

Gangfight: Chronicle

Chronicle is the fantasy setting for Gangfight - a new type of miniature skirmish game that allows players to play in any sort of setting, with any sort of miniatures. In this book, you will find everything you need to play exciting skirmish battles in Chronicle - Gangfight Games' official fantasy setting.

A Brief History of Eirn

The world of Eirn is an old land, which has seen the rise and fall of many great kingdoms throughout the ages. During this time, humans have found their foothold in the parts of the world both old and new, advancing their frontiers as they move into lands claimed by savage creatures and ancient, esoteric, and dangerous magic.

The land of Eirn is one born largely of violence and deceit. Prior to the humans coming to these lands from the east, the continent known as Ahlacrast was ruled by the capricious fey and the mortal races they held in thrall. It wasn't until the arrival of the Erklender people of the east that the elves betrayed their fey heritage, and helped overthrow the iron grip these foul creatures held upon the land. Thousands of years have passed since then, and humanity has flourished in the land, while the elves and dwarven people are now witnessing their twilight years. Humanity is not without rival, though, as the fey have long memories and wreak havoc upon them in the places less travelled, harvesting them like cattle. If that wasn't enough, demons and undead forces arise as the use of magic becomes more prevalent in use by those who were not born of it, leaving stagnant pools of mana festering and seeing demons and undead monstrosities bourne into the physical realm. To combat this, the Church of Terra has declared war on all users of magic, and unfortunately those whom the calling comes naturally - elves in particular. While the humans battle themselves and their allies, the savage race of orcs along the plains of Knurr raid settlements, seeking to reclaim their traditional nomadic hunting grounds. Foul goblins and ghurr raid humanity as well, but for reasons more vile - as slaves or as breeding stock,

the treachery of these creatures is a stinking and fetid abyss.

As the conflicts of nations and races reaches a fever pitch, there are few who are brave enough to face the wilds of the land and the evils head on, and those who want nothing more than to watch the world burn.

The Erklend Incursion

There is very little tangible history prior to the first coming of the Erklenders over three thousand years ago. The mercurial yet bloodthirsty fey ruled over the continent with an iron fist. The capital, Tuathe D'Anne, was located within the center of the continent and branched out via vast forests networks in all directions. All people in the lands paid tribute to these horrid creatures, usually in the form of the flesh and blood of their kin - with special focus on those gifted with magic. As the fey are ravenous thaumnivores, the flesh of those who manifested enough mana to work magic were prized above all. It wasn't until the Erklender people arrived on the western shores of Ahlacrast after a mass exodus from unknown shores. It was said that they hailed from a continent that was blasted by war and were forced to flee or perish.

Unlike the other peoples of Ahlacrast, they would not bend the knee to the Fey Courts. Unwilling to forge pacts with these monsters, the fey courts mustered a warband and set upon them. They were met with an unexpected amount of resistance - the Erklender people were old hands at battle, but also dealing with otherworldly creatures. Armed with weapons forged of cold iron, they forced the fey warriors out of their lands. Thus began the Erklender's colonization of the western coast, and the development of the new Kingdom of Terra - named after their first King, Aidyn Terra the First, leader of the Erklender people.

The Second Age of Men

Close to a century had passed before the Fey Courts menaced the people of Terra once again. Word had travelled throughout Ahlacrast that

newcomers to the continent had rebuffed the Fey Courts for their offer of a pact, and then had defeated them in an assault - something which none of the other people of Ahlacrast had been able. The first people to travel to Terra were the Southlunder people, hailing from the many city states to the far south. These people were here long before the arrival of the Erklenders, and their lands consisted of dozens of various city states that traded and fought against one another. Though individually they were some of the best fighters that could be found on the continent, their numbers were small and their armies were incredibly disorganized, with many valuing personal glory on the field more than the success of the battle as a whole. Many found mercenary work within Terra, or even a place in their military, learning how to properly work as a cohesive unit.

The second people to make a pilgrimage to the land of Terra were the dwarven people of Eindhoven - a vast dwarven empire to the east, located within the mountain holds of Eiven. The Eivenfolk were particularly interested in the artefacts from the old lands that the Erklenders had brought with them across the sea. The dwarves had long been in the thrall of the Fey Courts, and were curious to how the Erklenders had defeated such a terrifying host. They knew of the weakness all fey creatures had to iron, but had never thought to fight against them - as they had long purged those dwarves capable of manipulating mana from their lands. Though they still paid their tithe in dwarven blood, those who were given over to the fey were apostates and heretics, and oftentimes simple criminals who had eschewed the laws of their people.

The last people to visit Terra were the elves from the Boccanah-Fiode; a vast forest just to the north of Terra. In the past century, Terra had become a bustling center of activity. Originally it was little more than a muddy burg of refugee Erklenders, but since then it had grown to be a massive city with citizens from all over the continent. When the elven delegation arrived, it was met with great suspicion. The Syldensidhe, as they called

themselves, were lesser members of the fey court - essentially fey who had sacrificed their immortal seeming to become mortal. This granted them a much stronger ties to the mortal world, but as a result, could not gain their strength from feeding on mana, and those who possessed it within their flesh and blood. The elves had arrived to inform the Terran people that the Fey Courts had convened and they were coming to collect their tithe, regardless whether or not a pact had been struck. They wished to aid them in battling the fey - as the courts had now forced them into a pact as well - viewing them as more mortal than fey.

Forging alliances, the people of Terra stood alongside a throng of Dwarves, Southlunders, and Elves. When the Fey Host arrived at their walls, they were not only surprised, but quickly defeated. The slaughter did not stop there though - King Asher Terra, the firstborn son of Aidyn Terra and ruler of the people of Erklend had devised a plan to pursue the fleeing Fey back to their Keep at Tuathe D'Anne and silence this menace once and for all. The Elves had given them access to the ancient sylvan paths that networked all forests within the continent, and enabled them to lay siege to the hidden fortress. The Fey had not built their keeps to withstand an assault, as the only ones that could reach them without braving lands would be other factions within the Fey Courts.

This would prove to be their downfall, as humans, elves and dwarves attacked the courts, killing all fey they came across. The battle was fierce, with significant casualties on both sides - namely the Dwarven King, Jalmar Ostrek. This drove the battling dwarves into a frenzy, giving them the determination needed to not let their beloved king's death be in vain. In the end, the Fey were forced to flee from the mortal realm, or move into hiding in the hidden places via the sylvan paths interconnecting all of the vast and ancient forests of Ahlacrast.

The Fall of Eindhoven

With the fey no longer being able to enforce their pacts, the remaining kingdoms in Ahlacrast were no longer under their thrall. After the campaign

against the Fey, the Dwarves of Eindhoven returned to their ancestral homeland, the Spine of Eindhoven that runs through the center of Ahlacrast. Upon their return, they had found that word had reached the dwarven throngs throughout the mountain, and it was known that their King had died. The throngs had been thrown into chaos as each of the clans were vying for power until one dwarven hold had taken power by force. This was a shock to the soldiers who returned back to their homes. Through investigative means, it was discovered that the new Dwarven King was quite mad, and more so, had put rival houses to the sword, and had been using their corpses to stock their larders.

The surviving dwarves that fought against the fey rose against the ruling dwarven houses, bringing their arms to bear against their kin. They were quickly overwhelmed and were forced to flee. With only their old allies to turn to, the remaining dwarves travelled to Terra and informed the Erklenders what had happened in their absence. Horrified by the dwarves' account, the Erklenders sent their army east to accompany the dwarves to Eindhoven. When they reached the ancient hold, it was obvious that they wouldn't stand a chance fighting the mad dwarves beneath the earth. Instead, they sealed off all of the entrances to Eindhoven, entombing them beneath the earth. The dwarves who survived built holds outside of the main entrance to the ancient dwarven keep, ensuring those who ventured from below would meet with a swift and violent end.

The Rise of Empires

This was three thousand years ago. Since the fall of the Fey Courts, the lands have flourished - Terra has expanded into an Empire, stretching along the entire western coast. The Southlands have become a major military power, often engaging in border conflicts with Terra. A frontier has been spearheaded into by Terran separatists, forming their own kingdom to the east - known as Elysia. As with three thousand years ago, the north is home to the Galdurfolk, a hardy breed of men that often ravage the south with raids, and sparing no one.

The dwarves that were once of Eindhoven now live alongside their human kin, brothers of all but blood. Elves, Dwarves and Elves aren't the only creatures that inhabit the world of Eirn. The hardy Warrow wander in nomadic bands across the continent, setting up temporary camps and selling their wares or services to the inhabitants of the villages and towns they visit.

To the east, the vast grasslands are home to the tribal Orcs of Knurr. Though other clans of orcs exist throughout Ahlacrast, none are as prolific or feared as those belonging to Clan Knurr. Hunter-Gatherers, they chase the beasts of the plains. More recently, they have been pushing back against the Elysian frontiersmen who have slowly been staging an incursion into their traditional lands.

There are also creatures who dwell within the continent that are ally to no civilized race within the lands of Ahlacrast. Goblins are a plague to humanity, but are also notorious slavers and diabolists. Unlike the savage creatures of the deep forest, who raid civilization for food or breeding stock, Goblins capture those who seem capable and put them into the dreaded Goblin Mines. Though very few survive after being captured by goblins, those that do manage to escape are scarred and twisted shades of what they once were.

Within the deep forests of Eirn, dwell the creatures that rarely pose a threat to civilization, but pose a great danger to travellers and isolated communities. The Ghurr are beasts, but stand upright on black, sharpened hooves. They menace the woodlands with savagery, and are well known to kill and eat those that trespass on their lands. Occasionally, an AI-Ghurr is born - which are massive Ghurr who are also far more fierce and blood-thirsty.

Gnolls are hunched and repulsive creatures, resembling humanoid canines, but tend to be matted and filthy. They are thought to be descendants of the far more noble Lykois, but there is little proof of this outside of the fact that they both have canine features. They live as scavengers, taking what they can scrounge and

fashioning it to suit their needs, and taking from those weaker than them.

Lykois are the reputedly noble cousins of Gnolls. These gigantic wolf-like creatures prowl the forests of Ahlacrast, living in harmony with the land and are a vicious foe to those who would disrespect it. Though they are not openly hostile to humans and the other races of Ahlacrast, they are not fast friends either. Lykois are quick to anger, and are unpredictable at best.

Suarime are a tribal, reptilian creatures that dwell within the swamplands across the continent. Powerful, carnivorous and fiercely territorial - the mention of these creatures strikes fear into the heart of frontiersmen who inadvertently stumble into their lands.

Lying behind the veil of Eirn is a non-corporeal realm known simply as The Nether. This realm is also the only place where a natural essence is found that fuels magic - and that essence is commonly known as mana. It is found in all things in The Nether, and the creatures there must consume it to survive. There are three different types of creatures that lurk in the Nether - Demons, Fey, and the Undead.

Demons are spiteful creatures that exist outside of the physical realm. Typically they carve out a small piece of The Nether to resemble their own twisted ideals, and plot against mortals. They are cruel monsters but clever creatures, and when they are encountered, they typically try to manipulate their way out of a situation rather than attempting to fight.

The Fey are made up of a variety of different creatures - the loathsome Nuckelavee, the fickle Sidhe, and the cunning Sluagh, among others. One thing they all have in common is their hatred for the mortal realm, and their unerring desire to consume and hoard mana.

When mana is used to an excess in a particular area without being cleansed properly, it leaves pools of mana that festers and rots. This decaying mana attracts incorporeal spirits, and when given the opportunity, they will possess the body of the recently (or not so recently) dead, and use that

vessel to seek out more of the mana they crave. More so, their mere presence corrupts mana, and often produce more undead to their cause.

The lands of Ahlacrast are alive and diverse - and a source of conflict and adventure. Even those with allied causes battle over causes such as territory, religion, or resources. How will you claim glory in these vast and dangerous lands?

The People of Eirn

The ecological and cultural landscape of Ahlacrast is diverse. There are many different peoples and cultures that come into contact with one another, sometimes for better and other times for ill.

Humans

Humans make up the gamut of people living within the confines of Ahlacrast. There are three main groups of humans that inhabit the continent - the Erklender people, who migrated to the continent thousands of years ago; the Southlunder people, a vast group of people inhabiting the south of the continent - who are renown for their military prowess; and the Gaulderfolk, to the north of the continent - who consistently raid the south for their riches and people. Their relations with the other peoples of Ahlacrast is complicated, but largely they ally themselves with any other race outside of goblins and Ghurr.

Elves

The origins of the elves are unclear, even to their own race. It is said that they are the product of a magical experiment involving the Sidhe, a race of fey who volunteered themselves for this experiment to become mortal, no longer needing to feed on the mana provided by the flesh and blood of mortal tributes. This experiment did indeed make the elves mortal, but also caused mana to flow through their own flesh and blood as well, making them easy prey for their Fey brethren.

The elves live in the forests of Ahlacrast, mainly located within Terra and Elysia. After the Fey Courts were defeated, a pact was struck between the Erklenders and the elves to allow them to

hold onto their traditional lands, giving the Erklenders dominion over the rest, though giving them logging rights within the forests. The elves are stalwart allies to humanity, especially Erklenders and their Southlunder allies.

Dwarves

After the fall of Eindhoven, Dwarves learned to live alongside their Erklender companions. Adapting to life above ground, they will never forget the treachery of their fallen kin, but have learned to move past it, becoming valuable members of Terran society.

Dwarven warriors are a prized commodity among the civilized lands of Ahlacrast. Most adventuring parties and mercenary outfits often accept dwarves with open arms, as they are well known for being stalwart and fearless warriors. Dwarves not serving actively in the military service are talented craftsmen and skill engineers. They were once newcomers to Terran society, but quickly rose to the top of the economic ladder within their communities.

Warrow

For as long as any race can remember, there have always been the Warrow Markets. The Warrow, a race of diminutive nomadic craftsmen have wandered the lands of Ahlacrast from community to community, hawking their wares and trading their skills for good hard coin.

Warrow caravans are a tight-knit community, consisting of several Warrow families. Most bandits steer clear of these giant caravans, knowing that Warrow will defend them fiercely, and the only thing more terrifying than an incursion of dragons is garnering the wrath of a pack of Warrow defending their kin. Occasionally though, through circumstance, a caravan is destroyed and scattered. A Warrow who loses their warband become a grim quester, intent on revenge. As losing one's caravan is a mark of great shame upon a surviving Warrow, they can no longer serve in another. They are outcast, without a home, and Warrow without a home is fit only to be used as a tool - one made exclusively for vengeance.

Orcs

Humans and orcs have always had a tenuous relationship at best. Since time recorded, orcs and humans have had times of both war and peace. Unlike humans, orcs tend to live in nomadic bands that roam human territories. Travelling in these bands, they often come across human travellers and settlements - which usually has one of two results - trade or war.

Orcs are powerful creatures, standing typically a head taller than a man, and about as twice as thick. They have green skin, wedge-shaped ears, and protruding tusks from their lower lips. Orcish hair is typically thick and black and their foreheads have a noticeable slope that makes their massive square chins jut forward, emphasising their feral appearance. Male orcs are far more bulky than female orcs, though both genders have pronounced calves and forearms.

Goblins

Beneath the mountains of Alacrast dwell the cold and callous goblin race. They are a cruel people who live in their Kingdoms in constant toil, mining precious minerals with the help of slaves taken from the surrounding communities of humans, dwarves, and orcs.

Goblins are short, stocky creatures. Their skin ranges in shades from black to blackish-green, and their skin has the same texture as dried and cracked leather. The face of a goblin is not a thing of beauty. They have overly large, wedge-shaped ears that typically taper to a point. Their nose and chin are prominent, while their eyes are sunken and red and their wide mouth is filled with jagged sharp and yellow teeth.

Goblins live in a feudal monarchy. They all serve a King and royal council, who in turn rule over various guilds who perform certain tasks within a goblin city. Their cities are huge, labyrinthine caverns beneath the great mountains of the world. The most commonly known fact about goblins is that they are slavers. Goblins raid outlying communities of the other races, try to cause as few casualties as possible as they round up the survivors of the initial assault. Once the

attack is over, they load all the men into slave carts, and leave the women and children behind. Hopefully, the children will grow, and breed – creating slaves for future generations. The dead who fought against them are collected to be processed for leather, flesh, and bones. The slaves are brought back to the city, where they are put into mines called “Slave Pits”. It is here that they are given mining tools and lanterns. Sometime throughout the day, great buckets are lowered into the pits. Veteran slaves will know that they have to put all the minerals they've mined that day into the bucket, along with the slaves who had died overnight. Once the bucket is raised, another bucket is lowered, this time filled with food.

Mortality is not something that goblins easily accept, due to their exceptionally long lives. They can live for hundreds of years – the oldest recorded goblin apparently live well past four centuries. Luckily, goblins breed slowly and most die a violent death long before their natural life would be over.

Gnolls

Roaming in packs throughout Ahlacrast are a savage humanoid canines known as gnolls. Their origins are unknown, though they are thought to be at least partially related to the noble Lykois that hunt within the vast forests. Standing taller than a man, but far bulkier, they are hunched monstrosities covered in short, reddish or yellowish hair. Some would say they resemble bipedal dogs or hyenas, unlike the Lykois who are definitely more wolf-like.

Gnolls are clannish, living in nomad tribes that savage the countryside. They are ruled by a chieftain that designates raid targets and largely keeps the band alive by knowing when to fight and when to flee. They aren't particularly organized or courageous, and aren't generally a threat to the well guarded towns and cities as it only takes a few well placed cavalry charges to make them scurry off in search of easier prey.

Ghurr

Ghurr belongs to a bygone race that used to

inhabit the mountainous regions of the world before the dwarves came to their lands and forced them to retreat to the secluded areas where their clans still thrive today, raiding and pillaging secluded outposts of civilization for food and goods.

There are many different sub-species of Ghurr, which makes them easily identifiable to which clan they belong. Regardless of their outward differences, they are still the same race. The basic form of the Ghurr is that of a bipedal hooved animals - with a stooped posture, massive shoulders and lots of hair. The face of the Ghurr is a strange parody of a human and a beast, with a massive rack of curved, straight or antlered horns. These horns are a sign of status, with the Ghurr with the largest set of horns leading the clan. They often decorate their horns with trinkets found on raids, and adorn them with chains, studs, and shods.

Ghurr are incredibly powerful creatures, with large hands that can crack a man's skull with a single strike, and black hooves that can punch through full plate armour. They are formidable on the field of battle, and possess little or no fear of creatures smaller than themselves. The typical Ghurr is seven feet tall, and weighs a considerable three-hundred pounds.

Saurime

The swamps of Ahlacrast are home to some of the most dangerous creatures that stalk the face of the continent. Restricted to the warmest climes of the Southlunds, these reptilian humanoids live in tribes that compete with one another for food, territory, and mates. Occasionally they are pushed out of their lands, forced to find a new home in territory that may not be altogether familiar to them.

Saurime are tall and powerful, with broad crocodilian snouts and long, muscular tails. Their hands and feet terminate in vicious claws, and even though they don't need weapons, they tend to use primitive spears or axes, and shields fashioned from wood. Though they don't need armour, they do sometimes clad themselves in

bones of their fallen enemies, or thatched reeds or wooden strips on their shoulders and legs.

Lykoi

Roaming the forests of Ahlacrast are an ancient and savage creatures simply known as Lykoi. Any recorded history, even from the elves and other fey, all point to the Lykoi being the first people of Ahlacrast. At first glance, they resemble impossibly large wolves, though instead of paws, they have hands terminating in vicious claws. Twice the size of a full grown man, they do not need to use weapons - but often carry them regardless, huge ones designed to inflict maximum damage.

Lykois live in packs, much like wolves. They are nomadic, without any form of agriculture or animal husbandry. They live by hunting, camping, and moving on to more fertile grounds. Though they are voracious and carnivorous species, they do not overhunt their quarry - often moving on to allow it to replenish itself before returning to a particularly fertile ground. They are extremely territorial, and have no qualms about hunting two legged animals should the opportunity arise.

Vermyn

No one knows the true origin of the Vermyn race. These vile creatures lurk beneath the ground, often alongside mankind. Sewers, abandoned mines, and forgotten keeps is where these creatures hunt and breed, Though they often hunt humans and their allies, they do not hate them - rather, they need human industry and ingenuity for their continued survival. They resemble bipedal rats, complete with jutting incisors and long, hairless tails.

Vermyn live in a clannish society where each member earns their rank based on either what they can steal, or how well they can fight. This creates for quite a chaotic scenario, as Vermyn are constantly stealing or killing one another to rise in social status. When encountered, they are typically raiding parties looking to steal as much as they possibly can to return to their clans and reap the rewards.

Ogres

To the far north, there was once a kingdom that was overthrown by barbaric tribes of orcs and humans. These creatures, known as ogres, were thrown into savagery - traveling in bands, attacking and devouring anything they could catch. This trend continues to this day.

Ogres are giants - standing twice as tall as a man and weighing over a ton, they are girthy creatures with a reputation for stupidity and violence. They have broad faces, bulging stomachs and thick digits. Sometimes ogres speak the languages of other races, albeit a bad accent and many mispronounced words. Largely, ogres are feared by the more civilized races and bands of ogres are quickly dealt with by local militias. Occasionally, ogres can be found as paid helpers alongside other races, though many are paid in food to quell their prodigious appetites.

Ahl'Ghurr

Living alongside the Ghurr are hulking beasts of unknown origin. Standing roughly a dozen feet tall, and shaped like a powerful bipedal beast, they stalk the woods alongside their ghurr brethren, taking part in their debauchery and slaughter.

Though thankfully rare, they tend to take up a role of leadership within the herd when they are present. There is much debate among scholars whether these creatures are simply Ghurr that have somehow achieved a massive size, or if they are an entirely different species all together - one thing is certain: the Ahl'Ghurr bring the cunning of a predatory beast and raw animal strength into one horrifying visage.

Trolls

There are few creatures that create a sense of loathing and fear than trolls. Big, strong and incredibly stupid, trolls inhabit out of the way places, and are all too often encountered by travelers.

The average troll stand twice the height of a man at their stooped shoulders, and weigh as much as a fully armoured knight on a barded warhorse.

They are a highly mutable race, and very few trolls look alike, but all are easily identified by their long gangly arms, stumpy legs and vicious demeanors. These lumbering creatures have bulbous features, making them almost look comical from a distance. Their skin colour varies, but green, grey, blue, red, and black are all common. They have large, clumsy hands which sometimes are capable of using weapons (scaled to their size, of course). If a weapon is used, often it is a makeshift club or spear. Occasionally, real weapons are stolen from giants or ogres.

All trolls are incredibly stupid. Many have the same sort of demeanor expected of a spoiled toddler, complete with temper tantrums except few toddlers have the physical capacity to tear a full grown man in half with their bare hands. Most trolls with attempt to eat anything, and most troll dens contain items that they have passed in their stool, such as daggers, gems and coins.

The most terrifying ability of the troll by far is not it's freakish strength or monstrous stupidity, but rather its ability to regenerate wounds almost as quickly as receiving them. This ability is slowed by the application of fire, but even this does not nullify the hideous regrowth of tissue. Even trolls that have been subject to wounds that would be considered mortal have recovered within hours. The only way to truly kill a troll is by removing its head completely.

Giant

In the hidden places of the world, giants still roam in small bands, living off of the land and anyone foolish enough to intrude on their domain.

Giants are massive creatures, with the shortest standing nearly a dozen feet, and the tallest standing nearly as high as a two storey inn. Their skin is thick enough to stop a blow from an axe, and their girthy powerful bodies are well known for their tremendous strength. Luckily, giants are almost as stupid as trolls, with very few ambitions aside from filling their stomach and occasionally drinking a barrel of ale or two. When the craving gets too powerful to ignore, often a giant will raid a town to get what he needs before disappearing

again into the mountains.

Giants have no problem eating sentients, and often keep the bones as ornaments or use them as tools.

Beasts

Since time immemorial, warriors have always brought trained beasts to battle with them. Though they take many forms, they are all devastating when used to inflict damage on their enemies.

There are two types of beasts - those that are smaller or the same size as typical fighters - dogs, wolves, giant rats; and those that are true monsters on the battlefield - dragons, wyverns, griffons, manticores and even horses. Larger beasts can also be ridden as a mount by more intrepid fighters.

Smaller beasts work well in groups and serve as more an annoyance to enemy fighters than an actual threat. Larger creatures are far more devastating, and can wreak a great deal of havoc on their own.

Demons

Lurking on the other side of the veil are horrific creatures that inhabit The Nether - a dark place that blankets the physical realm and is composed primarily of mana.

The Nether is divided amongst the many kingdoms of the Demonic Houses and the Fey Courts. Each vies for the souls of the dead, and the territory of its neighbours. Each Court and House works tirelessly to foil the machinations of its competitors and push humanity into depravity and bloodshed. The souls and anguish of humans fuels all things in the Nether, they are its currency.

Lesser Demon

Demons are spiteful creatures that exist outside of the physical realm. Typically they carve out a small piece of The Nether to resemble their own twisted ideals, and plot against mortals. They are cruel monsters, and when they are encountered, they typically try to manipulate their way out of a situation rather than attempting to fight. Lesser

demons are unable to manifest in a physical form, and thus possess the souls of the living, using them as puppets to execute the twisted desires.

Horror

It is common knowledge among diabolists that demons evolve into a secondary state after having spent a great deal of time as a lesser demonic entity. Demons that are particularly adept at using fear to their advantage evolve into Horrors – revolting creatures with yellowed teeth and savage claws. They are incredibly tough, and are able to withstand a great deal of damage before being banished back to the Nether.

Incubi

Many demons shun combat in favour of corrupting those of the mortal realm. These demons eventually evolve into horribly beautiful creatures known as Incubi. They are sensuous creatures – able to transform themselves into their target's most desirable creature, and many offer favours in exchange for service. When summoned to a battlefield, they are shrieking horrors, bathing their lithe bodies in blood and turning those too weak willed to see what they truly face against their own companions.

Nephilim

There are few creatures more terrifying or awe-inspiring than demons known as Nephilim. It is believed by diabolists that Nephilim are living gods – the most powerful and immortal creatures ever to be encountered. They tower above the battlefield with huge wings and massive weapons, and they reap death and destruction to their foes. Not only are they accomplished warriors but they are also powerful wizards, able to summon demons to their will and blast their enemies with pure mana. There are few things that can banish such a creature back to the Nether, and it will take the entire will of an opposing army to defeat such a creature.

Undead

Like demons and Fey, the Undead are creatures that roam The Nether - though unlike their

extradimensional brethren, the undead do not crave territory or power: they only hunger for mana.

The undead do not have the power (for the most part) to manifest physically outside of The Nether. Instead, they harness stagnant mana, using it to corrupt the bodies of the dead, and animate themselves to seek out more mana. Voracious thaumnivores, they hunt down magic users with extreme prejudice, devouring their flesh and the precious mana contained within.

Gaunt

Gaunts are the most common sort of undead. They are simply the reanimated corpses of those who have fallen and been unfortunate enough to do so in a location rife with stagnant mana. They largely are slow and lumbering, and usually screaming nonsense and laughing maniacally while trying to fell as many mortals as possible, to feast on their flesh and blood.

Wight

Folklore often states that when one dies of in a state of longing, unresolved anger or insanity, one may return from the grave as a Wight. A wight is a terrible thing to look upon, with it's shrunken, taut flesh drawn across it's bones, wild unkempt hair and bulging wide eyes void of any colour. They are crazed flesh eaters, and crave the meat of the freshly dead. They are intelligent, and can speak though typically the words spoken make little or no sense, and it is always in a gravelly hiss.

Ghoul

Crazed packs of ghouls are most commonly encountered feasting on the flesh of the deceased. It is a common belief that if a glutton dies, they will rise as a ghoul on the night of the next full moon. Whether this is true or not is a mystery left to scholars. Ghouls resemble walking corpses, though the resemblance to their previous lineage ends there. The ghoul's skin seems to constrict over their bones, giving them a wide-eyed feral appearance. This also results in their gums receding, which elongates their teeth.

Ghouls are well known for scratching the flesh off of the tips of their fingers, creating filthy bone claws. These undead do not feed on live flesh, or flesh that belongs to a recently deceased corpse. They prefer to feed on the rotting flesh of corpses dead for at least a few days. This guarantees that those who die at the claws of ghouls will rise as a ghoul shortly afterwards, as they do not eat their own.

Wraith

Wraiths are powerful undead creatures, confined to this plane through powerful emotions of hatred and jealousy. These despicable creatures lurk near the place where they once died, appearing as hazy shrouded creatures usually armed with some sort of weapon. There is no doubt that wraiths possess the inherent intelligence that they once did when they were alive, though they seem unable to speak aside from in screeching shrieks and blood-curdling howls. Though confined to the grounds where they once died, they have free reign over the surrounding area. They feed on the souls of those of whom they kill, and those they do kill often rise as wraiths themselves. Being incorporeal creatures, wraiths cannot be harmed by anything side from magic, or weapons created from weirward. Though they can be temporarily banished, to destroy a wraith one must find the body of the deceased, salt the remains and burn them. Once this is done, the wraith is permanently destroyed. This is quite a dangerous task, as a wraith knows what the party intends on doing, and often will risk all to stop it.

Vampire

Vampires are powerful undead creatures that stalk the living and feed upon their blood. Unlike most undead, a vampire does not appear as a rotting parody of what it looked like in life. They retain their previous appearance, though the visage becomes flawless. They blend it well with humanity, as not only do they resemble their previous kin but also possess traits that others find attractive, often getting what they want

without having to resort to violence. Vampires, though are extremely powerful, beautiful, and immortal have a great many weaknesses that can be exploited and lead to their demise. A vampire feeds on fresh blood. They prefer the blood of sentients, but will not limit themselves to the blood of men if it is necessary. A vampire that has fed on the blood of sentient creatures is stronger, faster and tougher than one who simply feeds on the blood of animals.

Undead Beasts

Alongside the standard forms that undead take, there are many variations - undead animals to huge repulsive creatures that strike fear in all that lay eyes upon them. These creatures, though rare, are usually even more shocking than their sentient brethren, as these undead creatures are rarely silent - screaming for the blood and even the souls of their prey.

Fey

There are few creatures that despise humans and the other races for their encroachment on their lands more than the dreaded Fey.

The Fey are tall, emaciated and pale - with pearl white skin, ruby lips and onyx hair. Their eyes are white orbs without an iris or pupil. Most slough stand a head over the average human, yet weigh only half as much. Many would agree that the fey possess an unearthly beauty, unmarred by age or time.

All Fey fear iron and steel. As a result, they tend to surround themselves with as many gaunts as they possibly can, to dispatch any would be attackers. All Fey are also accomplished mages, and are not shy about using their powers on those who would do them harm.

Unit Profiles

Listed below are the various profiles and costs of the units that can be used in Chronicle. The special rules that apply to each unit are included, and can be found listed under the Special Abilities section.

Chronicle Races											
Humans	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Human Warrior	Regular	4	3	3	4	3	3	3	3	4	29
Human Veteran	Veteran	4	3	3	4	3	4	3	4	4	36
Human Hero	Hero	4	4	4	5	4	4	4	5	5	54
Special Abilities:	Tactics										
Elves	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Elven Warrior	Regular	5	4	4	5	4	3	2	2	4	36
Elven Veteran	Veteran	5	4	4	5	4	4	2	3	4	43
Elven Hero	Hero	5	5	5	6	5	4	3	4	5	65
Special Abilities:	Esoteric Knowledge										
Dwarves	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Dwarven Warrior	Regular	3	4	3	4	3	4	4	4	4	47
Dwarven Veteran	Veteran	3	4	3	4	3	5	4	5	4	54
Dwarven Hero	Hero	3	5	4	5	4	5	5	6	5	80
Special Abilities:	Stalwart; Sturdy										
Warrow	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Warrow Warrior	Regular	4	2	5	5	4	4	2	2	3	34
Warrow Veteran	Veteran	4	2	5	5	4	5	2	3	3	41
Warrow Hero	Hero	4	3	6	6	5	5	3	4	4	61
Special Abilities:	Diminutive; Fearless										
Orcs	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Orc Hunter	Regular	5	4	3	3	3	3	3	4	5	36
Orc Brave	Veteran	5	4	3	3	3	4	3	5	5	43
Orc Hero	Hero	5	5	4	4	4	4	4	6	6	63
Special Abilities:	Too Stubborn to Die										

Chronicle Races											
Goblins	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Goblin Warrior	Regular	3	4	3	4	3	3	4	3	4	30
Goblin Slaver	Veteran	3	4	3	4	3	4	4	4	4	37
Goblin Hero	Hero	3	5	4	5	4	4	5	5	5	59
Special Abilities:	Vile Biology; Diminutive; Sturdy										
Gnolls	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Gnoll Clansman	Regular	5	3	3	4	3	2	3	3	5	34
Gnoll Raider	Veteran	5	3	3	4	3	3	3	4	5	41
Gnoll Chieftain	Hero	5	4	4	5	4	3	4	5	6	57
Special Abilities:	Pack Tactics										
Ghurr	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Ghurr Herdsman	Regular	5	4		3	4	3	3	3	5	35
Ghurr Raider	Veteran	5	4	2	3	4	4	3	4	5	42
Ghurr Longhorn	Hero	5	5	3	4	5	4	4	5	6	62
Special Abilities:	Rage of the True Beast										
Suarime	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Suarime Hunter	Regular	4	3	2	3	3	3	4	4	5	32
Suarime Brave	Veteran	4	3	2	3	3	4	4	5	5	39
Suarime Chieftain	Hero	4	4	3	4	4	4	5	6	6	59
Special Abilities:	Lunge										
Lykoi	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Lykoi Lonewolf	Regular	6	3	3	3	4	3	2	5	5	71
Lykoi Packmaster	Veteran	6	3	3	3	4	4	2	6	5	78
Lykoi Alpha	Hero	6	4	4	4	5	4	3	7	6	98
Special Abilities:	Large; Consummate Hunter										

Chronicle Races											
Vermyn	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Vermyn Scout	Regular	5	3	3	5	4	2	2	2	3	30
Vermyn Warrior	Veteran	5	3	3	5	4	3	2	3	3	41
Vermyn Hero	Hero	5	4	4	6	5	3	3	4	4	53
Special Abilities:	Ambush Tactics										
Ogre	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Ogre Warrior	Regular	5	3	2	3	3	3	3	5	6	70
Ogre Mercenary	Veteran	5	3	2	3	3	4	3	6	6	77
Ogre Hero	Hero	5	4	3	4	4	4	4	7	7	95
Special Abilities:	Throwing Weight; Large; Fear (3)										
Ahl'Ghurr	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Ahl'Ghurr Warrior	Regular	6	4	2	2	3	3	4	5	6	74
Ahl'Ghurr Warlord	Hero	6	5	3	3	4	4	5	7	7	101
Special Abilities:	Bloodthirsty; Large; Fear (4)										
Trolls	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Troll	Regular	5	3	3	2	2	2	5	8	8	99
Special Abilities:	Regeneration; Large; Fear (4)										
Giants	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Giant	Regular	6	3	1	2	2	2	4	9	8	88
Special Abilities:	Longstrider; Large; Fear (3).										
Beasts	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Small Beast	Regular	6	3	2	4	3	1	3	3	4	41
Large Beast	Regular	7	5	2	4	3	1	5	6	6	95
Special Abilities:	Large (Large Beast Only); Tooth and Claw; Bestial Traits (3)										

Chronicle Races											
Demons	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Lesser Demon	Regular	4	2	1	4	3	3	3	4	4	32
Special Abilities:	Fear (3)										
Demons	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Horror	Regular	3	3	1	3	3	4	3	6	4	51
Special Abilities:	Large; Fear (4)										
Demons	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Fiend	Regular	4	4	1	4	3	4	3	6	5	57
Special Abilities:	Scion of Carnage; Fear (3)										
Demons	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Incubi	Regular	5	3	3	5	5	4	2	3	3	43
Special Abilities:	Battle Dancer; Fear (3)										
Demons	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Nephilim	Hero	6	6	5	5	4	5	5	8	6	117
Special Abilities:	Esoteric Knowledge; Fly; Large; Fear (5)										
Undead	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Gaunt	Regular	3	2	2	3	2	1	3	3	4	22
Special Abilities:	Walking Plague; Fear (3); Fearless										
Undead	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Wight	Veteran	4	3	3	4	3	4	3	4	4	36
Wightlord	Hero	4	4	2	5	4	3	4	5	5	51
Special Abilities:	Wightblade; Fear (4); Fearless										
Undead	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Ghoul	Regular	5	3	2	5	4	3	2	3	3	33
Special Abilities:	Eaters of the Dead; Walking Plague; Fear (3); Fearless										
Undead	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Wraith	Regular	6	3	2	4	4	3	3	3	4	49
Special Abilities:	Incorporeal; Walking Plague; Fear (4), Fearless										

Chronicle Races											
Undead	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Vampire	Hero	5	5	3	5	5	4	3	5	5	61
Special Abilities:	Eaters of the Dead; Walking Plague; Fear (3); Fearless										
Undead	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Lesser Undead Beast	Regular	6	3	1	4	3	1	3	3	4	36
Greater Undead Beast	Regular	7	5	1	3	3	1	5	6	6	94
Special Abilities:	Large (Greater Undead Beast Only); Bestial Traits (3); Walking Plague; Fear (3); Fearless; Tooth and Claw										
Fey	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Fey Warrior	Regular	5	4	4	5	4	4	2	2	3	36
Fey Veteran	Veteran	5	4	4	5	4	5	2	3	3	43
Fey Hero	Hero	5	5	5	6	5	5	3	4	4	65
Special Abilities:	Esoteric Knowledge; Weakness (Iron); Mana Resistance										

Special Abilities

Each model has access to special abilities that are part of their profile. These special abilities are an intrinsic part of the model, and are mandatory in use. They are listed below in alphabetical order for easy reference.

Ambush Tactics

Racial Ability

Effect: A model with this ability is a master of ambush, appearing where you would least expect them. During deployment, even if they are the Attacker, a model with this ability deploys after their opponent, and can deploy up to 16" instead of 12". This means that this model can deploy second and go first, as opposed to the normal deploying second and acting second.

Battle Dancer

Racial Ability

Effect: A model with this ability moves and fights with inhuman grace. A model with this ability can never be subject to Free Strikes, regardless of the circumstances.

Bestial Traits

Racial Ability

Effect: A model that has this Ability cannot choose Perks. Instead, models with this ability can choose three (3) Bestial Traits instead. These Traits are used to define the model's Special Abilities.

Aggressive

Bestial Trait

Effect: When a model has this ability, they can double their movement when declaring a charge. In addition to this, a model with this special ability adds +1 Damage (DAM) during their next attack.

Alpha Beast

Bestial Trait

Effect: A model with this ability is exceptionally large for their species. The size of the model is

increased by one (Thus, a small model becomes a medium sized model, a medium sized model becomes a large model, and a large model becomes a huge model), and the model also gains Fear (4).

Breath Weapon

Bestial Trait

Effect: A model with this trait can breathe a blast of some dangerous element to their foes. This is a Direct AOE effect that uses this model's Ranged Combat attribute, and it has a range of 8". Damage is resolved at the base Damage (DAM) Attribute of the model with this ability. In addition to this, the model adds +1 to their Marksmanship (MRK) Attribute.

Brute

Bestial Trait

Effect: A model with this trait is exceptionally strong. This trait increases the model's Damage (DAM) Attribute by +1.

Fleet

Bestial Trait

Effect: A model with trait is exceptionally quick, being able to traverse the battlefield in a few short bounds. A beast with this trait may add +1 Movement (MOV) to their profile.

Fly

Racial Ability/Bestial Trait

Effect: Some models have wings that can carry them high above the field of battle, only landing for short periods. A model with this ability can move freely over terrain, and has no restrictions on Line of Sight as long as they moved that turn.

Free Movement

Bestial Trait

Effect: Models with this trait are particularly adept at moving past dangerous foes. A model with this trait can move through a zone an enemy threatens without being subject to a Free Strike.

Pack Animal

Bestial Trait

Effect: A model with this bestial trait belong to a pack. Models with this trait who are within 6" of another model with this trait, they both gain +1 to any roll they make.

Tough

Bestial Trait

Effect: A model with this trait is a lot harder to put down. A model with this trait adds +1 Endurance (EN) to their unit profile.

Blood Thirsty

Racial Ability

Effect: A model with this ability is incredibly unpredictable. When this model is activated within 12" of an enemy model, this model must make a Willpower (WP) test (TN 5) or immediately make a free Charge towards the closest enemy model. This test can be voluntarily failed.

Consummate Hunter

Racial Ability

Effect: A model with this ability work best as a team. If a model with this ability is in close combat with a model, and another model attempts to Charge that same model, that model may add +3 to their Movement (MOV) value to complete that Charge.

Diminutive

Racial Ability

Effect: This ability indicates that the model is smaller than most, and counts as a Small Model. This means the model must be mounted on a base that is no larger than 25mm in diameter.

Eaters of the Dead

Racial Ability

Effect: This models eats the dead. A model with this ability may consume an Incapacitated Model by spending an Action Point. Once this is done, the model may make an Endurance test (TN 5).

For each success, the model can heal 1 point of Endurance (EN). This can never go above the base amount that the model's original Endurance (EN) value.

Esoteric Knowledge

Racial Ability

Effect: A model with this ability is an accomplished spellcaster. A model with this ability may purchase spells as though they have selected the Mage Perk.

Fear (X)

Racial Ability

Effect: Some creatures are so horrific that they cause veteran soldiers to second guess their actions. A model possessing the Fear ability forces enemy models to make Bravery checks when acting against them. The Target Number (TN) for this Bravery test is in brackets beside the ability where listed.

Fearless

Racial Ability

Effect: There are some creatures that are so brave or stupid that they are numb to the effects of fear. A model with this ability never has to take a Bravery test, regardless of the circumstances.

Huge

Racial Ability

Effect: A model with this ability is incredibly large. A Huge model may not be mounted on a base less than 75mm in diameter, and has a reach of 3". In addition to this, a Huge model inflicts 4 wounds on a successful hit, rather than the 1 Wound that Medium models inflict.

Incorporeal

Racial Ability

Effect: A model with this ability is not subject to the laws of creatures from the material plane. An Incorporeal model is not hindered by terrain of any type (including impassable terrain). In addition to this, a model with this ability can

never receive more than 1 wound in an attack, unless they are being targeted by a magical weapon or a spell.

Large

Racial Ability

Effect: A model with this ability takes up more room on the battlefield than a normal sized model. A Large model may not be mounted on a base less than 40mm in diameter and no larger than a 60mm base. This model has a reach of 3", and inflicts 2 wounds on a successful hit, rather than the 1 Wound that Medium models inflict.

Longstrider

Racial Ability

Effect: A model with this ability can pass through any terrain designated as Difficult without penalty. This ability does not allow the model to pass through impassable terrain, such as houses and rock faces.

Lunge

Racial Ability

Effect: When attempting a Charge, a model with this ability scores Criticals on a 5 and a 6, rather than just natural 6s. It is not uncommon for these models to lunge forward at devastating speeds.

Mana Resistance

Racial Ability

Effect: A model with this ability are either powerful spellcasters or are devoid of magic completely, and are also resistant to the effects. When resisting the effects of a spell, any models with this ability may add +2 dice to their roll to resist the spell's effects, or +2 to the TN to cast the spell, whichever the player decides.

Mounted

Perk Ability

Effect: A model with this ability becomes a single model with a Beast that is at least once size category larger than the rider. When this ability is applied to pair of models, their Attribute Profile

becomes one. The Beast's Movement (MOV) and Armour (ARM) value replace the Mounted Model's values, and apply -1 Defense (DEF) to the Rider. The Endurance (EN) value of the Model is either the Rider or the Beast's - whichever one is higher. The Rider becomes the same size as the Beast, and acts as though the model is that particular size. The Bestial Traits the model has are combined with the Perks that the Rider has selected. Under no circumstances can a Rider dismount from the Beast, and here on forward, the Rider and the Beast count as a single model.

Pack Tactics

Racial Ability

Effect: Models with this ability work best in groups. Any Hero model with this ability can freely share their Action Points (AP) with another Veteran or Regular models within 6".

Rage of the True Beast

Racial Ability

Effect: Attacks from a model with this ability are so brutal that they give pause to even the most ferocious of foes. Models that are incapacitated by an attack from a model with this ability are permanently removed from the table, and are not replaced with an Incapacitated Token.

Regeneration

Racial Ability

Effect: Models with this ability can regenerate injury at a phenomenal rate. At the beginning of any activation of a model, the player must make an Endurance Test (TN 4). For each success, the model heals 1 Endurance (EN) worth of damage (up to their original Endurance value). An Incapacitated Model can also make this check with 1 Endurance (EN), but if they fail the roll, the model is removed from the table.

Scion of Carnage

Racial Ability

Effect: A model with this ability reaps souls in the same way a farmer reaps wheat. When a model is

incapacitated by a model with this ability, it can make a free move and attack if the model's movement ends within their threat range.

Stalwart

Racial Ability

Effect: Models with this ability are stout warriors who are able to survive even the most aggressive assault. A model with this ability score criticals when attempting to negate Wounds with their Armour attribute on a natural 5, as well as a natural 6.

Sturdy

Racial Ability

Effect: Some creatures are quite adept at carrying heavy loads without having it affect their movement. A model with this ability never suffers a Movement (MOV) penalty from wearing medium or heavy armour.

Tactics

Racial Ability

Effect: A Hero model with this ability can issue +1 die to any Veteran or Regular model within 12" of this model during their activation.

Throwing Weight

Racial Ability

Effect: A model with this ability is a rather hefty creature. If a model completes a Charge targeting another model, it always counts as a Power Attack in addition to being a Normal Attack.

Too Stubborn to Die

Racial Ability

Effect: A model with this ability is a vicious opponent, and often will continue to fight, even if they are dead. This ability grants a model that is reduced to 0 Endurance (EN) or less to remain on the battlefield and continue to fight until the End of the Turn. If they are attacked and struck again during that turn, they are removed but do not leave behind an Incapacitation Token.

Tooth and Claw

Racial Ability

Effect: A model with this ability cannot purchase additional equipment, as they are unable to use it.

Vile Biology

Racial Ability

Effect: The hardness of a model with this ability is legendary. When making a roll to negate Wounds, a model with this ability may re-roll any result of 1. This die cannot be re-rolled a second time, and the second result is always the final result.

Walking Plague

Racial Ability

Effect: The dark magic that animates corpses can be spread through being near such corrupting evil. If a model is incapacitated by a model with this rule, the player must make a Will Power (WP) Test (TN 4). If the roll is passed, the model is incapacitated as per normal. If the roll is failed, the Incapacitation Token is removed and replaced with a fresh Gaunt model, armed with the same equipment as the fallen model.

Weakness (X)

Racial Ability

Effect: A model with this ability is extremely vulnerable to a specific type of attack. When a model with this ability is incapacitated by the indicated attack, it does not leave an Incapacitated Token and instead is completely removed from the table.

Wightblade

Racial Ability

Effect: The blades of wights are imbued with dark magic. Models killed by a model with a Wightblade are removed from the table, and are not replaced by an Incapacitated Token.

Equipment

Each model in Chronicle can be equipped with a variety of weapons and armour to benefit them on the field of battle. Each model can be equipped with a weapon, a second weapon or a shield (if the main weapon does not require two hands), and a suit of armour. In addition to this, a character can carry one talisman, potion, or charm.

Size

Size plays a big factor in terms of cost for equipment. Small or Medium sized models pay the regular cost for equipment. Large creatures pay twice (2x) as much for that same item, where creatures of Huge size pay four times (4x) as much for that equipment. This also includes the price for Talismans or Magical Equipment.

For example, Melanie wants her Ogre Hero to wield a Great Weapon, that is also The Black Blade. The cost of the Great Weapon is doubled (20 pts), and then the cost of The Black Blade is doubled (80 pts), meaning to equip her Ogre Hero with The Black Blade, she would pay a total of 100 pts.

Weapons

Each weapon has a profile listed on the following chart. There are five pieces of critical information with each weapon, and they can be found below.

Weapon

This is the name of the weapon. This term must be made apparent on the model and listed on the Party Roster for easy reference. You cannot be ambiguous when displaying a weapon on the battlefield.

Cost

This is the point value of the weapon. Remember that this is doubled in the event that the model is Large, and quadrupled if the model purchasing the weapon is Huge.

Range

This is the effective range of the weapon. If it is marked as N/A, the weapon is a Melee Weapon

and the range of this weapon is the model's threat range. If a model that you are targeting is equal or less than this distance, the model is considered within Short Range. If the model is 6" or more past this distance, the model is considered at long range, and incurs a -1 penalty to Marksmanship (MRK) for each 6" increment afterwards.

For example, a Longbow has an effective range of 16". If a model is being targeted at 16" or less, the model is considered at Point Blank Range and adds +1 die to the attack. If the target is over 16", but under 22", the model is within normal range and no bonus or penalty are applied. If the target is 22" to 28", a longbow suffers a -1 penalty to the model's Marksmanship (MRK). If the target is 29" to 32", the model suffers a -2 penalty, and so on and so forth. There is no "maximum" range for ranged attacks.

Damage

This is the effective damage that a weapon inflicts Wounds. If a weapon does not have a number indicated, then the weapon uses the model's Damage attribute, plus any bonuses indicated.

Special

These are notes that are important to the use of the weapon. If there is anything in this field, further details can be found in the equipment's description.

Hand Weapon

This is any weapon that is held in one hand, whether it is a club, sword, mace, axe, or hammer. Every model in play is assumed to have a one-handed weapon with them to use in close combat. If you want to equip a model with a second one to use in their off hand, the second point value is applied. Note that you cannot carry a shield if you are equipped with two one-handed weapons.

Great Weapon

This is a weapon that is wielded in two hands. As you can imagine, double handed weapons are great for busting hard to crack, heavily armoured troops. As a result, when using a Double Handed

Weapon	Cost	Range	Damage	Special
Hand Weapon	-	N/A	-	-
Second Hand Weapon	5/10/20	N/A	-	Cannot use a Shield.
Great Weapon	10/20/40	N/A	1	Two Handed.
Spear	10/20/40	N/A	-	Reach.
Polearm	20/40/80	N/A	1	Reach.
Lance	10/20/40	N/A	2	Mounted Only.
Throwing Weapons	5/10/20	6"	-	-
Sling	5/10/20	8"	3	-
Short bow	5/10/20	12"	3	-
Longbow	10/20/40	16"	4	-
Crossbow	15/30/60	24"	5	Slow to Load.
Flintlock Pistol	15/30/60	8"	5	Slow to Load.
Second Flintlock Pistol	10/20/40	8"	5	Slow to Load.
Flintlock Rifle	20/40/80	16"	6	Slow to Load.

Weapon, a model receives a +1 bonus to their Damage (DAM) Attribute, though they cannot use a shield.

Spear

A spear is a one handed polearm that is a thrusting weapon, and is often used in conjunction with a shield. Using a spear doubles the model's effective threat range. A model wielding a spear can use a shield along with it.

Polearm

A polearm is a double handed weapon, usually consisting of a blade or hammer at the end of a long shaft - such as a halberd or glaive. It is an effective weapon for line infantry, and commonly used among professional soldiers. Using a polearm grants the wielder +1 Damage (DAM) value and also effectively doubles their threat range.

Lance

A lance is essentially a large spear that is used while mounted. It can be used to execute a devastating charge, though if the model is not vanquished within that charge - it must be abandoned for a more conventional weapon such as a sword or axe. A model armed with a lance inflicts +2 Damage (DAM) on the charge while mounted, but it is a one use weapon. It can be taken in addition to a one-handed weapon or a double handed weapon, and can be used in conjunction with a shield.

Thrown Weapon

A model equipped with thrown weapons typically is armed with daggers, hand axes, or spears. They are only effective at extremely short range, but are well suited as an equalizer when charged by enemy forces.

Sling

A sling is a simple leather strap designed to throw stones or bullets at a high velocity. Models armed with a sling do not need to spend an Action Point (AP) to reload their weapon before firing.

Short Bow

This is a compact ranged weapon, sometimes referred to as a self bow. It is most commonly used by hunters and those who need to be mobile while still dangerous from a distance.

Longbow

This is an archer's weapon - a bow as large as a man, and used to deadly effectiveness. It should be noted that longbows are too unwieldy to be used by models smaller than medium sized. It also cannot be used while mounted.

Crossbow

This is a powerful bow mounted on a stock. They pack a huge amount of punch, but they are also difficult to load. A model wishing to reload a crossbow is required to spend 2 Action Points (AP) to do so.

Flintlock Pistol

This is a black powder weapon that is commonly used in pairs. When using two ranged weapons, you attack with them the same way that you would attack with a pair of melee weapons - though you use your Marksmanship Attribute instead of your Attack. Once fired, Flintlock pistols require the expenditure of 2 Action Points (AP) to reload one, or 3 Action Points (AP) to reload both if a model is carrying a pair of them.

Flintlock Rifle

One of the most devastating weapons one can possess - a black powder rifle is the bane of most heavily armoured soldiers. It also takes an extremely long time to reload once it has been fired - requiring the expenditure of 3 Action Points (AP), as the weapon must be cleaned before being fired once again.

Armour

Armour is used to further a model's defense from damage. A model can only wear one suit of armour - though a model can wear armour and carry a shield.

Armour

This is the name of the suit of Armour. This should be visible on the model, though light, medium and heavy armour are pretty ambiguous in terms of appearance. If a model is armed with a shield, it must be apparent on the model.

Cost

This is the point value of the suit of armour. Remember that this is doubled in the event that the model is Large, and quadrupled if the model purchasing the armour is Huge.

Armour Bonus

This is the bonus applied to a model's Armour (ARM) value.

Defense Bonus

This is the bonus applied to a model's Defense (DEF) value.

Armour	Cost	Armour Bonus	Defense Bonus	Movement Penalty	Defense Penalty
Light Armour	-	-	-	-	-
Medium Armour	15	1	-	-1	-
Heavy Armour	25	2	-	-1	-1
Shield	10	-	1	-	-

Movement Penalty

This is a penalty applied to a model's Movement (MOV) value.

Defense Penalty

This is a penalty applied to a model's Defense (DEF) value.

Light Armour

This is armour that is formed largely of padding. Leather, light chain, and small pieces of metal. It is included in the model's profile and does not need to be purchased separately.

Medium Armour

The common armour among professional soldiers. It is bulky enough to hinder movement, but combined with a shield, it is the best of both worlds in terms of defense and armour.

Heavy Armour

This is the best armour that can be afforded to a warrior. It is typically only worn by savvy veteran warriors and heroes. It restricts movement and affords a model little defense, but what it lacks it makes up for when soaking damage.

Shield

This is a defense item held in a model's off-hand. It is commonly used to enhance the effectiveness of medium armour and offset the Defense penalty of heavy armour.

Talismans, Potions, and Charms

A model may be equipped with a single Talisman, Potion, or Charm - which are minor magical items that often provide a slight bonus or allow a model to perform a certain action. Each of these items has a cost associated with it, and what it does can be found in the item description.

Ring of Defense

This powerful charm grants the wearer mystical protection from attacks. A model equipped with this charm benefits from +1 Defense (DEF).

Talisman of Armour Penetration

This talisman is wrapped around the haft of a

weapon to grant it extra power in combat. A model equipped with talisman benefits from +1 Damage (DAM).

Charm of Haste

This charm takes the form of a necklace worn by the bearer. When this charm is activated, a model gains +3 Action Points (AP) for that turn. Afterwards, the magic imbued in this charm is gone and it is just a curious looking necklace.

Luck Charm

Taking the form of a coin or rabbit's foot, this charm imbues luck upon the bearer. A model equipped with this item may reroll 1s on any one test once per round.

Talisman of Preservation

This talisman is known for its ability to keep bearers alive. A model equipped with this talisman gains +1 Armour (ARM) until that model suffers their first wound. After that, the magic held within this talisman is gone.

Talisman of Endurance

A hearty draught from this everfilling vial grants the bearer an incredible constitution. A model equipped with this talisman benefits from +1 to their Endurance (EN) value.

Charm of Survival

This charm has been known to bring the dead back to life. A model equipped with this charm can make an Endurance (EN) test once they've been Incapacitated (TN 3). For each success, the model heals 1 Endurance (EN). This charm can be used only once.

Hunter's Charm

This charm allows a model to move quickly across the battlefield to keep up with their quarry. A model equipped with this charm add +1 Movement (MOV) to their profile.

Pendant of Bravery

Worn by great leaders and valiant heroes. A model equipped with his charm gains the Fearless ability.

Talismans	Cost	Description
Ring of Defense	35	Gain +1 DEF.
Talisman of Armour Penetration	35	Gain +1 DAM.
Charm of Haste	35	Gain +3 AP. One use only.
Luck Charm	25	Reroll 1s once per round.
Talisman of Preservation	25	Gain +1 ARM until first wound is taken.
Talisman of Endurance	25	Gain +1 EN.
Charm of Survival	25	When incapacitated, make an EN test (TN 3) to heal. One use only.
Hunter's Charm	25	Gain +1 MOV.
Pendant of Bravery	25	Immune to Fear.
Talisman of Magic Resistance	15	Gain +1 Resistance against Spells.
Manabane Trinket	15	Immune to magic for one Round. One use only.
Ring of Free Movement	15	Treat Difficult Terrain like normal terrain.
Fearbringer	15	Cause Fear (3)
Elven Boots	15	Gain +1 MOV through Difficult terrain.
Potion of Healing	10	EN test (TN 4). Each success heals 1 EN. One use only.
Potion of Strength	10	Grants +3 DAM for one round. One use only.
Potion of Speed	10	Doubles MOV for one round. One use only.
Potion of Bravery	10	Automatically pass first failed Fear test. One use only.
Charm of Aegis	10	When incapacitated, remain in play with 1 EN. One use only.
Talisman of Protection	10	Gain +1 ARM for one round. One use only.
Life Rune	10	Heal a single incapacitated model to 1 EN. One use only.
Dragon Oil	10	All attacks count as Magical.

Talisman of Magic Resistance

A ring quenched in the blood of the fey, this talisman grants the wearer an innate resistance to magic. A model equipped with this talisman gain the Mana Resistance ability.

Manabane Trinket

This powerful trinket can destroy mana with its mere presence. A model equipped with this trinket is completely immune to the effects of magic for a single Round. After this trinket has been used, it loses all of its power.

Ring of Free Movement

This ring is forged from the wild thickets of the Boccanah Fiode. A model with this item can move freely through Difficult Terrain, treating it as normal terrain.

Fearbringer

This cloak causes an unnatural fear in all who see it. A model that is equipped with this item gain the Fear (3) ability.

Elven Boots

The elves are well known for their ability to swiftly move through the thickest of woods. A model wearing these boots add +1 Movement (MOV) to their profile when crossing Difficult Terrain.

Potion of Healing

This draught has the ability to heal the most dire of injuries. A model that consumes this potion makes an Endurance (EN) test (TN 4). For each success, the model gains 1 Endurance (EN) - though the amount gained can never go above the model's original value. This potion can only be consumed once, then it is depleted.

Potion of Strength

This potion is incredibly potent for a short duration. A model that consumes this potion will gain +3 Damage (DAM) added to their profile for one Round. This potion can only be consumed once per game.

Potion of Speed

This potion grants a fantastic burst of speed

when imbibed. A model that consumes this potion can double their Movement (MOV) value for the duration of one Round. This item can be used once per game.

Potion of Bravery

This heady beverage is known for giving one the bravery they need to confront their fears. A model with this potion automatically passes the first Bravery test that they have to make.

Charm of Aegis

This charm has saved the life of more than one plucky adventurer. When a model with this charm is reduced to an Incapacitated state, instead of being replaced with an Incapacitation token, the model remains in play with 1 Endurance (EN).

Talisman of Protection

A quick prayer is all that is needed to activate this talisman. When a model with this talisman activates it, they can add +1 to their Armour (ARM) value for the Round. This item can only be used once per battle.

Life Rune

This rune of bone and ash has been known to bring the dead back to life. When a model uses this item on an Incapacitated model, the model gains 1 Endurance (EN) and is brought back into play. This piece of equipment can only be used once per battle.

Dragon Oil

This oil is smeared on the blade prior to battle, giving it magical properties. A model that is equipped with this item counts as having an enchanted weapon throughout the battle.

Relics

Heroes (and only heroes) can purchase Relics to replace their mundane equipment. It must be noted that the hero must first be equipped with equipment of that type before purchasing a magical variant of it - thus, to carry a magical spear, a mundane spear must be purchased first for 10 points.

A Hero may be equipped with a single Relic. Each

Relics	Cost	Description
The Black Blade	40	Great Weapon. Add +3 DAM..
Blade of Flashing Silver	40	Hand Weapon. Grants +2 AP that can be used in Melee Combat.
Armour of Aegis	40	Heavy Armour. Does not suffer MOV or DEF penalties. +1 ARM.
Vorpall Blade	35	Hand Weapon. Ignores armour. Target of the attack always rolls at their base value.
The Bow of Morning	35	Longbow. Does not need to reload.
The Judge	35	Hand Weapon. Opponent cannot drop dice when rolling to Soak damage.
Blade of Might	30	Hand Weapon. Add +2 DAM.
Elven Chain	30	Medium Armour. Does not suffer MOV or DEF penalties.
Sword of Heroes	30	Hand Weapon. Add +2 to ATT.
Enchanted Shield	30	Shield. Adds +1 ARM.
Vengeance Blade	25	Great Weapon. Grants user the Agile Riposte Perk.
Horde-Piercer	20	Hand Weapon. Grants +1 ATT and +1 DAM for each model engaged with the user.
Wizard's Blade	15	Hand Weapon. Stores a single spell that can be cast as if the user is a wizard.
Valiant Defender	15	Hand Weapon. User can always perform an Interrupt without spending an AP.
Battle Blade	15	Hand Weapon. Add +1 to ATT.
Plate Cleaver	15	Hand Weapon. Add +1 DAM.
Berserker's Blade	15	Great Weapon. Grants the user the Executioner Perk.
Spear of Swiftess	15	Spear. Allows the user to Charge once per turn without spending any AP.
Sword of Flashing Steel	10	Hand Weapon. Grants +1 AP that can be used in Melee Combat.
True-Striking Blade	10	Hand Weapon. Reroll 1s on Attacks. Can only reroll once per attack.
Flesh Biter	5	Hand Weapon. Opponent loses 1 die when rolling to Soak damage.
The Executioner	5	Great Weapon. Models removed with this weapon to not place an Incapacitation Token.
Frostbrand	5	Hand Weapon. Models wounded by this weapon also lose 1 AP on their following turn.

Relic has a cost which is added to the cost of the basic item. For example, a Great Weapon may be upgraded to a Magical Great Weapon, but you must first pay the 10 points for that Great Weapon first. A model may carry a second Hand Weapon, and both weapons are considered part of a magical set.

The Black Blade

This Great Weapon is made of a black iron, and radiates cold. When this weapon is equipped, the Hero may add +3 to their Damage (DAM) value.

Sword of Flashing Silver

The Blade of Flashing Silver is a Hand Weapon forged of a miraculously light metal that maintains a razor sharp edge. This sword grants +2 Action Points (AP) that can be used in Melee Combat Only.

Armour of Aegis

This is a sturdy suit of full plate. It is etched with ancient runes and imbued with great power. A model wearing this suit of armour suffers no penalty to their Movement (MOV) and Defense (DEF) attributes, and also adds +1 to their Armour (ARM) value.

Vorpal Blade

Snicker-Snack! This Hand Weapon ignores armour. The target of an attack made with a Vorpal Blade rolls their Armour (ARM) at its base value.

The Bow of Morning

This longbow was designed by elves during the first revolt against the fey. A model armed with this weapon does not need to spend an Action Point (AP) to reload the weapon after it has been fired.

The Judge

The weapon is a favourite for those settling scores in combat trials. This Hand Weapon makes it so a bearer's opponent cannot drop dice when rolling to negate Wounds with an Armour (ARM) Roll.

Blade of Might

The blade of might is etched with ancient runes that allows the wielder to strike with legendary force. This Hand Weapon adds +2 to the wielder's Damage (DAM) value.

Elven Chain

This chainmail armour is thin and light, made by some forgotten mages long ago. A model wearing this suit of armour counts as though they are wearing a medium suit of armour, though the wearer suffers none of the penalties associated with wearing medium armour.

Sword of Heroes

This weapon was forged during an age when great heroes protected lands. This Hand Weapon adds +2 to the wielder's Attack (ATT) attribute.

Enchanted Shield

This majestic shield is forged by dwarves in an age long past. This shield functions not only as a defensive item, but as a piece of armour as well, granting the bearer +1 Armour (ARM) as well.

Vengeance Blade

This weapon is imbued with the spirit of a vengeful demon. This Great Weapon grants the bearer the Agile Riposte Perk.

Horde-Piercer

The most one faces down with this blade, the more powerful it becomes. This Hand Weapon grants the wielder +1 to their Attack (ATT) attribute and Damage (DAM) value for each model engaged with the user.

Wizard's Blade

In ancient days, wizards used these as a foci for their spells, and some still retain their power. This Hand Weapon stores a single spell that can be cast as if the user has the Mage perk.

Valiant Defender

This weapon always seems to sense danger and know when to strike. This Hand Weapon allows the bearer to perform an Interrupt without spending an Action Point (AP) once per turn.

Battle Blade

A common enough weapon, it is imbued with some minor magics that allow for better balance and design. This Hand Weapon allows the wielder to add +1 to their Attack (ATT) attribute.

Plate Cleaver

An exceptionally heavy but well forged blade. This Hand Weapon grants the bearer +1 Damage (DAM).

Berserker's Blade

Those wielding these weapons fight as a man looking for death. This Great Weapon grants the user the Executioner Perk.

Spear of Swiftmess

These Spears were created long ago to aid scouts when traversing vast swaths of land. Using this Spear allows the user to Charge once per turn without spending any Action Points (AP).

Sword of Flashing Steel

The lesser cousin of the silver blade, the Sword of Flashing Steel is still a formidable weapon. It is a Hand Weapon that grants the bearer +1 Action Point (AP) that can be used in Melee Combat only.

True-Striking Blade

This blade unerringly strikes where your opponent is most vulnerable. This Hand Weapon reroll 1s on Attacks. You can only reroll a die once, and you must accept the second result.

Flesh Biter

A vicious looking Hand Weapon. When the bearer uses this weapon, their opponent loses 1 die when rolling to negate Wounds with an Armour (ARM) roll.

The Executioner

This massive weapon leaves it's victims mangled beyond recognition. This Great Weapon gives the wielder the ability to negate the opponent's models from placing an Incapacitation Token. Models removed with this weapon do not place an Incapacitation Token, and are completely removed from the game.

Frostbrand

This blade freezes anything it touches. It is Hand Weapon, and when the bearer of this weapon sounds an enemy model, that model loses 1 Action Point (AP) on their following turn.

Magic

Mages and their abilities play a very large part on the battlefield in Chronicle. Magic is usable only by those with the Mage perk, and it needs mana to work.

Mana

The intangible force known as mana is what powers magic in all of its forms. All spells have a mana value, and that is the amount of mana needed to cast that spell. To gain mana, a mage must spend one Action Point (AP) to Draw.

Draw Mana

When a mage spends an Action Point (AP) to Draw Mana, the mage makes a Willpower (WP) Roll (TN 4). For each success, the mage that is drawing the mana gains one point. Mana can be hoarded, and should be kept track with some sort of marker to indicate how much mana that particular mage has at any given time.

Casting Spells

When a mage has enough mana, they can attempt to cast a spell. To cast a spell, a mage must allocate the indicated mana amount. This mana is gone, regardless if the spell is successful or not. Once the mana has been spent, a Willpower check is made, with the difficulty indicated within the spell's description. If the spell is successful, the spell goes off without a hitch, as per the description of the spell. Additional successes are added to the effect of the spell, which is detailed in the spell's description. Casting a spell is a Special Action.

Casting spells within the threat range of an enemy model provokes a Free Strike. A Mage that is wounded while casting a spell immediately fails the spell, and the mana spent to cast it is gone.

You cannot cast a spell when wearing any armour heavier than Light Armour, or if you are carrying a shield.

Spells

There are ten spells that every mage can potentially know. All mages can attempt to cast any of these spells if it is found within their

arsenal. Each spell description has five components to it. Each spell costs 10 points, and a mage can know up to as many spells as they have Willpower (WP) attribute.

Name

This is the name of the spell.

Cost

This is how much mana the spell costs to cast.

Difficulty

This is the Target Number needed to cast the spell.

Range

This is the effective range of the spell. Unlike a Ranged Attack, a spell cannot be cast further than its maximum range.

Description

This is a description detailing the spells effects.

Counter-Spell

Cost: As per the Spell.

Difficulty: As per the Spell.

Range: 24 inches.

Description: This spell can be cast as an interrupt. It is the only spell that can be cast as an interrupt action. When a spell is cast within 24" of a mage, he can spend an order that is being held in reserve to cast this spell. The caster must have the mana needed to cast the spell. This turns the casting of the spell into an opposed roll, and the mage with the most successes wins the test. If the caster of the Counter-Spell wins the test, then the spell is cancelled and doesn't go off. If the opposing caster wins, he gets the spell off, but must subtract the amount of successes scored by the caster from his own amount of successes.

Heal Wounds

Cost: 1 mana

Difficulty: 4+

Range: 12 inches.

Description: The mage targets a single, friendly

model with this spell. This spell will heal 1 Endurance point, +1 per success scored when casting the spell. The effects of this spell are permanent. It cannot be used on incapacitated models, nor can a model have its Endurance (EN) raised past its base value.

Magic Weapon

Cost: 2 mana

Difficulty: 6+

Range: Self.

Description: This spell imbues the mage's weapon with magical power. When this spell is cast, the mage's weapon adds +1 Attack (ATT) per success achieved. This weapon stays like this until the end of the player's turn. Casting this a second time on a weapon does not allow the bonus to Attack (ATT) to stack, though it will not dispel the effects if it is not more powerful than the first casting.

Mana Blast

Cost: 1 mana

Difficulty: 4+

Range: 8 inches.

Description: The mage creates a Direct Area of Effect that is 8" in length. Any models caught under the area of effect of the spell immediately takes a Wound at the Damage equal to the caster's Willpower (WP) value. Each additional success scored when casting this spell increases the range by 1 inch.

Mana Leech

Cost: 1 mana

Difficulty: 4+

Range: 24 inches.

Description: This spell can be used to target another Mage within 24". When this spell is cast, the mage attempts to steal any unused mana that the mage has in his reserve. The caster steals 1 mana, and +1 additional mana for each success scored. This spell cannot steal more mana than the targeted mage has in his reserve.

Mana Missile

Cost: 1 mana

Difficulty: 4+

Range: 24 inches.

Description: This is a basic attack spell. The mage chooses a single target, and casts this spell. This spell inflicts 1 Wound, +1 Wound for each additional success at the Damage (DAM) equivalent to the caster's Willpower (WP) value. This spell can also be altered by spending 1 additional mana to have an elemental effect tied to the attack.

Earth: A mana missile with the elemental effect of earth will knock down the target. If the target suffers any damage from this spell, he is immediately knocked prone.

Fire: If a mana missile is imbued with fire, it will light the model ablaze! If a model is damaged from this spell, the difficulty to cast the spell against the same target is reduced by 1 if the target is targeted again. This effect continues, though the target number to cast the spell against the same target can never fall below 2 (as a die roll of 1 is always considered a failure).

Air: A mana missile with the elemental effect of air will knock a target back. If the target suffers any damage from this spell, he is immediately knocked back 1" for each success scored. If the model strikes another model or obstacle, the model falls down.

Water: A mana missile infused with the elemental effect of water will soak a model through and chill them to the bone. A model who takes any damage from a mana missile imbued with water immediately has a hard time holding a weapon or concentrating. All rolls this model makes the following turn have their target numbers increased by 1.

Mana Nova

Cost: 2 mana

Difficulty: 5+

Range: 24 inches.

Description: This spell allows the mage to create an Indirect Area of Effect centered around one particular target. The mage targets a single point within 24 inches. Every model caught within the Indirect Area of Effect suffers a Wound at the caster's Willpower (WP) value, and the Area of Effect grows 1" per success scored.

Mana Shield

Cost: 3 mana

Difficulty: 6+

Range: Self.

Description: This spell creates a magical barrier that can absorb damage from attacks. To cast this spell, a Willpower (WP) check is made. For each additional success scored, +1 temporary Endurance (EN) is added to the shield. The shield begins in play with 3 Endurance (EN), +1 per each additional success scored. When subtracting Endurance due to Wounds, first subtract it from the mana shield before it damages the mage.

Plane Walk

Cost: 1 mana

Difficulty: 4+

Range: Self.

Description: When this spell is cast, the mage can move anywhere within their Line of Sight within 16". They must be able to draw a direct path to the spot in which the mage wishes to travel. This effect is instantaneous.

Possession

Cost: 2 mana

Difficulty: 6+

Range: 24 inches.

Description: This spell allows a mage to take control of another model. To do this, the spell must be cast against a single enemy model. The target gets a Willpower (WP) test, at the same Target Number that the mage casting the spell. If the target is successful, nothing happens. If mage is successful, then he gains control of that model

for the duration of the turn. He gains as many Action Points (AP) as the model's Initiative Value (IV), and can spend them on the model to perform orders.

Chronicle Specific Perks

These perks are in addition to the perks found in the Core Rules. They are designed to give the game a lot more of a "fantasy" feel to it. These perks define your model even further, and thus only ONE of these perks may be applied to a single model, with the others being chosen from the Core Gangfight Rules.

Soldier

Chronicle Perk

Effect: You have a background in the military or the Militia, and have some experience in the field. A model with this perk gains +1 Attack (ATT), and +1 Endurance (EN).

Archer

Chronicle Perk

Effect: You've made a name for yourself by standing guard or scouting in the field. A model with this perk gains +1 Marksmanship (MRK), and +1 Initiative Value (IV).

Marauder

Chronicle Perk

Effect: Your job in the field of battle is to cause as much chaos as possible. A marauder is a certain type of training that specializes in direct aggressive assault. A model with this Perk may Charge! for free during their turn instead of spending an order - if an enemy is within double their Movement (MOV) range. If a model with the Marauder Perk fails a charge, they can no longer charge again for free that Turn.

Skirmisher

Chronicle Perk

Effect: You have worked with scouting parties and other units that specialize in harassing enemy lines. Troops known as skirmishers are

masters of hit and run techniques. Any attack made by a model with this Perk is considered Finesse attacks in addition to being a Standard attacks.

Rider

Chronicle Perk

Effect: With this perk, you may ride a Beast (either Large, or normal with the Large Perk - purchased separately), and gain the Mounted Perk Ability. Mounted Troops are special model where the rider and the mount activate together.

Fighter

Chronicle Perk

Effect: Your background is that of an undisciplined warrior - you relied on yourself to get the job done, and reaped the glory from those exploits. A model with this Perk gains +1 Attack (ATT) and +1 Initiative Value (IV). A model with this perk cannot be the Party Leader.

Ranger

Chronicle Perk

Effect: The wilds are your home, and the road is your constant companion. A model with this perk gains +1 MRK and +1 MOV. Rangers work alone, and cannot be the Party Leader.

Mage

Chronicle Perk

Effect: Magic flows through your veins. A model with this Perk gains +1 WP and can purchase as many spells as their WP score.

Spellsword

Chronicle Perk

Effect: A model with perk can cast Magic Weapon or Mana Shield as a Standard Action. This model can purchase those two spells. The spells must be purchased separately.

Engagement Conditions Table

Roll	Engagement
1	Escort
2	Ambush
3	Reinforcements
4	Treasure Hunt
5	Battleground
6	Point Defense

Escort

This scenario has the Defender in control of 4 Civilians. They must be within 6" of a Hero, and they cannot stray more than 6" away from the Hero. If this happens, then the Civilian must spend all of their Action Points (AP) moving within 6" of another Hero Model. If they can't get to a Hero, then they will instead flee towards the closest table edge. The Civilians start on the back table edge of their deployment zone.

Complications Condition: If the Attacker kills all of the Heroes, or wipes out the Civilians, they score 1 Victory Point and roll on the Complications Table immediately. If the Defender successfully transports the Civilians 24" into the middle of the battlefield, they score 1 Victory Point (VP) and immediately roll on the Complications table. If the hero manages to bring the Civilians to the opposite table edge in their enemy's deployment zone - they can remove the Civilians from the table and collect an additional 1 Victory Point (VP).

Humans	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM
Civilian	Regular	4	2	2	3	3	2	2	3	3

Ambush

The scenario has the defenders set up in an ambush scenario. Once this Engagement Scenario has been rolled, the attacker immediately takes all of their models off of the table and redeploys them up to 24" on the battlefield.

Complications Condition: Once an Attacking model engages in Melee Combat with a Defending model, the Defender immediately rolls on the Complications Table. If the Attacking Model incapacitates the first Defending model they engage, they score 1 Victory Point (VP). If the Defenders incapacitate their Attackers, they score the 2 Victory Points instead. If the Attackers completely surround the Defenders, at the end of that turn, they score an additional 1 Victory Point (VP).

Reinforcements

This scenario has half of the models of each side deploy, and the second half of the models arriving at the start of the player's second turn. The selection of models is not by point cost but rather by the amount of models in the party. Thus, if a player has 9 models in their party, they select 5 of them to deploy during the first turn. In the case of an odd number of models, the player always rounds up.

Complication Conditions: The first player to move their reserve models over the halfway point on the battlefield rolls on the Complications Table. Scoring this objective grants the player 1 Victory Point (VP).

Treasure Hunt

This scenario involves the placement of four treasure chests onto the board - each player places two. They cannot be within a deployment zone, and they cannot be placed within 8" of one another. To open a chest, one must spend an Action Point (AP) to interact with it. The Attacker must place two of the chests on the Defenders side of the board, and the Defender must place two of the chests on the Attackers side of the

board, though not in their respective deployment areas.

Complication Conditions: The first player to open half of the chests immediately rolls on the Complications Table. Opening two of the chests is worth 1 Victory Point (VP).

Battleground

This is a simple scenario where both players face off on equal terms. The goal is to engage the enemy.

Complication Conditions: The first player to engage an opposing model in melee combat immediately rolls on the Complications Table. The player to engage an opponent in Melee Combat gains 1 Victory Point (VP).

Point Defense

The set up for this scenario involves the Attacker selecting a point on the battlefield along the centerline. This section is a 12" x 12" section that the Defender needs to keep free of enemy forces.

Complication Conditions: When the defender reaches the point they need to defend, the Attacker immediately rolls on the Complications Table. At this point, the Attacker gains 1 Victory Point (VP).

Complication Conditions Table	
Roll	Complication
2	The Dead Walk
3	Vicious Storm
4	Bounty Hunt
5	The Winds of Magic
6-8	For Honour!
9	Press the Line
10	Kill The Messenger
11	Assassination
12	Slay the Beast!

The Dead Walk

The smell of blood and the sound of violence attract a band of roaming undead! The player that rolled on the Complications Table rolls 1d6 and halves the result (rounding up), and adds 3 to it (1d3+3). This is how many Gaunts appear on each table edge opposite the player deployment zones - distributed evenly. These models are armed only with a hand weapon and light armour, and do not have any Perks. These Gaunts act in a third turn where they charge and attack the closest model. If they are unable to charge (the model is further away than 2x their Movement (MOV) attribute), they will move towards that model instead.

In addition to these gaunts, each incapacitated model on the board immediately rises as a Gaunt as well, attacking the nearest model.

End Game Conditions: The player that incapacitates the most Gaunts rolls on the End Game Conditions Table and is awarded 2 Victory Points (VP) for their effort.

Vicious Storm

A vicious storm blows across the battlefield! Each player suffers a -1 penalty to all rolls. In addition to this, all ground is treated as Difficult Terrain.

End Game Conditions: The player that did not roll on the Complications Table immediately rolls on the End Game Conditions Table. Completing the End Game Condition is worth twice as many Victory Points (VP) than it is normally is worth.

Bounty Hunt

There is a mark on two models on the battlefield - to the victor go the spoils! Pick out the model within each Party that has the highest value. This model is now a marked target.

End Game Conditions: If this model is incapacitated, the player who dispatched the model first rolls on the End Game Conditions

Table and awards themselves 2 Victory Points (VP).

The Winds of Magic

There is a mana surge on the battlefield, making it readily available to each magic user - but at a cost. When Drawing Mana, the difficulty to do so is reduced to TN 2 - but for each natural 1 that is rolled, the caster loses 1 Endurance (EN). Models reduced to 0 Endurance (EN) are considered Incapacitated.

End Game Conditions: The model that did not roll on the Complications Table immediately rolls on the End Game Conditions Table. Completing the End Game Condition is worth twice as many Victory Points (VP) that it is normally worth.

For Honour!

It is a time for heroes to settle past grudges on the field! Each Hero is a marked target, though only other Heroes can claim the mark.

End Game Conditions: Any Hero model that is incapacitated by another Hero model is worth 1 VP. Once one of the players reaches 2 Victory Points (VP) (or there are no heroes left on the board), the player that reaches 2 Victory Points (VP) first rolls on the End Game Conditions Table.

Press the Line

The enemy has pushed too far into your territory, and you have to get them out! The Attacker must press over the halfway point of the battlefield, and the Defender must keep them out.

End Game Conditions: If the Attacker end the round with all of their models into the Defender's side of the board, they gain 2 Victory Points (VP) and roll on the End Game Conditions Table. If the Defender ends the round without any of the Attacker's models on their side of the board, they gain 2 Victory Points (VP) and roll on the End Game Conditions Table.

Undead	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM
Gaunt	Regular	3	2	2	3	2	1	3	3	4
Special	Walking Plague; Fear (3); Fearless									

Kill the Messenger

There is a messenger among the ranks of the enemy, and they must be stopped. The Defender must choose a single model - this model is now marked and is a target for the Attacker. The model must exit the battlefield via the Attacker's table edge.

End Game Conditions: If the Defender's model exits the battlefield via the Attacker's table edge, the Defender is rewarded 2 Victory Points (VP), and immediately rolls on the End Game Conditions table. If the Attacker kills the designated model before it reaches the table's edge, the Attacker is rewarded 2 Victory Points (VP), and immediately rolls on the End Game Conditions Table.

Assassination

Warlords gaze across the battlefield, knowing that only one can survive. Both of the player's Party Leaders become marked targets.

End Game Conditions: Each player's Party Leader is worth 2 Victory Points (VP). The player who claims the Victory Points also rolls on the End Game Conditions Table immediately.

Slay the Beast!

A great beast is attracted to the smell of blood and the sound of battle! The beast appears on the edge of the table closest to the most models on the battlefield. This beast has no equipment, and does not possess any Perks. This beast acts in a third turn where it charges and attacks the closest model. If it is unable to charge (the model is further away than 2x its Movement (MOV) attribute), it will Move towards that model instead.

End Game Conditions: The player that inflicts the most wounds on the beast rolls on the End Game Conditions Table and is awarded 2 Victory Points (VP) for their effort.

End Game Conditions Table

Roll	Engagement
1-2	Route
3-4	Assassination
5-6	Tactical Retreat

Route

The opponent must be defeated. The opponent must have their numbers depleted to $\frac{1}{4}$ their numbers. The first player to do this claims 2 Victory Points (VP) and the game ends at the end of the round.

Assassination

The enemy's leaders must be defeated. Each player's Party Leader becomes marked. The first player to kill the opponent's Party Leader gains 2 Victory Points (VP) and the game immediately ends. If the Party Leader has already been dispatched, the player who still has their Party Leader gains the 2 Victory Points (VP) instead.

Tactical Retreat

The enemy has taken enough of a beating, and it is now time to retreat to regroup. The Attackers must fall back to their Deployment Zone within 1 turn. If more than $\frac{1}{2}$ of their models are in their Deployment Zone, they gain 2 Victory Points (VP) and the game immediately ends. If The Attacker fails to pull their forces back within 1 turn, the Defender is granted 2 Victory Points (VP) and the Game immediately ends.

Beasts	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM
Beast	Regular	7	6	1	4	3	1	6	9	8
Special	Huge; Tooth and Claw; Fear (4)									