill" as their second action. The dummies' skill reads:

Go for it

Skill


Perform a movement action.


 Move an additional 2#.

Start the dummy's turn by spawning him in the blue corner. Spawning does not count as a separate action. The dummy now performs a moving action by moving 5# (1# per die in his Hand – remember?) towards the red corner. For his second action, the dummy uses his skill. The skill is categorized as "Skill", so from the categorization alone, the dummy does not receive any bonus at all.

The description's first sentence, however, reads "perform a movement action". Since this sentence is part of the description preceding the green skill pip, perform another movement action with the dummy, no matter the outcome of the skill check.

The description reads on:

 Move an additional 2#.

Now roll the dummy's Hand. For each  rolled, move the dummy an additional 2# towards the red corner.

Example: You spawned the dummy and moved it 5# towards the red base. For the second action you roll the dummy's Hand: 1,3,4,5,5. That's two skill pips! Since the dummy may move an additional 2# for each skill pip, it gets now 9# to move (5# + 2x2#) for its second action.

Better hurry up taking it down.

Begin your turn by moving your card to the discard pile.
Now you have got up to two actions at your disposal.
You've already learnt about moving – no news here, it still works the same.
For now, you just might want to stand your ground and not move on your first turn.
Don't worry. You'll find out later, why standing still benefits you here.

Also, you've already learned how to attack in melee.
Attacking in ranged combat basically works the same: You select a valid target, roll your Hand and pick any one die as your die to determine the amount of damage you can inflict. This number is your Ranged Attack Value (RAV).
Then the opponent rolls his Hand for defence pips and picks any one die (the one with the most defence pips, obviously) as his defence.
Similar to melee, RAV – DV is the amount of damage inflicted. For each point of damage inflicted, remove 1 die from the opponent's Hand.

The question now is: what is a valid target?

To answer this question, let's take a look at your weapon: A one handed crossbow.
A one handed crossbow is a crossbow you can wield and fire off using one hand only.
Later, in the chapter "Armoury", you will find descriptions of the different kinds of weaponry, your Hero may equip.
The description of the one handed crossbow tells you, the maximum range is 10# and you receive a reload counter each time you fire it off.
For now, let's focus on the crossbow's range: 10#.

Some ranged weapons do have variable ranges, depending on different factors.
Your crossbow's range, however, is static. It always fires up to 10#, no matter what.
Since it is a ranged weapon, it has got a so called „dead zone“: An enemy having stepped inside a zone of 1# around your Hero can not be shot at, since he has come too close for your weapon to be fired off effectively.
Also, your Hero needs to be able to draw a clear line of sight to his target.
When those conditions are met, you may fire a bolt at your target.
Refer to Fig. 8 on the next page to see a diagram demonstrating line of sight and valid targets for a ranged weapon.

After firing the crossbow you receive 1 Reload counter.
Most ranged weapons cause you to receive 1 or 2 Reload counters.
Most of those weapons require you to do nothing else but spending a whole action to remove that counter if you want to remove it.
The one handed crossbow, however, lets you remove a Reload counter while performing a movement action, too, even though you do not have to move while reloading or to reload while moving, if you do not want to!
As long as you've got any number of Reload counters left, you may not fire off your weapon.



Reload counter

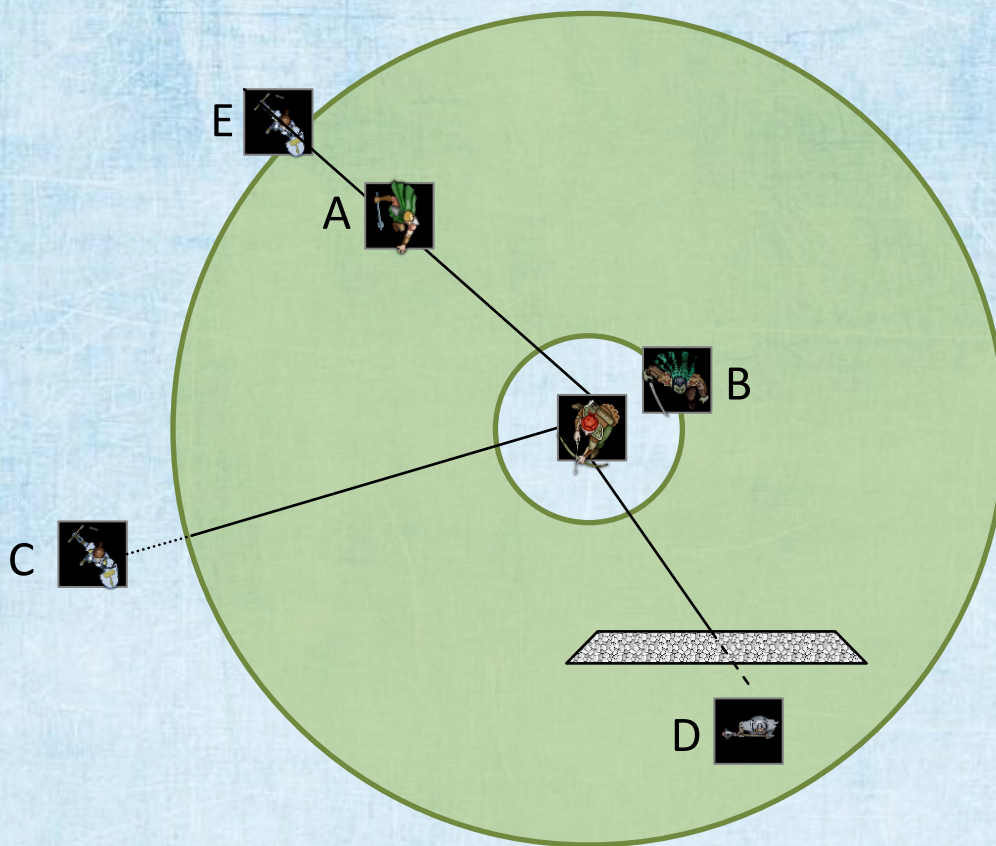


Fig. 8 – Valid targets for ranged combat

Let's take – with the help of Fig. 8 – a look at line of sight as well as range:

In the centre you can see your Hero. The green circle shows the zone with valid targets.

Target A is a valid target: a line of sight can be drawn and he is within range of the weapon.

Target B is an invalid target: Even though a line of sight could be drawn, he has come partly into the "dead zone" and thus can not be shot at.

Target C is an invalid target: Even though a line of sight could be drawn, he is out of range for the weapon.

Target D is an invalid target: Even though within range, he stands behind a wall. Since the wall is higher than the miniature, no line of sight can be drawn. If the wall was smaller than target D, and the players have agreed upon regarding it as cover, target D would be a valid target, but considered as in cover.

Target E is a valid target: Target A is a Hero, so he does not count as an obstruction providing cover or even blocking line of sight to E and E is still partly within range, thus E can be shot at.

Line of sight may be drawn from any point of your Hero's miniature (even from any point of his base or his weapon) to any point at your target.

Now look back again at your map: On the one hand, there is the dummy, that has just passed the walls.

On the other hand, there is your Hero.

The dummy ought to be within range of your Hero's crossbow by now – fire a shot at him using the "Skill" action.

Remember the last mission, where you used your skill along with every attack and it kind of felt as if you were using this skill automatically?

Well, usually you do not use skills automatically.

During a Whack & Slaughter match, before you actually do anything, you announce what you are about to do (such as “I’m moving from here to there”).

Doing so is especially important when you want to use a skill, so everyone knows, what you are rolling the dice for.


If you wouldn’t be playing on your own now, you would now announce something like:

“I’m using a skill action to shoot the dummy and to use the ‘Fast Reload’ skill along with that action”.

Go on! Roll your Hand and see if you hit the dummy!

You did? Excellent! But do not forget to give yourself a Reload counter!

Now roll for the dummie’s defence to inflict some damage on him.

Whatever the outcome of damage resolution, for this very first phase, let’s just assume you have rolled and chosen a face with 3  and he didn’t defend. His Hand is now down to 2 dice.

But wait! There is more!

Look again at the result of what you have rolled. Did more than 1 die come up with a face showing the yellow ranged attack pips?

If yes, congratulations! You scored what is called a “critical hit”:

Everytime you roll your Hand to attack an opponent in melee or in ranged combat and more than 1 die comes up showing the same amount of attack pips with the highest result possible, you score a critical hit. Note, though, you do not necessarily have to roll the same face! In this mission, your Hero has got 3 ranged attack pips on the 6 as well as the 5 face. So even when you roll a 6 and a 5, you still rolled 3 ranged attack pips twice and thus score a critical hit.

Different kinds of weapons cause different effects upon scoring a critical hit. Refer to the chapter “Armoury” for details.

The effect of a critical hit is only applied once, no matter how many faces with the same amount of attack pips you rolled!


Since your crossbow is a ranged weapon, the description says “your target is pushed back up to 1# or at least as much of 1# as possible without ending up in an invalid area”. (“Invalid” meaning terrain you couldn’t cross anyway).



So if you scored a critical hit, move the dummy away from you by 1#.

And now take one last look at what you have rolled and at the description of your skill:

Fast Reload

Ranged Attack

: Remove 1 Reload counter. Affects the Reload counters you receive for this attack.

The categorization “Ranged Attack” allows you to perform a ranged attack using this skill and according to the description you may remove 1 Reload counter for each  you rolled during this attack. There are weapons giving you 2 Reload counters per shot. Your crossbow, however, always gives you 1 counter only, so you only need to roll 1  to have it immediately reloaded and thus ready for action. For now, let’s assume you rolled at least 1 skill pip, so your crossbow is ready for action.

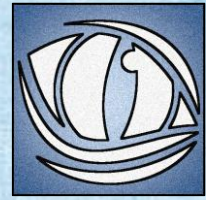
Now you still have got one action left.

You could use this action to finish off the dummy.

Let's do something different instead: Delay the second action, so you can use it as a reaction.

Since you are delaying 1 action, you receive 1 Delay counter. You could have delayed both of your actions as well, thus receiving 2 Delay counters, but you used your first action to shoot at the dummy.

Put the Delay counter near or on your Hero Card and you are done for now.



Delay counter

Let's start the second phase.

Usually you would shuffle the initiative deck at this point of time.

However, this is a set up scenario with some predefined events – such as this one.

For demonstration purposes let's just arrange the initiative cards and assume you shuffled them.

Put your own Hero Card at the bottom. Place the card of the dummy already in play on top of your Hero Card. Now pick any one of the remaining dummies' cards at random and place it on top of the whole pile.

The new dummy starts this phase with his turn.

Move his card from the initiative pile to the discard pile. Surprise! The other dummy's card is on top! Who would have guessed this? Yes, miracles still happen ...

Anyway, as you might have noticed last phase, this way you can always see two things:

- 1.) Whose turn is it currently?
- 2.) Who will be next?

The new dummy spawns and uses his first action, a movement action, moving towards the red corner.

Even though actually it is still the new dummy's turn, since you have got a Delay counter you may use it now to react.

As long as you have got at least one Delay counter, you may spend a Delay counter to perform either a movement or an attack action after any other Hero has completed one of his actions.

Remove your Delay counter to react to that second dummy's movement action with a "ranged attack" action. Once again you would announce something like: "I'm reacting to this by shooting the dummy".

Note: Using up a Delay counter, you are only allowed to either use a movement action or an attack action. (Ranged attack actions as well as melee attack actions are attack actions.) You may not use a skill action, so you do not get to use your Fast Reload skill!

Take a Reload counter and roll your Hand to attack the dummy. In case you completely missed, let's just assume you rolled the 5-face once, getting 3 ranged attack pips.

The dummy still stands behind the gap, so he counts as "in cover". Whenever terrain gets declared as cover, it provides a bonus of +1 to the DV (or short: +1DV) of a Hero in cover. This bonus grants an automatic bonus! Whatever you roll for the dummy's defence, he gets at least 1DV (or his DV+1, if you roll any Defence pips.).

With the beginning of each phase shuffle one of the remaining dummies' cards into the initiative pile.

When a new dummy spawns, he spawns in the blue corner – the corner at the very top of the map.

Dummies do nothing else but moving. They do not attack you, they do not retreat (pushing them back with a critical hit does not count as retreating), they just move forwards and try to “Go For It” each turn.

Whenever a dummy reaches the red corner – the corner at the very bottom of the map – remove the according miniature as well as its card from the game and reduce your Hand by 1 die. It is your job to prevent them from reaching this goal and the reduction of your Hand is your punishment, if you fail. Each dummy killed gets removed from the game. If its card is still in the pile, it gets removed once it shows up.

You may not move within 4# of the red corner. In this mission doing so is forbidden!

It's A Kind Of Magic

During this mission you will learn the basics of magic and the difference between “range” and “reach”.

For this mission your Hero will be configured as depicted in Fig. 9.



Fig. 9 – Configuration for It's A Kind Of Magic

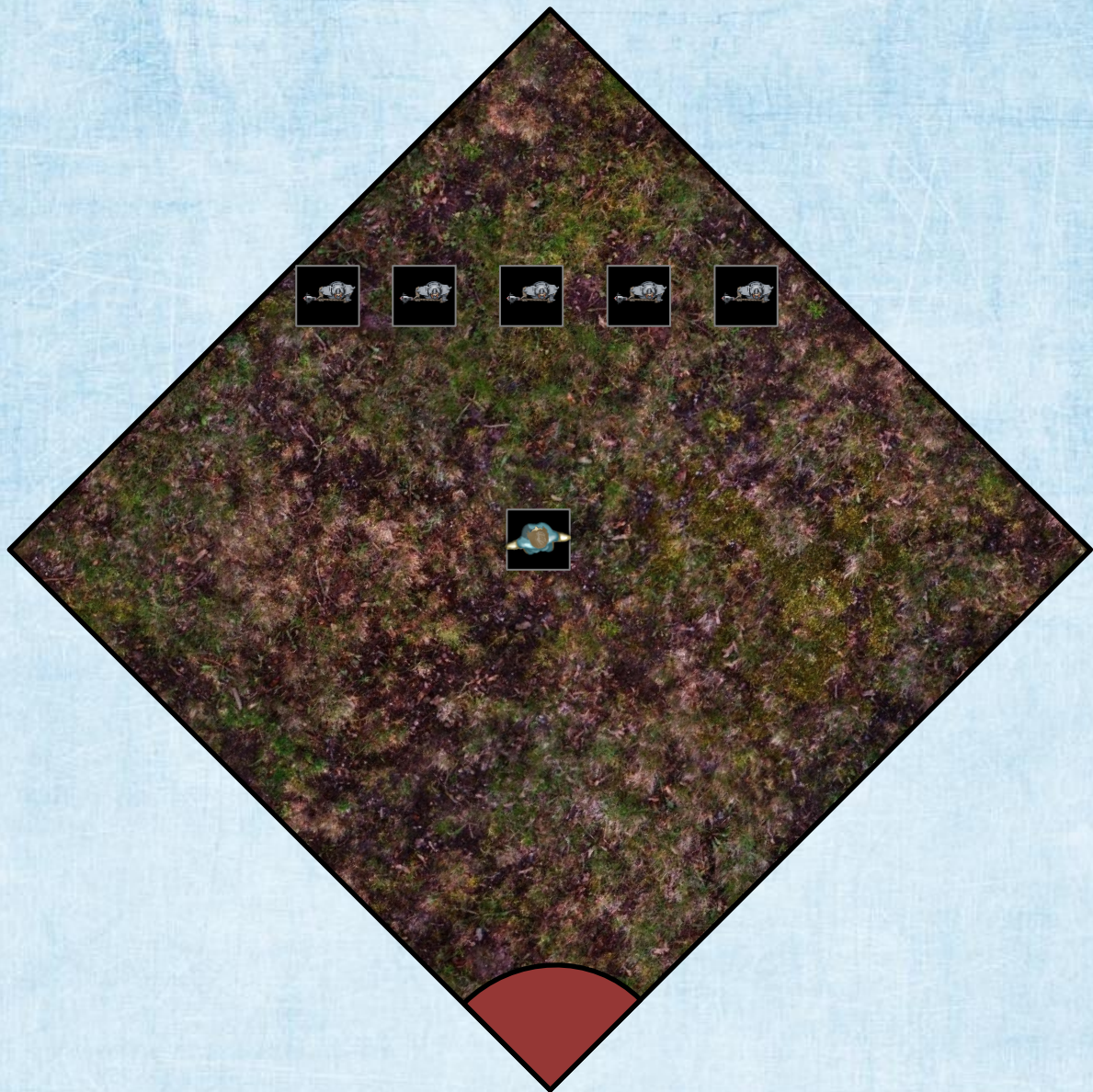


Fig. 10 – An example map for It's A Kind Of Magic

In Fig. 10 you can see an example map for the It's A Kind Of Magic mission. Your Hero starts in his home base: within 4# of the corner pointing towards you. A Wizard known as „Uncle Tom“ stands in the centre of the map. Between the Wizard and the opposing corner there are five dummies, his “victims“. Place one dummy on the centre of the – imaginary – line between Uncle Tom and the opposing corner. Place the remaining 4 dummies on a vertical line, 1# apart.

Turn to the following page to read about the dummies' configurations and the details of this mission.

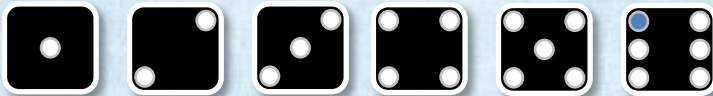
Uncle Tom is configured as in Fig. 10:



Fig. 10 – Configuration of Uncle Tom

In Fig. 11 you can see the configuration of the „victims“. Neither do they have certain names nor do they have a skill or even equipment. As in the Melee Training mission, they are sitting ducks, waiting for you to rescue them.

1.) Far left



2.) Left centre



3.) Centre



4.) Right centre



5.) Far right



Fig. 11 – Configuration of the victims

Let's take a look at the Wizard's skills:

Tommyknocker

Skill

●: Gain +1● for your next skill check.

This is the skill, Uncle Tom is going to use as his first action each turn. Roll his hand. For each ● rolled, his next skill check is treated as if 1 additional ● had been rolled.

Uncle Toms Cruise Missile

Spell

Target Opponent

●: Target 1 opponent. For each additional skill pip rolled, you may target up to one more opponent within reach of the target.

●: Each target is attacked with +1 MAV. Reach is 0.5# centered around the first target.

The categorization of the skill says "Spell". So whenever this skill is used, no other action may be taken. (Unlike that ranged attack skill from the Open Fire mission.)

Also it says "Target Opponent". A Spell always requires a target to be cast and the spell must be cast upon that target.

A regular Spell also is split into two effects:

On the one hand, there is the effect scaling with the overall amount of green skill pips rolled. In this case, the Wizard gets to target 1 victim per ●, but is limited to targeting victims within a certain "reach" (we'll get to the explanation of this term in a minute).

On the other hand, there is the effect scaling with the amount of blue pips rolled with any one die of the Hand. In this case, the Missile attacks a victim with a MAV (Magic Attack Value) of 5 (1MAV per ● on the selected die).

Also, the determined amount of blue magic pips tells us about the "range" of a spell:

Most of the time, for each pip determined, a spell has got a maximum range of 5# (both spells in this scenario do). As for a ranged weapon, a spellcaster is required to see his target and the target has to be within the spell's range.

In the case of Uncle Tom, the spell's range is 25#.

Some skills do have a "reach", too. (Both spells used during this mission do.)

"Reach" describes an area of effect, in which the spell's effect affects targets.

"Reach" describes the maximum distance measured from the centre of a miniature another Hero (or dummy) may be away with at least part of his base to become affected, too.

The radius of a skill's reach is given in the skill's description.

The skills in this scenario both read: "Reach is 0.5# centered around the first target."

So, for each determined blue mana pip – for both skills in this scenario – , those spells have a reach of 0.5#. For this scenario that means, everyone within a circle having a radius of 2.5# centred on the original target can be affected, too, but only if enough green skill pips have been rolled.

Now, let's take a look at your skill:

Life Boon

Spell

Target Ally

●: Target 1 ally. For each additional skill pip rolled, you may target up to one more ally within reach.

●: Each target restores 1 Life. Reach is 0.5# centered around target.

If you regard Uncle Tom's Cruise Missile as Yang, Life Boon is the Ying to it: What the sooner takes, the later one gives back, following the same rules.

You've learnt, how you could affect someone with a spell. Now comes the interesting part of magic: While blue magic pips empower your spells, they work as defence versus spells as well! Whenever you cast a spell on any Hero (or dummy) but yourself, you count the number of determined pips. This is your Magic Attack Value (MAV). If you do not use a spell explicitly overwriting this rule, the MAV is always used versus the target, no matter whether the spell is harmful or beneficial.

Now the target rolls his Hand for defence. Defending versus a spell works similar as defending versus a melee or a ranged attack. The difference is, to defend versus the effect of a spell the target uses his blue magic pips instead of the grey Defence pips.

The maximum number of blue magic pips on any one die is the Magic Defence Value (MDV).

The effect generated by the green skill pip always takes place and can not be defended!

Only the effect generated by the blue Magic pips can get reduced with the MDV.

Subtract the MDV from the MAV to determine the final power of the effect affecting the target.

You need to defend versus magic even if the spell cast upon you is beneficial. The only exception is, when you cast a spell on yourself: you never defend versus your own magic!

That's it! Now you are adept at the basics of magic. Go ahead and play this mission!

The rules for this mission are:

Only you and Uncle Tom act – the dummies do not. It's up to you to decide, whether you want to take alternate turns with Uncle Tom or whether you want to use the initiative system as presented in the Open Fire mission.

On his turn, Uncle Tom uses 2 "skill" actions:

The first one will always be "Tommyknocker", while the second one will always be his "Uncle Tom's Cruise Missile".

On his first turn, he will cast the Missile on the left most victim. With each consecutive turn, he will cast the spell on the victim to the right of his previous victim, no matter the outcome of the previous turn. Once he has reached the victim on the very right, he switches the direction back on consecutive turns. Once he is back at the victim on the left, he starts all over again.

When he gets to shoot his missile at more than one target, pick a valid target at random (e.g. by targeting the left one on 1-3 and the right one on 4-6).

As you might have noticed, you do not have any chance to attack Uncle Tom directly. Uncle Tom, however could just fire his Missile at you. If you ever get closer than 5# to him, and he has a clear line of sight to you, he classifies you as threat and will use his skills to fire the Missile at you until you are outside the 5# zone around him again. (Hint: If you set up everything according to the rules, you shouldn't need to get into this zone anyway!)

You may defend against this attack as described above.

To damage Uncle Tom, you need to use your skill to heal the victims. For each victim you heal back up to full health, Uncle Tom loses 1 Life.

Careful: By a mystical soul link, you are connected to the victims! If Uncle Tom manages to kill a victim, you lose 1 Life, too!

It is your job now, to go finish off Uncle Tom and to survive this mission.

When you've achieved this goal, clap yourself on the shoulder: You have finished the basic training.

Now, having a basic understanding of the core mechanics of the game, go on and grab a friend. Teach him, what you have learned on your missions (to see, whether you have actually understood everything), have him create his own Hero and pit your Hero against his, using the rules you have learnt up to now.

When you are done, go ahead and read the rest of the rules, which are a bit more structured and organized than the tutorial missions.

Rules

Now, that you've got a basic understanding of how the Whack & Slaughter engine works, let's get back to the rules.

A sidenote on genders used in the game:

While there are female gamers out there playing tabletop and skirmish games (and there is even a Heroine depicted on this book's cover), this book uses the masculine form for convenience reasons in all occasions, no offense intended.

Preparation

Before play, each player creates his Hero he wishes to play with as described in the "Birth Of A Hero" section. Depending on your skill selection, you might have to create a Hero Card for each of your followers as well (refer to the chapter "Followers" for details). Make sure to have a different set of dice for each miniature you are fielding! Whenever a description refers to a Hero, the same description is true for a follower as well, except where explicitly stated otherwise.

Now it is up to either all players or just to one player to set up the map. A map is a playing area, 24x24 of the unit of measurement previously agreed upon – remember?

If you are used to other tabletop games, you might be used to bigger areas to play in.

Whack & Slaughter, however, is all about quick and brutal close quarter skirmishes, so you just do not need endless space for countless maneuvers.

Also Whack & Slaughter is meant to be played with very few resources only, so even with just a few pieces of terrain (e.g. a small grove created with some model trees glued to a CD wrapped in green felt) you can fill a map quite quickly – and that's the whole point of it.

Agree with the other players for each piece of terrain you are using on how you treat it:

Can you see through (like an open window as opposed to a solid wall)?

Can you walk through (like a little grove as opposed to a torrential river)?

Does it provide cover (like a small boulder as opposed to a bucket)?

Can you climb on / onto it (like a crate as opposed to a ruined tower)?

All those are strict yes/no questions. No matter your experience from other tabletop games – in Whack & Slaughter there are no half baked things: Either terrain provides features, or it does not. There is nothing in between (so, no: no $\frac{3}{4}$ cover, either..)

Decide on one of the scenarios as described in the section "Scenarios" or feel free to create your own.

Shuffle the cards of each Hero into the initiative deck and place it next to the map where everyone can see it.

Once you are set up, get ready to whack and to slaughter your opponents.

Initiative

As in every game, you need a turn order, telling you who gets to act when.

In Whack & Slaughter you are using the initiative deck.

To create the initiative deck, pick up each Hero's Hero Card and shuffle all of them into one deck.

Do only use the Hero Cards of a Hero! Do not pick up Hero Cards of any kind of followers!

Followers act on their Hero's turn!

Also make sure that the face with the Hero's name on it shows up for each card.

Place that deck next to the map where everyone can see it.

The player whose card lies on top of the initiative deck gets to play the next turn, or the first turn of a phase, respectively.

Timing

There are two terms of time you will be using: The phase and the turn.

A phase starts, when a player picks up the initiative deck to shuffle it and a phase ends as soon as a player has to pick up the discard pile to shuffle it into a new initiative deck.

A player's turn starts with the player whose Hero Card currently lies on top of the initiative deck moving this card to a pile next to the initiative pile, called the discard pile. A turn ends, either when the player has completed all available actions with his Hero and / or his followers or as soon as his Hero Card shows up on top of the initiative deck again. Since players are permitted to delay actions (see below), multiple turns may be running at the same time.

Actions

After having moved his Hero Card to the discard pile, a player gets 2 actions to perform with his Hero.

Possible actions are:

- Movement
- Charge
- Melee Attack
- Ranged Attack
- Skill
- Delay
- Recover
- Remove a condition
- Reload

With the exception of "charge", "recover" and a couple of skills, all of the actions mentioned above use up one action each. A Hero may perform the same action twice on his turn as long as it uses up one action only. Before performing an action, announce which action your Hero is about to perform.

Refer to the following pages for details.

Movement

Movement is the most basic action. For each die on your Hand, your Hero may move up to 1 unit – as simple as that. “Unit“ is the way, distances are measured; instead of the term “unit“ you will find the symbol # throughout the book. A # is anything, you have agreed upon with the other players.

You might want to do yourself a favour and agree upon units that make sense regarding the scale of your miniatures.

When using 6-15mm miniatures, you might want to go for cm, 25-40mm miniatures might go better with inches, lawn gnomes might be used best with feet. (And please make sure to publish your game report along with photos somewhere online, if you really play Whack & Slaughter with lawn gnomes!)

You do not necessarily have to use units you can find on a ruler! If everyone is fine using a cubit, or the length of a brick or even squares or hexes on a gameboard – go ahead! That’s completely up to you.

Important is, as said before, the overall scale of everything makes sense:

You wouldn’t want to play with 6mm miniatures in a 24ft x 24ft arena ...

Start the movement action by announcing your desired destination, then use a ruler to measure how far your movement action actually takes you there. Now move your miniature any distance between where it is currently standing and its destination as long as you move at most as far as your current Hand permits.

If you want to sit a situation out, you may use a movement action to not move at all, too.

Charge

Charging an opponent is a combination of actions using up 2 actions.

You start by declaring the target you wish to charge at. Valid targets are opposing Heroes.

(Bashing an allied Hero just doesn’t make sense. Whack & Slaughter is brutal, but not THAT brutal!) Also, your Hero needs to be able to see the target he wishes to charge. (Please refer to fig. 8 to see a graphic demonstrating valid lines of sight).

Now measure the distance between your Hero and his target.

If your Hero’s charge up to his target covers at most a distance he could cover with 2 regular movement actions, place the Hero in base to base contact to his target and immediately perform one additional melee attack action, using any of your Hero’s *Melee Attack* skills if desired and possible.

If the charge does not bring your Hero into base to base contact to his target, he has to move as close to his target as possible and may not use a *Melee Attack* skill.

Melee Attack

As long as your Hero is in base to base contact with an opposing Hero and still has got at least one action left, he may attack in melee combat. Base to base contact means, both the base of your Hero as well as the opposing Hero’s base touch at least at one point.

To attack, roll your Hand. Pick any 1 die rolled as your result and count the amount of Melee pips (●) on that die's face. If there is at least 1 Melee pip, you have scored a "hit" and the amount of Melee pips counted is your Attack Value (AV). This value might be altered when attacking using a skill action!

Now your opponent rolls his Hand in the same way, but instead counts the amount of Defence pips (○) on a single die, thus determining his Defence Value (DV).

Subtract the DV from the AV. The result is the amount of damage, the opponent receives. For each point of damage, he removes 1 die from his Hand.

Whenever you roll the highest possible result of melee pips on more than 1 die when rolling your Hand for a melee attack, you have scored a Critical Hit triggering a special effect. Refer to the chapter "Armoury" for details.

In order to overcome an opponent, a single Hero could not take down on his own (maybe due to weak configuration), multiple Heros may gang up on an opponent: For each other allied Hero or follower standing in base to base contact to your target but not in base to base contact to another opposing Hero at the same time, you may add +1 to your AV if you perform a regular attack action. This bonus does not apply when using a skill action!

Ranged Attack

Using one action, your Hero may attack other Heroes with a ranged attack, if he uses a ranged weapon and an opposing Hero is within range, line of sight and not within the 1# Dead Zone. Please refer to the chapter "Armoury" for the range of a ranged weapon and to figure 8 to see how to determine a valid line of sight.

Determining damage in ranged combat basically works the same way as in melee combat. The only difference is, you do not count the amount of Melee pips on a die's face, but the amount of Ranged Combat pips (●) instead. If there is at least 1 Ranged Combat pip for you to count, you have scored a hit, and the amount of Ranged Combat pips counted is your Ranged Attack Value (RAV). This value might be increased by the use of skills!

Now your opponent rolls his Hand in the same way, but counts the amount of Defence pips on a single die instead, thus determining his Defence Value (DV).

Subtract the DV from the RAV. The result is the amount of damage, the opponent receives. For each point of damage, he removes 1 die from his Hand.

As in melee combat, whenever you roll the highest possible result of Ranged Combat pips on more than 1 die when rolling your Hand for a ranged attack, you have scored a Critical Hit triggering a special effect. Refer to the chapter "Armoury" for details.

If your target stands behind a piece of terrain that has got at least half his height but does not cover him completely, he is considered as in cover. A Hero in cover gets a bonus of +1 to his DV. This bonus gets applied always, even when the Hero does not roll any Defence pips at all.

Damage

One note regarding the term "damage": Each time your Hero is attacked with an AV, a RAV or a MAV (see next page), he receives damage, if he does not defend sufficiently. There are other ways of losing Life, too, due to skills or conditions. If those ways do not explicitly mention the term "damage", they are not considered damage, but Life loss (or loss of Life) instead!

Skill

A skill action is a special kind of action, since using a skill sometimes permits you to perform other actions with your Heroes, too.

Even if a skill permits you to perform other actions, you are still performing a skill action. A skill action is considered completed once everything the skill permits you to do has been performed. Before further confusion arises, let's take a look at an example skill and its description:

Cat's Charge

Skill

Reduce your DV to 0 until the beginning of your next turn.

This skill may not be used on an opponent already in base to base contact to you.

●: Perform a movement action. If you finish your movement in base to base contact with an opponent, attack him with +1AV for each full # you did not move using Cat's Charge.

In **bold** we can see the skill's name: Cat's Charge.

Each skill has got a different, unique name to distinguish from other skills.

In *italic*, we can see the skill's classification; here: Skill.

Note: Everything appearing in italic classifies a skill, so a *Melee Attack* classifies a skill as "Melee" as well as "Attack" as well as "Melee Attack".

Refer to the chapter "Skills" for details about the different classifications.

In regular font follows a description telling you what you may do before you have to roll your Hand or giving you further instructions on the requirements to use that skill.

The green skill pip initiates the description of the variable part of the skill's effect: Roll your Hand. If at least 1 die shows the face with the skill pip, this part of the skill's effect takes part. Furthermore count the overall amount of rolled dice showing the Skill pip. This number is your skill's "power". Multiply each number written explicitly as a number (and not as a word) in the variable part of the skill's effect with the skill's power. (In the example skill you would get +2 on your AV for each full# you did not move, if you scored a power of 2.)

Some skills do require Magic pips (●) as well. Those skills are called spells and they have their effect split: Part of the effect comes from the overall amount of green Skill pips rolled, part comes from the amount of Magic pips determined by any one die.

For spells, too, roll your Hand only once to obtain a result. The spell has been cast successfully, when at least 1● as well as 1● have been rolled. If either the Skill pips or the Magic pips are missing, the spell fizzles and does not affect anyone.

The determination of the power of the effect provided by the green Skill pip works as described above: it scales proportionally to the overall amount of green Skill pips rolled.

The determination of the power of the effect provided by ●, however, works similar to attacking: Look at your result and pick any one die and count the number of ● on its face. This number is called the Magic Attack Value (MAV), no matter whether you actually attack someone with that spell or not. Multiply each number following the Magic pip in the skill's description written explicitly as a number (and not as a word) with the MAV to obtain the strength of this part of the skill.

A spell always requires a target on which it is cast. If the target has got any Magic pips on at least one face of a die, it must defend versus the spell's effect similar to defending versus a physical attack: Roll the Hand and pick the number of Magic pips on any one die as the Magic Defence Value (MDV). The spell's caster MUST subtract the MDV from his MAV before calculating the strength of the effect of the skill provided by ●, even if the spell's effect is beneficial!

If your Hero affects himself with one of his own spells, no roll for defence is required, though!

The maximum range for a spell usually is 5# per determined Magic pip. Some spell descriptions state other numbers. In that case, the spell's description takes precedence.

Some spells (and sometimes, though very rarely, skills, too) do have a certain reach as well.

Reach describes an area within a given radius centered on the target. Reach usually is 0.5# or 1# per Magic pip centered on a target.

Similar to ranged weapons, as long as a Hero is at least partially inside a spell's range or reach, he may be selected as a valid target. Also, spells do not have a dead zone!

Delay

Instead of performing an action with your Hero on your turn, you may delay an action. You may either delay your second action or both of your actions. When you decide to delay an action, you do not perform that action on your turn, but you get a delay counter for each action delayed. You may perform a delayed action at any time after another player has completed one of his actions.

When using a delayed action, you are "reacting" and thus have to announce a "reaction".

Reacting allows you to perform a movement or an attack action only. While using a skill action is generally forbidden, there are some skills overwriting this rule, stating explicitly that you may use them as a reaction. Those skills are the exception to this rule!

If you do not use your delayed actions until the beginning of your next turn, you lose them completely. You have to remove your delay counters and if you want to get them back, you have to delay actions as described above.

Recover

Using both of your actions you may try to recover. Once you have entered the status *recovering*, you may only perform movement actions, trying to restore Life, or a special skill action trying to get rid of conditions inflicted on your Hero you could not get rid off with a regular remove condition action (see the following chapter "Conditions and Statuses" for details).

Remove Condition

Some actions make your Hero receive a condition (see the following chapter "Conditions and Statuses" for details). Certain conditions allow you to spend an action to remove one condition counter of the appropriate type.

Reload

For one action you may remove a reload counter. Depending on the weapon, you may combine a movement action with a reload action into one action.

Conditions and Statuses

In addition to regular damage, some skills are able to make a Hero suffer from conditions as well. A condition is represented by a number of counters showing a unique picture. The picture tells you what kind of condition the Hero is suffering from, while the number of counters tells you the gravity of the condition: For each counter of one condition multiply each number written explicitly as a number in the condition's description with the number of counters the Hero has got to determine the condition's gravity.

If a condition's description does not state otherwise, a condition remains on a Hero until he dies or until it is removed via a skill or during a Recover action.



Bleeding: A bleeding Hero gets -1 to his AV, his RAV, his MAV, his DV and his MDV.



Burning: As soon as you receive a Burning counter, your Hero immediately loses 2 Life, no defence permitted. At the end of your next turn, your Hero loses another 2 Life, no defence permitted, then remove the Burning counter.



Dazed: As long as you have got any Dazed counters left, your Hero may only use movement actions with halved movement rate (rounded down). At any time during your turn, you may remove a Dazed counter using a Remove Condition action.



Deep Wound: Your Hero's Dicepool is reduced by 1 die.



Knockdown: Place your Hero's miniature prone. The Hero gets -1 to his DV and his MDV. Also, on your turn you must use your actions to remove as many Knockdown counters as possible. You may only remove one Knockdown counter per action. As soon as you remove the last Knockdown counter, stand the Hero back up.



Poisoned: At the end of your turn your Hero loses 1 Life, no defence permitted.



Slowed: Your Hero's movement is reduced by 1# per action.

Some skills affect your newest 1 (2, 3, ...) condition(s). A skill affecting a condition (e.g. "remove the newest 1 condition") affects all counters of a condition.

There are skills, however, affecting counters one piece at a time. Those skills explicitly refer to "condition counters" instead of "condition" (without counters).

At any time you receive a counter for a condition, the according condition becomes your "newest" condition.

All counters of a condition are considered as one condition.

Example: You already have got 1 poison counter. Your Hero gets attacked and receives a bleeding counter. Bleeding now is your newest condition. Then your Hero gets attacked again and receives another poison counter. Your Hero suffers from two conditions with poisoned being the newest one.

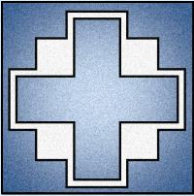
Besides conditions you can inflict upon others, there are statuses you can enter voluntarily. For each status certain requirements have to be met before you can actually enter that status. Refer to a status' description for details.



Delay: Your Hero has delayed an action. You may perform one action at any time during another player's turn whenever that player has completed an action. While you have to spend an action to go into Delay state, if you do not use that action until your next turn, you must discard the Delay token. You do not need to spend an action for doing so, though!



Flying: Your Hero has taken to the air. He can no longer be a valid target for Heroes on the ground. All beings with a Flying counter attached are on the same level and are valid targets for each other and for each other only. They have gotten out of reach for any kind of attack or skill from the ground. A Hero needs an according skill to be able to fly.




Recovering: If during your last turn your recovering Hero did not receive damage, either perform movement actions to restore an amount of Life equal to the amount of dice in your current Hand or perform the following non scalable skill:

Purify

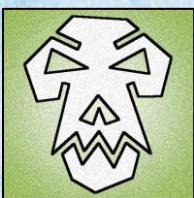
Skill

Uses up two actions

: Remove one counter from one condition.

A status is not considered a condition and thus neither affects not gets affected by skills affecting or getting affected by conditions!

And last but not least, due to Death Spells, once your Hero is unconscious, his body can become wasted:



Wasted: Your Hero's body just has been the target of a Death Spell cast successfully. Now it can no longer be selected as a target for further Death Spells.

For gaming purposes, "wasted" is considered neither a condition nor a status.

Followers

Some skills allow you to field one or more followers.

A follower always acts during the turn of his Hero. It is up to you to decide about who acts when. Each actor has to either complete all of his available actions or delay one or both of them, before another one begins with his first action.

For each follower you are fielding, you need a set of dice as well as a Hero Card.



Currently there are four known kinds of followers: Daemons, Pets, Snowmen and Undead.

Whenever you read a rule concerning a Hero, this rule is true for followers as well. Only when a rule explicitly states the term follower or a certain kind of follower, it applies to followers or the according kind of followers only.

Followers under the control of a Hero are always considered allies for the Hero as well as for each other Hero on the team he is in. If a Hero loses control of a follower, the follower may behave differently. Refer to a follower's descriptions for details.

Daemon

A Daemon is an extraplanar creature that can take on any kind of shape.

Scorning ranged combat, Daemons usually only possess pips in the attributes Defence, Melee and Magic. A Daemon's Hero Card is created either before the battle begins or during battle when summoned. If created before battle, your Hero enters the battlefield on the first turn along with his Daemon already in play anywhere in the setup zone. Treat the Daemon as if summoned by a regular summon spell without further aid from other skills, with 1  and the maximum amount of  rolled.

Refer to the chapter "Skills" / "Summoner" for details on a Daemon's power.

Whenever your Hero summons a Daemon during battle, you may either keep the current Hero Card or create a new one for it, in which case you may field a different miniature for the Daemon as well.

Daemons may come with Daemon Skills (see chapter "Skills" / "Summoner" for details), too. For each skill you want your Demon to equip, your Hero must have one skill slot free.

For example if your Hero could start the match with 5 skills, but you want your Daemons to come with 4 skills each time you summon them, your Hero may not equip any more skills. You would have to leave you remaining 4 skill slots free.

Each time you summon a Deaemon, it may use different skills than the previous Daemon and its number of skills is only restricted by how many skills your Hero did not equip.

Once summoned, a Daemon obeys the command of his Hero and gets 2 actions per turn.

A Daemon may act on the turn the summoning is completed.

Keeping a Daemon under control is an extremely demanding task, so you may only control 1 Daemon at any one time.

As soon as your Hero is unconscious or as soon as your Hero starts summoning a new Daemeon, he loses control of his current Daemon and the Daemon is removed from the battlefield, vanishing to where it came from.

Pet

Pets are tamed animals, loyal to the core to their Hero.

All Pets' Hero Cards are created before the battle begins by using 20 points to buy pips in traits.

Since animals usually don't have any natural ranged weapons, you are not allowed to buy Ranged Combat pips for your Pets. Only in rare occasions a Pet may have Magic pips as well, but only for defensive purposes. To justify Magic pips, the pet has to be of magical origin, though, such as a phoenix or a drake or whatever you can make up (and field as a miniature).

A Pet has got 1 skill pip on any one face of a die, but it does not use its own skills. Instead the Hero has to use his own skill slots for the skills of his Pets. On the plus side, each Pet is granted access to the same set of pet skills the Hero possesses. To have a Pet use a Pet Skill, roll the Pet's Hand and treat the according Hero's skill as if it was the Pet's skill – the Hero knows a trick, but he has taught it to each of his Pets.

A pet starts the game with a Dicepool of 5 dice. A die may have a maximum of 2 Defence pips per face, a maximum of 3 Melee pips per face and a maximum of 1 Magic pip on the whole die. The rule "do not paint all pips of a single face in one colour only" also applies for a Pet!

For each pet select one of the following abilities, altering the rules for pips per face / per die.

Agressive: Increases the maximum of Melee pips per face by 2. No Defence pips allowed.

Evasive: Increases the maximum of Defence pips per face by 1.

Flight: Use a Flying counter along with the flying Pet. When your Pet takes to the air, place the Flying counter next to it. As long as the Flying counter is next to the Pet, it ignores any kind of obstacles in its way. Also the Pet is out of range for all kinds of attacks or skills from the ground, but may not attack or use skills on anyone on the ground, either. Each being with a Flying counter next to it is on the same level - there are no height differences. This way, Pets with Flying counters attached may attack other beings in the air, as long as they are in base to base contact. If a Pet with this ability does not have the Flying counter next to it, or if it lands (and thus gets the Flying counter removed), it is considered on ground level (but still flying, just lower), where it ignores all obstacles lower than half the height of an average Hero and where it is in range for all kinds of attacks and skills. On the Hero's turn at any time during a movement action a Pet may either take to the air or come down to the ground ONCE. Once this status is altered, it may not be altered again until the beginning of the Hero's next turn.

Hungry: Increases the maximum allowance of Melee pips per side by 1.

Magic attunement: Increases the maximum allowance of Magic pips per die by 1 to a maximum of 1 pip per face. The Pet does not need to be magical in the first place!

Magic protection: If the Pet is magical, the dice may have 2 Magic pips on one face.

Thick hide: Increases the maximum allowance of Defence pips per face by 2, lowers the maximum allowance of Melee pips per face by 1, though.

You may field as many Pets as you can afford (refer to the chapter "Skills" for details) and upon setup you place each of your Pets in base to base contact to your Hero.

Your Pets receive 1 action per turn that may be used for a movement, melee attack or a skill. You may sacrifice 1 of your own actions, though, to give one of your Pets an additional action this turn.

As soon as your Hero is unconscious, your Pets will use their actions to get into base to base contact to your Hero. Once there, they will attack every opponent coming closer than 1# as well as they will do everything it takes to attack the opponent that attacked them last. A Pet still acts as an ally for each other Hero on your team, though.

If your Hero comes back to Life, you regain full control of your Pets.

Mounting a Pet

If you control a Pet your Hero may start the match already riding the pet.

For one action your Hero may either mount or dismount his pet.

In case your Hero has mounted his Pet, the Hero and his Pet are treated as a single mount-rider unit.

On your turn, you get to perform two actions with the mount-rider unit.

When moving, the movement of the Pet has to be used!

Whenever you have to roll your Hand to perform an action while riding a Pet, you may select any die as a result as usual. However you may use either the Hero's Hero Card or the Pet's Hero Card only to determine the value of the die and you must declare in advance, which Hero Card you are going to use and roll the according Hand.

Skills affecting the movement of the unit either affect the mount or the rider. It's up to you to decide who gets affected.

When defending yourself you roll either your Hero's Hand or your Pet's Hand to determine a result. When it comes to damage resolution, you may distribute the damage between your Hero and his Pet in any way you want. Reduce the according Hand(s) accordingly.

The same rules apply for conditions: Even though the mount-rider unit is one target for all kinds of skills and attacks, the player of the unit may decide, whether mount or rider is affected by a condition.

Example:

Jane is fielding a miniature representing a goblin with a bow riding a wolf. The goblin is specialized in ranged combat (3 Ranged Combat pips and the Skill pip on the 6-face, 3 Ranged Combat pips on the 5 face; skills: BAT, Contagious Bite, Dodge, Volley) and the wolf gets the ability "hungry" (4 Melee pips and 2 Defence pips on the 6-face, 4 Melee pips as well as the Skill pip on the 5-face and 2 more Defence pips on the 4-face). Even though they are two "living" beings, together they are viewed as a unit as long as the goblin rides the wolf. Each turn, Jane gets to perform two actions with the unit.

Trying to reach a mission target, Jane rides out into the open and uses the skill "Dodge" successfully. Now the whole mount-rider unit receives +1DV as well as +1MDV.

During an opponent's turn, that opponent attacks her using "Hamstring" (an attack skill adding a Slowed counter to the damage) and hits with an AV of 5. Jane uses the wolf's Hand to defend, since the goblin totally lacks any defence. She scores a DV of 2. Adding the +1 DV from Dodge, her total DV is 3, resulting in 2 damage. She decides to distribute the damage evenly, so the wolf as well as the goblin receive 1 damage. The Slowed counter goes to the goblin, so the wolf is not impaired by it. On her next turn, she fights back. Being in melee, for her first action she rolls the wolf's Hand to attack with a contagious bite and hits with 4 melee pips as well as the skill pip. The opponent fails to defend and is badly hurt. Seeing two targets standing close together in range of the goblin's bow, Jane uses the goblin's hand to perform a skill action using "volley". She rolls 3 attack pips and one skill pip. Since both targets are within 1# to each other, both need to defend now. The heat is on!

Snowman

Snowmen can be summoned during a snowball fight with the according skill.
All Snowmen are created equal and there are no Snowmen more equal than others:



Fig. 12 – Configuration of a Snowman

It takes 1 skill action using the skill Raise Snowman to summon a Snowman in base to base contact to your Hero. On the turn it gets summoned, a Snowman may immediately act once the summoning Hero has completed his actions.

A Snowman starts the game with a Dicepool of 5 dice.

On your turn a Snowman gets 1 action he may either use for a movement or a skill action.

The Snowman's skill reads:

Hard Knock (Hallelujah)

Skill

Target Opponent

Must be in base to base contact with opponent

●: Opponent receives 1 knockdown counter.

A Snowman melts! On each of your turns following the turn you summoned the Snowman, it loses 1 Life. Each player may, however, use a skill action and target a Snowman with a Snowball skill. If he hits, the Snowman restores 1 Life per ● rolled.

You might want to place a die next to each snowman to keep track of his current Life.

Once a Snowman has lost his last Life, remove the according miniature from the match.

Though you may control any number of Snowmen, once you are down to 0 Life, you lose control of your Snowmen and on your turn they will use their actions to try to attack the closest Hero not differentiating between friend or foe. There is no chance for you to regain control of your Snowmen, once control has been lost.

Undead

The Undead are created in dark rituals by evil Necromancers.
To raise an Undead, you need a Hero as target that is unconscious at least.
Each Undead is configured as follows:

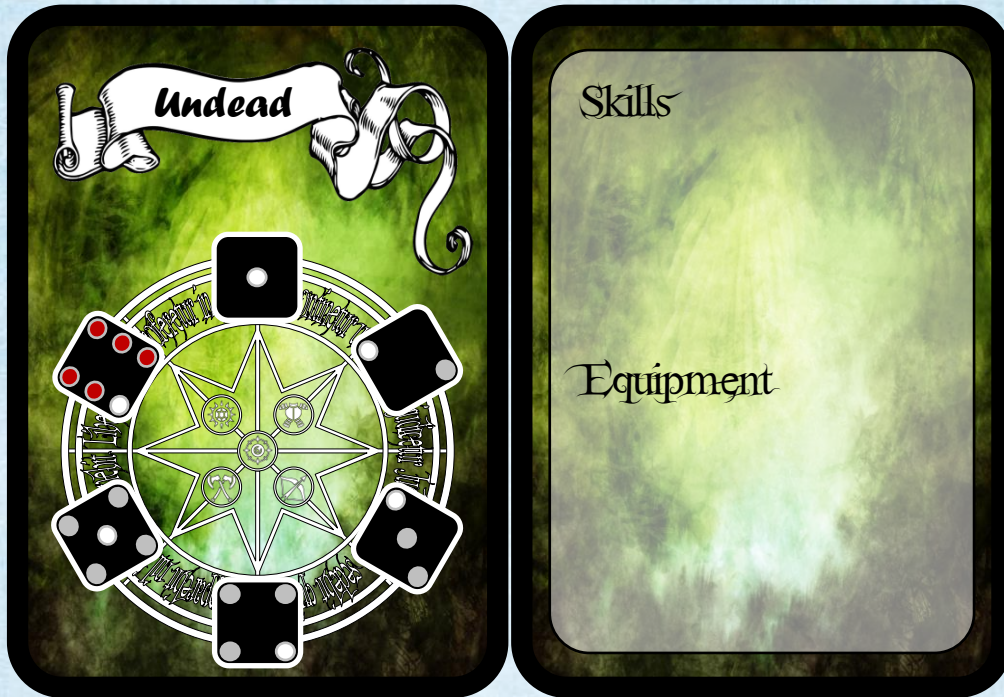


Fig. 13 – Configuration of an Undead

It takes a necromancer 1 action using an according Death Spell to attempt to raise an Undead at the location of the dead or unconscious body. The body becomes wasted and is no longer a valid target for Death spells, regardless of whether the attempt has been successful or not.

On the turn it has been raised, the Undead may act immediately once your Hero has completed his actions. Afterwards it acts on your turn whenever you see fit.

When an Undead is raised, it comes into play with an initial Dicepool of 5 dice.

An Undead is immune to all kinds of conditions as well as to the effects of critical hits and may not delay an action. Regular damage can harm an Undead, though.

An Undead crumbles to dust: Beginning with the turn after it has come into play, an Undead loses 1 Life on each of your turns. When losing its last Life, an Undead perishes and is removed from the game, leaving no dead body behind that could be a target of further actions.

An Undead may be healed with all kinds of skills restoring Life, though.

The amount of Undead creatures you may control depends on your magic attribute. Check the Necromancer in the “Skill” chapter for more details.

As soon as your Hero’s Life is down to 0, you lose control of your Undead creatures and they will use their actions to try to attack the closest Heroes, not differentiating between friend or foe.

There is no chance for you to regain control of your Undead, once control has been lost.

Armoury

Well met, Hero. Please enter and take your pick of the equipment you can find here ...

Armour

Let's recall the rules for armour at first, shall we?

Take a look at your miniature to determine what kind of armour your Hero is wearing:

Robes or no armour do not permit any number of pips in Defence at all.

Light armour (e.g. padded, leather, fur, ...) allows up to 1 Defence pip per face.

Medium armour (chains, scales, banded, ...) allows up to 2 Defence pips per face.

Heavy armour (splint mail, plate mail) allows up to 3 Defence pips per face.

A shield of any kind raises the maximum allowance by 1 pip per face.

And that's it - as simple as that.

Melee Weapons

Weapons used for melee combat basically come in three categories: Blunt weapons, piercing weapons and slashing weapons.

Each kind of weapon is able to score a critical hit. If you attack an opponent and roll the same number of melee pips at least on two different dice, you've scored a critical hit if that number is the highest number you could score on a single die.

(Example: You've got 4 melee pips on the 5- and the 6-face each as well as 1 melee pip on the 2- and the 3-face. If you roll 4 melee pips on at least two dice, you've scored a critical hit, since 4 is the highest number you could roll on a single die. Rolling 1 melee pip multiple times does not result in a critical hit, since $1 < 4!$)

Whether the opponent defends the critical hit or does not is irrelevant for this scoring method.

If you score a critical hit, depending on the category of the weapon you get a different effect:

Blunt weapon: Target receives a Knockdown counter.

Piercing weapon: Target receives at least 1 damage, no matter his actual DV.

Slashing weapon: Target receives a Bleeding counter.

Additionally to the above mentioned weapon categories, there are pole weapons: Weapons featuring a large pole that need to be wielded in both hands. Examples are a scythe, a spear or a lucern hammer.

When wielding a pole weapon you may decide once and before the game begins, upon scoring a critical hit whether you want to use the according effect mentioned above (after all, a pole weapon comes as slashing, piercing or blunt weapon as well) or the following effect: Your target as well as up to 2 other opponents in base to base contact to your Hero are attacked with the determined AV, too. If you delivered a critical hit during a skill action, only the original target is affected by the skill as well as the critical hit. The additional targets are not affected by the skill!

Some beings (Pets and Daemons, mostly) come with natural weapons, such as claws, fists, horns, teeth, tentacles or tails. Determine before the match begins, under which category those weapons fall. Be reasonable, though: Fists are blunt weapons, horns and teeth pierce, most claws slash through their opponents.

Ranged Weapons

Throwing weapons

Throwing weapons are the most basic ranged weapons, such as daggers, axes or stones. The maximum range of a throwing weapon is 1# per die in your hand.

Throwing weapons are not required to be reloaded and they do not have a dead zone (see the following page)!

Throwing weapons can be used in melee as well as in ranged combat.

If a throwing weapon is used in melee combat, the wielder may use his RAV as AV.

Regarding the range, blowpipes count as throwing weapons, too, even though they are not thrown. With a weakened body, however, you won't blow as far as with full strength. That's why their range is determined the same way.

As opposed to throwing weapons, a blowpipe can not be used for a melee attack!

Bows

Bows come as short bows or long bows. Longbows are usually between half the miniature's size up to the full size of the miniature. Shortbows are usually less than half the miniature's size.

A shortbow's maximum range is 2# per die in your hand, a longbow's maximum range is 3# per die in your hand.

You may shoot further than the maximum range, but for each full 1# over maximum range your RAV decreases by 1.

A shortbow does not take a separate action to be reloaded and shooting with a shortbow reduces your RAV by 1.

After you've shot an arrow with a longbow, you get 1 Reload counter.*

You may remove a longbow's reload counter while performing a movement action.

Crossbows

Crossbows come as one handed or two handed crossbows.

A one handed crossbow has got a maximum range of 10#, a two handed crossbow has got a maximum range of 15#.

After you've shot a bolt, a one handed crossbow gets 1 Reload counter, a two handed crossbow gets 2 Reload counters.*

You may remove a one handed crossbow's Reload counter while performing a movement action.

If you manage to inflict damage on your opponent with a two handed crossbow, you inflict 1 additional point of damage, no defence permitted.

Gunpowder Weapons

Gunpowder weapons come as pistols or rifles.

A pistol has got a maximum range of 15#, a rifle has got a maximum range of 20#.

After a shot, a pistol gets 1 Reload counter, a Rifle gets 2.*

*As long as you've got any reload counters left, you may not fire off the weapon it belongs to. It requires 1 action to remove 1 reload counter during which nothing else may be done.

Exception: Longbows and one handed crossbows may also have one reload counter removed during a movement action.

Cannons

Yep, there are actual miniatures carrying around cannons, so a ruling for cannons needs to be included:

A Hero carrying a cannon only gets 1 action per turn as long as he is carrying the cannon. He may decide to drop the cannon at any time without using a separate action (e.g. after firing it off...), in which case the cannon is gone for the remainder of the match.

Make a mark on your character sheet to indicate the loss of the cannon.

As soon as the Hero gets rid of the cannon, he gets the usual 2 actions per turn until he acquires a new cannon to carry around.

A cannon is a weapon with only one shot for the whole match and it may shoot across the whole map as long as there is a valid target within line of sight.

Additionally to the target, every other being within a radius of $0.5\#$ times the number of the cannonner's RAV is attacked as collateral damage, too. For each full $0.5\#$ distance between the original target and the "collateral damage", subtract 1 from the RAV for the collateral damage.



Firing off a cannon a Hero may not use any skill!

Magic Weapons

Magic users usually use magic weapons, such as wands, staves and the likes.

Usually, users of a magic weapon use their skills instead of using their weapon aggressively.

Optionally You may use a magic weapon to fire off a projectile of energy.

The maximum range for such a projectile is $25\#$ and it deals 1 damage, if the target does not roll at least 1  or 1 .

Though you do not roll your Hand to see whether you score a hit (since you hit automatically), you still need to use an action to fire off the projectile.

(Yes, you have not been told about this during your skirmish versus Uncle Tom. Blame the game's designer and don't feel bad about it!)

With any ranged weapon other than a throwing weapon, you can score critical hits, as described under Melee Weapons, too. If you do, your target is pushed away from you by $1\#$ (or as far as possible, if there is an obstacle in the way).


Throwing weapons never score critical hits when thrown. When used as melee weapons, they do score critical hits as described under Melee Weapons.

All ranged weapons except for throwing weapons do have a "dead zone": The dead zone describes a zone of $1\#$ around the wielder of the ranged weapon. Heroes at least partially inside a dead zone may not be selected as target for a ranged attack (or a ranged attack skill)!

Other Weapons

While the descriptions above cover most weapons available and seen on miniatures, there still are miniatures around with weapons not covered by any of the above categories. Those weapons are considered "other" weapons. (Examples: The protector of the forest hurling burning pinecones, the alchemist smashing vials into his opponent's face and so on.)

If such a weapon does anything other than dealing regular damage, you need to design a skill for it reading something like this:

: Apply the weapon's special effect 1 time to the target.

Depending on its nature (and the weapon it is used with), that skill counts as either a Warrior or a Ranger skill and counts against your maximum of skills.

Skills

Last but not least you get to select your Hero's skills.

The amount of skills you get to select depends on the configuration of the Hero:

If your Hero is specialized in one trait and one trait only and thus does not have a single pip painted in the colour of a second trait, your Hero gets access to either four common skills plus one elite skill from any one school or two common skills from two different schools each.

Note: Specializing in a single trait is the only way to gain access to an elite skill. There is no other way to access those skills of superior power.

If your Hero makes use of no more than two traits, you either may pick up to three common skills from any one school or one common skill from two schools each.

If your Hero uses three traits, you may pick only one common skill from any one school and if he makes use of all four traits, you may not use a single skill at all.

So, choose wisely!

A skill's description is read as follows:

Skill's Name

Classification

Targets

"Always On" Description



: Description of effect occurring when skill pips get rolled



: Description of effect occurring when magic pips get rolled



The skill's name is the name identifying a skill unmistakably. You should write this name down on the Hero Card.

A skill's classification tells us about the circumstances under which we may use the skill.

Let's take a look at the different skill classifications to see, what they are telling us:

*Melee Attack**: This skill is used in combination with a melee attack: Perform a regular melee attack action and also apply the skill's effect as stated in the description.

*Pet Attack**: Though your Hero has got this skill equipped, only your pets may access this skill.

Perform an attack with your pet and also apply the skill's effect as given in the description, too.

*Ranged Attack**: This skill is used in combination with a ranged attack: Perform a regular ranged attack action and also apply the skill's effect as stated in the description.

* Attack skills always require an opponent as target.

Shout: A shout does not require a separate action to use. You still have to roll your hand to determine the skill's effect. You may use a *Shout* along with any other action as long as that action is not a skill action. When using a *Shout* along with any kind of attack, you roll your Hand only once for determining the power of the attack as well as of the *Shout*.

A *Shout* affects all allies within earshot. Earshot is 1# per die on your Hand. Once an ally has been affected by a shout, he does not get affected by consecutive shouts until the end of his very next turn. (Following multiple orders at once just leads to confusion...)

Skill: The most basic skill, permitting you to only perform another action when explicitly stated. Roll your hand to determine the power of the skill.

Spell: Spells are a special kind of skills. Most of them take one action to perform and they require at least one Skill pip as well as at least one Magic pip on any one die in order to be performed (or rather, cast) successfully.

A spell always requires a target. You can find the valid targets stated in a spell's description. The effect of a successfully cast spell usually takes place immediately and is a one time effect only. There are two special kind of spells, though: The Enchantment and the Hex.

An Enchantment is a spell with a beneficial effect lasting on its target and a Hex is a spell with a harmful effect lasting on its target. If an Enchantment or a Hex gets cast on a target, the target must try to resist (if possible) by the time it becomes the target. Once the effect has been applied, the target may not resist any longer and it may not attempt further on any subsequent turns to get rid of the effect by trying to roll a MDV.

The effect of an Enchantment or a Hex lasts until the duration given in the description expires and can be ended prematurely by force only, e.g. by death of a Hero or by a skill removing the effect. Similar to conditions, Enchantments and Hexes form a "queue", with the latest Hex or Enchantment cast on a target becoming the "newest" one. A Hex or Enchantment becoming reapplied keeps its position in the "queue".

Some skills do have classifications unique to certain classes. You will find further descriptions for those classifications in a class's description.

No matter the actual classification, each and every skill is considered a "Skill" as well! Some skills are classified as "Skill" only, others are classified as e.g. "Melee Attack" as well as "Skill", even though in the skill's description you find "Melee Attack" only.

A skill can require all kinds of targets. If a skill requires someone else but your Hero as target, it is stated explicitly in the skill's description.

A skill's target is followed by its "Always On" description. In this description you will find further information and requirements of a skill, such as the amount of actions it takes to perform that skill or possible targets. Some skills require opposing Heroes as targets, some may be targeted at yourself only and some may be targeted at allies. Your Hero is per definition an ally of himself as well, so each skill that can be targeted at allies may be targeted at your Hero as well. Also you will find effects here that always occur whenever you perform that skill. You do not have to roll your Hand and you perform this part of a skill as given in the description. It is not modified by the roll of your Hand.

The "Always On" description is followed by the description of the skill's effect occurring when at least one Skill pip (or in case of a spell a Magic pip as well) has been rolled.

Each number following a Skill pip or a Magic pip written explicitly as a digit (and not as a word), scales with the determined amount of according pips.

After rolling your Hand, you can make each die showing a Skill pip count, to enhance the effect granted by the Skill pip. You may, however, pick one die with Magic pips only and you must have at least one die showing any number of Magic pips, if you want to successfully cast a spell.

Some skills are able to alter attack values (AV, RAV and MAV) as well as defence values (DV and MDV) or the amount of Skill pips rolled. If that is the case, a Hero always benefits from the bonus, no matter the outcome of a roll of a Hand.

Example: A Hero has got 4 Melee pips on his 5-face as well as on the 6-face and due to a skill's effect he is granted a +1 on his AV. He now rolls in an attack the following faces: 1,2,3,3,4.

Without the bonus he would have missed his target. Thanks to the bonus, though, he gets an AV of 1 nonetheless and his opponent has to defend accordingly.

Next to a skill on the top right you will find a skill's icon. On the CatZeyeS homepage (www.catzeys.de), you will find the "Skillbook" PDF accompanying the rulebook with according counters to cut out and to use: Put 1 counter of a skill on a Hero Card or on the battlefield (depending on a skill's description) for each turn a skill remains active.

Of course you are free to use whatever alternative methods you want.

Schools

On the following pages you will find the different schools and the skills associated with them. Some skills will contradict the rules you have read up to now. In that case, the description of the skill takes precedence over the rule.

Beastmaster

Hailing from the lush jungle in the far south, the beastmasters venture from time to time to the north in order to find glory, wealth, or just prey for their beasts.

A beastmaster is a Hero bringing some kind of animal or animals to the battlefield. Those animals are referred to as Pets (see chapter "Followers" for details). Common Pets are felines (tigers, lions), canines (dogs, wolves) bears or even rats, but other more exotic beasts have been seen as well.

The path of the beastmaster is somewhat unique, since it features a "required" skill: basic animal training (a.k.a. BAT). For each Pet miniature you are fielding along with your beastmaster, you will have to equip that skill once. If you don't equip it, you may not act with your Pet! A highly specialized beastmaster might consider using "Spirit Chains" once instead of BAT.

Common Skills:

Basic Animal Training (required)

Skill

For each Pet you are bringing to the battle, you will have to equip this skill once.

Must be in base to base contact to your Pet.

●: Restore 1 Life of your Pet.

If your Pet is dead, this skill reads instead:

Basic Animal Training (required)

Skill

Must be in base to base contact to your Pet.

The Pet's Dicepool permanently is reduced by 1 die.

●: Your Pet resurrects with 1 die in its Hand.

Brutal Strike

Pet Attack

●: This attack deals at least 1 point of damage, no matter the target's DV.

Contagious Bite

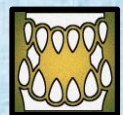
Pet Attack

●: Opponent receives 1 Poisoned counter.

"Dash!"

Shout

●: Each of your Pets within earshot gets +1 movement actions this turn.



"Dodge!"

Shout

●: Each of your Pets within earshot gets +1 DV until your next turn.



Feral Pounce

Pet Attack

●: If opponent used a skill on his last turn, he receives 1 Knockdown counter.



Maim

Pet Attack

●: Opponent receives 1 Slowed counter.



"Rampage!"

Shout

Target one pet only

Target Pet gets -1 AV for the remainder of the turn.

●: Target Pet gets +1 attack action for each ● you roll for it during next time it attacks an opponent.



Rend Flesh

Pet Attack

●: Opponent receives 1 Bleeding counter.



Soothe

Skill

●: Restore 1 Life of the Beastmaster, if target Pet has got more Life than you.
Restore 1 Life of your Pet, if you have got more Life than your Pet.



Elite Skills:

Hunt As One

Skill

●: Perform 1 movement action. Also all of your pets receive +1 action this turn.



Nature Attunement

Skill

●: All of your pets receive +1 die into their Dicepool. Lasts until the beginning of your next turn.



Predator's Strength

Pet Attack

●: For each point of damage dealt, restore 1 Life of the attacking Pet.



Savage Bite

Pet Attack

●: Opponent receives 1 Deep Wound counter.



Spirit Chains

Skill

May replace BAT once. If your beastmaster is traveling with more than one Pet, you may secretly note down the spirit bonded animal. On your first use of Spirit Chains, reveal that note to everyone.

●: Restore 1 Life of the beastmaster as well as 1 Life of the Pet. If pet attacks this turn, restore 1 more Life of the pet.



If the spirit chained pet is dead, this skill reads instead:

Spirit Chains

Skill

May replace BAT once. If your beastmaster is traveling with more than one Pet, you may secretly note down the spirit bonded animal. On your first use of Spirit Chains, reveal that note to everyone.

●: Your pet immediately resurrects with 1 die in its hand. Neither base to base contact nor line of sight is required. The dead Pet may have any distance to the beastmaster and may be dead for any number of turns.

Commander

Commanders in the World of Whack & Slaughter are paragons of virtue, joining their allies at the front. Shouting their orders, they influence combat directly by motivating their fighters and coordinating the team.

A skill marked explicitly as a "Command" requires one skill action to use. During this action, the player of the affected ally gets to perform an out of turn action with his Hero.

Common skills:

"You! Fight Back!"

Command

●: Target ally immediately performs 1 melee attack action against an opponent.



"You! Fire in the hole!"

Command

●: Affected ally immediately performs 1 ranged attack action against a target within line of sight. Distance as well as line of sight to the target are measured from your Hero instead of from the affected Hero.



"Gogogo!"

Shout

●: Each affected ally may move up to +1# per movement action and per die on his hand on his next turn.



"You! Help me!"

Command

●: Target ally immediately performs 1 action using 1 skill of your choice with your Hero as target. Your Hero must be a valid target for the desired skill.



"Hit them high!"

Shout

●: Each affected ally either gets +1 AV or +1 RAV on his next attack action.



"You! Lead The Way!"

Command

●: Target ally immediately performs a movement action adding 1# for each ally within target's earshot.



"Never Surrender!"

Shout

●: Each affected ally currently lacking at least two Life, immediately restores 1 Life.



"You! Retreat!"

Command

●: Target ally immediately performs 1 movement action towards your Hero.



"Stand your ground!"

Shout

●: Each affected ally gets +2 DV as well as +2 MDV as long as he does not move. Also up to 2 ● may be designated as up to 2 ● and vice versa for defence purposes. Expires as soon as the affected Hero moves or is moved involuntarily (such as by a critical ranged attack or a knockdown).



"Take cover!"

Shout

●: Each affected ally gets +1 DV as well as +1 MDV. Also 1 ● may be designated as 1 ● and vice versa for defence purposes. Each affected ally's movement is altered to 1# per movement action. Expiration for each affected Hero is at the end of his very next turn.



Elite skills:

"You! Finish Him!"

Command

●: Target ally immediately performs a Skill action using a *Melee Attack* skill or a *Ranged Attack* skill targeting an opponent and gets either +1AV OR +1RAV for doing so. Target opponent receives 1 Deep Wound counter and at least 1 damage, no matter his DV.



Focus

Skill

DV is reduced by 2. Movement for this turn is halved. You may not attack this turn.

●: On your next action, you receive +1 ● to use for your next skill.

After using Focus successfully, you may not use Focus on your next skill action.



"You! Get Up! Get On Up!"

Command

●: Immediately remove all counters from all conditions from target ally. Target gains +1# on his next movement action.



Inspirational Speech

Shout

Using this shout, you may perform movement actions only (even if you decide to not move at all) and it takes two actions to hold the speech. An ally only is affected, if he can listen to the entire speech. (Read: An ally not within earshot at any point of time during your movement actions, does not get affected!)

●: Each affected ally gets +1 ● for his next use of a skill.



"We Will Survive!"

Shout

●: All dead allies within earshot immediately resurrect with 1 die in their Hand.



Dirty Tricks

Some fighters are honorable opponents, always putting up a good fight in a good night. Others ... are not. Instead they are working with all kinds of sinister tricks to win a fight the dirty way. Users of the Dirty Tricks usually are seen fighting with a dagger or with a pair of daggers. That's no requirement however.

Common Skills:

Apply Poison

Skill

●: Your next 1 attack additionally makes your target receive a Poison counter.



Backstab

Skill

Perform a movement action.

●: If you end up in base to base contact to an opposing Hero, perform 1 attack action.



Critical Hit

Melee Attack

●: This attack is always considered a critical attack. Apply the according effect 1 time.



Dancing Daggers

Ranged Attack

●: Throw 3 daggers at up to 3 different targets. Each target may be within a range of up to 1# per die in your hand. Each dagger automatically attacks its target with 1RAV (so you don't have to roll your Hand to attack for each one separately). If your RAV is modified by another skill, you have to take this modification into account as well. A target may defend versus the RAV regularly, but if you attack one target with more than one Dancing Dagger, it has to defend versus each Dagger separately.



Exploit Weakness

Melee Attack

●: Opponent gets at least 1 damage, no matter his actual DV.



Iron Fist

Melee Attack

●: If opponent would receive damage, instead of damage, opponent receives 1 Dazed token.



Malicious Strike

Melee Attack

●: If opponent suffers from any condition, additionally to damage he loses 1 Life.



Shadow Meld

Skill

Must be in base to base contact to a piece of terrain.

●: Meld with the shadows until the end of your next 1 turn. As long as you are hidden, you may not become a target for ranged attacks or skills affecting you from a distance greater than base to base contact. All damage you receive is reduced by 1.

The effects lasts either until it expires or until you lose contact to the piece of terrain or until you use any kind of skill or until you perform an attack action.



Tease

Skill

Affects only Heroes of the opposite sex.

●: Each valid target within a reach of 2# per die in your hand may not target you with any kind of action on their next turn. Instead they use their next 1 movement action, to move towards you (to take a closer look).

Affected targets may spend an action to try to resist the lure: If they roll at least the same amount of ● as you did, they are not affected.



Throw Dirt

Skill

●: Each opponent within a reach of 1# may not perform an action requiring a target other than himself on his next turn.



Elite Skills:

Assault

Melee Attack

●: This attack as well as all of your following attacks cause at least 1 damage, no matter the target's actual DV.

Assault ends as soon as an attack fails to hit or when you perform a non attack action. (This includes all kinds of skill actions, even those classified as attacks!)



Caltrops

Skill

Must be in base to base contact with opponent

●: Opponent receives 1 Knockdown counter and 1 Deep Wound counter.



Dancers in the Dark

Melee Attack

Your skills are disabled until the beginning of your next turn.

●: Opponent's skills are disabled until the end of his next 1 turn.



Flashing Blades

Melee Attack

●: Each point of damage dealt by you raises your DV by 1. Each opponent attacking you in melee is attacked with 1AV before he may perform his attack action.

Flashing Blades lasts until the beginning of your next turn.



Shadows' Dance

Skill

Must be in base to base contact to a piece of terrain

Uses up two actions

●: Perform two movement actions. You may ignore any kind of obstacles in the way, but must end your movement in base to base contact to a piece of terrain again. Afterwards Perform 1 melee attack action or 1 ranged attack action.



Druid

As masters of nature's lore, Druids' Skills are all about growing, regrowing and taming the wild. Nature Spells are a bit different from others:

On the one hand, allies having bought Magic pips do not need to defend against Nature Spells, if they do not want to. On the other hand, a Hero may only be affected by one Nature Spell at a time. While a Nature Spell Enchantment or Hex lasts, casting it a second time on the same Hero does not prolong its duration, no further Nature Spell affects the Hero and the effect wears off, once the duration expires and by expiration only! They can not be removed by skills and not even death ends their duration prematurely.

By using Spirit Bond, your Hero may bring a Pet (see chapter "Followers") he may use as some kind of focus to the battlefield: When it comes to measuring line of sight as well as distance to a target of a Nature Spell, you may use the Pet as starting point.

Each time your Pet dies, you immediately reduce your Dicepool by 1 die permanently.

Accordingly, as soon as you die, your Pet immediately reduces its Dicepool by 1 permanently.

Common Skills:

Awaken

Nature Spell

Enchantment

Target Dead Ally

Must be in base to base contact with target ally.

●: If target ally is dead for more than 2 turns, Awaken fails.

●: Ally resurrects with 1 die in his Hand. Enchantment lasts for 1 turn.

If ally dies again while still under the effect of Awaken or when the effect of Awaken wears off, target ally dies permanently and may not be resurrected again. Place the miniature prone and put an awaken counter next to it, as a reminder. (The body may still serve as target for Death Spells, though!)



Bark Skin

Nature Spell

Enchantment

Target Ally

●: Ally gets +1DV.

●: Enchantment lasts until the end of target's next 1 turn.



Calenture

Nature Spell

Hex

Target Opponent

●: Opponent receives 1 Dazed counter each turn at the beginning of his turn.

●: Enchantment lasts until the end of target's next 1 turn. Maximum range for this spell is 0.5#.



Enlarge

Nature Spell

Enchantment

Target Ally

●: Ally receives +1 die to his Dicepool.

●: Enchantment lasts until the end of target's next 1 turn.



Regrowth

Nature Spell

Enchantment

Target Ally

●: Restore 1 Life of target ally each turn at the beginning of his turn.

●: Enchantment lasts until the end of target's next 1 turn.



Spirit Bond

Skill

Required to control the actions of your pet.

●: Restore 1 die in your pet's hand.

If your pet is dead, this skill reads instead:

Spirit Bond

Skill

●: Pet resurrects with 1 die in its Hand. Neither duration of death nor distance to pet or even line of sight do not matter for this effect to occur.



Sprawling Roots

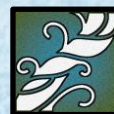
Nature Spell

Hex

Target Opponent

●: Hex lasts until the end of target's next 1 turn.

●: Target's movement is reduced by 1#.



Tranquility

Nature Spell

Hex

Target Opponent

●: Target Opponent receives 1 Tranquility counter to cover 1 Enchantment counter from up to 1 Enchantment with. As soon as he removes an Enchantment's last counter, that has not been covered by a Tranquility counter, that Enchantment immediately expires.

●: Hex lasts until the end of target's next 1 turn or until affected Enchantment expires, whatever comes sooner.



Thorns

Nature Spell

Enchantment

Target Ally

●: Each time, target ally is attacked in melee or in ranged combat, the attacker first has to defend versus an attack with a strength of 1AV.

●: Enchantment lasts until the end of target's next 1 turn.



Wrath

Nature Spell

Hex

Target Opponent

●: Opponent receives 1 bleeding counter each turn.

●: Hex lasts until the end of target's next 1 turn.



Elite Skills:

Entropic Shield

Nature Spell

Enchantment

Target Self

●: Remove all counters from any 1 condition. As long as Entropic Shield lasts, no further condition can be applied to you.

●: Effect lasts until the end of your next 1 turn. Receive 1 Dazed counter for each turn Entropic Shield has been active, once it wears off.



Force of Nature

Nature Spell

Enchantment

Target Self

●: Each Ally within reach gets +1 die to his Dicepool until the end of his next turn.

●: Reach is 0.5#.



Genesis

Nature Spell

Enchantment

Target Ally

- : Whenever affected ally is the target of a spell restoring his Life, that spell restores +1 Life.
- : Effect lasts until the end of target's next 1 turn.



Shapeshift

Skill

Upon creation of your Hero, select an animal shape the Druid can take on.

The animal shape uses different traits than the Druid shape does: When designing an animal shape, the same rules as for creating a Pet Follower apply. As opposed to pets, however, a Druid in beast shape still has 2 actions per turn. While in beast shape, a Druid may not use any of his skills but Shapeshift.

Effect lasts until shape is shifted again.

- : Morph into beast form or back out of it. Restore 1 Life and remove all counters from your newest 1 condition upon morphing.



Weaken

Nature Spell

Hex

Target Opponent

- : Whenever target receives damage, target receives 1 additional damage.
- : Effect lasts until the end of target's next 1 turn.



Elemental Mage

The Order Of The Elemental Mages has managed to seize control of the elements upon which the World of Whack & Slaughter has been built.

In combination with their innate arcane powers, The Mages call forth the elements to do their bidding in order to create, to modify, to transport and to destroy.

On the battlefield an Elemental Mage is the classical "glass cannon": supporting his allies from the back row, but extremely fragile, once an enemy comes too close.

Flame Spells, Rock Spells, Snow Spells and Storm Spells are classified as "Elemental Spells", too.

Common Skills:

Body of Stone

Rock Spell

Enchantment

Target self

- Each ● also counts as ○ when defending versus damage.
- : Enchantment lasts for 1 turn.
- : Your movement is reduced by 1 per action.



Disenchant

Rock Spell

Target Opponent



●: Remove 1 enchantment from target. If multiple enchantments are affecting the target, start with the newest, then work your way down to the oldest.

●: For each enchantment removed, attack target with 1 MAV. Deliver each of those attacks separately.

Extend Mind

Arcane Spell

Enchantment

Target Self



●: For your very next spell you gain +1●.

●: Enchantment lasts for a maximum of 1 turn or until you have cast a spell, whatever comes sooner.

Fireball

Flame Spell

Target Opponent



●: Target is attacked with 2 MAV...

●: ...as well as each opponent within a reach of 0.5# of original target.

Frozen Ground

Snow Spell

Hex

Target Opponent



●: Target's movement is reduced by 1# until the end of his next turn.

●: Opponent as well as opponents within a reach of 1# of the center of the original target are affected until the end of each one's turn as well.

Glyph

Arcane Spell

Enchantment

Target Self



●: Stores 1 use of a spell within a glyph. Put an according number of Glyph counters on your Hero Card.

●: Glyph lasts for a maximum of 1 turn or until the glyph has been used, whatever comes sooner.

Using Glyph, the Elemental Mage stores a number of uses of a spell inside a Glyph. Doing so, you need to spend an action using the skill Glyph. With the very same action, you store a spell the determined number of times inside the Glyph. You have to announce, which spell is stored, then you put an according number of Glyph counters on your Hero Card as well as a counter of the spell stored as a reminder.

Using an action, a Glyph may be used at any time during a game, even as a delayed action (this is one of the exceptions mentioned before – remember?) When a Glyph is used, one spell stored inside gets resolved: You announce a valid target, measure distance and - if everything is fine - the effect gets resolved, as if one Skill pip as well as the maximum possible amount of Magic pips according to your Hero Card had been allocated. You then remove one Glyph counter. You may possess multiple glyphs with different spells stored at any time.

Icy Prison

Snow Spell

Hex

Target Opponent

- : Target is attacked with 1 MAV.
- : Target's movement is reduced by 1# until the end of its next turn.



Incendiary missile

Flame Spell

Ranged Attack

Target Opponent

- : Target receives 1 Burning counter.
- : Maximum range for this spell is 1#.



Lightning Bolt

Storm Spell

Target Opponent

Attacks all opponents on a straight line between you and your target.

- : Each affected opponent receives 1 Dazed counter.
- : Attack with 1MAV. Maximum range for this spell is 1#.



Riding The Wind

Storm Spell

Enchantment

Target Ally

- : Target immediately performs 1 movement action, moving at your discretion.
 - : Move your target an additional 1#.
- Enchantment lasts until end of target's next turn.



Elite Skills:

Cloudform

Storm Spell

Enchantment

Target Self

- : Immediately perform 1 movement action, ignore all kinds of obstacles in your way.
- : Additionally move up to 1#, still ignoring all kinds of obstacles in your way.

Cloudform lasts until the beginning of your next turn.

While under the effect of Cloudform, you may only perform movement actions and you may not be target of attacks or skills.



Earthquake

Rock Spell

Target Opponent

- : Target Opponent receives 2 damage, no defence permitted, and 1 Knockdown counter.
- : Opponents within a reach of 0.5# of the original target receive a Knockdown counter, too.



Lava Pit

Flame Spell

Target Opponent

- : Opponent receives 1 burning counter
- : Opponents within a reach of 0.5# of the original target receive a burning counter, too.



Master of Elements

Arcane Spell

Enchantment

Target Self

- : Gain +1● on each elemental spell you are casting.
- : Master of Elements lasts for 1 turn.



Winter's Armour

Snow Spell

Enchantment

Target Self

- : Gain +1DV, and immunity versus burning.
- : Winter's Armour lasts for 1 turn.



Necromancer

Necromancers are dark wizards having signed a contract with Death himself.

Their pact allows them to sacrifice their blood to increase their power. Each time they fail, however, Death embraces them one more step with his cold hands.

Before casting a Death Spell you may announce a blood sacrifice. If you do, after rolling your Hand you may turn 1 die to the face with the skill pip. Lose 1 Life afterwards.

Whenever you fail casting a Death Spell, you lose 1 Life.

Some Death Spells require a dead body as a target. For those spells a Hero or a follower being "unconscious" (and waiting to turn "dead" on their next turn) is fine, too. If the spell has been cast successfully, the body becomes "wasted" and thus unavailable as target for other Death Spells. (Put a Wasted counter next to the Hero or Follower!)

The body is still a valid target for all other kinds of spells and skills, though, and it may still respawn, if the scenario allows it.

If your Hero gets unconscious because a Death Spell's effect demands a loss of Life or due to a blood sacrifice, he immediately dies (without becoming "unconscious" first). The spell gets cast successfully nonetheless and you may treat the spell as if an additional● had been rolled.

Common Skills:

Blood Ritual

Death Spell

Target Ally

May not target self

Lose one Life additionally to all other forms of Life loss that might occur.

- : Ally gets +1● on his next use of a skill.
- : Blood Ritual expires after 1 turn or as soon as target has performed a skill action.



Dark Bond

Death Spell
Enchantment
Target Self



●: Each time you are attacked, you may transfer 1 damage you would receive to one of your allies within your reach.

●: Enchantment lasts for 1 turn. Reach is 0.5#, centered on you.

Flesh Of Your Master

Death Spell
Target Self



●: All your Undead followers within reach restore 1 Life. Lose one Life per affected follower.

●: Reach is 0.5# centered on you.

Glyph Of Submission

Death Spell
Hex



Target Opponent

●: Target's next 1 skill check targeted at an opponent fails automatically. As soon as it does, you restore 1 Life.

●: Hex remains on target for 1 turn or until the effect is used up.

Insect Swarm

Death Spell
Target Opponent



●: Summon an Insect Swarm at target's location dealing 1 damage, no defence permitted, to opponents as well as allies being in contact to the swarm at any point of time during his turn. The Insect Swarm does not move and remains in this position until the end of your next 1 turn.

●: Insect Swarm's reach is 0.5# centered on the original position of the target.

Kiss of Death

Death Spell
Target Opponent



●: Target 1 opponent in base to base contact to your Hero.

●: Opponent is attacked with 1MAV. For each point of damage not defended, you immediately restore 1 Life up to your maximum.

Mobile Bomb

Death Spell
Target Undead follower



●: 1 Undead follower explodes. The remains crumble to dust, leaving no dead body on the field. The explosion attacks each Hero within reach with 1RAV.

●: Reach is 0.5# centered on target Undead.

Order of Steel

Death Spell
Target Self



●: Lose 2 Life. Each Ally gets an enchantment granting him +1AV/+1RAV/+1DV.

●: Each enchantment expires at the end of your next 1 turn.

Raise Zombie

Death Spell

Target Dead Body



Raise 1 Zombie at the position of your target.



If you control more than 1 Zombie(s), the weakest ones immediately perish until you control no more than 1 Zombie(s).

Each Zombie is considered Undead.



Spill Blood

Death Spell

Target Opponent



Affect 1 opponent.



Affected opponent is attacked with 1AV (not MAV!).



Elite Skills:

Awake Golem

Death Spell



Target Dead Body



Raise 1 Golem at the position of your target.



The Golem starts with 1 die in his Hand, configured the same way as a Zombie's die.

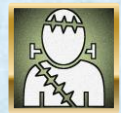
If the effect caused by  would cause you to raise more than one Golem, treat any  after the first as follows:



Your Golem gains 1 additional die to its Dicepool.

Upon perishing, a Golem leaves a Dead Body behind that may be used as target for all kinds of spells requiring a Dead Body as target.

A Golem is considered Undead.



Corrupt Soul

Death Spell

Hex

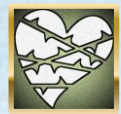
Target Opponent



The next time, target becomes the target of a Light Spell, the caster of the Light Spell loses 1 Life.



Hex lasts for 1 turn or until the effect triggers.




Death Pact

Death Spell

Target Self



While Death Pact lasts, for each Death Spell cast you receive 1 additional . Lose 1 Life immediately.



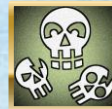
Death Pact lasts for 1 turn. At the beginning of each turn you are under the influence of Death Pact, you receive 1 Deep Wound counter.



Last Spark of Life

Death Spell

Target Undead follower



●: Target Undead follower restores 1 Life. Perform actions with target Undead follower, until the follower crumbles to dust. After performing an action, the follower loses one Life.

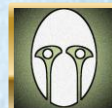
●: Though the follower's Hand decreases after each action, treat each action as if the follower's Hand still contains 1 die. (I.e.: Move the follower with a speed of 1# per ● determined, attack with 1 die per ● determined, and so on...)

Suffer

Death Spell

Enchantment

Target Self



●: Receive 1 Bleeding counter. Your next 1 Death Spell also transfers your newest 1 condition counter to your target.

●: Enchantment lasts for 1 turn or until effect triggers.

"All will die at the hands of suffer"

Psion

Magic users are not too uncommon in the World of Whack & Slaughter. Psions, however, are, since their talents have not been learnt. They have evolved. In a way.

Each Psion started out as a wizard apprentice. One day, magic overwhelmed the apprentice, shattered his mind and took control.

The closest approach to describing a Psion has been made by the Inquisition: "Magic energies with a developed conscience possessing a wizard's body" - and you wouldn't contradict the Inquisition, would you?

Even though Psions mostly are loners, for reasons only known to themselves they do join teams from time to time. (Read: Psions may be fielded in team matches, too!).

For gaming purposes, psionic powers are treated just like magic: You need a skill pip as well as magic pips to activate a power.

The effect of a Psion's Hex lasts a certain number of turns. During that time, usually it waits for a certain trigger to occur, such as performing an action, casting a spell or whatever. If this trigger occurs, the effect is resolved immediately and the Hex ends.

Common Skills:

Distract

Psi Spell

Target Opponent



You may play Distract as a delayed action immediately, when another player has announced a reaction from his Hero to another Hero's action and you still have got a delayed action left. That reacting Hero becomes your target. Play right before the opposing Hero reacts.

●: Target Hero receives 1 Dazed token.

●: Opposing Heroes within a reach of 0.5# around target Hero may not react to actions of the currently acting Hero this turn.

Frustration

Psi Spell

Hex

Target Opponent

The next spell the target is going to cast fails.

●: Frustration lasts until the end of target's next 1 turn.

●: If the target casts a spell while under the effect of Frustration, it is attacked immediately with a MAV of 1.



Interrupt

Psi Spell

Target Opponent

May be played as a delayed action and as a delayed action only.

Play after a player has announced an action but before he plays this action.

You must roll at least 1 ● if you want to interrupt a first action and at least 2 ● if you want to interrupt a second action.

To interrupt an action using up two actions, only 1 ● is required.

Target Hero loses the according action.

●: Target Hero may not use up to 1 randomly selected skill until the end of his next turn.



Leak

Psi Spell

Hex

Target Opponent

The next skill target is going to use, that is not a spell, fails.

●: Leak lasts until the end of target's next 1 turn.

●: If target uses a skill while under the effect of Leak, that skill becomes unavailable until the end of the next 1 turn.



Mimicry

Psi Spell

Target ally

This spell becomes a common spell of your choice from target ally. Target ally may continue using this spell as usual, but now the Psion knows the spell, too.

The spell Mimicry has been replaced with now counts as if it was a spell from the Psion's spell list in all circumstances.

●: You may use the gained spell 1 time.

●: The effect of Mimicry lasts until the beginning of the next 1 turn or until you have used up your uses of the mimicked spell.

Mimicry may only be used once per battle. No further uses are permitted.



Mindblast

Psi Spell

Target Opponent

Opponent does not necessarily have to be within line of sight.

●: Target receives 1 Dazed counter.

●: Maximum range for this spell is 0.5#.



Oscitancy

Psi Spell



Pick up the initiative deck.

Predict the position of any number of Heroes that have not yet been revealed in the deck. You have to predict each Hero individually. For each Hero you are trying to predict, you have to predict a different position; you may not predict the same position twice for different Heroes. Reveal each position to everyone. If you predicted the positions correctly, this skill allows you to do the following:

- : Oscitancy affects the Hero Card of 1 Hero whose position has been predicted correctly.
- : Move the position of the Hero Card up or down (your choice) by 1. Remove the Hero Card from the deck, shuffle the deck, then put the Hero Card back into the position you removed it from previously.

If you failed to predict at least one position correctly, just shuffle the deck.

Precognition

Psi Spell



Pick up the initiative deck.

- : Look at the top 1 cards that has not been revealed yet from the initiative deck. Put the card back in its place afterwards.
- : Look at the next 1 card that has not been revealed yet from the initiative deck. Put the card back in its place afterwards.

Shatter Enchantments

Psi Spell



Target Opponent

- : Target is attacked with 1MAV for each enchantment currently active on him.
- : Remove 1 enchantment from target. If multiple enchantments are affected, remove the newest one first, then work your way down to the oldest one.

Sympathy

Psi Spell



Hex

Target Opponent

- : Next time the target performs a melee attack action, a ranged attack action or a skill action allowing to perform a melee attack or a ranged attack, it loses 1 Life. Sympathy lasts until the end of target's next 1 turn.
- : The target opponent gets -1 AV or -1 RAV for the attack action or skill action including an attack.

Elite Skills:

Echo

Psi Spell

Target ally



This spell becomes any one spell of your choice from target ally. Target ally may continue using this spell as usual, but now the Psion knows the spell, too.

The spell Echo has been replaced with now counts as if it was a spell from the Psion's spell list in all circumstances.

●: You may use the gained spell 1 time. If used the given number of times, the gained spell becomes Echo again.

●: The effect of Echo lasts until the beginning of the next 1 turn, no matter how often you have used the gained spell. Afterwards it becomes Echo again.

(As opposed to Mimicry, you may use Echo multiple times a battle.)

Guilt War

Psi Spell

Hex

Target Opponent



The next spell, the target is going to cast, fails.

●: Guilt War lasts until the end of target's next 1 turn. If target casts a spell while under the effect of Guilt war, target loses 1 Life.

●: If target casts a spell while under the effect of Guilt War, each opponent within a reach of 0.5# around the target loses the same amount of Life.

Illusionary Blade

Psi Spell

Summons an Illusionary Blade to attack one opponent of your choice.

●: Opponent may be within a reach of 1# around the Psion.

●: Illusionary Blade attacks opponent with 1AV.

Even though the opponent is attacked, the blade does neither hit nor miss and thus does not activate skills triggering on hits or misses.

Note: The Illusionary Blade attacks with 1AV per ● determined. Effects from other skills manipulating the Psion's AV or his number of available actions do not apply here, since the blade attacks all by itself without further aid from the Psion. The opponent may not use his magic pips to defend, either: He defends with regular defence pips versus this attack.

If you have got an action left, you may use it to attack again with your Illusionary Blade with the same power you already determined upon rolling your Hand during your previous action.



Power Drain

Psi Spell

Target Opponent



Target Hero immediately must roll his hand for skill pips. For each skill pip rolled by the opponent, you gain +1 ● for your next skill roll. The opposing Hero gets -1 ● on his next skill roll during the next turn.

Note: This effect may not be diminished by an opposing roll for Magic pips!

●: Target up to 1 more Hero...

●: ... within a reach of 0.5# around the original target.

Heroes targeted additionally follow the same process as described above.

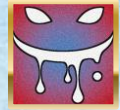
Terror

Psi Spell

Hex

Target Opponent

- : Terror lasts until the end of target's next 1 turn.
- : Target Hero gets -1AV, -1RAV, -1MDV, -1MAV and -1D.



Ranger

The Rangers of the North ... well ... actually ... thinking about it ... by now, they are pretty much everywhere ... At least in the World of Whack & Slaughter, the Rangers are fellows highly skilled in the art of tracking and hunting down their prey.

Most of the time you will see them wielding some kind of ranged weapon, but they are proficient in setting up mean traps, too.

Traps are unique to Rangers. A trap uses a number of trapcounters equal to the number of skill pips rolled when set up to determine its position and power when it triggers, and is placed in base to base contact to the Ranger.

A trap triggers at the end of a phase and affects everyone (friend and foe alike) who is within a reach of three # and to whom a direct line of sight can be drawn on the ground from where the trap is located. Obstacles higher than the level where the trap has been placed thus block the effect of traps.

Common Skills:

Aimed Shot

Ranged Attack

Uses up two actions

- : Get +2 on your RAV.



Concussion Shot

Ranged Attack

- : Instead of regular damage, target receives 1 Dazed counter. May be shot into the dead zone as well.



Dodge

Skill

Perform a movement action

- : Get +1DV and +1MDV until the beginning of your next turn.



Dust Trap

Skill

Trap

- : During the next 1 phase, sight through, within and out of Dust Trap's reach is impossible. Targets starting a phase within Dust Trap's reach lose their sight until the end of the phase they are no longer within Dust Trap's reach. Heroes and Followers having lost their sight may not perform any actions requiring a target other than themselves.



Fast Reload

Ranged Attack

●: Remove 1 Reload counter. Affects the Reload counters you receive for this attack.



Pin Down

Ranged Attack

●: Target receives 1 Slowed counter.



Rush

Skill

Perform a movement action

●: Move 2#. Your AV is reduced to 0 until the beginning of your next turn.



Scavenger's Shot

Ranged Attack

●: Until the beginning of your next turn as long as target is within 1# of at least one of your allies, target's DV is reduced by 1.



Spike Trap

Skill

Trap

●: Each affected target loses 1 Life, and receives 1 Slowed counter.



Volley

Ranged Attack

Requires either a bow or a throwing weapon equipped

All your attacks this turn get -1RAV

●: Opposing Heroes within a reach of 1# centered on your target are attacked with the same RAV as your original target.



Elite Skills:

Barrage

Ranged Attack

All your attacks this turn get -1RAV

Requires either a bow or a throwing weapon equipped

●: Perform +1 attack action. This effect stacks as long as you keep on rolling sufficient skill pips or until you run out of targets.

After the final shot has been taken with Barrage, you receive a Reload counter.



Escape

Skill

Perform 1 movement action.

●: Get +2# movement and +1 DV until the beginning of your next turn.



Flame Trap

Skill


Trap

●: Each affected target receives 1 burning counter.



Punisher's shot

Ranged Attack


: Instead of regular damage, target loses 1 Life and receives 1 Dazed counter.



Troll Blood

Skill

Perform any action other than a skill action

: Immediately restore 1 Life. At any time during your next 1 turn restore 1 Life.



Summoner

A Summoner is able to summon a Daemon onto the battlefield: A vicious creature drawn directly from the depths of the Nine Hells.


Daemons get carried away in the slaughter they are producing and demand every single bit of concentration a Summoner can afford. While he must do his master's bidding, a Daemon rejoices once his Summoner falls since the death of a Summoner is the only option for a Daemon to be able to return back into the abyss where he came from.


Common Skills:

Banish

Summoning Spell

Target Opposing Daemon

: Opposing Daemon loses 1 Life.

: Before losing Life, the Daemon is attacked with 1MAV.




Bite

Daemon Skill

May only be selected if the miniature representing the Daemon actually possesses a mouth.

Target Opponent

Perform 1 attack action

: In addition to damage, opponent receives 1 bleeding counter




Daemonic Rage

Daemon Skill

Target Opponent

Perform 1 attack action


: Perform 1 more skill action using Daemonic Rage. The Daemon gains +1AV and -1DV (both cumulative) until the beginning of the summoner's next turn.




Drain Force

Summoning Spell

Target Your Daemon

: Your Daemon loses 1 Life and you gain 1 Life.

: This effect triggers at the beginning of your next 1 turn, too.



Fiery Breath

Daemon Skill

Target Opponent

●: The Daemon's target receives 1 burning counter. Target may be up to 1# away from the Daemon.



Horns

Daemon Skill

Target Opponent

Uses up two actions

May only be selected if the miniature representing the Daemon actually possesses horns. Perform two movement actions and one attack action.

●: Additionally to damage, target opponent receives 1 knockdown counter.



Shadow Form

Summoning Spell

Target Your Daemon

The Daemon's DV and MDV are set to 0.

●: The Daemon gets +1DV

●: The Daemon gets +1MDV

This effect lasts until the beginning of your next turn.



Spikes

Daemon Skill

●: Each opponent attacking the Daemon in melee combat is attacked with 1AV at first. The effect of Spikes lasts until the next 1 turn.



Summon Daemon

Summoning Spell

Summons your Daemon into base to base contact to you. The Daemon will appear at the end of the next 1 turn. Until the Daemon appears, you are performing the summoning ritual. During that time you may not perform any actions. You may defend versus all kinds of attacks, though.

Each time you are damaged or lose Life due to a skill or a condition (and survive) while summoning a Daemon, summoning time is prolonged by 1 turn.

●: Reduce the duration of the ritual by 1 turn. The Daemon gets 1● on any one face on each of his dice.

●: Beginning with this turn, the duration of the ritual is +1 turn. The Daemon gets 1 Life (and thus 1 die into his Dicepool) and 4 points to buy pips for traits with.



Wings

Daemon Skill

May only be selected if the miniature representing the Daemon actually possesses Wings.

●: The Daemon rises into the air until the beginning of your next 1 turn and receives a Flying counter for doing so. If it already is in the air, it may stay up there for 1 more turn.

If the Daemon fails to stay in the air, it must spend one action to land. Once landed it may not take back to the air on the same turn.



Elite Skills:

Dark Portal

Summoning Spell

Target Self



Must be used before using the Summon Daemon spell. If your Daemon already is summoned, it vanishes from where it stands (read: the miniature gets removed).

●: For each ● determined using the Summon Daemon spell, the Daemon receives +1 point to buy pips for traits with and on each of his dice +1 ● on any one face that does not already have a Skill pip.

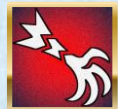
●: Casting time of Summon Daemon is reduced by 1 turn.

Using this skill might result in a casting time of 0 turns. In that case the Daemon immediately appears in base to base contact to the summoner. It has to wait until the next turn until it may act, though. (Yeah, go ahead, tell me how you were ripped out of your dimension the last time and immediately knew where you were and how to act properly.)

Poison Nails

Summoning Spell

Target Your Daemon



●: The Daemon's attacks add 1 poison counter to the damage.

●: Lasts for the Daemon's next 1 attack.

Shape Shift

Summoning Spell

Target Your Daemon



●: The Daemon loses 1 Life.

●: "Cash in" up to 1 pip on any one face on the Daemon's dice for the according number of points. Use those points to buy and distribute pips for traits anew.

Torment

Summoning Spell

Target Your Daemon



●: All opponents within reach must use at least 1 action on their next turn to either attack the Daemon or get into a position from where they can attack the Daemon.

●: Spell's reach is 1# centered on the Daemon.

Veil

Summoning Spell

Target Your Daemon



Enchantment

●: Enchantment lasts for the next 1 turn.

●: Heros within reach may not react to the Daemon's actions. Reach is 1#.

Survival

As you might already have guessed, the World of Whack & Slaughter is a harsh world. Fortunately, there are means to survive on your own on the battlefield, in the cities and in the wilderness out there ...

Common Skills:

Counterstrike

Skill

Lasts until the beginning of your next turn.

●: Each time before a Hero attacks you in melee combat, you attack him with 1 AV first.



Endure Pain

Skill

●: Until the beginning of your next turn, each time you would be dealt damage, that damage is reduced by 1.



Evade

Skill

Perform a movement action

●: Gain +1DV as well as +1MDV until the beginning of your next turn.



Headbutt

Melee Attack

●: Both you and your opponent receive 1 Dazed counter.



Intentness

Skill

Perform a movement action

●: Until the beginning of your next turn, gain +2DV as well as +1MDV. You cannot be knocked down. Movement (even for this action) is reduced to 1# (yet still capped by the Hand size).



Jog

Skill

Perform a movement action

●: Move 1 additional #.



Jump

Skill

Perform a movement action

●: During the movement action you may jump over any kind of obstacle that is no more than 1# wide and 1# high. If this would let you end up inside the obstacle, this movement action ends right in front of the obstacle instead.



Regenerate

Skill

Perform any action other than a skill action

●: Restore 1 Life.



Rigger

Skill

●: Perform 1 movement action. Part or all of this movement action may contain climbing terrain of any steepness, as long as you end your turn in a valid place (i.e. on a solid levelled surface).

When climbing, treat the surface climbed like a flat surface: For each # climbed, reduce your movement for the current action by one.



Shortening Reaction

Skill

Play as a reaction only

Perform a movement or an attack action. When performing an attack action, the power of Shortening Reaction's effect gets determined along with the power of your attack.

●: Perform 1 movement action towards your home base.



Elite Skills:

Defy Pain

Skill

Perform an action

●: Until the beginning of your next turn, each time you would be dealt damage, that damage is reduced by 1. Also the side effect of critical hits does not trigger on you.



Guardian Force

Skill

●: Until the beginning of your next turn, all damage dealt to you as well as to allies in base to base contact to you is reduced by 1.



Shove

Melee Attack

●: Opponent receives 1 knockdown counter.



Stamina

Skill

Perform an action

●: Gain 1 die to your Dicepool. If at the beginning of your next turn your Dicepool counts more than five dice, reduce your Dicepool down to five dice.



Valiant Charge

Skill

Uses up two actions

Perform 2 Movement actions.

●: If you end your movement in base to base contact to an opposing Hero, you may perform a melee attack action. Allies within a reach of 1# per die on your Hand to your starting point may move 1 additional # per movement action on their next turn.



Voodoo

The pirates of the Gorilla Island have cultivated their own art of magic: Voodoo!

By bringing sacrifices to the spirits of their ancestors, those spirits bestow the most unholy gifts upon their descendants.

What's worse: Voodoo can be learnt by anyone and does not require any knowledge of magic at all. Rolling ● is most of the time sufficient to get at least a small effect.

What's worst: Voodoo does not differentiate between friend or foe - so watch your back!

Each Voodoo skill is this exactly: a skill. It's not a spell and the effects are not enchantments.

Practicing Voodoo, you force a "Loa" (a Voodoo Spirit) into its "Vessel" (that's what the Loa call an affected Hero).

How long a Loa rides its Vessel depends on the Loa itself. Basically there are three kinds of Loas.

- Guest: A guest moves into the desired target, applies the effect and immediately leaves afterwards. Though the Loa is gone, the effect still remains.
- Sleeper: When a sleeper moves into the desired target, it applies its effect on the very next occasion (refer to the description of a Voodoo skill for details). After the effect has been applied, the Loa leaves.
- Intruder: An intruder never leaves unless removed by force. An intruder's effect remains until the Loa leaves.

To have a sleeper or an intruder leave, either the Vessel has to die, or the Loa has to be led away by Papa Legba (read: a Hero spends an action using the according skill), or the Hero having summoned the Loa has to say "begone". Saying "begone" does not require a separate action and may be done at any time, even during opponents' turns.

Also, at any given point of time a Loa may ride only one Vessel. As soon as another Hero successfully summons a Loa already riding a Hero into another Hero, the Loa leaves the previous Vessel to enter the new one.

You might want to use counters for sleepers and intruders as a reminder of the force (=the count of ● they use to ride their Vessel).

A Hero may only be ridden by one Loa at any time, though. No Loa would accept any other Loa in his Vessel!

Similar to magic, a Hero may try to defend versus Voodoo by rolling ●. This way, however, only the effect of a Voodoo skill gained by rolling ● can be defended. An effect gained by ● may not be defended against.

A Voodoo Skill not empowered by ● may either target your Hero himself or a Hero in base to base contact with your Hero. Each ● increases the maximum range of a Voodoo skill by 5#.

Common Skills:

Agassou

Voodoo

Loa, Sleeper

●: On his next movement action target may move an additional 1# per die in his Hand.

●: Each other Hero within a reach of 0.5# centered on target is affected, too.



Bacalou

Voodoo

Loa, Guest

●: If possible, target immediately moves 1# away from you.

●: Each other Hero within a reach of 0.5# centered on target is affected, too.



Erzulie

Voodoo

Loa, Intruder



●: Allied Heroes in base to base contact to the Vessel gain +1AV as well as +1RAV. Opposing Heroes in base to base contact to the Vessel gain +1AV as well as +1RAV as long as they are attacking the Vessel.

●: All Heroes within a reach of 0.5# centered on the Vessel are affected, too.

Grand Bois

Voodoo

Loa, Intruder



Target's Movement is reduced to 0

●: All damage, target receives, is reduced by 1.

●: Increase target's movement by 0.5# per movement action.

L'ingleson

Voodoo

Loa, Sleeper



●: The next 1 melee or ranged attack directed at the Vessel attacks the attacker with the same AV (or RAV), too.

●: The Vessel gets +1DV.

Kalfu

Voodoo

Loa, Guest



●: Target immediately removes all counters of any 1 condition.

●: Kalfu becomes a sleeper removing all counters of any one condition at the beginning of the next 1 turn.

Loco

Voodoo

Loa, Guest



●: Target immediately restores 1 Life.

●: Loco becomes a sleeper. Target restores the determined amount of Life at the beginning of each next 1 turn.

Maman Brigitte

Voodoo

Loa, Guest



●: 1 Target receives 1 burning counter. You must affect as many targets as possible.

●: Maximum reach of this skill is 0.5# centered on the original target.

Papa Legba

Voodoo

Loa, Guest



●: Remove a sleeper or an intruder from its Vessel. Deny the Hero having summoned the Loa the performing of the according skill for the next 1 turn.

●: All Heroes within a reach of 0.5# around the target may have a Loa removed, too.

Ogoun

Voodoo

Loa, Sleeper

Target Self

●: Your next attack gets +1AV or +1RAV, depending on the attack method.

●: Ogoun remains until the end of the next 1 turn, thus extending the effect on each attack during those turns.



Elite Skills:

Cpt. Debas

Voodoo

Loa, Guest

●: Target immediately loses 1 Life, you immediately restore 1 Life.

●: Instead of yourself, you may have any target within a reach of 1# centered on yourself restore the determined amount of Life.



Damballa

Voodoo

Loa, Guest

Target dead Hero only!

●: Pretend as if target is at full health and perform 1 action with target.

●: If target is dead for no longer than 1 turn, Damballa becomes an intruder until the end of your next 1 turn and the Hero comes back to Life at full health under your control.

(Note: Opposed to other skills bringing the dead back to Life, Damballa does not reduce the Hand of a resurrected Hero! This is due to Damballa being an Elite skill and a Loa that can be purged, in which case the Hero dies once again...)



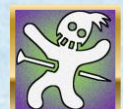
Dinclinsin

Voodoo

Loa, Guest

●: Perform 1 action with target. You may not perform an action using up more than 1 actions.

●: For the duration of Dinclinsin's visit, target's Hand gets replaced by a Hand of 1 die.



Marinette

Voodoo

Loa, Guest

Target Self

●: Either remove 1 crippled counter or remove 1 Hex impairing your movement.

●: Each Hero within 0.5# trying to affect you with an action requiring him to roll his Hand reduces his Hand by one die.

Marinette leaves at the beginning of your next turn.



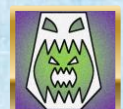
Ti Malice

Voodoo

Loa, Guest

●: Target receives 1 Dazed counter.

●: Ti Malice becomes a sleeper giving the Vessel one Dazed counter at the beginning of each next 1 turn.



Warrior

In the World of Whack & Slaughter, Warriors are the defending spine as well as the attacking arms of most societies. Skilled with all kinds of melee weapons and more often than not dressed in some kind of heavy armor, a Warrior marches onto the battlefield without hesitation to face his enemies in close combat.

Skills from the Warrior's list are melee oriented skills, allowing a Hero to outperform others in direct combat.

Common skills:

Berserk

Melee Attack

●: Attack with +1AV and get -1DV. Both effects last until the beginning of your next turn.



Bloodlust

Melee Attack

If you killed your opponent with this attack, this skill reads:

●: Immediately perform 1 movement action towards the nearest opponent.



Cat's Charge

Skill

Reduce your DV to 0 until the beginning of your next turn.

This skill may not be used on an opponent already in base to base contact to you.

●: Perform a movement action. If you finish your movement in base to base contact with an opponent, attack him with +1AV for each full # you did not move using Cat's Charge.



Deflect missiles

Skill

Requires a shield to be equipped

●: Get +1 DV versus all kinds of ranged attacks until the beginning of your next turn. Each opponent in base to base contact with your Hero is attacked with 1AV whenever your Hero is attacked with a ranged attack.

Effect lasts until the beginning of your next turn.



Fierce Blow

Melee Attack

Requires a blunt weapon to be equipped

●: If this attack hits, opponent receives 1 Knockdown counter.



Flurry

Melee Attack

You attack with -1AV this turn.

●: You get +1 skill action this turn. This effect stacks as long as you keep on rolling sufficient skill pips or until you run out of targets. While under the effect of Flurry, you may not use any other skill but Flurry.



Hamstring

Melee Attack

Requires a slashing weapon to be equipped

●: If this attack hits, opponent receives 1 Slowed counter.



Impale

Melee Attack

Requires a piercing weapon to be equipped

●: If this attack hits, opponent receives 1 Bleeding counter.



Shield up

Skill

Requires a shield to be equipped

You may not attack this turn.

●: Your movement is reduced by 1# until the end of your next turn. Get +2 DV this turn.



Swift blow

Melee Attack

●: Instead of getting damage, opponent receives 1 Dazed counter.



Elite Skills:

Analgize

Skill

●: Get +1 die to your Dicepool and whenever you would take damage, that damage is reduced by 1.

Lasts until the beginning of your next turn.



Big Bada Boom

Melee Attack

Your Hero jumps into the air and lands on the ground, shaking it, breaking it ...

●: All opposing Heroes within 1# receive 1 Knockdown counter and 1 damage, no defence permitted.



Cleave

Melee Attack

●: If this attack hits, instead of regular damage it deals 1 damage that may not be defended and the opponent receives 1 Deep Wound counter.



Disentrall

Melee Attack



●: If this attack hits, target receives 1 Deep Wound counter. If target is enchanted, target loses the newest 1 enchantment and receives 1 more Deep Wound counter. (Note: The number of Deep Wound counters received does not depend on the number of enchantments removed!)

Expert's Defence

Skill



You may neither attack nor have attacked this turn.

●: The next 1 attack directed at you does not deal any damage. (Other effects, such as conditions, still apply, though.) On your next turn, for each attack Expert's Defence negated, you get +1● on the next skill you use.

Expert's Defence is unavailable until the end of your next turn.

Zealot & Harbinger

Ji'Hannosh is the two faced deity of the World of Whack & Slaughter.

He is the one who gives as well as the one who takes.

His followers are known as the Zealots of Light and the Harbingers of Darkness.

The Zealots are magic users with spells revolving around keeping others alive at all costs.

The Harbingers are fierce warriors wielding exotic pole weapons.

To use spells from the Zealot's range, your Hero may neither wield any kind of weapon (magic wands and staffs are permitted, though), nor is he permitted to wear any kind of armor.

To use skills from the Harbinger's range, your Hero must be equipped with any kind of pole weapon (Ji'Hannosh's iconic weapon is a simple pole).

The Harbinger's skill list introduces a special kind of enchantments, called "Force Enchantments".

It takes two actions to cast a Force Enchantment. In return, you can receive up to two effects:

The initial effect occurs when the enchantment gets cast. The removal effect only occurs when the enchantment ends prematurely. You do not have to make a skill check for the removal effect.

The removal effect automatically uses the same amount of skill pips as the initial effect.

As long as not stated explicitly otherwise, a Force Enchantment lasts until the end of the caster's next turn.

Though a Force Enchantment does not require and is not enhanced by magic pips, it is still considered an Enchantment in all circumstances!

Zealot

Common skills:

Circle Of Life

Light Spell

Target Ally



●: Each ally within reach restores 1 Life.

●: Reach is 1# centered around target.

Damage Reversal

Light Spell

Enchantment

Target Ally

- : The next time target would receive damage, target restores 2 Life instead.
- : Enchantment lasts until the end of target's next 1 turn or until target receives damage, whatever comes sooner.



Guardian

Light Spell

Enchantment

Target Ally

- : Whenever target receives damage from any one source, that damage is reduced by 1.
- : Enchantment lasts until the end of target's next 1 turn.



Life Boon

Light Spell

Target Ally

- : Target 1 ally. With each additional skill pip rolled, you may target allies within reach.
- : Each target restores 1 Life. Reach is 0.5# centered around original target.



Mend Condition

Light Spell

Target Ally

- : Remove all tokens of 1 condition from target ally.
- : Ally restores 0.5 Life (round down).



Overwatch

Light Spell

Enchantment

Target Ally

- : Ally restores 1 Life per turn. Ally immediately restores 2 Life, if Overwatch ends prematurely.
- : Enchantment lasts until the end of target's next 1 turn.



Purge

Light Spell

Target Self

- : Restore 1 Life.
- : Remove all tokens of up to 1 condition. If you've got multiple conditions, remove the newest one first, then work your way down to the oldest.



Resurrection

Light Spell

Target Dead Ally

If Resurrection is cast successfully, target ally's Dicepool is reduced by 1 permanently.

- : If target ally is dead for more than 1 turn, Resurrection fails.
- : Target ally restores 1 Life and is teleported in base to base contact with the caster.



Strip Hex

Light Spell

Target Ally

- : Remove all tokens of 1 hex from target ally.
- : Ally restores 0.5 Life (round down).



Words of Solace

Light Spell

Target Self

- : Each ally within reach restores 2 Life.
- : Reach is 0.5# centered around caster.



Elite Skills:

Amity

Light Spell

Enchantment

Target Self

- : Opponents within reach can neither attack you nor target you with skills.
- : Reach is 1# centered around caster.

Amity lasts until the beginning of the next turn.

Note: You can still be affected by skills NOT targeted directly at you, as long as you are within that skill's reach!



Cleanse

Light Spell

Target Ally

- : Remove all tokens of 1 condition as well as all tokens of 1 hex from target. Target restores 1 Life. Allies within reach remove all tokens of 1 hex and all tokens of 1 condition as well as they restore 1 Life, too.
- : Reach is 1# centered around target.



Essence Bond

Light Spell

Enchantment

Target Ally

If Essence Bond is cast successfully, you get -1 on all further skill checks until Essence Bond ends.

If target receives an even amount of damage, halve the damage. Target AND you receive the halved damage each.

If target receives an uneven amount of damage, halve the damage. Round down for target, round up for yourself. Target receives the rounded down damage, you receive the rounded up damage.

You may defend yourself according to the rules.

●: Target ally receives +1 die for his Dicepool. Damage target ally receives is reduced by 1. This damage reduction takes place after damage is halved (and rounded, if necessary).

●: Enchantment lasts until the end of your next 1 turn OR until you decide to end it prematurely OR until target ally becomes unconscious.



Greater Protection

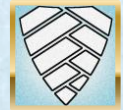
Light Spell

Enchantment

Target Ally

●: Whenever target receives damage from any one source, that damage is reduced by 1. Target restores 1 Life per turn.

●: Enchantment lasts until the end of target's next 1 turn.



Martyr

Light Spell

●: Transfer from each ally within reach all counters of 1 condition to yourself.

If an ally is suffering from multiple conditions, start with the newest one, then work your way down to the oldest.

●: Restore 1 Life. Reach is 1# centered around caster.



Harbinger

Common skills:

Angelripper

Melee Attack

●: Opponent loses his newest 1 enchantment.



Conviction

Darkness Spell

Force Enchantment

Target Self

Initial Effect: ●: Each opponent within a reach of 1# is attacked with 1AV.

Removal Effect: ●: Restore 1 Life.



Devastating Force

Darkness Spell

Force Enchantment

Target Self

Initial Effect: ●: Each opponent within a reach of 1# is attacked with 1AV.

Removal Effect: ●: Each opponent within a reach of 1# receives 1 Knockdown counter.



Disengaging Assault

Melee Attack

●: Remove your newest 1 Enchantment.



Mystic Sweep

Melee Attack

●: Attack with +1AV for each Enchantment on you.



Rendering Aura

Darkness Spell

Force Enchantment

Target Self

Initial Effect: ●: Each opponent within a reach of 1# receives 1 Bleeding counter.

Removal Effect: ●: Each opponent within a reach of 1# receives 1 Slowed counter.



Sinner's Armour

Darkness Spell

Force Enchantment

Target Self

Initial Effect: ●: Reduce damage caused by opponents with at least one condition by 1.

Removal Effect: ●: Each opponent within a reach of 1# receives 1 Dazed counter.



Seal Of Falling Tears

Skill

Remove your newest enchantment.

●: 1 opponent within a reach of 1# receives 1 Poison counter.



Seal Of The Moon

Skill

Remove your newest enchantment.

●: Restore 1 Life.



Unholy Rage

Darkness Spell

Force Enchantment

Target Self

Initial Effect: ●: Get +1AV on your attacks for each enchantment on you.

Removal Effect: ●: Each opponent within a reach of 1# is attacked with 1 AV.



Elite Skills:

Fanatism

Darkness Spell

Force Enchantment

Target Self

Initial Effect: ●: Receive 1 die to your Dicepool.

Removal Effect: ●: Restore 1 Life.



Onslaught

Skill

●: Perform 2 attack actions.



Soul Reaper

Melee Attack

●: If you deal damage with your attack, you receive 1 die to your Dicepool.

The effect of Soul Reaper lasts until the beginning of your next turn.



Vow Of Strength

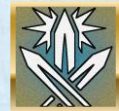
Darkness Spell

Force Enchantment

Target Self

Initial Effect: ●: Whenever you attack in melee, each opponent within a reach of 1# loses 1 Life.

Removal Effect: ●: Each opponent within a reach of 1# loses 1 Life.



Wounding Strike

Melee Attack

Requires a slashing or a piercing weapon to be equipped

●: Target receives at least 1 damage, no matter his DV. Target receives 1 deep wound counter.



Snowfall

Each year, when the shortest day is followed by the longest night, snow begins to fall on the World of Whack & Slaughter.

It is this time of the year, when the Heroes engage on the battlefield to combat each other with ... Snowballs!

And with the occasional fluffy plush unicorn delivered to the opponent to distract him from combat ...

Skills from the Snowfall Series must never be used in combination with any other skills and may only be used in special scenarios, where everyone uses Snowfall skills!

Instead of using his actual skills, a Hero may select four Common Skills and one Elite Skill.

Whenever a Hero uses skills from the Snowfall set, his attributes Defence, Melee, Ranged Attack, and Magic are reduced to 0.

A skill classified as Snowball counts as a ranged attack. The maximum range to throw a snowball is 5#, no matter how badly you are hurt, and you need to have line of sight to your target.

Knocked down Heroes are dealt 1 additional damage from snowball skills.

If a Hero loses Life due to a snowman or a snowball, his movement does not go down with his Hand. A Hero losing his last point of Life to a snowman or a snowball never dies, but remains unconscious instead.

Common Skills:

Dodge

Skill

Perform 1 movement action

●: Ignore the effect of the next 1 snowball thrown at you.



Firm Stand

Skill

●: Until the end of your next 1 turn you do not receive any condition counters from skills targeted at you. Firm Stand expires as soon as you perform a movement action.



Hidden Stone

Skill

Snowball

Target Opponent

●: Deal 1 damage to target Opponent. Opponent receives 1 Dazed counter.



Hot Chocolate

Skill

Target Ally

Must be in base to base contact to target ally

●: At the beginning of each of his following five turns, ally restores 1 Life. May affect an ally that is unconscious, too.

The effect ends as soon as the affected Hero uses a Snowball skill.

Hot Chocolate does not affect snowmen!



Icicle

Skill

Snowball

Target Opponent

●: Deal 1 damage to target opponent. Opponent receives 1 Slowed counter.



Popsicle

Skill

●: You restore 1 Life.



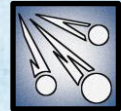
Regular Snowball

Skill

Snowball

Target Opponent

●: Deal 2 damage to target opponent.



Shove

Skill

Target Opponent

Must be in base to base contact to target opponent

●: Target Opponent receives 1 Knockdown counter.



Soothe

Skill

Target Ally

Must be in base to base contact to target ally

●: Ally loses all counters from his newest 1 condition.



Unicorn Parcel

Skill

Target Opponent

Must be in base to base contact to target opponent

●: On his next turn, target opponent loses 1 action, being too distracted with unpacking his present.

"It's so fluffy, I'm gonna DIE!!!"



Elite Skills:

Avalanche

Skill

Snowball

Target Opponent

●: Target receives 1 Knockdown counter. Each Hero within a reach of 1# to the original target receives 1 Knockdown counter, too,



Freeze Soul

Skill

Target Opponent

Must be in base to base contact to target opponent

●: The next time target opponent would restore Life, he restores 1 less Life.



Igloo

Skill

Uses up 2 actions

●: You as well as all Heroes within 1# of you may ignore all effects from snowballs. Ends as soon as you move or use a skill.



Raise Snowman

Skill

●: Build 1 snowman.

A snowman counts as an ally under your control and acts on your turn. It starts in base to base contact to you with a Hand of 5 dice having 1 skill pip on the 6-face each. Upon creation and at the beginning of your turn, a Snowman gets 1 action to spend on either movement (1# per Life left) or on one melee attack. A Snowman's attack deals 1 damage per ● rolled. Using a Snowball skill on a Snowman makes the Snowman restore 1 Life, no matter what kind of Snowball skill has been used. At the end of your turn, a Snowman loses 1 Life. As soon as a Snowman has lost its last Life, remove it from the match. Though you may control any number of Snowmen, once you are at least unconscious, you lose control of them. They immediately turn hostile to everyone and will always try to move up to and attack the Hero closest to them.



Winter Spirit

Skill

Uses up 2 actions

●: You transmute into the embodiment of the Winter Spirit. Gain +1 ● on any one face on your dice not already having a ●. This effect lasts until the end of the match. You are no longer part of your team and you are on your own. Your agenda changes to "Bring the snow fight to a halt. If you manage to bring the snow fight to a stalemate, where each Hero is unable to damage the others, you win. If at the end of the match either you or any other Hero is unconscious, you lose."

After successfully using this skill, it now reads instead:



Hibernate

Skill

Target Opponent

●: Affect up to 1 opponent. Opponent's Snowball skills are deactivated until the end of the match. Immediately add 1 die to your Dicepool.

This skill is not restricted by range, but by line of sight only.

The maximum size of your Dicepool is no longer restricted to 5 dice but it is limitless instead!

Scenarios

Last but not least you may select a scenario for the Heroes to battle out. Usually the host of a gaming session picks the scenario played.

Either he picks one of the following scenarios or he creates his own, whatever works best.

Some scenarios feature a mechanic called “respawning”:

As soon as your Hero dies, at the beginning of the next phase you may put him at full health into his corner and act with him as soon as his Hero Card gets drawn. Also, all kinds of effects (conditions, enchantments, ...), even those considered “permanent” (e.g. “reduce the Dicepool permanently by so-and-so-many dice”) are removed from the Hero.

Basically the respawning Hero becomes reset, if you want to put it like this.

Another mechanic is the “sudden death mode”: Sudden death is initiated to determine the winner, when it comes to a draw. Though each Hero keeps his current Hand, he goes unconscious with the next point of damage he can not defend, no matter where this damage comes from (be it from a condition or direct damage or whatever) and he does no longer respawn. Winner is the team with the last Hero standing.

Scenarios always take place on a 24# x 24# Map.

A “corner” of a Map describes the area within 4# of the very actual corner.

All Out Carnage

This one is the classic for up to four players:

Setting up the map, make sure the four corners have good access to and from the rest of the map.

Either each player picks a corner to start in, or you choose a method of randomization (such as drawing chits numbered from 1-4 blindly) to assign each player a corner. Just make sure the player who has set up the Map gets the last pick.

Each player places his Hero in one of the corners.

Players take turns according to the initiative deck.

Winner is the last Hero standing.

No respawn here!

Team Carnage

Basically the same as the All Out Carnage, except two teams of four Heroes face each other:

One team sets up the map, the other team selects its starting corner.

Both teams start in opposing corners and may place their Heroes anywhere within that corner.

Members of a team are considered allies and may not target each other directly with harmful actions. (Casualties might happen, though ...)

Players take turns according to the initiative deck.

Winner is the team that eliminates all Heroes from the opposing team first.

No respawn here!

Capture The Flag

To set up a CTF Map, start by drawing an imaginary line between two opposing corners. Those corners are “blocked”. The line splits the Map into two halves. When placing terrain, make sure both halves look equal and no terrain reaches or is put into a corner blocked.

The corners not blocked become the home base for one team each.

Each team may feature up to four players. Additionally to placing the Heroes in their home base, place a flag in the very corner of the base.

The corners blocked have only been blocked for setup reasons! During the match, those corners are freely accessible. What is more, a Hero coming within 1# of one of those corners may restore back up to full health for a cost of 1 action.

Each team needs to defend its own flag, while trying to capture the opposing flag.

As soon as a Hero crosses the opposing team’s flag, he picks the flag up (no separate action necessary) and is now the flag carrier.

As soon as the flag carrier moves with the flag into or across his own home base AND the flag of his own team is still in place in his home base, his team scores a victory point and the opponent places his flag back in his home base.

Once a Hero picks up a flag he may not perform a skill action any more. He may, however, still be affected by skills from other players.

As soon as a flag carrier becomes unconscious, the flag is dropped right there where he becomes unconscious.

A dropped flag may either be picked up by any Hero whose team the flag belongs to, in which case the flag is immediately teleported to and placed in that team’s home base, or a Hero of the opposing team picks up the flag, in which case he becomes the new flag carrier.

At the end of a phase all flags dropped are teleported to and placed in their corresponding team’s home base.

Players take turns according to the initiative deck.

Winner is the team scoring a certain number of victory points first, 3 being common.

Members of a team are considered allies and can not target each other directly with harmful actions.

As soon as a Hero goes unconscious, he respawns at the beginning of the next phase.

Somebody Set UP Us The Bomb! (aka Bombing Run)

A Bombing Run gets set up the same way as a CTF Map: 2 halves, one looking equal to the other, both teams, which may feature up to 4 Heroes each, start in their home base.

Make sure, the centre is accessible for both teams under the same effort!

In the center there is a bomb! Place a regular die representing the bomb into the centre with the 6-face up.

As soon as a Hero picks up the bomb, the timer starts ticking: At the beginning of a phase reduce the face by 1. As soon as the face would be reduced to 0, the bomb detonates. The bomb carrier is killed and everyone within 2.5# loses 1 Life. The bomb is immediately reset to 6 and placed back in the centre.

As soon as the bomb carrier comes to a halt fully inside a team's home base, the bomb detonates immediately. Here too, the bomb carrier is killed and everyone within 2.5# loses 1 Life and the bomb carrier's team immediately achieves 1 victory point.

Once picked up, a bomb may not be dropped voluntarily. Once a Hero becomes unconscious, the bomb is dropped right there where he becomes unconscious and the timer halts. The timer continues ticking once the bomb is picked up again.

Players take turns according to the initiative deck.

Winner is the team scoring a certain number of victory points first, 3 being common.

Members of a team are considered allies and can not target each other directly with harmful actions.

As soon as a Hero goes unconscious, he respawns at the beginning of the next phase.

King Of The Hill

For a KOTH match you will need the magic circles you can find in the back of this book. One team (again with up to 4 players per team) is team orange, one team is team green. Start setting up the Map, by drawing an imaginary line, splitting the map into two halves, one half looking equal to the other. Now draw two more imaginary lines parallel to the first one dividing each half of the Map again in half each. Each team now places on its "own" line two blue circles, trying to keep the distance between the circles about as big as the distance from a circle to the border of the Map.

In the centre of the Map another blue circle is placed.

The corners not touched by the first imaginary line are the home bases of the two teams.

Refer to Fig. 14 on the next page for a visualisation of the basic set up.

Place terrain as you see fit but try to keep each half looking equal to the other half.

As soon as there is a majority of Heros of one team touching one of those circles, replace the circle with a circle of that Heros' team colour (or – in the later game – just flip the circle around to that Heros' team colour).

At the end of a phase each team receives as many victory points as there are circles in that team's colour on the map.

Players take turns according to the initiative deck.

Winner is the team scoring a certain number of victory points first, 30 being common. If at the end of a phase both teams do have more than 30 points and the same amount of points as well, sudden death mode is initiated.

Members of a team are considered allies and can not target each other directly with harmful actions.

As soon as a Hero goes unconscious, he respawns at the beginning of the next phase.

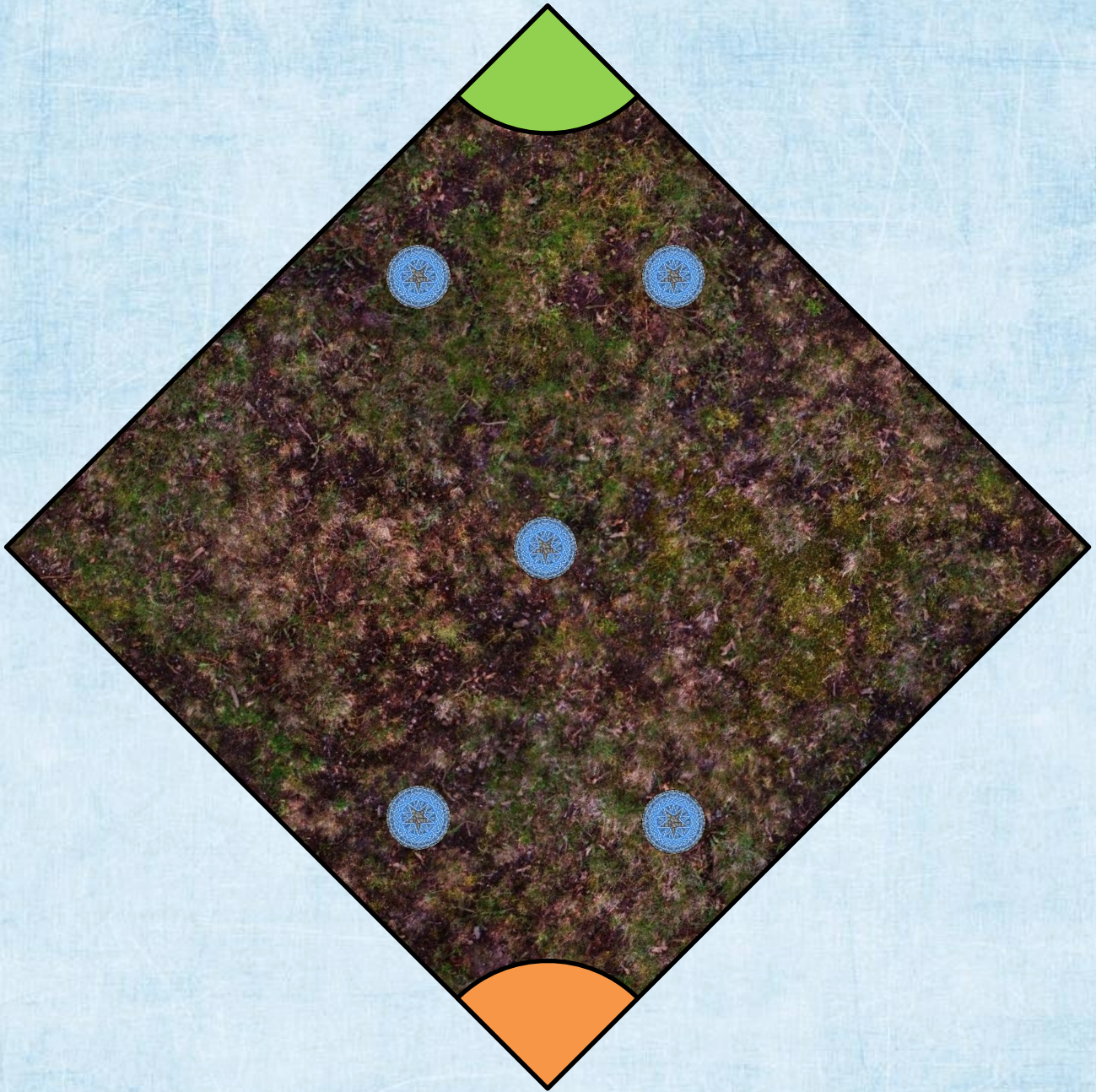


Fig. 14 – KOTH basic setup (without additional terrain)

Snowfall

A Snowfall Map offers space for two teams, featuring 4 players each. Usually those maps only feature very few terrain, so there are not many obstacles for your Snowballs, but you may put up as much terrain as you deem appropriate.

One team sets up the map, the other team selects a corner becoming its home base. The team that had set up the Map gets the home base in the opposing corner.

In the centre of the map, place a die with the 1-face up. This die represents a Snowfall-parcel.

At the end of a phase, if a parcel is NOT being carried around by a Hero (and only then!), raise the face's value by 1. Once it hits the 6-face, the value does not get raised anymore.

As soon as a Hero touches the parcel in the centre, he becomes the carrier of that parcel and at the beginning of the next phase a new parcel with the 1-face up is placed in the centre.

As soon as a carrier ends his movement in his home base, his team immediately scores a number of victory points equal to the parcel's value.

If a Hero becomes unconscious carrying the parcel, the parcel is dropped right where he becomes unconscious and remains in position (eventually raising in value) until picked up again.

During a Snowfall Match, players' regular traits are reduced to 0.

Movement is no longer in direct relation to the Hand size: A Hero's movement is always 5# per action, no matter the Hand size. Only conditions may reduce movement.

Players take turns according to the initiative deck.

Winner is the team scoring a certain number of victory points, 20 being common.

Members of a team are considered allies and may not target each other directly with harmful actions.

If a Hero becomes unconscious, he does not die. Instead, if he is not affected by Hot Chocolate until the end of the phase, he respawns at the beginning of the new phase.

Treasure Hunt

Treasure Hunt is similar to a team carnage, but with an extra objective.

One team sets up the map, the other team chooses a corner to start from. Teams start in opposing corners and may feature up to four players. In the centre of the map, place a treasure token.

Before a Hero may pick up the treasure token, two actions are needed to unearth the treasure. Both actions may come from different Heroes, though. Once unearthed, for 1 action any Hero may pick up the treasure. Carrying the treasure, a Hero may only perform Movement actions or Skill actions allowing him to move. He may use skills permitting more than just moving (Cat's Charge, e.g.). In that case, only the part affecting the movement may be used. Also as long as only one Hero carries the treasure, his movement is reduced by 1# per action. Two Heroes may carry the treasure as well, as long as they keep base to base contact. In that case, they may move at full speed and are no longer restricted as described above.

A Hero may drop the treasure at any time without spending an action. Once a Hero becomes unconscious, he drops the treasure automatically.

Players take turns according to the initiative deck.

If two Heroes are carrying the treasure, both of them act simultaneously: They perform their first action as soon as the first card of the duo is moved to the discard pile and their second action as soon as the second card of the duo is moved to the discard pile.

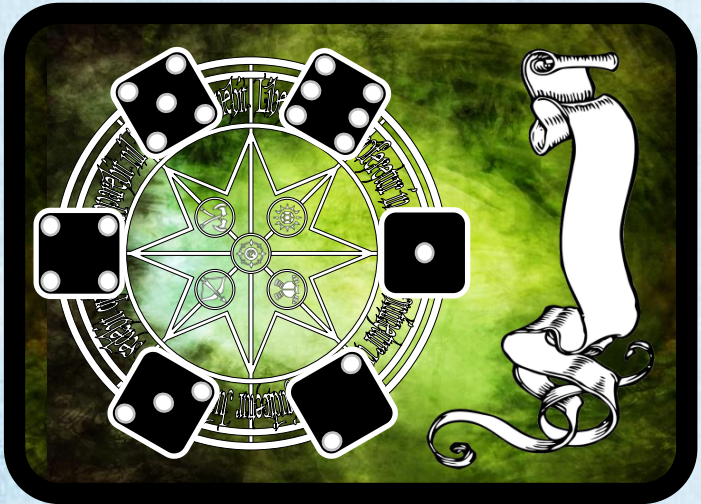
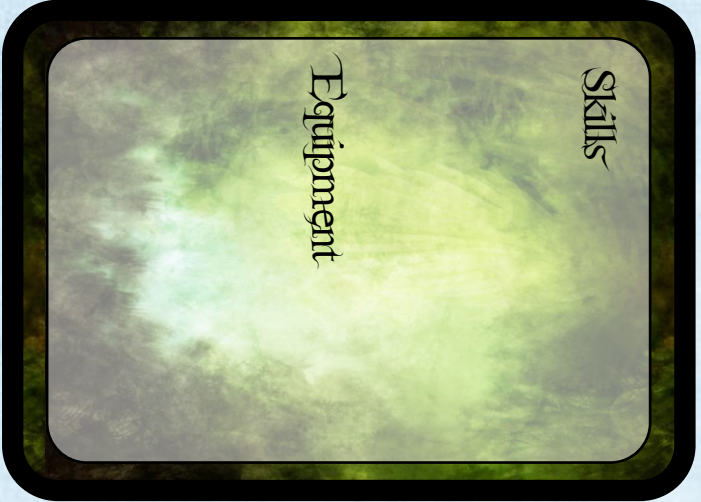
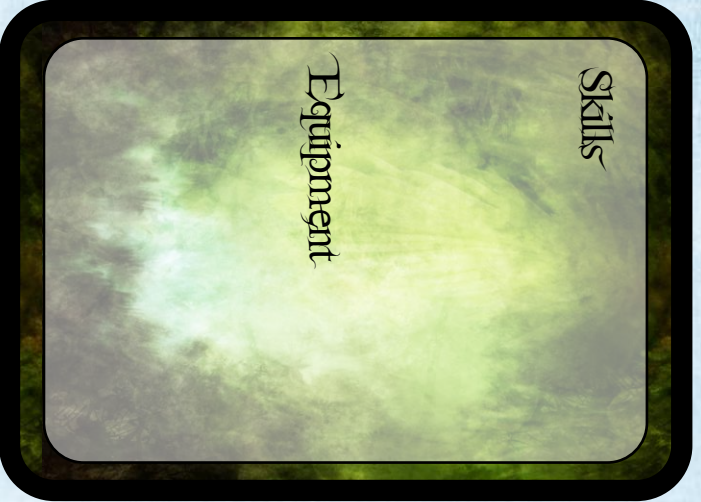
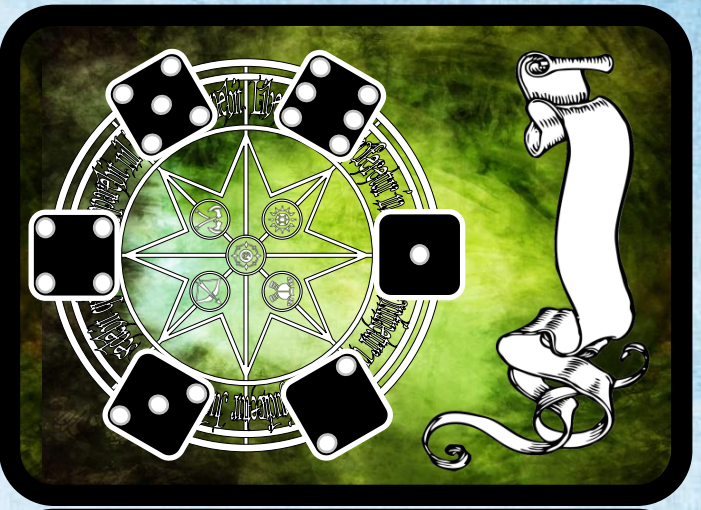
If either of them decides to break free during the first action, the Hero whose card has just been moved to the discard pile gets to perform his second action as usual. The other Hero performs his second action as soon as his card is moved to the discard pile.

Winner is the team that either eliminates the other team or that carries the treasure into the home base.

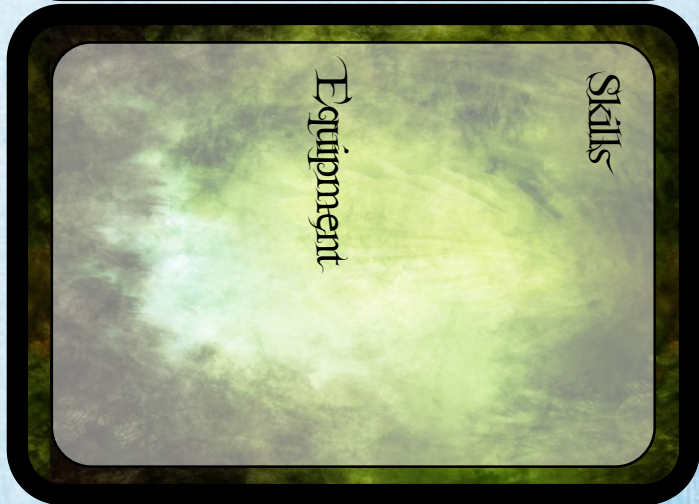
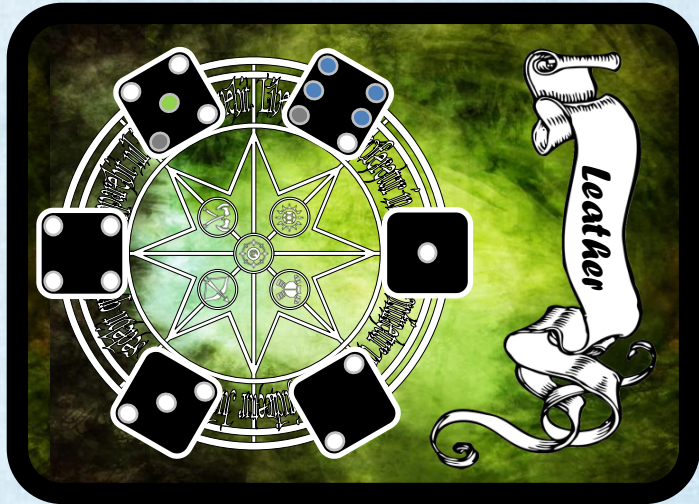
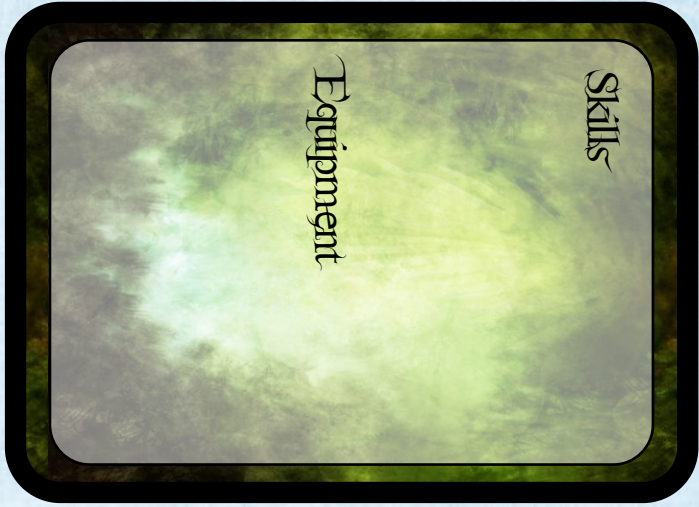
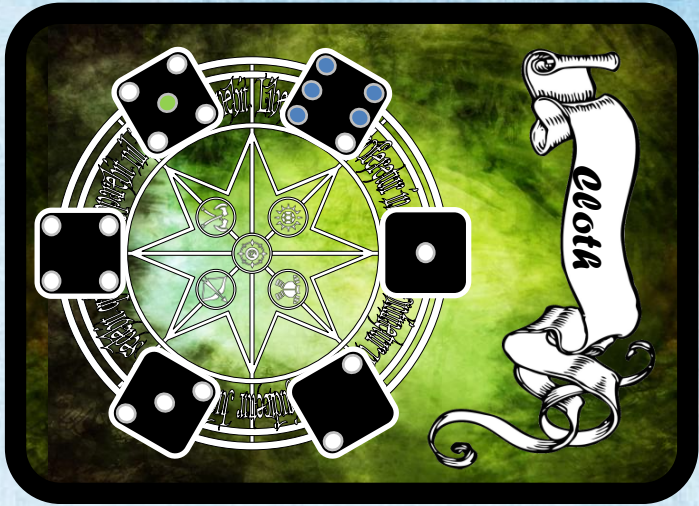
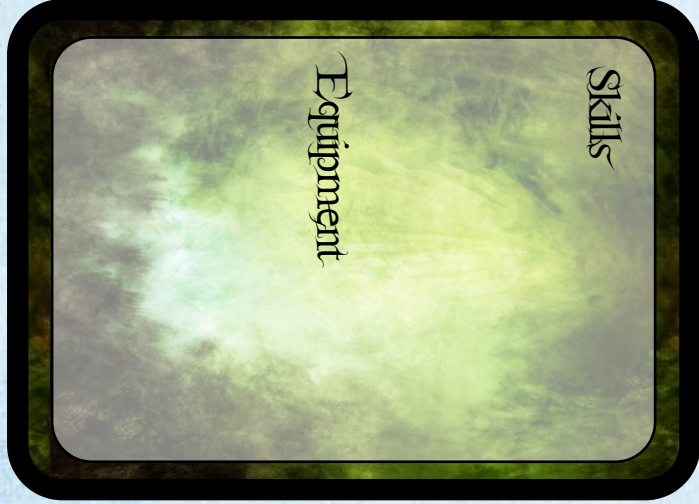
Members of a team are considered allies and may not target each other directly with harmful actions.

No respawn here!

Regular Hero Cards




Dummies



Disregard either the blue Magic pips or the grey Defence pips, depending on the mission!

More Dummies and Uncle Tom




Peate

A circular dice layout with a central star and eight surrounding dice. The dice are arranged as follows: top (1, 2, 3, 4), top-right (1, 2, 3, 4), right (1, 2, 3, 4), bottom-right (1, 2, 3, 4), bottom (1, 2, 3, 4), bottom-left (1, 2, 3, 4), left (1, 2, 3, 4), and top-left (1, 2, 3, 4).

Skills

Equipment




Peate+Shield

A circular dice layout with a central star and eight surrounding dice. The dice are arranged as follows: top (1, 2, 3, 4), top-right (1, 2, 3, 4), right (1, 2, 3, 4), bottom-right (1, 2, 3, 4), bottom (1, 2, 3, 4), bottom-left (1, 2, 3, 4), left (1, 2, 3, 4), and top-left (1, 2, 3, 4).

Skills

Equipment



Uncle Tom

A circular dice layout with a central star and eight surrounding dice. The dice are arranged as follows: top (1, 2, 3, 4), top-right (1, 2, 3, 4), right (1, 2, 3, 4), bottom-right (1, 2, 3, 4), bottom (1, 2, 3, 4), bottom-left (1, 2, 3, 4), left (1, 2, 3, 4), and top-left (1, 2, 3, 4).

Skills

Tommyknocker

Uncle Tom's Cruise

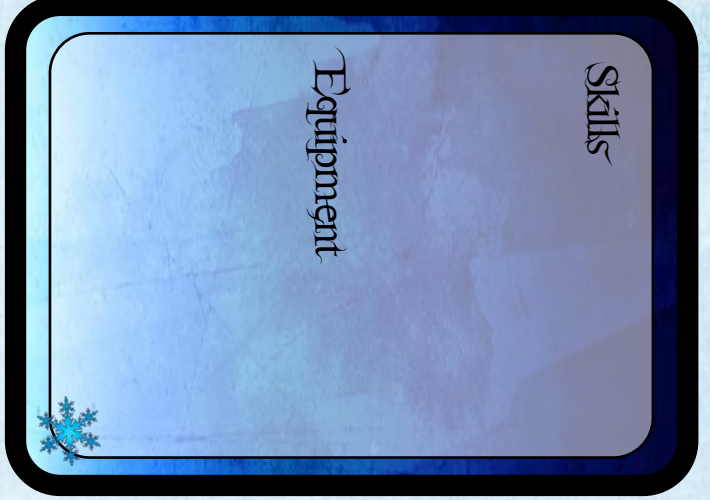
Missile

Equipment

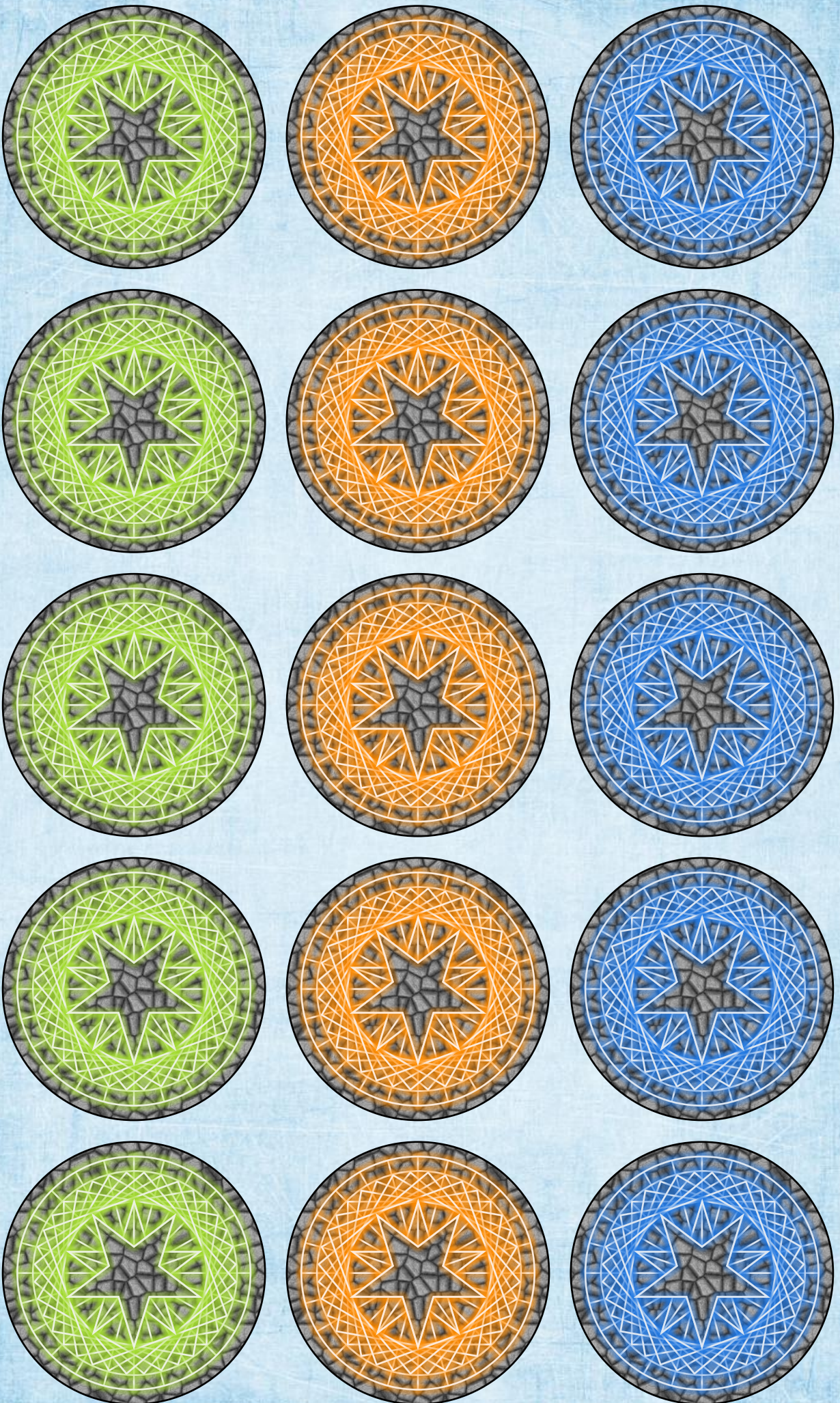
Robe

Wizard Hat

Snowfall Hero Cards



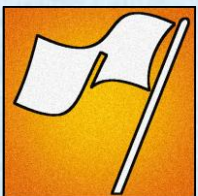
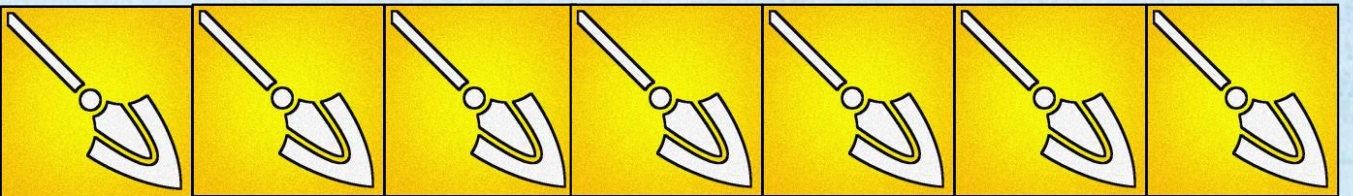
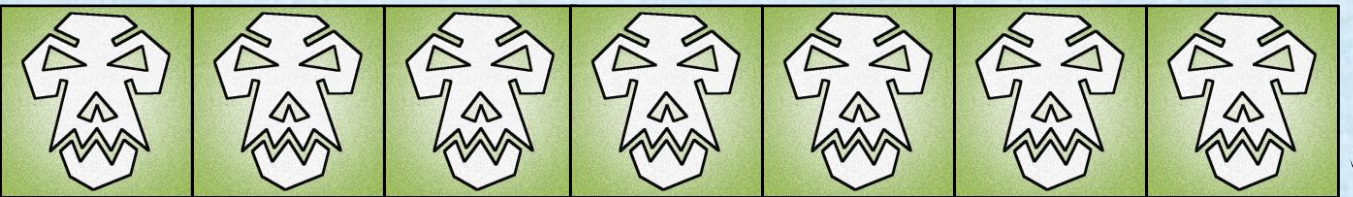
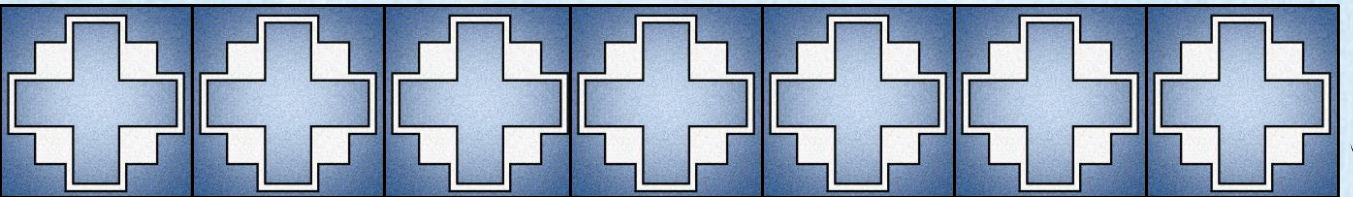
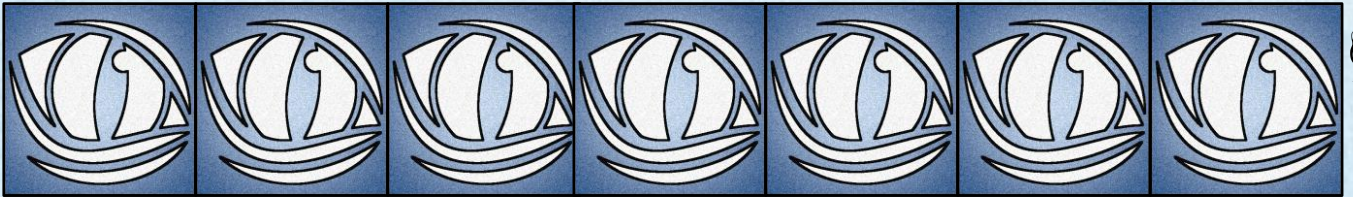
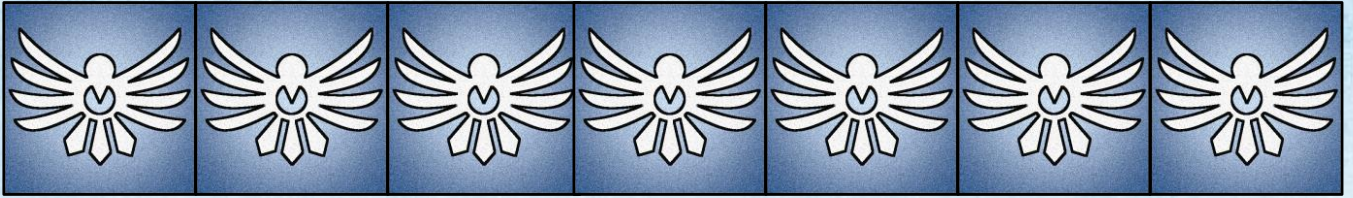
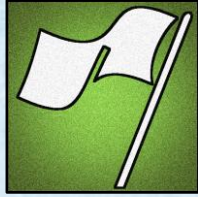
Magic Circles



Glue each orange circle to a green circle, keep the blue ones separate!

condition counters





Flags, Status and Reload counters

Credits:

Cover Art:

Witch Druid by *Alayna Lemmer*

Interior Art:

Forest Background (Hero Card) by *BBS-Brushes*

Make sure to visit both of them at deviantart for their fantastic artwork!

The top down character graphics have been designed by *Devin* from immortalnights. Icons on the condition tokens, status tokens, the flags as well as the "wasted" token are taken with kind permission from www.game-icons.net

Credits go out as well to all those gals and guys creating games for the love of it and releasing them for free. You folks are an incredible source of inspiration!

Special Thanks

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