

# AETHERPUNK28

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A POST APOCALYPTIC WIZARD SKIRMISH GAME  
BY JACK EDWARDS

ART BY BONE DUST, HAIRIC LILRED AND HANNAH GIESEN

In a time almost forgotten, the world was whole. From their seats at Avantir, the council of Wizards shared their gift of magic with the world, founding the great magical colleges. It was a time of wonder, prosperity, and progress. In their hubris, the council failed to consider the costs of their actions. They failed to realise that their powers were finite, until, rather predictably, it was too late, and they were too dependent on magic to function without it. With magic beginning to deteriorate, so too did the bonds between the colleges.

Following near a century of bitter conflict, the Wizarding War still rages. The world has been shattered, and upon its twisted carcass, the colleges still vie for power. Erudite, the crystalline substance from which magic is distilled has almost been completely depleted. Regiments of Wizards in their resplendent robes, have been replaced by bedraggled warbands trudging across a war-ravaged world fighting over the scraps, a feral parody of the proud colleges they once were.

### *WELCOME TO AETHERPUNK28*



# RULES

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# THE GAME

Aetherpunk28 is played on a board between 2x2ft and 4x4ft in size, or any variation therein. Players assemble colleges of wizards, apprentices, and magical creatures to clash against those of their opponent in order to secure victory. The primary cause of these conflicts is erudite, the crystal from which magic is made. Success or failure rests on two things, the skills of a college's combatants, and the allocation of their finite resources to the right place at the right time.

Games of Aetherpunk28 can be any size, but it's recommended for starting games to play using 50 Shillings per side. Players begin the game with an erudite charge for every 10 Shillings set during College creation (Therefore in a 50 Shilling game, players begin with 5 erudite charges). For every 2 Shillings not spent during college creation, the player may start the game with an extra erudite charge.

A game comprises of five rounds. Games begin by players arranging the board and rolling initiative on a D12. The player who rolled the highest number places the first model and goes first in round 1. In subsequent turns players roll off, with the player who activated the last model in the previous round losing ties.

## STEP 1: GENERATE AND ALLOCATE ERUDITE

At the start of every turn, including the first, both colleges generate 1 erudite charge provided that their wizard is alive. Starting with the player who has initiative, players may then take it in turns to allocate a single erudite charge to a model in their college in order to empower them, gaining the stat increases associated with their faction. This continues until one player decides not to allocate a charge. The remaining player may allocate any number of additional charges until they decide to stop.

## STEP 2: ISSUE ORDERS

Starting with the player who has priority, each player may activate one of their models, choosing two of the following orders in any combination and executing them. A model may receive the same order more than once.

- Move: Model moves a number of inches equal to its movement stat. This move may not take them within 1" of an enemy model.
- Charge: Model moves a number of inches equal to its movement stat towards the nearest enemy model, must end within 1" of them
- Fire: Model may make a ranged weapon attack with a weapon it is equipped with.
- Fight: Model makes melee attacks against a model within 1" of them.
- Cast (wizards only): The wizard may expend erudite charges to cast a spell from either the general spell list or their college's unique spell.
- Unbind (wizards only): End an ongoing spell or empowerment.
- Hunker down: Model makes itself harder to hit by hitting the deck

## THE STATS

**Movement (Mv)**- The number of inches a model may move during a move order.

**Melee (Me)**- The die used when rolling melee checks.

**Ranged (Ra)**- The die rolled when rolling a ranged check.

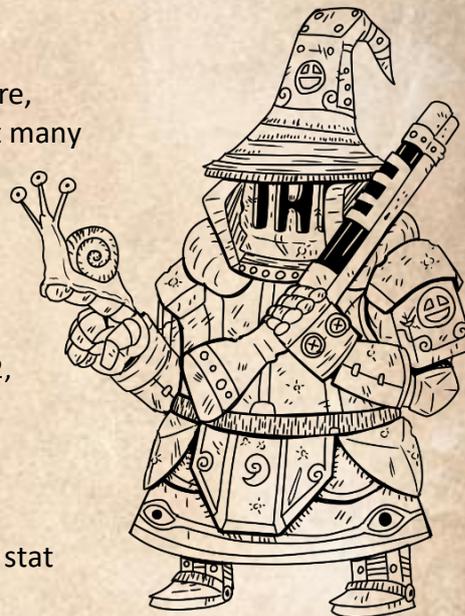
**Willpower (Wp)**- The health of a unit, when this is decreased to 0, the model is 'dead' and removed from play. Willpower is also used when casting or defending against some spells.

**Defence (Df)**- The die used when rolling defence checks.

When a rules states to increase or decrease a skill by 1 or more, it requires you to increase or decrease the size of the die that many steps, in the following order:

$$0 > D4 > D6 > D8 > D10 > D12$$

If increasing a die's size takes it past D12, then it instead lowers the check threshold by 1 for each increase that takes them beyond D12, making a success occur on a 5+ on the D12 and so on.



## CHECKS

When making any form of check, roll the die indicated by the stat being 'checked,' a result of a 6+ is a success.

# ORDERS

## MOVE

During a move order a model moves a number of inches equal to its movement value. When climbing, the movement is halved. When dropping, models may opt to descend safely and use their movement to travel down, or they may ignore the downwards movement and make a treacherous terrain check for every 3" dropped, rolled at the same time when they land. If a drop is below 3" then no treacherous terrain test is required. Models may move through friendly models but may not move within 1" of enemy models. No model may end its move placed on top of another model or its base.

If a model is locked in melee, they may make a move action, but their movement distance is halved.

"Knees up lads, best get some Cardio in before we pounce. Those beardless bounders won't know what hit them!"

-COMMANDER TODRICK MAJORS

## CHARGE

When making a charge move, a model must move directly towards the nearest enemy model. If you would like to charge a model that's not the closest, then make a willpower check with the charging model, if passed, they may charge any model within charging range. A model may only execute a charge order if they can get within 1" of the enemy model.

## FIRE

When making a fire action, a model attacks with its weapon, you must first select a target, if you wish to target an enemy model that is not the closest, roll a willpower check, if passed the model may shoot any enemy in range, if failed, they may only shoot the closest. This is to represent panic overriding tactics.

When firing, make a ranged skill check, rolling the appropriate die indicated by the unit's ranged skill and a number of them, noted in the weapon profile. For each success, the enemy model must then make a defence skill check, decreasing their willpower by 1 for each failure.

Models may not make a fire action while they are locked in melee. Models may however shoot at a model that is locked in melee, however for each failed roll, the shot misses and randomly hits another model engaged in that combat, excluding the original target. If the closest model to the firing model is locked in combat, it may be ignored when selecting a target.

## FIGHT

A model within 1" of an enemy model may make a fight action. In melee a model makes a number of melee skill checks equal to the attacks that the model has. Models make 1 attack in melee unless otherwise stated in their equipment. For each success, the enemy model must then make a defence skill check, decreasing their willpower by 1 point for each failure.

At the end of a fight action, the model is left within 1" of the target, and the two are locked in melee.

## CAST

As an action a Wizard may cast any spell from the list of general spells or their faction specific spells. To cast a spell, remove the marked number of erudite charges from your college's pool and follow the instructions for the spell.

## UNBIND

As an action a Wizard may attempt to remove the effects of a spell or empowerment on an enemy model. To do this the wizard must spend an equal amount of erudite charges as the target spell cost (or one if cancelling an empowered model) and then roll off against the enemy wizard, making a contested Willpower check. If the unbinding wizard rolls equal or higher, the spell effects end, otherwise their efforts result in nothing. If performed as a surge, it may only be used to cancel a spell being cast.



## HUNKER DOWN

As an action a model may hunker down. Until the model moves, or the turn ends, their defence skill is increased by 1. When this is performed as a surge, it takes effect during the attack that triggered it. Hunkering down multiple times does not stack its effect.

## SURGES

Once per turn, when a model is selected as the target of an attack (ranged or melee) it may make a 'Surge' action. Surge actions are either passive or active; each model has a passive surge action that they can perform without the need of a check. However, players may decide to attempt an active surge. To perform an active surge a player must make a willpower check once the attack has been resolved, if successful, they may choose any action for their model to perform as their surge, as opposed to their passive surge. If the willpower check is failed, they make no surge action.

## TERRAIN

Terrain in games of Aetherpunk falls into four categories:

### COVER

When making a ranged attack against an enemy model, draw a line from any part of the attacking model's base to one edge of the target's base (front, back or either side), if one side can be seen, but not the other, then the target is considered to be in cover and all ranged skill checks that target the model suffer a -1 penalty. If a line cannot be drawn to both sides of the base without the line passing over terrain, the model is considered hidden from the attacker. Hidden models may not be targeted by models executing their orders.

### BARRICADE

If a piece of terrain is considered a barricade, then a model may never be considered hidden when behind it, though may still have the benefits of cover. If a firing model is within 1" of a barricade, they ignore that piece of terrain for the purposes of determining cover.

### TROUBLESOME

When traversing troublesome terrain, halve the movement of the model.

### TREACHEROUS

When a model traverses treacherous terrain, make a willpower check for them at the end of their move. If they fail the willpower check, they decrease their willpower skill by 1.

These categories are not mutually exclusive and can, at the players' discretion be mixed and matched to represent different battlefield environments. For example, a muddy minefield could be both treacherous and troublesome, a crumbling ruin could represent cover but also be treacherous, allocate whatever categories you feel most appropriate to your battlefields.



# MISSIONS

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The flats (so named for their barren geological structure) encompass enormous tracts of land between the major cities. In the wake of the war, the cities were of course picked clean, so the flats became the primary source of erudite.

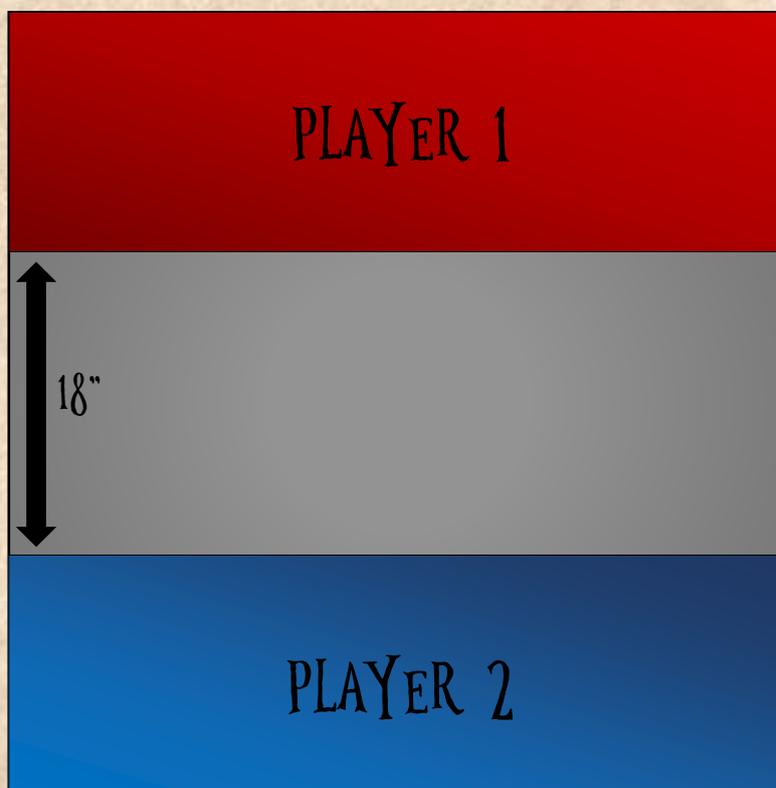
Attempts to map the flats have been largely unsuccessful as the wild, unrefined erudite has been observed to alter the fabric of reality, moving settlements, altering topography, and even teleporting exploratory forces great distances without their knowledge.

-THE WHISKERED HISTORY OF WIZARDS



# BLITZKRIEG

*Rumours of an erudite deposit have drawn the attention of two Colleges, who are now, faced with one another. With their prize close at hand, there is little option but to snatch up what they can, kill who they must, and flee.*



## SETUP

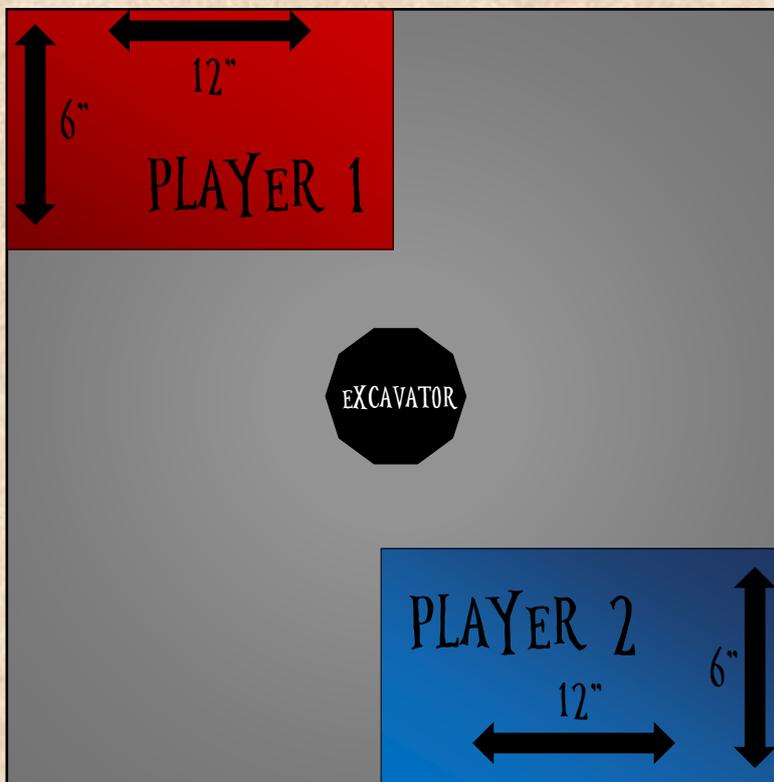
- Set up a board that's between 2ftx2ft and 4ftx4ft. An 18" strip should run from one side of the board to the other, stretching through the centre of the board. This area is no-man's-land.
- Place areas of troublesome, dangerous, and covering terrain along no man's land.
- Place three erudite counters within no-man's land, one must be placed in the centre of the battlefield. Once initiative has been rolled players should alternate placing deposits, no closer than 6" to a deployment zone or another deposit.
- Starting with the player that won initiative, players take it in turns placing a single miniature in their deployment zone, outside of no-man's-land.

## VICTORY

- The side that side controls the most erudite at the end of the game is the winner.
- Players may take control of erudite deposits by having the most Shillings worth of models within 1" of the objective.
- At the cost of a single action a model may excavate the deposit. Excavated deposits move with the model that excavated it until that model is removed or uses an action to drop it. Dropped deposits may be picked up at the cost of a single action.
- Models carrying erudite may not make more than one move action during their activation.

# THE EXCAVATOR

*An ancient relic lies rusted and barely functional at the apex of an old mine. Treading cautiously, two colleges close in, in the hopes that the mine below has not run dry.*



## SETUP

- Set up a board that's between 2ftx2ft and 4ftx4ft. In the centre of the board, place a piece of terrain to signify the excavator. The excavator may not be moved through.
- Place areas of troublesome, dangerous, and covering terrain along no man's land.
- As an action, a model may activate the drill. The drill has a willpower of D12. Each time it is activated, make a willpower check using the drill's current willpower. If passed, decrease the drills willpower by 1 and scatter an erudite deposit 2D10 in a random direction from the drill.
- Models may pick up erudite ejected by the excavator at the cost of a single action.

## VICTORY

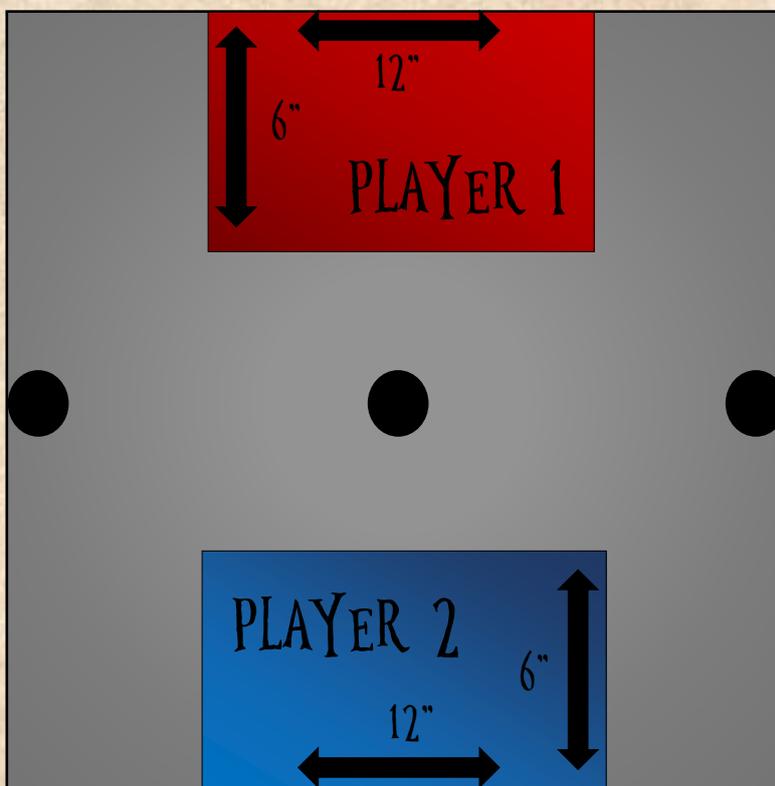
- The side that side controls the most erudite at the end of the game is the winner.
- Players may take control of erudite deposits by having the most Shillings worth of models within 1" of the objective.
- Models that are removed drop all erudite they're carrying. At the cost of a single action a model may pick up any dropped erudite at the cost of a single action.
- Models carrying erudite may not make more than one move action during their activation.

## SPECIAL RULE

- Destroy the excavator! The Excavator may be charged and attacked as if it were an enemy model. Its defence is D4. If destroyed it drops a single erudite deposit on the spot.

# OVER THE TOP

*An unfortunate circumstance has forced two opposing colleges to leave the safety of their barricades to secure valuable erudite deposits sitting in the mud. With no time to excavate, the best any side can do is fend off those would take it from them.*



## SETUP

- Set up a board that's between 2ftx2ft and 4ftx4ft. Place pieces of cover terrain in the deployment zones, and nowhere else on the board.
- Place areas of troublesome and treacherous terrain in outside of the deployment zones.
- Place three erudite counters along the centre line of the board, one in the centre and one at each board edge.
- Starting with the player that won initiative, players take it in turns placing a single miniature in their deployment zone, outside of no-man's-land.

## VICTORY

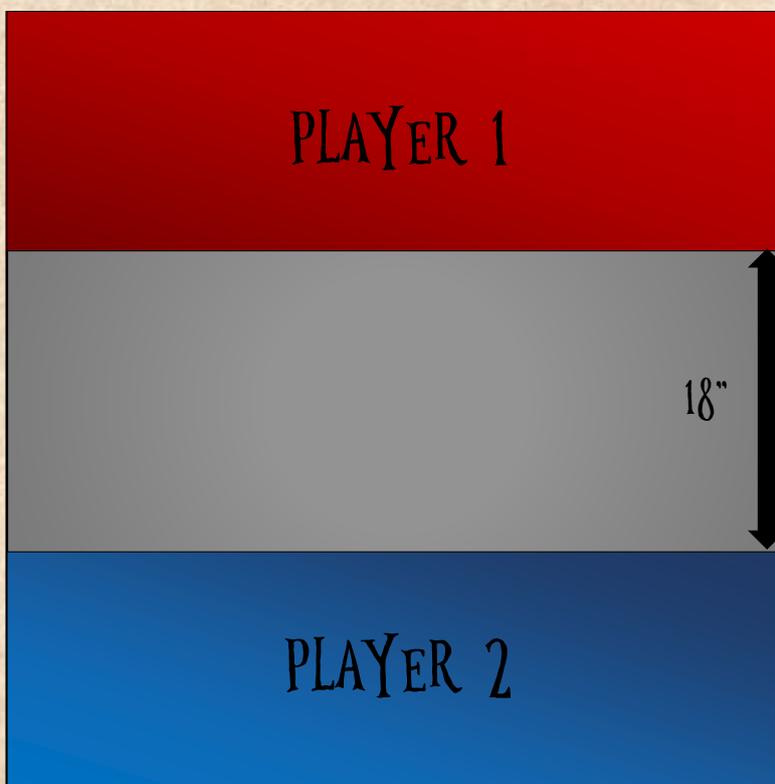
- The side that side controls the most erudite at the end of the game is the winner.
- Players may take control of erudite deposits by having the most Shillings worth of models within 1" of the objective.

## SPECIAL RULE

- Keep mobile: When outside of the deployment zones, models must make a treacherous terrain test if they do not make a move action during their turn.

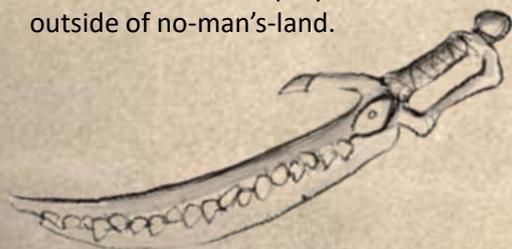
# WAR OF ATTRITION

*There is but one resource more precious than erudite, and almost as rare; apprentices ready to serve. Sometimes for a college to survive, they must attempt to rob their enemies of apprentices willing to stay.*



## SETUP

- Set up a board that's between 2ftx2ft and 4ftx4ft. An 18" strip should run from one side of the board to the other, stretching through the centre of the board. This area is no-man's-land.
- Place areas of troublesome, dangerous, and covering terrain along no man's land.
- Starting with the player that won initiative, players take it in turns placing a single miniature in their deployment zone, outside of no-man's-land.



## VICTORY

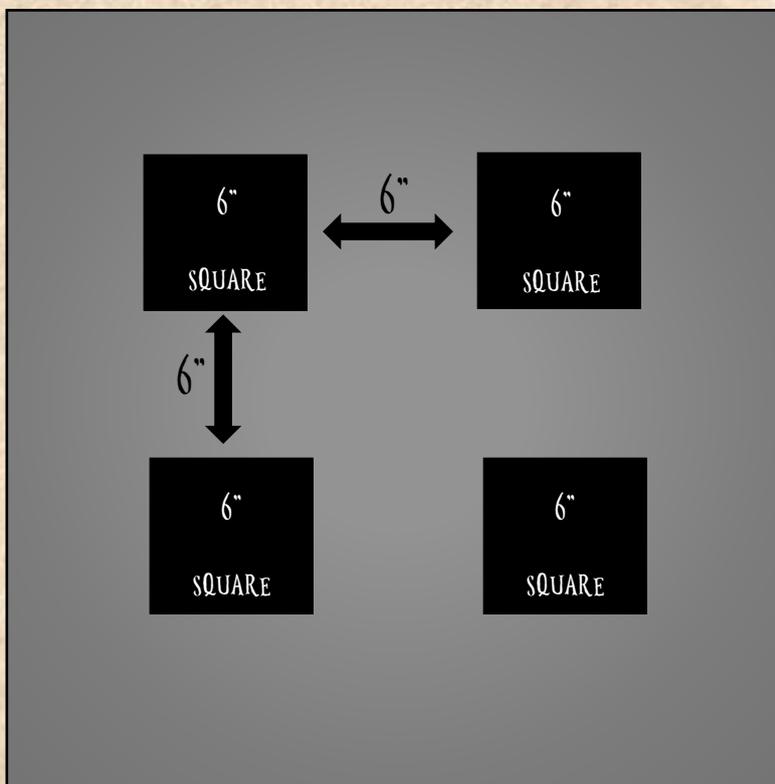
- The side that removed the greater value of enemy models in Shillings is the winner.

## SPECIAL RULE

- Send in the next wave!: At the start of round five, starting with the player who has initiative, players may redeploy up to 25 Shillings worth of models previously removed as casualties in their deployment zone. These models retain the same loadout, any one-use items they have are replenished. The reinforcing models still count towards casualties inflicted.
- Wizards may not be redeployed via the reinforcements rules.

# RUSE DE GUERRE

*Scavenging up always turns up valuable resources, potion components, books, the odd Shilling. Sometimes however, blinded by their pursuit of loot, a college may miss the fact that there is another College scavenging in the same spot...*



## SETUP

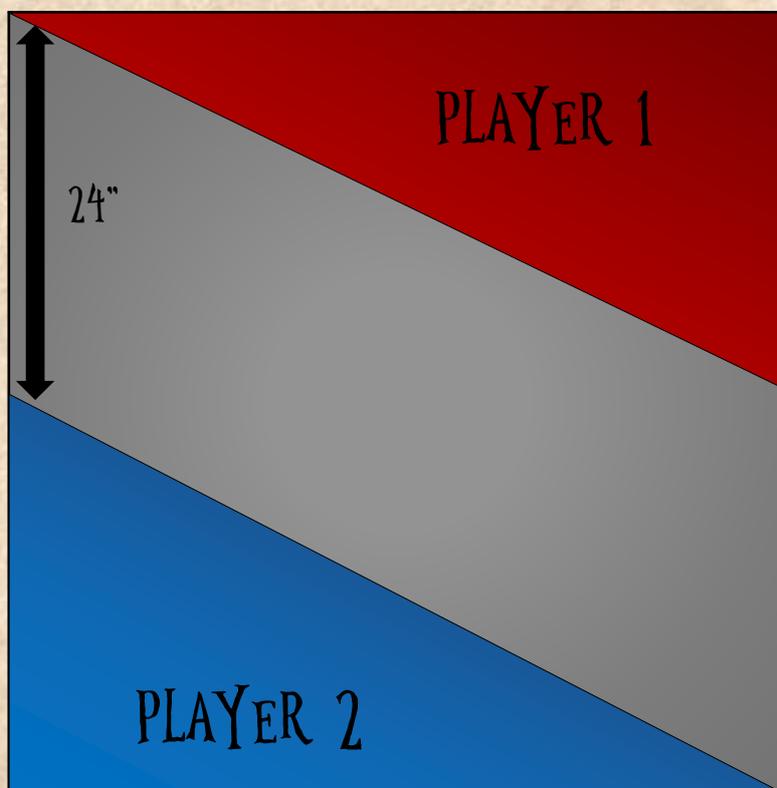
- Set up a board that's between 2ftx2ft and 4ftx4ft. Set up four buildings in a square in the centre of the board, each 6" from the others, in a square. Any space outside of these buildings is considered no man's land.
- Place areas of troublesome, dangerous, and covering terrain within no man's land.
- Place five erudite deposits within no-man's land. Once initiative has been rolled players should alternate placing deposits, no closer than 6" to one of the buildings, with one placed in the centre of the battlefield.
- Once players have rolled initiative, they must take it in turns to select buildings to be their deployment zone. Models deployed must be deployed within 1" of the two buildings selected in this manner.

## VICTORY

- The side that side controls the most erudite at the end of the game is the winner.
- Players may take control of erudite deposits by having the most Shillings worth of models within 1" of the objective.
- At the cost of a single action a model may excavate the deposit. Excavated deposits move with the model that excavated it until that model is removed or uses an action to drop it. Dropped deposits may be picked up at the cost of a single action.
- Models carrying erudite may not make more than one move action during their activation.

# ECHELON

*An errant release of magical energy presents an excellent opportunity to try and snap up some valuable resources. While the storm rages it chases off the majority of the scavengers, the perfect time to swoop in and secure it.*



## SETUP

- Set up a board that's between 2ftx2ft and 4ftx4ft. A 24" strip should run from one side of the board to the other diagonally, stretching through the centre of the board. This area is no-man's-land.
- Place areas of troublesome, dangerous, and covering terrain along no man's land.
- Place three erudite counters within no-man's land, one must be placed in the centre of the battlefield. Once initiative has been rolled players should alternate placing deposits, no closer than 6" to a deployment zone or another deposit.
- Starting with the player that won initiative, players take it in turns placing a single miniature in their deployment zone.

## VICTORY

- The side that side controls the most erudite at the end of the game is the winner.
- Players may take control of erudite deposits by having the most Shillings worth of models within 1" of the objective.

## SPECIAL RULE

- Arcane storm: At the end of each turn including the first, a bolt of arcane lightning will strike. At the end of the first turn place a marker in the centre of the battlefield and scatter it 2D6 inches in a random direction. The closest model to the counter must make 3 defence checks, reducing their willpower for each failure. In subsequent turns the marker will scatter 2D6 from where it is and strike again.

# PERFIDY

*A cunning and unsporting ruse. Under the guise of requiring aid and using a silver flag, one College has pleaded for assistance from another. However, once the would-be saviours draw in, they realise almost too late that the dying and injured are in fact quite well and have guns.*



## SETUP

- Set up a board that's between 2ftx2ft and 4ftx4ft. An 8" strip should run from one side of the board to the other, stretching through the centre of the board. This area is no-man's-land.
- Place areas of troublesome, dangerous, and covering terrain along no man's land.
- Place three erudite counters within no-man's land, one must be placed in the centre of the battlefield. Once initiative has been rolled players should alternate placing deposits, no closer than 6" to a deployment zone or another deposit.
- Starting with the player that won initiative, players take it in turns placing a single miniature in their deployment zone.

## VICTORY

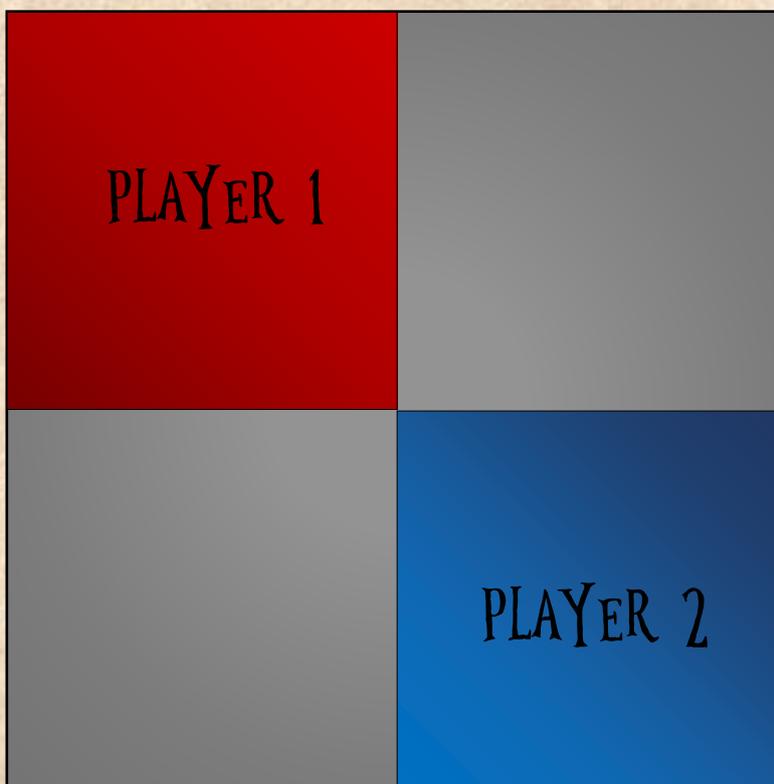
- The side that side controls the most erudite at the end of the game is the winner.
- Players may take control of erudite deposits by having the most Shillings worth of models within 1" of the objective.
- Models carrying erudite may not make more than one move action during their activation.
- Two models in each college are carrying erudite deposits at the start of the battle.

## SPECIAL RULE

- At the start of the game, players may only deploy 25 Shillings worth of models from their college. At the start of the second round, players may deploy up to 15 Shillings of their college yet to be deployed, along their board edge. Players may use any unspent shillings in later rounds.

# PARTHIAN SHOT

*When travelling from one miserable warzone to another, it is important to take advantage of opportunities when they present themselves. In this case, grabbing up armfuls of erudite and running away before anyone can stop you.*



## SETUP

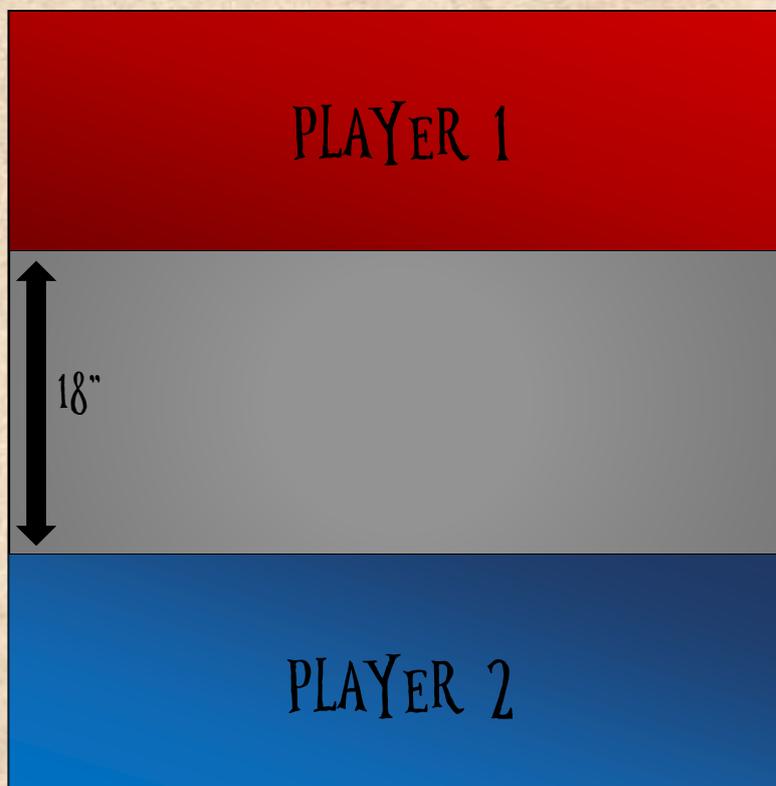
- Set up a board that's between 2ftx2ft and 4ftx4ft. An 18" strip should run from one side of the board to the other, stretching through the centre of the board. This area is no-man's-land.
- Place areas of troublesome, dangerous, and covering terrain along no man's land.
- Place three erudite counters within no-man's land, one must be placed in the centre of the battlefield. Once initiative has been rolled players should alternate placing deposits, no closer than 6" to a deployment zone or another deposit.
- Starting with the player that won initiative, players take it in turns placing a single miniature in their deployment zone.

## VICTORY

- The side that side controls the most erudite at the end of the game is the winner.
- Players may take control of erudite deposits by having the most Shillings worth of models within 1" of the objective.
- At the cost of a single action a model may excavate the deposit. Excavated deposits move with the model that excavated it until that model is removed or uses an action to drop it. Dropped deposits may be picked up at the cost of a single action.
- Models carrying erudite may not make more than one move action during their activation.
- Once models are carrying erudite, they may leave the battlefield from any table edge that does not touch their deployment zone.

# REVETTING

*An ancient tower stands amidst the desolate wasteland. Its brickwork may be crumbling and its pointed roof askew, but its purpose is undeniable. Sensing a shift in the ebb and flow of magic through the area two Colleges seek to seize control of the old Wizard's tower and use its conductive properties to point them towards additional supplies.*



## SETUP

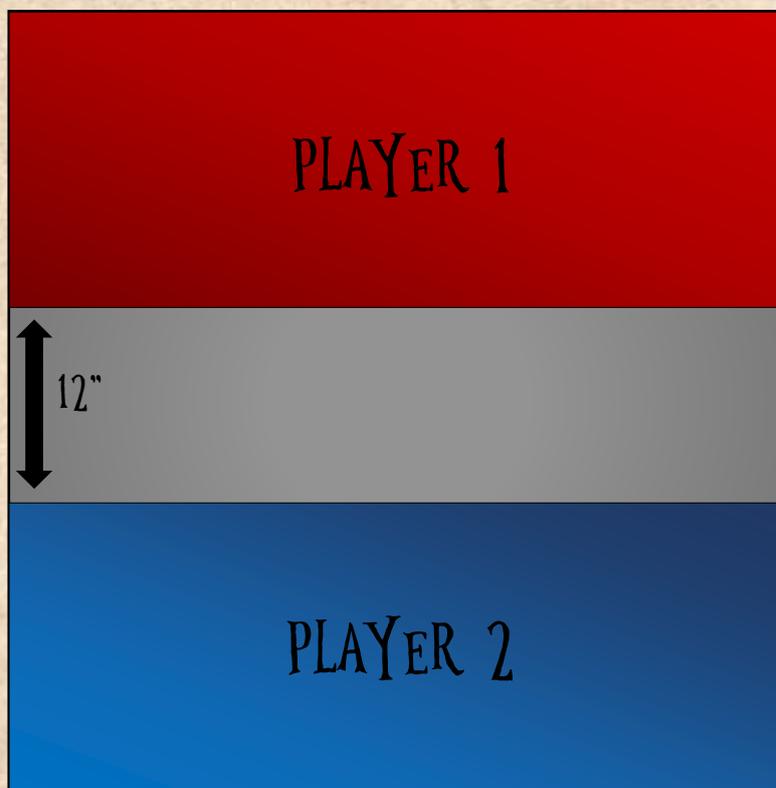
- Set up a board that's between 2ftx2ft and 4ftx4ft. An 18" strip should run from one side of the board to the other, stretching through the centre of the board. This area is no-man's-land.
- Place areas of troublesome, dangerous, and covering terrain along no man's land. In the centre of the board, place a tall building to represent the Wizard's tower.
- Place five erudite counters within no-man's land, one must be placed in the centre of the battlefield, touching the tower. Once initiative has been rolled players should alternate placing deposits, no closer than 6" to a deployment zone or another deposit.
- Starting with the player that won initiative, players take it in turns placing a single miniature in their deployment zone, Outside of no-man's-land.

## VICTORY

- Colleges score 1 victory point for each erudite deposit they control and score an additional point if that deposit is within 3" of the Wizard's tower at the end of round 5. The side with the most victory points is the winner.
- At the cost of a single action a model may excavate the deposit. Excavated deposits move with the model that excavated it until that model is removed or uses an action to drop it. Dropped deposits may be picked up at the cost of a single action.
- Models carrying erudite may not make more than one move action during their activation.

# HEDGEHOG

*During boarder disputes over mining plots, it's not uncommon for the odd combatant to break ranks shouting "I'm going to nick all your stuff" and pelting towards the enemy camp. This of course starts what is affectionately referred to as a 'pilfer-off' assuming someone doesn't get shot before reaching their target.*



## SETUP

- Set up a board that's between 2ftx2ft and 4ftx4ft. A 12" strip should run from one side of the board to the other, stretching through the centre of the board. This area is no-man's-land.
- Place areas of troublesome, dangerous, and covering terrain along no man's land. It is encouraged to try and arrange pieces of terrain to look like a campsite in each deployment zone.
- Starting with the player that won initiative, players take it in turns placing a single miniature in their deployment zone, outside of no-man's-land.

## VICTORY

- Whichever player has the most Shillings worth of models within their opponent's deployment zone is the winner.

## SPECIAL RULE

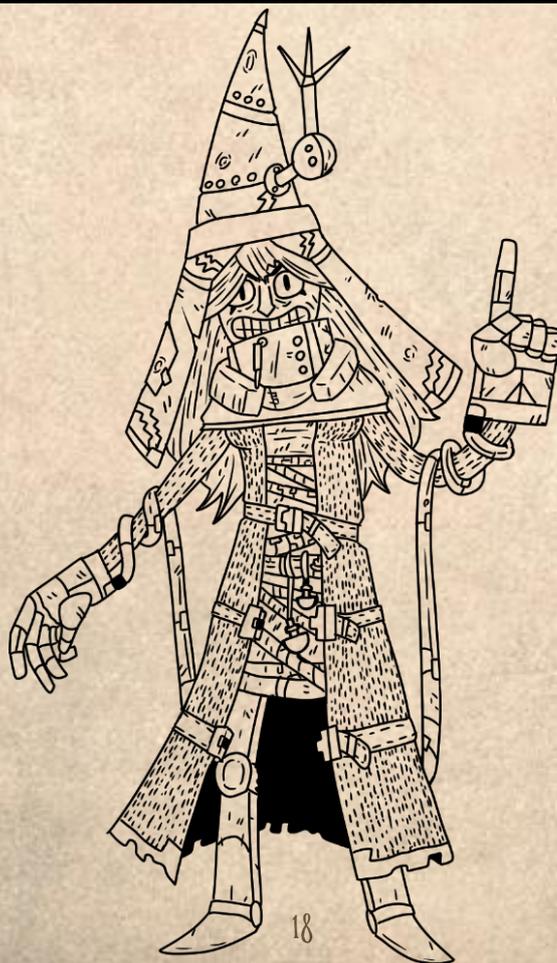
- At the start of any round in which a model is in the enemy deployment zone, they must roll a willpower check. If failed roll a D4 and consult the table below:
  1. Booby trap: The model reduces their willpower by
  2. Are they touching my stuff?: Model makes a move action towards their own deployment zone.
  3. They ARE touching my stuff!: Model makes two move actions towards their own deployment zone
  4. Treasure: Add an erudite charge to your College's pool

# COLLEGE

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# ROSTERS

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## WIZARD 5 SHILLINGS

[32-40mm base]

*The commander in any college warband is of course its Wizard. These illustrious figures present in a range of ways depending on their college but more often than not, Wizards are distinguished by a pointed hat, impressive facial hair, and a disturbing nonchalance towards most threats to their safety.*

Mv	Me	Ra	Wp	Df
6	D6	D6	D12	D6

*Passive Surge: Unbind*

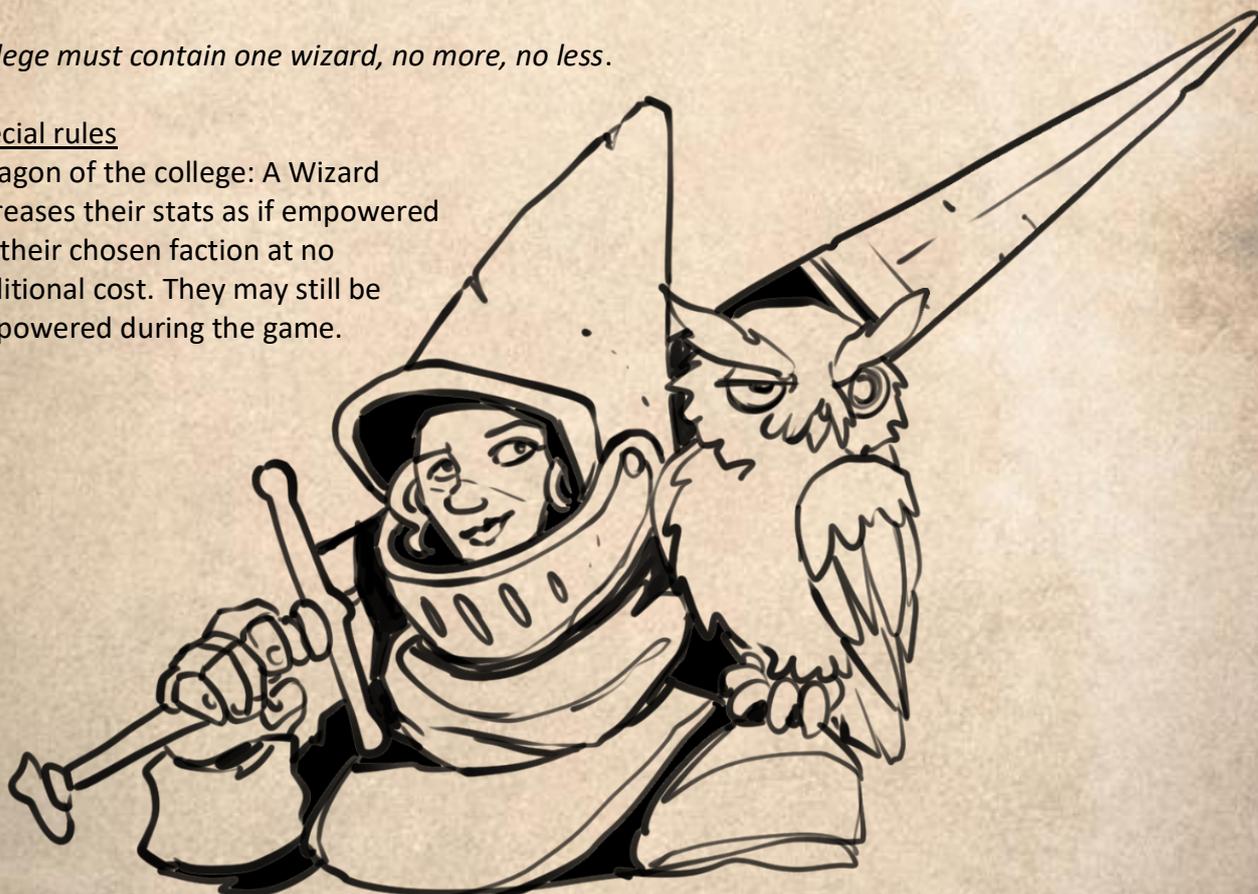
May be equipped with any of the following:

- Martial training: Increase Melee Skill by 1 [1 Shilling]
- Marksmanship: Increase Ranged Skill by 1 [1 Shilling]
- Hard as nails: Increase Defence Skill by 1 [1 Shilling]
- Familiar: Increase Willpower by 1 [1 Shilling]
- Service pistol: 1 attack with a 12" range [1 Shilling]
- Rifle: 1 attack with a 24" range [2 Shillings]
- Duelling sabre: 2 attacks in melee [1 Shilling]
- Claymore: 3 attacks in melee [2 Shillings]
- Mount: Increase movement by 4", base size is increased to 40-50mm [2 Shillings]

*College must contain one wizard, no more, no less.*

### Special rules

**Paragon of the college:** A Wizard increases their stats as if empowered for their chosen faction at no additional cost. They may still be empowered during the game.



## SLOGGER 7 SHILLINGS

[32-40mm base]

*The most common element in any college warband are sloggers. This is a catch-all term referring to those apprentices resigned to trudging from location to location, surveying, scavenging, and surviving if only in the hopes that one day their apprenticeship will end, and they will become a fully-fledged Wizard.*

Mv	Me	Ra	Wp	Df
6	D6	D8	D6	D8

*Passive Surge: Hunker down.*

A slogger is equipped with the following:

- Rifle: 1 attack with a 24" range

They may exchange their musket for the following:

- Carbine: 2 attacks with a 24" range [4 Shillings]
- Trench Sweeper: 4 attacks with a 12" range [4 Shillings]

May be equipped with any of the following:

- Bayonet: 2 attacks in melee [1 Shilling]
- Familiar: Increase Willpower by 1 [1 Shilling]
- Grenade: 4 attacks at 6" range [2 Shillings] (one use)



### Special rules

Take aim: When this unit does not move, it increases its ranged skill by 1.

## SCRAPPER 7 SHILLINGS

[32-40mm base]

*Scrapppers represent the devout followers of the old ways, sometimes they appear as paragons of honour and duty, meeting their foes in honourable combat. Sadly, it is far more common to observe a small rabble of screaming barbarians, eager to close fingers around throats and bring entrenching tools to bear.*

Mv	Me	Ra	Wp	Df
6	D8	D6	D8	D8

*Passive Surge: Fight*

A Scrapper is equipped with the following:

- Trench club: 3 attacks in melee

They may exchange their trench club for the following:

- Feudal blade: 4 attacks in melee [2 Shillings]

May be equipped with any of the following:

- Familiar: Increase willpower by 1 [1 Shilling]
- Grenade: 4 attacks at 6" range [1 Shilling] (one use)



## DRAGOON 15 SHILLINGS

[40-50mm base]

*Dragoons are wizard apprentices whose familiars have grown large enough to ride. The college's answer to cavalry, Dragoons represent a scouting force or a valued flanking unit capable of taking out key targets once in position, and the familiar fed. Many a Wizard has been stopped mid-spell by a Dragoon's well-placed shot.*

Mv	Me	Ra	Wp	Df
12	D8	D8	D8	D8

*Passive Surge: Move*

A Dragoon is equipped with the following:

- Mount's natural weapons: 2 attacks in melee
- Long Rifle: 1 attack at range 30"

May take any of the following:

- Piercing round: during a ranged weapon attack, decrease the targeted units Defence stat by 2 for a single shot [1 Shilling] (one use only)

### Special rules

**Volley:** If a Dragoon does not move, it may roll an additional attack dice during ranged checks.

## ARCANE ENGINE 26 SHILLINGS

[80-100mm base]

*A rumbling construct of metal and magical motion, arcane engines are esoteric devices that have lasted since the Wizarding War. The technology to construct new arcane engines has been lost to time, though those that remain are lovingly maintained by those wizards with a gift for Aethermatic artificery.*

Mv	Me	Ra	Wp	Df
8	D6	D10	D10	D12

*Passive Surge: Fire*

Must be equipped with one of the following:

- Wand battery: 3 attacks at 24" range

They may exchange their wand battery with one of the following:

- Imbued Stave: 2 attacks at 36" range [0 Shillings]
- Erudite Conductor: 3 attacks at 36" range [9 Shillings]

May take any of the following:

- Plough: 3 attacks in melee [2 Shillings]

### Special rules

**Hulking behemoth:** This model may never hunker down and may never claim the benefits of cover from terrain. It may still become hidden.



# FIELD GUN 11 SHILLINGS

[50-60mm base]

When magical armaments prove too large for a single apprentice to carry, they are quickly mounted on wheels so that their devastating power can be brought to bear. Regrettably without a draft beast these artillery emplacements are plopped into place and remain there while the apprentices charged with dragging the thing catch their breath.

Mv	Me	Ra	Wp	Df
0	0	D8	D8	D10

Passive Surge: Hunker down.

Must be equipped with one of the following:

- Clattergun: 3 attacks at 24" range

They may exchange their clattergun for the following:

- Caliburn 20lb gun: 3 attacks at 36" range [6 Shillings]

May be equipped with the following:

- Alchemical munitions barrage: 6 attacks at 48" range [10 Shillings] (one use)
- Draft beast: increase the movement of the field gun by 4" [2 Shillings]
- Veteran crew: Increase willpower by 1 [1 Shilling]

### Special rules

Emplacement: This unit may be deployed 6" outside of your deployment zone.

Artillery: When selecting a target for a ranged attack, this model may fire at models it can't draw line of sight to provided any model from their college can draw line of sight to them. Ranged checks using this ability suffer a -1 penalty to their ranged skill.

Dug in: This model counts as in cover until it uses an action to move. Once the model has moved, this rule does not take effect again for the duration of the game.



# CORE SPELLS

## CRACKLEBOLT      1 ERUDITE CHARGE

Willpower attack using 4 dice at range 12", target defends with willpower.

## ARCANE BARRIER      1 ERUDITE CHARGE

Target model within 6" is treated as in cover for the duration of the turn. This bonus stacks with the benefits of cover granted by terrain if appropriate.

## TELEKINETIC SHUNT      1 ERUDITE CHARGE

Target objective within 12" may be moved 4" in any direction.

## SHATTER PULSE      2 ERUDITE CHARGES

Target barricade within 12" is removed from the battlefield.

## METEOR SHOWER      2 ERUDITE CHARGES

Willpower attack using 4 dice at range 24", target defends with willpower.

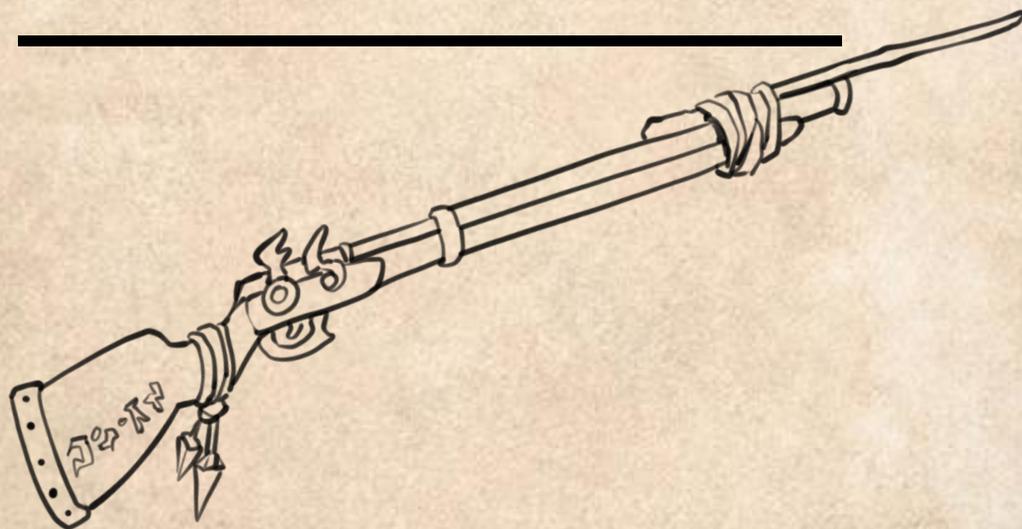
## SEISMIC CATALYST      3 ERUDITE CHARGES

Select a piece of terrain anywhere on the battlefield, for the duration of the turn, it is considered to be troublesome terrain.



# FACTIONS

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# ABJURERS

Heraldic animal: Tortoise

Empowered units increase their melee and willpower skills by 1.

*The college of abjuration is dedicated to defensive magics, using arcane wards to block attacks and create barriers in order to preserve their warriors. In theory these defensive characteristics imply that abjurers would be disinclined to kill and rather preserve life. Times have however changed and shields are exceptionally good at breaking bones if applied to the right spot.*

## BULWARK 10 SHILLINGS

[32-40mm base]

*Clad in heavy plate with an enormous shield, Bulwarks are line breakers used by the Abjurers to brutal effect. Most Abjurer colleges enter the fray behind an unbroken line of tower shields, held aloft by Bulwarks, shielding their fellows, and offering friendly discouragement to those wizards who stray too close.*

Mv	Me	Ra	Wp	Df
6	D10	D6	D10	D10

Passive Surge: Hunker Down

A Bulwark is equipped with the following:

- Cudgel: 2 attacks in melee

May exchange their Cudgels for the following:

- Hammer: 3 attacks in melee [3 Shillings]

May be equipped with any of the following:

- Grenade: 4 attacks at 6" range [1 Shilling] (one use)

### Special rules

Moving wall: models are considered to be in cover behind a barricade if a Bulwark is blocking their line of sight.

## UNIQUE SPELL

### REPULSION 1 ERUDITE CHARGE

Select a model (friendly or enemy) within 12" and move them 8" directly away from the casting Wizard. If the targeted model is an enemy, they can attempt to resist the power using a willpower skill check. If the spell moves a model into the board edge, they must make a treacherous terrain test.

# DIVINERS

Heraldic animal: Butterfly

Empowered units increase their ranged and willpower skills by 1.

*It's widely considered as truth, that the diviners foresaw the fall of wizarding culture before any other, and that they were preparing for the Wizarding War long before their rivals. This rumour has been given a great deal of credence given the fact that the colleges of divination are often among the wealthiest and have large stores of erudite stashed away. Asking the diviners however will garner little more than a knowing wink and a dry chuckle.*

## SEER                      15 SHILLINGS

[32-40mm base]

*Seers are some of the more potent diviners, capable of using their powers of prescience to position their aim where it needs to be, before their foes even think to move there. What they lack in physical prowess they more than make up for with their deadly aim and staunch devotion to reading the currents of time.*

Mv	Me	Ra	Wp	Df
4	D6	D10	D10	D6

*Passive Surge: Hunker down.*

A Seer is equipped with the following:

- Long Rifle: 1 attack at range 30"

May exchange their jezail with the following:

- • Arquebus: 2 attacks at range 30" [7 Shillings]

May be equipped with any of the following:

- Grenade: 4 attacks at 6" range [3 Shillings] (one use).
- Piercing round: during a ranged weapon attack, decrease the targeted units Defence stat by 2 for a single shot [1 Shilling] (one use only).
- Dazzle jar: 4 attacks at range 6", for each hit reduce the melee skill of the targeted unit by 1 for the rest of the round. [3 Shillings] (one use).

### Special rules

Prescience: Any surge made by a Seer is resolved before the attacking model rolls their attack dice.

## UNIQUE SPELL

### PORTENT                      1 ERUDITE CHARGE

Select an enemy model within 12" range, decrease their defence skill by 2 for the duration of the turn. The targeted model can attempt to resist the power using a willpower skill check.

# DRUIDS

Heraldic animal: Owl

Empowered units increase their movement by 2" and melee skill by 1.

*The druids were always a strange bunch, but in the wake of the war, have now become a strange collection of outcasts, hedge wizards and a hodge podge of the broken and lost. Rumours are abound that the druids use what erudite they recovery to focus on restoring life to the shattered lands, growing plants and breeding strange strains of mushroom to bolster their magics.*

## FERAL FAMILIAR 13 SHILLINGS

[40-50mm base]

*Sometimes, when a familiar loses its master, the shock disrupts the construction of its magically imbued form, shifting it into something far more ferocious. Feral familiars are regularly abandoned due to their unpredictable nature and unmatched fury in the face of everything that isn't the master they've lost. Through careful training, care and nurturing, Druid wizards have managed to train those they find and allow them to enact vengeance upon those that have wronged them. The Druids assert this is therapy. Others are unsure.*

Mv	Me	Ra	Wp	Df
10	D10	0	D10	D10

Passive Surge: Fight

A feral familiar is equipped with the following:

- Natural weapons: 3 attacks in melee

May be equipped with any of the following:

- Alpha beast: Increase Willpower by 1 [1 Shilling]

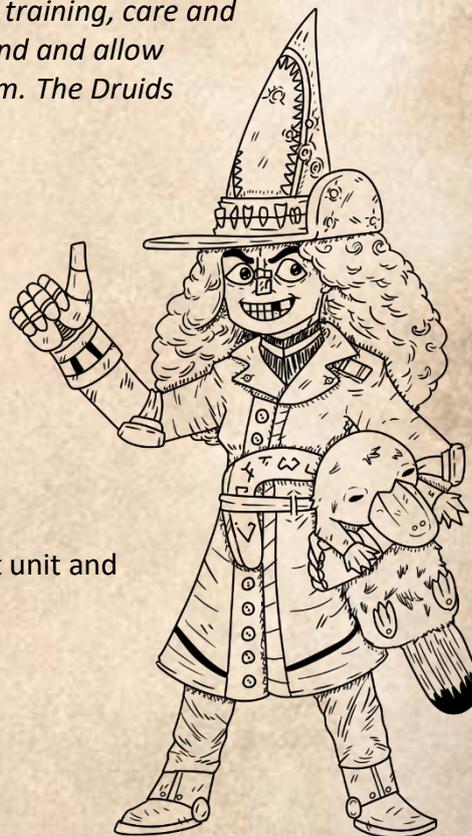
### Special rules

Uncaged fury: A feral familiar must always charge the closest unit and may not select an alternative target.

## UNIQUE SPELL

### REGENERATE 2 ERUDITE CHARGES

Select a friendly unit within 12" range, permanently increase their willpower skill by 1, this may not take the unit above its starting willpower.



# EVOKERS

Heraldic animal: Rabbit

Empowered units increase their ranged and melee skills by 1.

*Evokers are some of the most common wizards, as their school of magic invites all those who crave power and the ability to transfer magical energy into militant might. Fireballs are after all a spectacle to behold and very difficult to argue with. With so many in their ranks however the Evokers have the greatest need for a steady erudite supply.*

## FIREBRAND 20 SHILLINGS

[32-40mm base]

*Skilled in all forms of combat, Evoker Firebrands carry with them a collection of baroque firearms and brutal close combat armaments. It's unclear if even they know what their tools are truly capable of, and they are eager to find out.*

Mv	Me	Ra	Wp	Df
6	D8	D8	D10	D8

Passive Surge: Fire

A Firebrand is equipped with the following:

- Brace of pistols: 3 attacks at range 12"
- Brazier hammers: 2 attacks in melee

"If you shout 'Fireball' at me one more time, I'll thump you, Simmons. I mean it."

-AN OVERHEARD EXCHANGE BETWEEN TWO TRENCHES

### Special rules

**Barrage:** A firebrand may make two fire actions as a single order at the cost of decreasing their ranged skill by 1 for the duration of that order. This ability may not be used as part of a surge.

**Take aim:** When this unit does not move, it increases its ranged skill by 1.

## UNIQUE SPELL

### CINDERSHOT 1 ERUDITE CHARGE

Select a friendly unit within 12" range, that unit is considered to have a 12" range 3 attack ranged attack for the duration of the turn. Hits inflicted by this attack are defended against using willpower.

# GEOMANCERS

Heraldic animal: Snail

Empowered units increase their movement by 2" and defence skill by 1.

*Former terraformers, Geomancers travel the shattered earth in their moving settlements, chunks of earth waddling along on stumpy stone legs, carrying teetering towers on their backs. The Geomancers are few in number but make up for it by using their ability to animate stone, transporting their heavily defended fortresses to their enemy's doorstep.*

## BASTION 24 SHILLINGS

[80-100mm base]

*Bastions are fortresses, urged into motion by lesser geomancers. Each bastion brings to bear a ferocious arsenal capable of annihilating a college if appropriately used by its commander, though for all their strengths, bastions lack the sentience to make tactical decisions and without direction their self-preservation will take priority.*

Mv	Me	Ra	Wp	Df
4	D6	D10	D10	D12

*Passive Surge: Fire*

A Bastion is equipped with the following:

- Bombard: 3 attacks at 24" range

May be exchanged for:

- Obliteration engine: 6 attacks at 24" range [18 Shillings]

May take any of the following:

- Discouragement bomb: 8 attacks at 6" range [4 Shillings] (one use)

### Special rules

**Artillery:** When selecting a target for a ranged attack, this model may fire at models it can't draw line of sight to provided any model from their college can draw line of sight to them.

Ranged checks using this ability suffer a -1 penalty to their ranged skill.

**Dug in:** This model counts as in cover until it uses an action to move. Once the model has moved, this rule does not take effect again for the duration of the game.

**Hulking behemoth:** This model may never hunker down and may never claim the benefits of cover from terrain. It may still become hidden.

**Cargo hold:** This model may carry any number of objectives.

## UNIQUE SPELL

### PETRIFY 1 ERUDITE CHARGE

Select an enemy unit within 12" and decrease their movement by 4". The targeted model can attempt to resist the power using a willpower skill check.

# GOLEM CORPS

Heraldic animal: Crab

Empowered units increase their movement by 2" and willpower skill by 1.

*Before the fall, the Golem Corps were already recognised as the seat of military power, their skill at animating inert matter and transforming it into steadfast and near fearless soldiers making them a force to be feared. After the war of course Golems were in high demand and short supply, though the corps will still deploy them in order to bludgeon and batter opposing colleges in order to secure resources.*

## GOLEM 12 SHILLINGS

[40-50mm base]

*Golems take many forms, and can be made from just about anything, depending on what a wizard has available to them. Though there are of course the conventional, stone, wood and iron variants, less savoury members of the corps have however, been known to use flesh, bone, and worse.*

Mv	Me	Ra	Wp	Df
4	D10	D6	D10	D10

Passive Surge: Fight

A Golem is equipped with the following:

- Brutal fists: 3 attacks in melee
- Landmine cluster: 10 attacks at range 6" (one use)

## UNIQUE SPELL

### CONSTRUCT GOLEM 6 ERUDITE CHARGES

Summon a Golem within 3" of your wizard, they may act this turn.



"It is best practice while on patrol to attach your wand to the barrel of your rifle or musket. The benefits of this are twofold: what spells you are able to cast will be more accurate should you implement the weapon's stock, and wands are very pointy and can be used as a bayonet should the situation call for it. Beware using your wand as a bayonet too much, as they are fragile and have a tendency to explode when snapped."

-BARON RENHAUSER

# MECHANISTS

Heraldic animal: Toad

Empowered units increase their ranged and defence skills by 1.

*The youngest of the old colleges, dedicated to innovation and the transference of magical energy into mechanical might. Unlike golems these automatons possess a baseline intelligence, also unlike golems these automatons are expensive to maintain. The Mechanists do however strive to further improve their designs and machinations, much to the derision and disgust of the older colleges who perceive their work as the perversion of good old-fashioned magic.*

## STEAM TITAN 21 SHILLINGS

[60-80mm base]

*Hissing and clanking its way into battle Steam titans represent the most significant change in wizarding warfare since the inception of the arcane engine. Armed with lethal ranged and melee weapons, steam titans plod towards their enemies unleashing torrents of fire and cackling away to themselves.*

Mv	Me	Ra	Wp	Df
6	D8	D8	D10	D10

Passive Surge: Fire

A Steam titan is equipped with the following:

- Clattergun: 3 attacks at 12" range
- Mechanical fists: 2 attacks in melee

A Steam titan may exchange its Mechanical fists with the following:

- Titan blade: 3 melee attacks [2 Shillings]
- Excavation drill: 4 melee attacks [4 Shillings]

A Steam titan may exchange its clattergun with the following:

- Bombard: 3 attacks at 24" range [6 Shillings]



### Special rules

**Hulking behemoth:** This model may never hunker down and may never claim the benefits of cover from terrain. It may still become hidden.

**Boiler explosion:** When this model is removed from the battlefield, make a ranged weapon attack using a single die against all models within 6", friend or foe.

## UNIQUE SPELL

### ENHANCE 1 ERUDITE CHARGE

Target friendly unit within 12" may increase either its ranged or melee skill by 2.

# NECROMANCERS

Heraldic animal: Spider

Empowered units increase their melee and defence skills by 1.

*Initially frowned upon during the times before the war, Necromancers are now outright despised, feared and actively avoided. Mastery over the dead is a powerful asset and one that necromancers regularly use to keep their fragments of wizarding society functioning, a workforce that never tires and will do as commanded until complete destruction is a potent mix, especially when their shambling servants are pressing forwards in a great tide.*

## ZOMBIE 4 SHILLINGS

[32-40mm base]

*Reanimated corpses of every shape and size, pressed into service. Zombies lack fear and in large numbers represent a significant threat to even a seasoned warrior. Sometimes, these horrifying creatures are even dressed in uniform and assigned names and ranks, the insane ramblings of wizards tenuously clinging to their last threads of sanity.*

Mv	Me	Ra	Wp	Df
4	D8	0	D6	D6

Passive Surge: Move

Zombies are equipped with the following:

- Gnashing teeth: 3 attacks in melee

### Special rules

Mindless hoard: This model may never hunker down and may never claim the benefits of cover. It may still become hidden.

## UNIQUE SPELL

### RAISE UNDEAD 2 ERUDITE CHARGES

Summon a Zombie within 3" of your wizard, they may act this turn.

"Necromancer is such an unpleasant term, I much prefer 'animator', or 'rebirther'; they sound far more socially acceptable."

-ULF BONECHEWER'S FINAL WORDS

# PALADINS

Heraldic animal: Frog

Empowered units increase their defence and willpower skills by 1.

*Paladins have long policed the use of magic within wizarding society, and despite all that has transpired have continued to do so. Characterised by their love for bright colours and heavy armour, Paladins stride into battle unburdened by fear and guilt. If the colleges insist upon forgetting decorum, then they should expect to be soundly trounced.*

## CLEAVER 15 SHILLINGS

[32-40mm base]

*Cleavers are resolute, grim, and vicious, often tasked with hacking through their enemies in order to carve the beating heart out of a college's warband. In non-Paladin terms, Cleavers are executioners primarily concerned with chopping up wizards.*

Mv	Me	Ra	Wp	Df
6	D12	D0	D8	D8

Passive Surge: Charge

Cleavers are equipped with the following:

- Great weapon: 3 attacks in melee

### Special rules

Have at thee!: When in melee, change the Cleaver's passive surge to 'Fight'.



## UNIQUE SPELL

### SMITE 1 ERUDITE CHARGE

Select a friendly model within 12", for the rest of the turn attacks made by that unit reduce the defence of enemy models they fight in melee by 1 for each successful hit. This debuff lasts until the end of the turn.

"When the Erudite reserves began to deplete, we didn't turn to violence immediately. It was slow. When the Diviners could no longer predict where the next veins would turn up, the drills of the Geomancers stopped turning and the Evokers refused to ration what was left, then, we turned to violence. It started with hot-tempered beard-pulling, within a week, there were guns in hands and riots in the streets of Avantir."

-THE WIZARD WAR: A DEPRESSINGLY EXTENSIVE HISTORY BY JORVALD EDMUNDS

# STORMCALLERS

Heraldic animal: Raven

Empowered units increase their movement by 2" and their ranged skill by 1.

*Enthusiastic and energetic weather manipulators, said to be able to ride bolts of lightning. If that is the case, nobody has seen them do it in over a century, but that's not stopped most of them from giving it a go. In a turn that most would find unsettling, the Stormcallers appear to be almost enjoying themselves since the fall of civilisation. This is possibly because they were never truly civilised to begin with.*

## DYNAMO 15 SHILLINGS

[32-40mm base]

*Dynamos convert momentum into electrical energy, conjuring arcing bolts of lightning that amplify the effects of their archaic weaponry. Once in motion it can be rather difficult to stop an advancing force of Dynamos, but when stationary they are extremely vulnerable.*

Mv	Me	Ra	Wp	Df
4	D8	D8	D8	D8

Passive Surge: Move

Dynamos are equipped with the following:

- Thunder gun: 2 attacks at 24" range
- Lightning runes: 2 attacks in melee

Dynamos may exchange their lightning runes for:

- Conduction pylons: 3 attacks in melee [2 Shillings]
- Storm hammers: 4 attacks in melee [4 Shillings]



### Special rules

Kinetic transference: If this model uses an action to move, then its defence and ranged stats increase by 1. This effect does not stack.

## UNIQUE SPELL

### CONJURE STORM 3 ERUDITE CHARGES

Make a willpower attack with 3 dice at range 36" these attacks can be spread amongst any enemy models within range and are defended against using a willpower check

# APPENDIX

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A Wizard's spellbook is like their arm; without one, it is still possible to traverse life albeit with hinderance, but should their spare also be lost, their struggles will be amplified significantly.

-EXCERPT FROM 'A GUIDE TO SURVIVAL IN THE FLATS' BY ARCHIBALD KRITCH



# WIZARDS



Sculpted by Knucklebones Miniatures (painted by Jack Edwards)



Bestarium miniatures with Apocrypha now cube head (painted by Jack Edwards)



Knucklebones Miniatures with Saint Decent head (painted by Jack Edwards)

# SLOGGERS



Sculpts by Saint Decent (painted by Jack Edwards)



SCRAPPERS

[Left to right] Wargames Atlantic British with sculpted components (painted by Jack Edwards), Bestiarum miniatures with Apocrypha\_now cube head (painted by Jack Edwards), PrintYourMonsters (painted by Heather Wheeler)



ARCANE ENGINE

Sculpted by Apocrypha\_now (painted by Jack Edwards)

"Fixing bayonets? Bah! An idiot's game, just give me and the boys a bell and we'll remove your problem at range, like civilized folk."

-GUNNERY MAGICIAN KRIBS

# GOLEM



Model by Printed Obsession (painted by Jack Edwards)



# ARCANE ENGINES



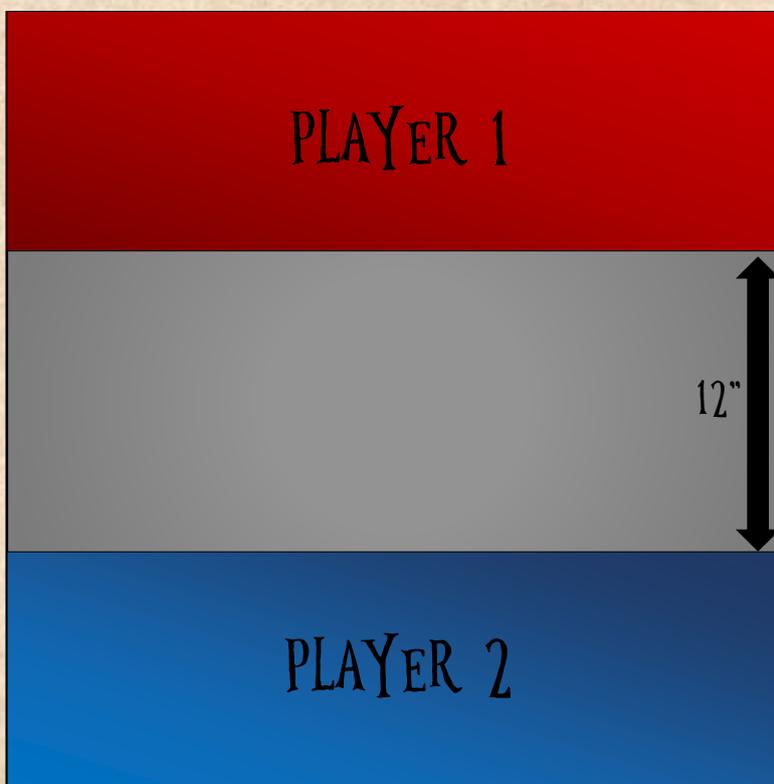
PrintYourMonsters with Apocrypha\_now tank turret (painted by Heather Wheeler)



Scratch built from foam (painted by Jack Edwards)

# FIRST CONTACT

*In the flats, it's possible to go for days or even months without encountering another College. For those who are unlucky enough to encounter enemy combatants when below full strength... things can escalate quickly.*



## SETUP

- Set up a 2ftx2ft board. A 12" strip should run from one side of the board to the other, stretching through the centre of the board. This area is no-man's-land.
- Place areas of troublesome, dangerous, and covering terrain along no man's land.
- Starting with the player that won initiative, players take it in turns placing a single miniature in their deployment zone, outside of no-man's-land.
- Starting with the player who has initiative, each player may place a single erudite deposit into no-man's land and a final one in the centre.

## VICTORY

- The side that controls the most erudite at the end of the game is the winner.

### Designer's note

This mission is designed as an intro game, allowing you to get to grips with the rules.

Opposite is a pre-set roster sheet for both sides to use, designed to be used as any of the factions. If you're wanting simplified rules, perhaps ignore the surge mechanic for the first game.

## WIZARD 9 SHILLINGS

[32-40mm base]

Mv	Me	Ra	Wp	Df
6	D6	D6	D12+1	D8

*Passive Surge: Unbind*

The Wizard is be equipped with the following:

- Hard as nails: Increase Defence Skill by 1
- Familiar: Increase Willpower by 1
- Service pistol: 1 attack with a 12" range
- Duelling sabre: 2 attacks in melee

### Special rules

Paragon of the college: A Wizard increases their stats as if empowered for their chosen faction at no additional cost. They may still be empowered during the game.



## SLOGGER 8 SHILLINGS

[32-40mm base]

Mv	Me	Ra	Wp	Df
6	D6	D8	D8	D8

*Passive Surge: Hunker down.*

A slogger is equipped with the following:

- Rifle: 1 attack with a 24" range
- Familiar: Increase Willpower by 1

### Special rules

Take aim: When this unit does not move, it increases its Ranged skill by 1.

## SLOGGER 8 SHILLINGS

[32-40mm base]

Mv	Me	Ra	Wp	Df
6	D6	D8	D8	D8

*Passive Surge: Hunker down.*

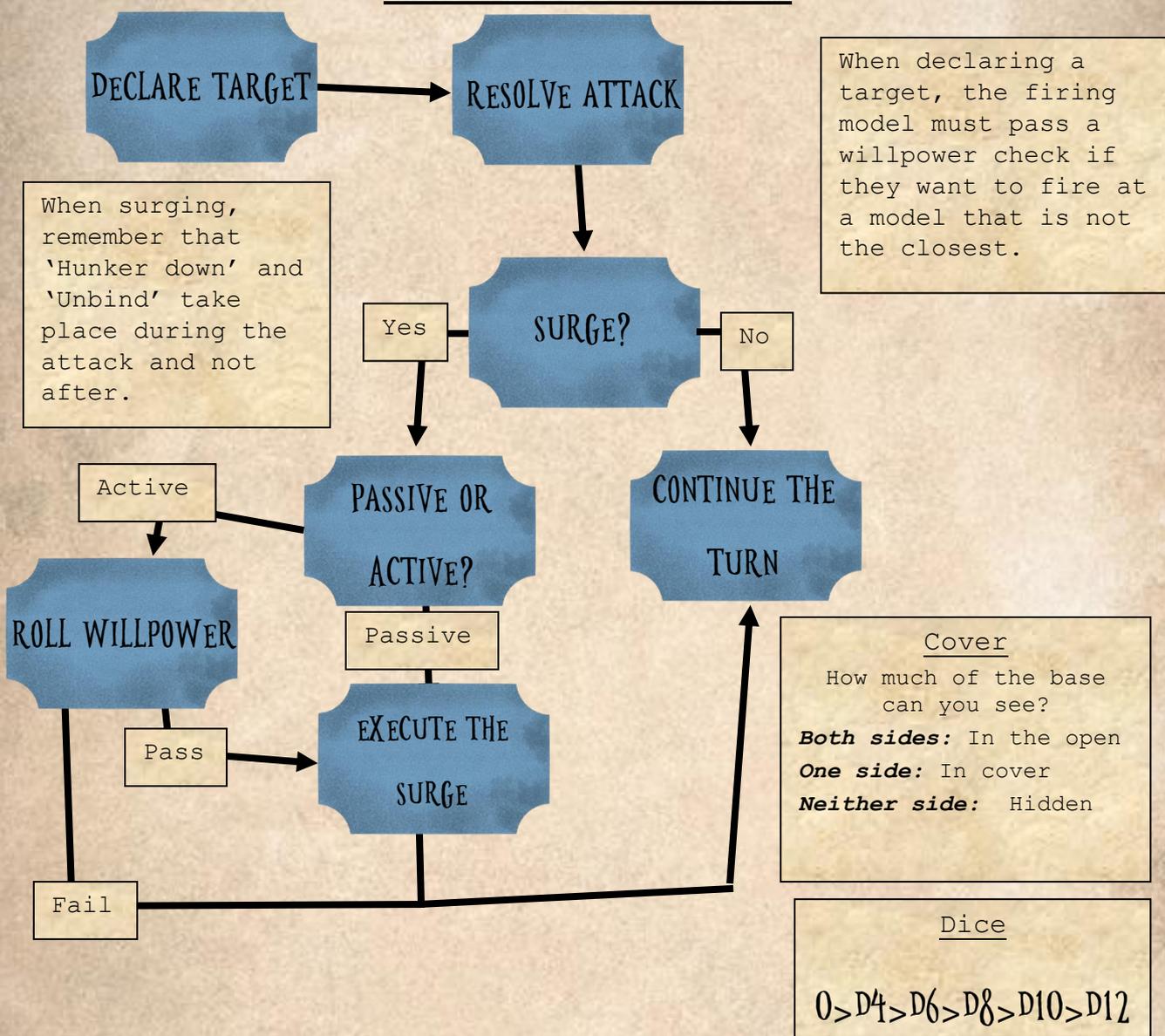
A slogger is equipped with the following:

- Rifle: 1 attack with a 24" range
- Familiar: Increase Willpower by 1

### Special rules

Take aim: When this unit does not move, it increases its Ranged skill by 1.

# QUICK REFERENCE



- ### Orders
- **Move:** Model moves a number of inches equal to its movement stat. This move may not take them within 1" of an enemy model.
  - **Charge:** Model moves a number of inches equal to its movement stat towards the nearest enemy model, must end within 1" of them.
  - **Fire:** Model may make a ranged weapon attack with a weapon it is equipped with.
  - **Fight:** Model makes melee attacks against a model within 1" of them.
  - **Cast (wizards only):** The wizard may expend erudite charges to cast a spell from either the general spell list or their college's unique spell.
  - **Unbind (wizards only):** End an ongoing spell or empowerment.
  - **Hunker down:** Model makes itself harder to hit, by hitting the deck.

# ROSTER SHEET

College Name: \_\_\_\_\_

College Faction: \_\_\_\_\_

**WIZARD**  Shillings

Mv	Me	Ra	Wp	Df

*Passive Surge: Unbind*

Equipped with:

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**UNIT:**  Shillings

Mv	Me	Ra	Wp	Df

*Passive Surge:*

Equipped with:

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**UNIT:**  Shillings

Mv	Me	Ra	Wp	Df

*Passive Surge:*

Equipped with:

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**UNIT:**  Shillings

Mv	Me	Ra	Wp	Df

*Passive Surge:*

Equipped with:

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

