



SHATTERED SOULS

By Michael Wenman

They have sat on the edge of reality for an eternity, some cast out by beings of the light for rebelling against the truth, others the victims of ancient wars long forgotten by mortal minds. But in their ancient prisons they have known that the time of their awakening would once again draw near. Once known as demons and gods they begin to amass their power again. But this time the mortals and lesser beings of the world know of them, and they fight to control the destinies of the gods who once controlled them. The mystical creatures of the Onyx Horde seek to learn from the beings that were once their leaders. The sacred crusaders of the Order of St. Vriel quest to ensure the demonic creatures never get the chance to step on our world once again. While the arcane scientists of the Tabernacle of Rust use their technologies to claim the powers of the gods for themselves. As ideologies war, the gods awaken and ancient wars threaten to engulf the mortal world again.

Requirements

1 x 25mm figurine for each player
 At least 2 six sided dice for each player, and one extra for the centre of the table.
 A photocopy of each leader card and at least five photocopies of the team cards per player.
 At least 70 poker chips of 4 colours

Recommended number of poker chips

Colour 1 (20 + 5 per player) – Open terrain (white): 1 MP to cross
 Colour 2 (10 + 5 per player) – Difficult terrain (green): 2 MP to cross
 Colour 3 (5 + 3 per player) – Treacherous terrain (black): 4 MP to cross (and teams risk a pitfall if they stop on such a chip).
 Colour 4 (5 + 2 per player) – Objectives (red) cause movement to stop when they are encountered and a pitfall is instantly faced.

Some groups may choose to add extra colours of poker chips for added diversity. Possible options could include yellow chips representing desert or wasteland which might cost one point to cross, but reduce all attributes and damage by 1 until the end of the turn due to the heat or toxins in the air).

Team Design

1. Choose Core Leader Type (Provides base Attributes, Hit Points, Essence and a possible Skill.)
2. Choose Faction (Provides base Trait, base Movement, Initiative, Strategic Value and a possible Skill)
3. Choose Leader's Occupation (Provides an additional trait and Skill as well as modifiers to Movement, Initiative, Hit Points, Essence, Damage, Armour and Strategic Value)
4. Leader Details (fill in mandatory Skill [from occupation], choose from the other two available Skills, and calculate final scores in other values).
5. Spend 15 points to buy a team and equipment.

1. Choose Core Leader Type

Agile

Attributes: Body 1, Morale 0, Cunning 1, Resonance 0
 Hit Points: 3 Essence : 1 Skill: Tactical Mind

Beautiful

Attributes: Body 1, Morale 1, Cunning 0, Resonance 0
 Hit Points: 2 Essence : 2 Skill: Evasive

Charismatic

Attributes: Body 0, Morale 1, Cunning 0, Resonance 1
 Hit Points: 1 Essence : 3 Skill: Confusion

Enduring

Attributes: Body 1, Morale 0, Cunning 0, Resonance 1
 Hit Points: 2 Essence : 2 Skill: Wrestling

Manipulative

Attributes: Body 0, Morale 1, Cunning 1, Resonance 0
 Hit Points: 2 Essence : 2 Skill: Fearful Presence

Wise

Attributes: Body 0, Morale 0, Cunning 1, Resonance 1
 Hit Points: 2 Essence : 2 Skill: Mystic Strike

2. Choose Faction

Onyx Horde

Leader's Base Trait: Fey
 Movement: 4 Initiative: 3
 Strategic Value: 1 Skill: Stacks On

Order of St. Uriel

Leader's Base Trait: Zealot
 Movement: 1 Initiative: 1
 Strategic Value: 3 Skill: Defensive Wall

Tabernacle of Rust

Leader's Base Trait: Shadow
 Movement: 2 Initiative: 2
 Strategic Value: 2 Skill: Teamwork



3. Choose Leader's Occupation

Bladeslinger

Attribute Bonus: +2 Body
 Movement: +2 Hit Points: +1 Damage: +1
 Initiative: +0 Essence: +0 Armour: +0
 Strategic Value: +1 Skill: Ambush

Emissary of the Courts

Attribute Bonus: +2 Morale
 Movement: +0 Hit Points: +0 Damage: +0
 Initiative: +0 Essence: +1 Armour: +1
 Strategic Value: +2 Skill: Confusion

Keeper of Antiquities

Attribute Bonus: +2 Cunning
 Movement: +0 Hit Points: +1 Damage: +0
 Initiative: +1 Essence: +0 Armour: +1
 Strategic Value: +1 Skill: Trap Setting

Shadow Weaver

Attribute Bonus: +2 Resonance
 Movement: +0 Hit Points: +0 Damage: +1
 Initiative: +0 Essence: +1 Armour: +1
 Strategic Value: +1 Skill: Psychic Storm

Onyx Warlord (Onyx Horde Only)

Attribute Bonus: +0
 Movement: +0 Hit Points: +0 Damage: +2
 Initiative: +2 Essence: +0 Armour: +1
 Strategic Value: +1 Skill: Fearful Presence

Iron Conquistador (St. Uriel Only)

Attribute Bonus: +0
 Movement: +0 Hit Points: +0 Damage: +1

Initiative: +0 Essence: +0 Armour: +2
Strategic Value: +1 Skill: Berserk

Guildmaster of Rust (Tabernacle Only) Attribute Bonus: +0

Movement: +0 Hit Points: +0 Damage: +3
Initiative: +0 Essence: +0 Armour: +0
Strategic Value: +2 Skill: Ranged Attack

4. Leader Details

Once the three aspects of the leader have been chosen, add together the various scores for each of the values that describe this heroic character. Choose one of the two possible skills and assign the mandatory skill, then move on to the team who accompany them.

5. Team Creation

Citizen (2 cost)

Attributes: Body 0, Morale 0, Cunning 0, Resonance 0
Movement: 2 Hit Points: 1 Damage: 1
Initiative: 2 Essence: 1 Armour: 0
Strategic Value: 1 Skill: None

Loyalist (3 cost)

Attributes: Body 1, Morale 1, Cunning 0, Resonance 0
Movement: 2 Hit Points: 1 Damage: 1
Initiative: 2 Essence: 1 Armour: 1
Strategic Value: 2 Skill: Evasive

Veteran (4 cost)

Attributes: Body 1, Morale 2, Cunning 2, Resonance 1
Movement: 3 Hit Points: 2 Damage: 3
Initiative: 3 Essence: 1 Armour: 2
Strategic Value: 2 Skill: Bodyguard

Skirmisher (5 cost)

Attributes: Body 3, Morale 2, Cunning 1, Resonance 2
Movement: 3 Hit Points: 3 Damage: 3
Initiative: 1 Essence: 2 Armour: 1
Strategic Value: 3 Skill: Ranged Attack

Devastator (8 cost)

Attributes: Body 3, Morale 2, Cunning 2, Resonance 3
Movement: 3 Hit Points: 3 Damage: 4
Initiative: 3 Essence: 3 Armour: 2
Strategic Value: 4 Skill: Martyr

The Onyx Horde

Members gain the trait “Fey” and have their Movement increased by 2. They then gain access to the following:
1 extra cost provides the skill “Stacks-On”
2 extra cost provides +1 Hit Point and the skill “Ambush”

The Order of St. Uriel

Members gain the trait “Fanatic”, have their Initiative and Movement reduced by 1, their Armour is increased by 1.
+1 cost provides the skill “Defensive Wall”
+2 cost provides +1 Hit Point and the skill “Confusion”

The Tabernacle of Rust

Members gain the trait “Shadow” and have their Strategic Values increased by 1.
+1 cost provides the skill “Teamwork”
+2 cost provides +1 Hit Point and the skill “Trapsetter”

Mercenaries

Members of no faction gain the trait “Mercenary” and have their Damage increased by 1.
+1 cost provides +1 to damage or armour.
+2 cost provides any bonus Skill.

Team Equipment (1 point each)

Cloaking Shield (one team member gains Evasion)
Fine Weapons (any two team members gain +1 damage)
First Aid Kit (one team member gains the ability Medic)
Horses (any two team members gain +2 movement)
Iron Weapon (one team member gains +2 damage versus victims with the trait “Fey”, cannot be used by Onyx Horde)
Radio Helmets (the team’s strategic total is always 2 points higher)
Rifle (one team member gains Ranged Attack)
Staff of Purity (one team member gains +2 damage versus victims with the trait “Shadow”, cannot be used by Tabernacle of Rust)
Sturdy Armour (any two team members gain +1 armour)
Unholy Blade (one team member gains +2 damage versus victims with the trait “Zealot”, cannot be used by Order of St. Uriel)



Laying out the map

The first part of this game requires laying out a shattered zone, these are the realms on the edge of reality where ancient gods have been slumbering and where ancient demons have been imprisoned by beings of the light. The core of the shattered zone is a single objective chip marked with a die that shows at least twice the number of players (for games with more than 3 players, an additional die may be required). This is the Nexus where a great beings waits, a place of power that cannot be breached until many encounters and pitfalls have been faced by the adventurers who seek it’s cosmic energy.

Each player then takes turns selecting five chips from the communal pool and laying them down on the table. If possible, a player must choose at least two open terrain chips and they may choose no more than 1 objective chip. When placing these on the table, no objective may be placed next to another objective, but otherwise there are no restrictions on placement. The last chip that each player places will be a team starting point: once placed, each team randomly starts at one of these.

Aim of the Game

The aim of the game is to reach a number of objective points, facing pitfalls, accumulating experience and earning treasures along the way. Each time an objective is overcome, a team claims an objective point from the Nexus and the die value shown is reduced by one. Once the Nexus reaches zero, the die is removed, and it become available as the final objective.

Overcoming the encounter at the Nexus counts for five objective points. Once the nexus is available, players may choose to face it or return to their starting points. The first player to return to their starting point once the Nexus has been opened gains two additional objective points.

The winner of the game is the player who ends up with the most objective points.

Turn Sequence

Movement Phase

Roll d6 and add the value of the lowest movement rate in the team, this gives the Movement Point (MP) result. Teams with the lowest MP moves first, where ties are resolved using the Cunning attribute for each team leader (with lowest moving first).

A team may move until they have expended all of their MP, or until they do not have enough points to cross into a specific terrain type. Crossing into open terrain or onto an objective costs a single movement point, while difficult terrain costs two points. Moving into treacherous terrain costs 4 points.

At any stage in the movement phase, a faster team may interrupt a slower team by using the difference of their movement points. For example, a team with 4 Move is in the middle of travelling across the island, and a team with 7 Move wants to get out of their way. The team with 7 Move could use $(7 - 4 =) 3$ of their Move points to do this.

Conflict Phase

Does a Conflict occur?

If two teams end their turn at the same location, there is a chance of potential conflict. Each team that wants a conflict rolls a d6; if the total of the dice is 4 or greater then a conflict occurs. If more than 2 teams end their movement on the same chip, then the first two risk facing one another. The next team to arrive may then choose to engage in conflict against the victor once the first conflict has been resolved. This process continues until all teams have had the chance to engage in conflict.

Determining the Strategic Advantage

The troops of each team have a Strategic Value number; each team combines these values then adds the result of die roll to give a team score. The team with the higher result is considered to have the strategic advantage.

Order of Actions

Once the Strategic advantage has been determined, troops within the conflict may act in order of their initiative scores from highest to lowest. If there are multiple troops with the same initiative score then each side takes turns performing the actions of their members, with the player whose team holds the strategic advantage acting first. Once all actions have been performed by troops with one value, proceed to the next until all troops have had the chance to act (if they are able to).

Action Resolution

The most common form of action resolution is dealing damage to members of the opposing team. Troops on the team with the strategic advantage deal an amount of damage equal to their damage value plus one. Those without the strategic advantage deal their damage value minus one. When dealing this damage, a troop compares their damage score to their victims armour score. If the armour score is greater than or equal to the damage then nothing happens. While if the armour score is less than the damage, then excess damage is removed from the victim's hit points.

Some troops have the ability to perform other actions instead of dealing damage. Such abilities usually require rolling a die and comparing the result to an attribute of the victim. If a troop using such an ability is on a team with the strategic advantage they gain +1 to their die result, and conversely if they are using such an ability without the strategic advantage they lose -1 to their die result.

Being Put Out of Action

There are two ways a troop can be removed from a conflict, the first is if they ever run out of Hit Points or Essence Points, in such a case they are rendered inactive and will need to make a recovery test once the conflict is over. Secondly, there are some combat tactics possessed by troops capable of rendering their targets inactive for the remainder of the round or the remainder of the conflict.

Continuing Conflict

As long as both teams still have troops alive in a conflict, the conflict may continue for another round. Begin the conflict sequence again

with "Does a Conflict Occur?". If there is only one team with active members, then they are immediately declared the victor and the conflict is over.

Encounter Phase

The dangers faced by teams aren't only confined to conflicts, teams must also face encounters on their way to final objective. Teams ending their movement alone on a Treacherous Terrain chip must roll a d6, if the result is a 4 or higher they face an encounter (if multiple teams are on the same treacherous terrain, they risk a potential conflict but do not risk other encounters). Teams ending their turn alone on an Objective chip automatically face an encounter; if two teams end their movement on the same objective chip they must face each other in a conflict first, after which the winner gets the chance to face the encounter.

Roll a two dice to determine which encounter is faced. The lower of the two die results determines the type of encounter faced, while the higher of the two dice indicates the specific encounter. If the result is doubles, there is no encounter (unless this is the Nexus, in which case, roll again). When rolling an encounter at the Nexus, add 2 to the result of both dice: a Shattered Avatar will also be present during such an encounter.

Low Die Result = 1 – Pitfall

High Die Result = 2–Body, 3–Morale, 4–Cunning, 5–Resonance, 6–Strategic Value.

The High die indicates an attribute; the troop with the lowest value in this attribute is the victim (choose randomly in the case of a tie). Roll a d6: on a 1-3 the victim is rendered inactive, on a 4-6 the pitfall is overcome.

Low Die Result = 2 – Ancient Trap

High Die Result = 3–Body, 4–Morale, 5–Cunning, 6–Resonance.

The High die indicates an attribute; a random troop is the victim. The victim must roll a d6 and add the attribute noted: on a roll of 5 or lower the victim is rendered inactive, on a 6 or higher, the ancient trap is overcome.

Low Die Result = 3 – Roaming Cultists

High Die Result = Number of Degenerated Cultists encountered.

A group of cultists must be faced in conflict.

Low Die Result = 4 – Hunting Party

High Die Result = Number of Mutated Guardian Beasts.

A Priest of Corruption is hunting the wilderness with a pack of Mutated Guardian Beasts. They must be faced in a conflict.

Low Die Result = 5+ – Tainted Temple

High Die Result = Number of Degenerated Cultists encountered.

Two priests of corruption are conducting a ritual with a number of their Degenerated Cultists. They must be faced in a conflict.

Recovery Phase

Once all conflict and encounters have been completed for the turn, troops with evasion return to the team (as do those who have been scared away), while a die is rolled for each troop rendered inactive. On a 4 or higher the troop returns to the team with full health. On a 3 or lower, the troop is dead. Note that certain troop abilities (such as medic or toxin) modify this roll.

Back to Movement

Once all Recovery rolls have been completed, each team rolls again for movement and the game cycle starts again.



Skills

Ambush: Roll d6 and distribute the points among victims, as long as a victim has more points than their Body score, they may not act for the remainder of the turn. If they have already acted, they instantly lose a hit point instead.

Berserk: May sacrifice up to 2 points from Strategic Value (before die roll), to boost both initiative and damage by an equal number of points.

Bodyguard: May take the damage that would have been dealt to another team member.

Chi Strike: Damage may target Essence rather than Hit Points.

Confusion: Roll d6 and distribute the points among victims, as long as a victim has more points than their Morale score, they may not act for the remainder of the turn. If they have already acted, they instantly lose an essence point instead.

Defensive Wall: Gains +1 armour for every additional team member with “Defensive Wall”.

Evasive: May choose to disappear from combat altogether instead of performing action.

Faction Tactics: +2 strategic value when facing an opponent with a specific trait (“Fey”, “Fanatic”, “Shadow” or “Mercenary”)

Fearful Presence: Roll d6, if die roll is higher than Victim’s Morale, they flee from combat (returning after the conflict)

Martyr: Opponents must deal enough damage to remove this team member before others may be targeted.

Medic: All team mates gain +1 to healing rolls at end of combat.

Mystic Strike: Roll d6, if the die roll is higher than target’s Resonance, they instantly lose both a hit point and an essence.

Pathfinder: May roll 2 dice when determining movement distance (choose the better result).

Psychic Storm: Roll d6 and distribute the points among victims, as long as a victim has more points than their Resonance score, they may not act for the remainder of the turn. If they have already acted, they instantly lose an essence point instead.

Ranged Attack: As long as this troop isn’t involved in a conflict, they may deal half of their damage (round up) into another conflict up to 2 chips away. This shot is the first action resolved at this character’s initiative rating.

Stacks-On: Gains +1 damage for every additional team member with “Stacks-On”.

Tactical Mind: Roll d6, if the die roll is higher than victim’s Cunning, they have been distracted and leave the conflict.

Teamwork: Gains +1 Strategic Value for every additional team member with “Teamwork”

Toxin: If a victim is “killed” by this attack they only return to play on the roll of a 6 during recovery.

Trap Setting: Roll d6 and distribute the points among victims, as long as a victim has more points than their Cunning score, they may not act for the remainder of the turn. If they have already acted, they instantly lose a hit point instead.

Wrestling: Roll d6, if die roll is higher than Victim’s Body, they pass out (returning on a 3+ during the recovery phase)

Encountered Enemies

Mutated Guardian Beast

Attributes: Body 1, Morale 0, Cunning 1, Resonance 0
 Movement: N/A Initiative: 2
 Hit Points: 1 Essence: 1
 Damage: 2 Armour: 0
 Strategic Value: 2 Skill: Bodyguard, Chi Strike.

Degenerated Cultist

Attributes: Body 1, Morale 1, Cunning 0, Resonance 0
 Movement: N/A Initiative: 1
 Hit Points: 2 Essence: 1
 Damage: 2 Armour: 2
 Strategic Value: 2 Skill: Stacks-On, Toxin

Priest of Corruption

Attributes: Body 2, Morale 3, Cunning 2, Resonance 3
 Movement: N/A Initiative: 2
 Hit Points: 2 Essence: 3
 Damage: 2 Armour: 3
 Strategic Value: 2 Skill: Chi Strike, Psychic Storm

Shattered Avatar

Attributes: Body 5, Morale 5, Cunning 5, Resonance 5
 Movement: N/A Initiative: 5
 Hit Points: 5 Essence: 5
 Damage: 4 Armour: 4
 Strategic Value: 6 Skill: Confusion, Stacks-On

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|-----------------|------------|----------|----------------|---------|
| Leader's Name | | | | Picture |
| Attributes | | | | |
| Body | Morale | Cunning | Resonance | |
| Skills | | | | |
| Hit Points | Initiative | Movement | Essence Points | |
| Strategic Value | Damage | Armour | | |

| | | | | |
|-----------------|------------|----------|----------------|---------|
| Troop | | | | Picture |
| Attributes | | | | |
| Body | Morale | Cunning | Resonance | |
| Skills | | | | |
| Hit Points | Initiative | Movement | Essence Points | |
| Strategic Value | Damage | Armour | | |

Copies of these two cards may be photocopied as many times as necessary by each player for the purposes of game play.