Campaigns

Campaigns in DeepWars are battle Scenarios played in succession. Players use the same warband for each battle, replacing lost warriors and upgrading their abilities and items depending on which warband is victorious. A typical Campaign is four to six battle Scenarios, with warbands gaining Victory Points for successfully completing Scenarios. The winner is the player with the most Victory Points at the end of the Campaign.

Single battles have a limit of 400 points per warband plus or minus 10 points. Campaigns involve more models and more battles, so the limit is 800 points per warband. Players can change these limits if they desire but increasing point limits will result in longer games.

Scenarios

Players can pick a Scenario to play for an evening and modify the forces, battlefield layout or victory conditions. There are six Scenario archetypes, each with different victory conditions. For a Campaign, players can roll a die to randomly pick a Scenario or simply choose one. Players may also make entirely new ones if they choose.

Scenarios	
die roll	**Scenario Type**
1	Skirmish
2	Ambush
3	Breach
4	Salvage
5	Survival
6	Capture

Battle Layout

When laying out the battle Scenario, players roll dice to determine which force is the attacker and which is the defender. The defender is in charge of laying out the terrain, scenic features and objective markers, while the attacker chooses which side of the table to enter from. The defender will enter from the opposite side or can be set up in the middle of the map, depending on how the Scenario is laid out.

The defender places models first, within one Short move of his table edge if starting on one side, and then the attacker does the same. Check the Scenario type for specific rules on placement of models. The attacker's warband should be deployed on the ground level, not on top of scenery. The defender may have models on top of scenery if they start in the middle of the map. *Airborne* models may start in the air up one Altitude Level.

For most battles the defender lays between four to six Scenic Terrain features (ruins, forests, crystals, etc.), Deadly Terrain and Wild Creatures based on the Environment (page 115) or requirements of the Scenario.

Controlled Aggression

In battle it helps to play aggressively, as otherwise Scenarios can take too long. Players are encouraged to attempt to activate with multiple dice to move quickly, effectively cast spells, or pass through dangerous areas without simply inching slowly across the map.

Aggressive play is rewarded with temporary **Hero Points** to help during the battle Scenario, giving a bonus of +1 to any activation, **Spellcasting Roll**, Physical Activity or Combat Score on the model's next turn. Models that activate successfully with three dice and use part of them in combat or spellcasting attacks against an enemy gain the temporary Hero Point.

A model may spend its Hero Point to embolden an ally within one Long stick by giving it +1 to its activation roll, effectively setting a good example of how to be heroic. Hero Points can also be used as a sort of "save" bonus, such as when a model is attacked or has a spell cast against it. In that case the bonus points are spent on the required "Check" roll or Combat Score. Hero Points are lost on the player's next turn if not used, so it is best to keep trying to play aggressively.

Turn Limits

ShadowSea games are meant to be played quickly, lasting an hour or less per Scenario. In order to keep things moving quickly, players should choose a set limit of turns to be played before the Scenario ends and warbands retreat to their base camps. A recommended maximum number of turns is ten, but players can choose whichever number seems appropriate.

Scenarios with artifacts to be salvaged or specific objectives can have the turn limit extended or igored altogether. If one warband defeats the enemy and is alone on the map it does not guarantee that objectives will be met or items salvaged.

The "winning" warband can continue to try to activate models and accomplish the goals of the Scenario while the "losing" warband has the option of making a counter-offensive with a half-strength warband (half point value) or an equivalently valued group of predatory Wild Creatures. The new models appear at the edge of the map closest to one of the enemy models.

Scenario Archetypes

These Scenarios are the most basic ones for the game and are suitable for quick battles. Players should consider making their own Scenarios or modifying the ones shown below. Scenarios have many types of **Scenic Features** that vary depending on the **Environment.** The defender can roll for a random Environment on page 115.

Skirmish

The basic battle Scenario is the skirmish, where both players fight until one concedes or all models on one side run away or are killed. This Scenario is played with **five Scenic Features**. The defender rolls for the scenic features specific to the Environment.

> *Victory conditions: 1 VP per 20 points of killed opponents. 5 VP for the winning side.*

Ambush

This Scenario has a surpise attack upon one warband. Attackers start in the center of the map and are ambushed. They must identify the defenders from decoys. The defender places two markers per model in his warband instead of placing actual models, using small uniformly-sized markers. Markers can be paper, coins, or any object that has markings on one side indicating a model or a decoy. Markers must be placed within a Short distance from the table edge and any Scenic Features. During play, a marker is flipped over to reveal its identity when that marker is attacked, the defender rolls to activate it, or whenever an opponent moves within one Long distance from the marker. The defender must then substitute the marker with a figure, or if just a decoy, remove the marker from play. When all the figures in the warband are on the table, remove any remaining counters.

Play continues until one player concedes or all models on one side swim off or are killed. This scenario should have **six Scenic Features**.

> *Victory conditions :Attacker gets 1 VP per 20 points of killed opponents, Defender gets 1 VP per 30 points of killed opponents. 5 VP for the winning side.*

Breach

This Scenario is focused around an ancient ruined structure, such as a wrecked ship or ruined building of some sort. The goal is to enter into the structure and recover an ancient artifact. The defender is tasked with laying out the structure, which is meant to be sealed off, although optionally, there can be one or two entrances that allow medium-sized models to pass through. The idea is that warbands must utilize explosives, plasma torches or even powerful limbs to open a hole in the structure to get to the inner map. Both warbands start outside the structure, which is corroded or has holes of some sort that allow them to view the interior and choose their entry point.

The defender builds the structure in the center of the map and can make it any size, although 50 cm by 50 cm is the largest footprint size one should use. The inner area of the structure can have walls, rubble and natural growth and **one Scenic Artifact** and **two Treasure Artifact** markers. Roll for the Scenic Artifact once it is visible to one warband. Treasure Artifacts are determined once the artifacts are salvaged. The map should also have **four Scenic Features**.

> *Victory conditions: 1 VP per 25 points of killed opponents plus the VP from the Treasure Artifact Table, 2 VP for the warband entering the structure first, 5 VP for whichever team controls the Scenic Artifact at the end of the battle.*

Salvage

This Scenario takes warbands on a quest for ancient treasure across the hostile landscape. The defender lays out **six Scenic Features** while the attacker places **six Treasure Artifact Tokens** on the tabletop, within terrain features such as ruined structures or fungal forests, or adjacent to smaller scenery like deadly Mantrap Plants. These tokens represent artifacts that may be valuable or may be broken junk. No more than two artifacts may be near a Scenic Feature. Scenery that can normally be searched for treasure simply has the treasure marker in this Scenario.

Whenever a model moves adjacent to the token, roll on the *Treasure Artifact Table*. The last token always has a valuable artifact if the others are all worthless junk - roll again if the last one is initially deemed worthless. A model must use *two actions* to pick up an artifact. If a model is killed, another model may pick up the artifact by spending *two actions*. A model may give an artifact to another model by being adjacent to it and spending *one action*. Only models with the *Scientist* ability may learn to use unbroken, functioning ancient artifacts during the Scenario. Play continues until all valuable artifacts are taken from the map, one side retreat off the side of the map or one side is killed.

> *Victory conditions: 1 VP per 25 points of killed opponents, plus the VP from the Treasure Artifact Table. 5 VP for the side first picking up the largest number of valuable artifacts.*

Survival

Both sides have entered dangerous terrain that they want to control in this battle for survival. The defender prepares the game terrain based on the Environment, placing **four Scenic Terrain features, two Deadly Terrain** and **three Wild Creatures** of up to 100 points each.

Play continues until one player concedes or all models on one side flee or are killed. Wild Creatures are rolled at random on the tables per the Environment, except that only predators should be used. Re-roll until predators come up on the table so there is some danger for the game.

> *Victory conditions: 1 VP per 20 points of killed opponents. 5 VP for surviving longer than the enemy. 1 VP per 50 points of Wild Creatures made to flee, charmed or killed.*

Capture

This Scenario has both sides defending their own Scenic Artifact and trying to disable the opponent's artifact. The defender lays out the terrain while the attacker rolls for **two Scenic Artifacts** on the tabletop. These are typically non-combat related, immobile artifacts that require crystals to operate, such as dimensional gates, teleportation chambers, star maps, etc. These artifacts are operational and may be used during the game. The defender also places **four Scenic Features.**

The Scenic Artifact must be within a terrain feature, such as on top of a sunken structure, in the center of a ruined temple or in an underground chamber. The goal is for each team to guard its artifact while stealing the crystals that power the other team's artifact. Each defended area has **one Scenic Weapon**.

Whenever a model is adjacent to a Scenic Artifact it may remove a crystal with a **Force physical activity** with a -2 modifier. Carrying the crystal also requires a Force roll at -2, and causes the models to move one movement rank slower than usual (e.g., Medium to Short move and Short move cut to half of a Short stick). Crystals need to be returned adjacent to the capturing team's Scenic Artifact to get the "capture" Victory Points.

The opponent's Scenic Artifact may also be destroyed by planting explosives, or using the **Break physical activity** with a -2 modifier. This is not an optimal way to achieve victory, however.

> *Victory conditions: 1 Victory point per 25 points of killed opponents, plus 6 points for capturing the opposing team's crystals. 2 Victory point for disabling the opposing team's Scenic Artifact and 1 for disabling a Scenic Weapon.*

Tournament Battles

For a competitive game, players may have a tournament-style battle using one of the basic Scenario Archetypes. To spice things up, each warband starts the game with either 20 Victory Points (VP) **or** 6 Experience Points (Exp) to spend on upgrades, additional mercenaries or new weapons. Experience Points can be used to upgrade one model or can be spread around to multiple models while VP can be used on a variety of upgrades for a warband. See the Battle Aftermath section for more information.

Battle Aftermath

At the end of a battle, the losing side suffers the pain of treasures slipping through their grasp the while the winners bask in glory. Warbands can then get reinforcements, gain group advancements and train each model individually in order to prepare for the next encounter.

Surviving the Battle

Warbands are able to gather reinforcements before the next Scenario of a Campaign. It is assumed that all models that fled from the battle survived and can fight again. The ones that were eliminated and **not** victims of a *gruesome kill* may be revived when back in base camp. Players must roll a **Quality Check** for each eliminated model and use the number of successes to determine the results on the Survival Table.

Models on the winning side use the table normally, but those on the losing warband cannot survive if badly injured or disabled, and therefore must roll three successes in order to survive. These models may have lost the battle but managed to crawl into a cave or hide in the forest until making their way back to camp. A surviving *Healer* in the warband gives a bonus of +2 to the survival roll.

Survival Table	
Successes	**Survival Result**
3	Model survives with only minor injuries and fights in the next Scenario. (Model on losing side miraculously survives)
2	Model injured and at -1 to all Quality rolls for the next Scenario.
1	Model disabled and must heal during the next Scenario. Roll again before the following Scenario and get 2 successes to fight.
0	Model is dead. Sing a remorseful song and find a replacement.

Reinforcements

Both the winning and losing sides recover all of their warband points lost from dying or deserting models. The winning side can use its recovered points to replace any lost model with reinforcements, including Personalities. The losing side can also get reinforcements, but it cannot replace its Personalities until it wins a battle. This rule enables a losing warband to get a chance to replace a lost Personality if they win the next battle.

Part of the reinforcement process also includes replacing models with entirely new ones in order to field a different warband as the Campaign progresses. The warbands can change out up to 300 points of their Campaign point total (800 points) with different models from their primary force list, even if no models had died. The winning side can replace Personalities but the losing side cannot.

Experience and Victory Points

When a warband wins the Scenario, surviving models each receive one Experience Point (Exp) for personal advancement. The warband as a whole gains Victory Points (VP) based on its performance in the Scenario. Recovering treasures and artifacts adds to the VP total.

Buying Mercenaries

Warbands may add new models during a Campaign without increasing the warband point value by spending Victory Points. Each VP spent adds 5 points of new models from the main force of the warband or the Sunless Kingdom, notorious mercenaries that only seem to care for gold. The caveat for the Sunless Kingdom mercenaries is that the VP must be from Treasure Artifacts only. New models that are killed are replaced as per the Reinforcements rules.

Personal Advancement

The *Experience and Training* table shows the different personal advances that can be purchased with Experience Points. Models cannot increase their base statistics but can purchase enhancements to their existing abilities, like new training, "one shot" talents and other useful tricks.

Personal advances that work once per battle can be taken multiple times. Personal advances are meant for Campaigns and do not affect the cost of a model during the Campaign. Personal advances should **not** be used in single-battle Scenarios.

Warband Advances

Victory Points can be spent to purchase Warband Advances, abilities that apply to all models in the group, even if they are reinforcements for the rest of a Campaign. The idea is that a warband gains confidence as a team, and even new members of the team adopt the "swagger" of being part of a legendary group.

Each advance costs 10 Victory Points and can be bought only once. **Warband Advances can only be used once per Scenario.**

Warband Advances (10 VP)

Efficient Warriors: The warband works as a well-oiled machine, figuratively speaking, and get a +2 bonus to one Combat die roll.

Courageous: The warband can re-roll one Morale Check roll. The player must re-roll all three dice and the result of the re-roll is final, even if it is worse.

Dirty Tricks: The warband can negate the effects of one Special Ability of an enemy, one time per battle.

Ethereal Reflection: A member of the warband can reflect a magic spells or energy weapon attack back at the caster or shooter. The attacker rolls first. When the defender uses the ability, the attacker must make another roll to defend against the reflected attack.

Retaining the Initiative: When a model in the warband rolls two failures while activating, play does not pass to the opponent. Player decides when to use this ability.

Mechanical Experts: This advance allows any member of the warband to repair a disabled tech device.

Experienced Explorers: Warband can ignore the penalty of Difficult Terrain or Tactical Cover when moving through it (reduced movement rate or penalty to Combat Score).

Strategic Bonus: This advance gives the warband +1 on the initial dice roll to determine which player is the defender and which is the attacker.

Theme Music: The warband has theme music that can be played once per battle (play on a stereo at desired volume). During the song, activation of up to three models is rolled at +1. Songs should be less than 10 minutes long.

Tough as Nails: Once per game the player can ignore a "kill" result rolled against a member of the warband. The model ignores a *kill* or a *gruesome kill* and is rendered *fallen* instead.

Volley: The shooters in the warband get a bonus of +2 to a Concentrated Fire attack on one enemy.

Lucky: A model can re-roll one "Check" roll. The new result is final, even if it is worse.

Personal Experience and Training

Exp	Personal Advancement
1	**Initiator** - once per battle, gain +1 to activation roll.
2	**Shot Focus** - once per battle gain +2 to ranged attack.
2	**Attack Focus** - once per battle gain +2 to hand-to-hand combat.
2	**Resistant** - once per battle gain +2 to Resistance Check
2	**Mental Fortitude** - once per battle gain +2 to Will Check
2	**Buff** - once per battle gain +2 Strength Check
2	**Wizened** - once per battle gain +2 to Quality Check
2	**First Aid** - gain the ability to help adjacent injured allies: *fallen* or *transfixed* models are revived with **one action**.
3	**Technician** - gain *Ether Tech* ability
3	**Ether Infused** - gain +1 to Spellcasting Rolls for the entire battle.
4	**Veteran** - gain +1 to all Check rolls for the entire battle
4	**Battle Master** - gain +1 to all Combat Scores for the entire battle & *Critical Hit* or *Deadeye* once per battle.
4	**Magic Scholar** - a spellcaster gains the ability to cast from one additional magical discipline.
4	**Doctor of Science** - a *Scientist* gains an additional level (i.e. *Scientist (2)* goes to *3*). Alternatively, the model can learn one point of *Bio-Weapon* or *Alchemist* ability.

Technology Upgrades

A warband with a *Scientist* may upgrade ether technology weapons and devices by using Victory Points. The cost in VP for a tech item varies with Complexity Level and the *Scientist* can only upgrade items with a Complexity Level equal to his or her training level. Upgrades can be bought once per device.

VP cost	Upgrade Type
Tech Item Upgrades	
5	Amplifier - hand-to-hand tech weapon (CL 1 or higher) gets +1 to Combat Score.
5	Armor Piercing - projectile or energy weapon with *Armor Break* increased by 1.
5	Auto Reloader - weapon's number of reload actions reduced by one (or removed if one already).
5	Enhanced Targeting - ranged projectile or energy weapon gains a bonus of +1 to attack.
5	Range Extender - projectile or energy weapon's range penalty is reduced by one to -1 for double range and -3 for triple range.
5	Reliable - tech weapon malfunctions less frequently. After rolling a 1, roll <u>two</u> dice and if both are 1's, the item malfunctions.
5	Ruggedize - an Ether-Tech item is made tougher and is not damaged when a model is killed by energy or *Blast* attacks and only damaged with a *gruesome kill*.
10	Reinforce Armor - armor is reinforced by 1 point in all sections for one model. Going to 4 or more points in any section gives the *Sluggish* effect.
10	Powerful Blast - explosives used in weapons with *Blast* effects get +1 to *Armor Break* and *Breach* and +1 to Combat Scores.
10	Simplify - these items have their CL level reduced by 1 when used by a model with *Ether Tech, Scientist, Engineer* or other tech-focused abilities.
15	Instruction Manual - Any model with *Ether Tech (1)* can use this item. The manual allows a warband to equip a model with low-tech training with hi-tech items during a Campaign (between battles only).

Adding Weapons to the Armory

A warband can add weapons to the Armory (page 24) with VP so that any model with the appropriate *Ether Tech* ability may use them. The cost is one VP per weapon point - see the table of weapon point costs. Natural weapons may not be added except to constructs by a *Biomancer* or *Re-animator*. A model may not carry more than 5 weapons.

Technology Development

A warband with a *Scientist* may build new Ether-Tech devices from the Technology section (page 100) using Victory Points and add them to the Armory. The cost is 5 VP per item CL and requires one Ether-Tech Treasure Artifact to salvage parts from. The *Scientist* can only build items with a Complexity Level equal to or lower than his or her training level.

Upgrading Constructs

Artificial constructs that are part of a warband can have Ether-Tech items upgraded like regular models. The only requirement is that the *Scientist* works with the creator of the construct type, an *Animist (mech construct), Biomancer (biomech construct)* or *Re-animator (living constructs)*. The models in the science team **must** be in the warband for the next battle.

Hijacked mech constructs can also be refitted to work for the hijacker's warband by spending an extra 10 VP. They are treated as reinforcements.

Ancient Tech Artifacts

The main goal of each force is to locate, salvage and study ancient Ether-Tech artifacts. These items are bits of lost technology created by an elder race once inhabiting the Underlands, a race that eventually migrated into the depths of the sea. There are several types of artifacts, some of which are small bits of glittering treasure, valuable to those with gold lust almost as much as *Scientists* and scholars of the esoteric arts. Others are large scenic features, including machinery and emplaced weaponry, powerful devices that were once used in defense of the now-crumbling cities of this underground world. All of the artifacts are valuable to *Scientists*, especially the crystals inside the devices. Scenarios may have scenic features that contain artifacts that are chosen at random from the following tables.

Treasure Artifacts

When one finds a Treasure Artifact in a Scenario, roll two dice and consult the Treasure Artifact table. A model with the *Salvager* ability gets a bonus of +1 when rolling on the table below. Operational artifacts can be used but only if a *Scientist* can decipher it with a **Quality Check** and number of successes equal to the artifact CL level. Once deciphered, the artifacts can be used with **one action**, unless specified otherwise in the description.

Treasure Artifact Table (roll two dice)

Roll	Treasure Type
2-3	**Corroded Junk** - This might have been an artifact but is now corroded and useless. 0 VP
4-5	**Ether Crystals** - This is a valuable outcropping of ether crystal, the power source for all ether technology. These are worth 2 VP.
6-8	**Golden Treasure** - A mundane bit of treasure that incorporates ether crystals but does nothing. These treasures are worth 1 VP.
9-11	**Ether Tech Artifact** - The are valuable ancient devices that gives 2 VP to the Warband. When discovering one of these items, roll two dice and consult the *Ether Tech Artifacts* table.
12	**Ether Treasure Artifact** - These are rare artifacts that still work after many centuries, constructed entirely of gold and crystal with protective fields that keep them in working condition. When a Treasure Artifact is discovered, roll four dice and consult the *Ether Treasure Artifacts* table on the next page to determine what has been salvaged. Finding one of these valuable treasures gives 4 VP.

Ether Tech Artifact Table (roll two dice)

Roll	Treasure Type
2	**Force Shield CL 2** - A device that creates a shield of charged energy as per the *Magical Shield* ability.
3	**Insulator Armor CL 2** – Golden fabric worn around regular armor that gives *Energy Resistance*.
4	**Bifurcator Gem CL 2** – This dangerous item lets the user attack, and be attacked by models that are *Dimension Shifting*.
5	**Eye of Gold (CL 2):** This golden orb warms to the touch when near treasure, giving a model the *Salvager* ability.
6	**Defection Shield CL 2** – Ranged attacks made against the wearer of this golden headband are at -1.
7	**Holographic Cloak CL 2** – makes the wearer blend into the background, giving the *Stealth* ability.
8	**Spider Gloves (CL 2):** These gloves have an ethereal charge that make them stick to surfaces - giving the *Clinging* ability to a medium-size humanoid model.
9	**Feather Fall Device (CL 2):** This harness create a reduction in the pull of gravity for falling models. They get +3 to rolls to avoid Falling Damage.
10	**Flux Blocker (CL 2):** This device negates ether Magic Zones using **one action** when adjacent
11	**Flutes of Zahn (CL 2):** This odd instrument plays soothing music that gives +1 activation to *Animals* and *Warbeasts* within one Long stick.
12	**Personal Force Shield CL 2** – This hand-held device creates a force wall around the model that repels attacks. Hand-to-hand attacks made by opponents against the wearer are made at -1.

Ether Treasure Artifacts (roll four dice)

Roll	Treasure Type
4	**Holographic Projector CL 3** – This evil device creates a lifelike image of the viewer's greatest fear, giving the *Madness* ability to the user.
5	**Portable Shield Generator (CL 3)** - Small devices of gold that, when activated with **one action**, create a spherical shield of ethereal energy that is like a more powerful version of the *Energy Shield* ability. It gives +3 defense to ranged energy attacks and spells.
6-7	**Belt of the Gods (CL 3):** This thick golden belt is heavy and bulky, but when activated with **one action** immediately reduces the weight of the wearer, giving him the ability to leap long distances and move as *Airborne*. The model floats up one Altitude Level over obstacles, landing at the end of the wearer's movement. The belt operates until deactivated with **one action**.
8-9	**Allsight Helm (CL 3):** This beautiful artifact is a golden helmet with a crystal visored faceplate. The wearer may activate it and immediately be able to see in different light spectra, detecting *Camouflaged* and *Stealthy* models. The helm can even allow the wearer to see through obscuring Fog and Smoke, ignoring their effects as Tactical Cover.
10-11	**Boots of Traversing (CL 3)** - These boots are extremely light and strong, enhancing a model's movement through rough terrain. The model does not have its movement rate reduced when moving through Difficult Terrain.
12-13	**Horn of the Hunter (CL 3)** - This gilded horn from some long-extinct creature is able to call for wild beasts from the Underlands. Any model (except *Animals* or *Warbeasts)* can use the horn with **one action** to summon 100 points of predatory Wild Creatures. These creatures can be controlled by a *Shaman,* making them part of the warband, otherwise they follow the rules for Wild Creatures and will attack the nearest model. The creatures appear at the edge of the map nearest the user of the horn.
14-15	**Amulet of the Hive Mind (CL 3):** This amulet has an evil appearance with strange runes engraved upon it. If worn by any model calling for group activation, it gives +1 to the activation roll.
16-17	**Helm of the Overlord (CL 3):** This golden helmet glows with otherworldly power. It is able to channel the psychic energy of the wearer and convey messages to living (not *Artificial*) allies. If worn by a *Leader, Taskmaster* or *Beastmaster* it extends the range of the +1 activation bonus to a radius of two Long sticks.
18-19	**Powered Legs (CL 3):** These look like mechanical legs but actually attach to a man-sized bipedal model's legs. The powerful ethereal generators and actuators in the device give the model the *Long Move* and *Power Leap* abilities. Once activated with **one action**, they operate for the rest of the Scenario. The cannot be used by *Artificial* models, *Undead*, *Animals* or *Warbeasts*.
20-21	**Icon of the Gods (CL 3)** - This golden icon is shaped like the blasphemous form of an unknown being. When used with **two actions**, the Icon is able to banish a summoned Elder Ethereal being back to its unearthly place of origin. Use of the Icon does not require any specialized ability.
22	**Thunder Device (CL 3):** This device looks like a large golden tuning fork. It is placed on the ground and activated with *one action* create a devastating Thunderstorm (page 93), as per the Elemental Spell, cast with Spell Power 3. The winds appear directly over the device one Game Turn after activation.
23	**Weather Staff (CL 3):** This item looks like a staff with runes along its length. If a user activates it with **two actions**, the staff changes the local weather for that Scenario (page 142). Using it properly is tricky and requires a **Quality Check** on three dice with two successes to pick the weather. Otherwise, roll for random weather as usual.
24	**Brazier of Dragonfire (CL 3):** This exceedingly rare item is shown in ancient mosaics, appearing as a large brazier in the shape of a dragon's mouth. It contains a viscous fluid that can be lit and used with **one action**. A Shaman may use this item to summon an ancient Fire Drake from its slumber in the Stygian Depths of the Underlands. The dragon is not happy to be awakened and requires the *Shaman* to spend **one action** per turn keeping it under control. If the Shaman does not spend the action, the dragon goes on a rampage as a Predatory Wild Creature, laying waste to the landscape before returning to sleep in its cavernous lair
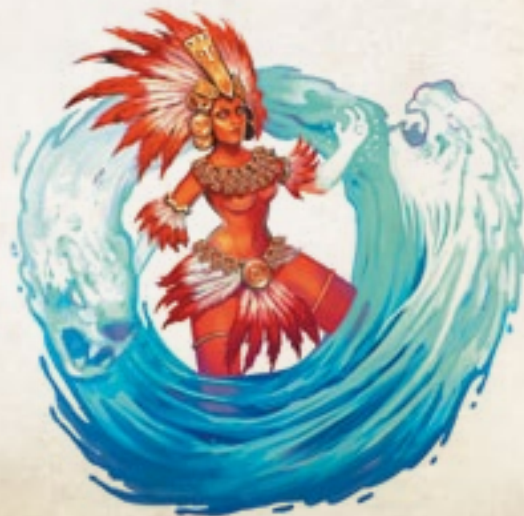
Scenic Artifacts

Scenic Artifacts represent rare, but important finds for a warband. Capturing one of these always results in a vast amount of new knowledge for scientists, shown by the Victory Points that can be used in upgrading tech devices. Capturing the artifact requires the warband to have at least one model adjacent to the artifact at the end of the battle and results in victory Points for the warband.

Scenic Artifact are CL 3 and most are fully functional. An adjacent *Scientist* can determine if a Scenic Artifact can still function by spending **one action** and rolling a die: on a 1 or 2, the artifact is damaged, otherwise it is functional and can be activated by the *Scientist* using one more action and rolling a **Quality Check** with three successes, modified by -2 for *Scientist (2)* and -4 for *Scientist (1)*.

If the artifact is not operational, the *Scientist* can try to repair it by using **one action**, then rolling a **Quality Check** with three successes. Once repaired, the artifact must then be activated with another action and a **Quality Check**. Once the Scenic Artifact is operational if can be used by a *Scientist* (where applicable) by spending **one action**. Some artifacts operate on their own and some require an additional **Quality Check** to use properly.

Some warbands may want to disable or destroy a Scenic Artifact, although the benefit of such a move is debatable. Scenic Artifacts are disabled by energy weapons or *Gunpowder* weapons with *Blast* effects. The artifact has a Combat Score of 5 against attack and Armor Value of 2, and obviously does not *counterattack* in hand-to-hand combat.

Once it loses in combat, the artifact gets a **Resistance Check** using a base value of 3 and is disabled with two or more failures. Disabled artifacts can be repaired by a *Scientist* using three actions but are destroyed on the next damaging attack. Explosives set by a model with the *Demolition* ability destroy the artifact outright if they have *Armor Break* of 2 or higher. A third and much preferred way to disable the artifact is to remove its power crystal (**two actions**).

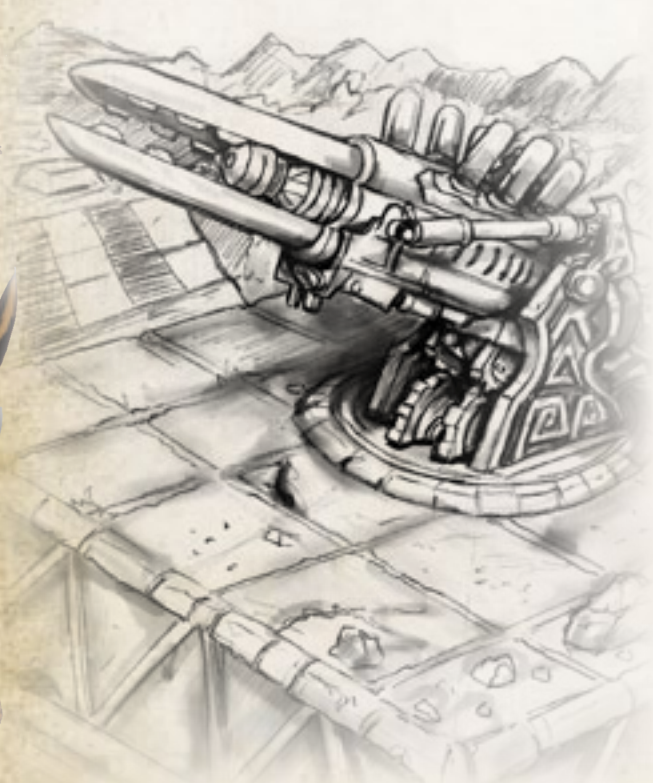| Scenic Artifact Table (roll two dice)	
Roll	**Artifact Type**
2	Power plant – This artifact generates power from magnetic forces and creates a massive ethereal energy field. All ethereal devices and ethereal magic within this field are enhanced in operation and receive a bonus of +2 to rolls. This includes attacks, spells, and **Quality Checks** for non-combat items. Worth 4 VP if captured.
3	Force Shield – Magnetic forces are used to create a wall of energy that deflects projectiles, energy and spell attacks. Anything in this field receives a +3 bonus to their Combat and Quality score when defending against these attacks. Models adjacent to the shield may push their way through by using **two actions**. Worth 4 VP if captured.
4-5	Star Map – This mysterious device appears to be a circular wheel of stone with embedded crystals. When operated, a glowing spherical image is created around the wheel, like a cloud of stars and planets. *Scientists*, *Engineers* and spellcasters within Short range of this artifact will not flee from a battle regardless of morale. Worth 3 VP if captured.
6-7	Statue of Elder God - A diabolical statue that causes disquiet to those that view it. **Morale Checks** are at -1 for all models facing the statue within Long distance. Worth 3 VP if captured.
8-9	Scenic Weapon - roll on the Scenic Weapon Table on the next page. The weapon is emplaced on a section of scenery and should be located in a tactically useful area (not in a hole in the corner of the map). Worth 3 VP if captured.
10	Teleporter – These artifacts are mosaic tile floor panels found in pairs, typically separated on remote sections of the map. Any model may use an active Teleporter by walking on to it. The model then appear on the other panel. A *Scientist* must roll two successes on a **Quality Check** to activate the Teleporter. With three failures, models using the Teleporter are lost in the dimensional void and killed. Worth 4 VP if captured.
11	Library – The libraries of the Ancients contain murals, sculptures and stone tablets. *Scientists* studying with a successful **Quality Check** gain +2 to future **Quality Checks** when trying to operate or activate any ether technology during the Scenario or Campaign. Worth 4 VP if captured.
12	Dimension Gate – These arches call forth a gate to different dimensions, although where they lead exactly is unknown. Entering an activated gate removes a model from the game but while the gate is active, roll one die each turn. On a roll of 1, an Elder Ethereal Gothogga appears, attacking as a Predator Wild Creature (see Wild Creatures section). Only one Gothagga per game will come from the gate. The gate is worth 5 VP if captured.

Scenic Weapons

Scenic Weapons are specialized types of Scenic Artifacts, designed to protect the cities of the elder beings from attack. They are activated as a regular Scenic Artifact but require a bit more expertise to fire. These artifacts are worth 3 VP to capture in the scenario and 2 VP more to successfully fire to kill an enemy model. The range of the weapon is shown in the description and is handled like other ranged weapons, allowing range extension unless otherwise specified.

Firing the Scenic Weapon requires *two actions* by an adjacent model with the *Shooter* or *Bombard* ability, so a crew of two is normally needed to use these emplaced weapons - a *Scientist* to get the weapon working and a *Shooter* to actually fire it. Once operational, the *Scientist* can let a *Shooter* handle the firing job alone. A *Scientist* with the *Shooter* ability can do both jobs and is very valuable. The base Combat Score and range with the weapons is the *Shooter's* Combat statistic, modified by any weapon statistics.

Scenic Weapons can be disabled in the same way as other Scenic Artifacts. Explosives set by a model with the *Demolition* ability destroy the artifact outright if they have *Armor Break* of 2 or higher. A third way to disable the artifact is to remove its power crystal (***two actions***).

Scenic Weapon Table (Roll two dice)	
Roll	**Weapon Type**
2-4	**Plasma Detonator** – This is a massive version of the Plasma Cannon carried by some models. The weapon rotates smoothly on a magnetic base and fires out enormous glowing balls of superheated plasma to vaporize targets with a huge *Blast (-1 Long Radius)*. The range of this weapon is Long and it gains +4 to attack. The weapon has *Armor Break (5)* and will *Ignite* flammable materials in the blast zone, although it is *Unstable*.
5-6	**Lightning Blaster** – This devastating weapon creates a shower of lightning in a *Blast (-1 Long range)* around a targeted model. The weapon fires at the primary target with an attack at +4 that courses through armored foes with *Armor Break (4)* and delivers a massive electrical *Shock*.
7-8	**Plasma Wall** – This nasty weapon fires out a *Spray (180 deg)* of superheated plasma that can *Ignite* everything flammable it touches. The attack only goes out to one Long stick, and cannot be extended with a Long Shot. It was designed as a defense against massed attacks, creating a wall of burning death. When fired at a target, it gets +3 to hit and melts armor with *Armor Break (4)* but is *Unstable*.
9-10	**Magnetic Cannon** – A pinnacle of the projectile weapon design, this cannon hurls out golden "spears" at such high velocity that they create a thunderclap without producing smoke or light. The shot fires as a Long range weapon with +5 at one target, punching through even the thickest armor with *Armor Break (6)*, but takes **one action** to *Reload*.
11	**Death Ray** – This feared Ethereal weapon fires invisible rays at Medium range that *Irradiate* a target, melting its brain inside its skull. It is fired at one target with a bonus of +3, and *Armor Break (4)*. The weapon affects *Artificial* and *Undead* models also but they do not get *gruesome kill* if doubled. The weapon is powerful but *Hazardous* to use.
12	**Disintegrator** – These rare weapons turn victims to fine, powdery sand while they scream in agony, a *gruesome death* to watch. These weapons *Disintegrate* armor as well as flesh with *Armor Break (5)*, but are *Hazardous* weapons that can disintegrate the wielder upon a mishap. The weapons are difficult to use but give +2 to ranged attack rolls, firing out as a Short range weapon.

Custom Models

Players can design their own custom models using the following algorithm.

Step 1. base points = (Combat x 5) + ability points
Step 2. adjusted points = base points x (7 - Quality) / 2
Step 3. add points for Special Items, Armor and Weapons

<u>Adjusted algorithm (for use in computer spreadsheet)</u>

Adjusted Points = round((CS*5) + ability points)*(7-Q)/2)

Special Items, weapons and armor are simply added to the Adjusted Point value. The value for those items is shown on the following pages.

Making custom models is a balancing act between giving interesting abilities and making sure that they do not conflict. It is also a good idea to look at the existing model profiles and make new ones that fit in with a force.

There are some restrictions based on the rules and storyline. **Personalities**, shown in bold in the table, cannot have other special abilities reserved for **Personalities**. Also, use no more than four weapons per model and use only one armor type, and at most one shield. Only *Artificial* Mech and Biomech Constructs can use armor plating.

Special Ability Point Cost

Agile	3	Combo Attack (2-hit)	5	Ether Tech 2	4	Mind Shield	10	Sharpshooter	4
Airborne	10	Combo Attack (3-hit)	8	Ether Tech 3	10	Moldy	15	Shooter (long)	7
Alchemist 1	**5**	Command	8	Ethereal Attack	15	Mounted	6	Shooter (medium)	4
Alchemist 2	**10**	**Conjuror**	**12**	**Ethermancer**	**15**	Mutant Spawn	-3	Shooter (short)	2
Alchemist 3	**15**	Constrictor	8	Evasive	5	Obfuscate	8	Short Move	-3
Amphibious	3	Corrupted	-3	Fanatical	3	Opportunistic	3	Slow	-5
Animal	-3	Counter	7	Fast Load	3	Pack Hunter	5	Squabble	-3
Animist	**15**	Coward	-2	Fearless	3	**Pack Leader**	**7**	Steadfast	3
Arcanist	**15**	**Critical Hit**	**5**	Flyby Attack	10	Possess	7	Stealth	3
Artificial	3	Crusher	3	Forester	3	Power Leap	3	Stygian Caller	3
Assassin	**15**	**Deadeye**	**5**	Forward Observer	6	Powerful	3	Sunder	3
Assistant	**3**	**Deep Caller**	**8**	Free Disengage	3	Psi Command	5	Swamp Walk	3
Battlemage	**15**	Deep Eyes	5	Greedy	-2	Psychic Wall	3	Swarm	3
Beastmaster	**8**	Demolition	5	Gregarious	3	Rabble	0	Swimming	5
Berzerk	4	Dim Witted	-2	**Group Fighter**	**10**	Rapid Shot	8	Tailslap	3
Big	3	**Dimension Shift**	**12**	Gulp	5	**Re-animator**	**15**	Taskmaster	8
Biomancer	**15**	Distract	12	**Healer**	**10**	Reserve Power	3	**Telepath**	**15**
Bio-Weapon 1	2	Dodge	5	**Hero**	**15**	Resilient	3	**Teleportation**	**15**
Bio-Weapon 2	4	Dragon Lord	3	Huge	5	Ruthless	0	Terror	15
Bio-Weapon 3	10	Echolocation	10	Hurl Enemy	10	Salvager	3	Thick Skull	3
Bloodthirsty	-2	**Elder Sorcerer**	**25**	Iron Will	3	Savage	3	Tomb Hunter	8
Bombard	3	Electric Skin	10	**Leader**	**15**	Scent Tracker	5	Tough	15
Bound	3	**Elementalist**	**15**	Lethal	3	**Scientist 1**	**5**	Uncontrollable	-3
Burrowing	4	Energy Resistance	10	Long Move	10	**Scientist 2**	**10**	Undead	3
Camouflage	5	Energy Shield	10	Madness	15	**Scientist 3**	**15**	Warbeast	-1
Channeler	**15**	Energy Tracker	12	Magic resistance	5	**Sentinel**	**15**	**Warlock**	**15**
Clinging	3	Engineer	5	Magical Shield	10	**Shaman**	**15**	Weak Willed	-3
Combat Master	**10**	Ether Tech 1	2	Marine	0	**Shapeshift**	**15**	**Wizard**	**15**

Armory Weapon Lists

Axibalán Empire	Dark Mariners	Draconid Legion
Ancient Alloy Blade (CL 0)	Bullwhip (CL 0)	Bow / Crossbow (CL 0)
Ancient Bow & Alloy Arrows (CL 0)	Charged Crystal Weapon (CL 1)	Bullwhip (CL 0)
Ancient Bow & Explosive Arrows (CL 1)	Crystal Tipped Hand Weapon (CL 1)	Crystal Charge (CL 1)
Bow / Crossbow (CL 0)	Entangler (CL 0)	Crystal Tipped Hand Weapon (CL 1)
Bullwhip (CL 0)	Hand Weapon (any size) (CL 0)	Dragon Cannon (CL 1)
Charged Crystal Weapon (CL 1)	Heavy Repulsor Shield (CL 2)	Dragon Scattergun (CL 1)
Crystal Bladed Whip (CL 2)	Lance (any size) (CL 0)	Entangler (CL 0)
Crystal Charge (CL 1)	Lightning Gun (CL 2)	Hand Weapon (any size) (CL 0)
Crystal Tipped Hand Weapon (CL 1)	Micro-edge Blade (CL 2)	Lance (any size) (CL 0)
Entangler (CL 0)	Plasma Blade (CL 2)	Poisoned Weapons (H2H or Projectiles)
Hand Weapon (any size) (CL 0)	Plasma Blaster (CL 2)	Sling (CL 0)
Lance (any size) (CL 0)	Plasma Cannon (CL 2)	Spear/Javelin (CL 0)
Sling (CL 0)	Plasma Charge (CL 2)	Throwing Knife (CL 0)
Spear/Javelin (CL 0)	Plasma Torch (CL 2)	Two-Handed Weapon (any size) (CL 0)
Throwing Knife (CL 0)	Shock Hand Weapon (CL 2)	
Two-Handed Weapon (any size) (CL 0)	Spear/Javelin (CL 0)	
	Two-Handed Weapon (any size) (CL 0)	

Fortune Hunters	Order of Yosoth	Sunless Kingdom
Black Powder Charge (CL 1)	Aqua Regia Grenade (CL 1)	Biotech Acid Bomb (BCL 1)
Blunderbuss (CL 1)	Black Powder Charge (CL 1)	Biotech Cannon (BCL 2)
Bow / Crossbow (CL 0)	Bow / Crossbow (CL 0)	Biotech Caustic Blaster (BCL 2)
Bullwhip (CL 0)	Bullwhip (CL 0)	Biotech Caustic Stinger (BCL 1)
Entangler (CL 0)	Entangler (CL 0)	Biotech Doom Tracker (BCL 2)
Ether-Tech Crossbow (CL 1)	Ether Pulse Blaster (CL 2)	Biotech Fire-Sting Rifle (BCL 2)
Greek Fire Caster (CL 1)	Ether-Tech Crossbow (CL 1)	Biotech Flame Bombardier (BCL 2)
Greek Fire Grenade (CL 1)	Flintlock Pistol (CL 1)	Biotech Pistol (BCL 2)
Gunpowder Pistols and Muskets (any)	Greek Fire Caster (CL 1)	Biotech Spore Grenade (BCL 1)
Hand Grenade (CL 1)	Greek Fire Grenade (CL 1)	Biotech Spore Launcher (BCL 2)
Hand Weapon (any size) (CL 0)	Hand Cannon (CL 1)	Biotech Swarm Blaster (BCL 2)
Lance (any size) (CL 0)	Hand Grenade (CL 1)	Bow / Crossbow (CL 0)
Light Field Cannon (CL 1)	Hand Weapon (any size) (CL 0)	Bullwhip (CL 0)
Plasma Torch (CL 2)	Lance (any size) (CL 0)	Crystal Charge (CL 1)
Powder Keg (CL 1)	Powder Keg (CL 1)	Entangler (CL 0)
Power Claw or Drill (any size) (CL 1)	Power Claw or Drill (any size) (CL 1)	Hand Weapon (any size) (CL 0)
Smoke Bomb (CL 1)	Smoke Bomb (CL 1)	Lance (any size) (CL 0)
Throwing Knife (CL 0)	Throwing Knife (CL 0)	Sling / Spear / Javelin (CL 0)
Two-Handed Weapon (any size) (CL 0)		Throwing Knife (CL 0)
		Two-Handed Weapon (any size) (CL 0)

Weapon Point Value

Hand to Hand

Weapon (CL)	Points
Hand Weapon M/B/H (CL 0)	1 / 6 / 10
Heavy Hand Weapon (CL 0)	4
Two-Handed Weapon M/B/H (CL 0)	10 / 20 / 24
Natural Weapons M/B/H (CL 0)	1 / 4 / 8
Ancient Alloy Blade (CL 0)	6
Arc Torch (CL 2)	6
Bony Bludgeon B/H (CL 0)	14 / 18
Bullwhip (CL 0)	4
Charged Crystal Weapon (CL 1)	12
Crystal Bladed Whip (CL 1)	18
Crystal Tipped Hand Weapon (CL 1)	2
Entangler M/B/H (CL 0)	10 / 12 / 14
Fusion Blade (CL 3)	14
Grabbing Claw M/B/H (CL 0)	6 / 10 / 14
Lance M/B/H (CL 0)	4 / 8 / 12
Lightning Tentacles (CL 2)	28
Mech Tentacles M/B/H (CL 2)	14 / 16 / 18
Power Claw M/B/H (CL 1)	6 / 10 / 16
Power Drill M/B/H (CL 1)	6 / 12 / 22
Shock Hand Weapon (CL 2)	14
Big Shock Hand Weapon (CL 2)	18
Tentacles M/B/H (CL 0)	12 / 14 / 16
Poison Mild/Dang/Dead/Par (add weapon)	2 / 6 / 10 / 12
Corrosive (add to weapon)	8

Ranged Projectiles

Weapon (CL)	Points
Ancient Bow & Alloy Arrows (CL 0)	8
Ancient Bow & Expl. Arrows (CL 1)	10
Big / Huge Boulder (CL 0)	12 / 18
Blunderbuss (CL 1)	2
Bow / Crossbow (CL 0)	1
Dragon Cannon (CL 1)	24
Dragon Scattergun (CL 1)	2
Ether-Tech Crossbow (CL 1)	6
Flintlock Pistol (CL 1)	2
Hand Cannon (CL 1)	6
Light Field Cannon (CL 1)	24
Magnetic Accelerator Gun (CL 2)	8
Magnetic Accelerator Cannon (CL 2)	24
Musket (CL 1)	4
Repeating Musket (CL 1)	6
Rifled Musket (CL 1)	8
Sling (CL 0)	2
Spear/Javelin M/B/H (CL 0)	1 / 4 / 8
Throwing Knife (CL 0)	2
Poison Mild/Dang/Dead/Par (add weapon)	2 / 6 / 10 / 12
Corrosive (add to weapon)	8

Ranged Energy

Weapon (CL)	Points
Fire Dragon Breath (CL 0)	22
Ice Dragon Breath (CL 0)	22
Acid Dragon Breath (CL 0)	24
Lightning Dragon Breath (CL 0)	26
Poison Gas Dragon Breath (CL 0)	26
Ether Pulse Blaster (CL 2)	18
Greek Fire Caster (CL 1)	12
Lightning Gun (CL 2)	26
Plasma Blaster (CL 2)	18
Plasma Cannon (CL 2)	20
Solar Beam Cannon (CL 2)	26
Solar Beam Pistol (CL 2)	4
Solar Beam Rifle (CL 2)	10
Caustic Blaster (CL 0)	12

Explosives

Weapon (CL)	Points
Aqua Regia Grenade (CL 1)	22
Black Powder Charge (CL 1)	28
Crystal Charge (CL 1)	20
Fusion Charge (CL 2)	22
Greek Fire Grenade (CL 1)	20
Hand Grenade (CL 1)	16
Plasma Charge (CL 2)	22
Powder Keg (CL 1)	38
Smoke Bomb (CL 1)	10
Stink Pot Grenade (CL 1)	11
Holy Water Grenade (CL 1)	8

Bio-weapons

Weapon (CL)	Points
Biotech Acid Bomb (BCL 1)	22
Biotech Cannon (BCL 2)	20
Biotech Caustic Blaster (BCL 2)	12
Biotech Caustic Stinger (BCL 1)	14
Biotech Doom Tracker (BCL 2)	16
Biotech Flame Bombardier (BCL 2)	14
Biotech Hive Weapon (BCL 3)	24
Biotech Pistol (BCL 2)	4
Biotech Fire-Sting Rifle (BCL 2)	16
Biotech Spore Grenade (BCL 1)	20
Biotech Spore Launcher (BCL 2)	14

Armor, Effect and Item Point Values

Armor Point Values

Armor (CL)	Points	Armor (CL)	Points	Armor (CL)	Points
Smooth Skin (CL 0)	0	Chitinous Armor (BCL 2)	6	Dragonscale Armor (CL0)	11
Light Scales / Thick Skin (CL 0)	3	Light Carapace Armor (CL 0)	6	Construct Lt. Armor Plating (CL 1)	8
Heavy Scales / Thick Carapace (CL 0)	9	Medium Carapace Armor (CL 0)	8	Construct Hvy. Armor Plating (CL 1)	12
Thick Shell (CL 0)	7	Heavy Carapace Armor (CL 0)	9	Light Ancient Alloy Plating (CL 2)	9
Thick Bony Plating (CL 0)	10	Light Armor (CL 0)	4	Heavy Ancient Alloy Plating (CL 2)	15
Dragon Scales (CL 0)	12	Heavy Armor (CL0)	6	Shield (CL 0)	6
Clothing / Bare Skin (CL 0)	0	Steel Breastplate (CL 0)	6	Small Shield / Buckler (CL 0)	2
Heavy Clothing / Thick Robes (CL 0)	2	Steel Plate Mail (CL 0)	14	Heavy Repulsor Shield (CL 2)	18

Weapon and Armor Effects

Effect	Points	Effect	Points	Effect	Points	Effect	Points
Armor (per point)	1	Grab	6	Natural (Armor)	4	Reflect (armor)	4
Armor Break (per point)	2	Great Weapon	4	Nauseate	3	Refract	-2
Artillery	10	Grenade	6	Poison (dangerous)	6	Reinforced (armor)	2
Bash	2	Guided	6	Poison (deadly)	10	Reload (per action)	-2
Blast (-1 short) / (0 short)	6 / 8	Gunpowder	0	Poison (mild)	2	Resonate	8
Breach (per point)	2	Hardened (armor)	5	Poison (paralytic)	12	Shock	10
Corrosive	8	Hazardous	-4	Powered (armor)	2	Sluggish (armor)	-2
Deflect	4	Hit bonus (per point)	2	Precise	4	Smoke	4
Disintegrate	15	Homing	6	Range – Long	2	Spiked Armor (armor)	2
Entangle	10	Ignite	6	Range – Med	0	Spray	6
Fragile	-2	Irradiate	6	Range – Short	-2	Unbreakable	2
Freeze	6	Knockback	8	Reach	4	Unstable	-2

Alchemy Elixirs

Elixir (ACL)	Points	Elixir (ACL)	Points	Elixir (ACL)	Points	Elixir (ACL)	Points
Agility (ACL 1)	5	Zeal (ACL 2)	10	Mad Fury (ACL 2)	10	Truesight (ACL 3)	15
Strength (ACL 1)	5	Aqua Regia (ACL 2)	10	Resistance (ACL 3)	15		
Acuity (ACL 1)	5	Poseidon (ACL 2)	10	Purple Lotus (ACL 3)	15		
Fortitude (ACL 1)	5	Iron Grip (ACL 2)	10	Fleetness (ACL 3)	15		

Ether Tech Items

Elixir (ACL)	Points	Elixir (ACL)	Points	Elixir (ACL)	Points	Elixir (ACL)	Points
Diving Suit (CL 1)	5	Powered Gloves (CL 1)	5	Ether Detector (CL 2)	10	Levitation Disk (CL 2)	10
Jump Pad (CL 1)	5	Repulsor Wedge (CL 1)	5	Ether Shield (CL 2)	10	Psi Defense Helm (CL 2)	10
Medical Tools (CL 1)	5	Control Device (CL 2)	10	Force Shield (CL 2)	10	Refractive Cloak (CL 2)	10
Power Hammer (CL 1)	5	Enviro Shield (CL 2)	10	Orbiting Stone (CL 2)	10	Targeting Crystal (CL 2)	10