

MERCENARY GUILD

Ver 1.5

1 Introduction

1.1 Game Scope and mechanics

Mercenary Guild is a solitaire game where you must manage a newly founded branch of the Iron Axe guild on the town of Jackelm, hiring new members, finding new missions, managing the local guild treasure, and improving the guild reputation.

1.2 Game components

To play Mercenary Guild you need:

- One blank Guild Roster sheet: on this roster You will keep track of the attributes of the guild members.
- A copy of the Guild Log.

1.3 Game Counters

Krom Greatsword: 7 4 5	Character counter Krom uses a Greatsword with a skill of 7, has 4 HP and an Armor Class (AC) of 5
Nomad Scimitar: 5 2 4	Standard enemy counter The nomad is a Mounted enemy, has 2 HP and an Armor Class (AC) of 4. The enemy will use in combat a Scimitar with a skill of 5.
Ghoul Claw: 7 [1] C 4 3	Special enemy counter The ghoul has the special ability Terror, has 4 HP and an Armor Class (AC) of 3
Hydra 4xBite(7) [0] 8 6 6	Unique enemy counter. The Hydra is able to make 4 attacks with his bites. This enemy has some special attack tactics and/or notes associated
A wounds	Character Wounds ID counter This counter is used on the Time Track to note the amount of time needed to heal
A recover	Character Recover ID counter This counter is used on the Time Track to note amount of time needed to recover from poisons or disease
7+ Initiative	Player initiative Marker

1.4 Cards

1.4.1 Journey deck

The Journey deck is composed by the Region cards (green background) and Location cards (green background).



Terrain card example.

Recovery roll modifier

Location and Region cards can have one or more icons on the left side to represent specific attributes of the place. The possible icons are the following:



Guide support icon (see par. 6.9)



Healer Support Icon (see par. 6.9)



Merchant Support icon (see par. 6.9)



Lodging Support icon (see par. 6.9)

All the Journey cards are kept on a single deck, referred as the Journey Deck

1.4.2 Travel deck

The Travel cards (blue background) are kept on a separate deck: some of the cards can have one or more icons on the left side to represent specific events occurring when the card is drawn. The possible icons are the following:



Search Point earned



Travel Point earned



Special Encounter

1.5 Game preparation

Put all the characters (cyan counter) inside an opaque cup: the counters on this cup will be referred as the Character Pool.

Put all the Initiative counters inside an opaque cup.

Separate the enemy counters: put all the standard enemy counters on a separate cup.

Put on the Time Track the Current Day marker on the day 1 of the forth month. Put the Current Month marker on the forth month of the year.

Shuffle together all the Locations and Regions cards and put this deck (referred as the Journey Deck) face down on the table.

Shuffle together all the Travel cards and put this deck face down on the table.

2 Characters

2.1 Abilities

Every character in the game is described with a set of abilities representing their innate statistics. The available abilities are the following

STR (physical strength)
DEX (physical dexterity)
CON (constitution: body health)
WILL (mental strength)

Abilities can have a value from one to ten (1-10) where a score of 4/5 is a "normal" value and 10 is the maximum for a human being.

An ability check is done by rolling 1d10, adding any modifier, and comparing the result with the ability value: if the modified dice roll is less or equal to the check formula the test is considered successful. In any case a natural zero '0' is a failure. The standard notation for an ability check is NAME (+/-modifier): the value between parenthesis is added to the dice roll.

Example: a character with CON=5 touches a poisonous plant and now needs a CON(+1) check to avoid to be intoxicated; the d10 roll is 5, adding +1 gives a result of 6: since this value is greater than the CON value the check is failed.

2.2 Attributes

Attributes represents some specific quality and/or capability of the character. The standard attributes are

AC: Armor Class. This attribute represents the total points of protection of the character (used in combat) for both his armor and the shield.

HP: Hit Points. This is the number of "hits" that a character can sustain before dying; (see the section on the Damage and Healing for more details about this attribute). When the HP

attribute reach zero the character is dead. Starting HP are calculated as CON/2 (round up)

2.3 Skills

Skills are used to represent the competence of a character on a specific area (combat, crafting) are represented as a value from 1 to 9. The standard Skills are the following, grouped by area (between brackets the starting value of the skill)

Combat:	Melee	(3)
	Missile	(1)
Cure:	Heal	(1)
	Poison	(0)
	Disease	(0)
Travel:	Ride	(1)
	Climb	(1)
	Sail	(0)
	Swim	(0)
Search:	Track	(1)
	Spot Hidden	(2)
	Listen	(4)
Knowledge		
Know (specific terrain)		

To test a skill roll 1d10 and apply any relevant modifier: if the final value is equal or less to the selected skill value then the test is successful. A natural 1 is always a success and a natural 0 is always a failure.

The standard notation for a skill check is SKILL NAME (+/-modifier): the value between parentheses is added to the dice roll.

2.3.1 Climb Skill

Failing a Climb check can cause some damage to the character when you fail a Climb roll immediately make a DEX(+1) check: if this second check fails the character is fallen and will suffer 1d3 HP of damage.

2.4 Experience Points

Experience points (XP) are used to determine the improvement of the characters skills and attributes. At the end of a mission each involved character will receive a number of XP that can be spent to improve his skills and/or attributes using the following table:

Attr/Skill	XP
5	8
6	15
7	20
8	30
9	50

You can only increase an attribute or skill of one level: the number on the right column is the amount of XP required to reach the next level. Once “spent” the XP are subtracted from the current XP points of the character.

Example:

A character has reached 30 XP: with a Melee Skill of 6 he needs 20 points to increase this skill to the next level; after increasing his skill to 7 the character has 10 (30 – 20) XP left.

2.5 Damage and Healing

2.5.1 Hit Points

The Hit Points (HP) represents the amount of damage that a character can suffer before dying. When you hire a new member write down on the Guild Roster the max HP value (found on the [Character Table]) and put a dice showing this value: the dice will be used during the game to keep track of the actual HP value.

Every time a character suffers a wound (in combat or as a result of an event) you must update the number of HP accumulated by this character: subtract the points of damage suffered from the actual HP value (the value showed on the dice) and update the HP dice accordingly to display the new HP value.

When a character suffers a wound you must also put on the Time Track the “character wounds” ID letter

When the HP reach zero (the newly suffered damage is greater than the value of the HP dice) the character is considered Dead and is removed from the game.

2.5.2 Healing HP

When a character suffers a wound you must put on the Time Track the Character Wounds ID counter (ID) of the character: count 7 days from the Current Day Marker and put the ID on this day (example: Current Day is 17, the ID will be put on the 24th). If the ID is already on the Time Track you don’t need to move it when the character suffers a new wound.

When the Current Day marker reaches a box on the Time Track that contains one ID, the character owning the ID is allowed one **Recovery Roll**: if the actual HP value is less than the max HP (the character has still some wounds) then you must move the ID seven days ahead from the Current Day marker.

2.5.3 Recovery Roll

To make a Recovery Check execute a standard CON check adding any modifier (weather, current region modifiers, special events, lodging): if the check is successful then the character recovers 1HP, otherwise the actual HP are unchanged.

If with the character there is another guild member or NPC with the Heal skill, make a check for this skill: if it’s successful add a -2 modifier to the Recovery Roll.

2.5.4 Temporary Damage

Temporary Damage represents non-lethal injuries (also including fatigue) and is managed with an additional dice on the Guild Roster: when a character suffers one or more Temporary Damage points increase the Temporary Damage dice on the roster. When the Temporary Damage dice shows a value that is equal to the max HP value then any excess of Temporary Damage is converted in “standard” HP damage.

2.5.5 Healing Temporary Damage

Every day all the Characters can remove one Temporary Damage point if they Rest: in any other case you must roll a CON(-1) to recover one Temporary Damage.

2.6 Poisons

The effect of a poison is normally tested by rolling 1d10 on the Poison Table: the effect is noted on the Guild Roster and will last until the character is magically cured (with a potion or by an Healer) or when finally his body will eliminate the toxin.

When a character is poisoned make an immediate CON check: if the roll is successful put on the Time Track the “character recover” ID 1d6 days afterwards the Current Day marker; if the roll is unsuccessful put on the Time Track the ID 2d6 days afterwards the Current Day marker.

When the Current Day marker reach a box where one “character recover” ID is present, make a CON check for the character owning the ID. If the test is successful remove the ID (unless the character is diseased) and delete the Poison effects from the Guild Roster: if the test fails, move the ID afterwards another 1d6 days.

If with the character there is another guild member or NPC with the Cure Poison skill, make a check for this skill: if it’s successful add a -2 modifier to the CON check Roll.

2.7 Disease

Diseases are very similar to poisons: a diseased character can suffer a temporary reduction of his HPs, skill levels or attributes depending on the disease effect (described on the event/encounter entry).

When a character is diseased, if the “character recover” ID is not already on the Time Track place it 2d6 days afterwards the Current Day marker.

When the Current Day marker reach a box where one “character recover” ID is present, make a CON check for the character owning the ID. If the test is successful remove the ID (unless the character is

poisoned) and delete the disease effects from the Guild Roster: if the test fails, move the ID afterwards another 1d6 days.

If with the character there is another guild member or NPC with the Cure Disease skill, make a check for this skill: if it's successful add a -2 modifier to the CON check Roll.

3 Enemies

Enemies are grouped in three categories:

- Standard enemies: these are the most common adversaries you'll find during the game;
- Special enemies: these adversaries are more dangerous than the average; eliminating such an enemy is very often the objective of the guild missions.
- Unique enemies: these are the most dangerous opponents you will face. The unique enemies are not described in the Enemy Tables: their stats are given on the mission entries.

3.1 Enemy attributes

Every enemy has an AC and an HP value, similar to the corresponding character attributes. The Enemy Table specify both the AC and HP values.

3.2 Enemy skills

Every enemy has one or more skills related to his combat capabilities: these skills are used during the combat phase when the enemy is activated.

3.3 Special enemy attributes

In the Enemy Table you will find any special attribute of the enemy: this includes magic capabilities, combat tactics, unique weapon details and special traits (see 7.10).

4 Game Mechanics

4.1 Starting a new Game

When you start a new game you have at your disposal 1000g on the Guild Treasure: the Guild Masters have provided you a building in Jackelm where you will be able to accommodate the members you will hire. Write on the Guild Log: 1000g.

The first step is to hire one or more members for the guild: see the chapter **Hiring** for the details about this. When you finally have at least one active member on your pay you can start a new mission to improve the Guild Reputation and Treasure.

4.2 Gold

The golden "imperial eagle", commonly referred as "gold", is the standard unit of measure for the money in the game.

4.3 Daily routine

The game is played in turns representing one day: every day you have different options to spend your precious time: chapter 5 (Game Turn) describes in detail all the available actions.

4.4 Guild Log

The Guild Logbook is used to keep track of some important game metrics:

Time Track: the passing of the time is kept on this Track, composed of a month number (1 to 12) and a day number (1 to 30). A couple of counters (Current Day and Current Month) are used to keep track of the current day. On this track during the game you will also place the Character Wound and Recovery markers to keep track of the healing state of the guild members.

Guild Treasure: this is the amount of gold you have at your disposal. Every time you start a new game the Guild Treasure is reset to 1000g. The Treasure total is kept as written note on the Guild Log.

Reputation Points (RP): this value measures the success of your job on Jackelm, and is used to determine the victory level. Every time you start a new game the RP is reset to zero. The RP total is kept as written note on the Guild Log.

Experience Points (XP): during each mission the party will accumulate XP for killing monsters and performing some special duties. A track is used to record the XP for the current mission.

5 Game Turn

Each turn corresponds to one day: during this period of time you can do one of the following actions:

- Start a new mission
- Advance on the current mission

You can then

- Hire a new guild member

After completing the selected action you have to check:

- The healing status of the guild members

- The payment of the guild expenses

The last task on the game is to advance the Current Day marker on the Time Track.

5.1 Starting a new mission

If no mission is running you can check if a new mission has been requested to the guild offices. Roll 1d10: on a result of 2 or more a new mission is available. Roll 1d100 and consult the Mission booklet: see the chapter 6 for the details about the mission setup.

If you want to refuse a mission roll 1d10: on a result of 3 or more your action has no consequences; with a result of 1-2 you lose 2RP for the bad publicity following your refusal.

5.1.1 Great Renown Missions

Once your members have reached a good level of experience you can attempt one of the Great Renown Missions: these are especially dangerous tasks that will provide you an higher number of Reputation Points. Select any available mission on the [Great Renown Mission Table] and read the corresponding entry on the Mission booklet.

5.2 Advance in the current mission

If a mission is running you must advance the party on its journey: see the chapter 6 for the details about the mission advancement.

5.3 Hiring

You can spend the current day looking for new members for the Guild; pick two random counters from the character pool these are the potential members you've found going round the taverns of Jackelm. You can only hire at most two characters on a single day.

To hire a new member you must pay him three times his base Hire Value (found on the [Characters Table]): copy the character stats found on the [Characters Table] in the Guild Roster and update the Gold Total. You can then add a Know(terrain) skill of your choice to the character: select any one terrain type and then roll 1d10 on the [NPC Skill Level Table] with a -1 modifier to the dice to determine the initial skill level; write the skill name and level on the Guild Roster.

You can then select any one not combat Skill for the character: roll 1d10 on the [NPC Skill Level Table] with a -1 modifier to the dice to determine the initial skill level; write the skill name and level on the Guild Roster.

5.4 Healing

If on the current day box there is one or more Character Wound counter you can increase by one the HP of the corresponding characters. See chapter 2.5 for more details about the healing process.

If on the current day box there is one or more Character Recover counter you can now check for the complete healing of the corresponding characters. See chapter 2.5 for more details about the healing process.

5.5 Pay Day

The last day of every month you have to pay the Guild Members and any other expense accumulated so far. Every Guild Member has a Hire value, found on the Character Table, that must be paid every month if you want to keep the character. If you refuse to pay this sum, the character will leave the Guild immediately, even if he's on a running mission.

6 Missions

Missions are the core of the game: closing successfully a mission will increase both the Reputation Level and the Treasure of the Guild.

When a new mission is accepted you consult the Mission booklet to find the mission description: the text will define the journey to reach the final destination and the mission objective. Once you've reached the final destination and you've satisfied the mission requirements the mission is considered achieved.

6.1 Strategic Movement Overview

The description of every mission defines the journey needed to reach the final destination: this journey is specified as a series of major Locations that must be reached up to the final one. Locations (like a Village or a Temple) are represented in the game as cards that you draw from the Location deck: every card includes the most important details about the location. You can consider the Locations as "secure places" where you will stop during the journey. Unless specified otherwise you start your journey in Jackelm.

The area between the different Locations is described by the Region cards: Regions represent the specific terrains you will have to go through; every Region has as a specific Encounter and Event table that represent the inhabitants and dangers of the area.

6.2 Determine the Mission Locations and Regions

The mission description defines your objective and destination on a textual form. Between square brackets you will find the Journey cards (Locations or Regions) you will have to draw. The syntax used is the following:

- [X] draw X random Journey cards
- [<Name>] select the card named <Name> from the Journey Deck and then reshuffle the deck
- [LOC] draw a random Location card

- [<Name>: Xsp] pick the card named <Name>. The number before “sp” is the amount of Search Points needed to complete the journey on this are: use a dice to keep track of this value.
- [<Name>: Xtp] pick the card named <Name>. The number before “tp” is the amount of Travel Points needed to complete the journey on this are: use a dice to keep track of this value.
- [<Name>: SE] pick the card named <Name>. You must travel on this region until you draw the Encounter card with the Special Encounter icon.

Some Locations have a prerequisite Region card specified (example: the Island Location requires a Sea Region): in this case pick the specified region from the Journey deck and place it before the corresponding Location (and then reshuffle the deck)

Place the Party Counter to the left of the first Journey card.

Mission text example:

“You’ve been contacted by the major of Arik **[1][Town]** to find a very old book, the History of Western Temples. The book is a hefty tome, with parchment pages unbound but wrapped with a leather cord. This tome has been recently stolen by a member of a secret cult, that intends to use its contents for some obscure plots. You must reach the Hineche Desert and discover the cult base **[2][Desert: 2sp]**.”

The first formula you find is [1]: you need to draw a random Journey from the deck and put it in play. The drawn card is “Temple”, that does not have a prerequisite region. At this point the cards on the table are

{Loc: Temple}

The next formula is [Town]: pick a Town card from the deck and reshuffle it. Cards on the table:

{Loc: Temple}{Reg: Town}

The next formula is [2]: draw two random locations (Village, Island); Island requires a Sea region that you must pick from the Region deck.

{Loc: Temple}{Reg: Town}
{Loc: Village}{Reg: Sea}{Loc: Island}

The final formula is [Desert: 2sp]: pick a Desert region card from the deck place it on the table. You will need 2 search points to conclude your search: use a dice to keep track of this value. This is the final path of your journey.

{Loc: Temple}{Reg: Town}{Loc: Village}
{Reg: Sea}{Loc: Island}{Reg: Desert}

6.3 Mission End

When you meet the mission requirements the mission is considered completed. If you’re unable to fulfill the mission objectives the mission is considered incomplete. At the end of a mission you can calculate the reward (in gold), the experience accumulated by the party members and the guild reputation.

The mission length is equal to the number of Journey cards crossed by the party: in case of success this is the total number of Journey cards.

6.3.1 Reward

The mission reward is equal to the mission length multiplied by 20g plus 50g.

6.3.2 Reputation

The Reputation value is the metric of your success in Jackelm: when you successfully complete a mission you gain 1 Reputation Point (RP) while if you fail a mission you lose 3 RP.

A Great Renown Mission is worth 5 RP, but if you fail it you will lose 10RP.

Some missions will give to You some extra RP on the basis of the dangers or the importance of the mission itself.

6.3.3 Experience

Each guild member involved on the mission gains one XP; every killed enemy is worth one XP, unless specified otherwise in the Enemy Table: add up these points with any additional XP specified in the mission description and/or encounter entries; divide the total number of XP among all the mission participants including:

- Dead members
- Guides
- Men-at-arms

You can use the XP to improve the skills and attributes of the characters as for chapter 2.4.

On the Guild Log you will find a Track to record the XP accumulated during the mission.

6.4 Mission Members

The first step to prepare a mission is to select the Guild members that will participate to the Journey: depending on the terrain you will have to cross you normally wants to have one or more characters with the relative Know(<terrain>) skill; if none of the available characters has this skill you can hire a supporting character for this mission: see the Guide chapter here below for the details about this action.

6.5 Mission Advancement

Every day you must determine the advancement of the party in the mission:

- If the party is on a Location card you can take advantage of any Support available here (see below for the details about this option); alternatively you can move it to the right on the next Journey Card.
- If the party is on a completed region (no dice on the Region card) you can move the party counter to the right on the next Journey card
- If the party is on a Region card not yet completed (a dice is present on the region card) advance on the region.

6.6 Regions

While a Location doesn't require any special action, each Region will require some effort to be crossed.

A region can require some investigations to be concluded: alternatively the party must travel enough to cross the region boundaries. These objectives, also referred as region requirements, are represented as Travel Points (TP) or Search Points (SP): unless specified otherwise to complete a region you need 1d10 SP.

Every region has two specific Event and Encounter Tables: you will use these tables on the basis of the cards drawn during the Travel Phase (see below for more details about it).

6.6.1 Starting a new Region

When the party first enters a new Region, if no special instructions are given on the Mission description roll 1d10 (adding any weather modifiers): the rolled value is the number of Travel Points (TP) needed to complete the region. Place the dice on the region card to keep track of the party advancement.

If the mission description includes a specific amount of Search or Travel points place a dice with the specified value on the card instead of rolling the standard d10.

The dice on the region card is usually referred as Region Dice.

Check the current Weather on the Weather table every time you enter a new region.

6.6.2 Advancing on a Region

If the party is on a region card with a dice on it you must spend the current day traveling on the area. Take a Travel Card and execute the corresponding action (see the Travel Phase paragraph for more details about it). If the selected card include the Travel icon and the current region requires TP to be completed you can reduce the value on the dice on the region card to show your advancement. If the selected card include the Search icon and the current region requires SP to be completed you can reduce the value on the dice on the region card to show your advancement.

6.7 Travel Phase

At the beginning of every day spent on a Region draw a card from the Travel Deck and execute the corresponding action. The card type defines the result of party actions in the current day:

- **Encounter:** the party must confront one or more adversaries; roll on the Encounter Table for the current Region to determine the composition of the enemy group.
- **Event:** the party must confront one unexpected situation; roll on the Event Table for the current Region to determine the details of the event.
- **Information:** the party was able to gather some useful information from the local contacts. These cards include always the Search Icon: if the current region requires SP to be completed you can update the region dice accordingly.
- **Safe Traveling:** the party was able to advance in the region area without problems. These cards include always the Travel Icon: if the current region requires TP to be completed you can update the region dice accordingly.
- **Reshuffle:** put all the travel cards together and reshuffle the deck. Roll for the current Weather on the Weather table.
- **Dead End:** the party was traveling on the wrong direction or some obstacle makes impossible to continue on the current path; the effect of this card is to increase the region dice if this region requires TP to be completed.

If the selected Travel card include a Travel or Search icon and this icon corresponds to the region requirements, then reduce the value on the dice on the region card.

After the resolution of the travel card, advance to the next day, checking for Healing and Payday requirements as usual.

6.7.1 Encounters

When you draw an Encounter card you must roll 1d10 and consult the Encounter table of the current region. Normally the rolled entry will include the name of the enemies (in bold) and the possible combat ranges: pick randomly from the enemy pool as many enemies as specified in the table entry.

Normally you will need to roll 1d10 to define the combat range of every enemy: in the combat entry the different options have a range of values between parentheses. Add to this roll any modifier for the current weather condition.

Example:

distance: melee(1-3) missile(4+).

Roll 1d10: if you get a result of 1, 2 or 3 then the enemy is at Melee range, while with a result of 4 or more the enemy is placed at missile range.

6.7.2 Losing one or more days

Sometimes a mission entry (on the Events or Encounters Table) requires the party to lose one or more days: in this case advance the Current Day Marker on the Time Track of the required number of boxes; for each day check for the Healing and Payday requirements but do not draw a new Travel card.

6.8 Weather

Weather conditions are determined when you start a new region and when the Reshuffle travel card is drawn.

Roll 1d10 and consult the [Weather Table] on the section relative to the current region: place the weather counter on the corresponding weather box on the Guild Log.

The possible weather conditions are:

Clear: no special effect

Fog: add -2 to the dice roll when determining the combat range; all the To Hit rolls for Missile weapon attacks suffer a +1 modifier

Rain: add -1 to the dice roll when determining the combat range; all the To Hit rolls for Missile weapon attacks suffer a +1 modifier.

Heavy Rain: -1 to the dice roll when determining the combat range; all the To Hit rolls for Missile weapon attacks suffer a +2 modifier. Add +1 to the Region Dice roll.

Snow: +1 to the Recover roll; all the To Hit rolls for Missile weapon attacks suffer a +1 modifier

Heavy Snow: +2 to the Recover roll; all the To Hit rolls for Missile weapon attacks suffer a +2 modifier. Add +2 to the Region Dice roll.

Strong Wind: all the To Hit rolls for Missile weapon attacks suffer a +2 modifier

The weather track on the Guild Log summarizes these effects: one or more asterisks after the weather condition (example: Heavy Rain*) indicate a modifier to the region dice roll.

6.9 Mission Support

Usually on a Location card is available some support for the party that's carrying out the mission; examples of this potential support is the presence of guides that

know the area, healers to cure wounds and disease, merchants to sell/buy items and so on.

Here below you will find the details about every type of support available in the game: on the Location cards you will find the corresponding icons.

6.9.1 Guide



The term guide refers to any NPC with one or more specific skills that you can hire for the current mission to support your party. The typical skill is a good knowledge of the territory you're traveling; to generate a guide pick one random counter from the Character pool and then roll on the [NPC Skill Level Table] to determine his skill level: in case of a Know() skill select also the terrain type. To hire a guide you must pay an amount of gold equal to his Hire value plus his skill level multiplied by two. You can refuse to hire a guide if you think its skills are too low but on the current Location card you can't draw another character counter or re-roll for a new Skill Level. The only exception to this rule is when you look for a guide in Jackelm: in your base town you can draw two different characters, rolling for the skill of each one, and choose the one you prefer.

6.9.2 Men-at-arms

If the Guide icon is displayed on a Location, you can also hire Men-at-arms in addition to the local guides. To hire a man-at-arms pick one random counter from the Character pool: you must then pay an amount of gold equal to his Hire Value. You can refuse to hire a man-at-arms if you think its skills are too low but on the current Location card you can't draw another character counter.

6.9.3 Healer



The presence of a Healer makes possible to buy or sell potions and to access to the healer services. Every potion has an associated cost, found on the [Potions table]; similarly, every healer service has a corresponding cost found on the [Healer Services Table].

6.9.4 Merchant



The presence of a Merchant makes possible to buy or sell treasure items, weapons, armor and rings. Every item has an associated cost, found on the different Tables.

6.9.5 Lodging



When the Lodging icon is present on a Location card then the party can spend 5g for each character to rest on the local Inn: this accommodation will give a -2 modifier to the Recovery roll.

6.10 Special Terrain Features

6.10.1 Desert

Due to the extreme heat of the day and the low temperature on the night recovering your wounds while in the desert is very difficult. Add +2 to any CON roll to recover HP while on the desert. If the party do not move on the day this modifier is not applied.

6.10.2 River

When moving on a river you must split the party in groups of max four members: every group will form the crew of a different craft. Due to the difficulty of the navigation missile weapons cannot be used while on a craft.

6.10.3 Quicksand

If a Character falls on a quicksand area is trapped, unable to defend himself from any possible enemy.

A character in the quicksand can be freed in two ways:

- 1) the character is able to free himself with a successful STR(+3) check
- 2) the party members obtain both a STR(+1) and DEX(+1) check; you can choose the two best values on the party but both checks must be successful.

Every failed attempt the character suffers 3HP of temporary damage.

7 Combat

Combat is initiated when the party encounters one or more adversaries, normally as a result of an Encounter card. Once the combat is started it will continue until all the adversaries are eliminated or the party is defeated.

7.1 Weapons and damage

The [Weapon Table] summarize the characteristics of the weapons in the game: every weapon is classified as Melee or Missile depending on the range where it can be used in combat. A weapon with a 2H (two hands) label requires both hands to be used so you cannot wield a shield when handling this weapon.

The penetration factor of every weapon is expressed in the Impact attribute: this number is added to the Damage Roll during the combat phase and represents the ability of the weapon to pierce the armor of the adversary. Missile weapons are considered having always ammo available unless specified otherwise.

7.2 Armor

There are three types of basic armor in the game

- Light (cuir) AC:3
- Medium(mail) AC:5

- Heavy(plate) AC: 7

A character using a one-handed weapon can also use a shield to improve his AC: a character with a shield has an AC bonus of +1 (magic shields can have an higher bonus).

Light armor is the only one that can be kept while sleeping: medium and heavy armors must be donned to give the full AC bonus to the character.

Monsters (including beasts) can have different AC values, normally from 3 to 7, that take in account the natural protection (scales), the speed of the adversary and any magic enhancement to the defence.

The max AC for any character is 8, regardless of the armor and/or shield used by the character.

7.3 Tactical area

The combat between the guild members and the enemies is resolved on a region of the playing table named the Tactical area. The guild members are placed in any desired formation (line, column, scattered): the only rule is to keep clear which characters are adjacent one to the other.

7.4 Enemy Placement

Once the party members have been placed on the tactical area you can start placing the enemies.

Roll 1d10 and consult the [Enemy Placement Table] to determine the direction of the attack of the enemy group; place all the Missile and Long range enemies on the side of the attack, then randomly select the enemy counters at Melee range and place them following these priorities:

- Distribute equally the enemies on the characters on the side of the attack
- Max three enemies can attack a single character.
- Any enemy counter unable to be placed adjacent to a character is placed at missile range

In case of an Ambush do not use any predefined direction of attack for the enemies: simply pick a random character and associate one or more enemies to it (the ratio 3:1 still holds).

7.5 Combat Range

The enemies are placed on the Tactical area depending on the range specified in the Encounter details:

Melee range: place one enemy counter adjacent to a Character on the side of the attack.

Missile range: the enemies are placed on the side of the attack at short distance from the party; from this distance you can use only ranged weapon.

Long range: the enemies are placed on the side of the attack apart from the party; ranged and melee weapons cannot be used at Long distance.

7.6 Ambush

An enemy in Ambush armed with a melee weapon is always deployed at Melee range against one random Character (unless specified otherwise in the Encounter notes); if armed with a missile or magic weapon is deployed at Missile range. Moreover, the enemy can make a free attack before starting the normal sequence of combat.

7.7 Camp Assault

This is a special encounter that requires some extra steps before going to the combat phase.

First of all select max two random characters as sentries: every other character is considered asleep with a max AC of 3.

Make a Know(<terrain>) or Listen check: add +1 for every group member more than four; add +2 if only one character is present.

If the test is successful the distance of the enemies is Melee(1-3) or Missile(4+); if the check fails then the enemies have made an Ambush.

All the sleeping characters are unable to act on the first turn of combat: on the second and successive turns they may do one of the following actions

- Take a shield (AC+1)
- Don a Mail Armor (AC: 5)
- Don a Plate Armor (AC: 7). This action requires two consecutive turns.
- Act normally

An ambush To Hit roll against an unconscious or sleeping character is considered automatically successful: the Damage roll is done normally against the character AC (max AC:3 for a sleeping character)

7.8 Combat Sequence

Every character and enemy on a combat turn can do one of the following actions:

- Move from Long to Missile range
- Move from Missile to Melee range
- Move from Missile to Melee range and attack (with a +3 modifier for the movement)
- Move from Melee to Missile Range
- Execute a full attack
- Break from a melee (opp. Attack)
- Change weapon (opp. Attack)

- Use a potion (opp. Attack)
- Attempt to get free from a grapple
- Attempt to escape the combat

Some actions trigger an opportunity attack from any adjacent enemy: this is a free attack that's carry out before completing the action.

7.8.1 Initiative

At the beginning of every new Combat turn all the Initiative markers are put on an opaque cup. You then select randomly a counter from this cup and activate the corresponding character/monster: the Initiative markers are the following:

- 4- activate every character or monster with an attack skill of 4 or less
- 5 activate every character or monster with an attack skill of 5
- 6 activate every character or monster with an attack skill of 6
- 7+ activate one or more characters with an attack skill of 7 or more; activate every monster with an attack skill of 7 or more
- 8+ activate one or more characters with an attack skill of 8 or more; activate every monster with an attack skill of 8 or more.
- L activate the character/monster Leader (if not yet activated).

Monsters are always activated on the basis of the selected initiative marker: all the monsters with the selected attack skill value are activated at the same time.

Characters and with an high skill value (eight or more) have more than one opportunity to be activated: as an example a character with an attack skill of 9 can be activated when both 7+ and 8+ markers are drawn.

7.8.2 Enemy activation

Once activated, an enemy unit will execute one of the possible actions as specified on the [Enemy Actions Table], where the possible alternatives are listed in priority order.

7.8.3 To Hit

Once a character is activated you must roll 1d10, apply any possible modifier, and check the skill value for the weapon used in the current combat turn: if the rolled value is less or equal to the skill level the character scores an hit and can proceed to the Damage Roll to see if it's able to exceed the protection of the enemy armor.

A natural 1 is always a success and gives you a +2 modifier to the damage roll; a natural 0 is always a failure regardless of the modifiers.

7.8.4 Damage Roll

If a successful To Hit has been scored then you must check if the weapon damage was able to exceed the armor protection. Roll 1d10 and add the Weapon Impact value: if the resulting value is greater or equal to the target AC you've scored 1HP of damage. On a natural roll of 0 you cause 2 HP of damage.

The Lasso use a different method of attack (see below).

7.8.5 Escape

An activated character can attempt to escape the current combat if he's at Long or Missile range. A character in Melee cannot attempt to escape: he must move to Missile range before.

If the character is at Long range its attempt is automatically successful. If the character is at Missile range roll 1d10: on a result of 1-6 the character escapes, otherwise he moves at Long range.

7.9 Special Attacks

7.9.1 Grapple

Some enemies are able to attempt a Grapple attack using their tentacles and/or appendages: the details about how the grappling attempt is conducted are found on the enemy description.

When a character is Grappled rotate his counter 90 clockwise to indicate that is unable to act until freed: a grappled character can escape the grapple with a successful STR(+1) check.

7.9.2 Lasso

A Lasso doesn't cause any damage to the target: when a character armed with a Lasso score a successful To Hit roll then the target is considered Grappled and hence is unable to act until freed. Another character can cut the Lasso scoring a successful ToHit roll against the Lasso owner.

7.10 Special enemy traits.

Some adversaries have one or more special abilities, representing his peculiar characteristics: an icon on the left bottom corner of the adversary counter denotes a special ability.

7.10.1 Undead

Special Icon: **C**

Missile weapons are less effective against an undead: use an Impact value of -2 when using such a weapon against an undead enemy.

Undead are immune to poisons.

7.10.2 Terror

Special Icon: **J**

The adversary is really farsome due to his horrid/alien nature: in the first turn of the combat sequence make a Will Check for every character involved in the combat; if the Will check is negative the character is unable to act in this turn: in the successive turn(s) a positive Will check is needed to activate the character.

7.10.3 Special Attack

Special Icon: **8**

The adversary has some special attack capabilities: see the relevant notes on the Enemy Table for more details about it.

7.10.4 Small

Special Icon: **sm**

Due to his size the enemy is very hard to hit: add +2 to the attack roll against a Small enemy.

7.10.5 Huge

Special Icon: **hu**

Due to his size the enemy capable of attacking two adjacent characters; at the same time a Huge enemy can be attacked by a maximum of 5 characters, instead of the standard 3:1 ratio.

7.10.6 Fast

An enemy with the Fast trait is able to move from Missile to Melee range and attack without modifiers. Moreover, a fast enemy is able to make 2 consecutive moves (i.e. from Long to Melee or viceversa).

7.10.7 Mounted

Special Icon: **W**

A mounted enemy cannot be engaged in melee by a non-mounted adversary. Mounted units have a +1 IMP modifier in combat.

8 Treasure

Weapon Table		
Name	Impact	Notes
Unarmed	-2	Melee
Dagger	-1	Melee
Claws/Natural weapon	-1	Melee
Sword, Mace, Axe	0	Melee
GreatAxe	1	2H, Melee
Spear, Pike	1	2H, Melee
Bow	-1	2H, Missile
xBow	1	2H, Missile

Poison Table	
1d10	Poison Effect
1-5	1 HP of damage until cured
6	+1 to the Attack Rolls until cured
7	-2 to WILL until cured
8	-2 to STR until cured
9	-2 to DEX until cured
0	-2 to CON until cured

Enemy Placement Table	
1d10	Attack direction
1-7	Front
8+	Roll another d10:
	1-4: Right
	5-7: Left
	9-0: Rear

Corpse Table	
1d100	Result
1-25	1d6 g
26-27	1 ring (roll on the Random Ring Table)
28-33	1 Potion (roll on the Random Potion Table)
34-39	Infective Tissue - make a CON(+1) check: if failed Diseased (1 HP until cured)
40-45	A poisonous insect - make a DEX check: if failed the character is Poisoned
46-57	2d6 g
58-62	This is an undead! Immediately start a Combat against a random Zombie (Melee range)
63-70	4d6 g
71-100	Nothing

Potions Table		
Name	Cost (g)	Effect
Healing	100	Heals 1HP
Major Healing	400	Heals 3 HP
Remove paralysis	400	
Cure Poison	400	
Poison Immunity	1000	Immune to poison for 1 combat
Cure Disease	400	
Heroism	650	-2 Attack roll for 1d3+3 turns
Stone Skin	400	+1 AC for one combat
Iron Skin	700	+1 AC for one combat
Strength	250	+2 IMP for 1d3+3 turns
Agility	400	Two attacks for 1d3+3 turns
Remove Fear	100	

NPC Skill Level Table	
1d10	Skill Level
1-2	5
3-6	6
7-8	7
0	8, and re-roll for an additional free skill with a -1 modifier to this second dice roll

Healer Services		
Name	Cost (g)	Effect
Healing	25	Heals 1HP
Remove paralysis	100	
Cure Poison	100	
Cure Disease	100	

Great Renown Missions Table	
Paragr.	Name
100	The menace over Lyrhan

Chracters Table										
Name	Hire	STR	DEX	CON	WILL	HP	AC	Skills	Notes	
Dukin	20	5	6	7	5	4	6	Sword (6), Missile (5)		
Vidaos	20	6	5	6	6	3	6	Sword (6), Missile (5)		
Braes	20	6	7	7	5	4	6	Sword (6), Missile (5)		
P'rish	30	5	6	5	7	3	5	Mace (6), Missile (4), 2x Healing(7)		
Lleas	30	6	8	6	6	3	5	Bow (7), Melee (5)		
Belzer	20	6	6	6	5	3	5	Bow (5), Melee (4)		
Shaimir	40	7	5	8	4	4	5	Pike (7), Missile (3)		
Krom	40	8	5	8	4	4	5	GreatSword (7), Missile (4)		
Odira	50	6	6	5	6	3	6	Sword (6), Missile (5)	Mounted	
Wirag	50	6	6	6	5	3	6	Axe(6), Missile (4)	Mounted	
Selaren	20	7	5	6	5	3	5	Axe (6), Missile (4)		
Nir	20	7	5	6	5	3	5	Axe (6), Missile (4)		
Porter	5	5	4	4	3	2	2		2x equipment points	

Table E-1 (special Enemies)		
1d10	Name	Notes
1-3	Assassin	Short (1-3), Missile (4-8), Ambush (9-0)
4-6	Slaver	Short (1-3), Missile (4+)
7-9	Veteran	Short (1-3), Missile (4+)
0	Blood Knighth	Short (1-2), Missile (3-8), Long (9-0)

Table E-2 (special Enemies)		
1d10	Name	Notes
1	Undead Ogre	Short (1-3), Missile (4+)
2	Ghoul	Short (1-5), Missile (6+)
3	Giant	Short (1-2), Missile (3-8), Long (9-0)
4	Troll	Short (1-2), Missile (3-8), Long (9-0)
5	Nightmare	Short (1-3), Missile (4+)
6	Dark Young	Short (1-3), Missile (4-8), Ambush (9-0)
7	Spider	Short (1-8), Missile (9-0)
8	Incubus	Short (1-3), Missile (4+)
9	Cthonian	Short (1-3), Missile (4-9), Long (0)
0	Pseudo Dragon	Short (1-3), Missile (4+)

Table E-3 (special Enemies)		
1d10	Name	Notes
1-3	Ghoul	Short (1-5), Missile (6+)
4-5	Nightmare	Short (1-3), Missile (4+)
6-8	Spider	Short (1-8), Missile (9-0)
9	Incubus	Short (1-3), Missile (4+)
0	Cthonian	Short (1-4), Missile (5+)

Table E-4 (Standard Enemies)		
1d10	Group Composition	Notes
1-2	3 Veteran/Assassin	Short (1-5), Missile (6+)
3-4	3 Veteran/Assassin	Short (1-3), Missile (4+)
5-6	2 Guards + Guard Sergeant	Short (1-8), Missile (9-0)
7-8	2 Veteran + War Hound	Short (1-3), Missile (4+)
9-0	1 Assassin + 2 Veteran	Short (1-4), Missile (5+)

Weather Table	
1d10	Desert (add +1 in Summer)
1-8	Clear
9-0	Strong Wind Add +2 to the next weather roll
	Forest, Jungle, River (add +1 in Autumn and Winter)
1-7	Clear
8	Fog
9-0	Rain Add +2 to the next weather roll
	Town, Plains (add +1 in Winter)
1-7	Clear
8	Fog
9	Rain
0	Heavy Rain Add +2 to the next weather roll
	Mountain (add +1 in Winter)
1-6	no special weather effects
7-9	Autumn and Winter: Snow Spring and Summer: Rain
0	Autumn and Winter: Heavy Snow Spring and Summer: Heavy Rain Add +2 to the next weather roll
	Swamp (add +1 in Autumn and Winter)
1-6	Clear
7-9	Fog Add +2 to the next weather roll
0	Rain Add +2 to the next weather roll

Standard Enemies Table (average statistics)				
Name	HP	AC	Skills	Notes
Killer	3	4	xBow (7), Sword (6)	
Assassin	3	4	xBow (6), Sword (6)	
Veteran	3	6	Sword (8)	
Veteran	3	5	Warhammer (8)	
Skeleton	3	5	Spear (5) or Sword(5)	Undead
Skeleton	2	3	Bow (6)	Undead
Skeleton Leader	3	6	Sword (7)	Undead, Mounted
Nomad	2	4	Scimitar (5)	Mounted
Nomad	2	3	Horse Bow (5)	Mounted
Nomad Leader	3	5	Mace (7)	Mounted
Zombie	2	3	Claw (5)	Undead
Zombie Leader	3	4	2x Claw (6)	Undead
Devourer	5	4	3xTentacle (6) [0]	On a To Hit result of 1 or 2 the target is Grappled
Giant Scorpion	3	5	Sting (6) [0] + Claw (6) [1]	If the sting wounds a character must make a CON(+1) check or roll on the Poison Table
Worm	4	5	Tail (4) [0] + Crush (5) [2]	Huge, Terror
Guard	3	5	Sword (5)	
Guard	3	4	xBow (6)	
Guard Sergeant	3	5	Pike (6)	
Rat	1	3	Bite (4)	Small, Fast
Thief	3	4	2x Dagger (5)	
Killer	3	4	xBow (6), Sword (5)	
Lizardman	3	5	Axe (5)	
Lizardman	3	3	Bow (6)	
Lizardman Leader	4	5	GreatAxe (8)	
Deadwine	3	4	2x Tentacle (6) [1]	If hit by a tentacle a character must make a CON(+1) check: if the test fails roll on the Poison Table to determine the effects.
Snake	2	4	Bite (4) [-1] or Grab (7)	If the Grab attack is successful then the character is unable to act until he makes a successful STR(-1) check. While grabbed the character suffers 1HP of damage every turn.
Growan	4	5	2x Claws (7) [0]	Terror
War Hound	2	4	Bite (6)	Fast
Spider	1	3	Bite (4)	Small. Fast. If the bite wounds a character must make a CON(-1) check or roll on the Poison Table
Beast	3	4	Bite (4)	
Great Beast	4	5	2x Claw(5) [1]	
Beast Lord	5	5	2x Claw(6) [0]	Commands 1d3 Beast or 1 Great Beast
Native	3	4	Sword(5), Bow(5) or Spear(5)	
Native	3	4	Blowpipe [-1]	The blowpipe darts do no damage but if the native hits with his weapon the target must make a CON(+1) check: if the test fails roll on the Poison Table to determine the effects.

Special Enemies Table				
Name	HP	AC	Skills	Notes
Assassin	4	5	xBow (7), Sword (6)	
Slaver	3	6	Sword (8)	
Veteran	3	5	Warhammer (8)	
Blood Knight	3	7	GreatAxe (7)	Mounted
Undead Ogre	4	3	2x Claws (6) [0]	Undead
Ghoul	4	3	Claw (7) [1]	Undead
Giant	6	5	2H Mace (7) [1]	
Troll	5	7	GreatAxe (7)	
Nightmare	4	3	2x Claws (6) [1]	Terror, Undead
Dark Young	4	5	3x Tentacle (5) [1]	Terror. -2 to the Range Roll due to its disguise ability. On a To Hit result of 1-2 the target is Grappled
Pseudo Dragon	3	6	Bite (7) [1]	Special Fire Breath attack: on a roll of 1-3 the Pseudodragon will emit his Fire Breath; this is a special (5) [0] attack. that causes 1HP of fire damage
Incubus	3	5	Engulf (7) [0]	If the Engulf attack hits, and even if it doesn't cause damage, the target of the attack is Grappled.
Cthonian			Tail (5) [1] + Crush (6) [2]	Huge, Terror
Spider	3	5	Bite (6) [0]	If the bite wounds a character must make a CON(+1) check or roll on the Poison Table
Basilisk	5	6	Bite (7) [0]	Every character in Melee or Missile range from a Basilisk must make a WILL check or became petrified.

Weapon Shop Table		
1d100	Weapon	Value (g)
1-11	Sword +1	2000
12-22	Axe +1	2000
23-33	Mace +1	2000
34-44	Bow +1	2000
45-53	xBow +2	2000
54-64	Spear +1	2000
65-74	Pike +1	2000
75-84	GreatAxe +1	2000
85-95	Dagger +1	1500
96-100	Dagger +2	7000

Armor Shop Table		
1d100	Armor	Value (g)
1-70	Shield (AC +2)	1000
71-75	Shield (AC +3)	4000
76-85	Light (cuir) AC:4	4000
86-95	Medium(chainmail) AC:6	6000
96-100	Heavy(plate) AC: 8	8000

Random Potions Table	
1d10	Potion Name
1-4	Healing (1HP)
5	Remove paralysis
6-7	Cure Poison
8	Cure Disease
9	Heroism (-2 Attack roll for 1d3+3 turns)
0	Stone Skin (+1 AC for one combat)

Payday Event Table	
1d100	Parag. #
1-5	607
6-10	501
11-15	339
16-20	285
21-25	375
26-30	353
31-35	211
36-40	12
41-45	517
46-50	233
51-55	555
56-60	333
61-65	1268
66-70	347
71-75	589
76-80	318
81-85	809
86-90	44
91-95	284
96-100	242

Necrod Table	
1d100	Parag. #
1-5	604
6-10	432
11-15	818
16-20	801
21-25	776
26-30	240
31-35	168
36-40	687
41-45	611
46-50	1027
51-55	650
56-60	296
61-65	350
66-70	328
71-75	707
76-80	649
81-85	483
86-90	807
91-95	587
96-100	591

Building Table	
1d10	Parag. #
1	444
2	147
3	20
4	271
5	60
6	955
7	370
8	121
9	1243
10	718