



Asjes

Tales from a new era

- **Chronicles**
How I did it.
- **Interview**
J. Alejandro Lupico Barca the official graphic artist.
- **P&P**
Mission "Some unexpected help"
- **And much more...**
Traveller, Andromeda 2.0, Paersona...



Welcome to the latest issue of Ashes!

My name's Luca and I'm one of the founders of Ludus Magnus Studio. I'll have the pleasure of guiding you through this issue.

Winter is finally coming to an end and the smell of spring has us jumping for joy here in the studio... not least of all because the arrival of spring brings with it your first Nova Aetas boxes (finally)!! It's hard to describe in words how exciting this is for us... our first game is about to be launched and we can't wait to welcome the feedback of all those who have believed in the Nova Aetas project.

But we're not sitting on our hands, new contents and behind-the-scenes info on our games will be revealed in the following pages.

1- How I did it - The story of the creation of Nova Aetas continues. In this edition, we'll tell you about our first approach to the artistic side of the game.

2- J. Alejandro Lupico Barca - We'll introduce you to our official graphic artist, to whose patience and professionalism we owe the high quality of our materials (including these fanzines ;))

3 - The Traveller - Together, we will discover one of the epic classes of Nova Aetas, the enigmatic and adventurous Traveller.

4 - Paersona - An overview of the rules on how to integrate these fantastic characters into your missions.

5 - Some unexpected help - A new demo mission in which the 4th Hero will be introduced, the Scum!

6 - Andromeda 2.0 - An overview of the gynoid, the security of Sine Tempore.

Happy reading!!!



How I did it!

In the last issue we told you about some of the rules in the very first version of Nova Aetas. In this issue, we'll reveal a few other interesting facts, but above all we'll talk about the graphics department.

We all love board games, especially those with graphics and components that leave us gobsmacked when we open them. That's what we wanted for Nova Aetas, if not more, and so Andrea - backed by his experience as a designer - started to look after this side of things. He contacted a few Italian artists whose work we had long-admired. After telling them about our project, the setting and the quality we were looking for, several of them accepted to be part of this adventure.



I clearly remember when the very first Nova Aetas concept arrived: the faun warrior. The emotion of seeing our world come to life was indescribable. That first concept would be followed by many more, and our enthusiasm would be alternated with attempts to perfectly harmonise all the designers' different styles so as to maintain a consistent graphical look... with the benefit of hindsight, we decided that the best way to handle a board game in the future would be to have one or at most two designers so as to guarantee greater consistency in the designs (which is exactly what we're doing for Sine Tempore).



In the meantime the rules were taking shape, and in particular the introduction of the Horologium was a critical issue. We were looking for a system that went beyond the classic concept of turns and this magnificent accessory was perfect for our idea... but it also brought with it a lot of complications in terms of managing the different parts of the play system... complications that we solved through many hours of play testing. Some of the elements ended up being fundamental to the play system, for example the notion of a single activation token to manage all members of a group of enemies. In this case, we encountered another problem in that we couldn't overcrowd the Horologium with too many tokens, which meant that few enemies could be deployed during the missions. We therefore decided that all miniatures of the same type would have one token only. This naturally meant that more changes had to be made due to the changed dynamics... at one point, creating Nova Aetas seemed like a never-ending task, but slowly, all the pieces began to fall into place.

Jose Alejandro Lupico Barca

In this issue of Ashes, we'll speak about the LMS graphic artist that worked on Nova Aetas and the imminent Sine Tempore.

Born in Columbia to Neapolitan parents, but raised in Rome, he has always had a passion for graphic art. He received his diploma at the institute of art in Rome, later developing his talent at the university of graphic art and multimedia design.

He subsequently worked as a graphic artist for a company that produced special cinematic effects, developing his skills in the printing and web design sector.

His role within LMS ranges from the design of different game elements such as Boards, Cards, Tokens, Dice, Icons etc., to the engineering of the Box and Punchboard.

He also works alongside web designers, developing websites for games and relative advertising materials, just like the formatting of this magazine.

He works in close contact with our colleagues that you met in the previous issues, with whom he develops the fantastic elements that you will eventually play with.

He is also a game finisher. In fact, in addition to receiving graphic works from Fernando (Modeller) and Giovanni (Illustrator), he also works with Andrea and Luca (game designers) with whom he tests, adjusts and modifies every component a thousand times over, making it as enjoyable as possible during the game.



The Traveller

A veteran of a thousand journeys and an expert like no other on survival techniques, the Traveller makes its debut on the battlefields of Nova Aetas, representing the first epic class introduced by Ashes.

As you know, the epic classes represent a higher level of progress for your characters. This class can be assumed after one of the two advanced classes to which it is linked has been completed. In particular, the Traveller can be selected by heroes from the Chronomancer and Rogue classes. This means that once a Chronomancer has earned their third skill, they can advance and begin to earn Rogue skills and vice versa. When this happens, regardless of the original class, your hero sheet will be replaced with a new one and you'll receive new equipment in some way linked to the previous classes. The Traveller can therefore rely on the compass to collect Time Points, daggers for long-range attacks and the Teleport Staff for close combat attacks and to make magical and unpredictable (for enemies) movements on the battlefield.



What's more, the Traveller will have access to one of the two new Epic skills, Blink and Astral PickPocket, both based on an exclusive resource called "Reflex Point", collected by the hero depending on how far she moves on the field. Blink allows the Traveller to make numerous attacks on nearby enemies and then move to a safe position, protected against counterattacks. Astral Pickpocket will allow her to raid the battlefield before the end of the mission and collect numerous resources useful to the Free Company.

The Traveller will therefore be an extremely useful resource to your group. You simply need to keep your heroes alive for long enough... but in the lethal world of Nova Aetas, that won't be easy!



Paersona

In this section, we'll explain the rules for one of our favourite aspects of this game, specifically how to play with the fantastic miniatures you'll receive for having participated in our campaign... the Paersona!

These powerful and intriguing characters can either join forces with your Free Company or become dangerous adversaries ready to hamper your efforts at any time during the course of any Nova Aetas campaign.



How to meet a Paersona

Each Paersona has its own mission card. If you decide to use these characters, take the mission cards relative to the Paersona you'd like to introduce into the current Campaign and add them to the corresponding "secondary mission" decks, as indicated on the back of the cards (e.g. Leonardo da Vinci is a Quest mission, Vezio is a Bounty mission and so on).

If during the city phase you draw a mission associated with a Paersona that you'd like to play, use the normal rules for secondary missions and prepare the character according to the instructions in the corresponding mission sheet provided with the Paersona set.

Optional rule - If you don't want to miss the opportunity to play with a Paersona, you can decide not to draw from the deck and automatically play one of the available Paersona secondary missions instead. In any case, you'll need to send one of your Heroes to the location dedicated to that specific mission type. E.g. if you wish to play the Leonardo da Vinci mission (quest), you'll need to send one of the Heroes to the tavern during the city phase



Allied Paersona

If the mission is successful, part of your reward will normally include the possibility to use the Paersona with your Free Company as an ally. You can add their name to your Company sheet and use them in subsequent missions in the place of one of the four heroes.

When you decide to play a Paersona in a mission, you must first pay for their engagement as indicated on their Hero sheet.

Once the amount has been paid, one of the four Hero sheets will need to be replaced by the Paersona sheet when preparing the mission.

An allied Paersona will be considered a Hero for the entire duration of the mission for which they are deployed.

Each allied Paersona has a double-sided Hero sheet. One side contains the statistics for the basic Mastery level and the other side contains the characteristics for the second Mastery level, that of the specialisations. Use the side corresponding to the Mastery level of the Hero replaced by the Paersona.

In each Paersona set, you'll also find 3 equipment cards and 3 skill cards. These are also double-sided with different statistics depending on the Mastery level (shown in the top right-hand corner). Place them near the Hero card on the side corresponding to the Mastery level.

Unlike regular Heroes, Paersona do not earn experience and their characteristics are fixed. Therefore, while it is true that by engaging them you'll have a powerful ally on your side, on the other hand one of your regular Heroes will no longer be able to advance. It's up to you to decide!



Enemy Paersona

If your company fails a secondary mission with a Paersona, not only will the latter not become your ally, but they will also become a dangerous new enemy. Each Paersona set also includes an enemy card, which from this point on will be added to the Enemy Deck in missions where they are used.

Not all Paersona get along with the Enemy groups, so prior to adding one to an Enemy Deck, you'll need to check that their traits include a keyword relative to a specific group (Venice, Forge, etc.).

For example, the Enemy card for Leonardo da Vinci contains the keywords Venice and Church. If you fail the mission, the Paersona will need to be inserted in all missions that use the Enemy Deck of the Church and Venice groups.


If you draw an enemy Paersona card during an Enemy Draft, deploy them like you would a normal enemy and position their Activation Token as normal. Once on the battlefield, the Paersona will act independently with the sole scope of obstructing and eliminating as many Heroes as possible.

Optional rule - To increase the level of difficulty of your missions, you can insert the Enemy Paersona cards even before having carried out the relevant mission. In this case, the Paersona will be enemies right from the start, but if the mission is successful, you can switch them over to your side.

I'm sure you can't wait to play with one of these fantastic characters, which is why this month's Demo Mission is dedicated to one of the Paersona. So what are you waiting for... get reading!

History

Having escaped captivity, Valerio and Rebecca attempt to shake their pursuers off. They decide to split up: Valerio will create a diversion for their pursuers, helped by the good-hearted Vincenzo, while Rebecca will follow the less-beaten track to reach Assisi. Leaving a clear trail, the Squire and Novice reach a street inn where they find Sofia, an old friend who is up to date on the latest happenings and decides to help them. The Scum asks her friends to wait for her outside the tavern. She disappears for a few moments behind a thick wooden door, only to reappear straight afterwards with some unexpected help.

 **Start:** 12:00 pm
End: --



Rules

Set-up

Position all enemies, 3D scenic elements and the building as shown on the map.

Position the spawning point token as shown on the map. Set up an enemy draft deck with the Stratiota and Crossbowman. You may also need to insert the Gipsy at a later stage. Draw one card from the deck every half hour after the start of the mission.

Decide where to position your heroes in the indicated spawning zones.

Hero Objective

The heroes' aim is to kill at least 6 assailants in order to run away. Note that there are no time limits in this mission.

They win if:

- The heroes win if they manage to kill 6 enemies before losing the Squire or the other 3 heroes.

They lose if:

- Players are defeated if the Squire is removed from play or if the other 3 heroes are killed.

Enemy

Stratioti

- The Stratioti following the normal rules.

Crossbowman

- The crossbowman following the normal rules.

Gipsy

- The Gipsy will always attack the Squire where possible. If she can't, she will attack as per the normal rules of her AI, seeking to move in such a way as to attack the Squire during the following activations.



"Wolf Claw" is a sword forged in Ancient Steel.

Unblockable: Giovanni's attack cannot be defended by shield or absorbed by armour in any way.

End of Mission

Victory

The next mission will conclude this little narrative cycle and see the heroes in Assisi come face to face with the leader of their persecutors.

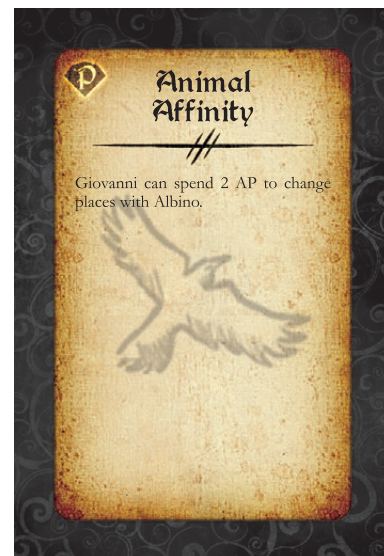
Reward for group:

Sofia can join the group for the next mission, each heroes receives a new skill for the next mission.



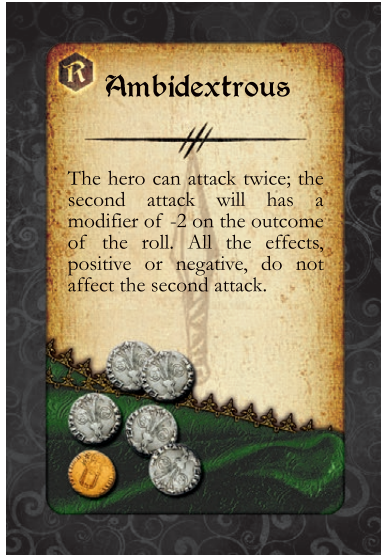


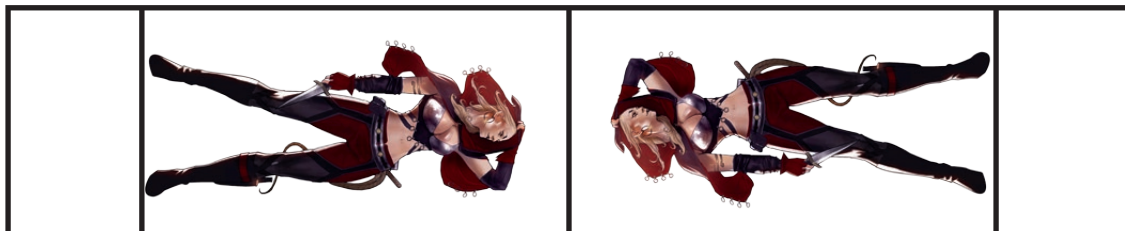
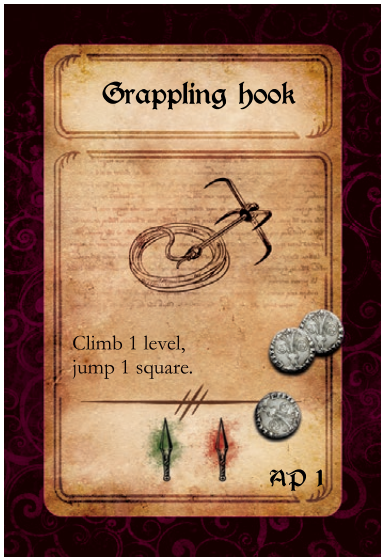
Skill cards



Equipment cards



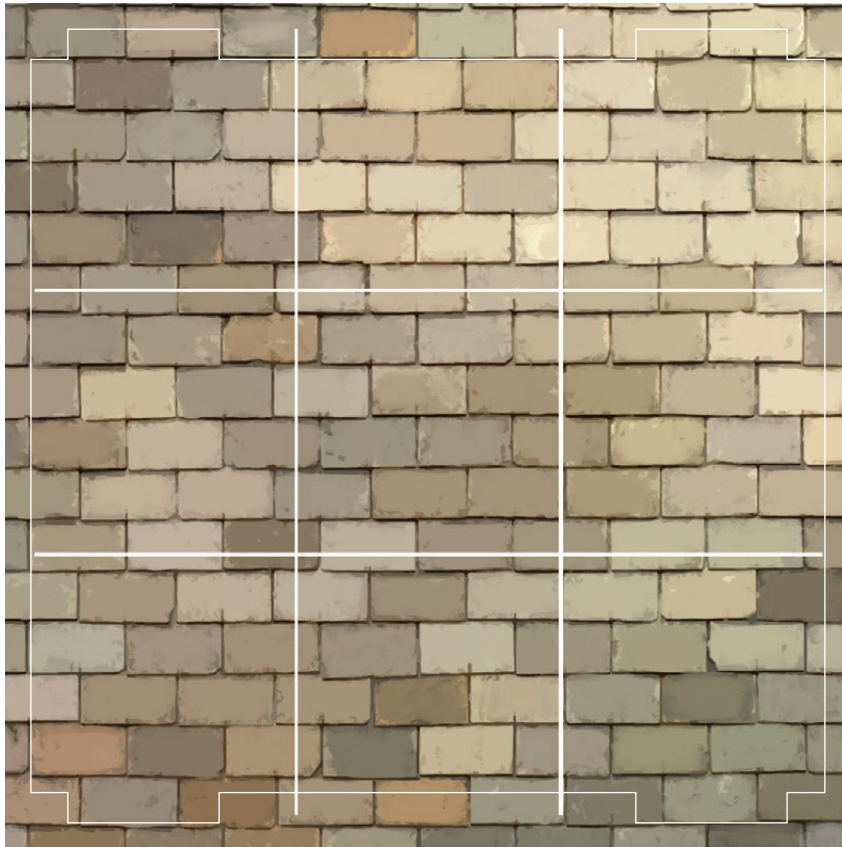




Tips:

Note that the slots are intended for 2mm thick cardboard, so we recommend you glue these elements onto a suitable support.





Heroes - Threat Value

Sofia TV	1	2	3	4	5	6	7	8	9	10	11	12
Valerio TV	1	2	3	4	5	6	7	8	9	10	11	12
Vincenzo TV	1	2	3	4	5	6	7	8	9	10	11	12
Giovanni TV	1	2	3	4	5	6	7	8	9	10	11	12

Perilium

Use a D12, or place a coin in the dedicated space to keep count of the TV instead of the Perilium disc.

Andromeda 2.0

"The metallic voice that announces the imminent landing resembles nothing of a recorded, unemotional message, instead sounding friendly and even hopeful. The cable broadcast voice rebounds from one cabin to the next, reaching all members of the crew until being absorbed by the ship in a muffled echo. An immobile body lies stretched out on a metal bed, supported by a zero gravity mechanism. The echo of the voice reaches the sound detectors used by the apparently female body to hear sounds.

In an instant, its artificial silicone eyes spring open. Their movements are so realistic as to convince even the biggest luminary sceptics that this is anything but a machine void of a soul. The body nimbly gets to its feet as the servo-regulated suspensions emit a light humming sound, while the articular bearings allow it to tidy up the cables framing its face, in a totally natural sequence of actions that any human would make after a long sleep.

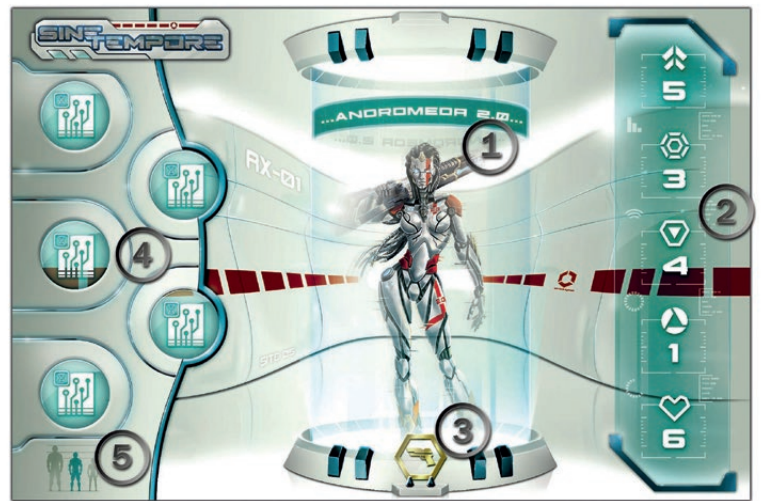
Intelligence and sensuality are dangerous weapons... but a plasma rifle is much more so; a neuronal input transmits this message, and the machine curls its lips into a smile to reveal small, perfect ivory-coloured teeth. With one hand, it caresses the stock of the rifle, lifting the weapon with impressionable ease as if it were a toy, oblivious to the fact that a human being would have struggled to replicate the same manoeuvre. It rests the weapon on one shoulder, crossing one leg in front of the other as it sinuously moves towards the control bridge. Safely landing the crew on that remote planet wasn't the end of its mission, but rather just the start."



Schedule

The character sheet includes:

- 1) The name and image of the hero
- 2) the characteristics of hero, which from top are: Rapidity, Aim, Physical, Mind and Wounds
- 3) The class symbol
- 4) Empty slots where the skill tokens will be inserted
- 5) Model size



Skill tree



There are three skill types:

- 1) basic
- 2) evolved
- 3) derived.

Basic skills can be freely acquired, while evolved skills empower the effect of the basic skills. Derived skills are also determined by the basic skills, but have a different effect.



Skill description

For example: when the basic skill "Concentration" is bought, Security can re-roll a die. This basic skill provides access to the two new skills. The "Focus On" evolved skill, which allows 3 dice to be re-rolled, can be obtained by following the continuous line. Alternatively the "Determined" derived skill, which allows you to select one side of the die during a single action, can be obtained by following the dotted line.



ON **KICKSTARTER**
25 MAY 2017

SINETEMPORE



You can follow us on:
<http://ludusmagnusstudio.com/sinetempore/>



LUDUS MAGNUS
STUDIO

Credits

Graphic design

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Chief Editor

Andrea Colletti

Web Editor

Luca Bernardini

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Andrea Colletti

