

Quick Start Guide



FORBIDDEN PSALM
THE LAST WAR

Forbidden Psalm: The Last War is a 28mm miniatures agnostic game. You can use any miniatures you already own or build custom minis for this game. This booklet provides the base rules with some omissions. For the full rules, 12 more scenarios and more pick up a copy of the core book today.

Grab some dice, some miniatures, a tape measure, a **2ft by 2ft** table and you are ready to play.

MEASURING

Measurements are in inches and you can pre-measure.

DICE ROLLS

Dice Rolls, abbreviated DR, are used to determine the outcome of actions you take. When a number appears after the abbreviation, it means you must roll at least that number to succeed. Tests in Forbidden Psalm are generally DR**12** on a D20, meaning you must roll at least **12** to succeed with all modifiers taken into account.

MODIFIERS

Stats, Feats, Flaws and weapons add modifiers to the result of the die roll. Modifiers in this game stack.

**EXALTED
FUNERAL**



K.R.D.
Designs

CREATE A CREW OF SCAVENGERS

To take on the threats of the Gloomy Day you need a crew of scavengers, consisting of 5 miniatures. Follow these steps:

1. Select 5 models to use.
2. Assign each model a name.
3. Allocate stats.
4. Spend your starting 50 Resources on equipment.

Names of the soon to be Forgotten

- | | |
|--------------|----------------|
| I. Jenkins | II. Davy |
| 2. Ghost | I2. Jones |
| 3. Gavin | I3. Susan |
| 4. Frendrick | I4. Field |
| 5. Unknown | I5. Alexandria |
| 6. Private | I6. Ash |
| 7. Cowardly | I7. Friday |
| 8. Mouse | I8. Peters |
| 9. Morte | I9. Stillwater |
| IO. Mute | 20. 9 |

STATS

To generate each scavenger's stats,
take one of the following stat lines:

+3, +1, 0, -3
or
+2, +2, -1, -2

and assign it to their four stats as you see fit.

AGILITY

Used for Movement and Agility based attacks.

PRESENCE

Used for Spellcasting, Ranged attacks and morale.

STRENGTH

Used for carrying capacity and Strength based attacks.

TOUGHNESS

Used for Health and tests against Diseases and Poisons.

HEALTH

Health Points = HP

HP = 8 + Toughness

When scavengers reach 0 HP they are Downed. If they take any more damage after being Downed they are killed.

All lost Health is regained between Scenarios for surviving scavengers.

Downed models must pass Death Saves after each Scenario.

QUARTERMASTER

The Quartermaster has only a few items for sale (for more items see the core rulebook)

In between Scenarios, weapons and items can be purchased for the listed prices below. Weapons may be sold back to the Quartermaster at half the price rounded down (if rounded to 0 he does not buy them).

Each Crew member has 5+Strength equipment slots. Weapons, items and ammo all take up equipment slots.

Weapons come fully loaded.

ITEMS

Gas Mask	Prevents ill effects of Gas and Smoke. Wearer suffers -3 to Ranged attacks.	15R
Bandage	Cures Bleeding.	1R
Bandolier	Counts as 1 equipment Slot but provides 3 extra Slots.	5R
5 Rifle Round		1R
6 Pistol Round		1R

[Weapon Name] [Damage] [Special Conditions] [Modifier] [Cost]

One-Handed Ranged Weapons

[Pistol][D6][Ranged, Jam, Reload 6][Presence] [15R]

Two-Handed Ranged Weapons

[Rifle][D8][Ranged, Jam, Reload 5][Presence] [25R]

One-Handed Melee Weapons

[Knife][D4][Thrown][Agility] [1R]

[Trench Club][D6][Strength] [4R]

[Fist][1][On Fumble take 1 Damage][Strength] [Free]

Two-Handed Melee Weapons

[Rusted Rifle][D8][Strength] [3R]

[Makeshift Weapon][D6][Strength] [Free]

Throwables (all have Thrown key word)

[Grenade][D8][Explode, Called Shot][Agility] [4R]

ARMOR

Hard Leather

Armor Value: 1

Cost: 1 Resource

Prototype

Armor Value: 3

Special: Wearer suffers
-3

to Ranged Attack tests.

Cost: 15 Resources

Improvised

Armor Value: 1

Special: -1 Agility
for user.

Cost: Free

STATES AND PROPERTIES

Explode - on Fumble, weapon deals max damage to user and is destroyed.

Gas - Models must make a Toughness test whenever they activate in or enter Gas. On fail they are poisoned. Any model that ends their turn in Gas takes 2 damage.

Jam. On a Fumble, instead of dropping this weapon it jams. To fix a Jam, models may use an action to attempt to pass an Agility test. If the test is Fumbled, the gun breaks and becomes a makeshift weapon.

Thrown - Weapon can be thrown without penalty, 6" range.

Reload - To reload, model gives up movement but then can take an action.

Reload x - As above but can be fired a number of times equal to the number after the word 'Reload' before needing to be reloaded.

Ranged - Can be used to make an attack over distance up to I2 inches.

Ranged x - Can be used to make an attack over distance up to x inches (where x is indicated by a number such as 6 inches or 24 inches after the word Ranged).

Two-Handed - Takes up two equipment slots.

Called Shot - Before rolling to hit, you may, instead of using the grenade as normal, elect to try a Called Shot. Select a number from 1-20 aloud and then roll a D20. If you roll the chosen number, you get the grenade into the target's mouth, exploding them from within and killing them instantly. If you do not roll the correct number, the Grenade is wasted.

RULES OF ENGAGEMENT

Setup

1. Pick a Scenario
2. Set up table
3. Deploy per Scenario.
4. Determine who goes first (see Initiative).

Each Game Round

1. Determine Initiative for that round.
2. Take it in turns to activate a single model.
3. Activate monsters, if any in play.
4. End game round.

Rolling a 1 before applying modifiers is
always a failure and is called a

FUMBLE

Rolling a 20 before applying modifiers
is a

CRITICAL

Activating a Model

When you select a model to activate it can perform a movement and then an action. Each model gets a single activation per round. If a model wishes to move, it must move before it performs an action. If it has performed an action its activation ends.

If a Feat, status or other rule triggers when a model is activated, you must trigger the effect at the start of the activation before you move

Actions:

- Make a **Ranged Attack**.
- Make a **Melee attack**.
- Use a piece of Equipment
- Pickup and/or drop any number of items off the ground or off dead/Downed models within 1 inch of you.
- Drag a Downed model within 1 inch of you.
- Interact with Loot or Scenario items within 1 inch of you.
- Make a second move as an action.



Deployment

Before the first round of the game, roll Initiative to determine who places a model first. Then alternate between players, placing a model one at a time until all models are placed. Models must be placed within 6 inches of a board edge or based on Scenario rules.

Initiative

Roll a D20. Highest number picks a model to activate first.

Making Tests

All tests, unless specified otherwise, are DR12. This means you roll a D20, add the relevant modifiers and check the result. If, with the modifiers, you reach at least a 12, you succeed.

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Movement

Models can move a number of inches equal to 5+ their Agility.

You can move in any direction or combination of directions up to the maximum movement of the model.

Terrain smaller than 1 inch can be moved over for free.

Terrain over 1 inch must be climbed. Models have a climb speed of 1/2 their movement speed. Models must end their movement on a flat surface.

Models can jump gaps 3 inches or less, but must pass an Agility test DR12 to do so. On a failure they fall and take 1 damage per inch, rounded down. On a Fumble they also gain a new injury.

Models that move off of a board edge are treated as survived and no longer participate in the Scenario.

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COMBAT

1. Check range.
2. Check stat modifier to apply based on weapon.
3. Roll attacks.
4. Apply damage if hits are successful.

Close Combat

To perform a close combat attack, your model must be within 1 inch of another model. Pick one weapon.

Make a DR12 test using the appropriate modifier as determined by the weapon.

However, close combat is risky, and your opponent can also attack you back at the same time, but at -3 to their roll. Both roll to hit, and then roll for damage for any successful hits achieved.

This -3 is negated in close combat if another friendly model is also within 1 inch of the enemy attacker. On a Fumble you drop your weapon.

If the target of the attack survives and has not activated, it is still able to activate that round.

RANGED ATTACKS

Ranged weapons have a maximum range of 12 inches.

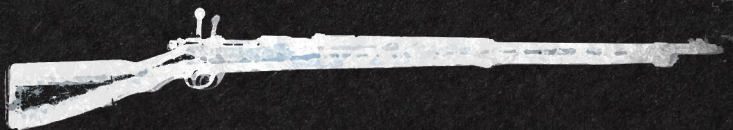
To perform a Ranged Attack, your model must be able to see at least part of the target model. Models in close combat cannot make Ranged Attacks. Models in close combat are -3 to hit with Ranged weapons.

If a model is in any way obscured, apply a -3 modifier to the to hit roll. The model has Cover.

Roll a DR12 test, plus relevant modifiers, to see if you hit, and mark 1 Ammo off of your total Ammo. On a success you roll the weapon's damage.

You can throw any weapon up to 6 inches, but you suffer a -3 to the roll and it is placed on the ground next to your target, regardless of if you hit or miss.

Ranged weapons count as One-Handed Makeshift weapons in Melee combat.



DAMAGE

When you successfully hit with a weapon you roll the weapon's damage dice.

Deduct the model's Armor Value from the result. Armor always reduces damage unless otherwise stated.

Reduce the wounded model's HP by the damage amount remaining.

CRITICALS ALWAYS CAUSE MAX DAMAGE

Armor is still applied.

LEAVING COMBAT

Models within 1 inch of each other are in combat.

If a model wishes to leave combat, your opponent can decide to stop you. Hostiles always try to stop you. The opponent rolls Agility against DR12.

On a pass, your model does not move. On a failure your model moves up to their movement value and then takes no further action. If they Fumble you can move and take an action. On a Critical they make an attack against you. Models can freely move off of a board edge to leave the Scenario.

DRAGGING MODELS

Models can drag/drop Downed or dead models as an action. Dragging models halves movement speed, and models dragging can only take move actions. Models require at least +1 Strength to drag another model.

CASUALTIES

When a model's HP is equal to or less than 0 it is considered **DOWNED**.

Lay it face up.

If a Downed model takes any more damage it is immediately killed. Lay them face down.

Downed models must pass a death save at the end of the Scenario to determine if they died during the session or managed to crawl their way off the field, bloodied and broken.

The save is a Toughness test against DR6.

On a failure they are **DEAD**.

On a pass they are wounded and suffer -1 to a random stat for the next scenario.

If a member of your warband is killed in a scenario you replace them for free with a new member.

HOSTILES

After all models have been activated by all players, Hostiles are then activated. If there is more than 1

Hostile to activate, randomise them with a roll.

Hostile Behaviour.

Follow these steps when activating a Hostile:

1. Check Hostile's special rules.
2. Check to see if the Hostile model can see any other model that is not the same type as it. Hostiles can attack other Hostiles!
3. If it cannot, most Hostiles, unless specified, remain still and do not activate.
4. If a Hostile can see another model that is not the same as itself, it moves 2D6 towards that model, or, if the Hostile is equipped with a Ranged Attack, it moves 1D6 inches and takes a shot, unless another model is already within 12 inches, in which case it does not move before making a Ranged Attack.
5. If a Hostile can see more than a single model, it always goes towards/targets the closer model. On a tie, roll a die to determine which way it moves/who it targets.
6. If the Hostile makes it within 1 inch of a model not of its same type, it immediately attacks as per the close combat rules. Randomise if there is more than 1 model within 1 inch. If the Hostile has a Ranged Attack and is not within 1 inch of a model, it makes a Ranged Attack against the nearest viable target.

Hostiles make all tests at DR12 with no modifiers unless specified. This includes if they are attacked or targeted by any spells.

This is also the same for all abilities, unless otherwise specified. Hostiles do not prioritise Downed models unless otherwise stated.

Hostiles with only Ranged Attacks, if in close combat, make unarmed attacks dealing 1D4 damage unless otherwise stated.

Hostile Morale

If a Hostile is Critically hit it makes a morale roll. Roll 2D6. If the result is greater than its morale, it flees the field, moving 2D6 inches per round until it leaves the field or is killed. If Hostiles morale is '-' they ignore morale rules.

Hostile Profiles

- HP - Hostile's Health. When a Hostile reaches OHP it is dead.
- Morale - morale value for Hostile (use in full version of game only).
- Attack - This is given as a type, i.e. claws, slam or other, followed by the damage it deals on a successful hit.
- Armor - How much the Hostile reduces damage by.
- Special - Any special attacks or features the Hostile has.

Spawning Random Hostiles

When you spawn a random Hostile, place them as instructed in the Scenario. Place them on the board edge indicated by the Scenario.

GHOSTS OF NO MAN'S LAND

HP:6 Morale:4 Makeshift Weapons:1D4 Armor:1

Special: Veiled: models are hard to see, -3 to hit with Ranged attacks.

Scavengers: Ghosts have 1 random piece of equipment on them that can be looted. They also each carry Makeshift Weapons.

Cannibals?: at the start of the Hostile activation phase, if Ghosts are not within 1 inch of an enemy and there is a Downed model within 12 inches, instead of moving towards nearest target per monster activation rules, Ghosts move towards Downed models. When within 1 inch of a Downed model they begin to drag them off the table, moving 1d8 inches per round with the Downed model in tow. If they leave the table with a Downed model, that model is considered dead.

While the war raged on there, were myths of those broken that lived out in the gas-filled wastes of No Man's Land. These Ghosts became horror stories soldiers told each other at night while the artillery shells landed all around them.



LOYAL

HP:7 Morale:9 Attacks:* Armor:*

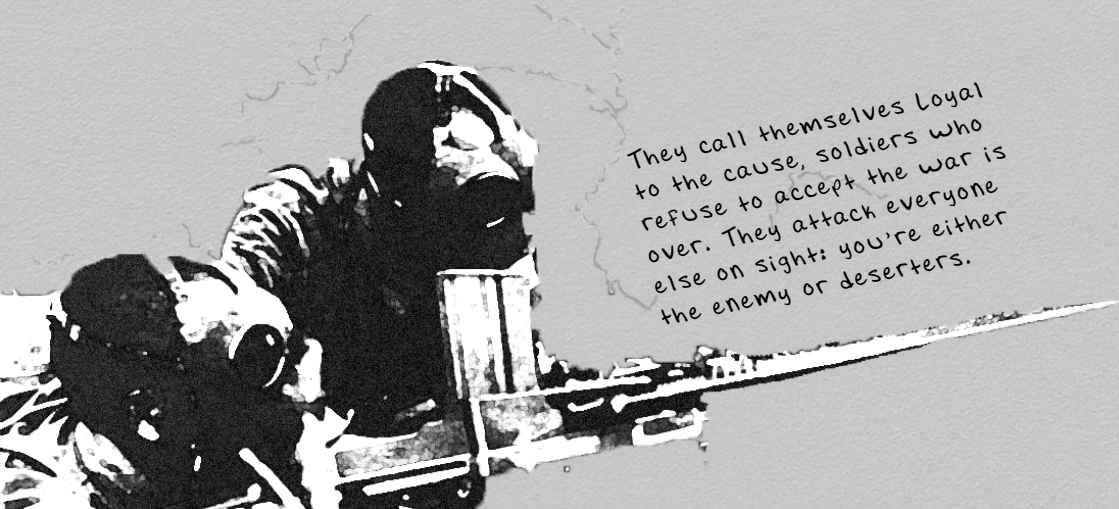
Special: Combat Roles: each member of the Loyal come with different equipment depending on their combat role. Randomly determine 1 weapon and 1 Armor piece per Loyal deployed.

Loyal never run out of Ammo.

Each Loyal also has a Gas Mask and 1 ration.

Their equipment, weapons and armor (minus Ammo) can be looted from the corpses of the Loyal by any model within 1 inch of them.

Loyal Armor and Attacks are based on the equipment they roll.



They call themselves Loyal to the cause, soldiers who refuse to accept the war is over. They attack everyone else on sight: you're either the enemy or deserters.

THE LAST WAR

Scenarios are designed to be played over a max of 6 rounds, unless stated otherwise.

At the end of the 6 rounds your crew gets tired, will be dead or will flee back to their bunker.

Any items left on the table at the end of round 6 are considered lost if they are on a model that died or dies as a result of a death save.

If you are playing on larger boards you may want to increase the amount of rounds you are playing for.

Reading Scenarios

Introduction - why you are doing what you are doing.

Goal - what you are here to do.

Reward - what you get for completing the objectives.

Setup and Loot - how to set up the table.

Deployment - where you place models before the game starts.

Threats - what Hostiles are present.

Solo Play - how to play the Scenario solo.

Coop - how to play the Scenario as friends.

End Game - how the game ends.

RPG

Sections marked with the RPG symbol are for flavour text and use if you wish to run The Last War as an RPG.



Setting up a

BATTLEFIELD

This game can be played on tables of any size, but is recommended for tables of 2ft by 2ft.

Terrain should be used to reduce lines of sight.

Players each place a single piece of terrain on the table.

After placing terrain, players roll a D6, adding the number of currently placed terrain pieces. If the result is 9 or more, stop adding terrain. For example, if you place 6 pieces of terrain and then roll a 3 on the die you would stop placing terrain.



ONLY THE DEAD HAVE SEEN THE END OF WAR

The Quartermaster raised an eyebrow when you asked him for work in exchange for supplies. Thinking deeply, he scratched his large chin. 'There is one thing you can do to prove your worth.' He tells you of a cache of supplies he has been trying to get his hands on for some time. However, a group of soldiers who refuse to accept the war is over guard the area.

Goal

Bring back the supplies and earn the Quartermaster's trust.

Reward

For each crate of supplies returned, gain 20 resources. For each slain Loyal, gain 10 resources.

Setup and Loot

Players should take it in turns to place 2 supply crates at least

6 inches onto the board. 1 additional crate is placed in the center of the table. Players should place terrain as per the terrain rules. When within 1 inch of a crate, a model with a free equipment slot can pick it up as a free action.

Deployment

Versus and Coop - Players select a board edge based on initiative and place models within 3 inches of their board edge. In Solo Play you may place models in either deployment area.

Threats

Each supply create is guarded by 1 Loyal. On round 3 a Ghost of No Mans Land appears on a random board edge.

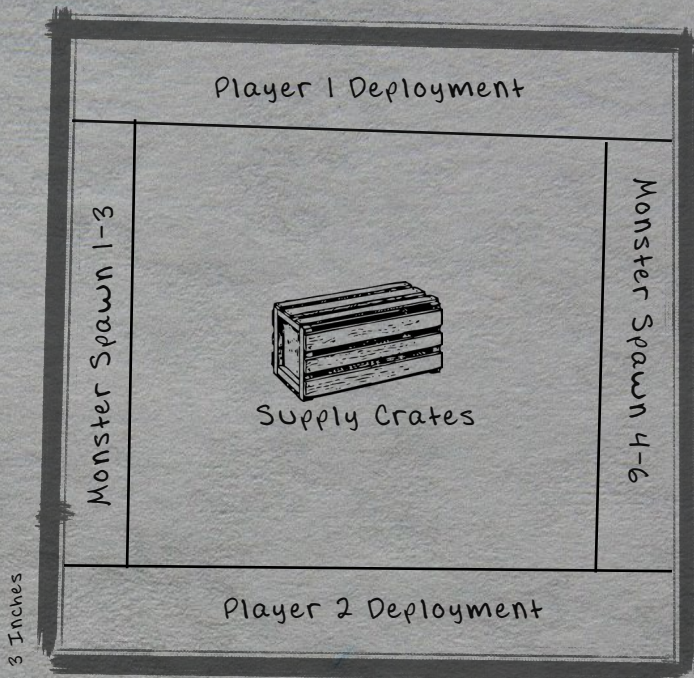
Solo Play

Place 3 supply crates and Loyals.

COOP Play

Instead of 1 central supply crate, place 2 next to each other,

GAME ENDS AFTER THE 6TH ROUND



RPG

WHEN THE PLAYERS ARRIVE READ:

It's been a while since you have seen soldiers standing guard. While better dressed than most in these dark times, their uniforms have seen better days. You contemplate talking to them, but you have heard the stories. The Loyal, they call themselves. You will either be seen as a traitor or enemy.

WHEN THE PLAYERS ARRIVE BACK AT THE QUARTERMASTER WITH SUPPLIES READ:

The Quartermaster happily hands over your reward as he wastes no time in opening the supply boxes. Digging in, you see the Quartermaster discard food, bullets, mess tins and more, until finally he holds up his prized loot: a single pair of woolen socks.

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