

Skirmish

WALLET FRIENDLY WARGAMING



BISCUIT FUND GAMES

SKIRMISH

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By Biscuit Fund Games

BISCUIT FUND GAMES ARE

Chloe Montgomery - Writer

Alyssa Ridley - Editor

ALSO FEATURING THE WORK OF

Alyssa Krasnansky - Cover and Splash Art

Alexander Macquisten - Playtesting

GUEST ARMY DESIGN BY

Legendary Vermin

Rem Diaz

Isiah Brighton

Levi Phipps

Joe Young



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WHAT IS SKIRMISH?

Skirmish is a tactical wargame depicting combat encounters between two small armies, battling either for objectives or for annihilation. Unlike similar wargames, however, Skirmish does not use miniatures or measurements, and is played entirely with dice and an eight-by-eight square grid. The aim is a wargame with a low barrier to entry that's accessible on a tight budget, with simple base rules but plenty of space to build on.

The **Skirmish** core rulebook includes a sample Chronicle in the *Tamerlane Wars*. This sample battlefield takes place on war-torn Tourlian, where the industrialised war machine of the *Mordaunt Empire* clashes endlessly with the loosely aligned states of the *Ventrasse Alliance*. Though the endless Tamerlane Wars have now become the norm for the people of Tourlian, very few know that the war itself is the result of an coup d'état by the Mordaunt prince-regent Beauregard - a means to both consolidate his power and stamp out the sorcerous traditions of Witch-Queen Ventrasse.

But this is but one of the worlds and wars **Skirmish** can be used to portray. Making your own units for your own setting is as simple as filling out a table, and the base system is kept intentionally flexible so the same rules can work to represent everything from hunting packs of velociraptors to fleets of battleships. Will you fight in Beauregard's battles for succession or bring us to entirely new planes of existence? The choice is yours, and so are the tools to make them.

PLAYING THE GAME - SETUP

Skirmish is played by two players, named Commanders, on an eight-by-eight square grid, with squares large enough to fit one standard die on them. A chessboard is ideal, but even a rough grid drawn on scrap paper should work.

Before playing, each Commander agrees on the starting Budget and method of army selection - **Quick** or **Draft** - then rolls a d10, re-rolling ties. The highest roll chooses to play first or second.

Quick

Each Commander secretly selects an army, reveals the army they intend to play simultaneously, and builds their retinue from among that army's units. This is the quickest way to play Skirmish.

Draft

Each Commander secretly selects three armies from the same Faction, then reveals them simultaneously. The starting Commander chooses one of their opponent's armies to ban, then their opponent bans one of theirs. Repeat this until each Commander has one unbanned army left to build from. This takes a little more time, but will usually lead to a fairer, more strategic game.

We recommend a starting Budget of 100 for basic games, but feel free to modify this as you see fit. Each Commander may purchase up to 50 Budget of Cover before the game. For more information on how Cover works, check out the Cover section on page 11.

Each Commander takes it in turns to set up their units. The Commander going first deploys one unit in the two rows closest to their side of the board, then their opponent deploys one, taking turns until all units are deployed. Repeat this for any purchased Cover. Make sure any scenario rules are understood ahead of time, and that each unit can be easily identified before proceeding.

PLAYING THE GAME - TURNS

Turns are divided into two phases - Move and Action.

Move

For each unit they have, the active Commander may move that unit a number of spaces up to their maximum Move stat. Units can only move in the four cardinal directions - if a unit wishes to move to the space to its northeast, it must move two spaces, north then east. Once the active Commander is done moving, the game progresses to the Action phase.

Action

For each unit they have, the active Commander may choose to use one of that unit's Actions if possible. Actions often have Ranges, which are based off of the cardinal directions as well - a unit with a Range 1 Action cannot use it on a unit to its northeast, but could use a Range 2 action on that unit instead. A unit can only use one Action a turn, no matter when that action was taken.

Once the active Commander has no more actions to take, their turn ends, and the next Commander's turn begins with their Move phase. Some Actions and effects will activate on the beginning or ending of a turn - if multiple effects happen simultaneously, the active Commander's effects resolve first in the order of their choice, followed by the next Commander in a clockwise direction.

Gameplay continues this way until the game's objectives have been completed, or one Commander's units are wiped out.

Rule of Unit Precedence

Some or all of the above may be broken by the rules of a unit or Army - a unit may have an Action that Moves them, or an Action that can be used outside of the Action phase. In all cases, *the unit's rules take precedence over the base rules.*

PLAYING THE GAME - UNITS

Each Army consists of several Units, which are usually a single model represented by a die ranging in size from a four-sided die (a d4) to a twenty-sided die (a d20). A Unit's entry in its army looks like this:

	Size	Action List	
	d4 Temperance	Actions	
Move	Move 2 Cost 10	Shine	Give a friendly unit within 3 range Resist 1 until the start of your next turn.
		Crackleface	Deal 2 damage, 1 range.
	Cost	Action Name	Effects

Size - Represents both the unit's die size and its maximum Health. When the unit is set up, turn it to the highest numbered face.

Move - How many spaces the unit can move each Move phase. Units don't need to move their full move distance, or at all.

Cost - The amount of Budget it costs to field this unit in the sortie.

Action List - The list of all actions the unit can take in the Action phase, divided into their **Name** and **Effects**. When you declare an Action, its effects happen instantly in the order they're written. A **Constant** effect is always active and cannot be declared.

When a Unit takes damage, turn the die that represents the unit to what the unit's new Health is. If a Unit's Health reaches 0, it is Defeated, and usually removed from the board.

Unless the scenario specifies otherwise, a Commander with no Units left to command is **Tabled**, and immediately loses the game.

PLAYING THE GAME - OBJECTIVES

Objective Play adds another layer of complexity to Skirmish, where total elimination of your opponent's army isn't the only way to win; sometimes, focusing on destroying your enemies can actually make you lose. Objectives are entirely open-ended in design, and can include anything from securing points on a battlefield, escorting key units to the certain locations, obtaining and securing items to planting bombs in the heart of the enemy's territory.

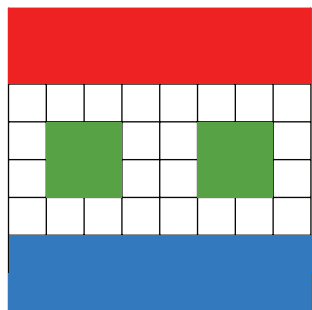
Most Objectives will measure score by Victory Points (VPs), which are earned by completing mission objectives. At the end of a preset number of rounds, whichever Commander has the most VPs claims victory. However, unless the scenario specifies otherwise, a Commander who is *Tabled* automatically loses the game as normal. Focus too much on the mission and ignore your opponent at your peril!

Over the next two pages, we've suggested a couple of starting Objectives you can try playing **Skirmish** with. These are excellent jumping-off points for designing your own Objectives as well. Discuss with your playgroup what kind of missions you'd like to bring to the table if you want something more than a simple slugfest.

PLAYING THE GAME - OBJECTIVES

CONTROL ZONES

Setup: Establish two *Zones* on the battlefield (the green squares on the below diagram.) No Cover can be placed on these spaces. Deployment zones are denoted in red and blue.



Scoring: At the end of each Commander's turn, they gain 1 VP for each Zone that contains a friendly unit and no enemy units.

Victory: At the end of the seventh round (after all Commanders have taken seven turns) the Commander with the most VP's wins. If it's a tie, the army with the most units left alive in terms of Budget wins. If this is a tie, the game ends in a draw.

CAPTURE THE FLAG

Setup: During Deployment, each Commander also deploys a Flag Token in their deployment zone. This Flag Token is represented by a counter or coin that can be placed below a unit to indicate it being carried. Each Commander must have a distinct Flag Token.

Scoring: Each unit gains the *Take the Flag* and *Drop the Flag* actions:

Take the Flag	Claim an adjacent enemy Flag Token. (Place that Token under this unit. If this unit is destroyed, place the Flag Token in a space this unit was occupying.)	Drop the Flag	If this unit has a Claimed Flag Token, deploy it in an adjacent unoccupied space. If there's no space to deploy it, you can't use this action.
---------------	---	---------------	--

If a unit that is *Claiming* a Flag Token moves over a friendly Flag Token, destroy the *Claimed* enemy Flag Token. That unit's Commander scores 1 VP. The destroyed Flag Token's Commander then deploys a Flag Token in their deployment zone.

Victory: The first Commander to 3 VP's wins the game.

FLAG DELIVERY

Setup: During Deployment, each Commander also selects a space in their deployment zone as a Goal Space. These Goal Spaces do not move during the game and must be clearly marked.

Set up a Flag Token in one of the the two rows in centre of the board. Flip a coin to select one of them, then roll a d8 to determine the column it's placed in. No Cover can be put in these two rows.

Scoring: Each unit gains the *Take the Flag* and *Drop the Flag* actions. If a unit that is *Claiming* the Flag Token moves over the enemy Commander's Goal Space, destroy the *Claimed* enemy Flag Token. That unit's Commander scores 1 VP, and the scoring unit may Move that unit up to 2.

When the Flag Token is destroyed, redeploy it using the same method as during *Setup*. If it would be placed on the same space as a unit, reroll the result. If there is no valid space for it in those two rows, use the next row of the battlefield closest to the designated row and randomly select a column as normal.

Victory: The first Commander to 3 VP's wins the game.

PLAYING THE GAME - COVER

In addition to spending Budget on Units, a Commander can also purchase Cover to fortify their position. Each piece of Cover occupies one space, and can be one of the following:

Full Cover - Cost 10

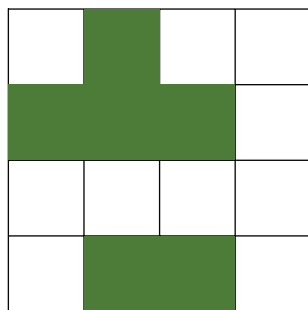
Full Cover can't be moved through and interrupts line of sight, so normally it can't be attacked over.

Half Cover - Cost 5

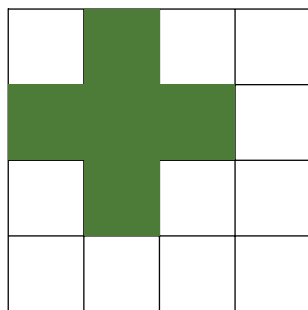
Half Cover can't be moved through, but does not interrupt line of sight and so can be attacked over. A unit adjacent to a piece of Half Cover can perform the following Action:

Go to Ground	This unit treats all Half Cover adjacent to it as Full Cover until it moves or takes another Action.
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You may spend no more than 50 Budget on cover in a single army. Purchased Cover can be put in any space outside of an enemy deployment zone. *Unless the scenario specifies otherwise*, no more than four pieces of Cover can be put in a connected piece.



Valid cover distribution



Invalid cover distribution

Occupying Cover

Some units have abilities that let them occupy Cover. In addition, some units can ignore Cover when moving, and if they finish a move on the same space as a vacant piece of Cover immediately occupy it.

Occupying Cover makes a unit Visible, so line of sight can be drawn to and from them, but they receive the following abilities:

Full Cover

A unit on top of Full Cover can't be the target of any other unit's action with range 2 or less.

Half Cover

A unit on top of Half Cover can't be the target of any other unit's action with range 1 or less.

A unit can only occupy or leave Cover if a their Actions or Constants permit them to. If the Cover a unit's on top of is destroyed, place it on the space the cover once occupied.

Destroying Cover

Cover can be targeted by any Unit's Actions that deal direct damage. If a piece of Cover of any type is hit by three damaging Actions, it is destroyed and removed from the game.

A piece of Cover cannot be forced to move, ignores all non-damaging effects of an Action, and takes three hits to destroy no matter the Damage of each Action used to destroy it.

GLOSSARY

UNIT CHARACTERISTICS

Health: A unit's initial Health is the highest face on the die representing it. As units take and heal damage, turn them over to the corresponding face that represents their new Health total. In most circumstances, a unit with 0 Health is destroyed.

Move X: A Unit can move a number of spaces up to its Move number on its Commander's Move Phase. Some actions also Move units. The controller of the moving or acting unit decides how many spaces the unit moves, up to the Move value. It does not have to move the full Move value, or at all.

Friendly: A unit treats another unit as friendly if it's controlled by the same Commander.

Enemy: A unit treats another unit as an enemy if it's controlled by a different Commander.

Token: Some Actions create specific types of Tokens, such as a Ward Token. Use coins to represent these. Tokens are Units that can be moved over (unless another rule says they can't). They have their own effects dictated by the Action that created them.

ACTIONS

Constant: A Constant effect is always active. If a unit leaves the battlefield, its Constant immediately stops applying.

Damage X: If an Action deals damage to a unit, reduce the target unit's Health by the damage dealt. Negative damage counts as 0.

Force Move: A unit being Force Moved must move exactly that

number of spaces. Abilities that prevent movement do not stop Force Moves. If a unit cannot Force Move the required distance - for example, if it must Force Move 1 but there is a unit on each adjacent tile - the unit is crushed in the confusion and is destroyed.

Grow: Increase the size of the die a unit uses. This follows the standard scale of d4 - d6 - d8 - d10 - d12 - d20. A d20 unit cannot Grow. When it Grows, Heal the unit by the difference in its die size - for example, a d6 growing into a d8 would heal 2.

Heal X: If an Action heals a unit, increase the target's Health by the number of the Heal, up to their maximum Health.

Range X: An action with X Range targets a unit within that many spaces. Diagonals count as 2 spaces for the purpose of Range.

Resist X: Each point of Resist decreases any damage that unit takes by 1. Resist and Vulnerable cancel out - a unit with Resist 2 and Vulnerable 1 is treated as having Resist 1.

Shrink: Decrease the size of the die a unit uses. This follows the standard scale of d4 - d6 - d8 - d10 - d12 - d20. A d4 unit cannot Shrink. If a unit's current Health is higher than its new maximum, Damage it to its new maximum health.

Transform: Change the target unit into another unit defined by the action that causes the Transform effect. This transformation happens immediately: any Constants the unit used to have immediately stop applying.

Vulnerable X: Each point of Vulnerable increases any damage that unit takes by 1. Resist and Vulnerable cancel out - a unit with Resist 1 and Vulnerable 2 is treated as having Vulnerable 1.

CHRONICLE AND ARMY DESIGN

Here's a few pointers to get you on your way to designing your own Chronicles, based on the design process we used to make the Tamerlane Wars and that inspired guest armies.

DIFFERENT DESIGN STYLES

There's two main ways we designed the armies of the Tamerlane Wars, which were both inspired by collectible card games.

Some armies, like the Amber Adepts and the Machinist Core, were based on a mechanical concept first and foremost, what's termed "bottom up" design. The Amber Adepts were designed to be a way to field massive quantities of the most common die - the d6 - without making a player feel this was suboptimal. The Machinist Core was designed to push the boundaries of what could be represented by **Skirmish's** dice-based miniatures system by having multiple dice move as one "titanic" unit. The fiction then evolved around these armies as we developed them.

Other armies were designed from a flavour perspective first, in what's termed "top down". For the Cordelian Troupe, we wanted a group of swift assassins that could pull off dramatic leaps in order to diversify the Mordaunt's unit lineup. This meant we needed to design a mobility mechanic, leading to the *Climb* Constant and Actions based around moving into combat and then escaping.

A mix of both styles is usually pretty healthy when designing a Chronicle, as you'll tend to find that both lore and mechanics work in a cyclical fashion. Start with the most well-defined idea in your mind, develop your choice of lore or mechanics, and see where the process takes you. The Tamerlane Wars have gone through so many revisions the Chronicle barely resembles its first draft!

DESIGNING NEW WORLDS

When originally designing **Skirmish's** first Chronicle, we wanted to establish two opposed factions with different approaches to war, that would enable different top-down designs. At the same time, we wanted to leave some ambiguity about which of these factions were that opened the way for alternative play style - while the Mordaunt are clearly legible as imperialists, consuming cultures like the Shenta, Ventrasse's rebellion might end up spelling doom for Tourlian. We introduced references to the War of Roots, a cataclysmic druid war, to emphasise that the Mordaunt anti-magic stance is not simply born of petty superstition, as there is empirical evidence uncontrolled wizards could destroy the entire continent.

As with most wargames, it's usually best to leave some room for interpretation about a player's army's beliefs and characters. Wargaming is just as much about telling stories as it is about victory on the battlefield - remember to allow your players to own their armies, and evolve them dynamically.

Let's consider a space-themed Chronicle about zero-G dogfights in small spaceships, inspired by things like Star Fox and Star Wars. Both of these series have clear heroes (Star Fox and the Rebellion) and villains (Star Wolf and the Empire), but often the lines between the two blur under moments of duress. The primary difference between them in a game sense is the way they wage war. The Empire, for example, has vast resources that allow it to field advanced cruisers protected by disposable fighters, while a more scrappy team like Star Fox would play more as an elite faction of maverick, swift pilots who can't suffer too many losses. Let your gameplay inform your worldbuilding - the world of Tourlian shifted and changed numerous times as we developed its armies.

TOURLIAN IS AT BREAKING POINT.

Nobody living on the continent of Tourlian can remember a time of true peace. Tossed from the ancient War of Roots that created the inland Severine Ocean to the Mordaunt's expansionism, the Tourlian peasantry have been made a tough and bitter people. For those that dwell in the border towns, life is even bleaker, with some territories changing hands between local warlords on a weekly basis.

But even amongst all this local feuding, there once existed spaces of relative security. Within the high stone walls of the Mordaunt Empire, the largest power in Tourlian, lay safety, plenty, and the finest art in the known world. Their gates were always open for refugees and immigrants - provided, of course, they adopted the Mordaunt language and culture.

Meanwhile, the kingdoms of the Ventrasse Royal Family spread opulently in the southern marshlands, their cities and palaces intertwined with their surroundings. A more libertine nation, the Ventrasse openly practiced and taught the arts of sorcery forbidden by the Mordaunt, drawing hundreds in with the promise of a better life through magic.

For a time, the Mordaunt and Ventrasse, placed as they were on opposite sides of Tourlian, lived in mutual tolerance. Even as the war engine hungrily expanded its borders, the Ventrasse's isolation led them to regard the Mordaunt as a distant threat that would eventually collapse under its own weight, like so many had before.

The assassination of Emperor Edward Tamerlane II by a witch ended this fragile peace overnight.

It was obvious to all that the killing was the work of Vantrasse. What other power in Tourlian had the means and motive to deploy a sorcerer within Mordaunt Prime? With wounded pride and a hunger for vengeance, the newly-

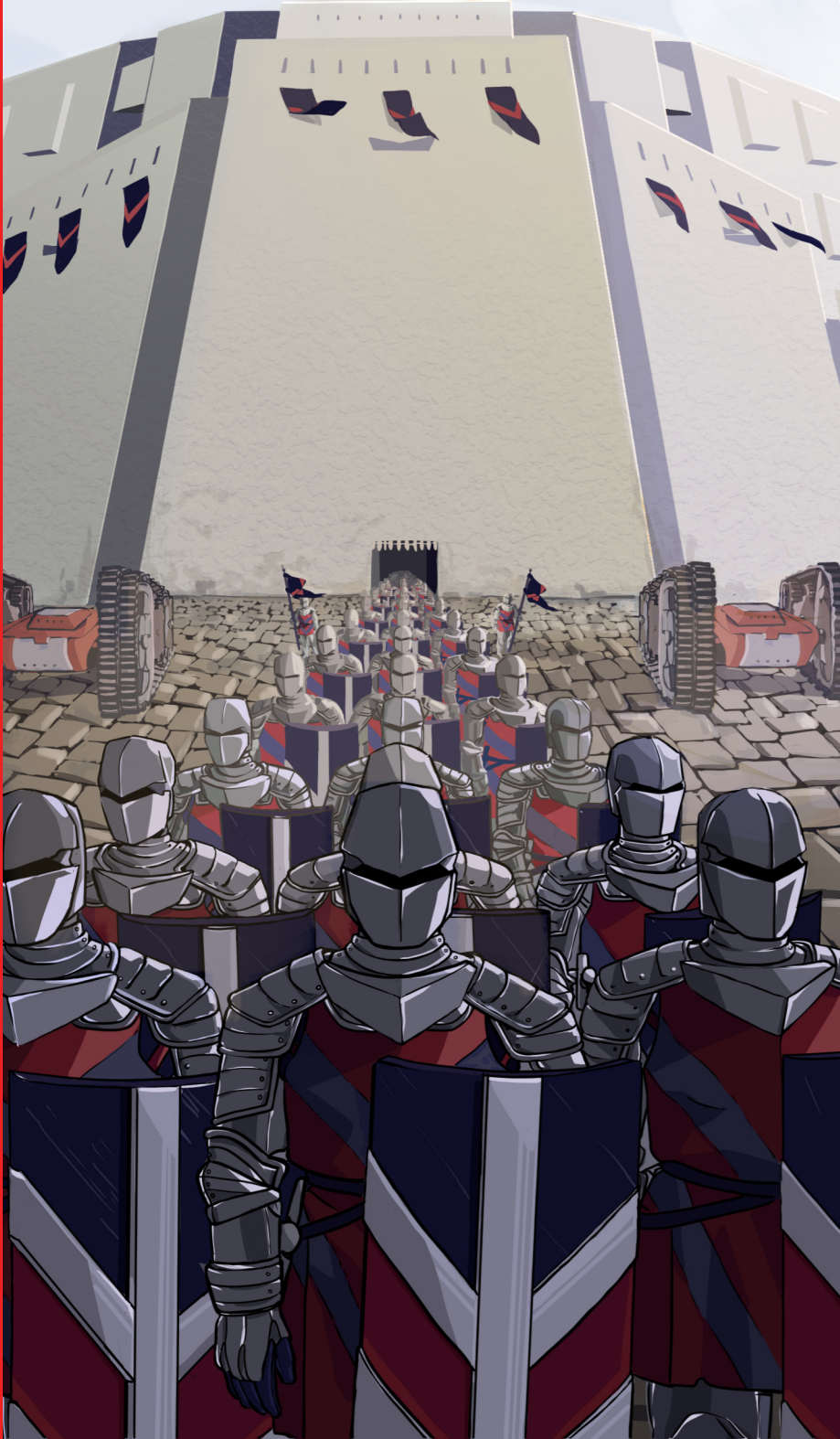
appointed Imperial Regent, Beauregard Tamerlane IV, promoted his half-brother Primus to the seat of Grand General. Primus had a simple assignment, long overdue - to finally bring the witches of Ventrasse to heel. They began the campaign in bloody earnest, mustering entire cities and redoubling investment into the war industry.

News of the Emperor's death and Beauregard's accession came just as much of a shock to the people of Ventrasse - the Royal House vehemently denied any knowledge of the hedge-witch that had killed Edward in his bed. Cognizant of the incoming invasion, Dam Abella, Third Seat of the House of Ventrasse hastily convened her family in a meeting. The Ventrasse's centuries of open borders had collected a tight network of magical cultures. Surely the threat of complete annihilation was enough reason to transform this into a Royal Army, fuelled by millennia of sorcerous secrets?

But, in keeping with the Accordance of Roots, the House voted her motion down - the last time sorcery had been brought to open war had almost wiped all life from Tourlian. The Ventrasse instead chose defense, sealing their populations in fortified coven-cities and readying for a long siege.

Disgusted with what she saw as simply rolling over and dying, Abella broke with her family. She issued a magical message to all citizens of Ventrasse, asking those who wished to join her in defense of their home to congregate around the Arcadian Academy. To her surprise, scores of sorcerors from across Tourlian answered her summons. Hastily organising a loose military structure, she readied her Ventrasse Alliance for open war.

Sorcerors march in columns to open warfare. Dramatists ready assassin's knives behind honeyed smiles. Diabolical steam-driven engines hiss with power. The Tamerlane Wars have just begun - what will be left of Tourlian when they reach their end?



PRIDE. INDUSTRY. EMPIRE.

Born from a militia, nurtured by expansionism and maintained by an unceasing war engine, the Mordaunt Empire is the strongest power in all of Tourlian. From the Imperial seat in Mordaunt Prime to the Honywood flatlands and border towns, the Mordaunt sprawls throughout the continent, spreading the Imperial language and culture wherever it goes.

Ruled by the House of Mordaunt since the nation's birth, the Imperial throne has passed down from parent to secondborn child in an unbroken line. After the assassination of Emperor Edward II at the onset of the Tamerlane Wars, his second son Beauregard Tamerlane IV of Mordaunt now sits on the Imperial throne, directing his brother Primus's war.

Eschewing sorcery as the gateway to catastrophe, the Mordaunt place an emphasis on mortal strength and industry. Mordaunt steel is of infamously high quality, and each blade and shield is a work of art unto itself. Their soldiers fight with utmost precision and brutal decisiveness, with complete trust in their comrades and their weapons. There have even been reports of strange, mechanical weapons under the Mordaunt banner, laying waste to entire villages in bursts of cracking gunfire.

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LORE

The Mordaunt may claim that the iron talent is the currency of the Empire, but out in the hinterlands and imperial border, blood is the only substance that holds real value. Mordaunt's architectural marvels, scientific colleges, rich libraries and labyrinthine legal system exist in relative safety because of the great Regiments of the Imperial Army. The 1st Regiment, originally formed from the militia of old Mordaunt, is the Imperial Army's largest occupying force, with most of its troops operating in towns where the Mordaunt foothold is shakiest.

The Provisional Governor of the Mordaunt's western frontier expansion, Lord Des'rin Revinant, employs the 1st Regiment as their primary method of keeping civil control. At the merest hint of unrest, his regiment of trained enforcers can be mobilised to fill streets and quell rebellions, their shined buttons and immaculate caps as much a symbol of Mordaunt supremacy as their blades. Trained to work efficiently in both tavern raids and pitched battle, the 1st is a flexible force of brutes the empire uses where more subtle tools would fail.

TACTICS

The Mordaunt 1st are a surprisingly subtle army focused on battlefield control and shutting down enemy units. With decent movement, strong crowd control and cheap units, they are capable of singling out units and battering them under a bevy of blows.

Your army is entirely melee-focused, so the first couple of turns will be spent slogging your units forward. Make sure your Regimental Captains are never alone, as they are the biggest source of burst damage in your army. The "hot potato" strategy of spamming Move abilities can be used to send units over to them while dissecting them with *Opportunist*.

Do note that the Field Officer and Regimental Captain can't crowd control units with Resist, so positioning is doubly important against them.

d6 Recruit	Actions	
Move 3 Cost 20	Truncheons Out	Deal 2 damage, 1 range.
	Tripping Strike	Give a unit within 1 range Vulnerable 1 until your next turn.
	<i>Opportunist Constant</i>	If an adjacent enemy unit moves, except during a movement step, this unit may take an Action targeting that unit before the move occurs.

d8 Field Officer	Actions	
Move 3 Cost 20	Weathered Blade	Deal 3 damage, 1 range.
	You're Coming With Me	Deal 1 damage, 1 range. If any damage was dealt this way, move this unit and the target unit 1, keeping them adjacent to each other.
	<i>Opportunist Constant</i>	If an adjacent enemy unit moves, except during a movement step, this unit may take an Action targeting that unit before the move occurs.

d10 Regimental Captain	Actions	
Move 3 Cost 25	Apprehend	Deal 1 damage, 1 range. If any damage was dealt this way, that unit can't Move or take Actions next turn.
	Mob 'em Down!	Deal 2 damage, +2 for each friendly unit adjacent to the target unit, 1 range.

LORE

In the distant days before the train lines were built, the sweeping flatlands north of Mordaunt Prime were the seat of the Shenta. A largely insular people, bitterly scarred by long-forgotten conflict, the Shenta entrenched their towns and cities in the thick forests and wealds that dotted the region. To keep up lines of communication, they domesticated the region's dusthorses en-masse, creating a sturdy supply chain allowing their survival.

Yet it was the legendary skill of the Shenta riders that drew the eye of Mordaunt. In need of cavalry and to seal off their northern border, the Mordaunt forces embarked on a campaign of attrition, leveraging their massive numbers while capturing a breeding population of dusthorses. The Shenta, running out of food and time, surrendered, and became the first major power assimilated by the Empire. Now the descendants of those old riders are born into the Mordaunt as a class of skirmisher with only a dim sense of their heritage. Even their name has been replaced - few know the flatlands as anything other than Honywood.

TACTICS

The Honywood Battalion is nothing without its mounts. Your Flag-bearers and Cavalry Riders are slow and frail on their own, and your offensive potential is very limited, but mounting each unit on a Dusthorse remedies both handily. A fully mounted Honywood army is fast, aggressive and surprisingly durable, if a little expensive.

The main force of your army should be Cavalry Riders, which have your only ranged option as well as the greatest direct damage. While it can be tempting to load up on Flag-bearers, as their buff aura stacks, remember that their only way to deal damage is with the Dusthorse's *Wild Kick*, and if this is gone all they can do is slowly run away. A good ratio of Flag-bearers to Riders is 1:2, mounting all of them up - two mounted Riders and a mounted Flagbearer come to a neat 100 Budget.

d4 Flag-bearer	Actions	
Move 2 Cost 25	Reveille!	Choose a friendly unit within 2 range. Heal it 1. It gains Resist 1 until your next turn.
	Imperial Oversight <i>Constant</i>	Friendly units within 2 range of this unit deal +1 damage with damaging Actions.
d6 Cavalry Rider	Actions	
Move 2 Cost 15	Lance Strike	Deal 3 damage, 1 range. If this unit is <i>Mounted</i> , deal 4 damage, 2 range instead.
d8 Dusthorse	Actions	
Move 3 Cost 15	Wild Kick	Deal 2 damage, 1 range.
	Trample	Move this unit 2, ignoring enemy units. If it would end its move on the same space as a unit, Force Move that unit 1.
	Mount <i>Constant</i>	When you are deploying your army, you may set up one non-Dusthorse unit on top of this unit. They are considered a combined unit, and use the Dusthorse's Move statistic, but each can use their Actions independently. When the unit is damaged, deal damage to the Dusthorse first. If it's destroyed, set up the <i>Mounted</i> unit in its place.

LORE

Within the high walls of Mordaunt Prime, the Cordelian Academy of the Dramatic Arts prides itself on a stellar list of alumni. Distinguished generals, food critics and Imperial propagandists alike have graduated from the Academy, armed with bright reputations and sharp minds.

Unsavory rumours flitter around the Empire, however, that the Academy's curriculum is focused towards more sinister ends. Students are put through more stringent physical and acrobatic training than is strictly necessary for dancing. While stage-bladecraft is a skill befitting an actor, combat classes are mandatory for all. And while death is a fact of life in the Tamerlane Wars, mysterious and high-profile murders within Mordaunt Prime inevitably have some distant link with the Cordelians.

Critics have theorised that all this leads to the Academy being a training hub for some fanciful secret police under the Mordaunt crown. Though many question the veracity of such rumours, the terror they inspire in those whose loyalty wavers is all too real.

TACTICS

Frail and expensive, the Cordelians are difficult to master, but in the hands of a skilled Commander deal staggeringly high damage. The trick is careful use of Cover to establish chokepoints - your army can vault right through, but enemies will be forced to split up.

Any member of the Cordelian Troupe will be quickly destroyed in a turn or more of focused fire, so ensure that they are never exposed. Keep your Subtle Blades working in teams of two to three, targeting an exposed group of enemies then focusing them down one at a time. Distant Poets provide extremely annoying fire support with high ranged damage, so should be left on high cover to force enemy units to deal with them or move to avoid them. Jesters, however, work fairly well alone, capable of using their *Fool's Gambit* to reposition in the enemy turn.

d4 Distant Poet	Actions	
Move 3 Cost 20	Straight Shot	Deal 4 damage, 4 range.
	Volley Fire	Deal 2 damage to all units in a straight line 3 spaces long.
	Climb <i>Constant</i>	This unit can <i>Climb</i> .

d6 Subtle Blade	Actions	
Move 4 Cost 25	Sudden Stab	Deal 4 damage, 1 range. If the target is undamaged, deal 6 damage instead.
	Climb <i>Constant</i>	This unit can <i>Climb</i> .

d8 Jester	Actions	
Move 4 Cost 35	Leaping Blade	Deal 4 damage, 1 range. If this unit is on top of Cover, move it to an unoccupied space within 1 range, then deal 7 damage, 1 range.
	Fool's Gambit <i>Constant</i>	The first time this unit is damaged each turn, negate that damage, then Move it 1.
	Climb <i>Constant</i>	This unit can <i>Climb</i> .

Army Rule <i>Climb</i>	Units that can <i>Climb</i> can move over cover as if it weren't there and end their move on top of it.
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LORE

The traditional Mordaunt Empire fights as an organised unit, but the synchronicity of the Marital Knights is beyond anything that can be taught through training. Deeply emotionally bonded with their comrades, the Knights go to war as if dancing, a blossom of choreography and empathy made all the more inspiring by its sudden, shocking violence.

Acting with supreme confidence in the position and poise of their allies, they follow the rhythm of battle as if it were opera - making bold, audacious strikes when the tempo rises, defending and covering their allies when it falls. When all else fails, the Knights bring forth the Mania, a walking crescendo that transforms the motion of all those around it into a gorgeous maelstrom of gore.

TACTICS

The Marital Knights are stronger together, and work significantly better the more of the same type of each unit is together. A block of Eros will quickly cut through anything, while a column of Philia is very hard to take out without focused fire. That said, don't be too tempted to build an entire force from just Eros or Philia - you'll be lacking something vital for victory.

It's usually best to take small teams of 2-3 Eros or Philia, supported by one to two Pragma. While unable to damage anything, their Resist will help your short-ranged units get close to begin dealing damage. They're also pretty good for body-blocking other close-range foes. A Mania will often appreciate having a Pragma or two along for the ride, helping protect them before using them to buff a massive Hysteria.

The Marital Knights are universally close-range fighters, so careful Cover usage will be needed to stop your units being sniped early. Don't be discouraged if some units are defeated before they can even act - when you get up close, you have the advantage.

d6 Pragma Move 3 Cost 15	Actions	
	Parrydance	Give all friendly units within range 1 Resist 1 until the start of your next turn.
	Shieldsong	Give a unit within range 1 Resist 3 until the start of your next turn.
d8 Philia Move 3 Cost 20	Actions	
	Harmony's Blade	Deal 2 damage, +2 for each adjacent friendly unit, 1 range.
	Whirl of Love	Heal 2 damage, 1 range. If the target unit is a Philia, heal 4 damage instead.
d10 Eros Move 3 Cost 20	Actions	
	Passion's Blade	Deal 3 damage, 1 range. If the Eros used <i>Passion's Blade</i> last turn on a different target, deal 6 damage instead.
	Dual Strike	Deal 3 damage, 1 range. If this unit is adjacent to another Eros that hasn't acted, you may use both of their actions to deal 9 damage instead.
d12 Mania Move 3 Cost 25	Actions	
	Lover's Shriek	Choose up to three spaces adjacent to the Mania. Deal 3 damage to everything in them.
	Hysteria	Deal damage to all adjacent units equal to twice the number of adjacent units. (For example, if three units are adjacent, deal 6 damage to each of them.)

LORE

While the Mordaunt war engine is infamous for its organisation, discipline and efficiency, there is a limit to what can be accomplished by blood and shield lines, especially against sorcery. What use is a well-trained knight against an enemy that can rip the sky asunder or boil a soldier alive in her armour?

Enter Eldin Barbelo, veteran of the 15th Imperial Engineer's Regiment. Having earned two court martials for tinkering with Mordaunt war matériel in the field, Barbelo risked their entire career by "requisitioning" a steam engine from a broken Veldant-02 land train and installing it in a scratch-built frame made from two Honywood war carriages. Welding as much refined iron onto it as they could, Barbelo drove their mechanical abomination right through a Ventrasse coven-city siege, the thick inorganic armour scattering magic as if it were morning dew. Barbelo's impetuous action won the Mordaunt an unprecedented victory and earned them a dishonourable dismissal.

But, as with most actions taken by the Imperial Council, the true intent of Barbelo's dismissal was something else entirely. Reports of the frame's performance against magic was immediately fed back to the Seat in Mordaunt Prime, and by freeing them from their obligation to the Army, Barbelo's team was quietly folded into a bespoke think tank designed to replicate their original success.

With access to nearly unlimited funds and testing, Barbelo's Machinist Core has only just emerged from the shadows with a line of experimental, modular monstrosities, designed to blow through hard targets and shred armies alike. The grinding sound of iron wheels and a hissing M-8 Ovatten engine now brings fear to Ventrasse and Mordaunt forces alike, as they herald the start of a new age of mechanised slaughter.

TACTICS

The Machinist Core is the very definition of battlecruiser. In most games, you'll be limited to just one or two units on the board, but each is pretty much an army unto itself.

Because your weapon systems can be hacked off independently, you'll generally want two. The Arquebus Array is usually safe, but be careful taking two or more Heavy Calivers - their low rate of fire and only moderate health means that you might only take down one or two units before they're gone.

If you're left with no guns at all, don't give up - the Ovatten's *Tank Shock* may be a weak attack, but with 20 base Health you might just be able to win the race against a wounded foe.

Keeping your Engineering Hardpoint rear-mounted ensures that you get both heals off of it, but it's generally best to only take one as they're very fragile and don't contribute anything offensively.

Whether the Motivator Drives or Wrought Iron Plating are more useful for you in your last slot is largely up to you. Improving the Ovatten's mediocre Move is always useful, but melee armies like the Marital Knights will need to approach to attack. But if it comes to a war of attrition, Plating can give your unit an effective 32 Health against go-wide armies like the Amber Adepts that struggle to beat your Resist 2.

MACHINIST CORE – UNITS

d20 M-8 Ovatten Steam Engine	Actions	
Move 2 Cost 100	Power Source <i>Constant</i>	The Ovatten has four <i>Hardpoints</i> on the adjacent spaces in the cardinal directions. For each <i>Hardpoint</i> , pick a <i>Module</i> from the Machinist Core to occupy it. Modules are immobile, act and can be targeted independently of the Ovatten. If the Ovatten is Defeated, immediately Defeat its Modules.
	Lumbering Beast <i>Constant</i>	The Ovatten can only move in a straight line each Move phase. At the end of each of your Move phases, you can turn its Modules around the Ovatten in any way you'd like, as long as they remain mounted in the same place relative to each other.
	Tank Shock	Deal 2 damage, 1 range.

d4 Engineering Hardpoint	Actions	
<i>Module</i> Cost 0	Repair	Deal 2 damage to this unit. Heal 5 damage from the Ovatten or a non-Engineering Hardpoint module.

d6 Motivator Drives	Actions	
<i>Module</i> Cost 0	Hydraulic Power <i>Constant</i>	Increase the Ovatten's Move by 1.

d8 Arquebus Array	Actions	
<i>Module</i> Cost 0	Strafing Shots	Deal 3 damage to 3 different spaces within 4 range.
	Focused Fire	Deal 5 damage, 4 range.

d10 Heavy Caliver	Actions	
<i>Module</i> Cost 0	Bunker Breaker	Deal 5 damage, 3 range. Deal 8 damage if the Ovatten didn't move this turn. Destroy any hit Cover.

d12 Wrought Iron Slabs	Actions	
<i>Module</i> Cost 0	Thick Metal <i>Constant</i>	The Ovatten has Resist 2.



UNITY. VENGEANCE. SORCERY.

The Ventrasse Alliance is a loose collection of city-states, tribes and independent polities gathered under the banner of the Sorceress-Regent, Dam Abella Ventrasse of Gosling City, and the first army of sorcerors raised in over a millennium. Presented with an existential threat by the oncoming Mordaunt war engine, Ventrasse broke with her family and the terms of the sacred Accordance of Roots to raise a ragtag military force and bring the fight to the Empire.

Now, Ventrasse sits at the head of a provisional government assembled from all over Tourlian, encouraging counsel from the many diverse peoples she has assumed control over. Acting as the final authority over her Alliance, her brusque manner and head for logistics has managed to whittle them into something approaching a cogent army.

Under her direction, hedge-mages and scholars fight side-by-side and follow the same orders, and with the Academy's tutelage the damage to Tourlian itself seems limited. What happens to her Alliance after the war is over weighs heavily on Ventrasse's mind, but for now she can drown her worries in a more pressing concern - survival.

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LORE

A temple dedicated to honourable dueling and competition, the Alliance Heartsworn have made a tradition of fusing war and sorcery. With martial poise rarely seen outside of the Mordaunt Empire, the Heartsworn have seen to the defense of free cities for centuries.

The magic of the Heartsworn is mostly focused on their forging techniques, which were pioneered by their current Forgemaven, known only by the name of Rei. Stirring engrammatic symbols into the molten metal and hammering hexes into the steel while it cools, a Heartsworn mage-weapon is imbued with a semi-sentience, allowing it to blaze with umber lightning or manifest a brilliant aegis. As the heavily safeguarded ironmind actually casts the spell, the Heartsworn have won a grudging license from the Arcadian Academy to practice their magic in battle.

When Ventrassé sounded the call for troops, the Heartsworn were among the first to answer. After years of nothing but civil skirmishes and their own convoluted war games, they jumped at the chance to bring their battle experience and inventions to bear in genuine combat.

TACTICS

No army on Tourlian works better as a team than the Alliance Heartsworn. Each of its four units has a specific battlefield role, and what they lack in flexibility and strength they make up for in efficiency.

Think of the Heartsworn as a typical adventuring party - Fortitude tanks, Justice deals damage, Prudence supports and buffs while Temperance serves to shore up holes in the line. Your typical formation will have a row of Fortitude with a Justice shooting *Phase Halberd* through them, while the *Mindsnare Shield* of the Fortitude is excellent at protecting your damage dealers and support units. Temperance are cheap and flexible, and should be used to body-block enemy units. Remember, however, your units are fragile - isolated, any Heartsworn will quickly fall.

d4 Temperance	Actions	
Move 2 Cost 10	Shine	Give a friendly unit within 3 range Resist 1 until the start of your next turn.
	Cracklemace	Deal 2 damage, 1 range.

d6 Fortitude	Actions	
Move 3 Cost 20	Mindsnare Shield	Deal 1 damage to all adjacent enemy units. Those units can't target other units with Actions until your next turn.
	Stand Firm <i>Constant</i>	This unit has Resist 2. If this unit moves in a Movement step, it loses this Resist until your next turn.

d8 Justice	Actions	
Move 3 Cost 20	Phase Halberd	Deal 4 damage, 2 range. If this attack passes over a friendly unit, deal 6 damage instead.
	Spiritcutter	If an adjacent friendly unit was destroyed last turn, deal 7 damage, 1 range.

d10 Prudence	Actions	
Move 3 Cost 25	Battleshaper Helm	Choose a friendly non-Prudence unit within 3 range. It may Act again this turn.
	Gleaming Aegis <i>Constant</i>	Friendly units within 1 range have Resist 1. (<i>This includes this unit.</i>)

LORE

The foremost school of magic in all Tourlian, the Arcadian Academy is the pride of Ventrassé. Within its warded walls, the stern leadership of Dean Banerjee drives aspirants and arch-sorcerors alike to approach chaotic magical forces endemic to the world with scientific rigour.

Tourlian remembers the spells that shattered it centuries ago, but it forgets the day-to-day sorcery that blended into everyday life. For every legendary thunderbolt, there are a thousand charms for healing, agriculture or simply entertainment. The Academy's mission is to resurrect this day-to-day spellcraft. Freely teaching spells to conjure water and nurture crops, the Academy has helped end hunger and disease in dozens of Ventrassé villages.

Yet it is these dreams of peace that have inexorably drawn the Academy to war. The Mordaunt's hatred of sorcery blinds them to the good it has done for the commonfolk - what wisdom is there in replacing an effective village healer with a vast, inefficient hospital? The Arcadians declared swiftly for the Alliance, keen to demonstrate the virtue of their ways.

TACTICS

The Arcadians reward a tactical, careful approach to battle, with lots of area-denial abilities and ways to manipulate the battlefield. Students are cheap ranged attackers who work best in concert with a Professor. If you're going into a Student and Professor-focused build, by placing the Professors at diagonal angles to each other their *Follow My Lead* can stack on multiple Students at the same time and deal huge damage.

Alternatively, a more tactical way of fighting is pairing the *Sealed Shattering* of the Prefects with the cover manipulation of the Hall-Warden. By saturating the midfield with *Blasts*, the Prefects force melee armies to take circuitous routes, while the Hall-Warden can move Cover to form choke points filled with damaging mines.

d4 Student	Actions	
Move 3 Cost 10	Magic Darts	Deal 1 damage to 2 targets, 3 range.
	Spell of Forgetting	Remove all keywords and modifiers from a target until your next turn, 1 range.

d6 Prefect	Actions	
Move 3 Cost 15	Magic Bolts	Deal 2 damage to 2 targets, 3 range.
	Sealed Shattering	Put a <i>Blast</i> token on an unoccupied space, 3 range. If a unit passes through that space, remove the <i>Blast</i> and deal 4 damage to that unit.

d8 Professor	Actions	
Move 3 Cost 20	Magic Storm	Deal 3 damage to up to two targets, 3 range.
	Follow My Lead <i>Constant</i>	Whenever an adjacent friendly unit uses a damaging action, if the Professor damaged the same unit this turn, it deals +1 damage.

d10 Hall-Warden	Actions	
Move 2 Cost 20	Suggestion	Choose a unit within 4 range. Move it 1.
	Warp the Walls	Choose a space of Cover. Move it to an adjacent unoccupied space.

LORE

The practice of druidism is perhaps the most dangerous form of magic Tourlian knows. The artificial Severine Sea, silty, wide and devoid of all but the hardiest creatures, remains a bitter reminder of the damage magic that draws from life itself can do.

Tourlian druidism is an art based on consumption. To cast, the druid takes energy from nature - from plants, fungi, animals, and even soil - and pushes it through a complex magical process to transform it into whatever the caster desires. This energy, however, is not replaced. Inevitably, the vessel the druid draws from is left drained from the transfer, and whispered tales are told of druids killing entire forests to hurl lightning bolts.

The Folium Gardiani descend from veterans of the millennia-old War of Roots, and survived in a world uneasy with druidism by developing an internal transformation art. Supplementing leached energy with their own life force, the Gardiani twist their bodies into a variety of shapes at minimal cost to their surroundings. Pressed into the vanguard of Vantrasse's army, however, the true price of the Gardiani art is revealed - in the heat of battle, insensate bloodlust thrumming through their essence can boil the mind, and make the change in flesh permanent.

TACTICS

The Folium Gardiani are a very flexible force, capable of spontaneously transforming into anything from a hyper-tanky fortress or a speedy, aggressive force. By transforming your Druids into animals, you can react to your opponent's armies post-deployment, or even late into the battle. With access to significant cover generation, take your time to set up the battlefield on your first turn - create cover for your Weasels to dig through, use the Druids' higher movement to position them before they become Tortoises, and set up alleyways for your Jaguars to pounce and lock down choice units.

d4 Druid of the Folium	Actions	
Move 3 Cost 25	Wild Heart	Choose another unit in this army. This unit Transforms into that unit.
	Geomancy	Create 1 Half Cover, or change a Half Cover to Full Cover, 3 range.
	Drub	Deal 2 damage, 1 range.
d6 Stalking Jaguar	Actions	
Move 4 Cost 20	Maul	Deal 3 damage, 1 range. The target deals -1 damage during its commander's next turn.
	Pounce	If this unit didn't move this turn, move 6 in a straight line then deal 2 damage, 1 range.
d8 Dire Weasel	Actions	
Move 3 Cost 20	Eviscerate	Deal 2 damage, 1 range. If the target unit is damaged, deal 6 damage instead.
	Dig	Move 2, ignoring cover. If there is a unit in the space you move to, deal 2 damage to it and Force Move it 1.
d12 Grand Tortoise	Actions	
Move 2 Cost 20	Advance Carefully	If this unit moved 1 or less spaces this turn, it gains Resist 3 until your next turn.
	Squash	Deal 4 damage, 1 range. This unit gains Resist 1 until your next turn.

LORE

Deep within the Arcadia Academy's catacombs, in the long fourteenth hour of night, a clandestine class is taught. Students are scouted for weeks to ensure their suitability, and, if they are found worthy are discreetly given a pass-spell to access a warded chamber dozens of floors below ground. There, in a cold, soundproofed cellar, the rogue professor Bernard Holmok teaches the art of fireweaving.

The spell-art of fireweaving taps into a sorcerer's passion, letting them fully unleash wellsprings of magic that are normally used to construct spells. This raw emotional energy is either expelled from the body or funnelled into other fireweavers, resulting invariably in pure fire.

When the war began, Holmok's students revealed themselves, pledging their services to the Sorceress-Regent. Despite significant pressure from the Academy to punish Holmok for teaching hedge-magic, Ventrasse saw the benefit of a clade of loyal combat-mages. Dubbing them the Amber Adepts, her demolitionist corps, the Adepts go wherever Ventrasse needs an asset burnt or a city levelled. The implications of her sudden tolerance for hedge-wizardry, however, are as of yet unknown...

TACTICS

The Amber Adepts are a simple swarm army of combat mages who do one thing and do it well - damage. With excellent range and anti-cover, the Amber Adepts make up for their inflexibility with pure efficiency.

Lanterns are cheap and can be fielded en-masse to ping down multiple units, or can pool their resources to deal massive damage to a single unit. The latter is especially important against armies with Resist, which performs very well against small pings. Your Torches can be siphoned into the *Consuming Passion* as well, so if they're out of range they can still assist. Torches are strong battlefield control options, and can make life miserable for cover-focused armies like the Cordelian Troupe.

d6 Lantern	Actions	
Move 2 Cost 10	Fireball	Deal 1 damage, 4 range.
	Consuming Passion	Damage *, 4 range. To determine this attack's damage, count the number of adjacent friendly Amber Adepts units that haven't acted. Those units can't act this turn. 1 - 3 damage 2 - 5 damage 3 - 7 damage 4 - 9 damage

d8 Torch	Actions	
Move 2 Cost 20	Splashfire	Choose a space within 3 range. Deal 2 damage to each enemy unit within or adjacent to that space.
	Sunder	Choose a piece of cover within 3 range. Destroy it. If that cover was <i>Occupied</i> , deal 5 damage to the unit that was <i>Occupying</i> it.

LORE

Epitome Darkwhil had begun their life's work in secret, long before the tensions between Mordaunt and Ventrasse finally boiled over. When war was declared, they realised their moment had come to gain legitimacy.

So it was that early in the war, the exhausted Sorceress-Regent retreated to her private chambers for a brief moment of rest. As she passed through her door, she was outraged to find Epitome lying on her bed, surrounded by marble statues of Mordaunt heroes. But before she could order their arrest, these bulky statues stepped forward, their stone as pliant as flesh, and knelt before her. Epitome's living statues, their Marble Assassins, became her chief stealth operatives overnight.

With stealth enchantments bound into their cores, the Marble Assassins are uncannily effective at hit and run attacks. Made from supple stoneflesh, a sorcerous material soft enough to absorb shock but firm enough to shatter swords, the Assassins operate in Mordaunt cities, blending in with the architecture and carrying out their missions quietly. But even as they prove their effectiveness, their emergent sentience begins to question the value of their orders – and their erstwhile masters.

TACTICS

The Marble Assassins perform effective hit and run strategies, with incredible mobility combined with healing and support abilities. Capable of creating cover they can then vault right over, the Assassins can kite melee enemies while quickly pouncing on ranged ones with their excellent Move statistics.

An Orator's ability to make half cover that Patricians and Veils can dive over makes them the backbone of your army, capable of zoning out opponents. Your direct damage is quite low, so you need to ensure that you take out enemies who can exploit the cover you're creating so that your units aren't destroyed before they can get to safety.

d6 Orator	Actions	
Move 3 Cost 25	Hymn of Marble	Choose a friendly unit within 2 range. Heal it 2.
	Sculpt	Create a piece of Half Cover on an adjacent unoccupied space.

d8 Patrician	Actions	
Move 4 Cost 15	Stone-dagger	Deal 3 damage, 1 range
	Somersault	Deal 2 damage, 1 range, then move this unit 2, ignoring Cover.

d10 Bath-Warden	Actions	
Move 4 Cost 20	Crushing Fists	Deal 3 damage, 1 range
	Melting Will	Give an adjacent enemy unit Vulnerable 2 until end of turn, then move this unit 2, ignoring Cover.

d12 Veil	Actions	
Move 4 Cost 30	Bladed Fan	Deal 4 damage, 1 range, then move up 3.
	Crooked Heel	Deal 3 damage, 2 range, then move either this unit or the target unit 2.
	Fluid <i>Constant</i>	This unit may move over Half Cover as if it were not there.

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CHANCERS, HEROES AND MONSTERS OF TOURLIAN.

The continent of Tourlian is home to far more than just the Mordaunt Empire and the Ventrassse Alliance. Throughout the border towns, independent city-states and untamed wilds are countless souls, militias and beasts who were initially distant from the Tamerlane Wars. But as the situation worsens and the war becomes total, even these factions have found themselves on either side of the Tamerlane battlefields - whether for money, justice, or something far more insidious...

The **Myrmidon Guild**, infamous sellswords and peerless logisticians, are courted constantly by both Mordaunt and Ventrassse, their loyalty swiftly won and just as quickly lost. **The Nornian Supplicants** offer companies of seemingly deathless warriors to both sides, so efficient and compliant that even Mordaunt officers are willing to overlook their sorcerous origin. Independent of external command, the **Spearpoint of the Gods** hides amongst everyday mortals, striking suddenly to protect the laypeople of Tourlian with style, skill and sparkles.

Hailing from the dizzying mountain ranges, the mysterious soldiers of **The Wurmheart Enclave** scar the land with fire and venom, laying waste to entire cities in exchange for seemingly incongruous treasures. And within the heart of the wood sits the Feral Crown, a damned treasure that offers the numberless legions of **The Feral Army** to serve any foolish enough to don it...

*The Mercenaries and Freeblades chapter contains armies designed and tested by external collaborators who helped make **Skirmish** what it is. We can't thank them enough for all the help they provided in making **Skirmish** happen. Each army in this chapter can be used by either Mordaunt or Ventrassse Commanders when fighting battles in the Tamerlane Wars Chronicle, or can be fielded as normal in free play.*

THE NORNIAN SUPPLICANTS

Contributed by Legendary Vermin

LORE

Atla stood proudly in the shimmering reflection of light off of Norn godself, beaming in pride at having been chosen as part of the retinue that would address the people gathered in the city of Restandra. The god-amongst-mortals had an announcement that, to quote them, 'would shake the very foundations of our nation', and here Atla stood, by the side of her god and leader, ready to prove her loyalty and worth.

For months, Norn had worked on something strange in a magical laboratory, building what was rumoured to be an 'Engine of Life'. As Norn finally approached the podium to raucous cheering and deafening applause, god raised a hand to silence them..

"I bring to you, my followers, my children, the results of my months of study. Something that will change the way we wage war today, but also will change the way we live, for the rest of eternity."

The crowd looked on in awed silence as a massive, brawny construct rolled a 30 foot tall orb of glimmering glass and gold out of the palace and into the sunlight. Inside was another effusion of light, pale and warm as milk and honey silk. Norn turned, looked directly at Atla and spoke softly.

"You. Step forward and touch the orb." Atla obeyed, feeling a tingling across her tanned skin and through the fibre of her hair as her outstretched hand grazed the surface of the glass. She turned back to god, who smiled gently, then plunged a sword through Atla's breast.

The crowd drew a sharp breath as Atla's blood sprayed into the air and onto the cobblestones, across even the face of god. Norn simply continued smiling as god cradled Atla, urging her not to move with calming whispers and strong hands. As she fell to her knees, god withdrew the sword with an airy hiss.

"Behold our first immortal legionnaire."

Atla stood. The hole in her chest was no longer there.

Among the many states in the Ventrasse Alliance, there are a handful worshipping one or more mages as living gods. None are more radicalized and devout than the followers of Norn. Known as a weaver of flesh and channeler of life, Norn has reigned over the city of Syree's Crest as God-Emperor since before the expansion of Mordaunt. To the devout citizenry, Norn is the reason that those within the walls have among the longest lives anywhere on the continent, and why the war has left Syree's Crest relatively unscathed thus far. Norn is generous and all giving, say the people of the crest, as long as one lives in supplication.

The truth is more complicated. The people under Norn's reign live long lives not because of divine benediction, but because of Norn's careful work to purify water and safely dispose of waste. Syree's Crest is a city of great beauty, but its position on the coast holds little strategic benefit, and with high walls around it and higher cliffs beneath it, one can hardly blame military leaders for writing it off.

Norn, however, has seen the writing on the wall. The fall of Ventrasse would precipitate a second war of expansion that would eventually fill the whole map in Mordaunt colors. On the other hand, a Ventrasse victory could lead to a change of allegiance among members of the military hungry for power, ending either in civil war within Syree's Crest or vassaldom to Ventrasse.

So Norn plotted. Developed something so powerful and intoxicating to the layfolk that it would all but assure allegiance, and a tool of war so powerful that it could assure a tide in Norn's favor.

As long as nobody knows the cost. They must *never* know the cost.

THE NORNIAN SUPPLICANTS - UNITS

TACTICS

The high priests of Norn have discovered the secrets of life transference, and use them to populate the battlefield with nigh unkillable soldiers. These soldiers draw life from great glass orbs so massive they can only be moved by constructs. Their unit pool is shallow, but there's no need for flexibility in an army that flatly refuses to die.

The Bonded Soldiers of the SupPLICANTS are cheap and efficient. They have average damage, but an innate Resist 2 that means they win trades against nearly any basic infantry. Even more importantly, all damage they take after this mitigation is fed back to the Orbs. These immobile devices are the source of the Bonded Soldiers' durability, and will happily tank multiple turns of focused fire through the armour of their Bonded Soldiers. This is, of course, assuming you can protect them.

The best way to win with the SupPLICANTS is to use your Bonded Soldiers as area denial. As they aren't destroyed until their Orb is – and can't be easily removed from a space – you can easily create roadblocks of Soldiers to block off key areas of the map. This is a good way to force mobile harassing troops to take long and winding roads to get to your vulnerable backline, as well as secure objectives. You can also focus on isolating and crushing units that deal high burst damage, as the Resist 2 of the Bonded Soldiers performs much better against massed weak hits than single strong ones.

Bearer Constructs are mainly used as support units, and it's usually best to assign one per Orb. Don't expect to be sweeping armies with *Guardian Protocols* - this is more of a last-ditch defense and defensive measure than anything else. As a general rule, it's best to take one Orb and one Bearer Construct for every 100 Budget the game has, but there's cases where you're better recruiting more Constructs to help keep your Core mobile.

d4 Bonded Soldier	Actions	
Move 3 Cost 10	Longknife	Deal 3 damage, 1 range.
	Lifetaker <i>Constant</i>	This unit has Resist 2. If this unit would take damage, that damage is dealt to the nearest Orb instead. If at any point you control no Orbs, destroy this unit.

d12 Bearer Construct	Actions	
Move 2 Cost 20	Shove	Move an adjacent Orb 1.
	Guardian Protocols	Deal 1 damage, 2 range. If the target unit is adjacent to an Orb, deal 5 damage instead.

d20 Lifegiver Orb	Actions	
Move 0 Cost 50	Heartbeat of Norn <i>Constant</i>	This unit cannot be moved except by Force Moves or a Bearer Construct's <i>Shove</i> ability.

Contributed by Isiah Brighton

LORE

In the heart of the wood - of all woods - can be found the Feral Crown, a horrifying artifact from the days of the War of Roots. To don it is to gain the service of a mighty, numberless force that feeds as it fights, that can rest in trees and mud puddles and which needs no equipment. With such a force, a commander could easily subjugate a nation, and those that wear the Crown often commence sweeping campaigns of vengeance. But these grand plans are seldom finished, for it is only a matter of time before the bearer of the Crown loses the interest of their "subjects" and is devoured.

The current bearer of the Crown is Aldous, youngest son of a Mordaunt nobleman. Frustrated by disrespect from the small battalion he inherited, he sought the Crown after reading a legend in an old storybook. Even knowing that the Crown kills its bearers, Aldous thought himself clever and careful enough to keep his erstwhile legion distracted from consuming him. His search was also compelled by desperation, for he had grand ideas about the future of the Empire and very few other ways to see them realised.

Aldous spent years researching the Feral Army. He learned of its birth in the War of Roots, its horrifying power, and its sealing in the nameless woods beyond mortal understanding. Scarcely had he begun to quest for it, however, that the Crown presented itself to him on a hunting trip, delivered by a royal entourage of centipedes. His hunger for glory resonated with the artifact, and as he laid his eyes on it that lust was returned with a sudden sense of countless empty stomachs crawling, pulsing, hungering. Along the band of the Crown was engraved a warning in an old language Aldous could barely understand, but he had come far too far to cast such a treasure aside.

So Aldous died, and in his place arose the newest Feral King.

At once the creatures awoke. He found they heeded his orders almost before he thought them. He felt their urge to consume, to breed, to subjugate, and so too did he forget his cleverness and his mental defences. The Feral Army he now commanded came to his services as truly and as quickly as his own limbs. They needed his guidance as much as he needed their strength. Why would such loyal subjects ever betray Aldous, their kindred spirit, their beloved ruler?

Aldous and his legions crawl in the Mordaunt hinterlands, striking small settlements and growing fat off of harvested flesh. He truly believes the army he has amassed will bring his ambitions to reality. But even now the Crown calls out for a new bearer, and soon Aldous will remember that the Feral King is always the final meal...

TACTICS

The Feral Army's playstyle is simple - grow. Its units are pathetically weak for their price and have low Health and Damage, but this changes the more time you spend building up your forces. Eventually, given enough time, you can flood the board with massive armies of Wasps and Slimes that replenish themselves faster than your opponent can cut them down.

This army scales very well into the late game, and depends on having a safe opening to ensure it doesn't get overwhelmed by armies that start at full strength. Make sure you buy several pieces of Cover in addition to your army to both hide your Slimes and turn into Hives to pump out endless Wasps. At the same time, ensure that you don't commit all your Wasps to setting up Hives at once, as they are fragile and fast units can quickly squash them before they make even a single bug.

Buzzards seem unexciting, but their mobility and sustain are needed to harass backline units and get in the way of early game aggression. You don't want to go without, and in smaller games it's best to choose to focus on either Wasps or Slimes with a Buzzard or two in support.

THE FERAL ARMY - UNITS

d1 Wasp	Actions	
Move 3 Cost 5	Thousand Stings	Deal X damage to a unit on the same space as this unit, where X is the number of Wasps on it.
	Nesting Instinct	Choose a piece of Cover on a space adjacent to or on the same tile as this unit. Destroy that Cover and this unit, then create a Hive in its place. If the destroyed Cover was Half Cover, deal 4 damage to the Hive.
	Sentry Swarm <i>Constant</i>	Wasps are represented by counters rather than dice. Each Wasp has 1 Health. Wasps can move through and finish moving on other units and Cover. Multiple Wasps on the same space are considered the same unit during the Action Phase and can act only once. If a stacked unit of Wasps is damaged, each point of damage destroys one Wasp.
d8 Hive	Actions	
Move 0 This unit cannot be purchased.	Buzzing Reinforcements <i>Constant</i>	At the end of your Movement step, create a Wasp on this unit's space or an adjacent one.

d6 Slime	Actions	
Move 2 Cost 35	Attach	Deal 1 damage, 1 range, then deal damage equal to half this unit's Health, rounding down.
	Cell Division	Choose one: - Grow this unit 1. - Shrink this unit 1, then create another Slime of equal size in an unoccupied adjacent space. Set each Slime's Health to half of their maximum. The created Slime is considered to have acted this turn.

d10 Buzzard	Actions	
Move 3 Cost 30	Chomp	Deal 3 damage, 1 range. Heal this unit 2. If the target was a Slime, heal this unit 4 instead.
	Swooping Strike	Move this unit up to 3, ignoring cover and leaving it in an unoccupied space. Deal 3 damage to each unit moved over this way.

Contributed by Rem Diaz

LORE

The Spearpoint of the Gods has been condemned by the Ventrasse and the Arcadians since they were first discovered. The idea a group of hidden soldiers, recruited from mundane lives at the bidding of strange, sentient artefacts, was loudly and publicly denounced by the Dean of the Arcadia Academy, Swarnava Banerjee. But when they decried the Spearpoint as mere hedge-mages, Banerjee only had half the story...

The Spearpoint takes its name from the Spears of Heaven, crystalline weapons that are rarely found at the epicentre of magical catastrophes or phenomena. These miraculous treasures are intelligent, capable of collapsing into small crystal charms for concealment and communing telepathically with their bearer. They speak of pantheons and holy beings, and each carry a sacred duty to protect the people of Tourlian from some coming crisis.

After their cataclysmic arrival on the Continent, each Spear seeks a bearer they deem worthy of their power. Nearly universally, the Spears choose laypeople over nobles, young over old, peasants over soldiers. They come to their chosen wielders in a blaze of light only they can see, and promise to lend them the power to improve their lives and defend those around them if they, in turn, share the Spear's purpose. Invariably, they accept.

Spears become a part of their bearers' daily lives, often forming a body of solid light in the shape of a small animal or mystical creature. These "familiars" give companionship to the bearer, helping them overcome the trials of everyday life and grow as a person. As they do, they also help their bearer develop their magical and martial skills.

When a cry for help is heard, a Spear of Heaven may reveal its true form in a burst of brilliant light, and share its strength in a blinding

transformation. Where once was a civilian now stands a Spearpoint, a holy warrior capable of tremendous magical feats. More than powerful enough to slay a dragon or battle a small troop of soldiers, they fight bravely and fearlessly, carrying themselves with martial poise and supernally quick reaction times. They may heal the injured just as easily as they harm the wicked, and can perceive the darkness in the hearts of anyone they lock eyes with.

It is no wonder that the Ventrasse so condemns the Spearpoint of the Gods. While the Spearpoint sees itself as noble protectors hewn from good-hearted common folk, Ventrasse instead sees hedge-witches given staggering magical powers, without formal tutoring, at the behest of celestial beings that scholars know do not exist. It undermines all Ventrasse stands for to permit impetuous mages with little control over their powers to infiltrate their country, and so it is that the erstwhile saviours of Tourlian often find themselves feared and despised when they reveal their true forms.

TACTICS

Half of the tension of the Spearpoint is when building your army. Your Saviours and Heroines are relatively affordable for tough units with healing and movement abilities, but you can potentially get more out of them by sending them in as Sidekicks and Mortals and utilising their *Formchange* actions to do a whole lot in a single turn. Getting your Spearpoints in position, however, is usually pretty difficult.

This is where your Magical Familiars come in. They support both of the above play patterns, giving massive mobility to your Sidekicks and Mortals while sacrificing their own essence to give extra actions to your Spearpoints and activating their *Formchanges* after they're transformed. A neat trick you can do involves two Familiars and a Sidekick - use one Familiar's *Magical Switch* to move the Sidekick adjacent to several units, have it *True Form!* into a Heroine and then have the other Familiar give it an action to use *Magical Spin*, dealing 7 damage to all adjacent foes.

SPEARPOINT OF THE GODS - UNITS

d4 Sidekick	Actions	
Move 2 Cost 20	I'm Innocent!	Choose an enemy unit within 3 range. It can't target this unit during its Commander's next turn.
	Simple Slap	Deal 1 damage, 1 range.
	True Form!	Transform this unit into a Heroine . Set that unit's Health to 12.

d6 Mortal	Actions	
Move 2 Cost 20	Covering Fire	Deal 1 damage, 3 range. Deal 1 additional damage for each friendly unit adjacent to the target unit.
	Chosen	Transform this unit into a Saviour . Set that unit's Health to 9.

d8 Magical Familiar	Actions	
Move 3 Cost 25	Magical Switch	Choose a friendly unit within Range 3. Swap this unit and the target unit.
	Share Power	Deal 2 damage to this unit. An adjacent friendly unit that has already acted may act again.
	Empowered Burst	Choose a friendly unit's <i>Formchange</i> action. This unit uses that <i>Formchange</i> action. Remove this unit from play.

d12 Savior	Actions	
Move 3 Cost 35	Star Magic	Deal 2 damage, 3 range. Move the target 1.
	Saving Grasp	Choose a friendly unit within 3 range. Move that unit 2, ending its move closer to this unit, then Heal that unit 2.
	<i>Formchange</i> Psyche Up!	This unit and all adjacent units move 1, then heal this unit and each adjacent unit 1.

d20 Heroine	Actions	
Move 3 Cost 35	Magical Spin	Deal 4 damage to all adjacent enemy units
	Sparkling Surge	Deal 3 damage, 1 range. This unit may Move again, but if it does it must end that Move adjacent to an enemy unit.
	<i>Formchange</i> Transformation Blast!	Deal 3 damage to all enemy units within Range 2.

Army Rule <i>Formchange</i>	A unit's <i>Formchange</i> action triggers immediately if a unit Transforms into it, and can't be normally selected.
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THE WYRMHEART ENCLAVE

Contributed by Levi Phipps

LORE

None outside their order know the provenance of the Wymheart Enclave. Their fastness in the Zarella mountain range is visible for miles around, glowing with strange fires in the night, but while all walk in its shadow very few have ever passed into its walls. Most contact with the Wymhearts is done in a circle of blasted ground at the mountain's foot, the Parliament of Ash, where a petitioner may offer treasures in exchange for brief audience with an envoy from above.

The Wymhearts, for all their mystique, effectively operate as highly-paid mercenaries. They rarely trade in gold, preferring gems, fine glass and other translucent treasures. If the gift offered in the Parliament is sufficient, and the terms struck with the messenger are agreeable, the Wymhearts mark their new business partner with a seal of fire upon their brow. This mark, unique for each customer, can be scented by those Wymhearts assigned to the job from miles away. So it is that the next day, the petitioner will usually awake to a tightly organised group of dragonkin keen to fulfil their end of the contract - a walking cataclysm of fire, poison and smog with the discipline of a veteran shieldwall.

TACTICS

The Wymheart Enclave is a simple army containing a legion of dragon-human hybrids, who deal relatively low damage over a wide area and have excellent durability for their cost. Hydras are usually your go-to damage dealers, with a good Health pool and the ability to self-heal.

Fafnir Spawn are the defensive backbone of your army, with decent area of effect damage and mobility – they can cross the battlefield quickly and shore up hopes in your defenses. Hatchlings and Pythons are your swarm troops, with little offensive power but low cost. They perform well in objective gameplay, where they are excellent at scoring VP's.

d4 Hatchling	Actions	
Move 3 Cost 10	Spark	Deal 1 damage, 3 range.
	Scratch	Deal 2 damage, 1 range.
	Clambering Claws <i>Constant</i>	This unit can move over and end its move <i>Occupying Half Cover</i> .

d6 Python	Actions	
Move 3 Cost 15	Flame	Deal 2 damage to up to 3 targets, 2 range.
	Claw	Deal 3 damage, 1 range.
	Slink Away	The next time this unit would take damage, prevent it and Move it up to 2.

d8 Fafnir Spawn	Actions	
Move 3 Cost 20	Flame	Deal 2 damage to up to 2 targets, 3 range.
	Scaleweaver	Give an adjacent friendly unit Resist 2 until the start of your next turn.
	Stubborn Rush	Move up to 3, Moving any unit passed through 1. If you can't move that unit, end this action immediately.

d10 Hydra	Actions	
Move 2 Cost 25	Poison Spray	Deal 4 damage to all enemy units within 2 range.
	Regeneration	Heal this unit 3.

Contributed by Joe Young

LORE

When the battle is at its worst and all seems lost, those with the money to buy victory hire the Myrmidon Guild. Founded over a hundred years ago by a bloodsworn order of warriors and soldiers, the Myrmidon Guild quickly became a stand-out mercenary force during the Succession Wars of Sarn. With every passing year, soldiers disillusioned with their nations and unwelcome elsewhere are lured to the Guild, for they care little where their recruits come from and promise rich rewards to those capable enough to survive in the field. For to join the Myrmidons is to join a family - soldiers without borders, lovers and friends united in the only home Tourlian will offer them.

Unlike most mercenaries and sell-swords, the Myrmidon Guild earns its reputation and prestige by operating in highly disciplined phalanxes. Shoulder to shoulder, blade to blade and shield to shield, the Myrmidons fight in a robust, airtight fortification that moves in synchronicity. Concealed behind the snarling-wolf emblem daubed on their shields, the Guildsmen march as a living wall, each member protecting their allies on either side. It is this way that the Myrmidon Guild manages to fight on an even keel against significantly more numerous foes, who find their numbers advantage rendered insignificant by the wall of shields and blades constantly turned in their direction.

When the going gets tough, the Guild calls upon its strongest warriors, the Flowers of Battle. These elites operate outside the shield wall and break stalemates in a whirl of callous bloodshed, killing with barely any effort. These veterans have been hollowed out by the inevitable fruits of a life of conquest and violence - having watched thousands die and been injured countless times, they barely flinch as they are wounded and carve through the battlefield with complete dispassion. The rest of the Guild eyes their Flowers with a mix of concern and fear, as in them they see the price they will eventually pay for their life of blood and freedom.

TACTICS

The Myrmidon Guild works at its best when it combines the strengths of its units into an impenetrable *Shield Wall*, slowly advancing towards the enemy while shrugging off damage. These highly skilled mercenaries come at a significant cost, however, and any Commander wishing to hire them must be careful not to squander them by leaving unprotected flanks or by simply throwing attacks at the enemy without planning..

The Weregilded Swordsman's *Cut and Thrust* action, when performed by several units at once, can hack through a solid battleline without breaking formation. It can take some getting used to arranging your units for a mutikill, but the Weregilded are extremely action-efficient at cleaning up weakened foes. With a Ruthless Captain at their back, the Swordsman can heal for each kill they make, making up for their relatively low health and demanding significant firepower to overcome their *Shield Wall Resist*.

When a *Shield Wall* needs to be made even more resilient, a Line Veteran can use their *Push the Line* action to rush forward, while healing their allies every turn. This action is very useful to enable a good *Cut and Thrust* streak, as it allows Weregilded Swordsmen to fan out and surround injured units.

Sometimes, however, the slow and steady strategy of the *Shield Wall* isn't enough. The Flower of Battle dares your opponent to attack it, with each wound making them more powerful than before. *Javelin Pin* can force weaker enemies to take that dare, attacking them with weak attacks that only give them damage buffs.

In the Myrmidon Guild, the individual cost of each unit may be high, but the flexibility of each unit and the power they have when they're in a group offsets the expense a Commander must go to to lead such a well-trained force.

THE MYRMIDON GUILD - UNITS

d4 Weregilded Swordsman	Actions	
Move 2 Cost 15	Cut and Thrust	Deal 2 damage, 1 range. If this destroys a Unit, perform this Action again.
	Shield Wall <i>Constant</i>	This unit gains 1 Resist for each friendly unit adjacent to it with this Constant, to a maximum of 2.

d6 Ruthless Captain	Actions	
Move 3 Cost 30	Volley!	Deal 1 damage, 3 range. Deal an additional 1 damage for each adjacent friendly unit.
	Bloodthirsty <i>Constant</i>	Whenever an adjacent friendly unit destroys an enemy unit, Heal it for the amount of damage dealt.

d8 Line Veteran	Actions	
Move 2 Cost 30	Push the Line	Deal 3 damage, 1 range. Allies with the <i>Shield Wall Constant</i> within 2 range may move 1.
	Shield Wall <i>Constant</i>	This unit gains 1 Resist for each friendly unit adjacent to it with this Constant, to a maximum of 2.
	Line Linchpin <i>Constant</i>	When this unit has Resist, Heal each friendly adjacent unit 1 at the end of your Movement Step.

d12 Flower of Battle	Actions	
Move 3 Cost 40	Javelin Pin	Deal 3 damage, 4 range. The target unit cannot Move during its next turn, and must target this unit with its Actions if able.
	Blademaster's Assault	Deal 2 damage, 1 range. If the target has more Health than this unit, deal 2 to this unit and repeat this Action.
	No Other Champions <i>Constant</i>	Whenever this unit takes damage, permanently increase the damage of its Actions by 1. If it takes 4 or more damage from a single Action, it gains an additional Resist 1 as well.

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SOLDIERS FROM THE DISTANT VOID.

There exist countless realms beyond Tourlian - worlds of steam and light, of brambles and eldritch gods, of war and petty thievery. At the periphery of the world of the Mordaunt and Ventrasse, past a boundary barely even theorised by the scholars of the Arcadia Academy, there is an infinite realm of beings and battles being constantly fought, from high-concept space operas to simple fights to stay alive. Though armies are largely bound to the world they were born in, occasionally, if the moon is just right and the walls between realms just thin enough, it's possible to cross over. And if a war party from beyond should happen to encounter soldiers from the new realm, it's natural that they should fight!

This chapter includes five armies from these distant lands. The **Followers of Untruth**, a vast cult of solipsism, unleashes scores of fearless cultists and aberrations, each willing to die for their mysterious Prophets. The noble interplanar knights of **The Hertzward Company** stride forward in flashing finery of solid light, reinforcing mighty Arbalest suits with gigantic consensed-light cannons. The twisted nature spirits of the **Children of the Fallow** creep in the darkness of forgotten fields, reclaiming rusted farming implements with a wicked sense of humour. **The Steamhearts** muster gigantic mechanisms powered by steam, sending entire wings of mechanised matériel to battle. Meanwhile, the gang of assassins known as **Beanie's Banshees** employ hit-and-run strategies to outmaneuver and outfight superior forces.

*The armies in the Allies From Beyond section were each designed by backers of the original **Skirmish** Kickstarter. They exist outside of the continuity of the Tamerlane Wars, but are designed for open play and will mesh perfectly with the rules and units of the Tamerlane Wars.*

FOLLOWERS OF UNTRUTH

Contributed by Nate Rosenbloom

LORE

The first of the Seventeen Precepts of Untruth reads simply:

“Nothing is real, until given reality.”

These six words line the minds of millions belonging to the Followers of Untruth, the dominant religion of Ann'Rakh. The cult of Untruth preaches a complete solipsism, that the mind is the only thing that is truly real and that all else is merely conjured by collective will. A wall exists simply because those around it find it useful, and so lend it form.

The Precepts teach that by strengthening one's will and divorcing oneself from the waking world, that belief, and therefore form, can be given and taken from all things. The proof of this claim is in their Prophets, led by the Y'evan Ba't'en. These holy women can open holes in the world, pull nightmares from air and be in multiple places at once. These feats of supernatural might are taken as gospel proof of the Precepts being a path to omnipotence, for what other explanation could there be for such miracles?

So it is that millions take the Precepts and follow the ascetic's path, forfeiting their worldly goods – and even their lives – to the Followers.

TACTICS

The Followers of Untruth are two sides of a delicate balance. Their d4, d6 and d8 units are capable of doing large bursts of damage and provide strong healing, but are slow, have low durability and struggle to finish units off. This is where the Prophets of Untruth come in. They are the linchpin of your army - speeding your units up, finishing off wounded enemies and either protecting allies or removing problem enemies entirely.

You will need to dedicate significant resources to protecting your Prophets, as they will quickly fall to focused fire. A bodyguard of 1-2 True Believers per Prophet adds much-needed bulk. Spend your units wisely. Prophets are good at finishing wounded units, but struggle at fighting d12 and d20 enemies without weaker troops to soften them up.

d4 Convert	Actions	
Move 3 Cost 10	Improvised Weaponry	Deal 2 damage, 1 range.
	With Open Eyes	Deal damage equal to this unit's Health to all adjacent enemy units. Destroy this unit.

d6 Child of the Never-Was	Actions	
Move 3 Cost 15	Awakening	Choose a unit within Range 1. Deal damage to it equal to half its current Health, rounding up.
	Unfettered <i>Constant</i>	This unit can move through enemy units and terrain. If it stops on an enemy unit or terrain, Force Move it to the nearest unoccupied space.

d8 True Believer	Actions	
Move 2 Cost 20	Greatsword	Deal 3 damage, 1 range.
	Fading Light	Choose an adjacent unit. Deal any amount of damage to this unit (up to its current Health), then heal the target unit for the amount of damage done.

d12 Prophet of Untruth	Actions	
Move 2 Cost 40	Through the Abyss	Move up to two adjacent units 2.
	The First Lie	Choose a unit or a piece of terrain within Range 2. Remove it from the battlefield and note its Health. At the start of your next turn, return it to the battlefield with the noted Health in the closest unoccupied space to the Prophet. If this unit isn't on the battlefield, place the returning unit or terrain in the space closest to where the Prophet was.
	The Final Truth	Deal 3 damage to up to 3 units, 3 range.

Contributed by Nick Bate

LORE

Sallying forth from their interplanar sun-monasteries, the Hertzward Company are an elite force of braves, hand-picked from a dozen realms by the infamous, indomitable Knight-Commander Alexander Beowulf Sutherland. Clad in armour of light, with weapons fashioned of solar heat, they blast away fear with a gregarious laugh and shining charisma.

Those deemed worthy of the Hertzward's assistance are granted a clay tablet emblazoned with a runic summoning-word. When an innocent in true need of defending breaks the tablet, the Company leaps into action, appearing out of thin air in a burst of polychromatic radiance. Fighting selflessly, protected by layers of ablative light, they seem almost divine - especially their mythical Lightfortress battlesuits, which stand over ten meters tall and shoulder great arbalest-cannons. Once charged, these mythical weapons can easily blast an entire castle to smouldering ash.

What makes one worthy of the Hertzward's guardianship is unknown. Noble houses enjoy limitless protection, while laypeople receive tablets at random. The Company is as secretive as it is flashy, and nobody outside their incandescent walls truly knows the Company's intentions.

TACTICS

The Hertzward Company is extremely durable, capable of soaking massive hits with their *Hard Light Armour* before regenerating it all away. They perform very well against elite armies, who can often fail to hit fast enough to break their Armour before it can be regenerated. Their offense, however, is lacking, with their d6 and d10 doing only 3 damage and their d8 being unable to attack at all. Fielding a Lightfortress Arbalest is essential - protect it for enough turns to charge its *Increasing Frequency* and it can roast nearly any unit on the entire board.

d6+d4 Hertzward Spectrum-Knight	Actions	
Move 2 Cost 15	Hard Light Armour <i>Armour</i>	Set up this unit with a D4 on top of it representing its armour. Until the armour is destroyed, it takes any damage this unit would.
	Scything Lightblade	Deal 3 damage, range 1.
	Battering Aegis	Move an adjacent unit 1. This unit gains 1 Resist until the start of your next turn.

d8+d4 Acolyte of the Blueshift	Actions	
Move 2 Cost 15	Hard Light Armour <i>Armour</i>	Set up this unit with a D4 on top of it representing its armour. Until the armour is destroyed, it takes any damage this unit would.
	Condensed Waveform	Choose a friendly unit belonging to the Hertzward Company within range 3. Fully heal the target unit's Hard Light Armour. If the target unit doesn't have one, place a new D4 on top of it.
	Into the Ultraviolet	Remove this unit from the battlefield. Return it to play at the start of your next turn on any space outside of an opposing deployment zone.

d10+d4 Blade of the Redshift	Actions	
Move 2 Cost 25	Hard Light Armour <i>Armour</i>	Set up this unit with a D4 on top of it representing its armour. Until the armour is destroyed, it takes any damage this unit would.
	Widening Waveform	Deal 3 damage to each adjacent enemy unit.
	Bar the Way	Until your next turn, if an enemy unit would Move through a space adjacent to this unit, that Move immediately stops. This does not apply to Force Moves.

d12+d4 Lightfortress Arbalest	Actions	
Move 1 Cost 45	Hard Light Armour <i>Armour</i>	Set up this unit with a D4 on top of it representing its armour. Until the armour is destroyed, it takes any damage this unit would.
	Increasing Frequency	Deal 1 damage, 6 range. Permanently increase the damage of this Action for this unit by 1 for the rest of the battle.

Contributed by Ray Cox

LORE

For as long as life has existed, it has needed to consume and compete. From simple algae growing towards the sun to the complex ecosystems of the hedgerow, all things must kill, directly or indirectly, in order to ensure their own survival. So the unspoken contract was struck: all things may hunt and kill according to their needs, but take not a blade of grass more. For countless centuries, this accord has been kept by all living things – save by the “civilised” creatures of modernity, who deem themselves above the cycles of nature.

In their houses of sterile steel and polluted, reeking cities, they allow little to grow for feculent notions of hygiene. Seeds are killed inside fruit, so they may never birth more trees. Small mammals are imprisoned and sterilised under the pretense of ‘domestication’. But worst are the farms – acres of ancestral forest scythed away for pastures of monoculture, entire ecosystems destroyed and species blasted from the landscape. Most of this growth, too, is wasted, bones and fruits left to decay.

After an age of this, the voices of the forest spoke as one – “No more.”

They began their campaign slowly, and with much trepidation. The spirits of the cycle found it difficult to reclaim the old wood and metal used in farming implements, so divorced were they from their original forms, but, as nature does, they adapted. Twisting rakes, hoes and scythes into rudimentary bodies, they begin to prey on the civilised folk in small, midland farms. Grown so fat off of the comforts of life, the farmers had forgotten what it was like to be prey.

Their tools and land became new bodies, their corpses eaten by the insects and birds they had starved. As the campaign mounts, as the creeping things began to grow monstrous, a circle of silence begins to converge on their true target – the accursed cities of sentient life.

TACTICS

The Children of the Fallow are among the best users of Cover in **Skirmish**. They use it to increase their mobility, fuel strong attacks and fence their opponents in to allow their Grandmother Harvester to utterly crush them. No Children of the Fallow army is complete without Cover.

When playing the Children of the Fallow, don’t think of them as a conventional force that will succeed by footslogging at the opponent and cutting them down. Use your cover - and your opponent’s - in order to set up kill-boxes where it’s very hard for your enemy to escape. As with most cheap units with a move action, you can “hot potato” units with chains of Rakechildren by moving them from one to another, putting them in range of Harvesters and Wardens. It’s best to keep your Fallowbeasts out of combat at first, sowing the midfield with useful Cover, but they can do a surprising amount of burst damage to weaker units.

d4 Rakechild	Actions	
Move 3 Cost 10	Rusted Rake	Deal 1 damage, 1 range. Move the target 1.
	Walkers in the Thorns <i>Constant</i>	If this unit starts its turn next to Cover, it gains +2 Move.

d8 Warden of the Fields	Actions	
Move 2 Cost 15	Claws in the Dark	Deal 4 damage, 1 range. If this unit did not move this turn, deal 8 damage instead.
	Where Did it Go?	Move this unit to an unoccupied space adjacent to any Cover on the battlefield.

THE STEAMHEARTS

d10 Fallowbeast	Actions	
Move 2 Cost 25	A Time To Sow...	Deal 3 damage to this unit. Create a piece of Half Cover in an unoccupied, adjacent space, or replace an adjacent piece of Half Cover with Full Cover.
	...A Time To Reap	Destroy an adjacent piece of cover. Deal 6 damage, 1 range if it was Half Cover, or deal 6 damage, 3 range if it was Full Cover.

d20 Grandmother Harvester	Actions	
Move 0 Cost 45	Winnowing Blades	Move 2, then deal 5 damage to all adjacent enemy units.
	Gather Up the Husks	Move 4, ignoring enemy units and cover and finishing the move on an unoccupied space. Deal 4 damage to each unit passed over.
	Nightmare of Bristling Metal <i>Constant</i>	At the end of each Movement Step, deal 3 damage to all enemy units adjacent to this unit.

Suggested by Derek Revis

LORE

The culmination of decades of development in the ironworks of Hosh, the hydraulic reactor was intended by its inventors to save the suzerainty's failing economy. But where the reactor's inventors saw a tool to advance the metalworking industry by centuries, the Lady Mia D'Meisan saw something far darker in their designs. If this reactor could power a bolt through a rock face to search for seams of ore, what could that very same bolt do to Hosh's enemies?

The engineers received their funding, but not for mining and smelting machines. Rather, they were given blueprints of nightmarishly impractical siege weapons – ballistae that needed draft horses to arm, personal battlesuits too heavy to move in, strange walking machines taller than a house. The reactor could make all of these devices real.

And so the newly-dubbed Steamhearts continue their research and development to this day. Forced to twist their peacetime inventions into increasingly barbarous war machines, their main hope is that their inventions prove so deadly that they make the oncoming war pointless.

TACTICS

The Steamhearts are not a subtle army. They have expensive units with poor mobility, and must arm their siege weapons before they fire - but when they do, they can devastate entire armies in a single Action phase.

Take your first turn to arm your siege weapons and figure out where your opponent is moving before picking your firing line. Send out units of Brasshearts to harass units into your line of fire - with their d4 armour, they don't mind being caught in a cannon blast. Steamdroids are useful not just as attackers but as ways to re-position your artillery, as *Hydraulic Grab* can be used on friendly units as well as enemies.

3d6 Steamdroid	Actions	
Move 2 Cost 40	Cannon Module	Can only be used when this unit consists of 3 or more D6. Choose a space within Range 4. Deal 3 damage to all units on that space and all units adjacent to that space.
	Hydraulic Grab	Can only be used when this unit consists of 2 or more D6. Choose a unit located within 3 spaces in a straight line from this unit. Move it to the closest unoccupied space.
	Shatterfist	Deal X damage, 1 range, where X is three times the number of dice comprising this unit, or destroy an adjacent piece of Cover.
	Mechanised Combination <i>Constant</i>	This unit is three D6 stacked on top of each other. It takes damage as a D6 unit would. If it would be destroyed, remove the top D6 instead.

d8+d4 Brassheart	Actions	
Move 3 Cost 10	Slashing Axes	Deal 2 damage, 1 range. If this unit has no Armour, deal 4 damage instead.
	Battle Armour <i>Armour</i>	Set up this unit with a D4 on top of it representing its armour. Until the armour is destroyed, it takes any damage this unit would.

d10 Siege Ballista	Actions	
Move 1 Cost 40	Load Bolt!	If it didn't move this turn, this unit gains the <i>Loaded</i> status.
	Loose the Shot!	If this unit has the <i>Loaded</i> status, remove it and deal 6 damage to a target within 8 range in a straight line from this unit. If the target is destroyed, repeat this process for the next unit along the line. If any Cover is hit this way, destroy it instead of dealing damage to it.

d12 Eagleshot Steam Cannon	Actions	
Move 1 Cost 30	Load the Cannon!	If it didn't move this turn, this unit gains the <i>Loaded</i> status.
	Loose Shrapnel!	If this unit has the <i>Loaded</i> status, remove it and choose an adjacent space. Deal 5 damage to each other unit within Range 2 of that space.
	Loose Solid Shot!	If this unit has the <i>Loaded</i> status, remove it and choose a space within Range 4. Deal 4 damage to all units on that space and all units adjacent to that space.

BEANIE'S BANSHEES

Suggested by Linda and Patrick Montgomery, dedicated to Annie Robina McLaughlin

LORE

The assassin's greatest tool is not rope, blade or lockpick, but comfort. When kingdoms are at peace, guards are relaxed and nobles at ease in their beds, even airtight security slackens just enough for a certain group of enterprising killers to make their move. They are patient, decisive, and when their work is done they leave a calling card for morning visitors: their royal quarry, scorched and crumbling in the fireplace.

They take no treasure and hurt none save their marks, who are exclusively the rich and powerful. Where they pass, they foment worker's rebellions and leave noble circles in chaos, leaving alive only those aristocrats weak enough to be overturned by the bolstered populace. And so it is that their legend grows with every township they liberate. Even their name changes with every telling: The Ghost becomes Robin, who becomes Robina, who becomes Beanie, whose Banshees leave corrupt authority little more than smouldering ash.

TACTICS

Beanie's Banshees deal massive damage paired with high maneuverability, but as assassins they have low durability and high unit cost. With some careful setup they can quickly move across the battlefield and destroy high-priority targets with their burst damage.

It's important to set up some Cover in the midfield so your *Grappling Hooks* can quickly close in on the target, and then some in your deployment zone so they can escape. Getting your Grandmothers to the midfield is incredibly important, as their *Immolate* will destroy all but the strongest units in a single action. If you're forced to fight in neutral ground, ensure you bring some Ghosts, who can weaponise the Cover you set up earlier to deal massive area of effect damage with *Molotov*.

d6 Banshee	Actions	
Move 3 Cost 20	Crossbow	Deal 3 damage, 2 range.
	Grappling Hook	Choose a piece of Cover within 3 range and Move 3 in a straight line towards it. If this unit would collide with another unit, stop moving and deal 2 damage to that unit.
d8 Ghost	Actions	
Move 3 Cost 30	Heavy Crossbow	Deal 5 damage, range 2.
	Molotov	Choose a space within 3 range. Deal 3 damage to all units within or adjacent to that space. If the chosen space contained Cover, damage the Cover and deal 4 damage to all units adjacent to that Cover instead.
d10 Grandmother	Actions	
Move 1 Cost 40	Grappling Hook	Choose a piece of Cover within 3 range and Move 3 in a straight line towards it. If this unit would collide with another unit, stop moving and deal 2 damage to that unit.
	Immolate	Deal 12 damage, 1 range.

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