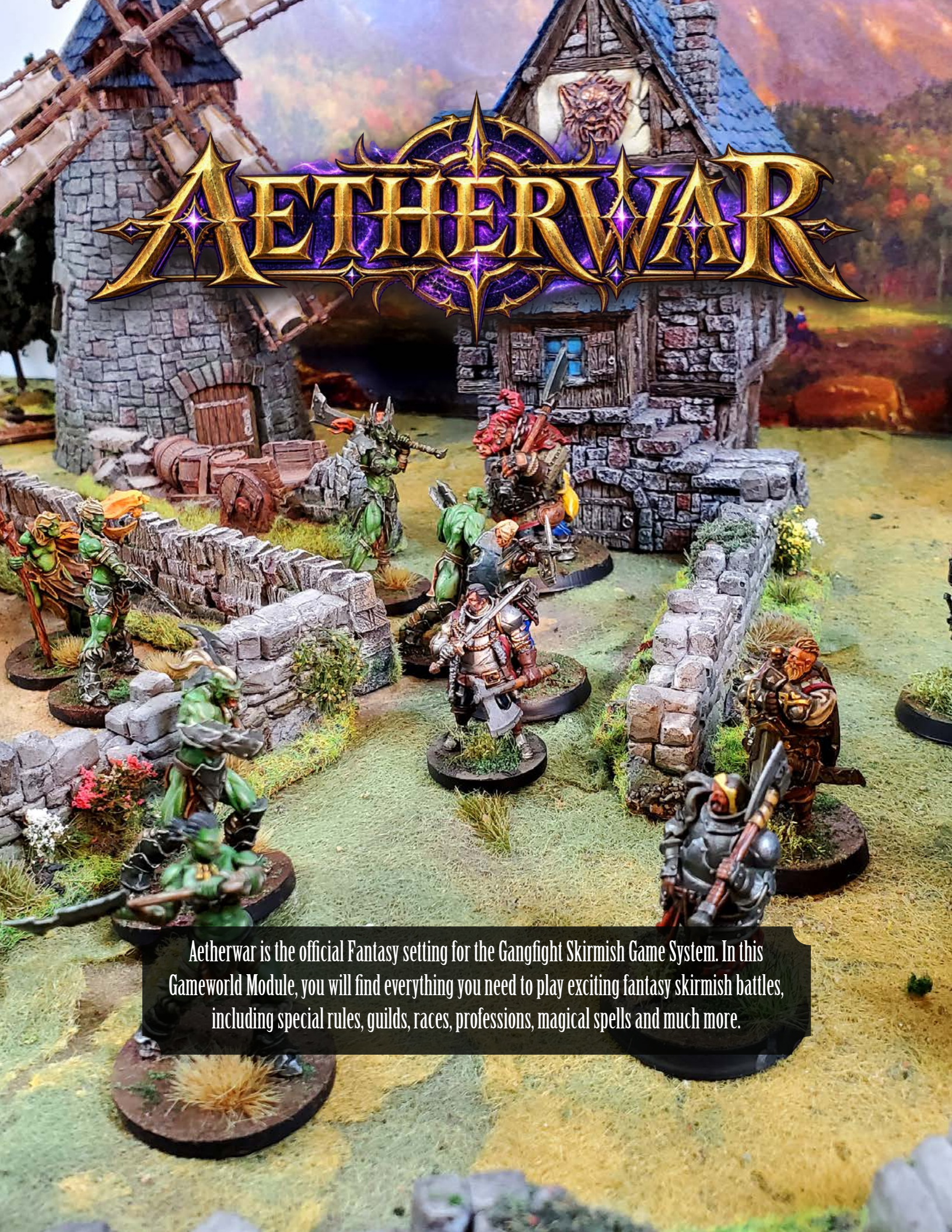


Aetherwar is the official Fantasy setting for the Gangfight Skirmish Game System. In this Gameworld Module, you will find everything you need to play exciting fantasy skirmish battles, including special rules, guilds, races, professions, magical spells and much more.

The World of Alurzia

For as long as histories have been written, Aether has flowed through the world.

It runs unseen beneath mountains and forests, gathers in forgotten places, and occasionally bursts into the mortal world with enough force to change the land around it. To scholars, Aether is a natural force that can be studied and harnessed. To the faithful, it is part of Creation itself. To wizards, it is the source from which magic is drawn.

To everyone else, it is simply a fact of life.

Aether can warm a home, mend a wound, enchant a blade, or reduce a man to ash. In places where it gathers in great concentrations, forests grow impossibly dense, animals are twisted into strange beasts, and the dead do not always remain at rest. Those who learn to control Aether can perform feats that ordinary folk call magic, although controlling it is considerably more difficult than the stories told in taverns would suggest.

The greatest concentrations of Aether are known as Aether Wells. Some have flowed for thousands of years. Others appear without warning, emerging beneath an old ruin, deep within a mine, or in the middle of a farmer's field. Settlements have grown into cities around reliable Wells, and kingdoms have gone to war over them.

In the present age, few things are more valuable.



The Shattered Age

The world of Alurzia was not always as divided as it is today.

Old roads stretch between settlements that no longer remember who built them. Crumbling fortresses stand guard over borders belonging to kingdoms that disappeared centuries ago. Deep beneath the earth lie sealed vaults, abandoned temples and the remains of cities whose names have been forgotten.

The scholars who study such places agree on very little, but most believe the civilizations of the old world understood Aether far better than those living today.

Whatever knowledge they possessed did not save them.

The calamity now remembered as the Sundering brought the old age to an end. No living scholar knows precisely what happened, and surviving accounts frequently contradict one another. Some claim the rulers of the old world attempted to control Aether on a scale never before imagined. Others blame a war between sorcerers, the opening of forbidden gateways, or divine punishment for the arrogance of those who believed they had mastered Creation.

Whatever its cause, the result is written across the world.

Great cities fell. Kingdoms collapsed. Roads and trade routes disappeared beneath wilderness. Aether Wells that had flowed reliably for generations suddenly ran dry, while new Wells erupted elsewhere. In some places, entire regions were transformed by uncontrolled magical energy.

The old order shattered with them.

Generations have passed since the Sundering, but civilization has never truly recovered. Kings and nobles still claim dominion over great stretches of land, although their authority rarely extends as far as their maps suggest. Beyond the walls of their cities and castles lie vast forests, mountains, marshes and ruined lands where laws mean little.

It is an age of isolated settlements, petty kingdoms and dangerous roads. It is also an age of opportunity.

A World of Many Peoples

Humans are the most numerous people across much of the known world, but they are far from alone.

Dwarven holds lie beneath ancient mountains and around rich deposits of ore and Aether. Elven enclaves can be found among old forests and the remnants of civilizations whose histories stretch back farther than most human kingdoms. Orcs and goblins have built settlements, strongholds and kingdoms of their own, while halflings, gnomes, ogres and countless other peoples can be encountered anywhere trade and opportunity bring travelers together.

Relations between them are rarely simple.

Old wars and older grudges remain, but so do centuries of trade, migration and shared hardship. An orc may be a raider from the wilderness or a respected blacksmith living inside a human city. A dwarf might spend his entire life beneath his ancestral mountain or travel the world as a mercenary. Elves can be scholars, soldiers, hunters, merchants or thieves.

The world is simply too large and too fractured for every member of a people to share the same loyalties.

This is especially true among the Guilds.



The Church

Across the human kingdoms, no institution possesses greater reach than **the Church**.

Kingdoms rise and fall, but the Church endures.

Its priests teach that the world and all within it were brought into being by a single divine Creator. Aether is regarded as part of that Creation, neither inherently good nor evil. Like fire, steel or any other power, what matters is how it is used.

For this reason, the Church does not condemn magic itself. Healers, scholars and sanctioned practitioners of the arcane can be found among its allies and even within its own ranks.

There are, however, forms of magic the Church considers forbidden.

Necromancy, demonic summoning, possession and attempts to open gateways into realms beyond the mortal world are treated not merely as crimes, but as threats to Creation itself.

Such threats are very real.

Demons and other unnatural creatures have appeared throughout recorded history, particularly in regions scarred by unstable Aether. Cults occasionally seek their favor, believing promises of power whispered from beyond the mortal world. The dead sometimes rise where they should remain buried, and there are places even the most skeptical traveler learns not to visit after sunset.

When rumors of such things reach the Church, priests are rarely the only ones sent to investigate.

Inquisitors travel from village to village searching for corruption, forbidden magic and signs of demonic influence. Knightly orders protect pilgrims, monasteries and sacred sites. Among the most feared and respected of these warriors are the **Templars**, knights sworn to confront threats that ordinary soldiers are poorly equipped to face.

To common folk, the arrival of a Templar can be reassuring.

It can also mean that whatever is happening nearby is considerably worse than they thought.

The Rise of the Guilds

With kingdoms weakened and the wilderness growing ever more dangerous, another kind of power has risen throughout the Shattered Age.

The Guilds.

The first Guilds were little more than bands of mercenaries, explorers and treasure hunters. Some were hired to protect caravans. Others cleared monsters from roads, explored ruins, hunted criminals or recovered relics from places sensible people preferred to avoid.

Then the discovery of new Aether Wells changed everything.

A newly discovered Well can transform an insignificant village into a wealthy town. It can provide power to sorcerers, fuel alchemical works, strengthen enchantments and produce crystals worth more than gold. Ancient ruins surrounding dormant Wells often contain relics and knowledge left behind by civilizations that understood Aether in ways the modern world has forgotten.

Kings wanted them.

The Church wanted them protected.

Merchants wanted to exploit them.

Scholars wanted to study them.

And the Guilds were willing to go where armies could not.

Today, Guilds operate throughout the known world. Some possess formal charters from kings or city councils. Others serve wealthy patrons, temples or merchant houses. A few answer to nobody but themselves.

Their members are just as varied.

A single Guild might contain a human knight, dwarven engineer, elven ranger, orc warrior and halfling thief fighting side by side. Another might recruit almost exclusively from a particular race, culture or tradition. Some Guilds are disciplined military organizations. Others resemble wandering adventurers held together by little more than friendship, necessity or the promise of coin.

What they share is a willingness to venture into dangerous places in pursuit of something worth fighting for.

The Guild Wars

As the power of the Guilds grew, conflict between them became inevitable.

There are only so many ancient relics waiting inside a ruined temple.

Only one Guild can claim the bounty on a notorious outlaw.

And when two rival patrons produce equally convincing charters granting ownership of the same newly discovered Aether Well, legal arguments tend to end shortly after the swords are drawn.

These conflicts have become known collectively as the "Aetherwars".

Despite the name, there is no single great war consuming the world. The Aetherwars are thousands of smaller struggles fought wherever wealth, power, faith and ambition collide.

Two Guilds might battle over possession of an ancient artifact one week and fight together against a rampaging monster the next. Old enemies occasionally become allies when something worse emerges from the darkness. Friends turn against one another when fortunes are at stake.

Some Guilds seek wealth.

Others seek knowledge, territory, influence or political power. Religious orders hunt forbidden magic and creatures they believe threaten the mortal world. Scholars search for lost secrets. Mercenaries sell their blades to whoever can afford them. Raiders simply take what they want.

There are even those who believe the secrets buried beneath the ruins of the old world could reveal what truly caused the Sundering.

Perhaps they are right.

For most Guild members, such questions can wait.

There is another ruin beyond the hills. Another Aether Well has been discovered. Another village has offered a reward for whatever has been dragging people into the woods.

And another Guild has already been seen heading in the same direction.

Steel is sharpened. Crossbows are loaded. Spells are memorized.

The Aetherwar begins.

Getting Started

This Gameworld Module is designed to help get you up and running and adventuring your way through Aetherwar using the Gangfight Skirmish Game System. All of the game mechanics can be found in the Gangfight core rules, and this module contains all of the details you need to create your party.

We are going to assume that you already have a bunch of miniatures that you wish to use in your game. While we may produce some miniatures too, you are free to use any miniatures from any company you wish. There are thousands of miniatures out there, play with the ones you love!

In Aetherwar, you will build a party of adventurers all of whom will be working for one of the major guilds of Alurzia. These work like a faction which provides a special bonus to all of the members of your party.

Once you have decided upon the guild you wish to represent, you will select the race, profession and additional gear or spells you wish to add to your characters.

To assist you in building your party, we highly recommend downloading the Aetherwar Character Cards on our website at SkirmishGames.com, and simply printing out the race and profession combinations you wish to play. You may also use the Gangbuilder on our website to build your party roster.

Starting on page ###, you will find lists of every race, and three skill levels for them: Recruits, Veterans and Heroes. You are free to select any race or level, but remember that you must have at least one Hero in your party designated as your leader.

Next, you will select a profession from the list starting on page ###. These let you know which skills and equipment is assigned to the models in your party. After you select your profession, you have the option to add extra gear, or select magical spells, prayers or bard songs if any of your characters possess the ability to use them.

And that's it! Just add up the cost for all of the members of your party, and you're ready to play. We recommend most parties try to be around 1000 points total.



Sample Character Card

The Guilds of Alurzia

The kingdoms and peoples of Alurzia may be divided by borders, bloodlines, and ancient rivalries, but these divisions mean little once a warrior takes up the banner of a Guild. Guilds are powerful organizations whose influence stretches across kingdoms and, in some cases, across the entire known world. They include military brotherhoods, mercenary companies, secret societies, magical orders, criminal networks, and darker alliances that most civilized rulers would gladly see destroyed.

A Guild provides its members with allies, resources, purpose, and perhaps most importantly, a reason to fight together. An Elf and an Orc may have little reason to trust one another under ordinary circumstances, but when both have sworn themselves to the same Guild, old rivalries can give way to common interests.

The races and professions listed with each Guild represent those most commonly encountered among its ranks. They are preferences, not restrictions. Characters of any race or profession may belong to any Guild when their history and motivations provide a reason for doing so.



The Free Companies

No king commands the Free Companies. No temple dictates their beliefs, and no ancient oath determines whom they must call friend or enemy. They are warriors who have chosen to decide such things for themselves.

The first Free Companies appeared during the chaos that followed the collapse of the old order. Soldiers found themselves without armies, travelers were stranded far from home, and countless villages suddenly discovered that the nearest royal garrison was either gone or had problems of its own. Small bands of fighters began offering their services to anyone able to provide coin, supplies, shelter, or a sufficiently interesting cause.

Those bands never disappeared. Today, "Free Company" describes thousands of independent bands scattered throughout Aetherwar. Some are famous mercenary companies with banners, traditions, and reputations stretching back generations. Others consist of five questionable individuals, a mule, and an unpaid tavern bill.

Their motives vary just as widely. One company may defend frontier settlements because its members genuinely believe in protecting those who cannot protect themselves. Another might hunt monsters for the bounty. A third could spend months searching ruined cities for artifacts they intend to sell to the highest bidder.

The one thing they share is independence. This makes the Free Companies the most diverse Guild in Aetherwar. Humans fight beside Goblins. Dwarves travel with Elves. A Mage seeking forgotten knowledge might hire an Ogre as protection while a Rogue quietly wonders how much the Mage's discoveries will eventually be worth.

Free Companies also provide a home for people who no longer have one. Exiles, disgraced soldiers, escaped prisoners, wandering adventurers, failed apprentices, former criminals, and veterans of forgotten wars can all find a new beginning beneath a Free Company banner.

Among Freeblades, where you came from matters considerably less than whether your companions can count on you when swords are drawn.



GUILD PERK

All Free Company members may reroll one die once per round from any one action during their turn, or used with an interrupt roll. The second result stands if it is a success or fail. You cannot use this to reroll the results of another reroll from any other source.

The Black Banner



GUILD PERK

All members of the Iron Compact treat soft cover as hard cover (only when actually in cover, this does not combine with the Duck and Cover skill).

The Iron Compact believes nearly every problem can be solved with discipline, determination, and sufficiently good steel.

Originally formed as an alliance between Dwarven strongholds and the settlements that depended upon their mines and forges, the Compact has grown into one of Aetherwar's most formidable military organizations. Its members protect mines, workshops, trade routes, mountain passes, and ancient ruins containing technologies or treasures the Compact considers too valuable to abandon.

To outsiders, the Iron Compact can appear stubborn and excessively traditional. Its members would call this reliable.

The Compact places enormous value on craftsmanship. A well-made sword may pass through a family for generations. Armor is maintained until its original owner has become little more than a name in an old ledger. Fortifications are constructed with the expectation that someone's grandchildren may eventually need to defend them.

This philosophy extends to its warriors. Iron Compact fighters favor preparation over improvisation and endurance over speed. When they take possession of a position, removing them from it can become a considerably larger problem than taking it in the first place.

Dwarves remain the most common members, but the Compact has gradually opened its ranks to anyone who shares its values. Human Soldiers serve alongside Dwarven Pikemen. Ogres are prized for the obvious advantages they bring to heavy fighting. Goblins with a talent for machinery occasionally find surprisingly successful careers within Compact workshops.

Even Elves have been known to join, although both sides generally agree not to discuss how long it takes an Elf and a Dwarf to agree on the proper way to construct a door.

The Compact is not interested in conquest for its own sake. It seeks security, resources, and control of the places it believes are necessary for civilization to survive. Unfortunately, other Guilds frequently have very different opinions about who those resources belong to.

The Silverwood Covenant

Civilization has borders. The wilderness does not.

The Silverwood Covenant watches over the forests, mountains, rivers, and forgotten places beyond the walls of Aetherwar's settlements. Its members serve as guardians of the natural world, protecting it from those who would destroy it and protecting civilization from the things that sometimes emerge from it.

The Covenant began as an alliance between scattered woodland communities that had survived largely untouched by the wars of neighboring kingdoms. Over time, Elven Rangers, Dryads, Satyr wanderers, Human hunters, and others who called the wild places home began sharing information and defending one another against common threats.

That loose alliance eventually became the Silverwood Covenant.

Its members are not opposed to civilization. Many regularly trade with towns, guide travelers through dangerous territory, hunt creatures threatening nearby farms, or escort caravans through wilderness routes. What they oppose is unchecked expansion and exploitation.

A lumber camp taking what it needs from the edge of a forest may receive the Covenant's protection. A baron ordering half that forest cleared for profit may discover arrows embedded in his logging equipment the following morning.

Silverwood warbands rarely fight like conventional soldiers. They scout their enemies, choose their battlefield carefully, and attack when conditions favor them. An opponent may spend hours searching for Covenant warriors only to discover that the forest around them was occupied the entire time.

The Guild also attracts people who simply find civilization exhausting. Hunters, wanderers, outcasts, Werebeasts, and others uncomfortable behind city walls often find a place within the Covenant.

Members are expected to respect the land, defend their companions, and understand that sometimes the wisest course is simply to leave ancient things alone.

Unfortunately, adventurers are notoriously bad at that last part.

GUILD PERK

You may choose to have any members of the Silverwood Covenant deploy after your opponent, and anywhere on the board up to half way across. If you deploy out of your normal deployment zone, your models must be out of line of sight of all enemies.

The Black Banner



GUILD PERK

All members of the Black Banner gain +1 MOV if they are within 12″ of a Black Banner Hero (including the Hero itself).

The Iron Compact believes nearly every problem can be solved with discipline, determination, and sufficiently good steel.

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The Arcane Conclave

Magic has always been dangerous. That has never stopped anyone from studying it.

The Arcane Conclave was founded to gather, preserve, and expand magical knowledge scattered throughout Aetherwar. Its libraries contain spellbooks rescued from ruined towers, fragments of ancient texts, maps to forgotten places of power, and enough dangerous magical artifacts to make most sensible people extremely uncomfortable about living nearby.

Conclave scholars would argue that this is precisely why such things belong in their hands.

The organization maintains academies, archives, laboratories, observatories, and expeditions throughout the known world. Its Mages investigate magical disturbances, recover lost knowledge, study unusual creatures, and seek answers to questions that other Guilds would prefer nobody ask.

Knowledge is the Conclave's greatest currency. Its members frequently clash with other Guilds over artifacts and ancient sites. The Iron Compact may uncover an object it considers an engineering marvel while the Conclave insists it is clearly magical and therefore belongs in one of its vaults. The Silverwood Covenant occasionally objects when Conclave researchers begin poking at magical anomalies that have remained peacefully undisturbed for several centuries.

The Conclave attracts far more than Mages. Soldiers and Templars protect dangerous expeditions. Rangers locate forgotten ruins. Rogues acquire objects through methods senior scholars politely avoid asking about. Healers study the effects of magical corruption.

Any race capable of contributing to the Conclave's pursuit of knowledge can earn membership. Elves and Humans are particularly common, but Dwarves, Halflings, Satyrs, and even Goblins can be found among its ranks.

The Conclave insists that knowledge itself is neither good nor evil. What someone does after discovering it is another matter entirely.



GUILD PERK

All Mages in the Arcane Conclave may choose one spell at no cost. Other professions may purchase a scroll with one spell for 10 points, which is discareded after use.

The Veiled Hand



GUILD PERK

All members of the Black Banner gain +1 MOV if they are within 12″ of a Black Banner Hero (including the Hero itself).

Most people believe their city is ruled from a palace. The Veiled Hand knows better.

The Hand is a sprawling network of thieves, spies, smugglers, assassins, informants, fences, and criminals whose influence reaches from crowded marketplaces to royal courts. Its members deal in stolen goods, forbidden substances, secrets, favors, and occasionally people who need to disappear.

There is no single headquarters and no publicly acknowledged leader. Instead, the Veiled Hand operates through independent cells connected by trusted intermediaries. A Rogue working for the Hand in one city may know only a handful of other members, while those individuals answer to someone they have never personally met.

This makes destroying the organization nearly impossible.

The Hand also understands that information is usually worth more than gold. Knowing which merchant is secretly bankrupt, which noble has an illegitimate heir, or which gate guard enjoys gambling can accomplish things an army cannot.

Violence is certainly part of the Hand's business, but experienced members rarely use it without purpose. A dead enemy cannot be blackmailed, bribed, questioned, or convinced to owe you a favor.

Membership is remarkably diverse. Goblins and Halflings make excellent infiltrators, Humans blend easily into the cities where the Hand is strongest, and Vermyn can travel through places other races would never consider entering. But the organization ultimately cares about ability rather than ancestry.

Even apparently respectable Bards, Rangers, Soldiers, or Mages may secretly work for the Hand.

If there is one lesson every member learns quickly, it is that almost everyone has a price.

Finding out what it is happens to be the fun part.

The Gravebound

The living speak of death as though it were an ending. The Gravebound know otherwise.

Across Aetherwar lie battlefields where thousands died unnamed, crypts older than existing kingdoms, and ruined cities whose inhabitants never received proper burial. These places became fertile ground for necromancers and other practitioners willing to explore powers most magical traditions forbid.

From them arose the Gravebound. The Guild is not a single undead army controlled by one master. It is an alliance between necromancers, intelligent Undead, death cults, grave robbers, corrupted warriors, and living followers who have chosen to serve them.

Their motivations vary enormously. Some Undead remember fragments of their former lives and seek revenge against those they blame for their deaths. Others have existed so long that mortal kingdoms seem temporary and insignificant. Necromancers join in pursuit of forbidden knowledge or immortality. Living warriors may serve an undead master in exchange for wealth, protection, or the promise that death will not end their service.

The Gravebound therefore accept nearly anyone. Humans, Elves, Orcs, Goblins, and every other mortal race have stood beneath its banners. Some are devoted followers. Some are mercenaries. Some simply enjoy having employers whose plans are measured in centuries rather than weeks.

Their enemies often assume every Gravebound warband consists of shambling corpses. That mistake can be fatal. An Undead Soldier may retain the experience of a lifetime of warfare, while a living Mage or Rogue can operate freely in places where walking skeletons tend to attract unwanted attention.

The Gravebound do not necessarily seek to destroy all life. They simply refuse to accept that the living should have exclusive ownership of the world. And they have considerably more patience than most people arguing otherwise.



GUILD PERK

All Undead in the Gravebount can spend an Action Point to feast on an Incapacitated model. When this is done, the model to be feasted upon is removed from the battlefield and the activated model may make an Endurance Test (TN 6). Each success scored is one Endurance the model heals, to a maximum of their original score.

The Ashen Pact



GUILD PERK

All Demons in the Ashen Pact do not become Incapacitated when they are reduced to 0 Endurance. Instead they will continue to act normally until the round in which they were Incapacitated ends, then completely removed from the battlefield.

There are things beyond the mortal world that should never be summoned. The Ashen Pact considers this unnecessarily cautious.

The Pact is an alliance of Demonkind and mortals willing to serve, bargain with, worship, or attempt to control them. Its origins are uncertain, in part because Pact members have deliberately destroyed many records concerning its earliest history. The surviving stories rarely agree on details. They do agree that somebody opened a door.

Demons entered Aetherwar through rituals, ancient gateways, magical catastrophes, and places where the boundary between worlds had grown dangerously thin. Some sought conquest immediately. Others discovered that mortals could be far more useful when tempted rather than slaughtered.

Thus began the bargains. A desperate Soldier might pledge service in exchange for the power to defeat an enemy. A Mage might seek knowledge forbidden by the Arcane Conclave. A dying noble might offer anything for another decade of life. A Rogue may simply decide that working for Demons sounds more profitable than stealing purses.

The Ashen Pact asks few questions about someone's race or former life. Anyone willing to advance its interests can find a place within the Guild.

Nor are all of its mortal members helpless servants. Some genuinely believe they can exploit their infernal allies without becoming slaves to them. Particularly powerful Pact leaders have even bound Demons into their service.

Whether those mortals are brilliant or spectacularly foolish remains an ongoing debate.

Demon warbands can consequently be extraordinarily varied. A Demon might fight beside an Orc Barbarian, an Elven Mage, a Human Rogue, or a corrupted Templar. What binds them together is not ancestry but ambition and a willingness to pursue power through means others refuse to consider.

The Ashen Pact offers power without judgment. The price usually becomes apparent later.

The Races of Alurzia

Alurzia is home to many peoples, each with their own cultures, traditions, and rivalries, but few exist entirely apart from one another. Humans, Elves, Dwarves, Orcs, Goblins, and others regularly live, trade, travel, and fight alongside each other. Old prejudices and conflicts remain, but race alone rarely determines allegiance. Guilds frequently cross these boundaries, bringing unlikely companions together under a common cause. In Alurzia, who you choose to stand beside often matters more than what you are.

Demon



Demons are supernatural beings originating beyond the mortal world, taking forms that range from disturbingly humanoid to monstrous creatures of horns, claws, wings, flame, and living shadow. They are drawn to power, conflict, and mortal ambition, frequently entering the world through summoning rituals, or bargains with those foolish or desperate enough to call upon them. Demons vary greatly in intelligence and purpose, but even the most cooperative tend to view mortal rules as suggestions rather than obligations.

Level	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
Recruit	4	2	1	4	3	3	3	4	4	32
Veteran	4	4	1	4	3	4	3	6	5	57
Hero	5	5	5	6	5	5	3	4	4	65

Drakin



Drakin are reptilian humanoids whose appearance carries unmistakable echoes of great dragons. Covered in scales and possessing powerful claws, fangs, and distinctly draconic features, they range from relatively human-sized warriors to hulking specimens resembling walking dragons. Their societies prize strength, ancestry, and personal achievement, although Drakin who travel beyond their own lands can be found serving nearly any Guild willing to judge them by their deeds rather than their intimidating appearance.

Level	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
Recruit	4	3	2	3	3	3	4	4	5	32
Veteran	4	3	2	3	3	4	4	5	5	39
Hero	4	4	3	4	4	4	5	6	6	59

Drakkari



Drakkari are small, agile reptilian humanoids closely related to the larger Drakin. Where Drakin traditionally value physical strength and martial prowess, Drakkari are known for their speed and unusually strong affinity for magic. Their societies have produced generations of mystics and scholars, and Drakkari spellcasters often hold positions of considerable importance among their larger kin. Though physically weaker than Drakin, underestimating a Drakkari because of its size is an excellent way to discover just how quickly a small lizard can set you on fire.

Level	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
Recruit	3	4	3	4	3	3	4	3	4	30
Veteran	3	4	3	4	3	4	4	4	4	37
Hero	3	5	4	5	4	4	5	5	5	59

Dwarf



Dwarves are a stout and resilient people renowned for their craftsmanship, determination, and stubborn refusal to abandon something once they have set their minds to it. Their settlements are often built around mines, fortresses, workshops, and great halls constructed to endure for generations. Dwarves place enormous value on skill and workmanship, particularly when it comes to weapons and armor, and a Dwarf's possessions may have been passed down through their family for centuries.

Level	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
Recruit	3	4	3	4	3	4	4	4	4	47
Veteran	3	4	3	4	3	5	4	5	4	54
Hero	3	5	4	5	4	5	5	6	5	80

Elf



Elves are a long-lived people with an ancient connection to magic and a reputation for grace, intelligence, and precision. Their extended lifespans allow them to master skills that shorter-lived races might spend a lifetime pursuing, whether that means swordsmanship, spellcraft, scholarship, or wilderness survival. Elves often maintain traditions stretching back centuries, although younger Elves are increasingly willing to leave their ancestral homes and find their own place in the changing world.

Level	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
Recruit	5	4	4	5	4	3	2	2	4	36
Veteran	5	4	4	5	4	4	2	3	4	43
Hero	5	5	5	6	5	4	3	4	5	65

Gnoll



Gnolls are imposing hyena-like humanoids whose strength, keen senses, and predatory instincts make them dangerous opponents. Traditionally organized into packs and extended clans, they place great importance on loyalty to those who have earned their trust, while outsiders may find their customs harsh and intimidating. Gnolls frequently become hunters, warriors, mercenaries, and trackers, using their natural instincts to pursue enemies across terrain where others would quickly lose the trail.

Level	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
Recruit	5	3	3	4	3	2	3	3	5	34
Veteran	5	3	3	4	3	3	3	4	5	41
Hero	5	4	4	5	4	3	4	5	6	57

Goblin



Goblins are small, quick, and endlessly inventive, particularly when there is an opportunity for profit or mischief. What they lack in physical strength they compensate for with speed, numbers, improvisation, and a willingness to try ideas that more sensible people would immediately reject. Goblins thrive as scouts, Rogues, hunters, traders, and opportunists, and many have discovered that working alongside larger warriors provides excellent protection while leaving the Goblin free to concentrate on the important things, like loot.

Level	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
Recruit	3	4	3	4	3	3	4	3	4	30
Veteran	3	4	3	4	3	4	4	4	4	37
Hero	3	5	4	5	4	4	5	5	5	59

Halfling



Halflings are smaller than most of Aetherwar's peoples, but anyone mistaking their size for weakness rarely makes the mistake twice. Clever, nimble, and remarkably resourceful, Halflings have spread far beyond their traditional communities and can be found as merchants, adventurers, scouts, healers, thieves, and warriors. They tend to rely on quick thinking rather than brute strength and possess an uncanny talent for surviving situations in which larger folk somehow manage to get themselves killed.

Level	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
Recruit	4	2	5	5	4	4	2	2	3	34
Veteran	4	2	5	5	4	5	2	3	3	41
Hero	4	3	6	6	5	5	3	4	4	61

Human



Humans are the most widespread and adaptable people of Aetherwar, found everywhere from sprawling cities and fortified kingdoms to isolated villages and frontier settlements. Their cultures and loyalties vary enormously, and Humans can be found among virtually every Guild, profession, and cause. Lacking the natural advantages of some other races, Humans have survived through determination, ambition, ingenuity, and an impressive ability to make themselves at home almost anywhere.

Level	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
Recruit	4	3	3	4	3	3	3	3	4	29
Veteran	4	3	3	4	3	4	3	4	4	36
Hero	4	4	4	5	4	4	4	5	5	54

Lycan



Lycan are humanoids touched by the nature of predatory beasts, displaying combinations of fur, claws, fangs and animalistic features. Some closely resemble enormous wolves or other predators walking upright, while others retain a more humanoid appearance. Despite the frightening stories told about them, Lycan are not inherently savage or evil. They possess the same range of personalities and ambitions as other peoples, although their physical abilities make them particularly formidable hunters and close-combat warriors.

Level	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
Recruit	6	3	3	3	4	3	2	5	5	71
Veteran	6	3	3	3	4	4	2	6	5	78
Hero	6	4	4	4	5	4	3	7	6	98

Ogre



Ogres are enormous humanoids whose sheer physical strength dwarfs that of most other mortal races. They are often stereotyped as dim-witted brutes, but Ogres are no less capable of intelligence, loyalty, ambition, or cunning than anyone else. Their tremendous size simply means that many problems can be solved without requiring much subtlety. Ogres who become adventurers are prized as warriors and bodyguards, capable of wielding oversized weapons and enduring punishment that would flatten a smaller fighter.

Level	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
Recruit	5	3	2	3	3	3	3	5	6	70
Veteran	5	3	2	3	3	4	3	6	6	77
Hero	5	4	3	4	4	4	4	7	7	95

Orc



Orcs are powerful, aggressive, and fiercely competitive, with cultures in which physical prowess and proven ability command tremendous respect. Most Orcs are already larger and stronger than Humans, but the heroes who rise to lead them are exceptional specimens, towering warriors who have earned their position by being among the biggest and baddest of their kind.

Level	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
Recruit	5	4	3	3	3	3	3	4	5	36
Veteran	5	4	3	3	3	4	3	5	5	43
Hero	5	5	4	4	4	4	4	6	6	83

Satyr



Satyrs are hulking, vicious goat-men, far removed from the playful woodland creatures described in children's stories. Broad-bodied, horned, and powerfully built, they inhabit wild regions where strength and aggression are often necessary for survival. Satyrs can be unpredictable and quick to violence, particularly when defending their territory, but they are not mindless beasts. Those who venture beyond their homelands often make fearsome warriors, hunters, and mercenaries.

Level	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
Recruit	5	4	2	3	4	3	3	3	5	35
Veteran	5	4	2	3	4	4	3	4	5	42
Hero	5	5	3	4	5	4	4	5	6	62

Undead



The Undead are those who have crossed the boundary of death and returned, whether through necromancy, curses, or sheer refusal to remain buried. They include everything from skeletal warriors and preserved corpses to intelligent revenants capable of remembering their former lives. Some exist only to serve the will of their creators, while others retain their own ambitions, and grudges. They may therefore be a mindless servant, an ancient warrior, or someone who simply regards death as an inconvenience.

Level	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
Recruit	3	2	2	3	2	1	3	3	4	22
Veteran	4	2	3	4	3	3	3	4	4	36
Hero	5	5	3	5	5	4	3	5	5	61

Vermyn



Vermyn are wiry rat-like humanoids who flourish beneath the places other races build. Vast warrens, tunnels, forgotten ruins, sewers, and underground passages allow their communities to exist almost unnoticed beneath major settlements. Vermyn are quick, numerous, opportunistic, and exceptionally good at getting into places where they are not wanted. Their reputation for thievery and treachery is not entirely undeserved, but Vermyn adventurers can also make exceptional scouts, Rogues, spies, and survivors.

Level	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
Recruit	5	3	3	5	4	2	2	2	3	30
Veteran	5	3	3	5	4	3	2	3	3	41
Hero	5	4	4	6	5	3	3	4	4	53

Professions

A character's Profession represents their training, experience, and role on the battlefield. While their Race determines their natural strengths and abilities, their Profession defines what they have learned to do, from heavily armored Soldiers and skilled Rangers to powerful Mages and cunning Rogues. Each Profession provides its own abilities, equipment options, and style of play, allowing characters of the same Race to fill very different roles within a party.

Bard

Bards use music and inspiration to strengthen the warriors around them. While capable of defending themselves, their greatest contribution is supporting nearby allies and keeping a warband fighting at its best.

Recruit Gear: Hand Weapon
Recruit Ability: Musician

Veteran Gear: Hand Weapon, Light Armor
Veteran Abilities: Musician, Inspiring

Hero Gear: Hand Weapon, Medium Armor, Song Book
Hero Abilities: Musician, Inspiring, Grace

Breacher

Breachers are straightforward, no-nonsense fighters who thrive in the chaos of close quarters. Armed with a trusty blunderbus, they smash through doors, scatter foes at point-blank range, and hold tight spaces with brutal efficiency.

Recruit Gear: Hand Weapon, Blunderbuss, Light Armor
Recruit Ability: Infiltration

Veteran Gear: Hand Weapon, Blunderbuss, Light Armor
Veteran Abilities: Infiltration, Grit

Hero Gear: Hand Weapon, Blunderbuss, Medium Armor, Survival Totem
Hero Abilities: Infiltration, Grit, Fearless

Cleric

Clerics are devoted priests who call upon divine power through Holy Prayers. As their experience grows, they become inspiring figures capable of strengthening nearby allies while becoming increasingly adept at performing their prayers.

Recruit Gear: Hand Weapon
Recruit Ability: Cleric

Veteran Gear: Hand Weapon, Light Armor
Veteran Abilities: Cleric, Inspiring

Hero Gear: Hand Weapon, Medium Armor, Bible
Hero Abilities: Cleric, Inspiring, Adept

Healer

Healers specialize in keeping a warband alive, even bringing Incapacitated companions back into the fight. Their resilience and ability to operate farther forward make experienced Healers invaluable when a battle begins going badly.

Recruit Gear: Hand Weapon
Recruit Ability: Healer

Veteran Gear: Hand Weapon, Light Armor
Veteran Abilities: Healer, Grit

Hero Gear: Hand Weapon, Medium Armor, Aetherward
Hero Abilities: Healer, Grit, Infiltration

Hunter

Hunters are specialized monster killers trained to seek out and destroy Lycan and other dangerous beasts. Equipped with crossbows and skilled at deploying ahead of the main warband, they excel at tracking down threats before those threats can reach their companions.

Recruit Gear: Hand Weapon, Crossbow, Light Armor
Recruit Ability: Wolfsbane

Veteran Gear: Hand Weapon, Crossbow, Light Armor
Veteran Abilities: Wolfsbane, Infiltration

Hero Gear: Hand Weapon, Crossbow, Medium Armor, Comfortable Boots
Hero Abilities: Wolfsbane, Infiltration, Fearless

Marauder

Marauders are aggressive melee fighters who thrive in the thick of battle. Armed with two weapons, they can cut through an enemy and immediately press forward, with experienced Marauders becoming increasingly dangerous when charging from one foe to the next

Recruit Gear: Two Hand Weapons, Light Armor
Recruit Ability: Marauder

Veteran Gear: Two Hand Weapons, Medium Armor
Veteran Abilities: Marauder, Armsman

Hero Gear: Two Hand Weapons, Medium Armor, Potion of Strength
Hero Abilities: Marauder, Armsman, Follow Through

Pikeman

Pikemen are heavily armed warriors trained to establish an advanced position and hold it. They can deploy farther onto the battlefield than most fighters and become increasingly difficult to dislodge as their armor and experience improve.

Recruit Gear: Polearm, Light Armor
Recruit Ability: Infiltration

Veteran Gear: Polearm, Medium Armor
Veteran Abilities: Infiltration, Duck & Cover

Hero Gear: Polearm, Medium Armor, Ring of Haste
Hero Abilities: Infiltration, Duck & Cover, Fearless

Ranger

Rangers are mobile ranged fighters equally at home in dense forests, rocky wilderness, or ruined settlements. They ignore difficult terrain, become deadly accurate with their bows, and use cover and mobility to strike from advantageous positions.

Recruit Gear: Hand Weapon, Light Armor, Short Bow
Recruit Ability: Pathfinder

Veteran Gear: Hand Weapon, Light Armor, Longbow
Veteran Abilities: Pathfinder, Marksman

Hero Gear: Hand Weapon, Medium Armor, Longbow, Ring of the Wind
Hero Abilities: Pathfinder, Marksman, Duck & Cover

Rogue

Rogues rely on stealth, speed, and surprise rather than armor or brute strength. They excel at slipping into favorable positions and launching deadly surprise attacks with a weapon in each hand before the enemy can properly react.

Recruit Gear: Two Hand Weapons
Recruit Ability: Stealth

Veteran Gear: Two Hand Weapons, Light Armor
Veteran Abilities: Stealth, Sneak Attack

Hero Gear: Two Hand Weapons, Medium Armor, Lucky Charm
Hero Abilities: Stealth, Sneak Attack, Infiltration

Slayer

Slayers are dedicated Undead hunters who combine martial skill with powerful ranged weapons. Whether wielding pistols at close range or hunting from afar with a rifle, they are at their most dangerous when facing the dead that refuse to stay buried.

Recruit Gear: Hand Weapon, Pistol, Light Armor
Recruit Ability: Reaper

Veteran Gear: Hand Weapon, Two Pistols, Light Armor
Veteran Abilities: Reaper, Marksman

Hero Gear: Hand Weapon, Rifle, Medium Armor, Ring of Health
Hero Abilities: Reaper, Marksman, Infiltration

Soldier

Soldiers are dependable frontline fighters trained to protect themselves and their companions. Armed with a weapon and shield, experienced Soldiers can punish enemies for missed attacks and stand their ground when others might flee.

Recruit Gear: Hand Weapon, Light Armor, Shield
Recruit Ability: Warden

Veteran Gear: Hand Weapon, Medium Armor, Shield
Veteran Abilities: Warden, Parry

Hero Gear: Hand Weapon, Heavy Armor, Shield, Survival Totem
Hero Abilities: Warden, Parry, Brace

Sorcerer

Sorcerers wield the strange and unpredictable energies of Arcane Magic. They may learn Arcane Spells, using magical power to manipulate the battlefield and accomplish feats beyond ordinary mortal abilities.

Recruit Gear: Great Weapon
Recruit Ability: Mage

Veteran Gear: Great Weapon, Light Armor
Veteran Abilities: Mage, Grace

Hero Gear: Great Weapon, Light Armor, Arcane Tome
Hero Abilities: Mage, Grace, Adept

Templar

Templars are heavily armored warriors dedicated to hunting Demons and other infernal threats. Protected by shields and increasingly heavy armor, they combine resilience with specialized training that makes them particularly dangerous to the creatures they have sworn to destroy.

Recruit Gear: Great Weapon, Light Armor
Recruit Ability: Righteous

Veteran Gear: Great Weapon, Medium Armor
Veteran Abilities: Righteous, Duck & Cover

Hero Gear: Great Weapon, Heavy Armor, Ring of Pain
Hero Abilities: Righteous, Duck & Cover, Fearless

Warlock

Warlocks delve into forbidden knowledge and wield the dangerous powers of Corruption Magic. They may learn Corruption Spells, using dark magic to weaken their enemies and unleash powers that more cautious spellcasters would never dare invoke.

Recruit Gear: Great Weapon
Recruit Ability: Mage

Veteran Gear: Great Weapon, Light Armor
Veteran Abilities: Mage, Fear

Hero Gear: Great Weapon, Light Armor, Grimoire
Hero Abilities: Mage, Fear, Adept

Wizard

Wizards are disciplined spellcasters who harness the raw forces of nature through Elemental Magic. They may learn Elemental Spells, allowing them to command destructive and powerful forces on the battlefield.

Recruit Gear: Great Weapon
Recruit Ability: Mage

Veteran Gear: Great Weapon, Light Armor
Veteran Abilities: Mage, Duck & Cover

Hero Gear: Great Weapon, Light Armor, Spellbook
Hero Abilities: Mage, Duck & Cover, Adept

Traits & Abilities

Traits & Abilities represent the special training, talents, and natural gifts that set a character apart. They can improve a character's effectiveness in combat, provide bonuses in certain situations, grant new options on the battlefield, or change how particular rules affect them. Together, they help define what makes each character unique.

Adept

An Adept has learned to channel supernatural power with greater control and precision. This Trait allows your character to reroll any 1s when casting Spells or performing Holy Prayers.

Armsman

An Armsman is highly trained in the use of close-combat weapons and knows how to turn a poor strike into a successful attack. This Trait allows your character to reroll any 1s when making melee attacks.

Assassin

Assassins are relentless killers who will expend every advantage to make sure an attack finds its mark. Your character may spend 1 Action Point to reroll a missed melee attack die, spending 1 Action Point for each die they wish to reroll.

Big Iron

Some warriors possess the sheer strength needed to wield massive weapons that would normally require both hands. A Large Model with Big Iron may equip two Great Weapons at once, gaining the +1 DAM provided by Great Weapons as well as +1 ATT for fighting with two weapons.

Brace

A braced warrior is prepared to meet an enemy's charge with a well-timed counterattack. Your character may make a Free Strike against any model that Charges them.

Brute

Brutes rely on overwhelming strength rather than finesse when fighting in close combat. All melee attacks made by a character with this Trait are always considered Power Attacks.

Desperate

Some warriors become even more determined when fear begins to take hold. When a character with this Trait activates, immediately discard all Panic Tokens currently assigned to them.

Duck & Cover

Your character has developed an uncanny ability to keep their head down and make themselves a difficult target. They always count as being in Soft Cover, even while standing out in the open.

Fear

Whether through a terrifying appearance, supernatural presence, or sheer brutality, this character can strike fear into nearby enemies. Issue a Panic Token to every enemy model within the character's Threat Range.

Fearless

Fear holds little power over this character, whether through courage, discipline, or something altogether less natural. They are immune to Fear and automatically pass any Bravery Tests they are required to make.

Fly

A flying character can soar over battlefield obstacles that would slow or block warriors on the ground. They may ignore cover while moving and are always considered to have Line of Sight when determining whether they can make a Charge.

Follow Through

Some warriors never stop moving once they have gained momentum in close combat. Whenever your character Incapacitates an enemy model in melee combat, they may immediately make a free Full Move Action.

Grace

Your character moves through close combat with such speed and agility that enemies struggle to catch them off guard. A character with Grace is never subject to Free Strikes.

Grit

Your character is exceptionally tough and has a habit of surviving blows that should have put them down. This Trait allows them to reroll any 1s when making a Saving Throw.

Healer

A skilled Healer can pull even a badly wounded companion back from the brink. Your character may attempt to resuscitate an Incapacitated friendly model within their Threat Range by making a WP Roll with TN 4. For each success rolled, the Incapacitated model returns to the battle with 1 EN.

Infiltration

Your character is skilled at slipping ahead of the main force and securing an advantageous position before the fighting begins. When deploying during a Scenario, they may be placed up to 6" farther forward than normally allowed.

Inspiring

Whether through stirring words, unwavering courage, or natural leadership, this character inspires nearby companions to greater feats. All friendly models within 6" gain +1 WP. This bonus is not cumulative with other instances of Inspiring.

Lunge

Your character knows how to throw themselves into a Charge with sudden speed and aggression. When Charging, they gain +1 MOV and +1 ATT for the attack.

Mage

Mages have learned how to manipulate the magical Aether flowing throughout Alurzia. A character with this Ability may learn Spells from one School of Magic. Selecting spells from an additional school will double the point cost to learn them.

Manhunter

A Manhunter has developed a particular talent for hunting and killing Humans. Your character gains +1 MRK and +1 ATT whenever they are attacking a Human model.

Marauder

Marauders hurl themselves into battle with little hesitation, closing the distance before their enemies have time to react. Once per activation, your character may declare a Charge for free, provided the target is within double their MOV.

Marksman

A Marksman has spent countless hours mastering ranged weapons and knows how to correct even the slightest error in their aim. This Trait allows your character to reroll any 1s when making ranged attacks.

Mighty

Few opponents can diminish the sheer force this character brings to close combat. A character with Mighty never has dice subtracted from their melee attacks, regardless of the circumstances.

Musician

A Musician uses songs, chants, or stirring battle hymns to inspire their companions. A character with this Ability may perform Songs to provide aid and encouragement to friendly models.

Parry

An experienced fighter knows that an opponent's failed attack can create the perfect opening for a counterstrike. Whenever an enemy misses your character with a melee attack, your character may immediately make a Free Strike against them.

Pathfinder

Pathfinders are accustomed to traveling through terrain that would slow less experienced warriors. When moving, your character treats all areas of the battlefield as though they were Open Ground.

Prayers

Clerics have devoted themselves to a higher power and can call upon divine forces for aid on the battlefield. A character with this Ability may perform Holy Prayers.

Reaper

Reapers specialize in destroying creatures that have returned from the grave. Your character gains +1 MRK and +1 ATT whenever they are attacking an Undead model.

Righteous

Whether driven by faith, vengeance, or grim experience, the Righteous are particularly dangerous when confronting infernal creatures. Your character gains +1 MRK and +1 ATT whenever they are attacking a Demon model.

Skirmisher

Skirmishers rely on speed, precision, and careful weapon placement rather than overwhelming strength. All melee attacks made by a character with this Trait are always considered Finesse Attacks.

Slam

Powerful blows from this character can send opponents staggering backward across the battlefield. Whenever your character inflicts a wound against an enemy, that model is knocked back and placed just outside your character's Threat Range, leaving it vulnerable to being Charged again.

Sneak Attack

Your character knows how to turn concealment into a deadly advantage. While they have a Stealth Token, they gain +1 ATT and +1 MRK when making attacks.

Stealth

Through careful movement and an ability to remain unnoticed, your character can conceal themselves from their enemies. They may spend 1 Action Point to generate 1 Stealth Token.

Vicious

Some fighters have no interest in leaving a fallen enemy alive. When your character would Incapacitate an enemy in melee combat, that enemy is instead killed outright and immediately removed from the game.

Warden

Wardens willingly place themselves between danger and those under their protection. Your character may take an attack in place of any friendly model within their Threat Range.

Wolfsbane

Wolfsbane hunters have learned how to bring down the savage creatures known as Lycan. Your character gains +1 MRK and +1 ATT whenever they are attacking a Lycan model.



Equipment

Equipment allows you to customize your characters with weapons, armor, magical items, and other useful gear. Each Profession comes with a selection of preferred equipment representing the items commonly carried by characters with that training, but you are free to equip them with any additional gear you like by simply adding its Cost to the character's total. Relics are an exception and may only be equipped by Heroes.

When equipping two one-handed weapons, you will gain a bonus of +1 ATT or +1 MRK. When you have two different tpes of one-handed weapons, select the one you wish to attack with before you roll your dice to hit, using the other just to provide the bonus.

Common Melee Weapons

Hand Weapon

Range: Melee **DAM:** Model's DAM **Cost:** 5

A Hand Weapon represents any common one-handed melee weapon, such as a sword, axe, mace, or club. It uses the character's normal melee combat abilities without providing any additional bonuses or special rules. Unless you upgrade to another melee weapon, every model is always considered to be equipped with one Hand Weapon.

Great Weapon

Range: Melee **DAM:** Model's DAM +1 **Cost:** 10

A Great Weapon is a massive two-handed weapon such as a greatsword, greataxe, or maul, built to deliver devastating blows. A character wielding one gains +1 DAM.

Spear

Range: Melee **DAM:** Model's DAM **Cost:** 10

A Spear is a long-shafted weapon designed to strike an enemy before they can close the distance. Its Reach rule doubles the wielder's Threat Range for Melee Attacks.

Polearm

Range: Melee **DAM:** Model's DAM +1 **Cost:** 20

A Polearm combines a long reach with a heavy blade or striking head, making it dangerous both at a distance and on impact. It gains +1 DAM and has Reach, doubling the wielder's Threat Range for Melee Attacks.

Lance

Range: Melee **DAM:** Model's DAM +1 **Cost:** 20

A long, heavy spear designed for mounted combat, allowing cavalry to deliver devastating blows as they charge into battle. A Lance grants +1 DAM, has the Reach rule, and gains an additional +2 DAM when Charging. Lances may only be wielded while riding a Mount.

Ranged Weapons

Hand Crossbow

Range: 8” **DAM:** 4 **Cost:** 5

A Hand Crossbow is a compact, one-handed weapon that fires small bolts at close range. It has a Range of 8” and DAM 4. It is Slow, but its Silent rule allows it to be fired without losing a Stealth Token. Hand Crossbows may be used as melee weapons.

Sling

Range: 10” **DAM:** 3 **Cost:** 5

A Sling is a simple but effective ranged weapon that can launch stones or shot with surprising force. It has a Range of 8” and DAM 3, and its Silent rule allows it to be fired without losing a Stealth Token.

Short Bow

Range: 10” **DAM:** 3 **Cost:** 5

A Short Bow is a compact ranged weapon prized for its speed and ease of use. It has a Range of 12” and DAM 3, and its Silent rule allows it to be fired without losing a Stealth Token.

Longbow

Range: 16” **DAM:** 4 **Cost:** 10

A Longbow sacrifices some portability for greater range and striking power. It has a Range of 16” and DAM 4, and its Silent rule allows it to be fired without losing a Stealth Token.

Crossbow

Range: 24” **DAM:** 4 **Cost:** 15

A Crossbow launches heavy bolts with enough force to threaten even distant enemies. It has a Range of 24” and DAM 5, and its Silent rule allows it to be fired without losing a Stealth Token.

Flintlock Pistol

Range: 8” **DAM:** 5 **Cost:** 10

A Flintlock Pistol is a compact firearm that delivers a powerful shot at close range. It has a Range of 8” and DAM 5, but its Slow rule means it may only be fired once per activation. Flintlock Pistols may also be used as melee weapons.

Blunderbuss

Range: 6” **DAM:** 5 **Cost:** 15

A Blunderbuss fires a spreading blast that is especially deadly at close range. It has a Range of 6” and DAM 5, gains +1 DAM at close range from Scattershot, and is Slow, so it may only be fired once per activation.

Flintlock Rifle

Range: 16” **DAM:** 5 **Cost:** 20

A Rifle is a powerful long-range firearm capable of delivering devastating shots across the battlefield. It has a Range of 16” and DAM 5, but the Slow rule means it may only be fired once per activation.

Armor

Light Armor

ARM: +1 **Cost:** 5

Light Armor provides basic protection such as light leather armor or heavy robes, which won't heavily restricting the wearer's movement. A character wearing Light Armor gains +1 ARM.

Medium Armor

ARM: +2 **Cost:** 15

Medium Armor offers a stronger balance of protection and mobility for warriors expecting to face serious opposition, light reinforced leather, scale or chainmail. A character wearing Medium Armor gains +2 ARM.

Heavy Armor

ARM: +3 **Cost:** 25

Heavy Armor encases the wearer in substantial protection capable of turning aside blows that would fell a lightly armored warrior. A character wearing Heavy Armor gains +3 ARM.

Shield

DEF: +1 **Cost:** 10

A Shield gives a warrior an additional layer of protection against incoming attacks. A character equipped with a Shield gains +1 DEF.

Upgrades

Aetherward

Cost: 15

An Aetherward is a protective talisman designed to shield its bearer from hostile magic. The wearer gains +1 WP whenever they are targeted by a Spell.

Arcane Tome

Cost: 5

An Arcane Tome contains intricate formulae, hidden truths, and the secrets of manipulating raw magical energy. It grants the Arcanist ability to use Arcane Magic, or a character who already has that ability gains +1 WP when casting Arcane Spells.

Bible

Cost: 5

A Bible contains sacred teachings, blessings, and rites passed down through generations of faithful worshippers. It grants the Prayers ability to perform Holy Prayers, or a character who already has that ability gains +1 WP when performing them.

Comfortable Boots

Cost: 15

Comfortable Boots may not look particularly heroic, but good footwear can make all the difference on a difficult battlefield. The wearer gains +1 MOV while moving through Difficult Terrain.

Grimoire

Cost: 5

A Grimoire is filled with forbidden lore, sinister diagrams, and rituals that few would dare practice openly. It grants the Corruptor ability to use Corruption Magic, or a character who already has that ability gains +1 WP when casting Corruption Spells.

Life Rune

Cost: 10

A Life Rune stores a small reserve of restorative magic that can pull a fallen warrior back into the fight. It may be used once to heal a single Incapacitated model to 1 EN.

Lucky Charm

Cost: 25

A Lucky Charm is a small enchanted trinket said to bend fate in its owner's favor at just the right moment. Once per round, the wearer may reroll 1s.

Preservation Totem

Cost: 25

A Preservation Totem protects its bearer from harm until its magic is finally broken by a successful wound. The wearer gains +1 ARM until they suffer their first wound.

Potion of Bravery

Cost: 10

A Potion of Bravery gives its drinker a sudden burst of courage when terror would otherwise overcome them. It automatically passes the character's first failed Fear Test and may only be used once.

Potion of Healing

Cost: 10

A Potion of Healing is a restorative draught used to close wounds and restore a warrior's strength. When consumed, make an EN Test with TN 4 and heal 1 EN for each success; the potion may only be used once.

Potion of Speed

Cost: 10

A Potion of Speed sends magical energy coursing through the drinker, allowing them to move with astonishing swiftness. The character doubles their MOV for one round; the potion may only be used once.

Potion of Strength

Cost: 10

A Potion of Strength floods the drinker with a brief surge of supernatural power. The character gains +3 DAM for one round, after which the potion's effects end; it may only be used once.

Song Book

Cost: 5

A Song Book contains melodies, verses, and battle hymns collected for use by an experienced Bard. The first Bard Song learned by a character carrying one is free.

Spellbook

Cost: 5

A Spellbook is filled with carefully recorded incantations, elemental symbols, and the secrets of commanding nature's raw forces. It grants the Elementalist ability to use Elemental Magic, or a character who already has that ability gains +1 WP when casting Elemental Spells.

Mounts

Riding Horse

Size Upgrade: Large **Cost:** 15

A trusty steed prized for its speed and reliability. Only Standard models may ride a Riding Horse. The rider gains +2 MOV and increases their Size to Large.

Warhorse

Size Upgrade: Large **Cost:** 25

Bred and trained for battle, Warhorses carry armored warriors fearlessly into the thick of combat. Only Standard models may ride a Warhorse. The rider gains +2 MOV, +1 ARM, and +1 EN, and increases their Size to Large.

Dire Wolf

Size Upgrade: Large **Cost:** 25

Massive, ferocious predators, Dire Wolves carry their riders swiftly across the battlefield, dodging attacks with animal instinct. Only Standard models may ride a Dire Wolf. The rider gains +2 MOV, +1 DEF, and +1 EN, and increases their Size to Large.

Wyvern

Size Upgrade: Huge **Cost:** 50

These fearsome winged reptiles soar above the battlefield, carrying their riders over obstacles and into the heart of battle. Standard or Large models may ride a Wyvern. The rider gains +3 MOV, +1 ARM, +1 DEF, and +2 EN, increases their Size to Huge, and gains the Fly ability.

Enchantments

Enchantments are magical properties that enhance a character's abilities or make their attacks especially dangerous against certain enemies. They can be applied to weapons, armor, shields, and other equipment, or used to create magical accessories such as rings, amulets, and talismans. Each Enchantment costs 10 points and provides a specific bonus to the character carrying it, regardless of which item bears the Enchantment.

Recruits may not possess Enchanted items, Veterans may possess one Enchantment, and Heroes may possess any number. Each item may only have one Enchantment, and a character may only possess one of each type. Bane Enchantments cannot be possessed by characters belonging to the race they are designed to harm.

Enchantment bonuses do not stack, with one exception. Bane Enchantments may stack with a standard +1 DAM Enchantment. For example, a character carrying a Silver Sword and a Ring of Slaughter gains +2 DAM when attacking Lycans, but only +1 DAM against other races.

Awareness

Heightened senses and lightning-fast reflexes allow the character to react before danger strikes. Grants +1 IV.

Bloodbane

A savage enchantment that turns the fierce blood of Orcish warriors against them. Grants +1 DAM against Orcs.

Cold Iron

The touch of enchanted cold iron disrupts the ancient magic flowing through Elven blood. Grants +1 DAM against Elves.

Dragonsbane

Forged to pierce scales as hard as steel, this enchantment strikes at the ancient draconic blood of the Drakin. Grants +1 DAM against Drakin.

Fortitude

Enchanted protection hardens against incoming blows, making the character more difficult to wound. Grants +1 ARM.

Giantsbane

Size offers little protection against magic designed to bring towering monsters crashing to the ground. Grants +1 DAM against Ogres.

Holy

Blessed with sacred power, these enchanted strikes sear the flesh of Demons with the burning light of divine judgment. Grants +1 DAM against Demons.

Ironwood

Ancient woodland magic has been twisted into a weapon against the wild folk themselves. Grants +1 DAM against Satyrs.

Marksmanship

Whether loosing an arrow or firing a pistol, the character's aim is guided by supernatural precision. Grants +1 MRK.

Moonthorn

Infused with pale lunar magic, these enchanted strikes pierce the savage resilience of Gnolls. Grants +1 DAM against Gnolls.

Precision

Every swing and thrust seems guided by an unseen hand, making the character's melee attacks more accurate. Grants +1 ATT.

Protection

An invisible magical barrier surrounds the character, turning aside blows that would otherwise find their mark. Grants +1 DEF.

Ratbane

A foul enchantment that sends a creeping sickness through the blood of the Vermyn. Grants +1 DAM against Vermyn.

Silver

The gleam of enchanted silver is enough to make even the fiercest Lycan hesitate, for its touch burns like fire. Grants +1 DAM against Lycans.

Slaughter

Every successful strike carries an extra surge of destructive magical force, making even ordinary weapons deadly. Grants +1 DAM.

Spellbane

Disruptive magical energies unravel the mystical protections woven into Drakkari blood. Grants +1 DAM against Drakkari.

Stonebreaker

Forged to crack the toughest defenses, this magic can bring even the stoutest Dwarven warrior to their knees. Grants +1 DAM against Dwarves.

Swiftness

Magical energy quickens the character's steps, allowing them to move with unnatural speed. Grants +1 MOV.

Thorn

Wicked magical thorns seek out the vulnerable spots of even the smallest warriors. Grants +1 DAM against Halflings.

Vitality

Life-giving magic flows through the character, allowing them to endure wounds that would fell lesser warriors. Grants +1 EN.

Vorpal

A cruel enchantment that seems to know exactly where mortal flesh is weakest. Grants +1 DAM against Humans.

Willpower

Ancient magic strengthens the character's mind, granting greater control over their thoughts and supernatural powers. Grants +1 WP.

Witchfire

Ghostly flames cling to Goblin flesh, burning with an unnatural hunger that ordinary water cannot quench. Grants +1 DAM against Goblins.

Wormwood

The bitter essence of wormwood disrupts the dark energies animating the dead, turning every strike into a painful reminder of mortality. Grants +1 DAM against Undead.



Powers

The forces of magic and faith take many forms throughout Alurzia. Wizards, Sorcerers, and Warlocks wield spells drawn from Elemental, Arcane, and Corruption Magic, while Clerics call upon divine power through Holy Prayers and Bards inspire their companions through Songs. Each Power provides its own effects on the battlefield, from devastating attacks and protective enchantments to healing allies and hindering enemies.

All powers cost 10 points to add to your character and you must choose powers belonging to the school of magic your profession has access to. Veterans and Heroes may learn spells from other schools, however they will cost 20 points each.

Bard Songs

Ballad of the Blades

Range: 12” **Cost:** 10

Ballad of the Blades fills nearby warriors with the rhythm and confidence of battle. While the song is being performed, friendly models within 12” gain +1 ATT.

The Hunter’s Refrain

Range: 12” **Cost:** 10

The Hunter’s Refrain steadies the hands and sharpens the aim of nearby companions. While the song is being performed, friendly models within 12” gain +1 MRK.

Defiant Chorus

Range: 12” **Cost:** 10

Defiant Chorus inspires nearby allies to stand firm and turn aside incoming attacks. While the song is being performed, friendly models within 12” gain +1 DEF.

Hymn of Courage

Range: 12” **Cost:** 10

Hymn of Courage bolsters the resolve of nearby companions when fear and doubt begin to take hold. While the song is being performed, friendly models within 12” gain +1 WP.

March of Iron

Range: 12” **Cost:** 10

March of Iron inspires nearby warriors to endure blows with unwavering determination. While the song is being performed, friendly models within 12” gain +1 ARM.

The Quickstep

Range: 12” **Cost:** 10

The Quickstep is a lively tune that urges nearby companions to move with greater speed. While the song is being performed, friendly models within 12” gain +1 MOV.

Anthem of the Fearless

Range: 12” **Cost:** 10

Anthem of the Fearless rallies companions who have begun to falter in the face of terror. Friendly models within 12” remove one Fear Token while the song is being performed.

Dirge of Vengeance

Range: 12” **Cost:** 10

Dirge of Vengeance drives nearby warriors to strike their enemies with greater fury. While the song is being performed, friendly models within 12” gain +1 DAM.

Holy Prayers

Cleansing Wave

Range: 12” **TN:** 4 **Cost:** 10

Cleansing Wave channels divine power into one wounded companion in range, closing injuries and restoring their strength. A friendly wounded model within range heals 1 EN for each success rolled.

Godspeed

Range: 12” **TN:** 5 **Cost:** 10

Godspeed calls upon divine favor to hasten the Cleric’s companions across the battlefield. All friendly models within 12” gain +1 MOV during their next activation.

Inspiring Sermon

Range: 12” **TN:** 5 **Cost:** 10

Inspiring Sermon fills nearby allies with renewed conviction and courage. All friendly models within 12” gain +1 WP during their next activation.

Resurrection

Range: 12” **TN:** 6 **Cost:** 10

Resurrection calls upon divine power to return a fallen companion to the fight. A friendly Incapacitated model within range heals 1 EN for each success rolled and may act during the current round.

Second Sight

Range: 16” **TN:** 5 **Cost:** 10

Second Sight calls upon divine guidance to reveal enemies attempting to remain hidden. Remove one Stealth Token from an enemy within 16” for each success rolled.

Shield of Faith

Range: Self **TN:** 6 **Cost:** 10

Shield of Faith surrounds the Cleric with divine protection that makes hostile attacks less effective. Enemies targeting the Cleric lose 1 die for each success rolled.

Sword of Faith

Range: 12” **TN:** 6 **Cost:** 10

Sword of Faith blesses an ally with divine strength and confidence in battle. A friendly model within 12” gains +1 ATT during its next activation.



Elemental Magic

Blast

Range: 12” **DAM:** 5 **TN:** 5 **Cost:** 10

Blast unleashes a violent burst of elemental energy against nearby foes. Each success inflicts one DAM 5 hit on one enemy within range.

Fireball

Range: 16” **DAM:** 4 **TN:** 4 **Cost:** 10

Fireball hurls a blazing sphere of elemental flame at a single enemy. The target suffers one DAM 4 hit for each success rolled.

Deep Freeze

Range: 12” **TN:** 6 **Cost:** 10

Deep Freeze encases an enemy in supernatural cold, slowing their actions as ice takes hold. The target loses 1 AP for each success rolled.

Dispel Magic

Range: 24” **TN:** 4 **Cost:** 10

Dispel Magic allows the caster to unravel an enemy’s spell at the moment it is cast. Used as an Interrupt, both Mages make an Opposed Test; if the caster wins, the enemy spell is nullified.

Flight

Range: Self **TN:** 4 **Cost:** 10

Flight lifts the caster from the ground and carries them swiftly across the battlefield. They may fly 12”, plus an additional 1” for each success rolled.

Gale Force

Range: 16” **TN:** 4 **Cost:** 10

Gale Force summons a powerful rush of wind that drives an enemy backward. The target is knocked directly away from the caster 1” for each success rolled.

Nearsight

Range: Self **TN:** 5 **Cost:** 10

Nearsight bends the elements around the caster, obscuring them from distant attackers. The caster becomes immune to Ranged Attacks until their next activation.

Quake

Range: 16” **DAM:** 3 **TN:** 4 **Cost:** 10

Quake shakes the earth beneath an enemy with sudden elemental force. The target suffers one DAM 3 hit and is knocked down.

Stoneskin

Range: Self **TN:** 6 **Cost:** 10

Stoneskin hardens the caster’s flesh like living rock, providing temporary protection from harm. The caster gains +1 ARM until their next activation.

Second Sight

Range: 16” **TN:** 5 **Cost:** 10

Second Sight reveals enemies concealed by mundane or magical means. Remove one Stealth Token from an enemy within range for each success rolled.

Arcane Magic

Aether Blast

Range: 12” **DAM:** 5 **TN:** 5 **Cost:** 10

Aether Blast releases a surge of arcane force capable of striking multiple foes. Each success inflicts one DAM 5 hit on one enemy within range.

Aether Bolt

Range: 16” **DAM:** 4 **TN:** 4 **Cost:** 10

Aether Bolt fires a concentrated lance of raw arcane energy at a single enemy. The target suffers one DAM 4 hit for each success rolled.

Aether Leech

Range: 24” **TN:** 4 **Cost:** 10

Aether Leech disrupts the flow of magic around opposing spellcasters, making their powers more difficult to control. Enemy Mages within 24” increase their Spell TN by +1 until the caster’s next activation.

Aether Shield

Range: Self **TN:** 6 **Cost:** 10

Aether Shield surrounds the caster with a shimmering barrier of arcane energy that turns attacks aside. The caster gains +1 DEF until their next activation.

Aether Sword

Range: Self **TN:** 5 **Cost:** 10

Aether Sword surrounds the caster’s weapon with concentrated arcane force, making their strikes faster and more dangerous. The caster gains +1 ATT until their next activation.

Dispel Magic

Range: 24” **TN:** 4 **Cost:** 10

Dispel Magic allows the caster to unravel an enemy’s spell at the moment it is cast. Used as an Interrupt, both Mages make an Opposed Test; if the caster wins, the enemy spell is nullified.

Imprison

Range: 16” **TN:** 4 **Cost:** 10

Imprison binds an enemy in invisible bands of arcane force. Make an Opposed WP Test with one enemy at TN 4+; if the caster wins, the target cannot Move for the entire Turn unless it spends 2 Action Points to break free.

Omen

Range: Self **TN:** 5 **Cost:** 10

Omen grants the caster a fleeting glimpse of events before they unfold, allowing them to alter an unfavorable outcome. The caster may reroll any failed roll until their next activation.

Second Sight

Range: 16” **TN:** 5 **Cost:** 10

Second Sight reveals enemies concealed by mundane or magical means. Remove one Stealth Token from an enemy within range for each success rolled.

Teleport

Range: Self **TN:** 4 **Cost:** 10

Teleport tears open the space between two points, allowing the caster to disappear and instantly reappear elsewhere. The model may move anywhere within 12”, plus 1” for each success rolled.

Corruption Magic

Dispel Magic

Range: 24” **TN:** 4 **Cost:** 10

Dispel Magic allows the caster to unravel an enemy’s spell at the moment it is cast. Used as an Interrupt, both Mages make an Opposed Test; if the caster wins, the enemy spell is nullified.

Elegy

Range: 16” **TN:** 4 **Cost:** 10

Elegy seals the fate of a fallen warrior, preventing any hope of returning to the battle. Target one Incapacitated model within range and remove it from the game.

Fester

Range: 16” **TN:** 6 **Cost:** 10

Fester causes existing corruption to erupt within an already afflicted enemy. If the target has suffered Corruption damage this round, it loses 1 EN for each success rolled with no Saving Throw.

Hellblade

Range: Self **TN:** 5 **Cost:** 10

Hellblade conjures a weapon of corrupting magical energy into the caster’s grasp. The Mage gains +1 ATT until their next activation.

Lifedrain

Range: 12” **DAM:** 3 **TN:** 4 **Cost:** 10

Lifedrain tears vitality from an enemy and redirects that stolen life force to an ally. The target suffers one DAM 3 hit per success, and every wound it takes may be transferred to any friendly model within 6” of the caster.

Pestilence

Range: 12” **DAM:** 5 **TN:** 5 **Cost:** 10

Pestilence unleashes a wave of foul energy that can torment several enemies at once. Each success inflicts one DAM 5 hit on one enemy within range.

Raise Dead

Range: 12” **TN:** 6 **Cost:** 10

Raise Dead forces a fallen body back into service through forbidden magic. An Incapacitated model within range becomes a basic Undead Recruit with 1 EN for each success rolled and may act immediately.

Second Sight

Range: 16” **TN:** 5 **Cost:** 10

Second Sight reveals enemies concealed by mundane or magical means. Remove one Stealth Token from an enemy within range for each success rolled.

Spectral Grasp

Range: 16” **TN:** 6 **Cost:** 10

Spectral Grasp calls forth unseen hands that clutch at an enemy and hinder their every movement. The target loses 1 AP for each success rolled.

Touch of Death

Range: 16” **DAM:** 4 **TN:** 4 **Cost:** 10

Touch of Death channels corrupting power into a distant enemy, wracking them with supernatural torment. The target suffers one DAM 4 hit for each success rolled.

Your Adventure Begins

You have chosen your Guild. You have gathered your party. Swords have been sharpened, spells prepared, and somewhere in Alurzia, someone is almost certainly making a terrible decision.

Now it is time to play.

Aetherwar is your world to explore. Your first battle might be a simple clash between rival Guilds, a desperate hunt for a dangerous creature, or a race to recover some forgotten treasure before it falls into the wrong hands. What happens afterward is entirely up to you.

The warriors in your party do not have to remain a collection of statistics and abilities. Give them names. Remember their victories. Hold grudges over spectacular defeats. Perhaps the lowly Recruit who somehow survived against impossible odds becomes a Veteran, then eventually the Hero who leads your party into battle. Before long, the games you play will begin creating stories of their own.

And Alurzia is much larger than the places described in these pages. There are distant kingdoms, forgotten ruins, unexplored wilderness, strange creatures, and countless Guilds, warbands, cults, mercenaries, and adventurers whose stories have yet to be told. Make some of them your own.

There is no correct way to build your party and no story you are required to follow. Use the miniatures you love, create the characters you want, and fight the battles that sound fun to you.

Gather your party. Choose your battlefield. Roll the dice.