

# Legacy Play

Though Gangfight is largely designed to be play off battles against opponents, there is a way to play the game for extended campaigns in group play that feel more like a combined roleplaying experience than a one-off combat scenario. Like Gangfight, there are four different Legacy modes to choose from when setting up your games with friends - Chronicle, Aeon, and First Strike. Like all Gangfight settings, there is a set of core rules that apply to all legacy campaigns, and then rules that apply to specific settings.

## Starting a Campaign

When starting a campaign, each player taking part must make a 500 pt list. There are no restrictions on making a list unless the restriction applies within the setting itself (ie. First Strike Soldiers can only team up with Soldiers from their own faction). Like in any Gangfight list, you must have at least one Hero and that Hero must be the leader of your party. If you have multiple Hero models, you may choose which one is the leader.

## Setting up the Game

As the model count is much smaller in a Legacy game, it can be played on a smaller table size - the most common being 36" x 36", though as your party increases in size, it is recommended that so does the size of the playing space.

## Legacy Phases

In a Legacy game of Gangfight, there are five phases that take place outside of the actual game taking place.

### The Encounter Phase

This phase will vary based on the setting, but this is the reason that the battle is taking place. The biggest portion of this is The Bid, which the prize for winning the match. Each player rolls 1d6 to determine why they are battling. The player that wins the match also claims the prize, but if the player loses, they also lose what that was indicated on the table. A player may choose not to bid, which means they do not gain or lose the indicated bid.

### The Battle Phase

This is a battle that takes place, as per normal.

### The Aftermath Phase

After the battle has finished, each model that was Incapacitated must roll 2d6 on the Aftermath Table. This will determine the fate of each Incapacitated model. Models that have been "killed" during the battle (ie. removed from the table) roll 1d6 on the "Death's Door" table instead.

### The Advancement Phase

Each surviving model gains an Advancement. Roll 2d6 on the Advancement table for each survivor and apply that to the model's unit profile.

## The Build Phase

Each battle is worth points to help rebuild your losses and resupply. Each battle is worth 50 points, assuming both players have a party that is within 25% of each other's base amount (ie. 125 pts on one another at 500 pts). If there is a differential of larger than that, the player with the lowest amount of points is considered the Underdog. If the differential is 35%, then the underdog gains 2x as many points for completing the battle, regardless of winning or losing. If the differential is 50%, then the underdog gains 4x as many points as they normally would have. It would be recommended that a battle not be conducted with a larger differential than 50%.

These points can be applied to anything points normally can be applied to - recruiting new fighters, buying equipment, or anything else.

## Chronicle Legacy

In a Legacy game of Chronicle, you control a party of intrepid adventurers that are seeking our riches in the dangerous world of Eirn. Regardless of the races that your party consists of, the scenario is still the same - gain wealth and reputation to build your legend.

## The Encounter Phase

Roll 1d6 to determine the reason your battle is taking place. This roll is made in addition to the roll for the scenario - it is an additional objective that grants an additional two (2) victory points.

Roll	Encounter
1	<b>Grudge Match:</b> Two party leaders have an old grudge to settle. Incapacitating or killing the enemy's Party Leader will yield an additional two (2) victory points.
2	<b>Hostage:</b> The Defender has taken one of the Attacker's models hostage! Choose the model worth the least amount of points and place it dead center of the map. When the battle broke out, the model made a run for it. If the model avoids being Incapacitated for the entire game, the Attacker gain two (2) victory points. If the model is Incapacitated, the Defender gains two (2) victory points.
3	<b>Defend the Treasure:</b> The Defender has found something of particular value, and it must be defended at all costs. Place an Objective Marker in the center of the board during deployment. Nothing may be placed within 8" of this Marker. The player has more models within the threat range of this Marker gain two (2) victory points at the end of the game.
4	<b>Hidden Cache:</b> Place six (6) markers on the board. Each player places 3 markers, and those markers must be at least 8" away from one another, and must be placed on the opposing players side of the board, but not in their deployment area. Searching a cache takes an Action Point (AP). Once this is done, roll 1d6. On a roll of "6", it is the cache that you are seeking, and the model that searched the cache gets a "treasure" marker. The player in possession of this marker at the end of the game gain two (2) victory Points.
5	<b>Raid:</b> The Attackers are conducting a raid on an enemy camp. Place an objective Marker on the Defender's Deployment line 12" up that is at least 60mm in diameter. This is the supplies of Defending force. A model can raid the supply marker by spending an Action Point (AP). By

	doing this, the Attacking force gains two (2) victory points. If the Attackers do not manage to raid the Supply Marker, the Defender gain two (2) victory points at the end of the game.
6	<b>Bounty Hunt:</b> Each player marks three models on the enemy force. These models have a bounty on their heads. The player that Incapacitated the most of these models by the end of the game will gain two (2) victory points.

## The Bid

Each player may roll 2d6 on The Bid table. This is an optional step that allows the player to gain a great reward in victory, but also suffer an additional loss in defeat. If the player chooses to take on the bid, they must honour it in victory as in defeat, making the proper adjustments to their party roster.

Roll	The Bid
2	<p>You have the option of gambling the amount of points you receive during the Build Phase of the match.</p> <p><b>Victory:</b> If you are the victor of this game, you gain 50% more Build Points (BP) than you normally would for completing the game.</p> <p><b>Defeat:</b> If you are defeated, you will receive 50% less Build Points (BP) than you normally would for completing the game.</p>
3	<p>You have the option of gambling the amount of points you receive during the Build Phase of the match.</p> <p><b>Victory:</b> If you are the victor of this game, you gain 25% more Build Points (BP) than you normally would for completing the game.</p> <p><b>Defeat:</b> If you are defeated, you will receive 25% less Build Points (BP) than you normally would for completing the game.</p>
4	<p>You have the option of gambling the amount of points you receive during the Build Phase of the match.</p> <p><b>Victory:</b> If you are the victor of this game, you gain 10% more Build Points (BP) than you normally would for completing the game.</p> <p><b>Defeat:</b> If you are defeated, you will receive 10% less Build Points (BP) than you normally would for completing the game.</p>
5	<p>One of your surviving models has gained a great deal of insight from their previous ordeal, but whether it is in this life or the next is the question.</p> <p><b>Victory:</b> A surviving model may roll twice more on the Advancement table, for a total of 3 rolls, should your party be the victor in the last skirmish.</p> <p><b>Defeat:</b> If you lose the previous skirmish, the highest point model that was incapacitated is</p>

	<p>removed from the party roster, and is lost to the abyss. If no models were incapacitated, the highest point Veteran or Regular model leaves your employ.</p>
6	<p>One of your surviving models has gained a great deal of insight from their previous ordeal, but whether it is in this life or the next is the question.</p> <p><b>Victory:</b> A surviving model may roll once more on the Advancement table, for a total of 2 rolls, should your party be the victor in the last skirmish.</p> <p><b>Defeat:</b> If you lose the previous skirmish, the lowest point model that was incapacitated is removed from the party roster, and is lost to the abyss. If no models were incapacitated, the lowest point Veteran or Regular model leaves your employ.</p>
7	<p>During your encounter, you have found a Talisman of lesser value, or lost one in the ensuing melee.</p> <p><b>Victory:</b> During the skirmish, your party found a Talisman worth up to 10 points. You can assign this to any model in your party as a new piece of equipment.</p> <p><b>Defeat:</b> During the battle, your least valuable Talisman was lost. Choose the least expensive Talisman in your party and remove it from your party roster. If there are no Talismans to lose, the least expensive relic is removed from your roster instead.</p>
8	<p>During your encounter, you have found a Talisman of moderate value, or lost one in the ensuing melee.</p> <p><b>Victory:</b> During the skirmish, your party found a Talisman worth up to 25 points. You can assign this to any model in your party as a new piece of equipment.</p> <p><b>Defeat:</b> During the battle, your least valuable Talisman was lost. Choose the least expensive Talisman in your party and remove it from your party roster. If there are no Talismans to lose, the least expensive relic is removed from your roster instead.</p>
9	<p>During your encounter, you have found a Talisman of great value, or lost one in the ensuing melee.</p> <p><b>Victory:</b> During the skirmish, your party found a Talisman worth up to 35 points. You can assign this to any model in your party as a new piece of equipment.</p> <p><b>Defeat:</b> During the battle, your most valuable Talisman was lost. Choose the most expensive Talisman in your party and remove it from your party roster. If there are no Talismans to lose, the least expensive relic is removed from your roster instead.</p>
10	<p>During your encounter, you have found a Relic of lesser value, or lost one in the ensuing melee.</p> <p><b>Victory:</b> During the skirmish, your party found a Relic worth up to 15 points. You can assign this to any hero model in your party as a new piece of equipment. This is the only way a hero may possess more than one relic.</p> <p><b>Defeat:</b> During the battle, your least valuable Relic was lost. Choose the least expensive Relic in your party and remove it from your party roster. If there are no Relics to lose, the least expensive Talisman is removed from your roster instead.</p>

11	<p>During your encounter, you have found a Relic of moderate value, or lost one in the ensuing melee.</p> <p><b>Victory:</b> During the skirmish, your party found a Relic worth up to 30 points. You can assign this to any hero model in your party as a new piece of equipment. This is the only way a hero may possess more than one relic.</p> <p><b>Defeat:</b> During the battle, your least valuable Relic was lost. Choose the least expensive Relic in your party and remove it from your party roster. If there are no Relics to lose, the least expensive Talisman is removed from your roster instead.</p>
12	<p>During your encounter, you have found a Relic of incredible value, or lost one in the ensuing melee.</p> <p><b>Victory:</b> During the skirmish, your party found a Relic worth up to 40 points. You can assign this to any hero model in your party as a new piece of equipment. This is the only way a hero may possess more than one relic.</p> <p><b>Defeat:</b> During the battle, your most valuable Relic was lost. Choose the most expensive Relic in your party and remove it from your party roster. If there are no Relics to lose, the most expensive Talisman is removed from your roster instead.</p>

## The Aftermath Phase

Once the battle is done, you must roll 2d6 on this table for each model that was Incapacitated in the Skirmish. If a model was “killed” during the battle, roll 1d6 on this table instead.

Roll	Result
1	<b>Dead:</b> The model suffered from their injuries for a few days and then passed in the night. Their equipment can be distributed as the party leader deems fit.
2	<b>Dead:</b> The model was struck dead instantly, and did not suffer. Their equipment can be distributed as the party deems fit.
3	<b>Terrible Injury:</b> A traumatic injury to the spine results in a loss of sensation and debilitating shakes. This model suffers -1 to all of their Attributes, which should be immediately recorded on the Party roster.
4	<b>Maimed:</b> A terrible wound to one of the model’s limbs has left them permanently injured. Roll 1d6 and apply the results immediately. On a roll of 1-3, the model has suffered a severe injury to their arm, and must reduce their ATT by 1. On a roll of 4-6, the injury was suffered to the model’s legs, and as a result must reduce their MOV by 1.
5	<b>Head Wound:</b> A massive wound to the head has left the model permanently wounded. Roll 1d6 and apply the results immediately. On a roll of 1-3, the injury was to the back of the head, and the model suffers from headaches - reduce the model’s WP by 1. On a roll of 4-6, the blow was to the model’s face, leaving them with a damaged eye - reduce the model’s MRK attribute by 1.
6	<b>Remarkable Recovery:</b> The model has recovered from their injuries unscathed, but lost any Relics or Talismans during the course of the battle.

7	<b>No worse for Wear:</b> The model has recovered without any significant injury outside of a few scars to boast about. The model returns to the party roster without any ill effects.
8	<b>Deep Wound:</b> The model has suffered a deep wound that plagues them. Reduce the Model's IV by 1 permanently.
9	<b>Infection:</b> The model survives the ordeal, but the wounds become infected and need to be treated. Roll 1d6 and record the results. On a roll of 1, the treatments do not work, and the model succumbs to fever. On a roll of 2-3, the fever saps the model's strength, and must reduce their DAM attribute by 1 permanently. On a roll of 4-5, the infection seeps into the lungs of the model, reducing their ARM attribute by 1 permanently. On a roll of 6, the infection is particularly virulent, reducing both the DAM and ARM attributes by 1 permanently.
10	<b>Chest Wound:</b> A savage wound to the chest has left the model permanently weakened. The model must reduce their EN attribute by 1.
11	<b>Madness:</b> The model survives the encounter, but has bouts of rage when forced into battle. The model gains the Blood Thirsty Ability.
12	<b>Insight from the Grave:</b> The model has returned from his ordeal with insight into their failure. The model may roll twice on the Advancement Table instead of just once.

## The Advancement Table

Each model that survives the encounter rolls 2d6 on the Advancement Table. This advancement is applied directly to the model's profile, which is recorded on the Party Roster.

Roll	Advancement
2	<b>Swiftness:</b> The model has learned how to take more measured steps - gaining +1 to their Movement (MOV) Attribute.
3	<b>Martial Prowess:</b> The model has learned the value of a critical strike - gaining +1 to their Attack (ATT) Attribute.
4	<b>On Target:</b> The model has learned the value of a steady hand - gaining +1 to their Marksmanship (MRK) Attribute.
5	<b>Unwavering:</b> In the face of fear, this model has learned to hold true - gaining +1 to their Willpower (WP) Attribute.
6	<b>Toughness:</b> Through adversity comes strength, and with it also allows the model to apply +1 to their Endurance (EN) Attribute.
7	<b>Knowledge:</b> The model has learned something new on the battlefield - and may choose an additional Perk from the Core of Chronicle list.
8	<b>Toughness:</b> Through adversity comes strength, and with it also allows the model to apply +1 to their Endurance (EN) Attribute.

9	<b>Grit:</b> Using armour to one's benefit is a great skill, and this model has learned how to do just that - the model may apply +1 to their Armour (ARM) Attribute.
10	<b>Strength:</b> Battle is strenuous work, and this model has gained +1 to their Damage (DAM) Attribute because of it.
11	<b>Parry Up:</b> Learning how to avoid a strike is as valuable, if not more so, than learning how to land one - this model gains +1 to their Defense (DEF) Attribute.
12	<b>Combat Reflexes:</b> Watching one's opponent has given the model insight to anticipating an opponent's next move - the model gains +1 to their Initiative Value (IV) Attribute.

## Aeon Legacy

In a Legacy game of Aeon, you control a ruthless Private Military Contractor (PMC) that seeks to earn enough credits to survive in a strange universe of countless alien threats.

### The Encounter Phase

Roll 1d6 to determine the reason your battle is taking place. This roll is made in addition to the roll for the scenario - it is an additional objective that grants an additional two (2) victory points.

Roll	Encounter
1	<b>Grudge Match:</b> Two party leaders have an old grudge to settle. Incapacitating or killing the enemy's Party Leader will yield an additional two (2) victory points.
2	<b>Hostage:</b> The Defender has taken one of the Attacker's models hostage! Choose the model worth the least amount of points and place it dead center of the map. When the battle broke out, the model made a run for it. If the model avoids being Incapacitated for the entire game, the Attacker gain two (2) victory points. If the model is Incapacitated, the Defender gains two (2) victory points.
3	<b>Defend the Find:</b> The Defender has found something of particular value, and it must be defended at all costs. Place an Objective Marker in the center of the board during deployment. Nothing may be placed within 8" of this Marker. The player has more models within the threat range of this Marker gain two (2) victory points at the end of the game.
4	<b>Hidden Cache:</b> Place six (6) markers on the board. Each player places 3 markers, and those markers must be at least 8" away from one another, and must be placed on the opposing player's side of the board, but not in their deployment area. Searching a cache takes an Action Point (AP). Once this is done, roll 1d6. On a roll of "6", it is the cache that you are seeking, and the model that searched the cache gets a "treasure" marker. The player in possession of this marker at the end of the game gain two (2) victory Points.
5	<b>Raid:</b> The Attackers are conducting a raid on an enemy camp. Place an objective Marker on the Defender's Deployment line 12" up that is at least 60mm in diameter. This is the supplies of the Defending force. A model can raid the supply marker by spending an Action Point (AP). By doing this, the Attacking force gains two (2) victory points. If the Attackers do not manage to raid the Supply Marker, the Defender gain two (2) victory points at the end of the game.

6	<p><b>Bounty Hunt:</b> Each player marks three models on the enemy force. These models have a bounty on their heads. The player that Incapacitated the most of these models by the end of the game will gain two (2) victory points.</p>
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## The Bid

Each player may roll 2d6 on The Bid table. This is an optional step that allows the player to gain a great reward in victory, but also suffer an additional loss in defeat. If the player chooses to take on the bid, they must honour it in victory as in defeat, making the proper adjustments to their party roster.

Roll	The Bid
2	<p>You have the option of gambling the amount of points you receive during the Build Phase of the match.</p> <p><b>Victory:</b> If you are the victor of this game, you gain 50% more Build Points (BP) than you normally would for completing the game.</p> <p><b>Defeat:</b> If you are defeated, you will receive 50% less Build Points (BP) than you normally would for completing the game.</p>
3	<p>You have the option of gambling the amount of points you receive during the Build Phase of the match.</p> <p><b>Victory:</b> If you are the victor of this game, you gain 25% more Build Points (BP) than you normally would for completing the game.</p> <p><b>Defeat:</b> If you are defeated, you will receive 25% less Build Points (BP) than you normally would for completing the game.</p>
4	<p>You have the option of gambling the amount of points you receive during the Build Phase of the match.</p> <p><b>Victory:</b> If you are the victor of this game, you gain 10% more Build Points (BP) than you normally would for completing the game.</p> <p><b>Defeat:</b> If you are defeated, you will receive 10% less Build Points (BP) than you normally would for completing the game.</p>
5	<p>One of your surviving models has gained a great deal of insight from their previous ordeal, but whether it is in this life or the next is the question.</p> <p><b>Victory:</b> A surviving model may roll twice more on the Advancement table, for a total of 3 rolls, should your party be the victor in the last skirmish.</p> <p><b>Defeat:</b> If you lose the previous skirmish, the highest point model that was incapacitated is removed from the party roster, and is lost to the abyss. If no models were incapacitated, the highest point Veteran or Regular model leaves your employ.</p>

6	<p>One of your surviving models has gained a great deal of insight from their previous ordeal, but whether it is in this life or the next is the question.</p> <p><b>Victory:</b> A surviving model may roll once more on the Advancement table, for a total of 2 rolls, should your party be the victor in the last skirmish.</p> <p><b>Defeat:</b> If you lose the previous skirmish, the lowest point model that was incapacitated is removed from the party roster, and is lost to the abyss. If no models were incapacitated, the lowest point Veteran or Regular model leaves your employ.</p>
7	<p>During your encounter, you have found a cache of weapons of lesser value, or lost a piece of armour in the ensuing melee.</p> <p><b>Victory:</b> During the skirmish, your party found a cache of weapons worth up to 50 points. You can assign these to any model in your party as a new piece of equipment.</p> <p><b>Defeat:</b> During the battle, your least valuable piece of armour was lost. Choose the least expensive piece of armour in your party and remove it from your party roster. If there are no armour to lose, the least expensive piece of gear is removed from your roster instead.</p>
8	<p>During your encounter, you have found a cache of weapons of moderate value, or lost a piece of armour in the ensuing melee.</p> <p><b>Victory:</b> During the skirmish, your party found a cache of weapons worth up to 100 points. You can assign these to any model in your party as a new piece of equipment.</p> <p><b>Defeat:</b> During the battle, your least valuable piece of armour was lost. Choose the least expensive piece of armour in your party and remove it from your party roster. If there are no armour to lose, the most expensive piece of gear is removed from your roster instead.</p>
9	<p>During your encounter, you have found a cache of weapons of great value, or lost a piece of armour in the ensuing melee.</p> <p><b>Victory:</b> During the skirmish, your party found a cache of weapons worth up to 150 points. You can assign these to any model in your party as a new piece of equipment.</p> <p><b>Defeat:</b> During the battle, your most valuable piece of armour was lost. Choose the most expensive piece of armour in your party and remove it from your party roster. If there are no armour to lose, the most expensive piece of gear is removed from your roster instead.</p>
10	<p>During your encounter, you have found a set of armour of lesser value, or lost a weapon in the ensuing melee.</p> <p><b>Victory:</b> During the skirmish, your party found a suit of Light Armour with up to 30 points of upgrades. You can assign this to any model in your party as a new piece of equipment. This will replace their current suit of armour.</p> <p><b>Defeat:</b> During the battle, your least valuable weapon was lost. Choose the least expensive weapon in your party and remove it from your party roster. If there are no weapons to lose, the least expensive piece of Gear is removed from your roster instead.</p>
11	<p>During your encounter, you have found a set of armour of moderate value, or lost a weapon in the ensuing melee.</p>

	<p><b>Victory:</b> During the skirmish, your party found a suit of Medium Armour with up to 50 points of upgrades. You can assign this to any model in your party as a new piece of equipment. This will replace their current suit of armour.</p> <p><b>Defeat:</b> During the battle, your least valuable weapon was lost. Choose the least expensive weapon in your party and remove it from your party roster. If there are no weapons to lose, the most expensive piece of Gear is removed from your roster instead.</p>
12	<p>During your encounter, you have found a set of armour of great value, or lost a weapon in the ensuing melee.</p> <p><b>Victory:</b> During the skirmish, your party found a suit of Heavy Armour with up to 50 points of upgrades. You can assign this to any model in your party as a new piece of equipment. This will replace their current suit of armour.</p> <p><b>Defeat:</b> During the battle, your most valuable weapon was lost. Choose the most expensive weapon in your party and remove it from your party roster. If there are no weapons to lose, the most expensive piece of Gear is removed from your roster instead.</p>

## The Aftermath Phase

Once the battle is done, you must roll 2d6 on this table for each model that was Incapacitated in the Skirmish. If a model was “killed” during the battle, roll 1d6 on this table instead.

Roll	Result
1	<b>Dead:</b> The model suffered from their injuries for a few days and then passed in the night. Their equipment can be distributed as the party leader deems fit.
2	<b>Dead:</b> The model was struck dead instantly, and did not suffer. Their equipment can be distributed as the party deems fit.
3	<b>Terrible Injury:</b> A traumatic injury to the spine results in a loss of sensation and debilitating shakes. This model suffers -1 to all of their Attributes, which should be immediately recorded on the Party roster.
4	<b>Maimed:</b> A terrible wound to one of the model’s limbs has left them permanently injured. Roll 1d6 and apply the results immediately. On a roll of 1-3, the model has suffered a severe injury to their arm, and must reduce their ATT by 1. On a roll of 4-6, the injury was suffered to the model’s legs, and as a result must reduce their MOV by 1.
5	<b>Head Wound:</b> A massive wound to the head has left the model permanently wounded. Roll 1d6 and apply the results immediately. On a roll of 1-3, the injury was to the back of the head, and the model suffers from headaches - reduce the model’s WP by 1. On a roll of 4-6, the blow was to the model’s face, leaving them with a damaged eye - reduce the model’s MRK attribute by 1.
6	<b>Remarkable Recovery:</b> The model has recovered from their injuries unscathed, but lost any Relics or Talismans during the course of the battle.
7	<b>No worse for Wear:</b> The model has recovered without any significant injury outside of a few

	scars to boast about. The model returns to the party roster without any ill effects.
8	<b>Deep Wound:</b> The model has suffered a deep wound that plagues them. Reduce the Model's IV by 1 permanently.
9	<b>Infection:</b> The model survives the ordeal, but the wounds become infected and need to be treated. Roll 1d6 and record the results. On a roll of 1, the treatments do not work, and the model succumbs to fever. On a roll of 2-3, the fever saps the model's strength, and must reduce their DAM attribute by 1 permanently. On a roll of 4-5, the infection seeps into the lungs of the model, reducing their ARM attribute by 1 permanently. On a roll of 6, the infection is particularly virulent, reducing both the DAM and ARM attributes by 1 permanently.
10	<b>Chest Wound:</b> A savage wound to the chest has left the model permanently weakened. The model must reduce their EN attribute by 1.
11	<b>Madness:</b> The model survives the encounter, but has bouts of rage when forced into battle. The model gains the Blood Thirsty Ability.
12	<b>Insight from the Grave:</b> The model has returned from his ordeal with insight into their failure. The model may roll twice on the Advancement Table instead of just once.

## The Advancement Table

Each model that survives the encounter rolls 2d6 on the Advancement Table. This advancement is applied directly to the model's profile, which is recorded on the Party Roster.

Roll	Advancement
2	<b>Swiftness:</b> The model has learned how to take more measured steps - gaining +1 to their Movement (MOV) Attribute.
3	<b>Martial Prowess:</b> The model has learned the value of a critical strike - gaining +1 to their Attack (ATT) Attribute.
4	<b>On Target:</b> The model has learned the value of a steady hand - gaining +1 to their Marksmanship (MRK) Attribute.
5	<b>Unwavering:</b> In the face of fear, this model has learned to hold true - gaining +1 to their Willpower (WP) Attribute.
6	<b>Toughness:</b> Through adversity comes strength, and with it also allows the model to apply +1 to their Endurance (EN) Attribute.
7	<b>Knowledge:</b> The model has learned something new on the battlefield - and may choose an additional Perk from the Core of Chronicle list.
8	<b>Toughness:</b> Through adversity comes strength, and with it also allows the model to apply +1 to their Endurance (EN) Attribute.
9	<b>Grit:</b> Using armour to one's benefit is a great skill, and this model has learned how to

	do just that - the model may apply +1 to their Armour (ARM) Attribute.
10	<b>Strength:</b> Battle is strenuous work, and this model has gained +1 to their Damage (DAM) Attribute because of it.
11	<b>Parry Up:</b> Learning how to avoid a strike is as valuable, if not more so, than learning how to land one - this model gains +1 to their Defense (DEF) Attribute.
12	<b>Combat Reflexes:</b> Watching one's opponent has given the model insight to anticipating an opponent's next move - the model gains +1 to their Initiative Value (IV) Attribute.

## First Strike Legacy

The Duromad Urkytz conflict rages, and each faction attempts to get the upper hand. When playing First Strike Legacy, you are a small contingent of special operatives that are striking out against your foes, off the books of course.

### The Encounter Phase

Roll 1d6 to determine the reason your battle is taking place. This roll is made in addition to the roll for the scenario - it is an additional objective that grants an additional two (2) victory points.

Roll	Encounter
1	<b>Grudge Match:</b> Two party leaders have an old grudge to settle. Incapacitating or killing the enemy's Party Leader will yield an additional two (2) victory points.
2	<b>Hostage:</b> The Defender has taken one of the Attacker's models hostage! Choose the model worth the least amount of points and place it dead center of the map. When the battle broke out, the model made a run for it. If the model avoids being Incapacitated for the entire game, the Attacker gain two (2) victory points. If the model is Incapacitated, the Defender gains two (2) victory points.
3	<b>Defend the Find:</b> The Defender has found something of particular value, and it must be defended at all costs. Place an Objective Marker in the center of the board during deployment. Nothing may be placed within 8" of this Marker. The player has more models within the threat range of this Marker gain two (2) victory points at the end of the game.
4	<b>Hidden Cache:</b> Place six (6) markers on the board. Each player places 3 markers, and those markers must be at least 8" away from one another, and must be placed on the opposing players side of the board, but not in their deployment area. Searching a cache takes an Action Point (AP). Once this is done, roll 1d6. On a roll of "6", it is the cache that you are seeking, and the model that searched the cache gets a "treasure" marker. The player in possession of this marker at the end of the game gain two (2) victory Points.
5	<b>Raid:</b> The Attackers are conducting a raid on an enemy camp. Place an objective Marker on the Defender's Deployment line 12" up that is at least 60mm in diameter. This is the supplies of Defending force. A model can raid the supply marker by spending an Action Point (AP). By doing this, the Attacking force gains two (2) victory points. If the Attackers do not manage to raid the Supply Marker, the Defender gain two (2) victory points at the end of the game.

6	<p><b>Bounty Hunt:</b> Each player marks three models on the enemy force. These models have a bounty on their heads. The player that Incapacitated the most of these models by the end of the game will gain two (2) victory points.</p>
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## The Bid

Each player may roll 2d6 on The Bid table. This is an optional step that allows the player to gain a great reward in victory, but also suffer an additional loss in defeat. If the player chooses to take on the bid, they must honour it in victory as in defeat, making the proper adjustments to their party roster.

Roll	The Bid
2	<p>You have the option of gambling the amount of points you receive during the Build Phase of the match.</p> <p><b>Victory:</b> If you are the victor of this game, you gain 50% more Build Points (BP) than you normally would for completing the game.</p> <p><b>Defeat:</b> If you are defeated, you will receive 50% less Build Points (BP) than you normally would for completing the game.</p>
3	<p>You have the option of gambling the amount of points you receive during the Build Phase of the match.</p> <p><b>Victory:</b> If you are the victor of this game, you gain 25% more Build Points (BP) than you normally would for completing the game.</p> <p><b>Defeat:</b> If you are defeated, you will receive 25% less Build Points (BP) than you normally would for completing the game.</p>
4	<p>You have the option of gambling the amount of points you receive during the Build Phase of the match.</p> <p><b>Victory:</b> If you are the victor of this game, you gain 10% more Build Points (BP) than you normally would for completing the game.</p> <p><b>Defeat:</b> If you are defeated, you will receive 10% less Build Points (BP) than you normally would for completing the game.</p>
5	<p>One of your surviving models has gained a great deal of insight from their previous ordeal, but whether it is in this life or the next is the question.</p> <p><b>Victory:</b> A surviving model may roll twice more on the Advancement table, for a total of 3 rolls, should your party be the victor in the last skirmish.</p> <p><b>Defeat:</b> If you lose the previous skirmish, the highest point model that was incapacitated is removed from the party roster, and is lost to the abyss. If no models were incapacitated, the highest point Veteran or Regular model leaves your employ.</p>

6	<p>One of your surviving models has gained a great deal of insight from their previous ordeal, but whether it is in this life or the next is the question.</p> <p><b>Victory:</b> A surviving model may roll once more on the Advancement table, for a total of 2 rolls, should your party be the victor in the last skirmish.</p> <p><b>Defeat:</b> If you lose the previous skirmish, the lowest point model that was incapacitated is removed from the party roster, and is lost to the abyss. If no models were incapacitated, the lowest point Veteran or Regular model leaves your employ.</p>
7	<p>During your encounter, you have found a cache of weapons of lesser value, or lost a piece of armour in the ensuing melee.</p> <p><b>Victory:</b> During the skirmish, your party found a cache of weapons worth up to 50 points. You can assign these to any model in your party as a new piece of equipment.</p> <p><b>Defeat:</b> During the battle, your least valuable piece of armour was lost. Choose the least expensive piece of armour in your party and remove it from your party roster. If there are no armour to lose, the least expensive piece of gear is removed from your roster instead.</p>
8	<p>During your encounter, you have found a cache of weapons of moderate value, or lost a piece of armour in the ensuing melee.</p> <p><b>Victory:</b> During the skirmish, your party found a cache of weapons worth up to 100 points. You can assign these to any model in your party as a new piece of equipment.</p> <p><b>Defeat:</b> During the battle, your least valuable piece of armour was lost. Choose the least expensive piece of armour in your party and remove it from your party roster. If there are no armour to lose, the most expensive piece of gear is removed from your roster instead.</p>
9	<p>During your encounter, you have found a cache of weapons of great value, or lost a piece of armour in the ensuing melee.</p> <p><b>Victory:</b> During the skirmish, your party found a cache of weapons worth up to 150 points. You can assign these to any model in your party as a new piece of equipment.</p> <p><b>Defeat:</b> During the battle, your most valuable piece of armour was lost. Choose the most expensive piece of armour in your party and remove it from your party roster. If there are no armour to lose, the most expensive piece of gear is removed from your roster instead.</p>
10	<p>During your encounter, you have found a set of armour of lesser value, or lost a weapon in the ensuing melee.</p> <p><b>Victory:</b> During the skirmish, your party found a suit of Medium Armour with up to 30 points of Weapons or Gear. You can assign this to any model in your party as a new piece of equipment. This will replace their current suit of armour.</p> <p><b>Defeat:</b> During the battle, your least valuable weapon was lost. Choose the least expensive weapon in your party and remove it from your party roster. If there are no weapons to lose, the least expensive piece of Gear is removed from your roster instead.</p>
11	<p>During your encounter, you have found a set of armour of moderate value, or lost a weapon in the ensuing melee.</p>

	<p><b>Victory:</b> During the skirmish, your party found a suit of Heavy Armour with up to 50 points of Weapons or Gear. You can assign this to any model in your party as a new piece of equipment. This will replace their current suit of armour.</p> <p><b>Defeat:</b> During the battle, your least valuable weapon was lost. Choose the least expensive weapon in your party and remove it from your party roster. If there are no weapons to lose, the most expensive piece of Gear is removed from your roster instead.</p>
12	<p>During your encounter, you have found a set of armour of great value, or lost a weapon in the ensuing melee.</p> <p><b>Victory:</b> During the skirmish, your party found a suit of Heavy Armour with up to 75 points of Weapons and Gear. You can assign this to any model in your party as a new piece of equipment. This will replace their current suit of armour.</p> <p><b>Defeat:</b> During the battle, your most valuable weapon was lost. Choose the most expensive weapon in your party and remove it from your party roster. If there are no weapons to lose, the most expensive piece of Gear is removed from your roster instead.</p>

## The Aftermath Phase

Once the battle is done, you must roll 2d6 on this table for each model that was Incapacitated in the Skirmish. If a model was “killed” during the battle, roll 1d6 on this table instead.

Roll	Result
1	<b>Dead:</b> The model suffered from their injuries for a few days and then passed in the night. Their equipment can be distributed as the party leader deems fit.
2	<b>Dead:</b> The model was struck dead instantly, and did not suffer. Their equipment can be distributed as the party deems fit.
3	<b>Terrible Injury:</b> A traumatic injury to the spine results in a loss of sensation and debilitating shakes. This model suffers -1 to all of their Attributes, which should be immediately recorded on the Party roster.
4	<b>Maimed:</b> A terrible wound to one of the model’s limbs has left them permanently injured. Roll 1d6 and apply the results immediately. On a roll of 1-3, the model has suffered a severe injury to their arm, and must reduce their ATT by 1. On a roll of 4-6, the injury was suffered to the model’s legs, and as a result must reduce their MOV by 1.
5	<b>Head Wound:</b> A massive wound to the head has left the model permanently wounded. Roll 1d6 and apply the results immediately. On a roll of 1-3, the injury was to the back of the head, and the model suffers from headaches - reduce the model’s WP by 1. On a roll of 4-6, the blow was to the model’s face, leaving them with a damaged eye - reduce the model’s MRK attribute by 1.
6	<b>Remarkable Recovery:</b> The model has recovered from their injuries unscathed, but lost any Relics or Talismans during the course of the battle.
7	<b>No worse for Wear:</b> The model has recovered without any significant injury outside of a few

	scars to boast about. The model returns to the party roster without any ill effects.
8	<b>Deep Wound:</b> The model has suffered a deep wound that plagues them. Reduce the Model's IV by 1 permanently.
9	<b>Infection:</b> The model survives the ordeal, but the wounds become infected and need to be treated. Roll 1d6 and record the results. On a roll of 1, the treatments do not work, and the model succumbs to fever. On a roll of 2-3, the fever saps the model's strength, and must reduce their DAM attribute by 1 permanently. On a roll of 4-5, the infection seeps into the lungs of the model, reducing their ARM attribute by 1 permanently. On a roll of 6, the infection is particularly virulent, reducing both the DAM and ARM attributes by 1 permanently.
10	<b>Chest Wound:</b> A savage wound to the chest has left the model permanently weakened. The model must reduce their EN attribute by 1.
11	<b>Madness:</b> The model survives the encounter, but has bouts of rage when forced into battle. The model gains the Blood Thirsty Ability.
12	<b>Insight from the Grave:</b> The model has returned from his ordeal with insight into their failure. The model may roll twice on the Advancement Table instead of just once.

## The Advancement Table

Each model that survives the encounter rolls 2d6 on the Advancement Table. This advancement is applied directly to the model's profile, which is recorded on the Party Roster.

Roll	Advancement
2	<b>Swiftness:</b> The model has learned how to take more measured steps - gaining +1 to their Movement (MOV) Attribute.
3	<b>Martial Prowess:</b> The model has learned the value of a critical strike - gaining +1 to their Attack (ATT) Attribute.
4	<b>On Target:</b> The model has learned the value of a steady hand - gaining +1 to their Marksmanship (MRK) Attribute.
5	<b>Unwavering:</b> In the face of fear, this model has learned to hold true - gaining +1 to their Willpower (WP) Attribute.
6	<b>Toughness:</b> Through adversity comes strength, and with it also allows the model to apply +1 to their Endurance (EN) Attribute.
7	<b>Knowledge:</b> The model has learned something new on the battlefield - and may choose an additional Perk from the Core of Chronicle list.
8	<b>Toughness:</b> Through adversity comes strength, and with it also allows the model to apply +1 to their Endurance (EN) Attribute.
9	<b>Grit:</b> Using armour to one's benefit is a great skill, and this model has learned how to

	do just that - the model may apply +1 to their Armour (ARM) Attribute.
10	<b>Strength:</b> Battle is strenuous work, and this model has gained +1 to their Damage (DAM) Attribute because of it.
11	<b>Parry Up:</b> Learning how to avoid a strike is as valuable, if not more so, than learning how to land one - this model gains +1 to their Defense (DEF) Attribute.
12	<b>Combat Reflexes:</b> Watching one's opponent has given the model insight to anticipating an opponent's next move - the model gains +1 to their Initiative Value (IV) Attribute.