



the Weald

a 28mm skirmish wargame set within a dying forest

The Weald



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Table of Contents

Preface

Part One: Getting Started

The Game	5
The Miniatures	5
The Board	5

Part Two: Core Rules

Basic Rules & Terminology	6
Thresholds	6
Measuring	7
Model Attributes	7
Weapon Attributes	7
Opportunity Attacks	8
Critical Hits	8
Line of Sight	9
Dual Wielding	9
Saving Throws	9
Debuffs	10
Playing the Game	10
Objectives	11
Setup	11
Deployment	11
Game Rounds and Turns	11
Turn Phases	11
Upkeep Phase	12
Movement Phase	12
Walking	12
Half Speed	12
Running	12
Rough Terrain	12
Climbing	12
Vaulting	13
Falling	13
Hiding	13
Charging	14
Disengaging	15
Shooting Phase	15
Dividing Shots	15
Cover	16
Rolling to Hit	16
Rolling to Wound	16
Reloading	16
Close Combat Phase	16
Shooting in Close Combat	17
Rolling to Hit	17
Rolling to Wound	17
Multiple Attacks	17
Long Fights	17

Part Three: Building Your warband

Game Allowances	18
Choosing Equipment	18
Warden Warbands	18
Warden Attributes	19
Warden Equipment	19
Gnarl Warbands	23
Gnarl Attributes	24
Gnarl Equipment	24
Gnarl Marks	28
Tags	30

Part Four: After the Battle

Loot	31
Death & Injuries	32
Experience	33
Specialisations	33
Warden Specializations	34
Gnarl Specializations	37
Buying New Equipment	39

Part Five: Scenarios

Creating a Scenario	40
Example Scenarios	40

Preface

Deep within the Hollar, a large valley sheltered by mountains, lies a forest known as the Weald. The Weald is a quiet place, a wide expanse of wilderness broken only by a sparse few hamlets and villages connected by trading routes and footpaths.

Life in the Weald however, is changing. A certain rumour from the mouths of travellers from the North is gaining popularity. They tell of a blight that is spreading South through the once lush and lively forest, corrupting all that it touches. They say that the disease changes people into monsters, horrid creatures that they have only seen in their worst nightmares. The travellers seek refuge in the towns, but are quickly turned away for speaking such nonsense.

As the rumours grow louder, trading carts from the North seem to halt and a few guard patrols have been declared missing. Sightings of strange creatures circulate through the towns, people whisper of men sprouting branches and amalgamations of common woodland creatures stuck together as if their flesh had melted.

Though previously berating the Northern travellers for their tales and stories, the townsfolk are starting to listen. What they hear sends their eyes scouring the woods and finally the Baron has ordered the town guards to travel North to investigate. Weeks pass, none ever return.

Those who venture North discover the harrowing truth: the Weald is no longer theirs. Friends, neighbours and family are seen shambling in the streets of deserted towns: roots sprouting from sunken eyes, fungus populating swollen stomachs. Houses are now host to reaching limbs and creeping vines, crumbling to the ground as they are reclaimed by the Weald.

Petrified, the adventurers are eventually overwhelmed by those who once stood by their side. Information is never returned South, as those who try are cut down by branches and thorns. Towns are left to wonder about what could be occurring as the rot silently creeps further.

The landscape has since been brought to its knees: plants, animals and people continue to fall victim to the horrible plague, enthralled as slaves with no greater purpose than to swallow the Weald whole. Those afflicted have become known as the Gnarl: abominations of neither life or death, walking masses of bone and moss. They fight with tooth and nail, overtaking small hamlets with ease.

Desperate townships have long since run out of guards to defend themselves and have taken to hiring marauders; veterans; anyone who can wield a sword. These men and women are known as Wardens, fighting for revenge; coin; or pleasure.

The Weald is a brutal, miserable beauty. Life flourishes, death rampages. The weak falter fast, the strong follow soon after. Act fast and true, my friend. Keep your blade sharp and your wits sharper, if you are to stand a chance against these horrors.



Part One: Getting Started

The Game

The Weald is a dire and grisly skirmish wargame for 2 players. Each player commands a group of fighters known as a warband, composed of models that operate independently on the tabletop.

Each model's role is crucial to your victory, each will die mercilessly if your skills as a player falter, or if your luck runs out.

A standard game of The Weald will take around 45 minutes for experienced players and around 90 minutes when learning the rules for the first time. Adjusting the rules for shorter or longer games will be explained later on.

In order to play you will need:

1. A ruler or tape measurer for measuring each model's movement.
2. Some tokens for marking if a model has been activated or for other effects such as Poison.
3. A handful of 6-sided dice, known as D6s.
4. Two warbands of models.
5. Some terrain elements.

The Miniatures

The Weald is played with 28mm scale miniatures of any make or model. We encourage you to use models that you already have, any will do! Existing fantasy models or warbands that you may already have will most likely fit perfectly within the Weald's setting.

Alternatively, many players in the #weald28 community design and create their own unique miniatures. Be creative when creating your roster. Try choosing a theme or image that your warband represents and basing your models on it.

While base sizes do not particularly matter, here are some recommendations in order to be able to quickly tell model from model:

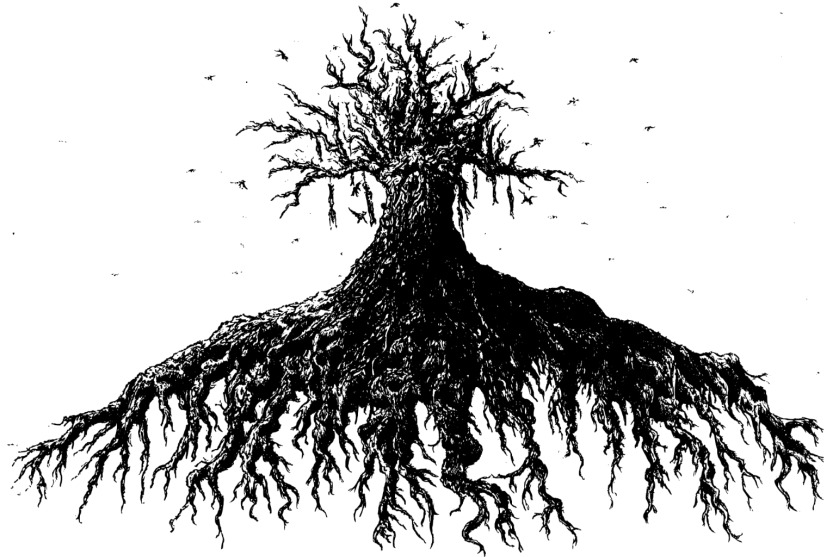
Wardens	Gnarl
Footmen - 25-32mm	Swarms - 32-40mm
Witts - 20-25mm	Thralls - 20-32mm
Toughs - 32-40mm	Hulks - 40-60mm

The Board

The Weald is designed to be played on tabletop wargame boards or mats, which can be easily purchased or made yourself! Any size board will work with the game, different sizes will affect the duration of the match. We recommend a 3x3 foot board for standard games, a 2x2 foot board for quick skirmishes, and a 4x4 board for longer matches with an increased opportunity for long range encounters.

Populate your board with a half dozen or so terrain pieces such as woods; hills; ruins; small houses; and fences. The goal is to create areas that block Line of Sight and provide Cover, as well as areas of verticality and shortcuts between areas such as platforms and bridges.

Constructing terrain for your board is fun and simple. Be creative, use what you have on hand and look at what others in the community are making for inspiration.



Part Two: Core Rules

Basic Rules and Terminology

Before diving into the rules, it's worth having a grasp of a few key concepts. You can always refer back here as you read the rest of the rulebook.

Thresholds

Making actions in The Weald usually comes down to rolling dice and attempting to meet or exceed a "Threshold". A Threshold is identified by a number followed by a '+' sign, for example "3+." A Threshold describes the value that you must roll **greater than or equal to** in order for the roll to be successful - in this case, to meet a Threshold of 3+ you must roll a 3 or higher on a D6.

When rolling to meet a Threshold, remember that a roll of 1 is always a Failure! Thresholds of 1+ should be treated 2+ instead.

Modified Thresholds

Some Thresholds can be modified by items and abilities to make the roll harder or easier, in which case they are called modified thresholds.

Thresholds of 7+ or Higher

Sometimes Thresholds will be 7+ or higher, making them impossible to roll on a 6-sided die. For example: a Tough equipped Heavy Armor has a 7+ Grit Threshold.

In these situations you'll need to roll differently. To meet a Threshold of 7+ or higher, you will need to roll your D6 twice instead of once. Treat the first roll as having a Threshold of 6+. If you succeed, make a second roll and add the result to the 6 from the first roll. The sum of both rolls must be greater than the original Threshold in order to be considered a success. In this case, you'd need to roll 2 or higher on the second die in order to achieve a sum greater than the required 7+.

Here are some more examples:

7+ Threshold - First Die - 6+ | Second Die - 2+
8+ Threshold - First Die - 6+ | Second Die - 3+
9+ Threshold - First Die - 6+ | Second Die - 4+

Measuring

Throughout the game you will have to measure distances such as when moving and shooting. Distances such as weapon range or ranges of items and abilities can be freely measured at any time, even before shooting or using the item (called pre-measuring). You may not pre-measure distances before moving or charging. All distances are measured in inches.

Model Attributes

Each model has four Attributes:

Wounds (W) - Represents a model's physical fortitude. Wounds are the amount of damage a model can sustain before being taken out of action.

Grit (G) - Represents a model's strength and their ability to withstand injury and hardship. Grit is expressed as a Threshold, which must be met or exceeded in order to Wound the model.

Initiative (I) - The speed and dexterity of a model, in the form of a Modifier added to Saving Throws.

Movement (M) - The distance in inches a model can travel during their Movement Phase.

An Example of a model's Attribute Block would be as follows:

Tough - W 6 | G 5+ | I -1 | M 5"

Weapon Attributes

Each Weapon is defined through its Attributes:

Accuracy Threshold (AT) - This Threshold reflects how accurate a weapon is when Rolling to Hit. Your roll must meet or exceed the weapon's AT in order to land a blow against an enemy. The lower the Accuracy Threshold, the more likely it is to land an attack.

Different circumstances can modify a weapon's AT:

- Shooting at an enemy behind cover increases the AT of your weapon by 1.
- Shooting after moving increases the AT of your weapon by 1.
- Attacking in close combat after you have charged reduces the AT of your weapon by 1.
- Opportunity attacks reduce the AT of your weapon by 1.

Hits (H) - This value indicates how many attacks your model makes with a weapon. For example, if a weapon has 2 Hits, you roll 2 dice when rolling to hit.

Armour Penetration (AP) represents a weapon's ability to cut through armour. When you attack an enemy model, their grit threshold is reduced by the AP of your weapon. For example, if an enemy Tough has a grit threshold of 5+, and your model attacks with a mace that has an AP value of 2, the tough's grit threshold is reduced to 3+.

Wounds (W) - This value determines how many wounds a weapon would deal to a model after successfully wounding it.

Cost (K) - The price of purchasing equipment when building your warband.

Tags - Tags determine a weapon's role in combat and any special abilities or effects it has (Check the "Tags" section for a complete list of all Tags).



Opportunity Attacks

When a model makes a mistake in combat, enemy models may exploit their weakness by making an opportunity attack against them.

There are three main ways a model can open themselves up to opportunity attacks:

- Rolling a natural 1 when rolling to hit during close combat.
- Failing a saving throw when disengaging from a close combat engagement.
- Entering within 2" of an enemy model other than their target while charging.

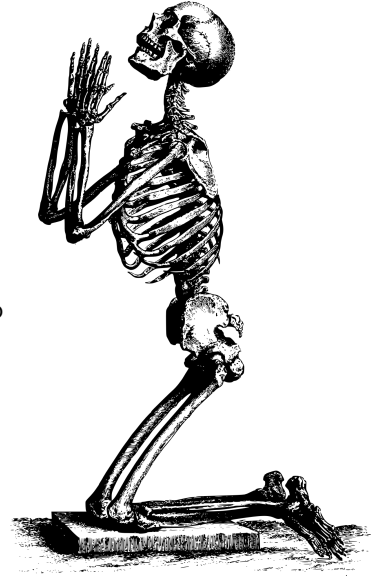
If any of these instances occur, the offending model is now subject to an opportunity attack from the model it is engaged with.

Opportunity attacks can only be made using weapons with the #Close-Combat tag, and operate similarly to the close combat phase explained later on, with a few key differences:

- Only one weapon may be used.
- All weapons may only make 1 attack (unless specified otherwise).
- The weapon's accuracy threshold is reduced by 1.

Keeping these differences in mind, roll to hit and wound, then subtract any wounds dealt to the enemy model just as you would in standard close combat. Opportunity attacks are separate from the movement, close combat, and shooting phases, ignoring regular turn structure. After the opportunity attack has been resolved, continue with the model's turn as normal.

Rolling a natural 1 while making an opportunity attack does not generate further opportunity attacks. Only 1 opportunity attack can be made against a model rolling to hit in Close Combat, no matter how many natural 1s they roll.



Critical Hits

Critical Hits are lucky strikes that automatically wound a model without needing to roll to wound.

A Critical Hit occurs when a model rolls a natural 6 when rolling to hit (unless the weapon's AT is a 6+ or higher see below).

As with opportunity attacks, only 1 critical hit can be generated by each weapon during the model's shooting or close combat phase, no matter how many natural 6s are rolled.

Critical Hits On Elevated Areas

If a model performs a Critical Hit in combat with an enemy model that is within 1" of a ledge, the enemy model may be pushed off the ledge. In this case, consult the 'Falling' rules as necessary.

Critical Hits: Accuracy Thresholds of 6+ or Higher

If a model's weapon has an AT of 6+ or higher, natural 6's do not necessarily generate critical hits.

- **In the case of an accuracy threshold of 6+**, a roll of a 6 is a success, but not necessarily a critical hit. In order to determine if this successful attack generates a Critical hit, the attacker must then roll a second die. If the combined result of both dice exceeds their weapon's AT by 2 or more, the attack is a critical hit.

In this case, you need a combined result of at least 8 to generate a critical hit by exceeding 6+ threshold by 2.

- **In the case of an accuracy threshold of 7+ or higher**, roll to hit for a threshold of 7+ (check the 'thresholds' section above). If the combined result of both dice exceed the accuracy threshold by at least 2, the attack is considered a critical hit.

If the combined result of both dice exceeds the weapon's AT by only 1, the attack successfully hits, but is not considered a critical hit.

If the combined result of both dice does not exceed the weapon's AT, the attack misses.

For example, in the case of an AT 7+ weapon, the attacker must roll a 6 on the first die, and a 3 or higher on the second die in order for the attack to be considered a critical hit.

Line of Sight

Line of sight determines whether one given model can see another given model. All models in The Weald have a line of sight in all directions, regardless of which way the model is facing.

A model is considered to not be within line of sight if it is completely obscured from the targeting model's point of view (no part of the model or base is showing).

Models can only shoot enemy models within their line of sight. A model may charge an enemy model that is not within their line of sight, as long as the enemy model is not hiding.

Dual Wielding

Models may use two weapons with the #One-Handed tag at the same time when attacking. This is referred to as "Dual Wielding".

When attacking with a dual wielding model, you must assign one weapon to be in the model's main-hand, and one to be in their off-hand. The off-hand weapon may only make one attack, while their main-handed weapon may utilise all of its attacks. When making an opportunity attack while dual wielding, you may only choose one of your weapons to attack with.

Saving Throws

When a model encounters a potential hazard, they may be able to escape by making a saving throw. Saving throws are defined as thresholds, such as a 5+ saving throw.

When a model makes a saving throw, subtract their initiative attribute from the threshold, then roll a die and attempt to meet the threshold. If the roll meets or exceeds the saving throw threshold, the model has succeeded the saving throw. Otherwise, the model has failed the saving throw.

For example, a model with an Initiative of 2 has to make a 5+ saving throw in order to avoid a trap. Subtracting 2 from 5+ gives us a 3+ saving throw; the model's high Initiative makes the saving throw easier to pass.

Debuffs

On Fire

Models that are declared on fire must immediately make a saving throw of 4+. A success immediately extinguishes the flames.

A failure results in the model suffering 1 wound, and the model must attempt the saving throw again on their next upkeep in order to extinguish the flames.



Poisoned

Poisoned models must immediately roll against their own Grit threshold. Meeting or exceeding the threshold is a failure, and the model remains poisoned. For example, a Tough with 5+ grit succeeds on a roll of 1-4.

A failure results in the model suffering the effects of their poisoned state: they cannot make any actions for the rest of the round. On the model's next upkeep phase, they must roll against their Grit threshold again, repeating the process from before. However, the roll becomes easier by +1 for each upkeep phase the model has been poisoned and rolled for.

For example, on the Tough's next upkeep, it would add +1 to the Grit threshold and fail only on a 6+ instead of a 5+.

The difficulty for a poison roll may never be easier than 6+.

Playing the Game

Now that you are familiar with some key concepts, you're ready to dive into the horrors of The Weald and learn how the game is played.



Objectives

Each game of The Weald follows a scenario, giving each player an objective to complete. We'll provide a few scenarios later, but feel free to experiment with your own ideas! Creating your own scenarios is simple and shapes the game into the skirmish experience you want to play.

Setup

Terrain is an integral part of how the game is played. Players take turns placing terrain elements, or agree to a terrain layout in advance. It's important to have a few terrain elements that block line of sight, create cover, and provide elevation. This creates room for strategy and makes for more exciting combat.

Some examples of useful thematic terrain are hills, trees, ruined buildings, villages, cliffs, outposts, towers, and walkways.

Keep in mind how the terrain affects the scenario, and try to keep the battleground fair for both players (unless your scenario calls for something nastier).

Deployment

With the board set, players start by deploying their models within their deployment zones. Possible deployment zones vary depending on the scenario or board setup. The important thing is that both players agree on these zones in advance. Deployment zones are a great way to add additional narrative elements to your game, as their locations could reflect a final stand, an ambush, or a heist.

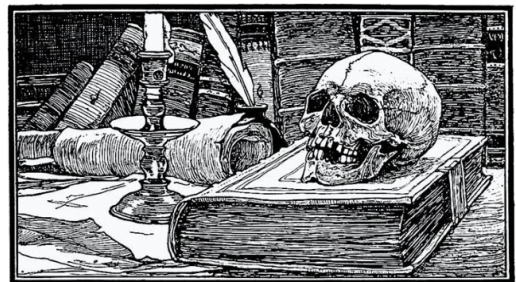
Players deploy models in an alternating fashion. Roll a die to see who deploys first. The first player then chooses one model and places it within their deployment zone. The other player then does the same. Subsequent models must be placed within 2" of the previously Deployed model, and all models deployed must stay in their deployment zone.

Repeat until both players have deployed all of their models.

Game Rounds and Turns

Games are completed in a series of **Rounds**, with each round consisting of each model taking a single **Turn**. Each turn consists of four phases occurring in this order:

1. **Upkeep**
2. **Movement**
3. **Shooting**
4. **Close Combat**



Turn Phases

Typically, whoever deployed first also takes the first turn, but players can alternatively agree to roll off to decide who goes first.

The first player chooses one of their models and takes its turn. This is called **Activating** a model. After the first player activates one of their models and finishes its turn, the next player will activate one of their own models and do the same. This process continues in an alternating fashion, with one player choosing one model to take its turn, then passing to the other player who does the same.

A player may not choose to activate the same model twice within a single round.

After all models from both players' warbands have been activated and have completed their Turns, the round ends, and a new round starts. All models are now available to be activated once more, and players continue activating models and completing turns in an alternating fashion as before.

Upkeep Phase

First, some models, items, or abilities may have effects that take place at the beginning of their turn. These are resolved in the upkeep phase. If the model is on fire or poisoned, roll to see if the effect continues. Some consumable items may also be used in this phase.

Movement Phase

Second, each model may make a movement action in its movement phase or they may choose not to move at all. Models engaged in close combat may not move, however they may use their movement phase to attempt to flee from combat by disengaging (see below).

Walking

Walking is the most basic movement a model can perform. While walking, a model may move a distance less than or equal to its movement attribute.

Half Speed

Some movement choices, such as crossing rough terrain or making difficult climbs require models to move at half speed. This means that for every 1" the model Moves across the board, 2" of their total available movement is expended.

For example, if a model wishes to move across 4" of rough terrain, they must expend 8" of their available movement in order to do so.

Running

Running doubles the distance a model can move, however models who choose to run cannot attack in the shooting phase that turn.

Rough Terrain

Players can choose to include patches of rough terrain such as rivers or rubble that impede models' movement. Rough terrain should be clearly defined and agreed upon by all players. Models moving through rough terrain must move at half speed.



Climbing

Models can scale obstacles to gain advantages and take alternative routes through the Weald. Obstacles less than 2" in height (such as a wall or ledge), ladders, and ropes can be freely climbed, even while running.

Difficult Climbs

Difficult climbs are heights of 2" or more that are not accessible by traditional means such as ladders or ropes. This may include climbing up walls or sheer cliffs.

Models may attempt to make difficult climbs in combination with walking, running, or charging. Difficult climbs are considered rough terrain, meaning a model moves at half speed.

For example, a Witt with a movement of 7" (14" while running) wishes to climb a small 4" wall that is 6" away. The Witt runs 6", meeting the wall, then uses his remaining 8" of movement in order to scale the 4" wall.

When performing a difficult climb, models must make a saving throw of X+, where X represents the height of the climb. If the model succeeds the saving throw, they have successfully scaled the obstacle. If the model fails it is now falling, and must make any necessary falling saving throws (see "Falling" below).

For example, the same Witt must now see if he can make the climb. As the wall is 4", he must make a 4+ saving throw in order to successfully climb the wall. He rolls a 2, which when added to the Witt's initiative modifier of 2, equals 4, meaning the climb was successful.

Vaulting

Models wishing to Cross a gap of 2" or more in length must attempt to vault the gap. In order to vault, the model makes a saving throw of X+, where X is the distance they need to vault in inches.

If the model succeeds with their saving throw, they have successfully crossed the obstacle. If they fail they are now falling, and make any necessary falling saving throws (see "Falling" below).

Falling

A model is considered to be falling when they drop from a height of 2" or more. When falling after attempting a difficult climb, the height of the fall should always be measured from the very top of the climb.

A falling model makes a saving throw of X+, where X is the distance in inches they are falling. On a success, the model lands unhurt. On a failure, the model suffers 1 wound for every 2" fallen, rounded down, and may not Move for the rest of the current turn.

A Thrall has failed a 3" climb and is now falling. It must make a 3+ saving throw in order to land safely. It rolls a 1, failing, and suffers 1 wound.

Hiding

A model can declare that it is in hiding at the end of its movement phase, if it meets these requirements:

- The model must not be in line of sight of another enemy model.
- The model did not run in their movement phase.
- The model must be in base contact with a terrain feature that completely obscures it from all enemies.
- The model is not engaged with any other models.

A hiding model may not be the target of charges or shooting actions. A model may move while hiding and remain hidden for multiple rounds. A model is no longer hiding when any of the previously listed conditions are no longer met. Additionally, if a model fires a weapon with the #Ranged-Combat Tag while hiding then they are no longer hidden.

A hiding model may charge an enemy to automatically perform a free critical hit with one of their weapons. This attack does not expend any of the weapon's Hits. After the charge, the model is no longer hidden.

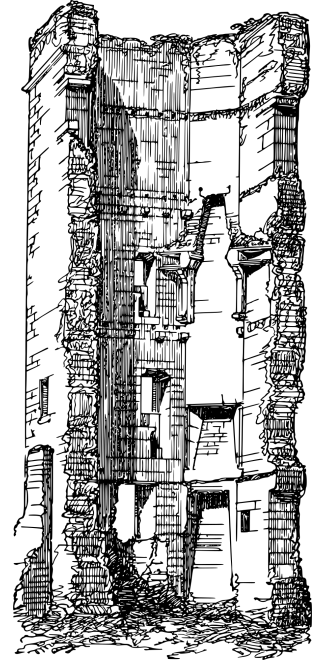
Charging

Models who wish to engage an enemy in close combat must first declare a charge during their movement phase. During a charge, models may move a distance equal to twice their movement attribute. Before charging, the model must declare an enemy model as the target. A charge is successful if the model ends within engagement distance of their target. A model is engaged if they enter within 2" of the enemy model. When a model initiates an engagement, move the model so that it touches the enemy model's base.

If the charging model would be in the engagement range of multiple enemy models at the end of their charge, they are engaged with all of them.

Models who successfully make a charge are declared engaged. During the charging model's next close combat phase, their weapon's accuracy threshold(s) is/are reduced by 1, unless the weapon has the #Ranged-Combat Tag, in which the accuracy threshold is unaffected.

If the charge is unsuccessful, the model who charged is not declared engaged and may not shoot that turn. Models who make unsuccessful charges end their movement phase wherever their attempted charge ends.



Charging and Terrain

When a model is charging, any fall, climb, gap, or obstacle that is 2" or greater in height or length that lies within the path of the charge must be climbed or vaulted accordingly. Any impediment less than 2" has no effect on the charge.

If a model falls and takes damage while charging, the charge ends at the bottom of the fall.

Ladders and ropes can be climbed freely during a charge.

Charging Interference

If a charging model enters the engagement range of an enemy model who was not the target of their charge, that enemy model may make an opportunity attack against the charging model.

If the opportunity attack wounds the charging model, those two models are declared as engaged and the model who was attempting to charge ends their turn. If the opportunity attack fails to wound the charging model the charge continues as normal.

Defending Against a Charge

When a model is the target of a charge, they may choose to defend against the charge by shooting at the charging model with a #Ranged-Combat weapon.

The charging model must declare its planned route, along which the defending model may choose to shoot at any point, as long as they have line of sight. If the defending model's attack(s) wound the charging model, the charge fails at the chosen point.

A model cannot defend against a charge if they ran during their movement phase that round. If they have moved at all this round, they receive a +1 penalty to their weapon's Accuracy threshold. A model may not defend if their weapon needs to be reloaded.

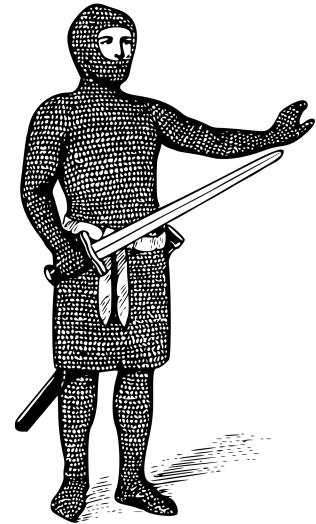
If the target of the charge wishes to defend, they may shoot at the charging model. If any of the defender's attacks wound the charging model the charge fails. If none of their attacks wound, the Charging model may attempt their charge as normal.

Disengaging

Models engaged in close combat may attempt to flee during their movement phase. The model who wishes to disengage must make a 4+ Saving Throw.

If the model succeeds, they may disengage, leaving the engagement and carrying out their movement phase as normal, including moving, climbing, cunning, and charging.

If the model fails, the enemy model(s) engaged with the fleeing model may try to make an opportunity attack. If the enemy model(s) fails to wound the fleeing model during this attack the fleeing model may successfully disengage, continuing with its movement phase as normal. If the enemy model(s) succeed in wounding the model as it attempts to disengage, the fleeing model remains engaged.



Shooting Phase

After the movement phase ends, models using weapons with the #Ranged-Combat Tag may choose to attack in the shooting phase.

Models who ran or charged in their movement phase cannot shoot. Models engaged in close combat may not shoot. Models who moved at all in their previous movement phase suffer a +1 penalty to their weapon's Accuracy threshold when rolling to hit.

Models attacking in the shooting phase may target any enemy model within their weapon's Range and line of sight. Shooting models must declare their target(s) before Rolling to Hit.

Dividing Shots

Some ranged weapons have multiple Hits. During their shooting phase, a model may choose to allocate each shot to a different target, or every shot to the same target. Resolve shots targeting different models one at a time in order to avoid confusion.

Other Shooting Circumstances

There are many instances during a round in which a model may wish to shoot, such as during their shooting phase, during an opportunity attack (if the weapon has the #Close-Combat Tag), and when defending against a charge in an opponent's movement phase. For this reason, models may choose to save some of their shots so that they can be used in multiple circumstances throughout the round. The total number of shots used cannot exceed the number of Hits their weapon has.

For example, a footman carrying a repeater with 3 shots shoots twice during his shooting phase. After his turn the footman finds himself being charged by an enemy Tough. Because he has 1 shot left, the footman is able to fire at the charging Tough. After expending all 3 shots, he is not able to fire again and must wait to reload during his next turn.

Cover

A model that is partially obscured by terrain is in cover. If a model is rolling to hit against an enemy model behind cover during the shooting phase, their weapon's AT is increased by 1.

Rolling to Hit

Once their target/s are declared, shooting models must roll to hit against their weapon's AT: the minimum value you must roll on a die in order for the shot to be declared a "hit". For example, a model's weapon may have an AT of 5+, meaning its wielder needs to roll a 5 or higher in order to hit their target.

Remember:

- If the model moved in their movement phase, or if their Target is behind cover, their weapon's AT is increased by 1.
- A roll of 6 (or a roll exceeding the weapon's AT by at least 2 on ATs of 6+ or higher) is a critical hit, and automatically wounds the enemy model.

Rolling to Wound

If any of a model's shots hit their target, they must roll to see if they wound the enemy model. Roll against the enemy's Grit threshold, taking into account armour and the weapon's AP value if necessary.

If a shot wounds its target, they lose the number of Wounds specified by the weapon. If an enemy model is reduced to 0 Wounds, it is removed from the game. If the enemy model survives, keep track of its remaining Wounds - just use a piece of paper or place a die next to the injured model's base.



Reloading

After expending all of a #Ranged-Combat weapon's shots, the model needs to reload.

A weapon with the #Quick-Reload Tag automatically reloads during its wielder's next upkeep phase. A weapon with the #Long-Reload Tag needs two upkeep phases to reload. A weapon with multiple shots always reloads to its maximum number of shots, even if more than one shot has been fired.

Close Combat Phase

After the shooting phase comes the close combat phase. During this phase a model may attack any enemy models it is engaged with.

Only #Close-Combat weapons can be used in this phase.

First, the attacking model must declare their targets. Keep in mind:

- Some weapons have multiple hits that may be distributed between engaged enemy models. Models in combat may be dual wielding two weapons (one in each hand) and can also distribute their hits to multiple targets.

Dual wielding models should complete their main-handed weapon attacks first, then repeat the process with their off-hand weapon.

Rolling to Hit

After targets have been declared, the attacking model rolls to hit by attempting to meet or exceed their weapon's Accuracy threshold.

Remember: a model who charged in their previous movement phase receives -1 to their weapon's Accuracy threshold, unless they are using a #Ranged-Combat weapon.

Roll to hit for all outgoing attacks, one enemy model at a time, keeping in mind that a roll of 6 is considered a critical hit, and that a roll of 1 triggers an opportunity attack from the targeted enemy model.

Shooting in Close Combat

Engaged models may fire their #Ranged-Combat weapons during the close combat phase if the weapon also has the #Close-Combat Tag. Other ranged weapons can also be used in close combat, but must use the #Improvised Weapon statline instead of firing (if available).



Rolling to Wound

If any attacks hit, the model then rolls to wound for each successful hit. This roll must surpass the enemy model's Grit threshold, after any modifiers are applied such as a weapon's AP value, or the target model's armour or shield.

If the enemy has an item with the #Parrying Tag such as a shield, they may use it now before rolling to see if their Grit threshold has been raised.

If the enemy model suffers wounds from the attack, subtract the number of Wounds from their total. If the enemy model is reduced to 0 Wounds, it is removed from the game. If the enemy model survives, keep track of its remaining Wounds just use a piece of paper, or place a die next to the injured model's base.

Multiple Attacks

The attacking model then resolves all remaining attacks targeting separate enemy models, if any, subtracting Wounds dealt from each enemy model, removing them from the game as necessary.



Long Fights

Close combat encounters usually last longer than a single turn. The models involved must remain engaged until either all enemies are removed from the game, or a model breaks engagement by disengaging.

Part Three: Building Your Warband

Your first step in building a warband is deciding which of the two factions you'll play: Wardens or the Gnarl.

Each faction provides freedom in both play style and aesthetic, developing their story and choosing from a wide range of equipment and skills is what will make your warband unique.

Setting a Game Allowance

Second, players decide on a game budget, known as an Allowance.

This is spent on filling out the warband's roster: recruiting models and purchasing their armaments and equipment, each of which have a certain cost. Extra funds are saved until after the next Scenario.

Wardens use Knots as their currency for recruiting fighters and outfitting them with weapons and Armor, as well as strange items and Trinkets. The Gnarl use Knots as a material for augmenting themselves: cursed mutations and horrific appendages make each abomination unique.

An allowance is used to make sure both warbands are equally powerful (or not...) depending on the Scenario.

For beginner games, we recommend an allowance of 200 Knots for each warband.

Choosing Equipment

Third, outfit your models with equipment to give them a fighting chance.

Wardens may choose to purchase weapons, armour, and various trinkets and consumable items to give them an edge in battle.

The Gnarl are outfitted with a multitude of horrid weapons and Mutations, making each creature unique. Gnarl models may also choose to bring powerful terrain elements into battle, known as Marks, that act as traps or provide bonuses to the warband.

Choose wisely, resources are scarce, and able bodies are hard to come by.

Warden Warbands

From cut-throats seeking fortune; forlorn knights hunting redemption; or peasant refugees seeking to live another day; all manner of Wardens struggle to hold back the Rot. Wardens are the bandits, mercenaries and adventurers conscripted to cut down the blighted filth of the Weald.

There are 3 types of fighters available to Warden warbands: Wits, Footmen, and Toughs. A warband may choose to roster up to 10 Wardens, as long as the total cost of all models and Equipment stays within the Game Allowance.

Footmen

Footmen are stocky, rugged, and brave. While average in many of their Attributes, they are able to adapt to most fighting



styles and combat tactics, making them the perfect backbone of any warband.

Toughs

Toughs are brutish warmongers, large and dangerous but slow both in foot and mind. When equipped with heavy armaments they can become nigh-unstoppable on the battlefield.

Witts

Witts are small, fast, and cunning. They are quite fragile, but their superior haste and keen instincts prove vital during rough encounters. They move quickly, able to flee from tough situations with ease, their frail but lithe forms making them excellent long range fighters and assassins.

Warden Attributes

Footman - | W 4 | G 4+ | I 0 | M 6" | K 10 |
Tough - | W 6 | G 5+ | I -1 | M 5" | K 12 |
Witt - | W 3 | G 3+ | I 2 | M 7" | K 8 |

Warden Equipment

Wardens use a variety of equipment in order to assure that a bounty is completed. Some prefer to hold their trusted blades high, while others rely on experimental technologies, carrying powerful (if not unstable) black powder weapons. Additionally, many Wardens find comfort in being outfitted with armour that may aid in warding off the horrors they may encounter, perhaps only becoming a rusting tomb for their relinquished body to finally rest. Powerful relics recalled from tales distant and forgotten may be carried to yield effects occult and uncanny, and various provisions and cures may be purchased with a Warden's earnings in order to extend their ever perilous life, a vicious cycle that few escape.

A Warden may carry the following:

- Two #One-Handed items or one #Two-Handed item
- One set of armour
- One consumable item
- One trinket

Example of an equipped Warden:

Talf the Witt - | W 3 | G 3+ | I 2 | M 7" |
Hands - Dagger x2
Armor - Light Armor
Consumable - Medicinal Moss
Trinket - Mask of Silence



One Handed Melee Weapons

One-handed melee weapons are favoured by most soldiers. They are fast, reliable, and cheap. They can be dual-wielded, or used alongside a shield.

Shovel - CC | AT 4+ | H 1 | AP 0 | W 1 | K 2 |
#Close-Combat, #One-Handed

Dagger - CC | AT 5+ | H 3 | AP 0 | W 1 | K 6 |
#Close-Combat, #One-Handed

Sword - CC | AT 3+ | H 2 | AP 1 | W 1 | K 10 |
#Close-Combat, #One-Handed

Axe - CC | AT 4+ | H 1 | AP 2 | W 1 | K 8 |
#Close-Combat, #One-Handed

Bludgeon - CC | AT 5+ | H 1 | AP 1 | W 2 | K 5 |
#Close-Combat, #One-Handed

Mace - CC | AT 4+ | H 1 | AP 2 | W 2 | K 12 |
#Close-Combat, #One-Handed

Spear - CC | AT 4+ | H 2 | AP 1 | W 1 | K 8 |
#Close-Combat, #One-Handed, #Bulwark

Torch - CC | AT 5+ | H 2 | AP 0 | W 1 | K 8 |
#Close-Combat, #One-Handed, #Scorching

Two Handed Melee Weapons

Two-handed weapons are generally more cumbersome than their One-Handed counterparts, making it harder to land an accurate strike. They make up for their imprecise nature in power and strength.

Zweihander - CC | AT 4+ | H 2 | AP 1 | W 1 | K 14 |
#Close-Combat, #Two-Handed, #Parrying(5+)

Battle Axe - CC | AT 4+ | H 1 | AP 3 | W 3 | K 15 |
#Close-Combat, #Two-Handed

Scythe - CC | AT 4+ | H 2 | AP 0 | W 1 | K 10 |
#Close-Combat, #Two-Handed

Flail - CC | AT 6+ | H 2 | AP 1 | W 2 | K 12 |
#Close-Combat, #Two-Handed, #Unrelenting

Halberd - CC | AT 4+ | H 1 | AP 2 | W 2 | K 12 |
#Close-Combat, #Two-Handed, #Maneuverable, #Bulwark

Warhammer - CC | AT 4+ | H 1 | AP 3 | W 3 | K 12 |
#Close-Combat, #Two-Handed

One Handed Ranged Weapons

One-handed ranged weapons are designed for close to medium range combat, with the additional capability to be used in close combat engagements. They are typically less accurate than their longer ranged counterparts, however generally reload faster and are less expensive.

Repeater Pistol - CC/6" | AT 4+ | H 2 | AP 0 | W 1 | K 8 |
#Close-Combat, #Ranged-Combat, #One-Handed, #Quick-Reload

Hand Crossbow - CC/8" | AT 4+ | H 1 | AP 1 | W 1 | K 8 |
#Close-Combat, #Ranged-Combat, #One-Handed, #Quick-Reload



Two Handed Ranged Weapons

Two-handed ranged weapons are diverse in their capabilities. Short and long bows offer fast firing rates, while rifles offer high penetration against armour.

Hand Cannon - CC/4" | AT 4+ | H 1 | AP 2 | W 2 | K 12 | #Close-Combat, #Ranged-Combat, #One-Handed, #Quick-Reload

Short Bow - 12" | AT 3+ | H 2 | AP 0 | W 1 | K 6 | #Ranged-Combat, #Two-Handed, #Quick-Reload, #Improvised

Repeater Carbine - 12" | AT 4+ | H 3 | AP 1 | W 1 | K 12 | #Ranged-Combat, #Two-Handed, #Quick-Reload, #Improvised

Crossbow - 14" | AT 3+ | H 1 | AP 2 | W 2 | K 12 | #Ranged-Combat, #Two-Handed, #Long-Reload, #Improvised

Longbow - 18" | AT 3+ | H 1 | AP 1 | W 1 | K 10 | #Ranged-Combat, #Two-Handed, #Quick-Reload, #Improvised

Long Rifle - 24" | AT 4+ | H 1 | AP 2 | W 3 | K 15 | #Ranged-Combat, #Two-Handed, #Long-Reload, #Improvised, #Maintenance

Fowler - 6" | AT 5+ | H 5* | AP 1 | W 1 | K 15 | #Ranged-Combat, #Two-Handed, #Long-Reload, Improvised | *All Shots must target the same model

Scattergun - 8" | AT 5+ | H d6 | AP 2 | W 2 | K 15 | #Ranged-Combat, #Two-Handed, #Long-Reload, #Improvised, #Maintenance, #Spread

Armor and Shields

Armor and Shields play a vital role in protecting your warband against the physical horrors of the Weald. Armour will passively lessen the chance of injury, while Shields have a low chance to negate the Attack entirely.

Leather Armor - +1 Grit | 15 Knots

Plate Armor - +2 Grit | Wearer cannot Hide | 25 Knots

Buckler - +1 Grit | #One-Handed, #Parrying(6+) | 10 Knots

Shield - +1 Grit | #One-Handed, #Parrying(4+) | 15 Knots

Consumable Items

Consumables are weapons, medical supplies, and other equipment that provide special effects to members of the warband. Each Warden may choose to carry 1 consumable item. Models may not give consumable items to other models during the game unless otherwise stated, however the player may choose to swap consumables between models after a scenario is completed. Models do not lose consumable items when they are removed from play during a game.

Once a consumable item is used, it is removed from the model's inventory. Consumable items are used during different phases of the game, such as upkeep, shooting, or post game.

Medicinal Moss - Upkeep | Restores 1 Wound to the User. | #Restorative | 5 Knots

Marrowort Stock - Upkeep | Roll a d6: On a 1-2 the stock has no effect, on a 3-5 restore 1 Wound to the user, and on a 6 restore 2 Wounds to the user. | #Restorative | 8 Knots

Woodsman's Balm - Upkeep | Restore d3 Wounds to a friendly model within 3". | #Restorative | 10 Knots

Restorative Tonic - Upkeep | Removes the Poison effect from the user. | #Restorative | 5 Knots

Savior's Draught - Upkeep | Increases the user's Initiative by 2 for the remainder of the scenario. | #Restorative | 8 Knots

Bogblack Stout - Upkeep | Increases the user's Grit threshold by 1, but lowers their Initiative by 1. Effect lasts until the end of the current round. | #Restorative | 6 Knots

Toad Venom - Upkeep | Applied to the user's weapon of choice. The next enemy model that is Wounded by that weapon is Poisoned. | 3 Knots

Paper Cartridges - Upkeep | Reload a weapon with #Long-Reload this upkeep. | 8 Knots

Box of Leeches - Post-Game | After rolling on the Injury Table, the user may use this item to raise or lower the result of the roll by 1. | 5 Knots

Skeleton Key - Post-Game | The User may add an additional 4d6 worth of loot to their warband's earnings during the loot phase if they did not go out of action in this Scenario. | 10 Knots

Belt of Throwing Knives - Shooting phase | 8" | AT 4+ | H 1 | AP 0 | W 1 | If a 1 is rolled when rolling to hit, the belt has run out and is destroyed. | #Ranged-Combat, #Throwable | 5 Knots

Hunting Trap - Shooting phase | Secretly choose a location within 8" to place the trap. Any model that enters or is currently within 2" of the chosen spot this round must immediately suffer an AT 4+, AP 1, W 1 Attack and may not move this round. Once activated, the trap is destroyed. | #Throwable | 8 Knots

Grenade - Shooting phase | Choose a location within 8". Roll a d6: On a 1, the grenade explodes in your hand. On a 2, the grenade is a dud and doesn't explode. On a 3-6, the grenade automatically hits all models within 3" of the chosen location. Each model is automatically hit by D3 fragments; treat each of these fragments as being AP 1, W 1. | #Throwable | 8 Knots

Kindler's Oil - Shooting phase | Choose a location within 6". All models Within 3" of the chosen location must make a 4+ saving throw or will lose 1 Wound and will catch fire. If a model successfully passes the saving throw, the owner of the model must move them to the closest outer edge of the oil's area of effect. This movement can still generate opportunity attacks from enemies who are already outside of the oil's reach. | #Throwable | 6 Knots

Trinkets

Trinkets are unique charms, artefacts, and relics that Wardens may carry for powerful effects. Unlike consumables, trinkets last through multiple scenarios and are not expended through use. A Warden may only carry one trinket at a time, and no two Wardens may carry the same trinket, as each is unique and rare.

Ironwood Sprig - Before the start of the scenario, roll a D6. On a 3+, the wearer gains an additional Wound for the rest of the current game. 10 Knots

Hogler's Knuckle - Once per scenario, if the wearer is the target of a critical hit, the critical hit should be treated as a normal attack instead. 15 Knots

Anklet of Haste - The wearer gains +1 to their Movement attribute. 15 Knots



Thieves' Tools - Wearer may reroll d3 loot rolls after every scenario. 20 Knots

Prayer Tome - Once per scenario, the wearer may reroll a failed attack when rolling to hit. 15 Knots

Rusted Shackles - The wearer may make an additional attack with one of their weapons when charging. 20 Knots

Mask of Silence - The wearer may hide after running, and may run while hidden, as long as all other hiding conditions are met. 18 Knots

Rope and Hook - The wearer may move at normal speed while attempting difficult climbs. 25 Knots

Wren's Feather - The wearer no longer takes damage from a failed falling saving throw, and may continue moving after falling. 18 Knots

Crown of Teeth - The wearer has the #Horrific Tag. 15 Knots

Berserker's Tattoo - If not wearing any armour, the wearer may use all of the attacks from both weapons while dual wielding. 20 Knots

Apothecary Charm - During the wearer's upkeep phase, they may administer one #Restorative Consumable Item to an ally within 3". 25 Knots

Gnarl Warbands

The Gnarl are lost souls consumed by the rot. Plants, animals, people; even entire landscapes have fallen victim to the insufferable plague, claiming the Weald for themselves.

There are 3 types of models lurking among the Gnarl's ranks: Swarms, Thralls, and Hulks.

A warband may roster any number of each type of Gnarl model, and a Gnarl warband may not have more than 10 models total.

Thralls

Thralls are the lost souls of the Weald, remnants of their former selves, serving only as conduits of the Rot. Capable and plentiful, Thralls are essential to the spread of the Gnarl's dominion.

In their early stages of decay, Thralls wield primitive weapons, while those who have suffered the true extent of their transformation bear horrific gifts of the Rot.

Hulks

Hulks are the abominations of The Weald, behemoths capable of trampling houses. Formed from animals, a reanimated house, or an entire graveyard, Hulks seek to destroy those who stand in their path. Hulks are colossal in size, yet often slow and inaccurate. Equipped with all manner of the Weald's strange bounties, they are deadly threats that take planning and strategy to eliminate.

Swarms

Swarms are the congregations of common Wealdland creatures that have been afflicted by the Rot. Birds, rats, squirrels; all fall victim to its tempting hand. Weak alone but dangerous in large numbers, Swarms are fast, manoeuvrable, and vicious; ripping flesh from bone with tooth and nail.



Gnarl Attributes

Thrall - | W 3 | G 4+ | I 1 | M 7" | K 8 |
Hulk - | W 8 | G 4+ | I -1 | M 4" | K 20 |
Swarm - | W 2 | G 3+ | I 2 | M 8" | K 5 |

Gnarl Equipment

The Gnarl are outfitted in a different way than Wardens. Every Warden has two hands, and may carry 1 set of armour, 1 trinket, and 1 consumable item. Contrasting this uniform scheme, Gnarl models have a set number of hands depending on the type of model, as well as having an allowed number of Mutations. Mutations may act as armour, permanent buffs, or consumable items and abilities. A model may only have one of each Mutation. The following table gives the Equipment Profile for each Gnarl model.

Equipment Profiles

Swarm - 1 Hand | 1 Mutation
Thrall - 2 Hands | 2 Mutations
Hulk - 2 Hands | 3 Mutations

Additionally, unlike Wardens, not all Gnarl models can be outfitted with the same Equipment. The tables below depict which Equipment is available for Thralls, Swarms, and Hulks.

Thralls

Melee Weapons

Thralls have been sighted slowly wandering the Weald, their transformed appendages dragging against the damp earth, bones creaking with every clumsy step. They wield all manner of weapons, some still holding what they died with, some embracing nature's gifts to enhance their weak human form.

Jagged Claw - CC | AT 4+ | H 1 | AP 0 | W 1 | K 8 |
#Close-Combat, #One-Handed

Lash of Thorns - CC | AT 5+ | H 1 | AP 1 | W 2 | K 12 |
#Close-Combat, #One-Handed

Tentacle - CC | AT 5+ | H 1 | AP 1 | W 1 | K 8 |
#Close-Combat, #One-Handed, #Unrelenting

Writhing Branches - CC |
AT 4+ | H 2 | AP 0 | W 1 | K 10 |
#Close-Combat, #One-Handed, #Maneuverable

Malicious Jaws - CC | AT 4+ | H 1 | AP 1 | W 1 | K 8 |
#Close-Combat, #One-Handed

Farmer's Adze - CC | AT 5+ | H 1 | AP 1 | W 1 | K 3 |
#Close-Combat, #One-Handed, #Bulwark

Sickle - CC | AT 3+ | H 2 | AP 0 | W 1 | K 6 |
#Close-Combat, #One-Handed

Grain Flail - CC | AT 5+ | H 1 | AP 1 | W 2 | K 8 |

#Close-Combat, #Two-Handed, #Maneuverable

Bill Hook - CC | AT 4+ | H 1 | AP 1 | W 1 | K 8 |
#Close-Combat, #Two-Handed, #Bulwark

Root Woven Limb - CC |
AT 4+ | H 1 | AP 0 | W 1 | K 8 |
#Close-Combat, #One-Handed, #Parrying(3+)

Ranged Weapons

Despite once being human, Thralls have adapted incredibly well to their new environment. Veterans have even reported that they have been shot at by a Thrall. All manner of thorn, root, and nail have been pulled from the bodies of unlucky soldiers, their wounds black and throbbing.

Barbed Tendril - CC/6" | AT 4+ | H 1 | AP 1 | W 1 | K 10 |
#Close-Combat, #Ranged-Combat, #One-Handed, #Quick-Reload, #Grappling

Nettle Volley - 12" | AT 3+ | H 1 | AP 0 | W 1 | K 6 |
#Ranged-Combat, #One-Handed, #Quick-Reload

Spore Cloud - CC/6" | AT 3+ | H 1 | AP 0 | W 1 | K 8 |
#Close-Combat, #Ranged-Combat, #One-Handed, #Long-Reload, #Poison, #Spread

Root Shot - 18" | AT 4+ | H 2 | AP 1 | W 1 | K 12 |
#Ranged-Combat, #Two-Handed, #Long-Reload, #Improvised

Mutations

Slick Skin - This model's back is covered in rot, a slick black oil, making it easier to wrench itself free from the clutches of its enemies. When disengaging, this model must make a 3+ saving throw instead of the usual 4+. 8 Knots

Restorative Sap - Thick rich sap fills the torn flesh of the model when injured, hardening into a tough resin. At the end of every close combat phase, If this model was wounded, roll a die. On a 6, restore one Wound. 8 Knots

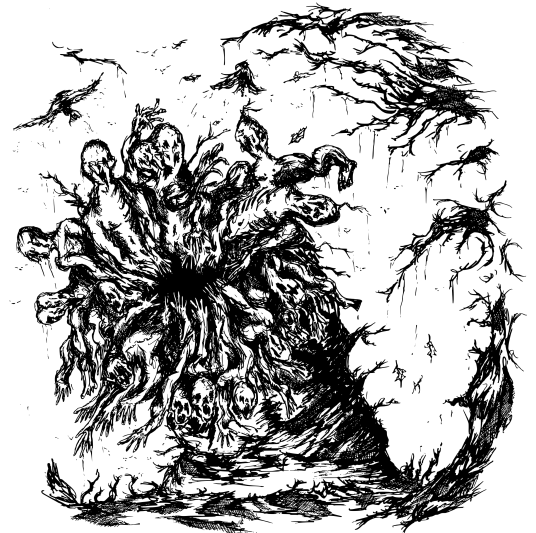
Fungal Spores - Mushrooms, lichen, and mould litter this model's body, releasing intoxicating spores when threatened. At the end of every close combat phase, If this model was wounded, all enemy models engaged with this model must make a 4+ saving throw or be poisoned. 12 Knots

Black Oak Bark - Tough bark encases this model, deflecting blows but making it susceptible to fire. This item acts as armour, providing +2 Grit, however the model must roll a 6+ saving throw when on fire instead of the usual 4+. 12 Knots

Tough Hide - Horribly callused, dry, cracked skin helps protect this model from light injuries. This item acts as armour, providing +1 Grit. 8 Knots

Sprig Nursery - Within this Thrall's chest cavity grows small sprigs that it may use to further advance its warband. During the loot phase, if this model did not go out of action, receive an additional 2d6 Loot and destroy this mutation. 5 Knots

Ichorsprig Pod - This model is equipped with a seedling of the mighty Ichorsprig, its sap highly volatile. During this model's shooting phase, it may hurl the pod



to a point within 8". All models within 2" of the chosen point must make a 4+ saving throw or suffer d3 wounds, and this mutation is destroyed. 10 Knots.

Swarms

Melee Weapons

Teeth chatter in unison as the Swarms surge through the Weald, a sea of unblinking white orbs catch the moonlight as they scramble across rotting logs and crumbling ruins. Overgrown nails frantically dig into fresh flesh, thousands of paws trampling the corpses of a dying forest.

Gnawing Horde - CC | AT 3+ | H 3 | AP 0 | W 1 | K 5 |
#Close-Combat, #One-Handed

Bite - CC | AT 5+ | H 1 | AP 2 | W 1 | K 5 |
#Close-Combat, #One-Handed, #Poison

Tide of Claws - CC | AT 4+ | H 2 | AP 1 | W 1 | K 5 |
#Close-Combat, #One-Handed

Ranged Weapons

A collective screech exhales from the trees, a chord so horrid it demands the listener to shield their ears. The creatures rise from the forest, the trees shaking as they take flight. Countless against the glow of the stars, they cut through the wind as one. Jagged talons sink into throats, thick blood flows as they fall, eyes gaping at the spectacle.

Talons - CC/18" | AT 4+ | H 3 | AP 0 | W 1 | K 10 |
#Close-Combat, #Ranged-Combat, #One-Handed, #Quick-Reload

Scalding Spit - 12" | AT 4+ | H 1 | AP 1 | W 1 | K 8 |
#Ranged-Combat, #One-Handed, #Quick-Reload, #Poison

Mutations

Burrowing - When this model moves it may choose to Burrow into the ground, and may travel under any Terrain that would impede its path. This model cannot Run while Burrowed.

Additionally, while underground this model does not trigger any opportunity attacks from entering within 2" of an enemy model while charging.

If the model Burrows, it must end its Movement Phase out of the ground. 10 Knots

Crawling - This model can cross and climb rough terrain freely, even while running and charging. 8 Knots

Hovering - This model's ability to hover allows them to cross and climb rough terrain freely.

While hovering, this model cannot be charged except by other hovering models, but can be attacked in the shooting phase. When engaged with a model on the ground, this model is no longer Hovering.



This model cannot benefit from being in cover while hovering, and therefore cannot hide. Additionally, this model cannot run while hovering. 15 Knots

Volatile Innards - When this model is removed from play, it explodes, automatically hitting all models within 3". Treat the attack as having an AP of 3, and dealing 1 Wound. 5 Knots

Endless Horde - When this model loses any number of Wounds, roll a die. On a result of a 6, rot-infested creatures emerge from the woodline, filling the ranks that have been cut down and restoring 1 Wound. 10 Knots

Overwhelming Numbers - This model's Attacks may not be parried. 5 Knots

Hulks

Melee Weapons

Limb - CC | AT 4+ | H 1 | AP 1 | W 1 | K 8 |
#Close-Combat, #One-Handed

Club - CC | AT 5+ | H 3 | AP 0 | W 1 | K 10 |
#Close-Combat, #One-Handed

Wall of Roots - CC | AT 4+ | H 1 | AP 0 | W 1 | K 8 |
#Close-Combat, #One-Handed, #Parrying(6+)

Rotting Log - CC | AT 4+ | H 2 | AP 2 | W 2 | K 10 |
#Close-Combat, #Two-Handed

Hooves - CC | AT 5+ | H 4 | AP 0 | W 2 | K 10 |
#Close-Combat, #Two-Handed

Ranged Weapons

Bile - CC/6" | AT 5+ | H 1 | AP 0 | W 2 | K 12 |
#Close-Combat, #Ranged-Combat, #One-Handed, #Long-Reload, #Poison

Grab - CC/6" | AT 4+ | H 1 | AP 0 | W 2 | K 10 |
#Ranged-Combat, #One-Handed, #Quick-Reload, #Grappling

Blast of Quills - 8" |
AT 6+ | H d6 | AP 1 | W 1 | K 15 |
#Ranged-Combat, #One-Handed, #Quick-Reload, #Spread

Thrown Corpse - 24" |
AT 4+ | H 1 | AP 0 | W 2 | K 10 |
#Ranged-Combat, #One-Handed, #Long-Reload, #Maintenance

Hurled Stones - 12" |
AT 5+ | 3* | AP 2 | W 2 | K 20 |
#Ranged-Combat, #Two-Handed, #Long-Reload *Attacks may not be divided between multiple targets.

Searing Blisters - This Model's body is host to multiple horrid blisters filled with a foul bile. Attacking this creature risks rupturing them. Each time this model is hit in combat (even if the hit fails to wound), all enemy models within 2" take an attack Acc 6+, Hits 1, AP 0, W1. 10 Knots

Gaping Maw - This model has a massive toothed mouth emerging from its body. Enemies who are caught by surprise are in danger of being consumed. When this model performs an opportunity attack against a model, you may use the following Weapon profile: Acc 3+, Hits 1, AP 2, Wounds 2, #Unrelenting. 10 KNotes

Horrific Appearance - This model is utterly terrifying to all who oppose it. This model has the #Horrific Tag. 10 Knots

Tough Hide - Horribly callused, cracked skin helps protect this model from light injuries. This item acts as armour, providing +1 Grit. 8 Knots

Bone Growths - This model's skeleton has irregular growths that form overlapping plates of crude armour. This Item acts as armour, providing +2 Grit, as well as the #Horrific Tag. 18 Knots

Critter Nest - This model's torso has been gnawed and hollowed by animals, who dwell inside its open chambers. During the shooting or close combat phase, this model may choose to send the creatures living within its body into the fray. Use this weapon profile: Range CC/8", 6+ AT, 6 Hits, 0 Pen, 1 Wound. After use, the critters run into the forest and this mutation is destroyed. 8 Knots

Walking Fortress - A House that has been uprooted from the ground, a graveyard that travels across the Weald, this model may carry other members of its warband, protecting them from outside attacks. During this model's movement phase, it may pick up any model from its warband within 2" and place them within a structure on its back. models may reside inside of the structure for as long as they like, and may not be targeted by any attacks.

Models stored inside of the structure may shoot at enemies, and during their movement phase may choose to disembark from the model and move as normal. Models stored inside of the structure are not engaged with any enemies that the Hulk may be engaged with.

If this model is removed from play, all occupants must make a 6+ Saving Throw or are crushed and removed from play as well. 5 Knots

Slimy Trail - This model secretes a sticky ooze from its fleshy pores, causing those who come near to become stuck. Enemy models who move within 3" of this model must make a 3+ saving throw or immediately become stuck in place 3" away, ending their movement phase. 5 Knots

Barbed Legs - This model has many legs that have a medley of barbs and claws that allow for quick climbing. This model may move at normal speed while performing difficult climbs. 8 Knots

Cloven Hooves - This model's feet are shaped into hooves, allowing for increased speed and agility. This model increases their Movement attribute by 2". 12 Knots

Entrenching Roots - Thick roots spiral into the ground, securing this model in place. This model cannot be grappled. 5 Knots

Thunderous Footfalls - This model's steps are deadly to all those near, easily crushing those who are unfortunate enough to be caught under them. When this model moves, all models within 2" of its movement path must make a 3+ saving throw or suffer 1 Wound. 18 Knots



Gnarl Marks

Marks are living examples of the horror that the Gnarl bestow upon the Weald. They are structures of life and death, described as horrifying yet also beautiful by the wardens who encounter them. Many an artist or scholar has attempted to capture the essence of a mark, though few survive the experience, leaving only the ramblings of veterans and the mad to fill the gaps.



Eyetoads are strange creatures that have been seen in various reaches of the Weald since the arrival of the Gnarl. They are toads with one eye protruding from what was once their mouth, usually with some sort of fungal growth enveloping them.

All accounts have reported Eyetoads to be extremely docile, happily hopping along the worn trails winding through the forest.

Marks serve many different purposes to the Gnarl, such as mending their fragile forms or ensnaring those who tread on their claim. Players may buy Marks in the same way as other equipment, though Marks are not assigned to any one model. After the scenario is over, Marks that have been used are lost and must be bought again, similar to Warden consumable items.

Only **one of each** Mark may be used during each scenario, unless otherwise stated. Keep in mind you do not have to use a Mark during the current scenario and may choose to save it for a future scenario.

Marks can be represented by a terrain piece, model, or token, and must be clearly defined between players. We recommend using 25-32mm bases when representing Marks with the #Trap Tag, and using 40-60mm bases when representing other Marks, as they are often quite large in size. Marks may be placed anywhere on the board after both players have deployed their warbands, as long as they are not within another player's deployment zone.

Some Marks must be **Activated** in order for their effect to occur. Models activate a Mark during their movement phase by moving within 2" of the Mark. Some Marks allow enemies as well as friendly models to activate them, while others are restricted to only one party. Additionally, some Marks automatically activate, while others allow the player to choose if they want to activate the mark.

Additionally, some Marks are hidden to the opponent, automatically activating and becoming visible only when an enemy model draws close. These Marks have the #Trap Tag.

(We recommend the Gnarl Player writes down where they will hide the Mark before the game. Be descriptive, draw a crude map if necessary. Once an enemy model draws close to the hidden Mark, reveal your note to the other player and activate the Mark. Fairness and honesty with your opponent will make for great encounters.)

Once revealed, place a token or model to represent the Mark, and carry through with its activation. Certain effects may lead to hidden Marks being revealed without an enemy entering within 2" of the Mark. In such cases the Mark is not activated, though may still be activated in the future if an enemy model enters within 2" of it.

Marks have Grit and Wound attributes, and therefore can be destroyed by enemy models. Keep in mind that hidden Marks must be revealed first in order to be targeted.

Fruitful Ichorsprig - Once activated by an ally, all allied models within 4" of this Mark restore d3 Wounds. This Mark is then destroyed. | G 3+ | W 2 | K 12 |

Blight Spume - Once activated, all enemies within 3" must make a 5+ Saving Throw or are Poisoned, this Mark is then destroyed. | G 2+ | W 1 | K 8 | #Trap |

The Dweller - Whenever an enemy activates this Mark, they are subject to the following attack: | AT 4+ | H 1 | AP 2 | W 2 |. | G 3+ | W 2 | K 12 |

Bramble Patch - This Mark should be treated as a 4x4" patch of brambles that act as rough terrain to all enemies. | G 2+ | W 2 | K 5 |

Snatchfoot Briars - Any enemy who activates this Mark is ensnared, ending their movement phase and losing 1 Wound. During the ensnared model's turn, they must destroy this Mark or lose an additional Wound, as well as being unable to move for the turn. This Mark cannot perform opportunity attacks. | G 3+ | W 1 | K 8 | #Trap |

Tags

One-Handed - Takes up one of two hands, can be used with another item with the #One-Handed Tag.

Two-Handed - Both hands are used, no other item requiring hands may be equipped.

Close-Combat - This Item can be used in the close combat phase when engaged with an enemy model.

Ranged-Combat - This item can be used in the shooting phase.

Quick-Reload - This weapon takes one upkeep to reload.

Long-Reload - This weapon takes two upkeeps to reload.

Improvised - This item may use the following stat block when attacking during close combat and opportunity attacks. | AT 5+ | H 1 | AP 0 | W 1 |

Maintenance - In order to use this item, the user must not have moved this turn.

Grappling - If this item successfully Wounds a model, move the wounded model towards the user a maximum distance equal to the user's unmodified Grit. This item loses the Grappling Tag while the user is engaged in close combat.

Bulwark - When targeted by a charge: before the charge occurs, the user may make an opportunity attack against the charging model.

Maneuverable - This weapon doesn't generate Opportunity Attacks when Rolling to Hit.

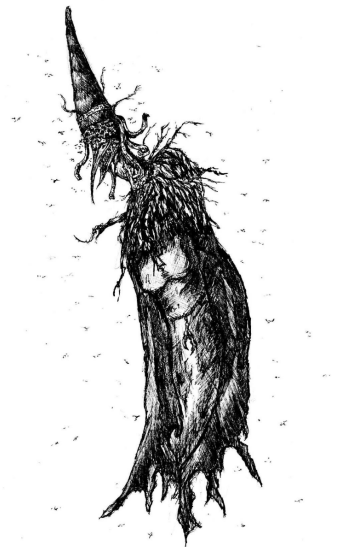
Unrelenting - Critical Hits with this weapon allow the user to make an additional attack.

Scorching - Models wounded with this item are set on fire.

Poisoned - Models wounded with this item are poisoned.

Horrific - In order to charge this model the attacker must roll 1D6 and add their model's remaining Wounds. If the total result is 9+ the charge goes ahead as normal. If the roll fails, the model is too horrified to attack and the charge fails

Parrying(X+) - Before an enemy model Rolls to Hit, the user may roll against a threshold of (X+). A Success negates the attack of the weapon. The model may continue to attempt to parry each attack from the attacking weapon until a parry roll fails. A failure results in



the attack resuming as normal. No further parry can be made after a failure, and only one attacker can be parried against each round. If the attacker is dual-wielding, only attacks from one weapon may be parried, the defender may choose which. If a 1 is rolled for a parry attempt, the parrying item is destroyed.

Spread - When attacking with this weapon, each of its attacks also target every other model within 2" of the original target.

Restorative - This Item provides a benefit when used.

Throwable - This item may be thrown, and has the #Ranged-Combat Tag

Trap - This item is hidden until an enemy enters within 2" of it, and is then activated.



Part Four: After the Battle

Loot

Fill your boots my friends, this is where we make it worth our while...

After the battle is over, each warband scrounges the bloodsoaked battlefield, searching through brambles and bodies in search of anything that would have made the encounter worthwhile. A warband earns loot by completing tasks throughout a scenario. Some scenarios offer additional rewards for completing special objectives. Some tasks can be completed multiple times, while others can only be completed once. (see the tables below for a list of tasks)

Loot is allocated using dice, also known as d6's. For every task a warband completes, one or more Loot Dice are added to the warband's total for the scenario. Immediately after the scenario ends, each player rolls the number of dice they've been awarded and their warband receives that many Knots.

If you roll a 6 on any of these dice, an additional reward is granted in the form of equipment. Roll an extra die on the 'Extra Rewards' table below. When making multiple rolls on the table, re-roll any dice of the same result until each reward is unique.

For example:

Let's say our Warden player has completed two tasks during their latest trudge through the Weald. After the scenario ends, they check the 'Scenario Tasks' table below and see they've earned 2D6 for their efforts. They roll the two dice, getting a two and a six. That's a total of eight, meaning their warband gains 8 Knots. Additionally, since our Warden rolled a six, they've also happened upon some extra rewards! They roll a new die on the 'Extra Rewards' table to find out which additional bounty the Weald has provided.

Scenario Tasks (Loot)

All warbands can complete these tasks in any scenario, in addition to any Scenario-specific tasks.

Duty-Bound - Awarded for each objective completed by your warband during the scenario.

Champion - Awarded for being the winner of the scenario.

Scrounger - Awarded for each member of your warband that is still standing at the end of the scenario, filling their pockets (or mouths) with anything that they find.

Rare Rewards Table

Whenever a player rolls a 6 on a loot die, they get to make an additional roll on the 'Extra Rewards' table. When making multiple rolls on the table, re-roll any dice of the same result until each reward is unique.

- 1 - 10 Knots
- 2 - Any consumable for Wardens, any mark for Gnarl
- 3 - Any #Ranged-Combat weapon
- 4 - Any #Close-Combat weapon
- 5 - Any armour for Wardens, any mutation for Gnarl
- 6 - Any trinket for Wardens, any three mutations for Gnarl

Death & Injuries

When a model is reduced to 0 Wounds, it is taken out of action and removed from the table. After the battle, Players roll 2dD6 for each out of action model on the Injury Table below.

Models can suffer from multiple injuries at once, but the effects don't always stack. If a model suffers certain Injuries - Butchered, Hobbled, Weakened, or The Shakes - more than once, count them as having only received the injury once.

Players may always disband a heavily injured member from their warband, distributing their equipment to the rest of their warband (if able) or selling it, and then may hire a new member. Such mentalities are cruel and callous, though the Weald is an unforgiving place.

Injury Table

2 (Death) - A flickering light, finally smothered. This model is dead, and should be removed from the game forever. Their equipment may be distributed to other members of the warband (if able) or sold.

3 (Broken) - A faint breath escapes their lips... This model is critically injured and must rest, unable to participate in the next Scenario. During the next scenario's injury phase, this model is no longer Broken, however they must roll on the Injury Table again.

4 (Butchered) - This model has lost, or misplaced, one of their limbs and must roll a d6. On a 1-3, an arm or hand has been removed, and the model cannot dual-wield or use #Two-Handed items. On a roll of 4-6 a model's leg has been removed, and must run and charge at normal speed.

- 5 (**Mad**) - Frothing at the mouth. This model may never disengage from close combat.
- 6 (**Shamed**) - Humiliation teaches us nothing. This model gains no XP from this scenario.
- 7 (**Rattled**) - A blow to the head always has unusual effects. This model's memory is fragmented, losing D3 points of XP.
- 8 (**Hobbled**) - A horse with a broken leg is a dead horse. This model can no longer attempt difficult climbs or vaults.
- 9 (**Weakened**) - Just give me a break... This model is still recovering from its injuries and is unable to wear +2 Grit armour or use equipment with the #Two-Handed Tag.
- 10 (**Shooken**) - I can still see them! This model is suffering from shock, and now generates opportunity attacks (and stray shots) on results of both 1 and 2 when rolling to hit.
- 11 (**Scarred**) - Old wounds reopen. This model starts the next scenario with 1 less Wound.
- 12 (**Lucky**) - Miraculous! Yet a little suspicious... This model suffers no injuries

Experience

As members of your warband surmount or succumb to the unspeakable horrors of the Weald, they may become proficient in mastering such struggles. Models gain Experience Points (XP) through various means, and use them to become specialised in different fields of combat. XP is spent similarly to Knots, and should be removed from a model's sheet once used.

At the end of the scenario, after loot and injuries, XP should be awarded to all models, even those who have gone out of action. Models gain XP by completing tasks throughout the scenario. Each model may complete multiple tasks during each Scenario, including completing the same task more than once. Unlike loot, players must keep track of each model's XP separately.

Scenario Tasks (Experience)

Slayer - This model has put an enemy out of action, gaining prowess in combat. | 1 XP |

Survivor - This model has managed to survive the scenario, overcoming another day in the Weald. The price to pay for knowledge is steep in this land... | 1 XP |

Servant - This model has completed a scenario objective, serving a cause far greater than its own. | 1 XP |

Specialisations

Once a model gains 4 XP, they may choose to spend their gathered knowledge to become specialised in a specific field. Specialisations help solidify a model's role in your warband, granting them special abilities that support unique playstyles.

Each specialisation is made up of four different skills. When a model first chooses a specialisation, they may immediately learn one of its skills. To advance their skills further, the model will need to



acquire more experience: costing 1 XP to learn a second skill, then another 2 XP for a third, and finally 3 XP for the fourth skill. Models may choose the skills they learn in any order, and do not have to learn all four skills if they choose not to.

Wardens and the Gnarl each have 8 forms of specialisations. Any number of models may have the same specialisation in a warband, and any single model may not have more than one specialisation. A model may change their specialisation at any time by gathering 4 XP and choosing a new one. However, in doing so they lose all of their previously learned skills.

Warden Specialisations

Marksman - An expert in long ranged combat, a Marksman is proficient with all matters of firearms. A Marksman may learn the following skills:

While using a #Two-Handed, #Ranged-Combat weapon, the Marksman has 50% greater range when shooting.	
Enemy models behind cover no longer induce a penalty to this model's rolls to hit, as long as they are within this model's line of sight.	
Weapons with the #Long-Reload Tag may be treated as having the #Quick-Reload Tag. However, they also suffer +1 to their AT as a result of the hasty firing speed.	
This model ignores the #Maintenance Tag.	

Stalwart - Experts in defence, a Stalwart uses blade and buckler to surmount all that comes forth. A Stalwart may learn the following skills:

Shields may now be used as weapons in close combat. Treat them as having AT 4+ H 1 AP 0 W 1 .	
A Stalwart may use a shield along with a #Two-Handed weapon (But may only parry once).	
Shields may automatically parry attacks.	
Weapons with the #Two-Handed, #Close-Combat Tags have 1 extra Hit, and have their AP increased by 1.	

Cut-Throat - Striking from the shadows, Cut-Throats are proficient in stealth, taking down enemies without making a sound. A Cut-Throat may learn the following skills:

The Cut-Throat may hide after running, and can even hide within an enemy's line of sight if all other conditions are met.	
Difficult climbs and vaults are no longer considered rough terrain, and the Cut-Throat no longer needs to make saving throws while climbing and vaulting.	
When charging out of hiding, the Cut-Throat may make free critical hits with both weapons (as opposed to just one).	

The Cut-Throat may never generate opportunity attacks, and may disengage without making a saving throw.	
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Bastard - Lords of carnage, Bastards overwhelm their enemies with frantic and horrifying force. A Bastard may learn the following skills:

Bastards gain the #Horrific Tag, and cannot be shot at while charging.	
The Bastard's weapons gain the #Unrelenting Tag, generating an additional attack if a critical hit is rolled.	
The Bastard's weapons perform critical hits on rolls of 5+ in addition to 6+ when rolling to hit if they are not wearing armour.	
Every weapon the Bastard carries has the #Spread Tag.	

Vandal - Skilled in small arms and ranged weaponry, Vandals cultivate outstanding accuracy while remaining agile in close combat encounters. A Vandal may learn the following skills:

All #Ranged-Combat weapons may be used in the close combat phase and while performing opportunity attacks.	
The Vandal suffers no disadvantage to their weapon's Accuracy threshold from moving, and may shoot even if they ran in the movement phase.	
During any time the Vandal could shoot their #Ranged-Combat weapon, if it is unloaded or partially loaded, roll a d6. On a 5+ the Vandal fully reloads their weapon.	
At the start of a charge, the Vandal may shoot at the target of the charge. Treat this as a separate shooting phase. After shooting, the Vandal charges as normal. If the Vandal chooses to shoot while charging, the Target may not defend against the charge.	

Sawbones - Grizzled field surgeons, a Sawbones aids their allies in the midst of gunsmoke and bloodshed. A Sawbones may learn the following skills:

A Sawbones has the space to take two consumable items with the #Restorative Tag into a game instead of just one.	
During their upkeep, a Sawbones may administer any consumable with the #Restorative Tag to an ally within 6".	
Whenever a friendly model within 6" suffers more than one Wound, as long as the Sawbones is not engaged and has line of sight with the friendly model, treat the model as suffering only one Wound.	
Whenever a friendly model rolls on the Injury Table and the Sawbones is not out of action, the player may alter the result by up to 3 values (both up and down).	

Trapper - At home in the twisted trees of the Weald, Trappers employ their hunting skills in search of larger game. A Trapper may learn the following skills:

A Trapper may take any two consumable items with the #Throwable Tag.	
A Trapper may throw consumables twice as far, and models who are hurt by consumables take twice the amount of damage.	
After using a consumable with the #Throwable Tag, roll a die. On a 5+ the consumable is not used.	
A Trapper can see models who are hiding, traps, and Marks within 6", revealing their presence to all allies.	

Minstrel - Lifting their comrades' hearts with Weadland ballads, Minstrels rally the spirit and remind weary heads of the adventure they undertake, a powerful (if short-lived) effect. A Minstrel may learn the following skills:

All allies within 6" of the Minstrel have their weapon's Accuracy threshold reduced by 1, to a minimum of 2+.	
Allies who begin their movement phase within 6" of the Minstrel may charge 4" further this round, and may ignore any #Horrific saving throws.	
Allies within 12" of the Minstrel have their Initiative attribute increased by 1 when making saving throws.	
Allies engaged with the same enemy model as the Minstrel have their Grit attribute increased by 1.	



Gnarl Specialisations

Totem - Totems expend their own life force to heal and reinvigorate the Gnarl around them, a ritual which grows ever more unstable. A Totem may learn the following skills.

A Totem may transfer Wounds to those who need them most. During the Totem's upkeep phase, it may transfer any number of its Wounds to an allied model. This may not reduce a Totem to less than 1 Wound.	
Allies who receive Wounds from this Totem receive a +1 bonus to their Grit attribute for the rest of the round. This bonus does not stack.	
If this Totem has less than half of their total Wounds remaining, their weapon's Wound value is doubled.	
Whenever this Totem deals damage to an enemy model, the Totem regenerates Wounds equal to half of the damage inflicted, rounding down.	

Shade - Shades melt into the trees to stalk their enemies, silent and unseen. A Shade may learn the following skills:

The Shade may cross rough terrain without penalty, and always count as hidden when on rough terrain.	
All ranged attacks against the Shade suffer +1 AT when rolling to hit. The Shade cannot be targeted by ranged attacks while engaged with an enemy model.	
While Charging from hiding, the Shade may make an extra attack with one of its weapons.	
After Attacking a model in close combat, the Shade may make a free Disengage Movement from the enemy model without having to make a saving throw.	

Behemoth - The rage of a rotting forest, Behemoths are unstoppable monstrosities of flesh and branch. A Behemoth may learn the following skills:

The Behemoth's charge can no longer be intercepted by models within 2", and enemy models cannot defend against the Behemoth's charge.	
During the Behemoth's close combat phase, for every charge the Behemoth makes this Round, it may make an extra attack with one of its weapons.	
During the Behemoth's close combat phase, if it reduces an enemy model to 0 Wounds and is now disengaged, it may make an additional Charge targeting another enemy model.	
While Charging, the Behemoth may make difficult climbs and vaults and may fall without having to make a saving throw.	

Drove - Droves thrive in large numbers, swarming forward to overwhelm opposition with claws, beaks, and teeth. Those who cannot outrun a Drove are quickly cut down where they stand. A Drove may learn the following skills:

If a Drove is engaged with an enemy model, it may make one extra attack for every ally that is also in the engagement.	
Enemy models may not disengage from a Drove.	
Whenever an enemy model causes a Drove to lose any number of Wounds during the close combat phase, roll a d6. On a 6+, the Drove may make an opportunity attack against that model.	
Whenever a Drove makes an opportunity attack against an enemy model, it may make an additional opportunity attack for every ally that is also engaged with the enemy model.	

Slinger - Slingers rain destruction from afar, hurling roots, trees, rocks, corpses and even livestock down upon their foes. Such primitive attacks are inaccurate, certainly, but utterly devastating. A Slinger may learn the following skills:

During the shooting phase, Slingers may shoot at enemy models even if they do not have line of sight to them, ignoring any cover.	
Slingers specialise in large volleys, and may perform extra attacks that suffer from reduced accuracy. During the shooting phase, the Slinger may choose to make a series of additional attacks, each of which increases their weapon's AT by 1. For example, if the Slinger chooses to make 2 additional shots, the AT of all 3 shots is increased by 2.	
For every shot a Slinger makes in the shooting phase, instead of picking a single target, the Slinger should pick a point on the board. Roll to Hit for each Shot as Normal. A successful Shot hits every model within 2" of each chosen point, continuing combat as normal.	
During the Slinger's upkeep phase, you may roll a die. On a 4+ their weapons are fully reloaded, however the Slinger cannot move for the rest of the current round.	

Germ - Germs are twisted souls who spread the Rot's blight across the land, plaguing their enemies with filth and disease. A Germ may learn the following skills:

Whenever an enemy model fails a poison check caused by the Germ, they automatically suffer from their illness and lose 1 Wound.	
All weapons that the Germ carries now have the #Poison Tag.	
When attacking models that are Poisoned, all of the Germ's attacks are considered critical hits.	
Whenever an enemy model fails a poison check, all other enemies within 4" of the poisoned model must also make poison checks. This effect can stack.	

Urchin - Urchins leave the turmoil of melee to other members of their brood, preferring instead to fire cheap shots at distracted enemies, darting between the shadows of the trees. An Urchin may learn the following skills:

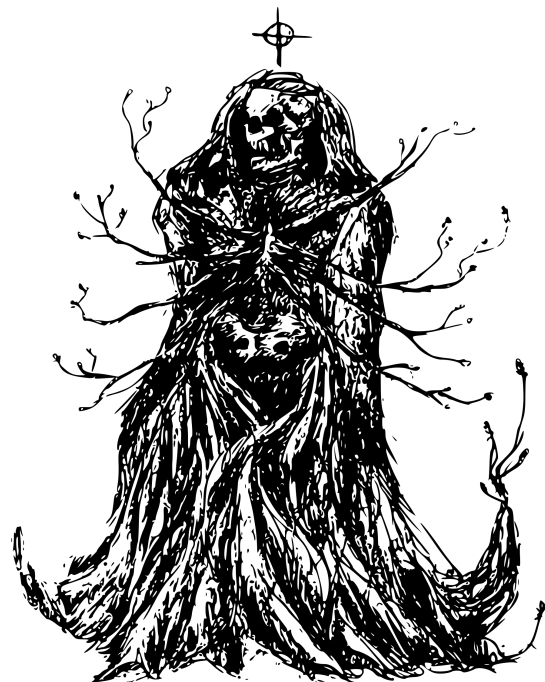
Whenever a friendly model performs an opportunity attack against an enemy model, the Urchin may fire 1 shot that has -1 AT against the enemy model if it is within its weapon's range.	
Whenever the Urchin performs an opportunity attack or defends against a charge, it may reload its weapons.	
Whenever the Urchin Shoots at an enemy model that is engaged, its weapons gain +1 Armour Penetration.	
The Urchin does not receive any disadvantages to their weapon's Accuracy threshold from moving, and may now shoot after running in the movement phase.	

Witch - A Witch tends to the Gnarl's tainted garden, raising herbs and bulbs, nurturing twisted roots as they blossom into binding thorns. A Witch may learn the following skills:

All Marks in play have an additional Wound.	
If an enemy model were to be dealt damage by a Mark, they are dealt that much damage +1 instead. If a Mark were to heal a model, they regenerate that many Wounds +1 instead.	
Marks now cost 50% less to take into a scenario. Once a Mark is destroyed, roll a d6. On a 6 the Mark is removed from play and returned to the player's roster.	
The activation range for Marks is now doubled from 2" to 4". This new range applies to both friendly and enemy models.	

Buying New Equipment

After the loot, injury, and experience Phases have been sorted, it is time to spend your hard earned treasure! Players may now buy new equipment for their warband, as well as sell any old items for half of their original value. Items may be freely swapped around between models at this time. Players may choose to share what items they have purchased with their opponent, or keep it a secret.



Part Five: Scenarios

Your warband's struggles for victory in The Weald are played out through individual games, structured by a scenario. You may wish to play either in a 'one shot', stand-alone skirmish or in a series of encounters linked together in an ongoing Campaign.

Playing a campaign takes your warband through multiple battles and encounters, developing their story as your characters scavenge loot, progress their skills, and suffer Wounds in the shadows of the trees.

We recommend Players create their own scenarios (a simple process!), marking their personal journey through the Weald and shaping the unique stories behind their warbands.

This section covers some points to consider when creating a scenario, as well as a few example scenarios to play.

Creating a Scenario

When creating a scenario, start by considering:

Objective: Scenarios should have a clear objective for each warband to accomplish. Players might want to pit their warbands head to head over the same objective, or may have different objectives.

Ex. A classic scenario is for models to hold objective points scattered around the map. Whoever holds the most at the end of the game wins the scenario.

Another example would be one Player attempting to defend 3 monuments, while the other Player is attempting to destroy them.

Deployment: Different scenarios can have different deployment zones depending on the objective. Be creative when choosing deployment zones; it can lead to great narrative moments.

Example. If one player is attempting to defend supply stockpiles, their deployment could be in the middle of the board, while the other player could deploy on the outside edges of the board.

Length: Consider how long you want the scenario to last. An average length is around 4-5 rounds, which you can shorten to create tension, or lengthen to encourage tactical play.

Additional Rules: When designing a scenario, feel free to add a few of your own rules to make things interesting.

Random encounters for players to trigger; special terrain to interact with, and thematic rewards can make each game memorable.

Warband Requirements: Players are free to agree on 'asymmetric' warband requirements for each scenario. For example, one player may only have 150 knots to outfit their warband, but gets access to additional benefits such as a powerful cannon located on the board. Their opponent meanwhile gets a standard 200 knot allowance.

Example Scenarios

These scenarios have already been created for you! Feel free to adjust any of the rules to your liking, and have fun!

Hold the Hamlet

A village has recently fallen to the rotten hand of the Gnarl. The city guard has wiped out the infestation and moved on to combat greater threats, leaving the sullen ruins lying

derelict. Smelling opportunity, a southern noble hires a band of Wardens to claim the hamlet as his own. Meanwhile, the Gnarl slink back to collect the bodies of their fallen...
Set-Up: Place 3 objectives diagonally in the centre of the board. Each objective should be marked using a token or piece of terrain (like abandoned houses, signposts, treasure, or bodies). A 2x2 board is great for quick games with instant action, or a 3x3 foot board is perfect for longer games with more routes and alleys to move through. Models should be deployed in opposite corners, with each model being within 2" of another model, and all models remaining within 8" of the corner of the board.



Objective: This scenario lasts 4 rounds. Whoever holds the majority of the objectives by the end of the 4th Round wins. An objective is declared captured if it is uncontested (meaning only models from your warband are within 2" of the objective marker) at the end of the game.

Destroy the Hives

It has been discovered by a scholar that the Gnarl seem to be constructing...hives. Within the trunks of hollow trees are lumpy sac-like masses, writhing and pulsing as whatever lies within grows. A gang of Wardens have been tasked to desecrate these nests, while the Gnarl seek to protect their sacred grounds...

Alternatively, one Gnarl warband may attack another's hives, a competition for resources and territory.

Set-up: Choose one player to be the attacker and one player to be the defender. Place 3 Gnarl hives diagonally in the centre of the board. The attacking team must deploy their models within 2" of any board edge, while the defending team may deploy their models within 2" of any hive.

Hives: Treat Hives as having a Grit of 3+ and having 3 Wounds. Attackers may charge and engage hives in Close Combat, but may not target hives in the shooting phase. If Engaged with a hive as well as an enemy model, attackers may not attack the hive, and must become disengaged with the defending model before being able to attack the hive. Hives may be set on fire, but may not be poisoned. Hives always fail saving throws.

Objective: The attacking player wins if all hives are reduced to 0 Wounds at the end of 4 Game Rounds. The defending player wins if at least one hive remains standing at the end of 4 game rounds.

Cow Thieves

Farmers have noted that a sizable portion of their livestock has either been found dead or missing altogether. The Baron has received enough complaints that he has hired a band of Wardens to take care of the problem.

This scenario can be played with a defending Warden warband and an attacking Gnarl warband, or two Warden warbands, one attacking and one defending.

Set-up: Players choose opposite corners of the board to deploy their warband. The attacking player places d3+3 Cows within 12" of the defending player's Corner. The attacking player then deploys their warband within 2" of their corner. The defending player deploys within 8" of their corner.

Cows: Treat Cows as having a Grit of 4+ and having 2 Wounds. At the beginning of the defending player's turn, each Cow runs 4" in any direction of the defending player's choosing.

Objective: This scenario lasts 4 Rounds. The attacking player wins if more than half of the cattle are slain, or all of the defending player's warband is put out of action.

The defending player wins if at least half of the cattle remain at the end of the scenario, or all of the attacking player's warband is put out of action.

Salvage Raid

Word has it that a group of Wardens have a recently acquired bounty laying in wait for a transport wagon at the south edge of town. Perhaps it would be better suited in your hands...

Set-up: This scenario is played with two Warden warbands, choosing one to be the attacking warband, and the other to be the defending warband. The attacking player should deploy their models alongside any edge of the board, while the defending player occupies the centre of the board. The defending player then chooses how many Crates they choose to bring into the scenario, and places them alongside their models.

Crates: When any model enters within 1" of a crate, it can be picked up. When carrying a crate, a model cannot attack in the close combat or shooting phases, and cannot run in the movement phase. At the beginning of each model's turn, they may choose to drop a crate that they are carrying.

Objective: This scenario lasts 4 Rounds. There is no winner in this scenario, however the attacking player gains an additional 1d6 Loot for each crate carried to any edge of the board, and the defending player gains an additional 1d6 Loot for each crate still on the board at the end of the game (even crates carried by enemy models).