

“The Witches are dead and we have killed them. Now, by coincidence or consequence, we suffer.”

Lobsterpot^{v4}

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Lobsterpot is a 28mm skirmish game set in a paranoid world, where witch finders and their lackeys chase shadows and eye each other with suspicion. Long ago, there was a great persecution of Witches, followed by a Cataclysm which warped the world and its peoples. Or maybe the cataclysm happened first. What legends and documents survive are contradictory at best, and no two villages have the same account of the time that led to now. It is only known that *something* is to be feared, and it is probably lurking right around the corner.

*“Our world has become disordered from its natural and holy progressions.
The light is dim, the wind is cutting, and enemies amass from within and without.
We must not let our faith waver, especially in times of trial, but for love’s sake,
how can we be expected to endure such persistent horrors?”*

Lobsterpot is designed to be played on a small surface, with minimal requirements for terrain and miniatures to keep gaming accessible and portable.

Safety: The subject matter of this game is inspired by the Witch Trials of the 17th century. We ask that you and your playgroups discuss whether or not you’re comfortable exploring certain topics within this subject, so that everyone playing feels safe and can remain that way.

What you will need to play

- A board that is 12"x18"
- Up to six models per player, and up to six models to represent monsters
- 3-6 pieces of terrain minimum
- Six sided dice, and a measuring device,
- Pencils and paper
- Some tokens

Some terms to know

- Patrol - all of the miniatures you control
- Miniature - any model on the board.
- Model - a miniature from your patrol
- Enemy - any miniature not in your patrol
- Monster - any miniature not controlled by a player
- Within Range - the number of inches a miniature must be within, that allows the miniature to make certain actions or use certain skills
- Within Line-of-Sight - a straight line drawn between the base of one miniature to another without obstruction from terrain, that allows the miniature to make certain actions or use certain skills
- D6 = a six sided die
- +1 or -1 = a modifier to the score rolled on a die
- D3 = rolling a d6, halving the result, and rounding up to the nearest whole number
- Natural - when the result of a die roll is a particular number before any modifiers are applied.
- Success - said of the result of scoring a 5 or higher on a d6 roll after applying any modifiers.
- Failure - said of the result of scoring a 4 or lower on a d6 roll after applying any modifiers.
- Dice Pool - a collection of dice that begin the game off to the side, that can be used later in particular situations.
- Reroll - rolling a die after it has already been rolled. You may not reroll the same die twice.

Playing Lobsterpot

Setup

Players pick a scenario, or roll for one randomly. Following the scenario's outline, players deploy their patrols, and place terrain, tokens, and monsters. Number the corners of the board and the middle of the long board edges with numbers 1-6. These numbered spots are called Haunts.

Pregame

Put a Desperation on each Volunteer, and put a Desperation on each model for every mutation they have. For each model with the Destiny Keyword, add a d6 to your Dice Pool.

Rule of Secrets - Everything but a model's name and class is considered a secret. During the course of the game, players reveal their models' Weapons, Keywords, Skills, Mutations and Shames as they become relevant. For instance, if you have a model you would like to activate in the Fox Phase, you have to reveal that the model has the Creeping Keyword in order to do so.

It is important to be honest with your opponents, even if everything you've known is a lie. Players are encouraged to take notes about the information discovered to glance at furtively between activations. Players are also encouraged to build and paint their models to represent the weapons, mutations, and skills they possess.

The Turn

Turns in Lobsterpot are shared between players, and each turn is broken down into the following five phases.

- **Initiative** - Each player rolls a d6. The player with the highest roll has initiative that turn. If a player had the initiative the turn before, they get -1 to their roll.
- **Fox Phase** - models with Creeping may be activated during this phase. The player with initiative gets to activate the first miniature. The phase continues until neither player activates a model, either because they decline to, or because they have no more models that can activate during this phase.
- **Hound Phase** - any model who has not activated this turn may be activated during this phase. The player with initiative gets to activate the first miniature. The phase continues until neither player activates a model, either because they decline to, or because they have no more models that can activate during this phase.
- **Hunter Phase** - models with Determined who have not activated this turn may be activated. The player with initiative gets to activate the first miniature. The phase continues until neither player activates a

model, either because they decline to, or because they have no more models that can activate during this phase.

- **End Phase** - any effects that would happen “at the beginning of the end phase.” Afterwards, any model from a patrol that has 8 or more Desperation, that model is Broken, and is removed from the board.

When a model is Activated, it may make up to three actions. These Actions are Move, Fight, Cast, and Effort.

Some actions will ask you to roll dice and count successes. Rolls of 5 or higher on d6 are considered successful, and rolls of 4 or lower are considered failures.

Moving Actions

When a model makes a move action, you may move it up to 2” in any vertical or horizontal direction. It must be able to balance wherever it ends its movement. Models cannot move off the board.

Fighting Actions

If a model is within range of any enemy, and that enemy is also within line of sight, it may make a fight action. Range is determined by its weapon. When a model makes a fight action, it makes an Attack roll, using 1d6 and adds other dice or modifiers as prescribed by its Skills, Mutations, or Weapon. For each success, the enemy it’s Attacking makes a Defense roll.

Defending

The defending model makes a Defense roll by rolling as many 1d6 as the preceding enemy made in successful Attack rolls. If all of the Defense rolls are successful, the action ends here. However, if any of the rolls are failed, this model will have to make a Fate roll.

Fate

The defending model makes a Fate roll by rolling as many 1d6 as it failed Defense rolls in the last step, plus its Desperation, plus any other dice prescribed by the Attacking model's Skills, Mutations, or Weapon. Count the number of Fate rolls failed and consult the table below.

0: Incredibly Lucky	1-2: Shaken	3: Flee	4 or more: Broken
This model has no ill-fate, and continues on.	This model gains 1 Desperation	This model gains 1 Desperation and moves away from the Attacker inches equal to its Desperation	This model is Broken and is removed from the board.

Seen too Much

At the end of the End phase, if a model has 8 or more Desperation, it is immediately Broken and removed from the board.

Casting Actions

Models with skills marked **Cast** may make Casting actions. The model attempting to cast a skill makes a Casting roll, and may add a d6 from the patrol's Dice Pool to that roll. If any of the rolls are a success, the skill is cast. A model may only cast each of its skills once per turn.

Effort Actions

If a model is within 1" of a piece of terrain with a skill, or is carrying a token with a skill, they may make an **Effort** action. The model attempting to make an Effort action makes a Knowledge roll, and may add a d6 from the patrol's Dice Pool to that roll. If any of the rolls are a success, the effort is fruitful.

Terrain

Pieces of terrain are models representing houses, walls, water features and woodland features. Depending on the category of Terrain such a model falls into, the feature will have different impacts on the game and how models and enemies maneuver around it

Obstructive - Houses, Forests, High Walls - terrain of this category blocks line of sight and can't be moved through.

Cover - Single Trees, Fences, Walls, Crates - terrain of this category does not block line of sight and can be moved through, but models attacking enemies through this terrain suffer a -1 to their Attack rolls.

Treacherous - Rivers, Ponds, Mine Fields, Sinkholes - terrain of this category does not block line of sight, but cannot be moved through.

Tokens

Tokens are small items/objects that are usually scenario-specific. A model within 1" of a token may make an Effort action. If the Knowledge roll is successful, that model is now carrying that token. The following are some examples of Tokens you might encounter during any given game.

Torch Token - when a model carrying a torch token performs a successful Knowledge roll on terrain or a model with the Flammable keyword, a special effect takes place.

Trap Token - a model carrying a trap token can make an Effort action to place it on the board within 1" of itself. Whenever a miniature moves within 1" of the trap token, remove it from the board. That enemy immediately makes a Defense roll.

Loot Token - models carrying loot tokens may move off the board. At the end of the game, players gain 2 VP for each loot token a model from their patrol took off the board.

Monsters

Monsters are miniatures controlled by neither you nor your opponents.

Unless otherwise stated, Monsters use the following rules

- Monsters activate at the beginning of the Fox phase
- Monsters make two actions. Both actions are "Move 2" towards the nearest non-monster model, and then make an Attack roll if within range of this model's weapon." Monsters attack as though unarmed
- Monsters begin games with no Desperation, even if they have mutations.
- Monsters make Fate rolls like anyone else. If at the beginning of the End phase a monster has 4 or more Desperation, it is broken.

Making Patrols

Patrols are composed of a Witch Finder, a Lieutenant, and two Volunteers. You may exchange two Volunteers for a Lieutenant, or vice versa. You may exchange a Volunteer for a Loyal Beast. You may exchange a Lieutenant for an Apprentice. A patrol may have no more than six models in it.

Classes

The classes of model are Witch Finder, Lieutenant, Volunteer, Apprentice, and Loyal Beast

Witch Finder - *The descendants of those original Witch Finders who brought this curse upon our world, they play at keeping us safe out of penance. Occasionally they're needed to sort out a local bandit lord, but oftentimes these parasites are just trying to stay relevant and in charge.*

When building your Witch Finder, they roll once on the Witch Finder, Lieutenant, and Volunteer tables, and get one weapon, and one shame.

Lieutenant - *When a Witch Finder sets up in a new town, they need allies, and usually focus their efforts on recruiting established members of the community to seem trustworthy by association. Mayors, clergy, constables and the like make for excellent right-hands, as they often come with skills useful to the Witch Hunter's designs.*

When building your Lieutenant, they roll once on the Lieutenant and Volunteer tables, and get one weapon, and one shame.

Volunteer - *Concerned citizens sometimes join up with Witch Finders, as they see it as a way to ensure the safety of their families and businesses. This will often improve their social standing within their communities, which is a time-tested way to shed suspicion from oneself.*

When building your Volunteer, they roll once on the Volunteer table, and get one weapon, and one shame. This model starts the game with 1 Desperation

Apprentice - *Not as dead-eyed as their masters, the pupils of Witch Finders are usually a bright and resourceful bunch, eager to please and to learn. They hope that their lessons will lead to a better life than the one they come from, that is, if they survive the ordeal.*

When building your Apprentice, they get one weapon and the skill “**Quick Study** - at the end of each game, if this model isn’t broken, it gains a random skill from a random skill table. If it is broken, it is removed from the patrol permanently.” (Patrols may only have one Apprentice at a time.)

Loyal Beast - *If treated well and fed properly, there are few in this world who are as faithful as a beast is to its master.*

When building your Loyal Beast, they attack as though armed with a sword, and have the keywords Creeping and Animal. This model gets a shame, and rolls once on the Loyal Beast table. (Patrols may only have up to two Loyal Beasts at a time.)

Style

When creating a patrol, players pick one of the four styles.

<p style="text-align: center;">Manifest Destiny <i>You have a purpose and a plan, your future is your own.</i></p> <p>Pick your Witch Finder’s weapon and results for the Witch Finder, Lieutenant, and Volunteer tables. Roll for their Shame and if you like, a Mutation. Roll skills, weapons, shames, and mutations for everyone else.</p>
<p style="text-align: center;">Stay the Course <i>You’ll make it through the night come hell or high water. The storm will take its toll, but not without a fight.</i></p> <p>Count the number of rolls you would make on each table for your patrol, then distribute them according to the model’s class limitations</p>
<p style="text-align: center;">Pivotal Moments <i>Few choices are truly yours in this life, but the ones you’ve had, you’ve made count.</i></p> <p>Roll everything for each model individually. Replace up to three results with choices from the appropriate tables.</p>
<p style="text-align: center;">Victims of Fate <i>You do not have a say. To the cosmos you are all meaningless specks.</i></p> <p>Roll everything for each model individually. You get what you get. Roll for one random Boon.</p>

Names - Name each model in your patrol, so we have something to write on the headstone.

Shames - Each model in your patrol must have a different shame. Write a sentence or two for each to suggest the depths of the depravity and hypocrisy these characters have plumbed.

Shames - d6

1. **A Betrayal** - *What motivation changed your alliance from one side to the other, and how long did you lie for, letting your former comrades think you were one of them?*
2. **A Fear** - *Why can't you sleep at night? What secret thing haunts you in your most private moments?*
3. **A Sin** - *What temptation led you down this path of debauchery, and how long did it hold you in rapture before you realized how filthy your soul had become?*
4. **A Crime** - *What drove you to such acts of violence and corruption? Were there circumstances surrounding your fall from grace, or is this who you were all along?*
5. **An Affliction** - *When did you first meet the sickness that would warp the way you live? Where did you find it, and how did it change you?*
6. **A Failure** - *Who weren't you there for in their time of need? How did you let them down when they needed you most?*

Weapons - d6

0 - **Unarmed** - range 1" - enemies get +1 to their Defense rolls.

1 - **Knife** - range 1" - this model rolls an additional d6 when it makes an attack roll

2 - **Sword** - range 2" - whenever this model rolls a natural 6 in an attack roll, it may immediately make another attack roll

3 - **Spear** - range 3" - this model gets +1 to its Defense roll when attacked by unarmed enemies, or enemies armed with Knives or swords.

4 - **Pistol** - range 5" - this model gets -1 to their attack rolls against models within 1" and +1 to their attack rolls against models more than 3" away.

5 - **Musket** - range 7" - this model gets -1 to their attack rolls against models within 2" and +1 to their attack rolls against models more than 5" away.

6 - **Bow** - range 7" - this model rolls an additional d6 when it makes an Attack roll against a model more than 5" away.

Volunteer Table - d6

1. This model has the keywords **Creeping** and **Kin**
2. This model has the keywords **Creeping** and **Depraved**
3. This model has the keywords **Creeping** and **Suspicious**
4. This model has the keywords **Determined** and **Kin**
5. This model has the keywords **Determined** and **Depraved**
6. This model has the keywords **Determined** and **Suspicious**

Lieutenant Table - d6

1. This model gets +1 to Defense rolls, and begins the game with a **Trap** token. This model has the skill “**Deactivate** - cast - this model picks up a trap within 2” If the cast roll is not passed, remove the Trap token from the board and this model makes a Defense roll.”
2. This model has the skill “**Opportunist - Suffer**; add a d6 to your Dice Pool.”
3. This model has the skill “**Inspiring - Smite**; a friendly model within 4” loses 1 Desperation.”
4. This model has the keyword **Destiny**, gets +1 to Knowledge rolls, and begins the game with a **Torch** token.
5. This model has the keyword **Destiny**, gets +1 to Cast rolls, and gains the skill “**Shame** - cast - name a shame. If an enemy has that shame and is within this model’s line of sight, that enemy gains 1 Desperation.”
6. This model gets +1 to Attack rolls, and has the skill “**Hypocrisy** - this model adds a d6 to its Attack rolls when fighting enemies with more or less mutations than it has itself.”

Witch Finder Table - d6

1. This model has the skill "**Rally** - cast - another friendly model within 4" may immediately make an action even if it has activated already this turn."
2. This model has the skill "**Imbue** - cast - this model or a friendly model within 3" adds a d6 to their next Attack roll this turn for every 2 Desperation it has."
3. This model has the skill "**Duelist** -when an enemy rolls a natural 1 on an Attack roll against this model, if that enemy is in range of this model's weapon, this model may immediately make a fight action."
4. This model has the skill "**Undeterred - Knell**; if this is the first time this model would be Broken during this game, it makes a Knowledge roll. If successful, it does not leave the board and instead it's Desperation becomes 6."
5. This model has the skill "**Coup-de-grâce** - once per turn, if an Attack by this model would result in an enemy making a Fate roll, you may remove a d6 from your Dice Pool to add a d6 to that Fate roll."
6. This model has the skill "**Armored** - this model rolls 1 less d6 whenever it makes a Fate roll (minimum 1.)"

Loyal Beast Table - d6

1. This model gets +1 to its Attack rolls.
2. This model gets +1 to its Defense rolls.
3. This model has the keyword **Gripping**.
4. This model has the keyword **Depraved**.
5. This model has the skill "**Howl** - cast - for the rest of the turn, whenever an Attack roll is made against an enemy within 3" of this model, add +1 to that Attack roll."
6. This model has the skill "**Avenged - Knell**; if a friendly model was in line of sight of this model when it was broken, that model may immediately make 1 action."

Taking Mutations - Any model may take a Mutation, but they begin each game with 1 Desperation for each mutation they have.

Mutations Table - d3, d6

- 1,1 - **Claw Hand** - this model rolls an additional d6 when making Attack rolls on enemies within 2”
- 1,2 - **Eye** - this model’s weapon gets +2” to it’s range.
- 1,3 - **Carapace** - this model gets +1 when making Fate rolls
- 1,4 - **Suckers** - If this model would move for reasons other than it making a move action, you may have it remain stationary instead.
- 1,5 - **Screech** - cast - all models and enemies within 3” make a Defense roll.
- 1,6 - **Ink** - cast - for the rest of the turn, all models making an action within 3” of this model get -1 to their rolls.
- 2,1 - **Ceaseless Hunger - Smite**; move this model to where the broken enemy was on the board .
- 2,2 - **Incessant Buzzing - Knell**; this model makes a Knowledge roll. If successful, replace this model with a monster named **Swarm of Sea Lice**. Swarm of Sea Lice activates at the beginning of the Fox phase, and at the end of the Hunter phase, and Attacks as though unarmed.
- 2,3 - **Esca and Illicium** - enemies within 2” of this model get -1 when making Defense and Casting rolls.
- 2,4 - **Barnacled** - if this model would move within 1” of an enemy, it may immediately make an unarmed Attack.
- 2,5 - **Tentacle** - enemies within 2” of this model get -1 to Attack and Knowledge rolls.
- 2,6 - **Unnaturally Quick** - This model moves 3” instead of 2” whenever it makes a Move action.
- 3,1 - **Welk-Kin** - If this model is attacked before it has moved this turn, it gets +2 to it’s Defense rolls.
- 3,2 - **Whiskers** - this model gets +1 to it’s Attack rolls against models that moved during the Fox phase this turn.
- 3,3 - **Unstable - Knell** - when this model is broken, all models within 3” of it make 2 Defense rolls.
- 3,4 - **Barbed** - this model has the keyword **Gripping**.
- 3,5 - **Crossroad Debt** - At the beginning of each Fox phase, if this model’s patrol has **Superstition**, it may immediately make up to 3 actions at the cost of gaining 1 Desperation per action.
- 3,6 - **Devil’s Luck** - This model has the keyword **Destiny**, and the skill “**Fickle Fate** - once per turn, you may remove a d6 from your Dice Pool to have an enemy reroll a d6.”

Keywords

- **Creeping** - This model may be activated during the Fox Phase or the Hound Phase
- **Determined** - This model may be activated during the Hound Phase or the Hunter Phase
- **Kin** - if a friendly model casts a skill on a model with Kin, it is also cast on each other model with Kin in your patrol if they would also be within range of that skill. The same is true for an enemy casting a skill on a friendly model with Kin
- **Depraved** - If this model has more than 2 Desperation, it gets +1 to its Attack rolls and -1 to its Defense rolls.
- **Suspicious** - If this model has 2 or less Desperation, enemies making fight actions must Attack it if it is the nearest model within range of that enemy's weapon.
- **Knell** - When this model is Broken, an effect takes place.
- **Smite** - When this model Breaks another, an effect takes place.
- **Suffer** - When this model gains Desperation, an effect takes place.
- **Gripping** - If an enemy within 2" of this model would move outside of 2" from it, this model immediately makes an Attack roll.
- **Superstition** - If a patrol's total Desperation is 13 or greater, then an effect takes place.
- **Destiny** - At the beginning of the game, add a d6 to the patrol's Dice Pool.
- **Flammable** - models carrying torch tokens may make Effort actions against this model or terrain. If those actions are successful, an effect takes place.
- **Wary** - If a model with this keyword would move within 2" of a model carrying a Torch token, it makes a knowledge roll. If failed, this model gains a Desperation, and gets -1 to its Attack rolls for the rest of the turn. This keyword activates only once each turn.
- **Animal** - This model cannot carry tokens, and always fails Knowledge rolls.
- **Terrifier** - When this model moves within 2" of an enemy with 2 or more Desperation, or a model with 2 or more desperation moves within 2" of this model, that enemy makes a Defense roll.
- **Unbreakable** - this monster cannot be broken during the End phase.

Boons - d3, d6

- 1,1 **Old Cowpath** - Reveal this card to immediately move a friendly model up to 3"
- 1,2 **Antique Trap** - reveal this card to immediately make an Attack roll against an enemy.
- 1,3 **Bloody Bait** - reveal this card to place a monster named **Starving Critter** at least 4" away from any model or enemy.
- 1,4 **Weapons Cache** - reveal this card to give a model an additional weapon of your choosing.
- 1,5 **Husk-Stuffed Decoy** - Reveal this card when a friendly model fails a Defense roll. Instead of making any Fate rolls, move that model 3" in any direction.

1,6 **Abandoned Mine** - Reveal this card when an enemy moves within 2" of a board edge. That model immediately makes a Defense roll.

2,1 **Silverfish Imposter** - Reveal this card when a friendly model is Broken. Replace that model with a monster named **Silverfish Imposter**. Silverfish Imposters activate at the beginning of the Fox, Hound, and Hunter Phases, have the Unnaturally Quick mutation, and as though unarmed.

2,2 **Duel to the Death** - Superstition; reveal this card at the beginning of a Fox phase if your patrol's total Desperation is equal to 13 or more. A friendly model and an enemy within 4" of each other each roll a d6. The model or enemy with the lowest dice score is immediately broken. Reroll any ties. Remove that miniature from its player's patrol and replace it with a miniature of the same class for the rest of the campaign.

2,3 **Horriifying Transformation** - Reveal this card when a model or enemy with two or more mutations would be Broken. Replace that model with a monster named **Twitching Horror**. Twitching Horrors activate at the beginning of the Hound Phase, and Attack as though armed with a Spear. The removed model is replaced with one of the same class for the rest of the campaign.

2,4 **Pricking Needle** - Reveal this card when a model Attacks an enemy from 1" or less away. That enemy gains the mutation "Witch's Mark - Whenever a friendly model within 3" rolls a natural 1, this model makes a Defense roll."

2,5 **Husk-Stuffed Decoy** - Reveal this card when a friendly model fails a Defense roll. Instead of making any Fate rolls, move that model 3" in any direction.

2,6 **Nasty Case of the Jitters** - Reveal this card at the beginning of the End phase if an enemy gained 2 or more Desperation this turn. That enemy gains the skill "**Easily Startled** - whenever this model rolls a 1, it gains a Desperation," for the rest of the game. If this enemy is Broken in this game, it gains that skill for the rest of the campaign.

3,1 **"I Name Thee Coward"** - at the beginning of the game, reveal this card and name an enemy. If this enemy does not make an Attack from 2" or less away during the course of this game, it gains the skill "**Coward** - when this model is Attacked from 2" or less away, it gets -1 to its Defense roll."

3,2 **Tree of Sinners** - at the beginning of the game, reveal this card to place a piece of terrain named "Tree of Sinners" on the battlefield at least 4" away from any models or enemies. Whenever a model gains Desperation while within 4" of this terrain, it gains that much Desperation plus 1.

3,3 **Destined for Greatness** - at the beginning of the game reveal this card, add a d6 to your Dice Pool and name a friendly model. If that model is not Broken during the course of this game, you may have it roll on the Witch Finder, Lieutenant, or Volunteer table after the game.

3,4 **Marked for Death** - at the beginning of the game, reveal this card, add a d6 to your Dice Pool, and name an enemy. That enemy gains the skill "**Trouble** - this model rolls an additional d6 whenever it Attacks." If that enemy would be Broken in this game, remove it from its player's patrol and replace it with a miniature of the same class for the rest of the campaign.

3,5 **Nasty Case of the Jitters** - at the beginning of the game, reveal this card and name an enemy. That enemy gains the skill "**Easily Startled** - whenever this model rolls a 1, it gains a Desperation," for the rest of the game. If this enemy is Broken in this game, it gains that skill for the rest of the campaign.

3,6 **Wracked with Guilt** - at the beginning of the game, reveal this card and name a shame. If an enemy has that shame, your opponent is obliged to reveal that secret. That enemy gains a Desperation.

Scenarios

Scenarios are the thematic framework around the individual games you play in Lobsterpot. They have their own rules which influence how long your games are, what the conditions for victory are, and other monsters and effects you may encounter in your adventures. Scenarios can be split into two different types.

Versus - these matches are generally 1v1, where each patrol is either bent on the other's destruction, or on sabotaging the other's machinations. Play with your full patrol unless otherwise stated.

Solo and Co-op - These matches are designed for solo play, where a player brings four of the members of their patrol to a game.

These scenarios can be modified for Co-op play by having each player bring only two members of their patrol to a game, for a total of four models. A tenuous agreement has been reached, and for now at least, your interests align. If playing in a campaign, both players count as having won if a victory is reached, and likewise both players count as having lost if they lose the game.

Before playing a game, you and your opponent may choose a scenario to fit with your narrative, or roll one at random.

Scenario Table - d3, d6

Note: If you do not want to do a co-op mission, you may instead roll d3, d3 to select your scenario. Likewise, if you are playing solo, you may roll d3, d3+3 to select your scenario.

1,1 - The Purge - Versus 1,2 - Paranoia Bloom - Versus 1,3 - Beak Collecting - Versus	1,4 - A Stinking Mess - Solo 1,5 - Rescue - Solo 1,6 - Sniffing Season - Solo
2,1 - Gobble Them Up - Versus 2,2 - The Old Mill - Versus 2,3 - Desperate Times - Versus	2,4 - Disturbing Plot - Solo 2,5 - Beneath the Chapel- Solo 2,6 - The Bounty - Solo
3,1 - Minefield - Versus	3,4 - Death of the Author - Solo

3,2 - A Hill to Die on- Versus 3,3 - Cursed Soil - Versus	3,5 - Nightly Menace - Solo 3,6 - Cold Trail - Solo
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The Purge - Versus

*A neighboring village accuses you of deeds most foul.
Such slander cannot be tolerated,*

Setup - Deploy along the long board edges. Place terrain to taste.

Whenever a player breaks an enemy model, that player gains 1 Victory Point. If that model was a Witch Finder, that player gains 3 Victory points instead.

Whenever a model is broken, it's player rolls a d6. On a 5 or higher, they roll another d6 and place a Ghoul within 3" of the corresponding Haunt.

Ghouls are Monsters with the Terrifier keyword.

At the end of the fifth turn, the game ends. The player with the most Victory Points wins.

Paranoia Bloom - Versus

*The stagnant waters fill with a strange carpet of algae, the likes of which have not been seen in a generation.
When the wind blows across it, a rotting smell rolls ashore along with a sudden suspicion of everyone you know.*

Setup - Deploy along the short board edges. Place a terrain feature named Rancid Inlet in the center of a long board edge, and then place more terrain to taste. Up to 3 models in each patrol start the game with a Torch token.

At the beginning of each Fox phase, each player rolls a d6 and consults the Shame table. All models with the shames rolled lose their Torch tokens and are treated as Monsters that activate at the end of the Fox phase for the rest of the turn.

The Rancid Inlet is a piece of terrain with the Flammable keyword. If a model makes a successful Effort action against it, the model's player gains 3 Victory points, and removes the Rancid Inlet from the board.

Whenever a player breaks an enemy model, that player gains 1 Victory Point.

At the end of the fifth turn, the player with the most Victory Points wins.

Beak Collecting - Versus

The harbor is beset by filthy Seagullmen, who cuss and shit, and steal anything not nailed down.

Tonight, drinks are free for the patrol who brings back the most beaks.

Setup - Deploy along short board edges. Place terrain to taste, and take turns placing a total of 4 Crate tokens along the long equator of the board. Number the crates 1 through 4.

At the beginning of each Fox phase, each player rolls a d6. If any number rolled matches a Crate's number, place a Seagullman beside it.

Seagullmen are Monsters with the Duelist skill, who attack as though armed with a sword, and carry a Loot token. They have 2 activations, and always move towards the nearest board edge instead of the nearest non-monster. If a Seagullman would move off a board edge, it is not counted as being broken.

Whenever a player breaks a Seagullman, that player gains 1 Beak Point.

Whenever a player breaks an enemy model, that player gains 1 Victory Point.

At the end of the fifth turn, the player with the most Beak Points wins. If players are tied for Beak Points, the player with the most Victory Points wins.

A Stinking Mess - Solo/Coop

They heard about how their cousins' beaks were mounted, and wondered if your beaks would make for equally distinguished decor.

Setup - Deploy your patrol on a short board edge. Roll on the Seagullman table 6 times, and deploy the resulting monsters on the short board edge opposite. Place terrain to taste and name one of the long board edges "The Sea."

Birdman Table - d6

1-3; 1 Seagullman

4-5; 1 Birdman Brute

6; 1 Birdman Screecher

Birdman Brutes are Monsters with the Duelist and Armored skills and the Eye mutation, activate at the beginning of the Hound phase, and attack as though armed with a knife.

Birdman Screechers are Monsters with the Defensive Vomiting mutation (see Birdman Brigands faction,) activate at the beginning of the Hound phase, and attack as though armed with a spear.

At the Beginning of each Fox phase, roll 1d6 and add the number of completed turns. If the score is 6 or higher, The Tide makes Trouble, and each model is pushed d6” directly away from the sea (roll individually for each model.) If this is the 2nd, 4th, or 6th time The Tide makes Trouble, instead move those models d6+3” towards “the Sea.” If this movement would take a model to the edge named “the Sea”, they are removed from the board and considered broken.

At the end of the 7th turn, if there are more Patrol Models on the board than there are Birdmen, you win.

Rescue - Solo/Coop

A search party is formed to find a missing child. They're young enough not to know how cruel the world can be, but you hope they live long enough to learn.

Setup - Deploy along a short board edge. Place the Child token in the center of the opposite edge, and place terrain to taste. Name the short edge you deployed on “The Way Out.”

At the beginning of each Fox phase, roll a d6. If the score is more than the number of completed turns, place a Wild Beast directly between The Way Out, and the model nearest the Child token or the model carrying the Child token. Roll another d6 if the Loathesome Creature is not on the board. If the score is less than the number of completed turns, place the Loathesome Creature next to the Child token or the model carrying the Child token.

A Wild Beast is a monster with the Animal and Wary keywords.

A Loathesome Creature is a monster with the Gripping keyword and the Unnaturally Quick and Carapace mutations. It activates at the beginning of the Hound phase, makes three actions, always moving in the direction of the Child token, and attacks as though armed with a Sword.

A model carrying the Child token may leave the board on the edge named “The Way Out.”

At the end of the 7th turn, if the Child token has been moved off the board, you win.

Sniffing Season - Solo/Coop

While some argue that accusations of Witchcraft can come from avarice or misunderstanding, the uncertainty therein is often a larger threat to the community than the Warlock in question. Neither is acceptable.

Setup - deploy your patrol on a long board edge, and place terrain to taste. Place 6 Villagers on the opposite board edge, and give each one a different shame.

Whenever you break a Villager, roll 1d6 and consult the shame table. If the shame of the Villager matches the one of the table, you have caught the Witch.

If a model is within 1" of the Villager with the shame Betrayal, you may make an Effort action. If it is successful, the rat squeals. Remove the Villager from the board and roll 1d6 until you roll the shame of a Villager who is still alive. Replace that Villager with the Witch.

Villager is a monster, activates at the beginning of the Hound phase, and attacks as though armed with a knife.

The Witch is a monster with the Terrifier skill and attacks as though armed with a Pistol. If you kill the Witch, it counts as having caught it.

At the end of turn seven, if you have caught the Witch, and not all the Villagers are dead, the patrol wins.

Gobble them Up - Versus

*A fully-stocked wagon abandoned in the woods, with not a soul to claim it.
It's an opportunity too good to pass up, even the Dwellers agree.*

Setup: Place a wagon in the center of the board, and then take turns placing four pieces of terrain named "Dark Thicket" on the board. Deploy patrols on short board edges and then if you desire, place more terrain to taste.

Whenever a model is within 1" of the wagon, it may make an Effort action. If it is successful, that model gains a Loot token. Models may only carry one Loot token at a time. Models with Loot tokens may move off the board (they do not come back after leaving.)

During the game, whenever a character moves within 1” of a Dark Thicket, roll 1d6.

1-2: that character gains a Desperation token

3-4: that character immediately makes a defense roll

5-6: your opponent places a Thicket Dweller 2” away from this character

Thicket Dwellers are monsters with the Eye mutation and attack as though armed with a Knife.

At the end of the fifth turn, the player whose patrol has taken the most loot tokens off the board is the winner.

In the event of a tie, the patrol with the most models remaining on the board is the winner.

The Old Mill - Versus

Integral to your community, the mill has fed your village since before the Cataclysm.

Its bloody history is not remembered by your enemies.

Setup; Deploy patrols on short board edges, naming one Attacker and the other Defender. Place a circular piece of terrain with a radius of 3” in the center of the board, named “the Millstone.” Place other terrain to taste, and decorate as though inside an enormous millhouse.

The Millstone is a unique piece of terrain, as it can gain Desperation counters. Whenever an Attacker is within 1” of the Millstone, they may make an Effort action. If successful, the Millstone makes a Defense roll, and if it rolls 4 or below, it gains a Desperation counter. If at the beginning of the End phase, the Millstone has 4 or more Desperation counters on it, it is Broken and crumbles into dust.

However, if the Attacker making an Effort action rolls a 1, the Millstone will try to eat them. The same is true for when a model is forced into contact with the Millstone as result of a Fate roll. In both cases, roll on the following table.

The Hungry Millstone Table

1. Narrowly, you avoid the Millstone’s gnashing jaw. Count yourself lucky.
2. The Millstone greedily licks at your cape; this model gains 1 Desperation counter.
3. The Millstone wraps its tongue around your sword; for the rest of the game, this model attacks with a range of 1” and has no weapon.
4. The Millstone remembers the taste of blood fondly; this model makes a Defense roll.
5. The Millstone devours you whole; this model is immediately Broken.
6. The Millstone chokes on your corpse; this model is immediately Broken, and the Millstone gains a Desperation counter.

At the end of turn five, if the Millstone is Broken the Attackers win. If the Millstone is not broken, the Defenders win.

Desperate Times - Versus

Escorting a supply wagon, you find yourself ambushed by a village who think themselves more worthy of its load.

Setup - place a wagon in the center of the board and then terrain to taste. One patrol (hereafter referred to as the Defenders) deploys touching the wagon, and the other (hereafter referred to as the Attackers) deploys on the short board edges.

When an Attacker is within 1” of the wagon, it may make an Effort action. If it is successful, that model gains a Loot token. If a model carrying a Loot token leaves the board, it will not return for the rest of the game.

At the end of turn 5, if the Attackers have taken two or more Loot tokens off the table, they win. Otherwise, the Defenders win.

Disturbing Plot - Solo/Coop

*The old stories tell of how to bury a Witch to make sure they can't return.
Some risks just aren't worth taking.*

Setup - Deploy your patrol along a short board edge. Three models from your patrol are given Witch Tokens. Set up 9 headstones on the opposite half of the board, with each stone being at least 3” apart. Place other terrain to taste.

At the beginning of each Hound phase, if there are less than 5 Familiars on the board, roll 1d6 and consult the table below.

1-2	3-4	5-6
Place 1 Small Familiar within 3” of a random haunt	Place 1 Small Familiar within 3” of a random haunt. Repeat this process once.	Place 1 Large Familiar within 3” of a random haunt.

If a model with a Witch token is within 1” of a headstone, it may make an Effort action. If it is successful, the Witch token and the head stone are removed from the board.

Small Familiars are monsters who move towards the nearest headstone instead of the nearest model, and have the Unnaturally Quick mutation. If a Small Familiar ends its move within 1” of a headstone, remove that headstone and the familiar from the board.

Large Familiars are monsters with the Gripping keyword, and attack as though armed with a Spear. They make 3 actions per turn instead of the usual 2.

At the end of turn seven, if all Witch tokens are removed from the board, the patrol wins.

Beneath the Chapel - Solo/Coop

*There was a passage under the old stone church, where you beheld pictures strange and wild.
You were beheld yourself, from just out of sight.*

Setup: Decorate your board as though it is a tunnel system, with one tunnel that forms a ring around the board’s center. Make 3 offshoot tunnels that lead to haunts. Deploy your Patrol at least 4” away from a board edge..

At the beginning of the first Fox phase, roll 1d6 until you roll a number that corresponds with a haunt. Place the Axebearer within 1” of that haunt.

Whenever a model is within 1” of a haunt, they may make an Effort Action. Unlike other Knowledge rolls, that model must score a 13 or higher to succeed. If they do, that model escapes the board. During this game, add the number of Desperation on the Axebearer to any Knowledge rolls.

The Axebearer is a monster with the Unbreakable keyword and the Duelist skill. Instead of rolling on the fate table, whenever it rolls between 1-3 on it’s defense rolls, it gains that much Desperation.

Whenever the Axebearer activates, roll 1d6 and consult below.

1-2 The Axebearer moves up to 3” towards the nearest model then attacks as though armed with a Knife.	3-4 The Axebearer moves up to 5” towards the nearest model, and then attacks as though armed with a Pistol.	5-6 The Axebearer moves up to 2” towards the nearest model, and then attacks all models within 2” as though armed with a Sword
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The game ends when there are no models on the board. If more of your models escaped the board than were broken, you win.

The Bounty - Solo/Coop

When folk move to a new town, it's almost always to escape some shame or scandal.

Unfortunately, our pasts have a tendency to catch up with us, especially when a Bounty Hunter's been paid.

Setup - Roll on the Shame table until you roll a shame that a member of your patrol has. Deploy that model (hereafter referred to as the Target) on a short board edge and the rest of your patrol on the opposite edge, hereafter referred to as “the Way Out.” Place the Bounty Man in the center of the board, and place terrain to taste.

The Target is unarmed for this game, and may move off the edge named “the Way Out.”

The Bounty Hunter is a monster that has the Gripping keyword, the skills Undeterred, Armored, and Hypocrisy, and attacks as though armed with a Musket. The Bounty Hunter always moves towards the Target. The Bounty Hunter has the Unbreakable keyword as long as its Desperation is below 8.

The Bounty Hunter has snares laid all over the place. Whenever a model rolls a 1, roll a d3 and consult the table below.

1	2	3
Put a Desperation counter on this model	Move this model 4” away from the Target	Place a monster named Hunter's Hound within 1” of this model.

Hunter's Hounds are monsters with the Gripping and Animal Keywords, who activate at the beginning of the Hound phase, and attack as though armed with a Sword.

At the end of the seventh turn, if the Target is has escaped the board, or if the Bounty Hunter is dead, the patrol wins.

Minefield - Versus

Fences make good neighbors, but explosives make good corpses

Setup - Players place terrain to taste, and then each player rolls 3 haunts. Each player then places a trap token within 5" of the haunts they rolled, and then deploy their patrols on opposite long board edges.

At the beginning of each End phase, for each trap token on the board, roll a d6. Move that trap token 3" towards the corresponding haunt. If the token comes within 1" of a miniature, it activates.

At the end of the fifth turn, the patrol with the most models still on the board wins.

A Hill to Die on - Versus

You control the road, and none shall pass unless they pay your toll.

Setup - Place terrain to taste. One player (hereafter known as the Defender) picks a short board edge to defend and deploys their patrol within 4" of it. That 4" strip is named "The Hill." The other player (hereafter known as the Attacker) deploys on the board edge opposite.

At the beginning of the first Fox phase the Defender rolls d3+1 and gains that many Victory Points.

At the beginning of each End phase, if the attacker has any models in the strip named "The Hill," they gain 1 Victory Point for each model within that strip.

At the end of the fifth turn, the patrol with the most Victory Points wins.

Cursed Soil - Versus

Something more horrible than usual happened here, and you can feel it.

Setup - Each player rolls for a boon, and notes it in secret. They are usable in this game only. Deploy patrols on long board edges and place terrain to taste.

All models get -1 to each of their Knowledge and Defense rolls, and whenever a model gains Desperation, they gain that much plus 1.

At the end of the fifth turn, the patrol with the most models still on the board wins.

Death of the Author - Solo/Coop

Someone's been printing pamphlets that make a mockery of your beliefs, and you've spent the day tracking them back to here. Although it looks like they've got armed bodyguards, you reckon it shouldn't take too much effort to burn down a printhouse.

Setup: place a piece of terrain named "the Printing Press" in one corner of a short board edge, and a piece of terrain named "Pile of Books" in the other. Deploy your patrol on the opposite board edge, and place terrain to taste. Deploy the Author and two Bodyguards within 4" of the printer. Give up to one of your models a Torch token.

The Printing Press is a unique piece of terrain, as it can gain Desperation counters. Whenever an Attacker is within 1" of the Printing Press, they may make an Effort action. If successful, the Printing Press makes a Defense roll, and if it rolls 4 or below, it gains a Desperation counter. If at the beginning of the End phase, the Millstone has 4 or more Desperation counters on it, it is Broken and crumbles into dust.

The Pile of Books has the Flammable keyword. When a successful Effort action is made against it by a model with a Torch Token, remove it from the board.

The Author is a monster who activates at the beginning of the Hunter phase, and attacks as though armed with a musket.

Bodyguards are monsters with the Welk-Kin and Barnacled mutations, and attack as though armed with spears.

At the beginning of each End phase, if there are less than 3 Bodyguards on the board, deploy a bodyguard within 5" of a random haunt.

If the Author is broken, gain 3 Victory points. If the Pile of Books is removed from the board, gain 3 Victory points. If the Printing press is Broken, gain 3 Victory points.

At the end of the 7th turn, if you have more than 5 Victory points, you win.

Nightly Menace - Solo/Coop

Something has been visiting the farms late at night, eating livestock and crops with abandon.

During a stakeout, you discover the culprit to be nothing more than a mutated beast, snout deep in farmer entrails.

Setup - Place terrain to taste, and then in the center of the board, deploy the menace. Deploy your patrol along the edges of the board.

The Menace is unbreakable, has the Eyes mutation, attacks as though armed with a knife, and activates at the beginning of the Hound phase. Whenever it activates, roll a d3 and activate the Menace as directed.

1	2	3
When this model activates, it moves towards the nearest model in your patrol.	When this model activates, it moves towards a random haunt	When this model activates, it moves towards the model with the highest Desperation.

At the beginning of the first Fox phase, roll a d3 and consult below

1	2	3
The Menace gains the Unnaturally Quick mutation.	The Menace gains the Barnacled mutation.	The Menace gains the Defensive Vomiting mutation.

At the beginning of the Hound phase, if the Menace's Desperation is above 6, roll a d3 and consult below. If you have already rolled on the table below during this game, the Menace gets an additional action this turn instead.

1	2	3
The Menace gains the Esca and Illicium mutation.	The Menace gains the Duelist skill.	The Menace gains the Gripping keyword.

At the beginning of the Hunter phase, if the Menace's Desperation is above 12, remove all Desperation from it, and it loses the Unbreakable keyword for the rest of the game. Then roll a d3 and consult below.

1	2	3
The Menace now attacks as though it were armed with a Sword.	The Menace now attacks as though it were armed with a Spear.	The Menace now attacks as though armed with a Bow

At the end of the seventh turn, if the Menace is broken, you win.

Cold Trail - Solo/Coop

*You lost sight of the culprit, but you can't give up yet.
They ran for a reason, and that's reason enough to give chase.*

Setup; Deploy your patrol within 3" of the center of the board, and place a Clue token within 2" of each haunt. Place other terrain to taste.

Whenever a model is within 1" of a Clue token, they may make an Effort action. If successful, the model picks up that clue. If unsuccessful, that model still picks up the clue, and then rolls a d6 and adds the number of clues being carried by models in your patrol to the roll.

1-3; The model nearest this token gains 1 Desperation

4-5; Place a Shadowy Figure within 2" of the next haunt clockwise to this token.

6-7; Place a Shadowy Figure within 2" of the next haunt counterclockwise

8+; Place the Bastard within 2" of this token. Any subsequent roll of 8 or more adds 1 d6 to your Dice pool.

Shadowy Figures are monsters who have the Unstable mutation, and attack as though armed with a knife. They enter the board with 2 Desperation.

The Bastard is a monster who activates at the beginning of the Hunter phase, has the Hypocrisy skill, and attacks as though armed with a Bow.

At the end of the seventh turn, if you've broken the Bastard, you win.

Optional Rules: Linked Games/Lite Campaign

Should you wish to play a series of games with patrols that develop with each victory and loss, here is a way to explore a simple campaign within Lobsterpot, where two neighboring communities constantly find themselves at each others throats. The grudges are old and the grievances run deep. Enjoy!

After a game of Lobsterpot ends, the winner and the loser of that game count the number of models in their patrols who broke in the preceding game. Each player makes that many rolls on the Boon table in secret, and then sneakily writes those Boons on cards. These cards are one-use-only, and can be used in the next game, or later in the series of linked games.

Optional Rules; Factions

Should you and your opponent wish to play as more distinct denizens of the Pot, you may choose to align your patrol with one of these factions. They may change the way your patrol is built, or the rules by which they operate within a game. You may pick distinctly, or have your fate decided by rolling d3, d6.

1,1 - **The Mercenaries' Guild** - *Soldiers of fortune make a decent living draining the coffers of any village desperate enough for their services. The captain of a crew will approach the town with word of brigandry abound, and offer their services of protection. Should they be refused, perhaps a brigand will set one of the town's watchmen ablaze, every night until a contract is signed and a client is gained.*

This patrol begins each game with d3 additional d6 in its Dice Pool. At the beginning of each Fox phase, you may remove a d6 from your Dice Pool. Each model in your patrol gets +1 to their Attack rolls this turn. If you do not remove a d6 from your Dice Pool, each model in your patrol gets -1 to their Attack rolls this turn.

1,2 - **The Icon Collectors** - *"Were there Witches? Was there a Cataclysm? We don't know, do we? None of us were there, and so who can say? Books! Books have a lot to say, as do relics and common artifacts. They offer us such delicious glances into history! If enough of them can be recovered, perhaps we can piece together the truth from the shards and shreds of the past."*

At the beginning of the game, place a "**Lost Icon**" token at least 8" away from your patrol. If at the end of the game a model in your patrol is carrying this token, add 2 Victory Points to your score. Each model in this patrol has the skill "**Unusual Tastes**; once per turn, this model may eat a token it is carrying. If it does, this model gets +2 to its next roll."

1,3 - **The Disciples of the Last Church** - *Amassed from the relics of a dead religion, the disciples have an “understanding” of faith and righteousness from before the Cataclysm. They in fact believe that the Cataclysm was the vengeance of the Witches that the Church failed to kill, and have thus redoubled the effort to sniff them out.*

This Patrol is composed of two Witch Finders, and may not have more than three models in it, except for those provided by boons. Each Witch Finder in this patrol may choose an additional weapon, and gets to make an additional action (4) each turn.

1,4 - **The Cabal** - *“There were never any Witches, only those who did not fit into our great design. The churches were easy enough to manipulate, with their zeal and fervor and faith. Whisper in this ear, make that one a martyr, and you have a whole crusade to do your bidding. Like any garden, the world needed tending, and it still does. We will make this one perfect, even if our patience must outlast the millennium.”*

At the beginning of a game, you may have your Witch Finder gain 1 Desperation to have your opponent reveal the Shames, Weapons, Skills, Keywords and Mutations of a single model. You may repeat this process any number of times.. This patrol starts each game with a free Boon.

1,5 - **The Hopewood Covens** - *In recent years, a thought has begun circulating that perhaps Witches are a good thing, and that they are a part of the natural world. These covens see the Cataclysm as a result to the unbalancing of the world when the Witches were purged, and the Witch Finders who lead them seek not to persecute the Witches, but to welcome them back with open arms. The hope is that once restored, the Witches will make the world green again. Maybe it could happen, if magic were real and the world weren't doomed.*

Each model in this patrol has the **Destiny** Keyword, and its Witch Finder automatically has the mutation **Devil's Luck**. This patrol starts each game with a free Boon.

1,6 - **Thrice-Cursed Pariahs** - *While most folks in the Pot bear mutations, the Pariahs bear more than is fashionable, and so they find themselves living on the outskirts of society, huddling together for warmth in the fens and forests. Pariahs are formidable in form, resembling shambling masses of fur, claw, and tentacle, but also in presence, as their isolation and mistreatment causes a feral reversion in them. Truly, they would be pitiable were they not so dangerous.*

Models in this patrol must be made with 2 mutations and have the keyword **Depraved** (instances of Depraved do not stack.)

2,1 - Birdman Brigands - *Occasionally, Birdmen can put aside their squabbles long enough to go into business together, if that business happens to be highway robbery. When setting up a lair to haul their loot to, they tend to pick abandoned ships that have run aground, decorating them with the heads of their enemies and a thick coat of bird shit.*

This Patrol may replace its Witch Finder with three Volunteers. All models in this patrol may take the mutation “**Defensive Vomiting - Suffer**”; this model immediately makes an Attack roll against the nearest enemy within 3.”

If a model would roll a natural 1 while making an attack roll, if there is another friendly model within range of that model’s weapon, that friendly model immediately makes a Defense roll.

2,2 - Travelers from Beyond - *When the Cataclysm happened, it is said that it spread outward from the points of greatest suffering. One can navigate their way back to the epicenters of the Cataclysm by following the blighted landscapes and warped beasts to places of greater desolation. You hope that once you find this point of origin, you can find a way to undo the things that caused this nightmare. At the very least, you will find those responsible, and make them pay for what they’ve done.*

Each model in this patrol gets +1 to any attack rolls made against Witch Finders. Additionally, the Witch Finder of this patrol is renamed “Leader of the Hunt.” This patrol starts each game with a free Boon.

2,3 - Seekers of Redemption - *“Cataclysm” is the term commonly used by folk in the Pot, to describe the great change that morphed the land, but the Penitents tend to refer to it as “Armageddon.” They believe that this is some terrible afterlife, meant as punishment for the crimes we committed in the before-times. If one were to parse a mission from the ravings and sobbing of this sect, it might be to change their fate by taking up lost causes and therein find absolution, or a quick death to escape this purgatory.*

When a member of this patrol is broken, that model makes a Knowledge roll. If successful, gain 1 Victory Point. If this patrol only has 1 model left on the board, that model gets +1 to all of its rolls.

2,4 - Petty Lords - *Tyranny is only tyranny if someone denounces you, and all who’ve dared have been persecuted as Witches. Why else would they deny your right to rule, if they were not part of some cosmic scheme against all that is good in the world?*

If the Witch finder would gain Desperation, and there is a friendly model within 3” of it, the Witch Finder may make a Knowledge roll. On a success, the friendly model gains that Desperation instead.

2,5 - Fishwives’ League - *The sea remains a reliable source of food and income for those who court it, although the catch these days is perplexing to say the least. Fishwives make due though, and barter with the landfolk, spinning*

yarns and bantering as a form of misdirection while marking up their catch exorbitantly. However, the tales they tell are well worth the charge, as the oral tradition of the league has preserved more than all the libraries in the Pot combined.

Models in this patrol have the skill “**Hard Bargain** - cast - an enemy within 2” makes a Knowledge roll. If this roll is failed, that enemy replaces its weapon for the rest of the game with a weapon named “**Fish** - range 1” - enemies get +1 to their Fate rolls.” The model that cast this skill may permanently replace its weapon with the weapon that the enemy discarded.”

*2,6 - **Thundermen** - Clad in mysterious metal costumes, these strangers appear during the storms that roil across the Pot, chasing the clouds with spears as a shepherd might steer a flock with their staff. Occasionally the lightning will retort and prod them back, but this seems to be the goal and is met with much rejoicing. Some believe that their efforts are academic, while others reckon their actions to be a new form of Witchery. Either way, they seem to be having a good time.*

Models in this patrol have the skill “**Harness the Storm** - cast - add a d6 to your Dice Pool. If afterwards you have 6 or more dice in your pool, you may remove all of them. The model that cast Harness the Storm most recently and each miniature within 3” of it immediately makes 6 Defense rolls.”

*3,1 - **The Village People** - The village has learned the hard way that outsiders are not to be trusted, especially those who offer help in the times of greatest desperation. You’ve been betrayed by Witch Finders, Pilgrims, Dukes and Captains of all stripes, and while it’s been painful, you’ve discovered a strength within yourselves that is unrivaled.*

This patrol is composed of 6 Volunteers. If a Volunteer would make any roll while within 2” of a friendly volunteer, it gets +1 to that roll. This patrol starts each game with a free Boon.

*3,2 - **The Piper** - The only lineages of duty who’s longevity rivals those of Kings and Witch Finders, are the Rat-Catchers. A constant in any age is the need to be rid of vermin, but while Pipers will catch vermin of any ilk, they don’t dispose of them in the ways most folk would. Some get eaten, as a Piper’s salary is low and maintaining an instrument is costly, but the cleverest critters become loyal companions who follow behind their master like some parade of pelts. Even in this time of oddity, one can’t help but marvel at the scandalous sight.*

This patrol is composed of one Witch Finder, renamed The Piper, and is accompanied by one Vermin, who has the keywords Creeping, Kin, and Animal. Vermin attack as though armed with a knife.

The piper has the skills “**Song of Rats** - cast - place a Vermin within 2” of the Piper,” and “**Song of Children** - cast - you may immediately activate another miniature within 10” as though it were part of your patrol, even if it has already activated this turn.”

3,3 - **The Inland Folk** - *When the Cataclysm came for the world, the mountains were spared the brunt of the calamity. People still changed, yes, but it was different from your kin on the coast. The mutations were less chaotic and more adaptive to your rural environment. In truth, it suited you. So well in fact that you wonder if this is how you were meant to be all along.*

Models in this patrol may roll for mutations on the following table

1. This model has the **Unnaturally Quick** mutation (see mutations)
2. This model has the **Howl** skill (see Loyal Beast table)
3. This model has the mutation “**Cameoflagged** - If this model is attacked from 4” or more away, its attacker gets -1 to its Attack rolls.”
4. This model has the mutation “**Bestial Kinship** - If this model is within 2” of a Loyal Beast, both models roll an additional d6 when making Attack rolls.”
5. This model has the **Crossroad Debt** mutation (see mutations)
6. This model has the mutation “**Transformation - Superstition**; at the beginning of each Fox phase, if this patrol has a total of 13 Desperation or more, replace this model with a monster named Bestial Nemesis. A Bestial Nemesis succeeds at Attack and Defense rolls on a 3 or better, and attacks as though armed with two knives (rolls 4d6.) It has the Eyes mutation, the Creeping and Gripping Keywords, and activates as a member of your patrol.”

3,4 - **The Stone Altar** - *A faith rediscovered from a time before time, adopted by the desperate and the fearful. Your congregation follows you unerringly, for there is no doubt in their mind; the oldest god has chosen you to lead its people to glory. Perhaps it is your destiny to save the world from itself, or to end it before it can burn the stars out. Your acolytes won't know until you tell them.*

At the beginning of each Fox phase, a model in this patrol may gain 2 Desperation to make a knowledge roll. If that roll is successful, Immediately move all other models in this patrol 2” towards that model.

3,5 - **Corpsehauler Clan** - *While crops wither and die under the Bleakening Sun, there is a level of certainty in knowing your food comes from underground. Your coven of ghouls and cannibals thrives when the graveyards are full and the battlefields bloody. Isn't your heartiness proof enough that your path is right, when those who rely on the fields and farms starve? Who could judge you, that wouldn't also nourish you?*

Each model in this patrol begins the game with an additional Desperation and has the skill “**Field Dress - Smite**; this model may immediately make a Move or Fight action.”

Superstition; at the beginning of each Fox phase, if this patrol has 13 Desperation or more, its Witch Finder has the skill - “**Feast - Cast**;. This model gains 2 Desperation. All **Smite** abilities triggered this turn trigger an additional time,” until the end of the turn.

3,6 - **Hightower Glory-Hounds** - *You grew up behind great stone walls, reading the tales of heroes who went on fantastic quests, while your elders hid behind thick velvet curtains, afraid of the sun. As you grew up, you became more and more convinced that someday you too could adventure and slay the dragons and witches of yore. Surely the world has room for more heroes, and why shouldn't you be one of them?*

At the beginning of each game, roll a d3 and gain the following

1. A Good Breakfast	2. A Pity Party	3. A Dream of Greatness
Models in this patrol roll an additional d6 whenever making an Attack roll this game	Models in this patrol roll an additional d6 whenever making a Defense roll this game	At the beginning of the first Fox phase, add a d6 to your Dice pool for each model in this patrol.

Monster Index

This is a handy little list of Monsters you may need to have for your games. Some of the models required for these scenarios can be used to represent multiple monsters.

- 6 Civilians - can be used as Villagers, Bastard, Bodyguards and Author
- 6 Ghouls - can be used as Ghouls, Shadowy Figures, and Thicket Dwellers
- 6 Seagullmen
- 3 Medium Animals - can be used as Hunter's Hounds and Large Familiars
- 4 Small Animals - can be used as Small Familiars or Wild Beasts
- 1 Large Monster - can be used as The Menace and the Loathesome Creature
- 1 Axeman
- 1 Bounty Hunter

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