

Shattered Souls

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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.

Each player needs a photocopy of the three rules pages and a photocopy of one of leader sheets, describing the team members and equipment available to that leader.

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): 1 MP to enter, but cause movement to stop when they are encountered (an encounter 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. Choosing the Team Leader

Each team begins with a leader and there are six types to choose from. Three have dedicated themselves to one of the mysterious factions who have learnt about the awakening of the ancient creatures once known as gods. The other three play a delicate game of intrigue, perhaps acting as emissaries between the shadowy groups; they hold membership in two of the factions.

2. Buying the Team and Equipment

Once a leader is chosen, they are able to draw on the resources of their faction to call up a team who will assist them as they explore the darkest corners of the earth. To do this, they are given 15 Squad Points which may be used to buy the team members who appear on their sheet. Each type of troop has a specific point cost which is deducted from the pool, and each troop type may be purchased multiple times. Once points have been spent on troops, the remainder may be used to fit out the team with equipment. Equipment comes in packages, available to specific leader types. Certain troops gain additional benefits from different equipment, and these are noted in the equipment descriptions.

3. Determine Secondary Objectives

The Primary objective for teams in this game is to be the team who neutralises the Shattered soul who is trying to break back into our reality. But teams are often given secondary objectives by the elders of their factions. These missions may bring them into conflict, or may bring new dangers, but accomplishing them will always bring higher rewards to those who please their elders. At the start of the game, roll a die to see what the secondary objective is (up to 2 reward points may be gained this way during the game).

1-2: +1 objective point per opposing team completely taken out of action during a conflict.

3-4: +1 objective point for every objective reached after the first.

5-6: +1 objective point for being the first to the Nexus (whether active or not).



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 an additional 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 and add the attribute noted: on a 3 or less the victim is rendered inactive, on a 4 or higher 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. The player sitting to the right plays the part of the cultists for the purposes of this 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. The player sitting to the left plays the part of the hunting party for this 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. The player sitting to the right plays the part of the cultists for this 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.

Campaign Play

It is easily possible to play a sequence of games that combine to form an ongoing storyline. Perhaps a pantheon of gods are all trying to return home, and each needs to be stopped. Or perhaps a very determined god sends a succession of avatars to break through in various parts of the world. Over the course of such missions, teams will gain knowledge and skill, and will improve their standing within their factions. The following rules give a quick method to reflect such improvements over the course of a few games.

Gaining Experience and Improving the Team

If a group is using these rules, make a note of every time they cross onto an encounter chip, or face another team in conflict. Each time they do this, the leader gains an experience point. Also note the number of objective points claimed by the team at the end of the game.

Leader Improvement

As long as the leader has survived the mission, they may spend team experience points to improve their attributes, or other skills and statistics.

Between each game, a leader may improve in each of the following ways:

- A single attribute point may be increased by one, by spending an experience point.
- Either Movement or Strategic Value may be increased by one, by spending two experience points.
- Either Hit Points or Essence Points may be improved by one, by spending three experience points.
- A single skill may be purchased by spending the number of experience points listed in parentheses by its name on the skill chart.

- A single experience point may be converted to an objective point to help improve the team.

Any unspent experience points may be retained for later use.

Team Improvement

At the end of a game, once objective points have been determined, these may be spent to improve the team as a whole.

By spending three objective points, the Squad points for the next game may be increased by

1. (This is considered a permanent increase for the rest of the campaign.)

Raising the Stakes

As the teams get more powerful over the course of multiple games, so too do the risks need to get higher. This keeps the game interesting and the story more complex. Determine the average Squad Points used to make teams, for every five points above 15 (ie, 20, 25, 30, etc.) the stakes are raised on any random encounters that end up as confrontations with cultists (results 3, 4, 5 or 6). Each time the stakes are raised, an extra degenerated cultist and an extra guardian beast is faced in the confrontation.

Skills

Ambush (4): 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 (1): 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 (1): May take the damage that would have been dealt to another team member.

Bombing (4): When dealing damage, May distribute damage between two or more victims rather than dealing it all against the one target.

Chi Strike (2): Damage may target Essence rather than Hit Points.

Confusion (4): 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 (4): Gains +1 armour for every additional team member with “Defensive Wall”.

Evasive (4): May choose to disappear from combat altogether instead of performing action.

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

Fearful Presence (2): Roll d6, if die roll is higher than Victim’s Morale, they flee from combat (returning after the conflict)

Martyr (2): Opponents must deal enough damage to remove this team member before others may be targeted.

Medic (4): All team mates gain +1 to healing rolls at end of combat.

Mystic Strike (2): Roll d6, if the die roll is higher than target’s Resonance, they instantly lose both a hit point and an essence.

Pathfinder (3): May roll an extra die when determining movement distance (choose the better result).

Psychic Storm (4): 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 (x) (4): As long as this troop isn’t involved in a conflict, they may deal the indicated damage value into another conflict up to 2 chips away. This shot is the first action resolved at this character’s initiative rating.

Stacks-On (4): Gains +1 damage for every additional team member with “Stacks-On”.

Tactical Mind (2): Roll d6, if the die roll is higher than victim’s Cunning, they have been distracted and leave the conflict.

Teamwork (2): Gains +1 Strategic Value for every additional team member with “Teamwork”

Toxin (4): If a victim is “killed” by this attack they only return to play on the roll of a 6 during recovery.

Trap Setting (4): 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 (2): Roll d6, if die roll is higher than Victim’s Body, they pass out (returning on a 3+ during the recovery phase).

<p>Mutated Guardian Beast (Cult, Beast)</p> <p>Attributes: Body 1, Morale 0, Cunning 1, Resonance 0</p> <p>Skills: Bodyguard, Chi Strike</p> <p>Hit Points 1, Initiative 2, Movement 3, Essence Points 1</p> <p>Strategic Value 2, Damage 2, Armour 0</p>		<p>Degenerated Cultist (Cult, Occult)</p> <p>Attributes: Body 1, Morale 0, Cunning 1, Resonance 2</p> <p>Skills: Stacks-On, Toxin</p> <p>Hit Points 2, Initiative 1, Movement 2, Essence Points 1</p> <p>Strategic Value 2, Damage 2, Armour 2</p>	
<p>Priest of Corruption (Cult, Mystic)</p> <p>Attributes: Body 2, Morale 3, Cunning 2, Resonance 3</p> <p>Skills: Chi Strike, Psychic Storm</p> <p>Hit Points 2, Initiative 2, Movement 2, Essence Points 3</p> <p>Strategic Value 2, Damage 2, Armour 3</p>		<p>Shattered Avatar (Cult, Leader, Avatar)</p> <p>Attributes: Body 5, Morale 5, Cunning 5, Resonance 5</p> <p>Skills: Confusion, Stacks-On</p> <p>Hit Points 5, Initiative 5, Movement 2, Essence Points 5</p> <p>Strategic Value 6, Damage 4, Armour 4</p>	

Statistic Cards for Deranged Cult Members and the Shattered Avatar

Name
Guildmaster of Rust (Shadow, Leader)

Attributes **1** **2** **1** **2**
Body Morale Cunning Resonance

Skills
Teamwork

3 **1** **3** **3**
Hit Points Initiative Movement Essence Points

Strategic **4** **2** **2**
Value Damage Armour



Name **7 COST**
Rust Technomancer (Shadow, Mystic)

Attributes **1** **1** **3** **2**
Body Morale Cunning Resonance

Skills
Ranged Attack (2)

3 **1** **3** **3**
Hit Points Initiative Movement Essence Points

Strategic **2** **3** **2**
Value Damage Armour



Name **6 COST**
Bombardier (Mercenary, Military)

Attributes **2** **0** **1** **0**
Body Morale Cunning Resonance

Skills
Bombing, Ranged Attack (2)

2 **2** **3** **3**
Hit Points Initiative Movement Essence Points

Strategic **2** **6** **1**
Value Damage Armour



Name **2 COST**
Scholar of Rust (Shadow, Occult)

Attributes **0** **1** **1** **0**
Body Morale Cunning Resonance

Skills
Evasive, Teamwork

1 **2** **3** **1**
Hit Points Initiative Movement Essence Points

Strategic **1** **1** **0**
Value Damage Armour



Name **2 COST**
Outland Mercenary (Mercenary)

Attributes **1** **0** **0** **0**
Body Morale Cunning Resonance

Skills
Bodyguard

1 **2** **2** **1**
Hit Points Initiative Movement Essence Points

Strategic **1** **2** **1**
Value Damage Armour



Tabernacle Explorer Kit

For 2 points, a troop gains the skill evasive and +1 initiative (this costs only 1 point for troops with the Explorer trait).

For 1 point, a troop gains +1 movement.

Tabernacle Combat Kit

For 1 point, a troop gains Teamwork, or a troop already with this gains +1 damage.

For 2 points, a troop gains Ranged Attack (1).

A troop may only be given one of these two benefits.

Name **4 COST**
Shadow Veteran (Shadow, Explorer)

Attributes **0** **1** **2** **1**
Body Morale Cunning Resonance

Skills
Tactical Mind

2 **2** **4** **2**
Hit Points Initiative Movement Essence Points

Strategic **1** **2** **1**
Value Damage Armour



Name **4 COST**
Bonesetter (Mercenary, Doctor)

Attributes **0** **1** **2** **0**
Body Morale Cunning Resonance

Skills
Medic

2 **2** **3** **3**
Hit Points Initiative Movement Essence Points

Strategic **1** **1** **0**
Value Damage Armour



As the Renaissance swept across the world centuries ago, a small band of occult scholars uncovered secret cults and religious orders in the hidden parts of the world. Unlike the church who sought to destroy these religious groups, these scholars sought to learn from the cults and uncover the secrets of the gods they worshipped. In time, they became known as the Tabernacle of Rust, a dedicated guild of adventuring explorers and explorers who claim the knowledge and powers of the gods before they are lost forever.

Of course, the Tabernacle's plans for the immortal power and knowledges powers are carefully guarded secrets, except to their highest and eldest members.

Guildmaster of Rust

Leader's Name
Iron Conquistador (Zealot, Leader)

Attributes
Body: 1, Morale: 3, Cunning: 2, Resonance: 1

Skills
Fearful Presence, Defensive Wall

Hit Points: 2, **Initiative**: 1, **Movement**: 2, **Essence Points**: 3

Strategic Value: 4, **Damage**: 2, **Armour**: 2



Name 8 COST
Patriarch Mystic (Zealot, Mystic)

Attributes
Body: 1, Morale: 3, Cunning: 1, Resonance: 1

Skills
Psychic Storm

Hit Points: 4, **Initiative**: 3, **Movement**: 2, **Essence Points**: 3

Strategic Value: 3, **Damage**: 2, **Armour**: 2



Name 6 COST
Bombardier (Mercenary, Military)

Attributes
Body: 2, Morale: 0, Cunning: 1, Resonance: 0

Skills
Bombing, Ranged Attack (2)

Hit Points: 2, **Initiative**: 2, **Movement**: 3, **Essence Points**: 3

Strategic Value: 2, **Damage**: 6, **Armour**: 1



Name 3 COST
Brother of the Order (Zealot, Guard)

Attributes
Body: 0, Morale: 2, Cunning: 1, Resonance: 0

Skills
Defensive Wall

Hit Points: 1, **Initiative**: 1, **Movement**: 1, **Essence Points**: 3

Strategic Value: 2, **Damage**: 1, **Armour**: 1



Name 2 COST
Outland Mercenary (Mercenary)

Attributes
Body: 1, Morale: 0, Cunning: 0, Resonance: 0

Skills
Bodyguard

Hit Points: 1, **Initiative**: 2, **Movement**: 2, **Essence Points**: 1

Strategic Value: 1, **Damage**: 2, **Armour**: 1



Holy Warrior Kit

For 1 point, a troop gains either an iron weapon (+2 damage vs victims with the Fey trait), or a holy weapon (+2 damage vs victims with the Shadow trait). Each troop may only have one of these.

Martyr's Kit

For 2 points, a single troop gains a battle standard that gives them the Martyr skill.

For 1 point, any other troop gains the bodyguard ability.

Name 5 COST
Inquisitor of St. Vriel (Zealot, Explorer)

Attributes
Body: 1, Morale: 2, Cunning: 1, Resonance: 0

Skills
Bodyguard, Defensive Wall

Hit Points: 3, **Initiative**: 2, **Movement**: 1, **Essence Points**: 3

Strategic Value: 2, **Damage**: 1, **Armour**: 1



Name 4 COST
Bonesetter (Mercenary, Doctor)

Attributes
Body: 0, Morale: 1, Cunning: 2, Resonance: 0

Skills
Medic

Hit Points: 2, **Initiative**: 2, **Movement**: 3, **Essence Points**: 3

Strategic Value: 1, **Damage**: 1, **Armour**: 0



The Order of St. Uriel are named for one of the angels who was said to be instrumental in banishing the most evil demons and rebellious of immortals. Their members have kept the secrets of the banished gods for millennia, and their influence spreads through many of the world's major religions. They have only recently learnt that their ancient binding wards have been desecrated by the rituals of cultists and eroded by the natural forces of time.

In a race against time, they now send the younger and more adventurous members of their order to the far corners of the world in an attempt to seal the ancient immortals back in their prisons before they can fully emerge.

Iron Conquistador

Leader's Name
Onyx Warlord (Fey, Leader)

Attributes
3 Body 1 Morale 1 Cunning 2 Resonance

Skills
Stacks-On

2 Hit Points 2 Initiative 4 Movement 2 Essence Points

3 Strategic Value 3 Damage 1 Armour



Name 7 COST
Onyx Predator (Fey, Hunter)

Attributes
2 Body 1 Morale 0 Cunning 1 Resonance

Skills
Chi Strike

4 Hit Points 3 Initiative 5 Movement 2 Essence Points

3 Strategic Value 2 Damage 1 Armour



Name 6 COST
Bombardier (Mercenary, Military)

Attributes
2 Body 0 Morale 1 Cunning 0 Resonance

Skills
Bombing, Ranged Attack (2)

2 Hit Points 2 Initiative 3 Movement 3 Essence Points

2 Strategic Value 6 Damage 1 Armour



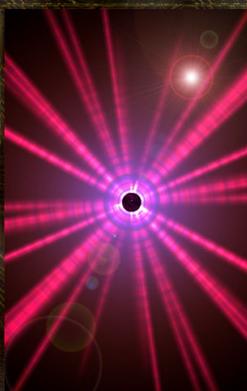
Name 1 COST
Onyx Sprite (Fey, Trickster)

Attributes
0 Body 0 Morale 0 Cunning 1 Resonance

Skills
Stacks-On

1 Hit Points 0 Initiative 3 Movement 1 Essence Points

1 Strategic Value 0 Damage 0 Armour



Name 2 COST
Outland Mercenary (Mercenary)

Attributes
1 Body 0 Morale 0 Cunning 0 Resonance

Skills
Bodyguard

1 Hit Points 2 Initiative 2 Movement 1 Essence Points

1 Strategic Value 2 Damage 1 Armour



Scelie Kit

For 1 point, a troop gains +1 initiative.

For 1 point, a troop gains the skill Stacks-On, if they already have this they instead gain Ambush.

Vnscelie Kit

For 1 point, a troop gains the skill toxin.

For 2 points, a troop gains +1 Damage.

Name 3 COST
Questing Immortal (Fey, Explorer)

Attributes
1 Body 0 Morale 0 Cunning 1 Resonance

Skills
Pathfinding

2 Hit Points 2 Initiative 5 Movement 2 Essence Points

1 Strategic Value 1 Damage 0 Armour



Name 4 COST
Bonesetter (Mercenary, Doctor)

Attributes
0 Body 1 Morale 2 Cunning 0 Resonance

Skills
Medic

2 Hit Points 2 Initiative 3 Movement 3 Essence Points

1 Strategic Value 1 Damage 0 Armour



The fey beings have been scattered across the world for millennia, since mysterious forces imprisoned their eldest members. Over generations, these creatures lost their heritage, their knowledge and their strength; gradually becoming like the mortals around them in order to survive. Yet among them, there has been a cult dedicated to keeping the true knowledge alive, looking for signs of when the elders would return to the world. Their members come in all forms from the supernatural myths and legends of the world, and it is only in their knowledge of the immortals that they gain any sense of unity.

The Onyx Horde has begun to mobilize their forces quickly as they have encountered the other factions in their recent travels. Many believe it is only a matter of time before they will be forced to reveal their presence to the mundane world.

Onyx Warlord

Name
Nephilim of St. Vriel (Fey, Zealot, Leader)

Attributes: 3 Body, 2 Morale, 1 Cunning, 1 Resonance

Skills: Defensive Wall, Wrestling, Bodyguard

3 Hit Points, 1 Initiative, 2 Movement, 2 Essence Points

3 Strategic Value, 3 Damage, 1 Armour



Name 7 COST
Onyx Predator (Fey, Hunter)

Attributes: 2 Body, 1 Morale, 0 Cunning, 1 Resonance

Skills: Chi Strike

4 Hit Points, 3 Initiative, 5 Movement, 2 Essence Points

3 Strategic Value, 2 Damage, 1 Armour



Name 8 COST
Patriarch Mystic (Zealot, Mystic)

Attributes: 1 Body, 3 Morale, 1 Cunning, 1 Resonance

Skills: Psychic Storm

4 Hit Points, 3 Initiative, 2 Movement, 3 Essence Points

3 Strategic Value, 2 Damage, 2 Armour



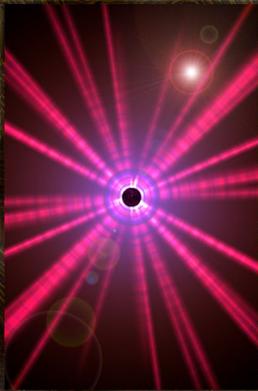
Name 1 COST
Onyx Sprite (Fey, Trickster)

Attributes: 0 Body, 0 Morale, 0 Cunning, 1 Resonance

Skills: Stacks-On

1 Hit Points, 0 Initiative, 3 Movement, 1 Essence Points

1 Strategic Value, 0 Damage, 0 Armour



Name 3 COST
Brother of the Order (Zealot, Guard)

Attributes: 0 Body, 2 Morale, 1 Cunning, 0 Resonance

Skills: Defensive Wall

1 Hit Points, 1 Initiative, 1 Movement, 3 Essence Points

2 Strategic Value, 1 Damage, 1 Armour



Faithful Kit

For 2 points, a troop increases all of their attributes by 1.

For 2 points, a troop gains the skill medic.

Warding Kit

For 1 point, a troop gains a holy relic that gives +1 armour when targeted by those with the Shadow or Cult traits.

Name 3 COST
Questing Immortal (Fey, Explorer)

Attributes: 1 Body, 0 Morale, 0 Cunning, 1 Resonance

Skills: Pathfinding

2 Hit Points, 2 Initiative, 5 Movement, 2 Essence Points

1 Strategic Value, 1 Damage, 0 Armour



Name 5 COST
Inquisitor of St. Vriel (Zealot, Explorer)

Attributes: 1 Body, 2 Morale, 1 Cunning, 0 Resonance

Skills: Bodyguard, Defensive Wall

3 Hit Points, 2 Initiative, 1 Movement, 3 Essence Points

2 Strategic Value, 1 Damage, 1 Armour



The immortal beings of the Onyx Horde are not entirely united in their thoughts of the immortals. There are a scattered few who chose to join forces with the immortal angels who imprisoned the dark gods. These beings have remained distant from the mortals, and they have been careful to keep the balance between the fey with whom they share bonds of blood and family, and the Order of St. Uriel, with whom they share bonds of loyalty and duty.

In keeping with the religious and spiritual aspects of their heritage, they have named themselves the Nephilim, after the half angels said to have been born during the great war that led to the original imprisonment of the immortals. They have remained vigilant throughout the millennia, keeping the Order of St. Uriel aware of the stirrings of mystic energies throughout the world.

Nephilim of St. Vriel

Name
Shadow Dancer (Fey, Shadow, Leader)

Attributes: **1** Body, **1** Morale, **3** Cunning, **2** Resonance

Skills: Chi Strike

Hit Points: **2**, Initiative: **3**, Movement: **4**, Essence Points: **2**

Strategic Value: **3**, Damage: **4**, Armour: **0**



Name **7 COST**
Onyx Predator (Fey, Hunter)

Attributes: **2** Body, **1** Morale, **0** Cunning, **1** Resonance

Skills: Chi Strike

Hit Points: **4**, Initiative: **3**, Movement: **5**, Essence Points: **2**

Strategic Value: **3**, Damage: **2**, Armour: **1**



Name **7 COST**
Rust Technomancer (Shadow, Mystic)

Attributes: **1** Body, **1** Morale, **3** Cunning, **2** Resonance

Skills: Ranged Attack (2)

Hit Points: **3**, Initiative: **1**, Movement: **3**, Essence Points: **3**

Strategic Value: **2**, Damage: **3**, Armour: **2**



Name **1 COST**
Onyx Sprite (Fey, Trickster)

Attributes: **0** Body, **0** Morale, **0** Cunning, **1** Resonance

Skills: Stacks-On

Hit Points: **1**, Initiative: **0**, Movement: **3**, Essence Points: **1**

Strategic Value: **1**, Damage: **0**, Armour: **0**



Name **2 COST**
Scholar of Rust (Shadow, Occult)

Attributes: **0** Body, **1** Morale, **1** Cunning, **0** Resonance

Skills: Evasive, Teamwork

Hit Points: **1**, Initiative: **2**, Movement: **3**, Essence Points: **1**

Strategic Value: **1**, Damage: **1**, Armour: **0**



Explorer Kit

For 2 points, a troop gains the evasive trait and +1 initiative (this costs only 1 point for troops with the Explorer trait).

For 1 point, a troop gains +1 movement.

Mystic Companions Kit

For 1 point, a troop with Teamwork may gain Stacks-On, or a team member with Stacks-On may gain Teamwork.

For 1 point any other team member may gain +1 Strategic Value.

Name **3 COST**
Questing Immortal (Fey, Explorer)

Attributes: **1** Body, **0** Morale, **0** Cunning, **1** Resonance

Skills: Pathfinding

Hit Points: **2**, Initiative: **2**, Movement: **5**, Essence Points: **2**

Strategic Value: **1**, Damage: **1**, Armour: **0**



Name **4 COST**
Shadow Veteran (Shadow, Explorer)

Attributes: **0** Body, **1** Morale, **2** Cunning, **1** Resonance

Skills: Tactical Mind

Hit Points: **2**, Initiative: **2**, Movement: **4**, Essence Points: **2**

Strategic Value: **1**, Damage: **2**, Armour: **1**



Over the course of history, there have been members of the fey who have uncovered the secrets of the Onyx Horde. There have also been disillusioned members of the Horde who have chosen to quest for the immortals for other reasons. While many of these fey remain loyal to the ideals of their immortal kin, a rising number are joining the ranks of the Tabernacle of Rust, or have at least begun to infiltrate their ranks as Shadow Dancers.

The Shadow Dancers claim that the ancient elders have long since forsaken them and do not deserve the powers they are hoarding. They feel that the human scholars and scientists of the Tabernacle aren't ready to claim such power yet and therefore the responsibility of handling the power of the gods falls on their shoulders.

Shadow Dancer

Name
Gnostic Slayer (Shadow, Zealot, Leader)

Attributes: Body 1, Morale 1, Cunning 3, Resonance 2

Skills: Toxin, Tactical Mind

Hit Points: 2, Initiative: 2, Movement: 3, Essence Points: 2

Strategic Value: 3, Damage: 4, Armour: 1



Name 7 COST
Rust Technomancer (Shadow, Mystic)

Attributes: Body 1, Morale 1, Cunning 3, Resonance 2

Skills: Ranged Attack (2)

Hit Points: 3, Initiative: 1, Movement: 3, Essence Points: 3

Strategic Value: 2, Damage: 3, Armour: 2



Name 8 COST
Patriarch Mystic (Zealot, Mystic)

Attributes: Body 1, Morale 3, Cunning 1, Resonance 1

Skills: Psychic Storm

Hit Points: 4, Initiative: 3, Movement: 2, Essence Points: 3

Strategic Value: 3, Damage: 2, Armour: 2



Name 2 COST
Scholar of Rust (Shadow, Occult)

Attributes: Body 0, Morale 1, Cunning 1, Resonance 0

Skills: Evasive, Teamwork

Hit Points: 1, Initiative: 2, Movement: 3, Essence Points: 1

Strategic Value: 1, Damage: 1, Armour: 0



Name 3 COST
Brother of the Order (Zealot, Guard)

Attributes: Body 0, Morale 2, Cunning 1, Resonance 0

Skills: Defensive Wall

Hit Points: 1, Initiative: 1, Movement: 1, Essence Points: 3

Strategic Value: 2, Damage: 1, Armour: 1



Hunter's Kit

For 2 points, a troop gains the evasive trait and +1 initiative (this costs only 1 point for troops with the Explorer trait).

For 1 point, a troop gains +1 movement.

Mystic Communion Kit

For 1 point, a troop with the Mystic trait gains Teamwork.

For 1 point any other team member may gain +1 Strategic Value.

Name 4 COST
Shadow Veteran (Shadow, Explorer)

Attributes: Body 0, Morale 1, Cunning 2, Resonance 1

Skills: Tactical Mind

Hit Points: 2, Initiative: 2, Movement: 4, Essence Points: 2

Strategic Value: 1, Damage: 2, Armour: 1



Name 5 COST
Inquisitor of St. Vriel (Zealot, Explorer)

Attributes: Body 1, Morale 2, Cunning 1, Resonance 0

Skills: Bodyguard, Defensive Wall

Hit Points: 3, Initiative: 2, Movement: 1, Essence Points: 3

Strategic Value: 2, Damage: 1, Armour: 1



There are some within the religious orders and the sciences who seek a balance between the opposing views. They see the immortals as a thing of the past and they view the current time and a turning point in the destiny of humanity. These warriors, scholars and visionaries see that the old gods must be destroyed once and for all, so that humanity can rightfully take it's place as the masters of a new age.

These groups of devoted warriors and scholars are lead by the Gnostic Slayers, who have traditionally worn the colours of death and mourning to symbolise the impending doom of their enemies. This has also had the negative side effect that their identities have been plastered across occult magazines, and even popular culture as the "Men in Black".

Gnostic Slayer