



Assises

Tales from a new era

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Achab, Black Rose Wars and Cabalist.



Ashes

Tales from a new era

And here we are with the long-awaited fourth edition of Ashes.

Many things have happened since the last issue, the most important of which (and the reason for the delay) was the Sine Tempore Kickstarter campaign, a totally unexpected journey in terms of its size and commitment.

\$654K is currently an Italian record and we're very proud of this result.

Thanks to Sine Tempore, we have met lots of new friends and have strengthened our relationship with old travel companions: Michael Bedggodd, Oliver Salten, Oliver Shaaf, Michael Bane, Gabriel Rognon and many more still.

Unfortunately the news wasn't all good, our offices were robbed in June, blocking us for a good two weeks.

Taking inspiration from the Scum, they climbed up onto the roof until reaching our office, forced open the window and knocked down the security door to get away with our computers.

Fortunately we had backed up the majority of our material, but either way, we had to move offices and buy all new equipment.

The last news item before we leave you to read up on Ashes, is the fact that we have a new entry, Paolo Scippo, a highly talented graphic artist who has already worked with us in the past, and who among other things - it must be said - is the maker of the Sine Tempore video.

1 - How I did it! Part IV - The story of the creation of Nova Aetas continues, in this issue we'll speak about the enemies' artificial intelligence.

2 - Marco Presentino - We introduce our Social Media Manager and scriptwriter.

3 - Assisi - The final mission of the first bonus mini campaign.

4 - Achab - An introduction to the captain of Genesis.

5 - Black Rose Wars - A presentation of our next project.

6 - Cabalist - A taste of this new playable class and its specialisations.



How I did it!

After having structured the main mechanics and the Horologium, another enormous and difficult challenge (perhaps the most important) was the enemy Artificial Intelligence (AI). It had to be possible to play Nova Aetas in solitary mode, without the aid of a Master. We tried different systems, from the most classic, assigning enemies to the heroes as consistently as possible, to methods using cards that managed adversary actions, but nothing really satisfied us. The former was too predictable, the others were totally random, often making actions that were counter-productive to the models.



Finally Andrea came up with the idea of the Perilium, a system that guarantees the right flexibility for enemies, even allowing them to change their objective with each activation. The system seemed to work perfectly, the enemies interacted with the heroes smoothly and consistently... but something still wasn't right, enemy choices were sometimes still left to the players. By continuously playtesting the mechanics, we finally created a functional flowchart.

The last big leap for the Perilium came at a totally unexpected moment, while the game was being presented and filmed by the guys at Gioconauta (a group of reviewers and board game enthusiasts). The suggestion, which was taken on-board and converted into rules, was to give a threat value (TV) even to missions or objects, making the reaction of each enemy to new situations even more eclectic and diverse.



Marco Presentino

Born in Reggio Calabria on 1st March 1992 and a passionate enthusiast for comics, video games and nerd culture in general, he tried to find his way in various academic fields but scored a heap of 1s on the D6. Failing a Wisdom test miserably, for several years he worked in the world of tourist entertainment. During this experience he lost several mental sanity points, but in exchange learned to understand the importance of relations with the public. So, he decided to place all his bets on his passion for comics, and after moving to Rome, signed up for a screenplay course at the Scuola Romana Dei Fumetti (SRF).



Marco is ready for the red carpet

Thanks to this educational experience, he acquired the basics for the ninth art and with a group of colleagues founded the Blackboard Autoproduzioni cartoonists' association (<https://www.facebook.com/BlackBoardAutoproduzioni>), which would make its debut in the Italian indie comics scene during Lucca Comics&Games 2017.



In exclusive for Ashes, two boards of the "Captian Cagilock" story, with Marco for the text and Giulio Barresi for the drawings.



Marco by Giulio Barresi



Marco by Mel Zohar

He would soon offer up his winning keyboard strokes to the Ludus Magnus Studio cause, covering the role of Social Media Manager, broadening the narrative universe forming the backdrop to LMS games, giving his magical touch to the Nova Aetas finales and shedding light on the backgrounds of Sine Tempore characters and enemies.

History

The group meets, Valerio, Vincenzo and Sofia reach Rebecca in Assisi. The bandit, the Duke of Montemarciano, Alfonso Piccolomini, the last feudatory of Italy catches up to our heroes in Piazza Magna Comunis.

Start: 12:00 pm
End: 15:00 pm

Rules

Set-up

Position the tiles, the 3D elements and the enemies as shown on the map. Position the hands of the Horologium and the activation tokens as shown in the reference image. Choose your hero and take the corresponding skills and equipment (including those acquired in the previous missions of this mini campaign). Position the heroes in the dedicated spaces.

Hero Objective

Survive until the time runs out.

They win if:

- At least 2 Heroes must be active when the time runs out.
- All enemies are defeated before the time runs out.

They lose if:

- Before the time runs out, at least 3 heroes are out of action, or if Piccolomini recovers the gem.

Enemy

Alfonso Piccolomini

- Will always attack the gem carrier where possible. If he can't, he will attack as per the normal rules of his AI, seeking to move in such a way as to attack the gem carrier during the following activations, TV7.

Stratioti

- The Stratioti will always attack the gem carrier where possible. If they can't, they will attack as per the normal rules of their AI, seeking to move in such a way as to attack the gem carrier during the following activations, TV5.

Crossbowman

- The Crossbowman will always attack the Squire and the Scum where possible. If they can't, they will attack as per the normal rules of their AI, seeking to move in such a way as to attack the gem carrier during the following activations, TV6.

Gipsy

- The Gipsy will always attack the Novice 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 gem carrier during the following activations, TV7.

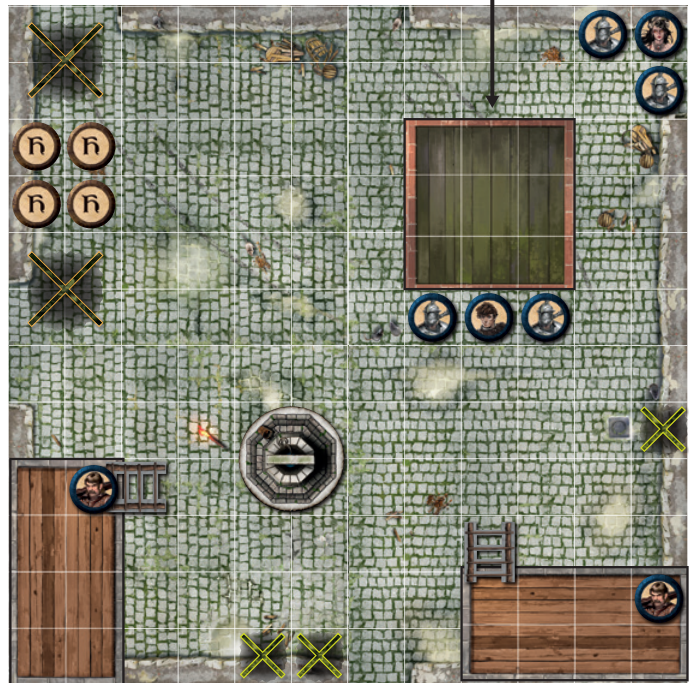
"Special rule: the gem"

The gem is an object in the form of a token and can be passed, during a hero's activation, to an ally hero within 3 squares at a cost of 1AP. If the gem is collected by an enemy, the latter will attempt to bring it directly to Alfonso.

An enemy in possession of the gem can throw it to Alfonso, exactly like the heroes.



Tower (2 houses overlapped)



End of Mission

Defeat

The heroes lose the gem and its wonderful secret. You can try the mission again, losing everything you earned during the lost mission.

Victory

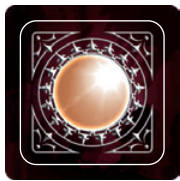
The heroes have brought the gem to safety, to Sofia's old mentor. As these study its characteristics on an old tome, they inform you with great wonder that it is an activation gem, able to open a magical portal through a prodigious machine held by the great Leonardo Da Vinci.

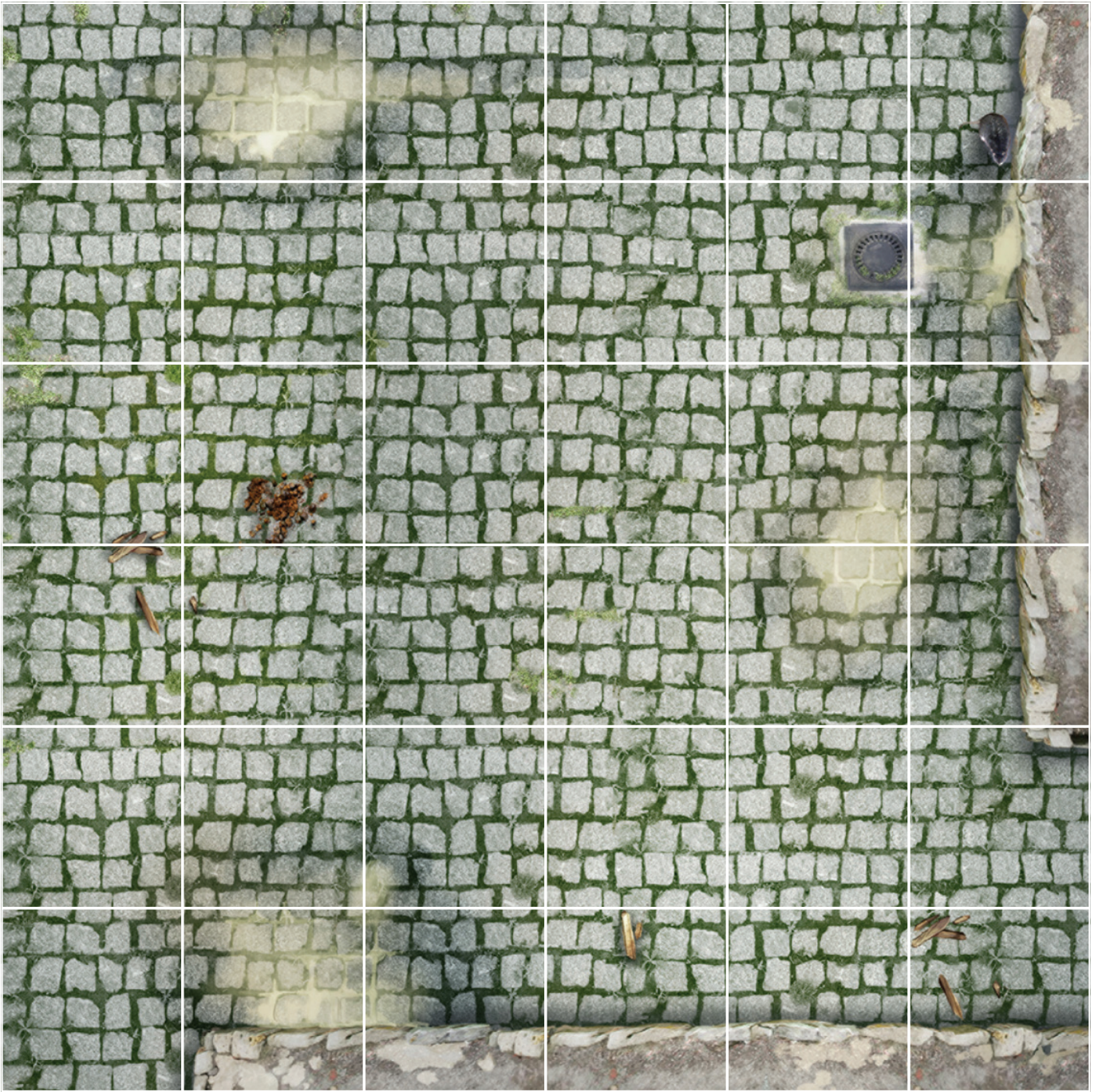
What will Sofia and her friends do? Look out for the next narrative arc, coming soon.

Reward for group:

The heroes can choose their new class.











Holy light (Prayer)

⚔ 0 👁 1 👤 2

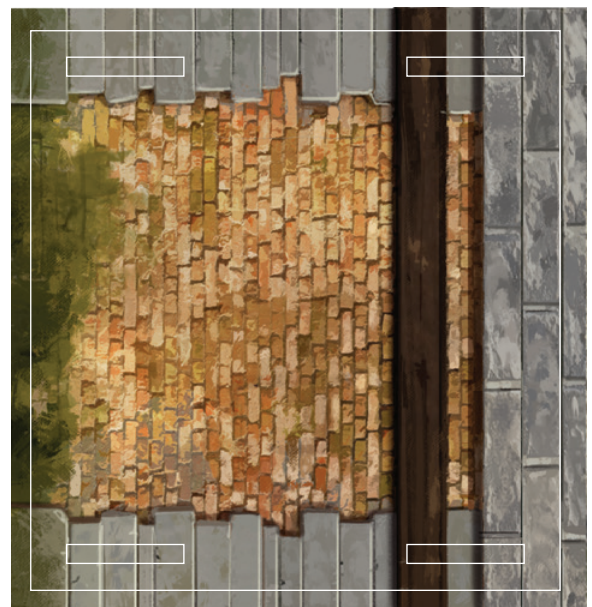
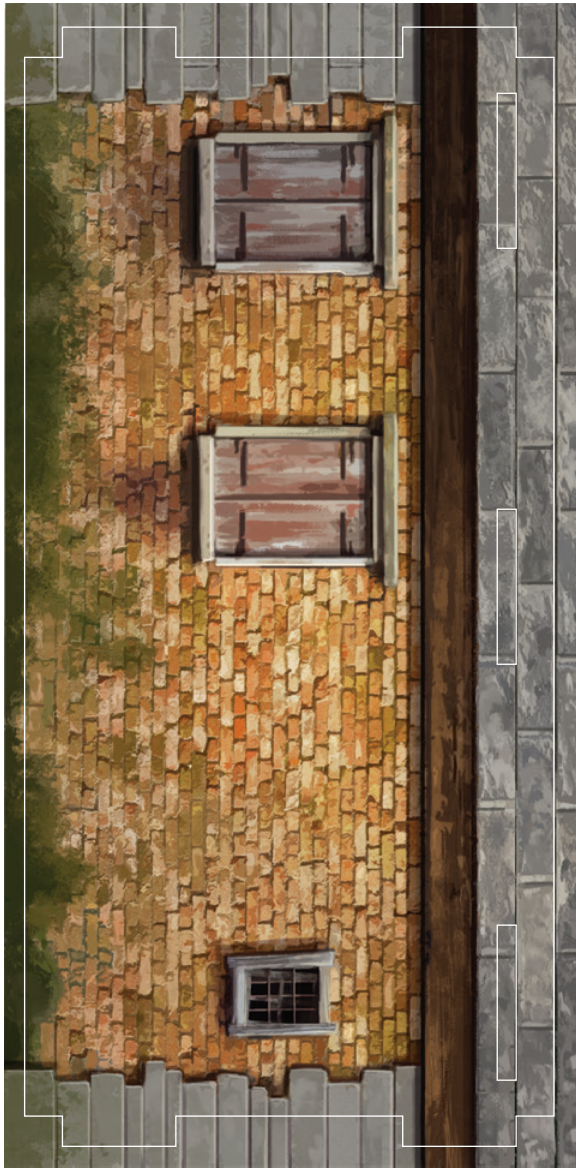
⚡ The prayer area is 3 + the number of successful outcomes, all the other characters in the area receive a Blind token, the hero is the centre of the area.

AP 3

Tips:

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

Print this page x2 to have the number of buildings required for this mission.



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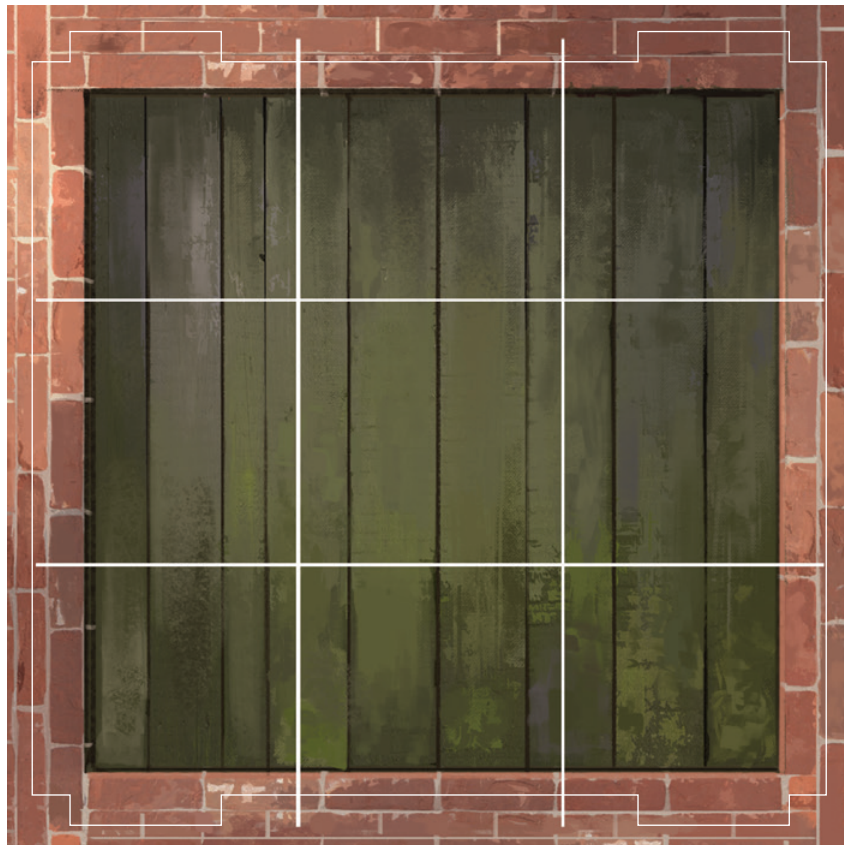
Print this page x2 to have the number of buildings required for this mission.



Tips:

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Captain Achab

*"Devoted to my sacred mission, while gazing up towards the sky.
I leave but my footprints in a now far-off world, but I do so for the deliverance of many.
The ship on which I declare this oath, is to become my home and life.
I shall forgo what I was in a dying world, only to become the salvation of those to come.
I am the keeper of the seeds of the future, I shall find a new garden for our species.
It may cost me my life, but I vow to find that place.
That planet, will be our salvation".*

Those words, pronounced many moons ago, flash across his mind like bolts of lightning. In the shadows of the tiny cabin, a silhouette is barely outlined by the faintest flare of a burning cigar. Every time felt like the first, no matter how many planets he'd visited... the suspense of a new discovery and the fear of the unknown were a constant source of excitement. The rumbling of the ship's motors slowly faded, like the gentle purr of a giant cat. The captain was all too familiar with the unstable companionship of plasma technology; the propellers needed to cool down and they had every chance of being found on that freezing, inhospitable planet.

Who knew what he himself would find... a peaceful population with whom to join forces in the task of survival, or some alien beast ready to devour him? He instinctively ran his fingers across his face, inadvertently caressing an old scar... he had let his guard down that time, he tells himself. It won't happen again. A metallic voice informs him that the landing was successful. Dressed in his exo-suit, he activates the holo-visior on his left forearm and announces *"This is Captain Achab speaking. To all crew, prepare to disembark. I repeat, prepare to disembark. Follow the phase one protocol: Inspection and classification of the surrounding environment. We aren't hunters, but let us not be confused with prey".*



- A - The name of Equipment item.
- B - Each Heroes can only take one type of armor and one accessory.
- C - Image of the Equipment.
- D - Describes the effect of the Equipment.
- E - Some Equipment items have windows indicating which energy cells can be used.
- F - All Equipment items can be upgraded up to level 3. When upgrading, replace the current card with the upgraded card.
- G - This band describes the characteristics of the weapon. Some Attacks have a "CHAIN" symbol, which indicates the possibility to use Chain Attacks.
- H - This section states who can use the Equipment, some objects are specific to a certain Hero, others are linked to a specific Class, others still are entirely generic

Equipment upgrade

In Sine Tempore, each Equipment item has 3 card versions, one for each Upgrade level. Once the resources needed to upgrade have been obtained, the existing card can be discarded and replaced with the upgraded card. It is not possible to upgrade an Equipment item directly from level 1 to level 3, without first upgrading to level 2.



Achab's Cigars:

Habaneros are the Genesis Captain's favourite cigars. The tobacco, wrapped up with the leaves of the chili pepper whence it takes its name, makes these cigars the object of much scorn by many smokers, but Achab doesn't seem to care much. Given he could only bring a limited supply of his much-adored cigars with him on the trip, he set up a small greenhouse where he cultivates and dries his own tobacco and Habanero leaves. Cigars have become more than just a simple pastime for Achab, who goes so far as to bring them with him on the battlefield, where he uses them to irritate and provoke his adversaries, blinding them with the smoke or throwing the cigars directly at their face.

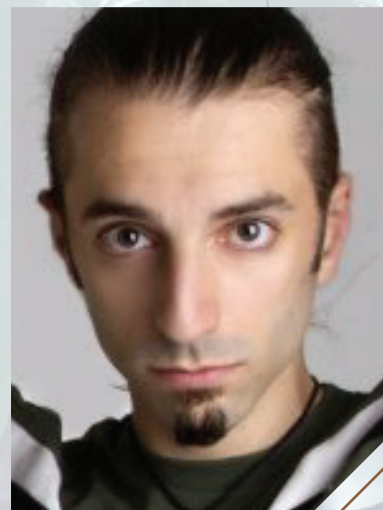


Black Rose Wars

I guess I should introduce myself, where do I begin...

First of all, my name is Marco Montanaro and I'm 32 years old. I currently work as an Engineer for Amazon and am passionate about board games, video games and role-playing games.

My passion for the world of games developed at the tender age of 8 with my PC 486 and games such as Kyrandia, Monkey Island, Doom, Wolfstein 3D, Indiana Jones, Super Mario etc. . I've always been an enthusiast for video games, but through Dungeon & Dragons I began to slowly discover the world of role-playing games. As soon as I was old enough (14 years old), I started my D&D master in a ten-year campaign set in the mythical universe of the Forgotten Realms. During this time, I also discovered the world of board games through classics such as Agricola, Crcassonne, Dominion, Kaos nel Vecchio Mondo... and in the meantime I charged through video games such as World of Warcraft, LoL, Unreal, Ultima Online, Neverwinter Nights (and many, many more). One game however always prevailed over all, offering me continuous entertainment and making me dream: Dungeon & Dragons. It was in fact an event during that ten-year campaign that gave rise to the idea for Black Rose Wars.



LMS is pleased to introduce its next game: Black Rose Wars.

Here, you'll be able to read and see how this game was created, from its author's imagination to the first steps of its visual and conceptual development. In the following editions, we'll delve deeper into the various aspects of the game, accompanying you through its graphic restyling and the optimisation of various game components.

LMS will also get to work on some new miniatures, making sure we offer you nothing short of a quality product, as always.



The Black Rose was originally the guild of the Archmage, whose magic ruled the world, holding its reins in a D&D campaign.

The Black Rose was in fact the artefact protecting the heart of the Forgotten Magic of the gods, gifted by the god of magic himself to the highest Master of the Order.

The Master used it for advice and to rule all the members of the Order of Mages.

The war that ended the Order is remembered as the Black Rose War, and is where the idea for the game was born: to play the Archmages of the order that destroyed everything in their incredible power, without regard for anything except



So how could we structure a game with a setting as classic as this one, whose only objective would be to enhance the power of individual players, creating the sensation of explosive energy typical of the centuries-old Archmages and their thirst for power?

The die wouldn't have done justice to the typical strategy of a mage, who is no way subject to the random occurrence of events. And so the idea of deckbuilding was born.

Players (Archmages, editor's note) continue to build their deck of powerful spells during the entire game, trying different combinations to make each turn even more devastating.

The Archmages will find themselves in constant difficulty, needing to prepare their turn in advance, deciding which series of spells to cast during that turn and in what order. These mechanics, thought up during a trip (thanks to the help of the author's brother, another obstinate player, editor's note), creates the sensation of selecting and preparing the spells, typical of reflective magicians and their destructive power as they execute their strategy. Black Rose is a game backed by 3 years of development and Beta Tests with a single scope: to make the game experience exhilarating and at the same time highly emotional.

During the numerous events at which the game was tested (including events held by the Orizzonte degli Eventi di Piacenza association), after a first round to understand the rules, players refused to accept advice and autonomously selected their own strategy, in the hope and conviction of having maximised their turn to earn more power than all the others.

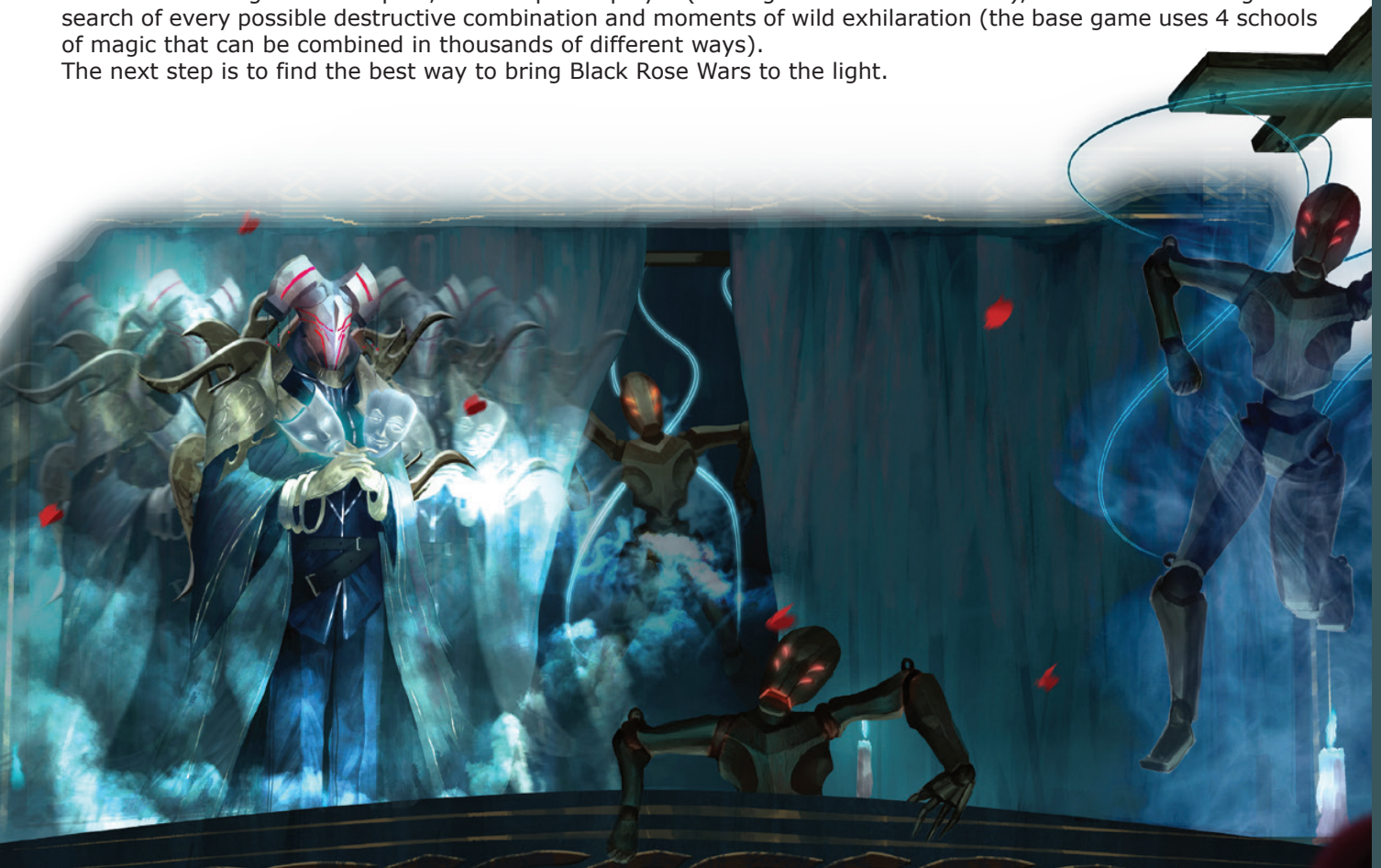


It is a game that purposely has various miniatures in order to guarantee the players' total immersion in the setting. Lots of different comments have been received about the effectiveness of the game mechanics and the game's high level of addiction.

Lots of positive feedback, the latest of which struck a note with us, from an Italian middle-school teacher telling us about six of her students who rowdily played the game for an hour and a half at the last event, focused on a single objective: Evoke Undeads, launch Meteor Showers and unleash fatal traps on their companions!

Finally, Black Rose Wars has been put together with both the casual gamer in mind, looking for a game that's easy to learn with a high visual impact, and the power player (lifelong friends of the author), who scoured through it in search of every possible destructive combination and moments of wild exhilaration (the base game uses 4 schools of magic that can be combined in thousands of different ways).

The next step is to find the best way to bring Black Rose Wars to the light.



Cabalist

It is with great pleasure that we introduce the second Hero created through a collaboration between LMS and one of the NA Backers: Warren Tusk.

Warren has been a truly proactive and precious collaborator. Thanks to his historical knowledge, he was able to offer us heaps of great tips on which to base the rules of this fascinating character. The Cabalist is a new supporting character, a worthy substitution for the Novice within the group. In actual fact, given the different religious views of the two characters, the Novice and Cabalist will never be recruited in the same mission (but they can form part of the same free company)... so you'll need to decide which of the two heroes to bring.



The Cabalist also uses a new type of supernatural skill, Rituals. The Rituals work in the same way as spells, but always require a sacrifice by the Cabalist. In play terms, this means that each time the Cabalist successfully uses a Ritual, he will also earn a negative status Token, or be wounded. The Rituals are obviously very powerful and their effects are always applied to one area. The effects range from damage to debuffs for the enemies, and buffs for companions. But the Cabalist's most interesting skill is no doubt his ability to conjure his Personal Golem! This being, moved by mystical powers, is the Cabalist's bodyguard and once conjured, acts in the same way as the pets with a few slight differences.

The Golem will in fact have its own Wounds and in addition to sharing its AP with that of its owner, the two will also share their TV, which will change depending on the actions of both.

Warren also worked with us on the development of the two Cabalist specialisations: the Baal Shael, specialised in empowering the Golem and inflicting fearsome debuffs on its enemies, and the Merkabah Mystic, a conjurer of angels! The Angels are very powerful forms of magic with effects on areas, which represent the apparition of an angel on the battlefield that unleashes its fury on its enemies!

Of course, the Cabalist will be supplied with all its mystical equipment, ranging from prohibited books of the Cabala to ancient relics full of mysticism.

We hope this quick overview of the Cabalist has caught your attention and tempted you to engage him in your free company!

Another massive THANK YOU to Warren Tusk for all his help and support during the creation of this fascinating character!!





LUDUS MAGNUS
STUDIO

Credits

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Chief Editor

Andrea Colletti

Web Editor

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Antonio De Luca - Roberto Pitturru

Game design mission

Andrea Colletti

