



Asides

Tales from a new era

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Mission "My arm at your service!"



Hi and happy new year to all!

I hope you all enjoyed the holiday season and are fully charged for this fantastic new 2017, full of exciting novelties.

First of all, this year the first part of Nova Aetas will be delivered. This event will lay the groundwork for our company and the feedback we receive will help us to evaluate whether or not we're on the right track for our future projects.

Shortly afterwards, we'll be launching our new project, Sine Tempore, which should carry us through to the end of the year and hopefully allow us to increase our staff.

Thanks to the great work accomplished thus far, we are currently receiving a lot of positive feedback from a number of different companies, many of which are asking us to support their projects, often leaving us swamped with things to do!

Two of these collaborations may well lead to the birth of another two games... but that's a whole other story.

It's time to introduce the content of the second issue of Ashes:

1 - How I did it! - we will discuss the early steps of the Nova Aetas design, revealing the behind the scenes of various choices, or how a game accessory comes to be

2 - Fernando Armentano - Our in-house sculptor, the guy behind the creation or review of all Ludus Magnus Model (LMM) miniatures

3 - Sine Tempore - some news about our upcoming game.

4 - *My arm at your service!* - promo Nova Aetas mission, which introduces a third hero, the Novice, and the rules on how to use the zodiac signs during the game.



How I did it!

Part 1

How did Nova Aetas come to be? Which were the critical project choices? Where did we start?

We already partially answered the first question in the last issue; everything began as a game, until the positive feedback we received encouraged us to delve further.

But what were our actual first steps? The mists of time have clouded our memory somewhat... there wasn't really a first step to mark the beginning, but more so the desire to create something that worked and covered the shortfalls we'd noticed in other, similar games. The first choice was therefore a direct consequence of this desire and thus had to be a game of miniatures, merging the concept of a board game with that of a role game.



Immediately afterwards, we chose the setting. We wanted something original that was yet to be explored, not the classic fantasy setting with entirely invented monsters and enemies, nor a futuristic setting full of oddly shaped monsters (a concept we would later reconsider in Sine Tempore). We therefore imagined an historical period that could be contaminated with mythological elements to reinvigorate the setting, while giving us room to move with our inventions.

We had only to figure out where our story would take place. Based on the location, we would then explore the mythology and best historical period. We immediately agreed that Renaissance Italy would work, also in light of the rich selection of characters lending themselves to the cause.

From that moment on, we began to brainstorm possible ideas for a broad-reaching base story, one that would channel not only the energy of Nova Aetas, but also of other games that would eventually enrich the background (we'll probably speak of these in the next issue of Ashes).

Once we had agreed on the best storyline, we began to imagine the different groups that could be linked to the Italian Renaissance. There was an incredibly broad range of stories to choose from, and in the end we entrusted the task to Lucas, a medieval archaeologist boasting a wealth of knowledge about the details of each single event, and thus best qualified to advise us on the best starting point for our game.

We soon realised that we couldn't adapt historical events without revolutionising them, so we decided to travel a parallel road to that of history, leaving the narration as the background music.

The base rules were now ready and tested, the setting had been decided, the next step was to adapt these two aspects to make them compatible, through the creation of hero archetypes and the development of enemy groups.



Behind the scenes

Nova Aetas was originally designed to be played in 3, with character sheets that would be progressively completed, in what was essentially a simple role-playing game. The initial concept was much more historically true than the current version, characterised by extensive research on the equipment and outfits of that particular era. A lot of research was invested in character development, but the notion of a board game was often lost. The various characteristics could be modified, and the heroes had their own genuine armoury. The enemies were "active", they had to be controlled by the characters, making decisions and rolling the dice on their behalf... it was almost a totally different game.

Fernando Armentano

At a certain point, my old desk buddy Fernando made his grand entrance into our studio.

When I contacted him to see his works, I was immediately taken aback by the quality of his models and we wasted no time in offering him a place in our team. He would cover a role that would prove fundamental to the development of our games, as a sculptor.

One of the biggest difficulties we encountered was how to combine exceptional artistic sculptures with efficient representation, in a 40 mm miniature. Having an in-house sculptor able to follow the entire creative process, who understood the difficulties involved in PVC printing, was therefore essential.

Fernando was born in Rotonda, in Basilicata, 38 years ago. Various members of his family are professional sculptors, so one could say that he was destined to do the same. His approach to the world of sculpting (clay modelling) was somewhat amateurish, (he describes it like the movie Ghost, I say it's more like Peppa Pig with mud). During his stint at Games Workshop (where we met), he studied many aspects of using Green Stuff and sculpting in general, but it was only once he left the company that he devoted himself full-time to his passion, exploring the digital world. He now reviews all of our models and is our main and most prolific sculptor.

Below you can appreciate some of his works, as always there's a couple of spoilers in there as well. Happy viewing.



SINE TEMPORE

As announced on the cover page, I am proud to present Sine Tempore for those of you who aren't yet familiar with it.



Sine Tempore will be our next project, and just like Nova Aetas, it will be launched on Kickstarter (soon). The game mechanics bear some resemblance to its predecessor, but have evolved in a "more fast and furious" direction.

Sine Tempore will take you back to a faraway past, thousands of years before Nova Aetas, exploring new worlds in search of a new home where characters can live and prosper.

During this long journey, your spaceship will come across a number of different alien species, some friendly, others somewhat suspicious or openly hostile.

In the box you'll find 39 miniatures, 4 of which are heroes, with whom you will delve into the dangers of Primevus V, through unexplored jungles, used as hunting grounds by Primaevi and the ancient ruins of civilisation used by the latter as a resting base.

A campaign designed to be replayed with different paths each time will lead you to 3 different endings in your search for the resources you need to survive.

An efficient "end game" system will help you to develop your characters through a modern tree skill system and a tested crafting mechanism inspired by Nova Aetas.



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

History

Rebecca and Valerio have recovered the gem and now need to escape from the bandits from whom they snatched it. During their escape, they find an unexpected aid in Vincenzo, a Novice from the nearby town of Assisi. The heroes walk into an ambush. Will they succeed in escaping with the gem?

⌚ Start: 12:05 pm
⌚ End: 3:00 pm



Rules

Set-up

Position all the Enemy Spawning Point tokens as shown on the map, build the Enemy draft deck with Stratiota, Crossbowman and Gipsy cards. Draw a card for each Enemy Spawning Point every time that the first hero enter a new tile. Decide how to arrange the Heroes in the deployment squares.

Hero Objective

The Heroes need to escape from the map through the areas indicated in red, by 3.00 pm.

They win if:

- The Heroes win if at least 2 of them manage to exit the map before the time runs out.

They lose if:

- 2 Heroes are Out of Action at the same time; the mission ends immediately.
- If they don't succeed in leaving the map by 3.00 pm.

Enemy

Stratioti

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

Crossbowman

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

Gipsy

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

Optional rules

Zodiac

The Zodiac cards represent a new experience in the world of Nova Aetas.

Each hero is born under the protection of a zodiac sign, offering heroes strength when they need it, support when necessary and even new skills.

If you decide to use the optional zodiac rule, you will need to randomly select a zodiac card from the deck when your character is created.

For this promo mission, you can randomly select one of 6 different zodiac sign cards.

There is only one zodiac sign for each hero, and it can never be changed throughout the entire game.

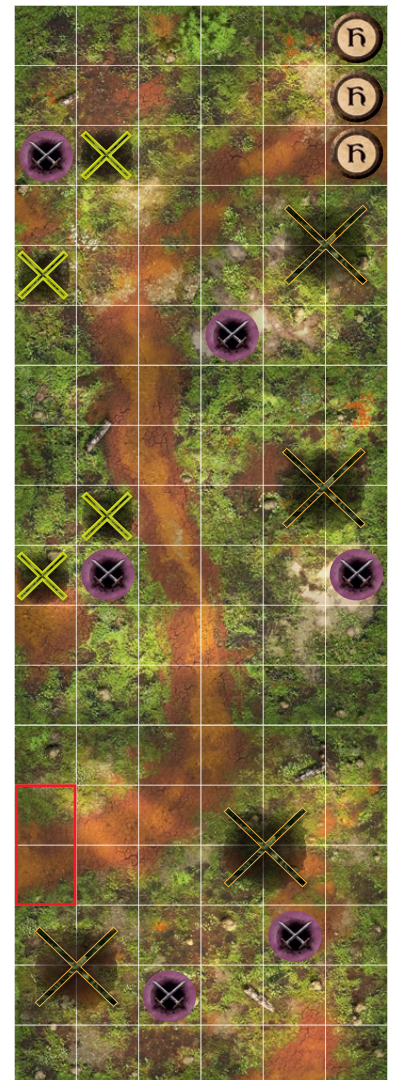
Each zodiac card contains different information:

Name: name of reference zodiac

Design: the symbol of the indicated zodiac sign

Effect: indicates the bonus afforded to the hero by the zodiac sign; this may be an active skill (in this case, all information needed for its use will be provided, such as AP and the difficulty of any tests) or passive skill (still active.) In some cases, the bonus may be for certain existing skills or increase a specific characteristic.

Advantage: Indicates the additional bonus from which a hero can benefit, if during their activation their representative token overtakes the Horologium sector linked to their zodiac sign.



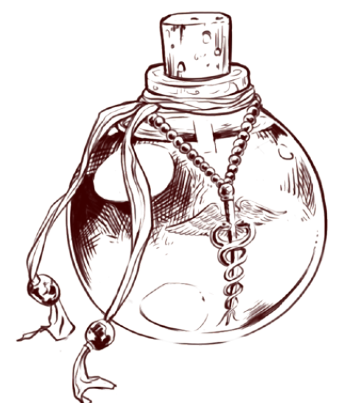
End of Mission

Victory

Once escaped from the forest, Vincenzo accompanies his two friends to an acquaintance of his that may be able to help them hide from the bandits in Assisi, someone called Arianna.

Reward for group:

Arianna joins the group. Each hero receives a new skill for their next mission.

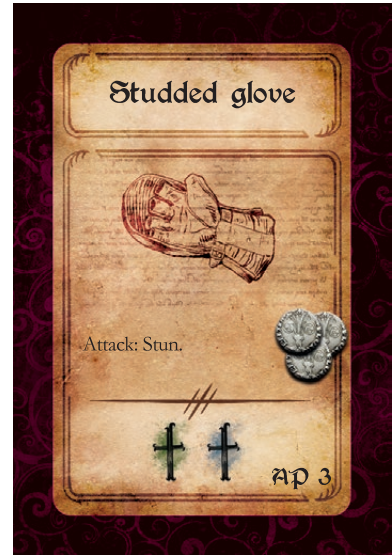


Print and Play

To play the "My arm at your service!" mission, print and cut out the elements on the following pages and elements of Ashes 01.



Vincenzo hero sheets



Equipment cards



Activation tokens

Blessed tokens

Burned tokens



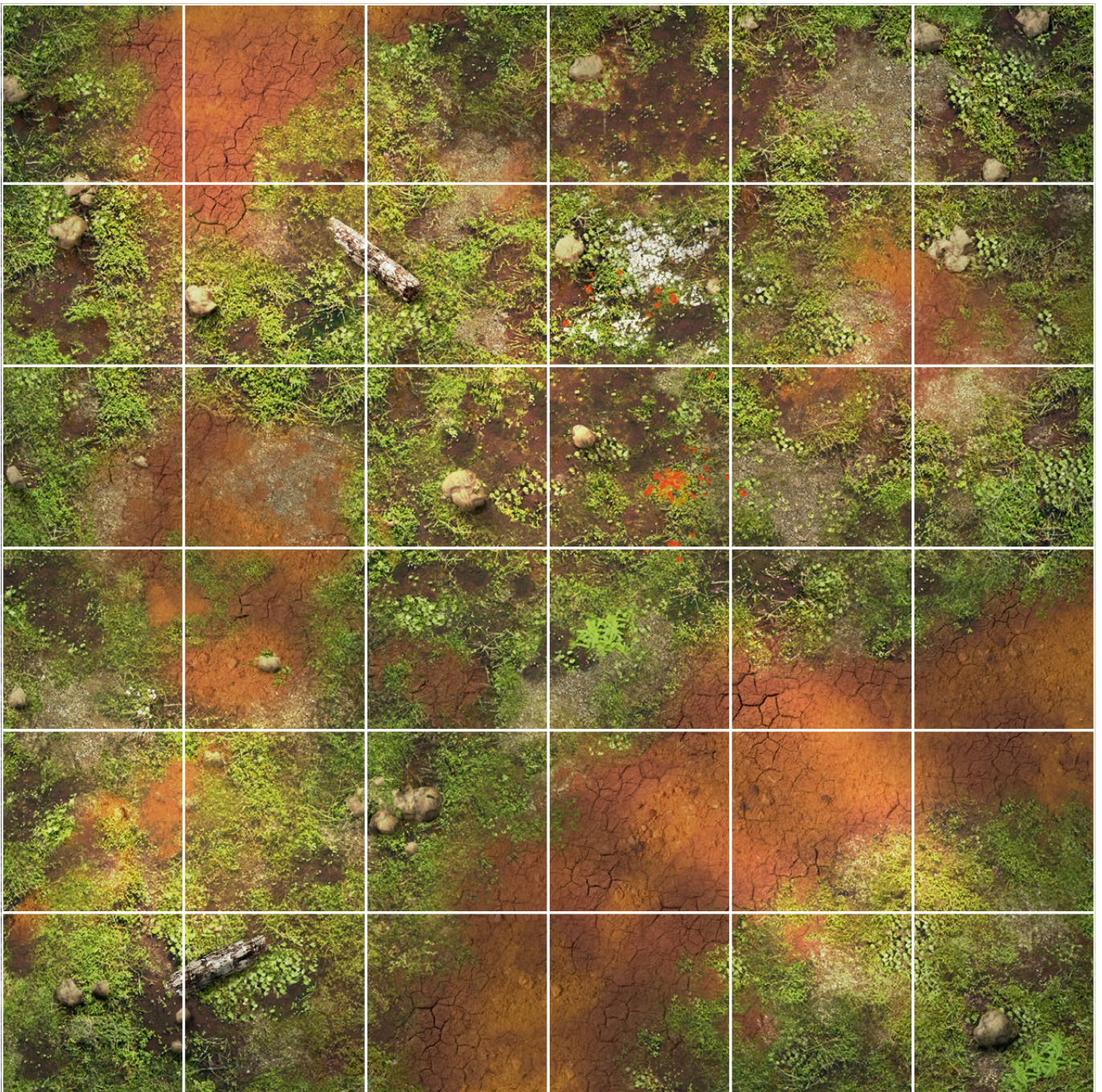
Enemy spawning point tokens

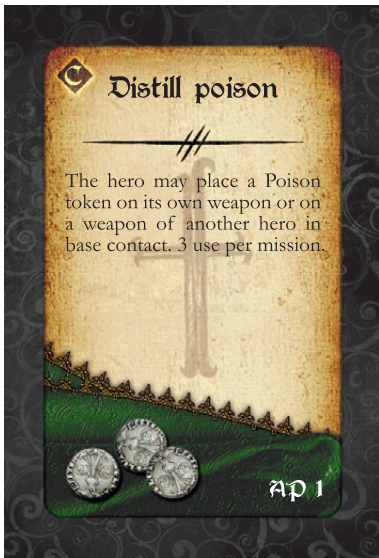


Poison tokens



Wounds tokens

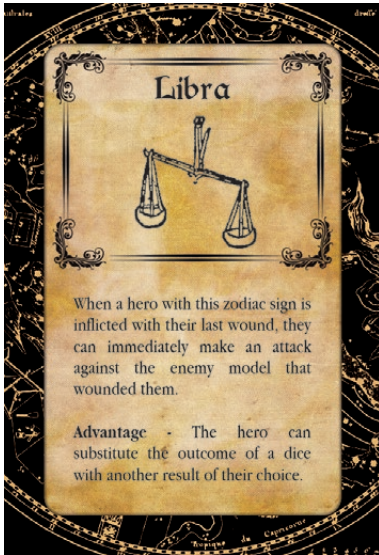




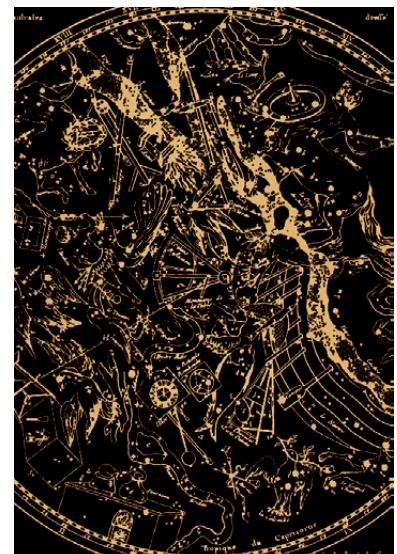
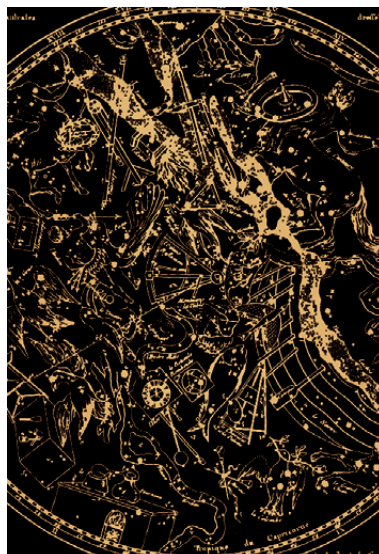
Skill card



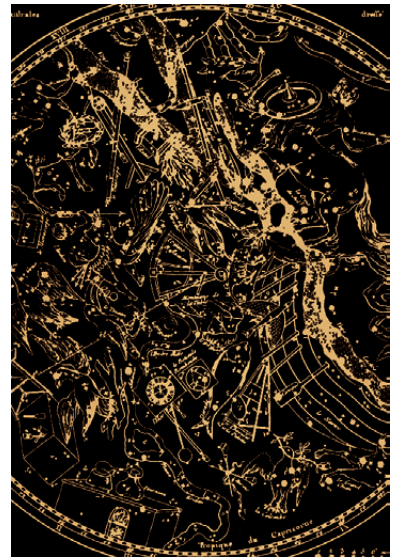
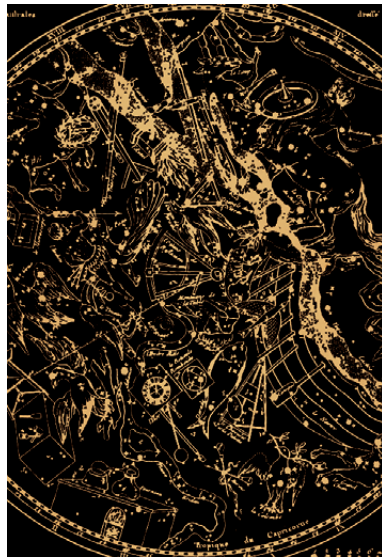
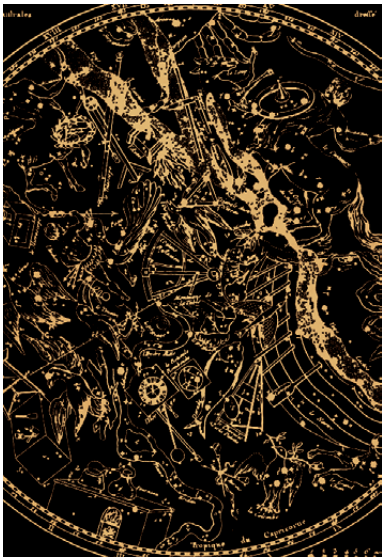
Zodiac cards



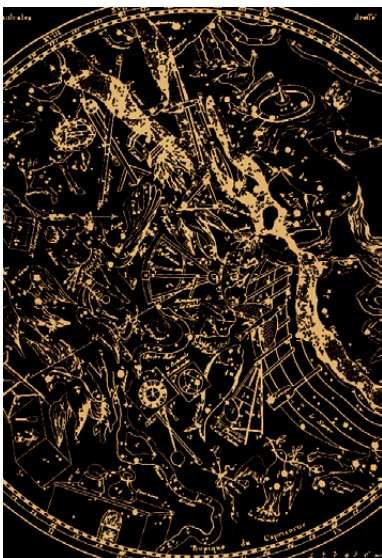
Zodiac cards



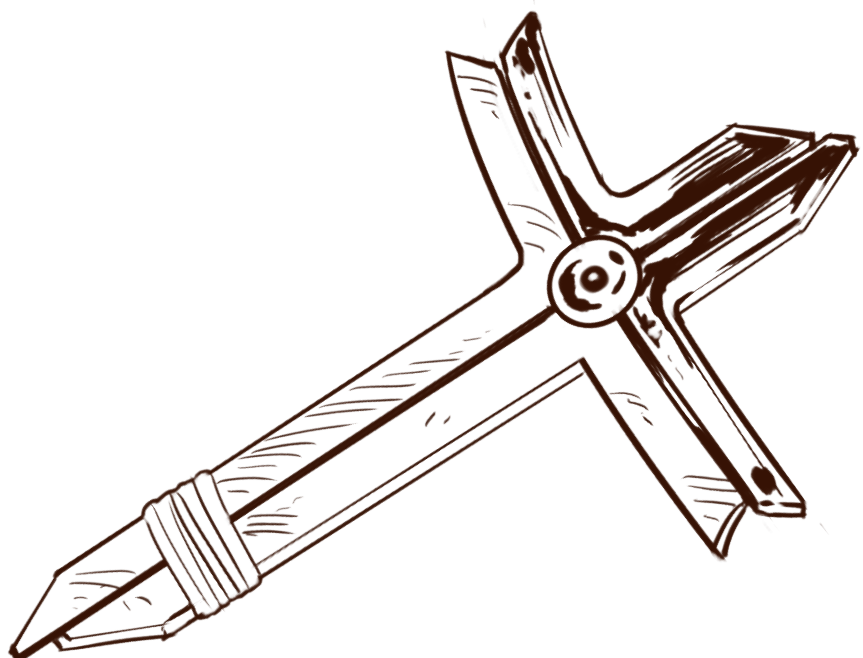
Back zodiac cards

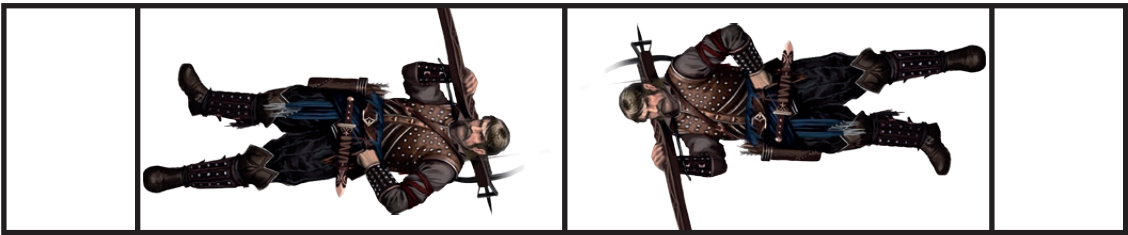
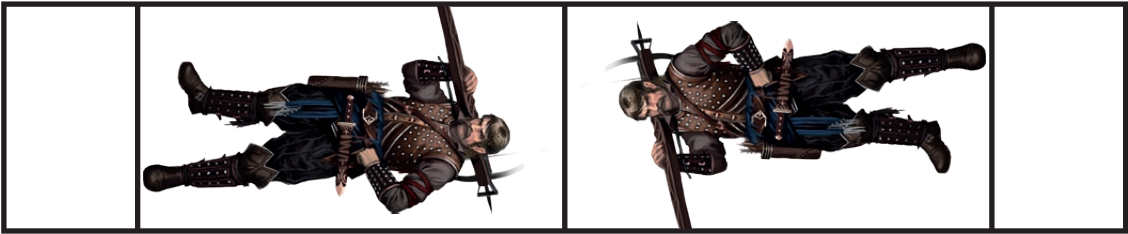
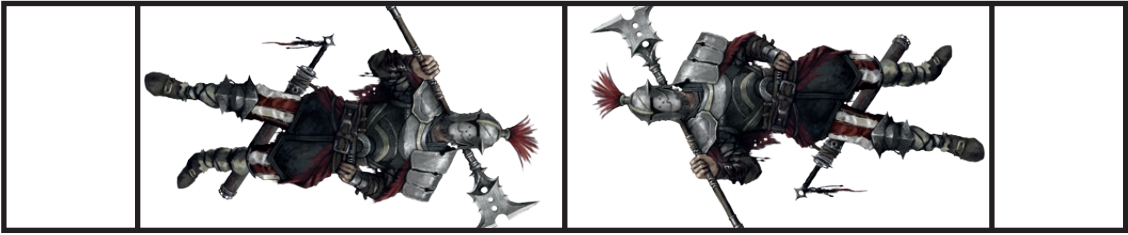
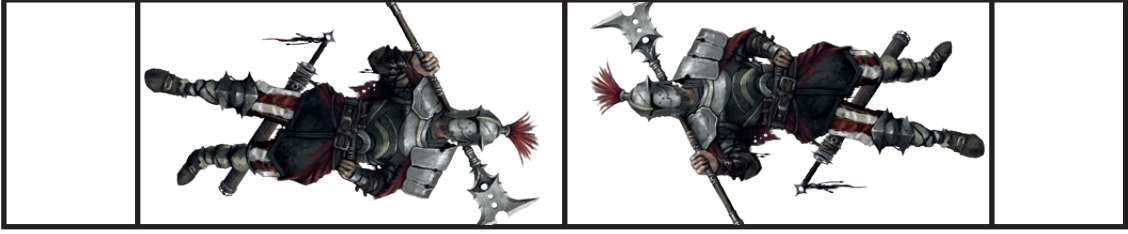
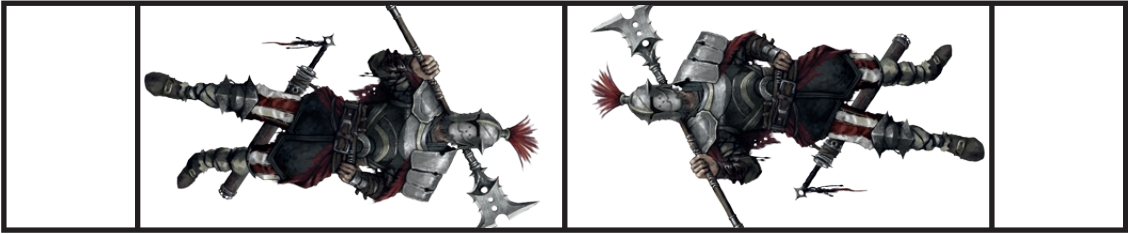


Back zodiac cards



Gipsy enemy card







LUDUS MAGNUS
STUDIO

Credits

Graphic design

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Chief Editor

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Game design mission

Andrea Colletti

