



Aetas

Tales from a new era

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Ashes

Tales from a new era

Hi everyone, and welcome to a new world.
As you already know, every new world is born from the ashes of the previous one, hence the name, Ashes.

First of all, allow me to introduce myself. I'm Andrea Colletti and my main role is to look after the LMS artistic department. Just like any good Peter Pan, I live in a world of fantasy and games and have had the privilege of working for a number of companies in the industry, including Games Workshop.

I will be the main editor of these fanzines, in which my LMS colleagues will speak about their work.

In this web fanzine, we will try and offer a backstage look at our projects, provide previews of our products and publish P&Ps and mini-games to expand our universe.

In this first issue you'll find:

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Page 6 - P&P of "It's a Trap", a Nova Aetas mission presented at Lucca Games a few years ago.



Developing Nova Aetas

As is normally the case, it all started as a joke, from the desire to improve our most-loved games with some house rules.

At a certain point, we realised that to satisfy our needs, it would almost be easier to re-write the rulebook from scratch, using only the materials of various games.

This is how the first, amateur version of Nova Aetas was born, where moves were made on an hexagonal map only.

After lots of entertaining play nights and endless changes to the rules, we decided to test Nova Aetas out on some of our friends to receive some external feedback.



Lucca games 2013



Lucca games 2013

During this same period, we had been following Kickstarter as backers and had begun to understand the potential of the platform and so our first project was born.

After a few years of playtesting at various trade fairs, and an in-depth study on Kickstarter, we felt like we were ready to make the next big step.

Unfortunately, we experienced first-hand the bitter taste of defeat. Despite the encouraging positive feedback we received, the game was still amateurish in terms of the production of materials, and we were unable to convey the game's true potential with the few resources available to us.

So we convinced ourselves to invest lots of time and money to produce new concepts, new miniatures and examples with play cards and boards.

As we waited for our time to come, we kept ourselves very busy, participating in numerous sector initiatives such as trade fairs and events around Italy.

After several setbacks and another less-than-perfect kickstarter, we finally got our result. Nova Aetas had finally achieved its goal and would see the light on more than 30,000 gaming tables.



Lucca games 2013

Faun warrior WIP



Giovanni Pirrotta

In a tour that will slowly introduce you to the various components of the studio, we have decided to begin with the latest acquisition by LMS, Giovanni Pirrotta.

Giovanni was born in Reggio Calabria exactly 30 years ago. He studied architecture and followed his passion for illustration at the Idea Academy of Rome.

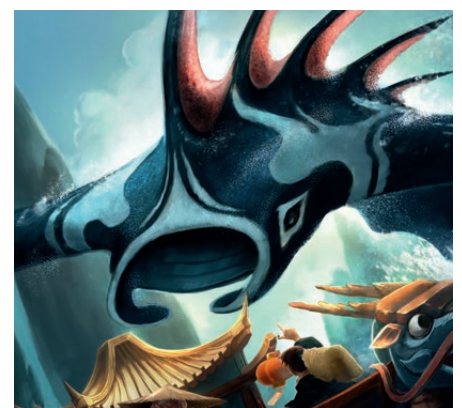
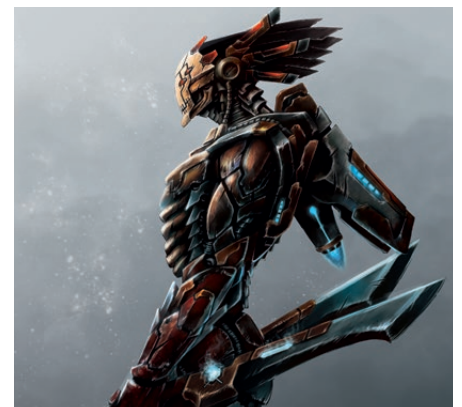
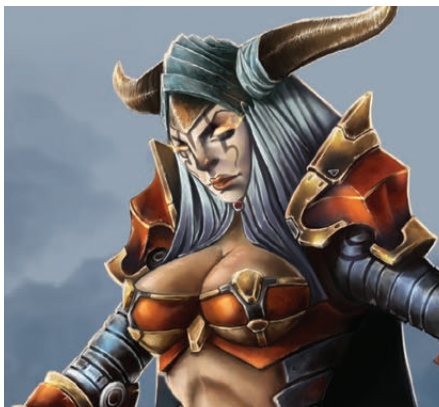
He had worked for different studios as a freelancer before planting his roots in ours.

His strong point is his versatility. In fact, he skilfully handles a variety of styles and is able to develop concepts for both characters and monsters, and even beautiful maps for our games.

His work is highly focused on developing all the Sine Tempore material. For this project in fact, we have assigned him almost all of the graphical work.

By working in close contact with our sculptors, he is learning a totally new way of conceiving illustrations, limited by the restrictions of materials, but which also sees his work transformed into a physical form.

Below is a small gallery of his works, watch out for the spoilers:



Drunken Dwarfs

Some of you have had the pleasure of an advanced viewing at Essen and Lucca Games. Drunken Dwarfs is the first real product to bear the LMS brand.

Developed by Davide and illustrated by Claudio Casini (the same illustrator who gave life to Mater Ignis in NA), this game will take you to an inn full of dwarfs, where the aim is to drink and play, and rant the loudest.

The game is based on the concept of storytelling, where several dwarfs tell the tale of their exploits, except this time to win, you need to drink beer!

If you don't drink, don't worry... there's even an elf who, as we all know, can't tolerate alcohol and drinks only soda.



Drunken Dwarfs



Rules



FRONT



You can buy Drunken Dwarfs on our store:
<https://shop.ludusmagnusstudio.com>

It's a trap

Bonus mission ~ 0.1

History

Rebecca the Apprentice and Valerio the Squire have ventured into a forest near Assisi in search of one of the Mana Gems. During their stay in Perugia, they learned of the existence of this ancient artefact, but they're not the only ones. Will they succeed in dodging the traps in place to protect the powerful relic and take possession of it before the bandits?

Start: 12:00 am
End: 2:00 pm



Rules

Set-up

Position all the Incognito tokens as shown on the map. Decide how to arrange the Heroes in the deployment squares.

Hero Objective

The Heroes must collect the mana gem before the time runs out, or before the enemies go out of the map with them.

They win if:

- The Heroes collect the mana gem before the time runs out and run out of the map from their deployment squares.

They lose if:

- The Heroes are Out of Action at the same time; the mission ends immediately.
- The enemies go out of the map with the mana gem from their deployment squares.

Enemy

Stratioti x2

- The Stratioti will search for the Gem, turning over the Incognito tokens, TV 6.

Crossbowman

- The crossbowman will attack the Heroes, following the normal rules.

Special rules

Special Rules

Incognito token

Randomly position the attached Incognito tokens on the squares indicated by the map.

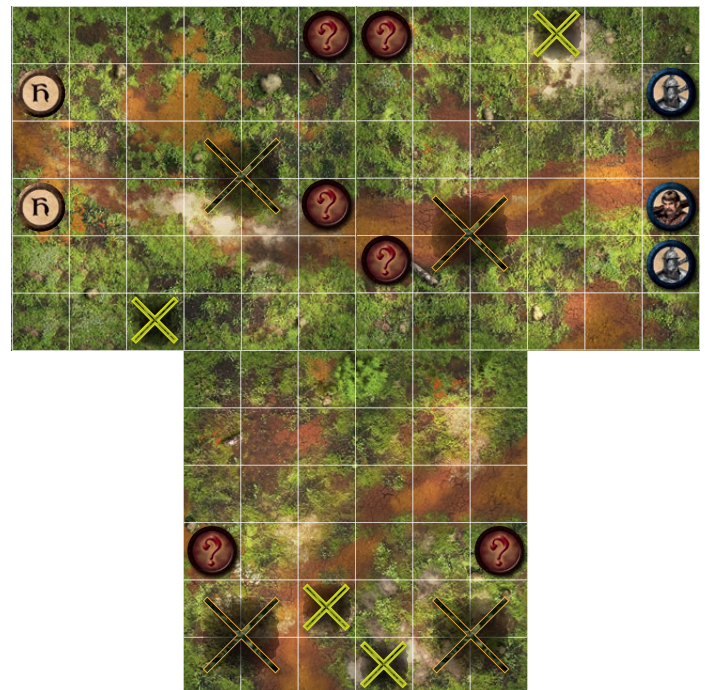
A Hero or enemy can turn over an Incognito token by positioning themselves on top of it and spending 1 AP.

If it is not the Mana Gem token, discard one Trap.

Traps

If a model triggers a Trap, randomly draw one of the four attached cards and apply the effects on the model.

Each Trap card requires the model to perform a Rapidity test to be avoided.



End of Mission

Victory

The Heroes win if they succeed in leaving the map with the Mana Gem before the time runs out.

Reward for group:

Eternal gratitude of Rebecca and a new skill for the next bonus mission (which you'll find in the second edition of Ashes).



Print and Play

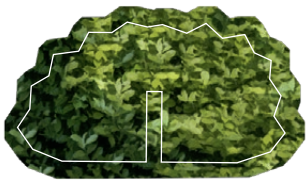
To play the "It's a trap" mission, print and cut out the elements on the following pages.



Rebecca hero sheets



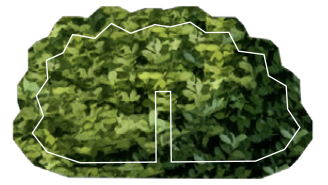
Valerio hero sheets



Bush front



Bush back



Tree front



Tree back

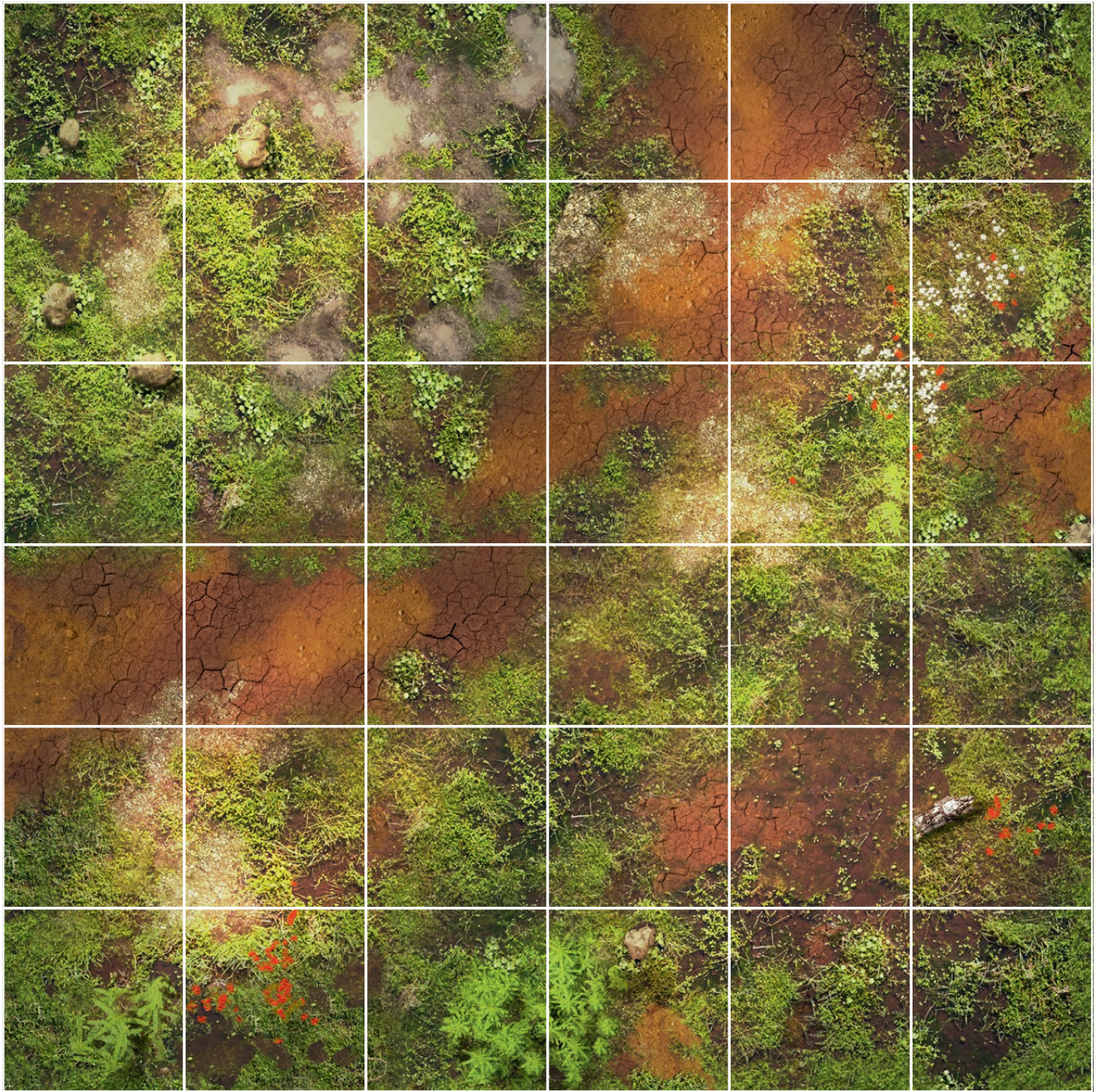


Print this page x4

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

Wounds token





Enemies cards



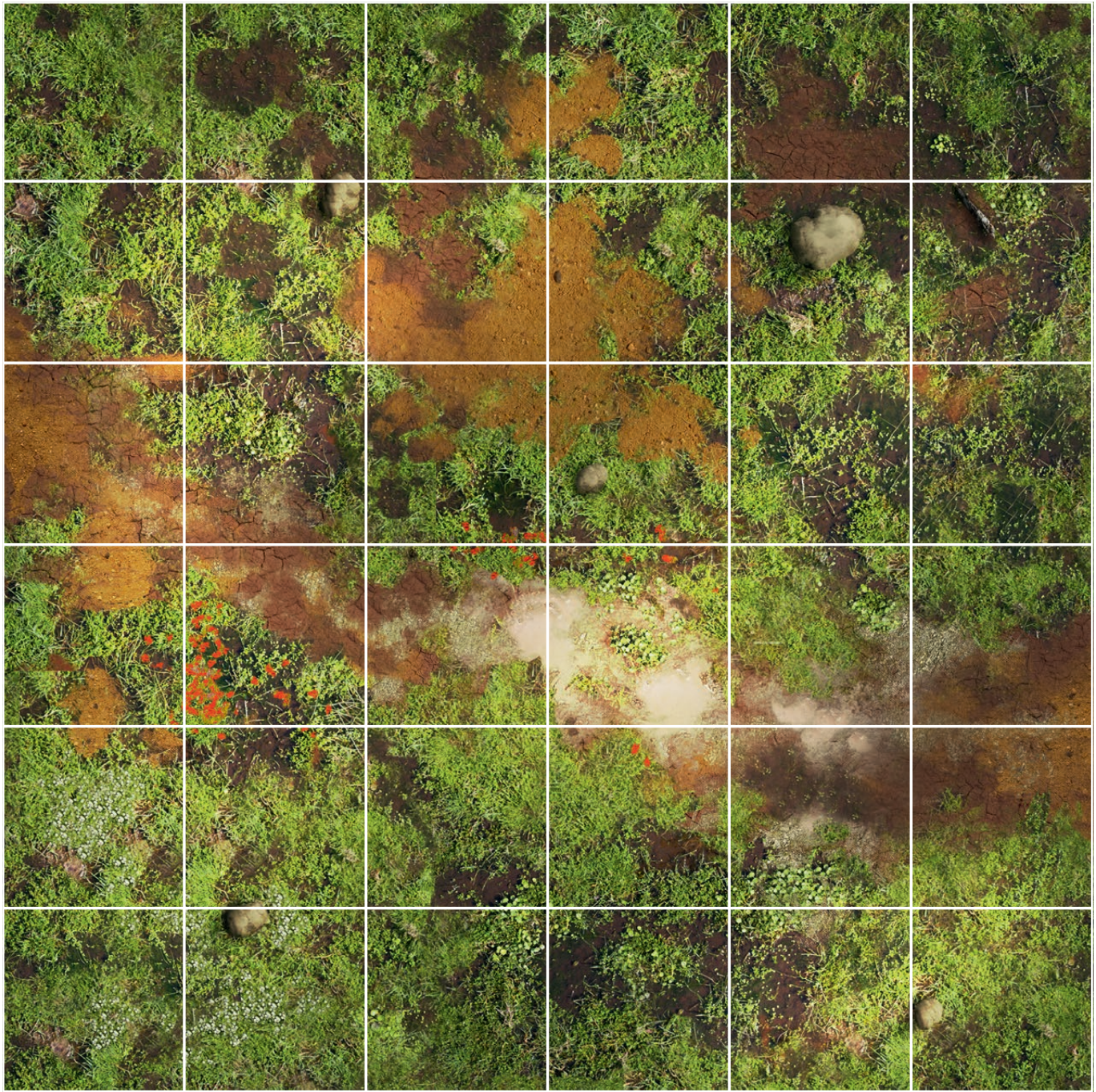
Front incognito token



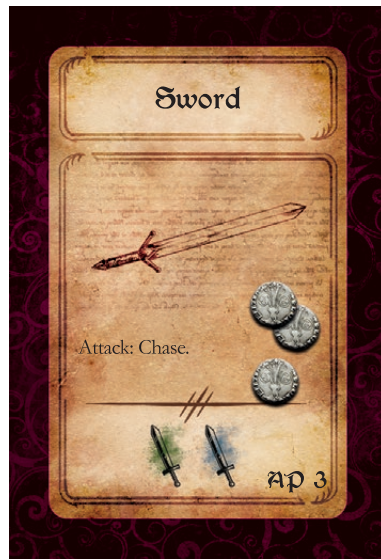
Back incognito token



Horologium activation token



Rebecca's objects



Valerio's objects



Tokens for horologium instead of minute hand and hour hand.

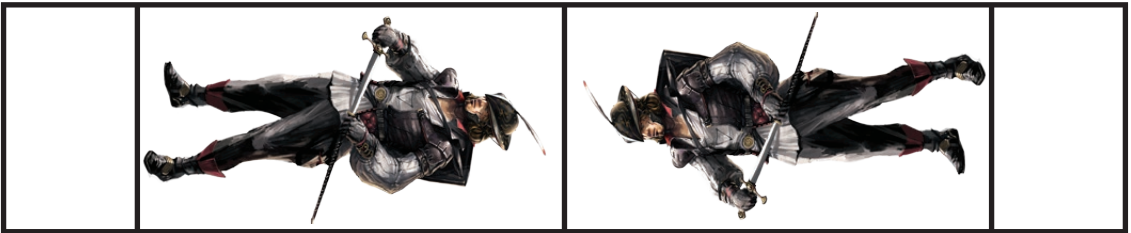
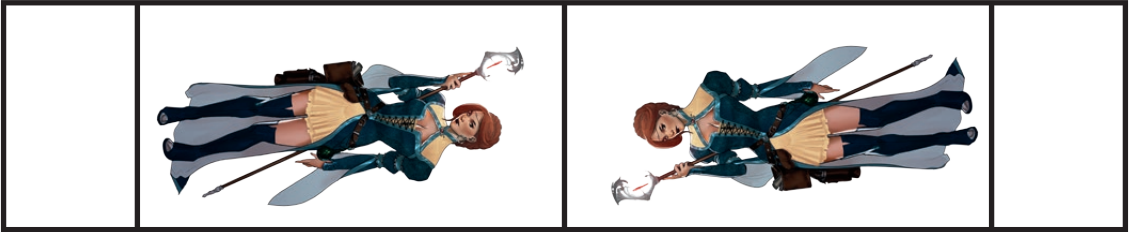
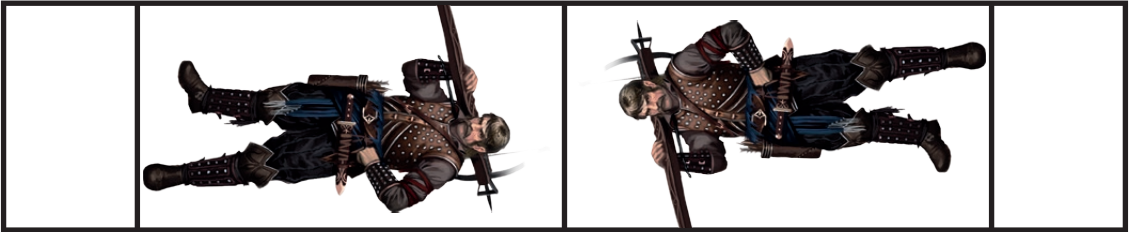
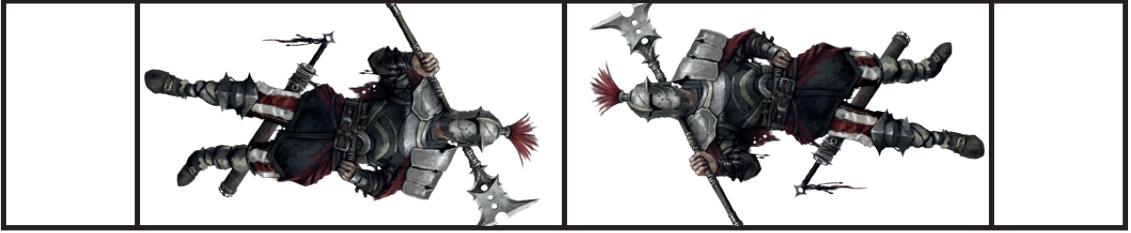
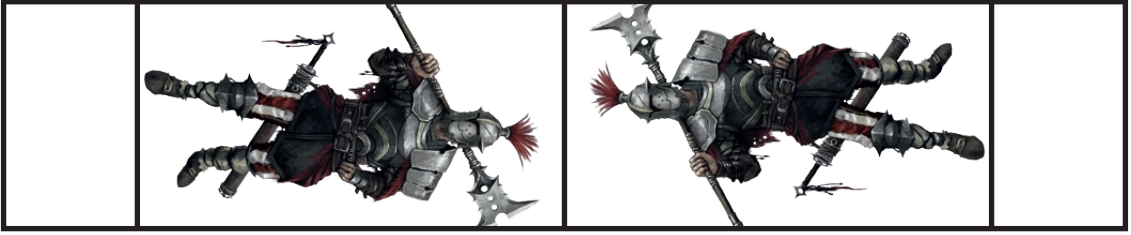


Heroes - Threat Value

Rebecca 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

Perilium

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





Trap cards



Trap cards back



Wound card



LUDUS MAGNUS
STUDIO

Credits

Graphic design

Josè Alejandro Lupico Barca

Chief Editor

Andrea Colletti

Illustrations

Giovanni Pirrotta - Daniel Comerci - Oscar Cafaro

Antonio De Luca - Roberto Pitturru

Game design mission

Andrea Colletti

