The Rules
of the Game

Introduction

Storm Weavers: The Northern Border is a story driven fantasy game for one player. In this tale, you are the protagonist who's making decisions that will lead to one of the happy endings or a glorious death of the main character.

Are you ready to take up the challenge?

Character creation

You are a dwarf – a hired warrior called Thymin. Before you start the game, you need to determine and note the attributes of your character. You will make these notes on a Character Sheet, it's available at the end of the book. It's also good to draw a map during the journey – its card is attached to the book as well.

The initial value of your attributes is:

Speed (Spd): *determined by a given paragraph of the fight, if not – by default, equals 2 points*
Dexterity (Dex): 5 *+ number of points from the pot, which you decide to assign (see below)*
Wisdom (Wis): 5 *+ number of points from the pot, which you decide to assign (see below)*
Weapon Bonus (WB): 0 *(you start your adventure having an Axe)*
Armor Class (AC): 0
Health: 20
Gold: 50 gold pieces called crowns

You hold the pot of **four (4) points,** which you must assign (however you want to) in order to strengthen your *Dexterity* and *Wisdom*.

Example: You've decided to assign three (3) points, out of your pot, to your Dexterity *which now equals 8 and add only one point to* Wisdom, *which is now 6. During the game you will have to beware of mind solutions and take care of your psyche – unless your* Wisdom *increases during the game!*

Attention: During the game, all your attributes might increase or decrease – always note the changes on your Character Sheet.

Attention: the Health, *during the game, cannot increase above 20 points. If your* Health *drops to **0 or less** – go to* *.*

Testing attributes

Some of the paragraphs may demand that you make a test of *Wisdom* or *Dexterity*. The test is being conducted by rolling dice (sometimes flipping a coin – see *The coin test*). Unless written differently, the test is being conducted by rolling two six-sided dice (2D6). To **pass the test**, your total score from both dices must be **less than or equal** to your tested attribute.

However, when Thymin gets injured, the tests are harder to pass:
If your Health is **below 10, but more than 4**, you must **add 2** to the dice score.
If your Health is **below 4**, you must **add 4** to the dice score.

Remember also to apply special modifiers, if there are any in given paragraph, or you want to use item that can help you with passing the test.

If the test dice score is **higher** than your tested attribute – the test ends in **failure**.

After the test is over, depending on whether it was successful or not, follow the appropriate paragraph.

The coin test

The coin test is a second type of test, that you can find in *Storm Weavers*. It is exactly what it seems to be – a coin flip. If the text of the paragraph does not say differently – choose a score out of two possibilities – heads or tails (or, if there are no heads and tails on your coin, choose which side of the coin stands for heads and which for tales), then flip the coin. Catch it while it's in the air, let it fall on the ground, the technique doesn't matter. The result is what matters – if the score on the **lying** coin, **after it has ended its flips and is static**, is what you've chosen before flipping it – it means that the test ended in **success**. Otherwise – the test ended in **failure**. If, by any chance, the coin does not show a clear-cut result – repeat the flip.

Fight

The fight in *Storm Weavers* may be played in two ways:

1. The fight with many enemies should be played **on a Combat map**.
2. The fight with one enemy should be played **without a Combat map**.

The paragraph containing fight instructions and the attributes of enemies (or enemy) always defines, which type of fight you are dealing with. In the case of the fight on Combat map, it also defines, which map and figures are to be used.

The fight with the use of a Combat map
(a few enemies in one fight)

Rounds and phases

One **round** comprises of several consecutive **phases**, in which **the action of movement** or **attack** is being performed:

1. The phase of Thymin's move
2. The phase of Thymin's attack
3. The phase of the Enemy move. The Enemy with number 1
4. The phase of the Enemy attack. The Enemy with number 1
5. The phase of the Enemy move. The Enemy with number 2
6. And so on, till they move and attack all of the characters taking part in the fight.

The round comes to an end when all of the characters, that take part in the fight, perform their actions. After the first round is finished, the second round is performed, then the third, and so on and so forth, until the moment defined by the instruction of the given fight (given paragraph) or till the death of all the enemies or Thymin's death. The given paragraph also determines **the consequences of the ended fight**.

The Movement Action

1. The character can move in any direction – to do that, move its figure to the **adjacent square**, adjacent to the square, on which the character is positioned. **Diagonal squares don't count as adjacent.**
2. The character can move in **a straight line** only (diagonal moves are not allowed).
3. The character can **move during its movement phase, that many squares** how much the *Speed* equals, defined in the instruction of a given fight (in

the given paragraph).

4. The character can move in **less** of the squares that the *Speed* equals, in a given fight.

Example: if your Speed *equals 2 – you can move two steps forward or, for example, one step forward and one step sideways. You can also move one step and stop, or not move at all. You cannot move diagonally.*

5. The character **cannot** move through any kind of **obstacle** – like, for example, a wall, a pillar, a table, etc., unless the instruction of a given fight (given paragraph) allows to do so. The character cannot move through a square that **another character** is positioned at, as well.

6. **Enemies** will try to be close to Thymin as fast as they can, to attack him (unless, the instruction of a given fight tells otherwise) – so, performing their action of movement, one needs to take the shortest distance, with **the least number of squares**.

The Attack Action

The Attacker is a character, whose phase is currently being played out. **The Defender** is an enemy character, who is being attacked by the Attacker.

1. One can attack **the enemy** (and the enemy only), who is positioned on the **adjacent square**, adjacent to the square, that the given character is on. Diagonal squares **do not count** as adjacent.

2. In its phase of attack, the character **may attack only one enemy**, unless the instruction of the fight, clearly states otherwise.

Playing the Attack Action out

To attack an enemy, one needs to:

1. **Determine the value of the Attack** – in order to do this, you need to roll a D6 for the Attacker, add *Dexterity* to the dice score and apply possible modifiers derived from the given paragraph instruction.

2. **Determine the value of the Defence** – in order to do this, ou need to roll a D6 for the Defender, add *Dexterity* to the dice score and apply possible modifiers derived from the given paragraph instruction.

3. **Compare the two scores** – **the Winner** shall be the character, which holds a higher score. The other character is **the Loser**.

4. **Injuries** – the injuries inflicted to **the Loser** are resolved by following steps in order:
   1. Count the difference between **Winner's Attack** and **Loser's Defence**
   2. Add **Winner's** *Weapon Bonus* to this result
   3. Substract from this result **Loser's** *Armor Class*
   4. Reduce **Loser's** *Health* by amount of inflicted injuries

   (Injuries = Winner's Attack – Loser's Defence + Winner's Weapon Bonus – Loser's Armor Class).

   Remember also to add possible additional injuries, resulting from specific conditions like being pushed out or running into an obstacle or another fighter – see below.

5. If the number of obtained damages is **three or more (3+)**, a *Push out* takes place (see *Special Attacks – Push out*, below).

Attention: an example of a fight is at the end of the rules' list.

6. **The loss of** *Health* – the damages need to be deducted from the current value of the **loser's** *Health*. The new value of *Health* needs to be noted on the Character Sheet (if Thymin is the loser) or in a given paragraph (crossing out the number of squares which equals the number of enemy's injuries).

Winning and losing the round

If the paragraph's text requires for the player to specify, whether one won or lost the round, it means that the player must check if one caused injuries to the enemy in the given round and if one got hit oneself – if one caused injuries and did not get hit, the given round is considered to be **won**. In other case, the round is **lost**.

Special Attacks

1. **Cunning Strike**

To perform the *Cunning Strike* check your *Wisdom*. If the test results in **success** – immediately cause three (3) injuries to the enemy, regardless of

his *Armor Class* value. If it results in **failure** – you immediately receive three (3) injuries, regardless of your *Armor Class* value. You may use the *Cunning Strike* instead of a regular Attack Action.

2. Attack with a Charge

If the Attacker attacks directly after moving two squares in a straight line, he adds **one (+1)** to the dice score, while determining the value of his attack.

3. Push out

If the number of received injuries equals **three or more (3+)**, the *Push out* takes place. You need to move the character's figure, which has obtained injuries, **two squares in a straight line** from the character, that caused these injuries, in such a manner that it ends up further than it was before the *Push out*.

If there is an **obstacle** on the way of the *Push out* (ex. a pillar, a table, a wall, a bonfire or another character), the one that is being pushed out stops before the obstacle, but loses **one** additional point from *Health*. Some of the fight instructions (paragraphs) determine additional conditions, which might have an influence on the *Push out*.

4. Flanking

In a situation where there are **two or more** enemies on the adjacent squares to our character's square, Thymin is *flanked*. His *Dexterity* decreases by **one point**, if he's flanked by two (2) enemies; by **two points**, if he's flanked by three enemies (3); by **three points**, if he's flanked by four (4) enemies.

Attention: The diagonal squares do not count as adjacent!

A fight without a Combat map
(with one enemy)

If there is only one opponent in front of you, you need to perform *the fight without the Combat map*. In such case, the paragraph shall contain a description of the *enemy's attributes*. The fight proceeds exactly like the fight on the Combat map – **however, one omits the phase of movement and special actions, also the *Cunning Strike*.**

Rounds need to be counted in a standard way – Thymin and the enemy attack alternately.

An example of a fight (without a Combat map):

	Dex	WB	AC	Health
Thymin	8	2 (a Double-edged Axe)	2 (a Chainmail)	current
Goblin	10	doesn't have	doesn't have	☐☐☐☐☐☐☐☐☐☐

First round – Thymin's Attack:

1. Thymin rolls 5 and adds the score to his *Dexterity*.
   His *Attack* is 5 + 8 = 13.
2. Goblin rolls 4 and adds the score to his *Dexterity*.
   His *Defence* is 4 + 10 = 14 and so he **wins the round**.
3. Goblin throws at Thymin 14 (*Defence*) – 13 (*Attack*) = 1 Injury, which Thymin must deduct from his *Health*. Luckily, Thymin has an *Armor Class* worth 2, so he doesn't get any injuries. Even though Goblin wins, Thymin remains untouched.

Second round – Goblin's Attack:

1. Goblin rolls 1 and adds the score to his *Dexterity*.
   His *Attack* is 1 + 10 = 11.
2. Thymin rolls 6 and adds the score to his *Dexterity*.
   His *Defence* is 6 + 8 = 14, therefore, Thymin **wins the round.**
3. Thymin throws at Goblin 14 (*Defence*) – 11 (*Attack*) = 3 Injuries. He adds a modifier from *Weapon Bonus*, which is 2. This way Goblin gets 5 injuries in total. Goblin's *Health* drops to 5.

Third round – Thymin's Attack:

Thymin decides to make the *Cunning Strike*. His *Wisdom* equals 8. He rolls two dice and the sum of pips is 5. The test is successful. Goblin gets 3 Injuries and his *Health* drops to 2.

Consecutive rounds are pending alternately, until one of the fighters dies – unless the text states otherwise. The death occurs when *Health* drops to 0. In such case, one should go to paragraph ◄ **225** ►.