



Mashos

Tales from a new era

- **Tommaso Incecchi**
We introduce one of our in-house game 3D artists
- **Black Rose Wars**
A tale from the Black Rose lodge.
- **Nova Aetas Chronicles**
Introducing the new logo (and some spoilers...)
- **A Heart for a Tin Lady**
The first P&P mission for Sine Tempore



Ashes

Tales from a new era

Welcome back to Ashes' pages.

This is a special issue for us, first of all because it celebrates a new year of this fanzine, and then because there are several interesting news to share with you.

After over a year from the first issue, I can state that writing for Ashes is really thrilling, since it leads you to think in much shorter time than when we design a game: what will we write? Who will we talk about? What mission will we give you?

Ashes has also undergone some small "aesthetic intervention", and many others will be done in the future, all in view of further improvement.

Among all the innovations, the most exciting is for sure Sine Tempore's P&P: in our website you can find the rules, which can be freely downloaded, and at the end of this issue you will also find the first bonus mission (yes, you read it well, "bonus"). It is, in fact, a mini campaign in 3 acts, which is structured to introduce all the heroes and give you the chance to test the main characteristics of the game.

There is more! With this issue we officially launch our next project, Black Rose Wars, which you will find on Kickstarter from the next April 26th.

Have fun.

Andrea Colletti

Number 6 - March 2018

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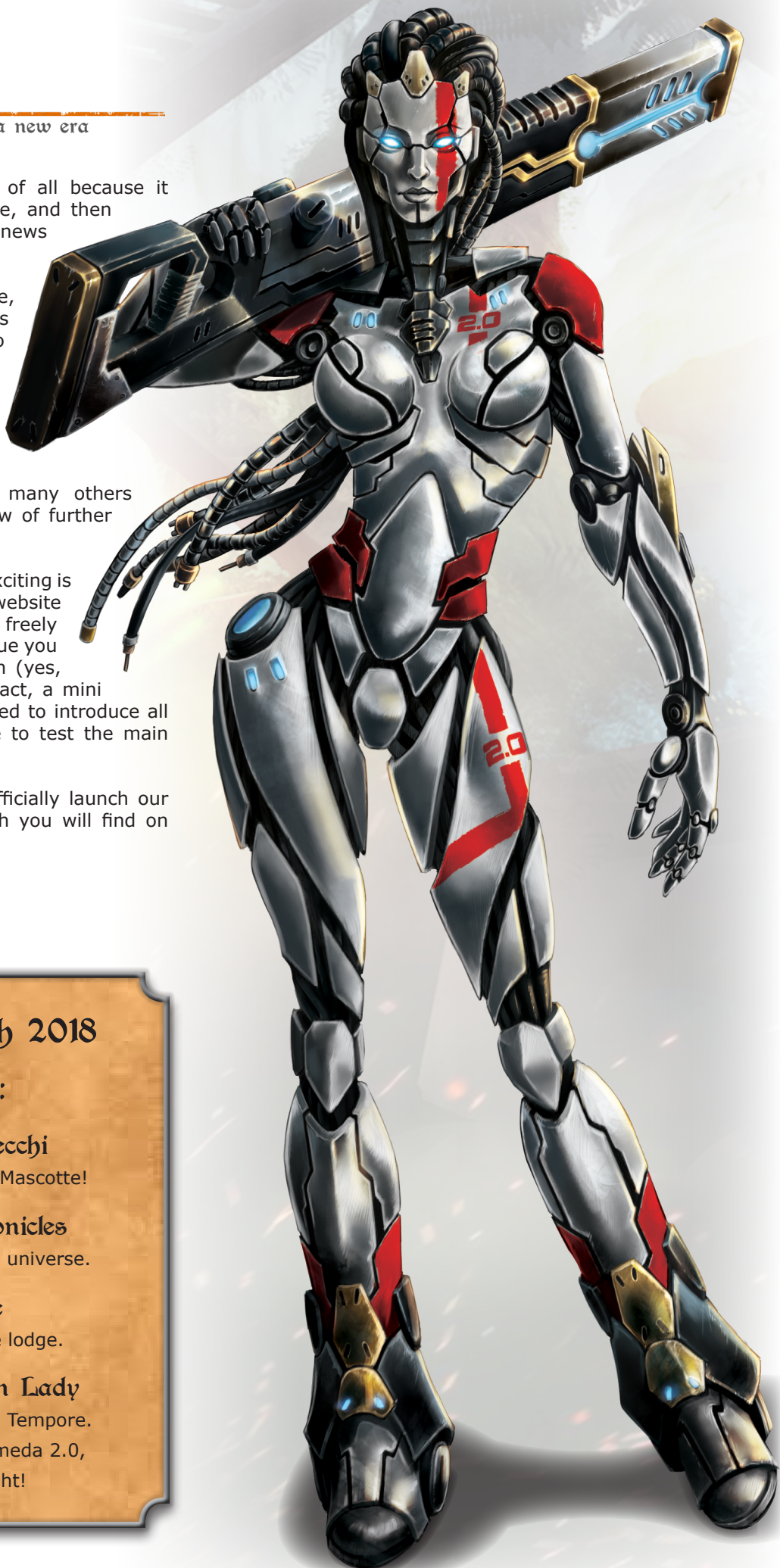
A first look to the Nova Aetas universe.

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The first P&P mission for Sine Tempore.
Recover the heart for Andromeda 2.0,
end let her join the fight!



Tommaso Incecchi

3D Artist

Born in Rome on September 19, 1992. From birth, he showed an inclination for art and computer science: that's why his mother yelled at him, trying to get him off the PlayStation.

After a honorable school career in computer science, he approached AIV (Italian Videogames Academy), where he still tries to improve his skills as a sculptor... with little success.



After a careful series of job interviews, we decided to take him on board as a studio mascot, giving sometimes him the chance to waste our graphic tablets with models of questionable appearance.

He is guilty of some of our pieces, which, for exhaustion, we agreed to produce.

Here, below, you can eyewitness some of his creations.

We finally decided to hire him after he passed a strength test worse than all the Labors of Hercules: driving the camper - destination Essen - for 24 hours.

He survived, although he was so deeply traumatized that for the whole exhibition he kept introducing himself as a LMS sculptor.

Now you can find him at Tigers' Den, under the instructor Fernando...



NOVA AETAS CHRONICLES

The wonderful aspect of having created a project like Nova Aetas is that it gave us chance to shape our dreams.

When we were just a group of friends dreaming of the creation of a board game, we spent tons of afternoons wondering about what setting to give the game, or what characters to include, what background they had to have and what adventures they had to face.

Throughout this creative process we have seen the world of Nova Aetas grow beyond the game's boundaries, so much so that we were forced to think about a role-playing game, which would allow players to explore everything we were creating.

Up to now, the events lead us in other directions, but fingers crossed for what we might do in the future.

In any case, we didn't 'freeze' the GDR project: we keep on enriching its background, seeing its growth along with other projects.

Today I want to talk about the universe where Nova Aetas' events take place.

On a distant planet, whose name cannot be revealed, the resources were now over, the race that inhabited it, like a parasite, sucked all its lifeblood.

The inhabitants were so desperate that, through a Central Government, launched the "Rebirth" project.

This government, hiding the project from the world population, begun to train selected people in order to send them to space, in search of new planets to colonize and terraform?

You will meet two of these spaceships in Sine Tempore's quests: Genesis, which is the protagonist of your travels, and Kraken, the destroyed spaceship of Captain Arcade (you will find it on planet Silicio).

After coming into contact with a number of alien races – some hostile, others willing to socialize with the crew – Genesis discovers a planet that doesn't host intelligent races, being it at the dawn of its history, and which will look promising for a new hope of life.

But soon the idyll is over, since one of the main antagonists of the crew, with a sabotage action, provokes a crash landing.

Genesis lands in a messy and uncontrolled way, thus giving life to a deranged terraformation, which compromises the very existence of many endemic animal and plant species.

Soon after the survivors begin to colonize the planet, being alone and without any support without any support by the spaceship.





Over the years the “human” race has proliferated, many other species ceased to exist and some have withdrawn in secret, becoming myths and legends.

Nova Aetas explores an alternative Renaissance, in which such races slightly emerge, allowing us to discover them but without any open disclosure: a life-saving measure to protect themselves from the dominant race.

Black Rose Wars, our next project, is set in the same historical period. That’s why you will find some shared elements or characters in both the two games, in the magical city of Turin.

Here the sorcerers of every race and faction challenge each other to determine who will be the next Grand Master, the one who will have the fate of all the world’s magic schools in his/her hands.

The Lodge is a perfect mix of persecuted and masons, who are individually strong but scarce in number.



By the end of the year, the Dungeonologist (title to be defined) will also see the light: here, through the eyes of the young Nova Aetas protagonists, you will be guided to explore many dungeons, in order to study the inhabitants and then to discuss your thesis in the flourishing 1500s Italian Universities.

And now, if you don’t want to know what’s next, please stop reading, because Pure is already here.

We are indeed working on our next game: Pure. Set on Earth in a far far away future, it will follow the fate of a despotic and fundamentalist humanity, which won’t give peace to other races.

Pure will be the first game to be designed in seasons, with an exceptional focus on the storytelling, where each of you will be protagonist in the development of the following seasons, with characters that change faction, ‘excellent deaths’ and new heroes.

All this will happen under the sponsorship and thanks to brand of Nova Aetas Chronicles.

But now it’s enough, too many spoilers!





NOVA AETAS
Black Rose
Wars



Turin, the year of the Lord 1522. The Italian city that rises on the banks of the Po river is scourged by the plague, while the iron fist of the holy church of Rome hangs like a sword of Damocles on those who practice powers that are beyond human knowledge. A few hours separate the city's pavement from re-embracing the lights of dawn, while a blanket of fog is widespread in the suburbs of Turin. The presence of bizarre individuals, emerging from every corner of the city center, can arouse curiosity in the most careful wayfarer. Wanderers or pilgrims like many others, but with a flicker more, something as impalpable as air that inquisitors and ignorant call merely: magic. Enchanters, necromancers and diviners come from the most disparate ravines of this old world, for the sole purpose of reaching the Grand Master's home: the Black Rose Lodge. Special beings, who can see beyond what their deadly eyes offer, parade through the streets of the city hidden from indiscreet eyes. They show something to a sleepy youngster and then disappear beyond an anonymous wooden door. Protected by the dull gaze of those who live keeping their feet anchored to the ground, magicians can sharpen their knowledge as they divulge, confront and cooperate to preserve the purple world. The Magisters, expert spellcasters, can transcend reality to contemplate the plan of eternal flames and participate to the most important ceremony of

the covenant: "The Black Rose War". Through this ritual, which is performed at the end of each decade, the Grand Master will be appointed to guide the covenant until the next ceremony, during which he could reaffirm his role by defeating all the other challengers by casting the mightiest spells.

To keep the secrecy of the clash and mostly the safety of those participating in the celebration, the Lodge has a room that is forbidden to any member, except during the mysterious ritual. The room is not easily accessible, except through deep tunnels that seem to lead to hell itself, while the appearance is completely different from the other areas of the building. Four metal altars are connected to a magical artifact that dominates the room, while a blinding light obscures the contours of the other elements.

By walking through the last door, it is possible to reach the dimension in which the whole conflict takes place. The lodge will always hinder the participants by shaping itself to resemble actual rooms, transforming them, when necessary, to adapt to new levels of challenge.

A guardian lives in the Black Rose, standing up straight and severe as a judge and jury of the ceremony. An intangible being of pure spiritual energy conspires and actively participates in the clash, if none of the aspirants turn out to be worthy of the honor of becoming the new GrandMaster of the Lodge.



Black Rose's Evocations



Andromeda



Undead



Superior Undead



Cerbero



the Malacoda

"Nessun di voi sia fello!
Innanzi che l'uncin vostro mi pigli,
traggasi avante l'un di voi che m'oda,
e poi d'arruncigliarmi si consigli".
Tutti gridaron: "Vada Malacoda!"
(Inf. XXI. 72-75)



A HEART FOR A TIN-LADY

P&P Mission 01

START MISSION: 5.1
END MISSION: 8.1



HEROES DEPLOYMENT ZONES



MUSHROOM

AMANITA



MISSION TOKEN



LOOT TOKEN



RED SPAWNING POINT



PURPLE SPAWNING POINT



CICLE TOKEN



PHASE TOKEN

X BRUSH

BRIEFING

You have arrived with your spaceship on Primaevus V, to carry out a preliminary inspection of the planet. A few hours after landing, you notice an hostile presence inside your base. Andromeda, Genesis' security, seems not to react to this intruder and you notice that its energy core has been stolen. You decide to chase the shadow that disappears through the ship's hatch.

SETUP

1 - Set up the game map and place the Heroes as illustrated.

2 - Place the activation tokens on the momentum. For this P&P use the Phase token to simulate the Phase's hand and the Cicle token to simulate the Cicle's hand.

3 - Shuffle the resource cards to form a Resource Deck.

4 - Pick one of the two abilities available for the heroes.

Captain Skill: Recon or Sweep.

Medic Skill: Clean Status or Vigourus.

5 - Event Draft: Shuffle the Event cards "Lucky guy", "Flat calm", "Spriggan", "Hunter" to form the Event Deck. Draw an Event card e apply its rules to the mission you are going to play.

VICTORY CONDITION

The Heroes retrieve the Mission Token (The "heart" of Andromeda 2.0) by the given time limit.

DEFEAT CONDITION

- Both Heroes are out of action.
- At the end of the given time they don't have retrieved the Mission Token.

ENEMY'S OBJECTIVES

All the Enemies: Attack the Heroes.

SPECIAL RULES

ENEMY DRAFT

Shuffle all the Enemy cards to form the Enemy deck. Before starting the Mission, draw one Enemy card for each Spawning point. Use the following Enemy Drafts each time the Phase token reaches a certain sector:

Red Spawning Point: Phase 4

Purple Spawning Point: Phase 10.

ENEMY SPAWNING POINT

The Spawning Points have 3 structure points. The Spawning Points can only be wounded from Heroes' attacks. An enemy generated by one Spawning Point should be placed adjacent to it.

COLLECT THE HEART

To collect the Mission token use a standard Collect action.

DEBRIEFING

VICTORY

Creatures have proved hostile and not inclined to deal for the return of the Andromeda core, so you are forced to engage in hard battle against Primaeva avant-garde to regain what had been unjustly stolen from you. Once repositioned the core in the lifeless body of the gynoid, a bluish glow pulsates from the eyes of Andromeda 2.0. A new and powerful ally joins your group.

Reward: In the next P&P mission you can use Andromeda 2.0.

DEFEAT

Despite your indomitable courage, because of the difficult terrain of the pluvial planet and the brutality of your opponents, you have failed in the recovery of Andromeda core. Frustrated for defeat, but nourished by your tenacity, you decide not to give up.

Face the mission again.

PRINT MATERIAL

You can print these tiles and token, we recommend you glue these elements onto a suitable support (best: 2mm cardboard).



SPRIGGAN
PRIMAÆVI - TINY

4

8

0

0

1

ABILITY
Fire Fury: 3AP RNG:2-8 DMG:☠☠
Weak Attack.
Rough Weapon: If the defense roll obtain ☠☠ this model is removed.

SHOOTER - HORDE 3

FRAG SPRIGGAN
PRIMAÆVI - TINY

4

6

0

1

2

ABILITY
Bullet Storm: 2AP RNG:2-5 DMG:☠
Malfunction: If the defense roll obtain ☠☠ all adjacent models suffer 1 Wound.
Anti-Blast: At the beginning of his activation, if his token is on a ☠ sector, this model ignore the Malfunction ability,

SHOOTER - HORDE 2

BLOODY HUNTER
PRIMAÆVI - FAUN

5

3

1

0

4

ABILITY
Point-Blank: 3AP RNG:1 DMG:☠☠
Weak Attack.
Ritual Blade: 3AP RNG:1 DMG:☠☠
 If the defence roll obtains more ☠ than ☠, assign a Poison Token to target.
Tower Shield: Resistance ☠.

PREDATOR

HUNTER
PRIMAÆVI - FAUN

5

3

1

0

4

ABILITY
Ritual Lance: 3AP RNG:1 DMG:☠☠☠
 Reach 2, Bleed.
Hunting Shell: At the beginning of his activation, if his token is on a ☠ sector, this model heal 1 Wound.
Hunting Shell: Immunity ☠.

PREDATOR

KID
PRIMAÆVI - TINY

4

7

0

1

2

ABILITY
Hot Hug: 3AP RNG:1 DMG:☠☠
 Fire.
Dodge: When attacked, the attacker must re-roll a success once.

RUNNER - HORDE 2

SUICIDE KID
PRIMAÆVI - TINY

4

7

0

1

1

ABILITY
Exploding Fist: 3AP RNG:1 DMG:☠☠☠☠
 Stun, Suicidal Tendencies.
Dodge: When attacked, the attacker must re-roll a success once.
Self-Control: At the beginning of his activation, if his token is on a ☠ sector, this model ignore the Suicidal Tendencies skill.

RUNNER - HORDE 2

POWER BROOD

EFFECT
 All the Tiny models gains +1♥.
 If there aren't Tiny models in this Mission, draw a new Event Card.

DEAD COME

EFFECT
 No effect - Face this mission without surprise

THE HUNT

EFFECT
 Select a random Hero, it became the prey of the Fauns. For the duration of this mission, when a Faun attack his prey, he gains ☠ on his Attack skill DMG.

LUCKY GUYS

EFFECT
 Each Settler draw a card from the Resource Deck before the start of the Mission. Discard Trap Card.

GREEN ENERGY CELL

Power Effect: discard this Energy Cell card to activate a Green Energy power on one of your equipment.
Instant Effect: discard this Energy Cell to gain +1♥ for this activation.

GREEN ENERGY CELL

Power Effect: discard this Energy Cell card to activate a Green Energy power on one of your equipment.
Instant Effect: discard this Energy Cell to gain +1♣ for this activation.

BLUE ENERGY CELL

Power Effect: discard this Energy Cell card to activate a Blue Energy power on one of your equipment.
Instant Effect: discard this Energy Cell to gain +1♠ for this activation.

BLUE ENERGY CELL

Power Effect: discard this Energy Cell card to activate a Blue Energy power on one of your equipment.
Instant Effect: discard this Energy Cell to gain +1♣ for this activation.

RED ENERGY CELL

Power Effect: discard this Energy Cell card to activate a Red Energy power on one of your equipment.
Instant Effect: discard this Energy Cell to gain +1♠ for this activation.

RED ENERGY CELL

Power Effect: discard this Energy Cell card to activate a Red Energy power on one of your equipment.
Instant Effect: discard this Energy Cell to gain +1♥ for this activation.

SINE TEMPORE DICE REFERENCE

| | | | | | |
|------|------|------|------|------|------|
| 1 | 2 | 3 | 4 | 5 | 6 |
| ☠☠☠☠ | ☠☠☠☠ | ☠☠☠☠ | ☠☠☠☠ | ☠☠☠☠ | ☠☠☠☠ |
| ☠☠☠☠ | ☠☠☠☠ | ☠☠☠☠ | ☠☠☠☠ | ☠☠☠☠ | ☠☠☠☠ |



AMANITA

3D



RULES

Placement: it occupies 1 square and can be positioned at any point allowed on the Tile. It cannot be placed on the border squares of a Map Tile.

Effect: if a model enters on a adjacent square, gain a Poison Token.

♥ 5 LIGHT OBSTRUCTION

MUSHROOM

3D



RULES

Placement: it occupies 1 square and can be positioned at any point allowed on the Tile. It cannot be placed on the border squares of a Map Tile.

♥ 5 LIGHT OBSTRUCTION

BRUSH

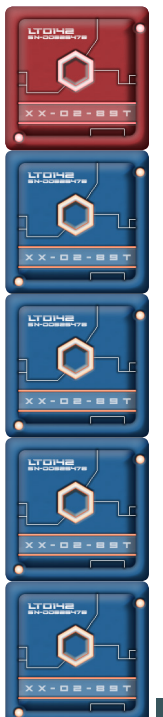
3D




RULES

Placement: it occupies 1 square and can be positioned at any point allowed on the Tile. It cannot be placed on the border squares of a Map Tile.

♥ 5 LIGHT OBSTRUCTION



GUNBLADE
WEAPON



RULES
Blade Shot
 3AP RNG:1-4 ATB:1 DMG:♣
Blade Slash 4AP
 3AP RNG:1 ATB:2 DMG:♣

CAPTAIN

MIRMIDONE
ARMOR



RULES
Heavy Armor
 Mirmidone provides +2♥ when the Captain roll to defend against a physical attacks.
Immunity Bleed.

Energy Field
 Discard a Blue Energy cell to re-roll all dice the Captain roll to defend against a physical attacks. The Captain must accept the second result.

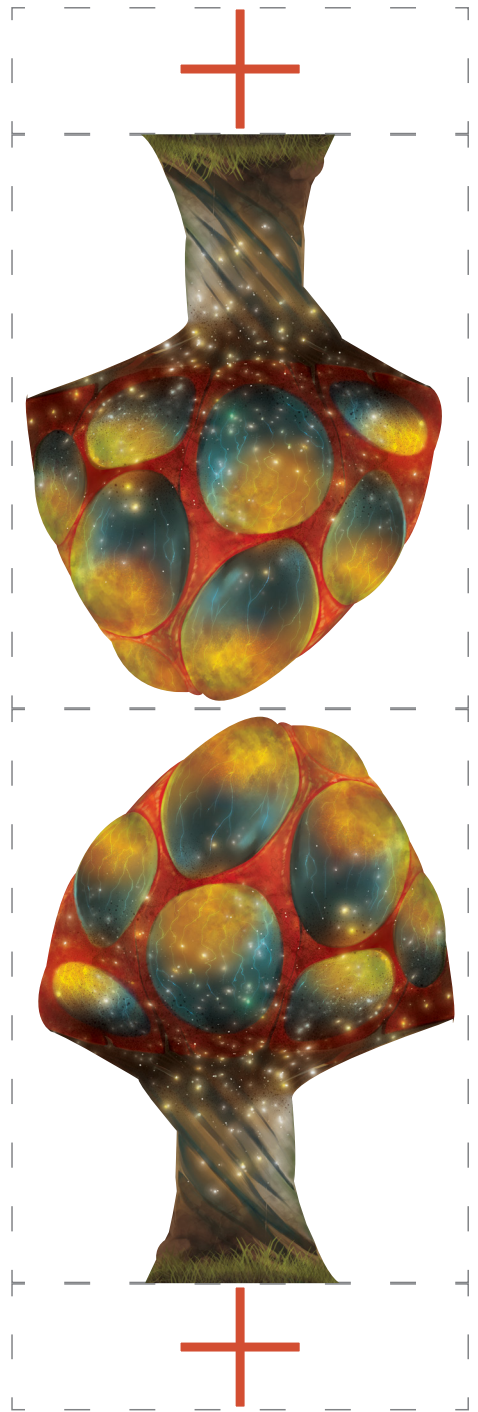
CAPTAIN


HOLOVISOR
ACCESSORY




RULES
Tactical Support
 After the start of a mission, Achab may discard an enemy card drawn during an enemy draft and draw a new one (shuffle the discarded card into the deck before drawing again).

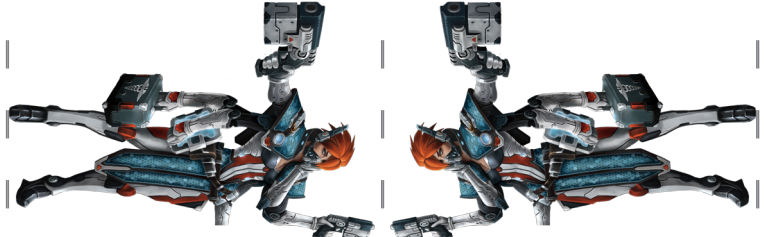
ACHAB



 **Vigorous:** 2AP an Hero within 3 squares obtain a Vigorous Token.

 **Clean Status:** 2AP remove one status token from an allied model within 3 squares.

ALEXANDRA
MEDIC



ALEXANDRA
MEDIC



DOUBLE GUN
WEAPON



RULES
Multi Shot
3AP RNG:1-5 ATB:1 DMG:☞ RE-ROLL:☞

MEDIC

MEDIC SUIT
ARMOR



RULES
Adaptive Cloth
The Medic Suit provides +2☞ when the Medic roll to defend against a physical attacks.

MEDIC

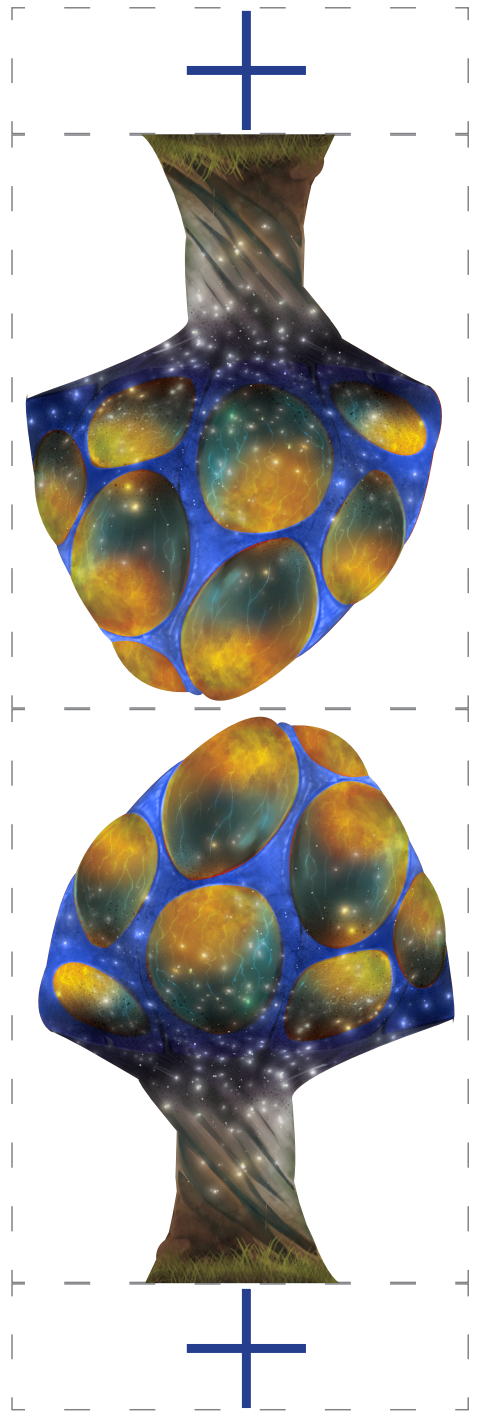
B.S.R. DRONE
ACCESSORY



RULES
Bio System Regeneration
2AP: Target an allied model within 3 squares from Alexandra and roll 3 dice. Heal 1 Wound to the target for each ☞ obtained.

ALEXANDRA

Improved Regeneration
Discard a Green Energy cell to add 2 dice when Alexandra use Bio System Regeneration during this activation.



Sweep: 4AP ☞☞, make a melee base attack against every Enemy in the area.

Recon: at the start of the mission, an Hero can be placed within 3 squares from a deployment zone.



KID



KID



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KID



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HUNTER



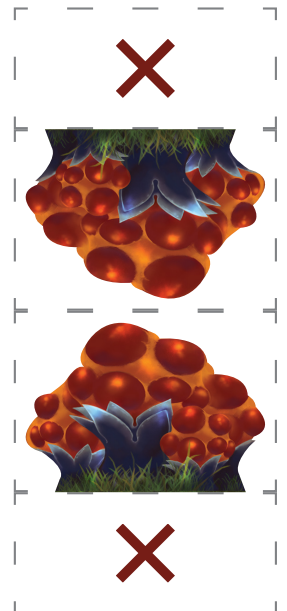
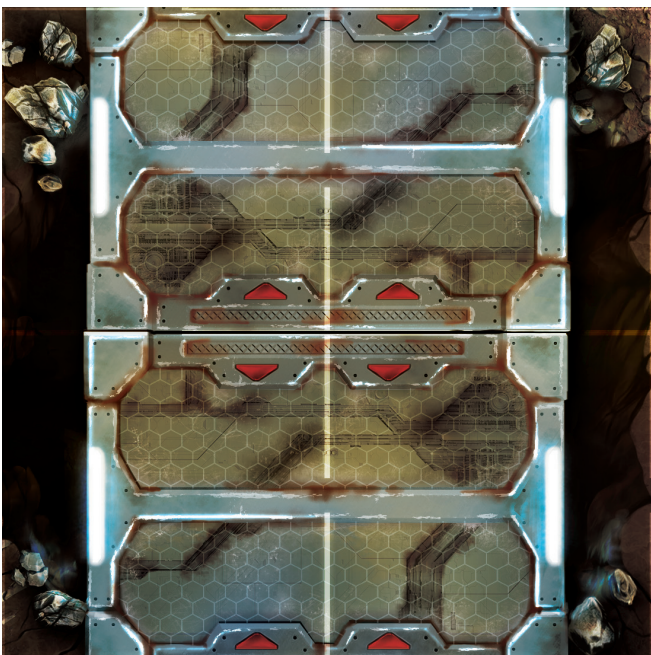
HUNTER

BLOODY
HUNTER



BLOODY
HUNTER





SPRIGGAN

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LUDUS MAGNUS

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