

**DROWNED EARTH**

MINIATURES GAME

SURVIVING IN THE RUINS OF THE PAST





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# THE LAND OF ULAYA

Folk stories tell of boiling black skies raining fire while seas rose up to break the land asunder. Tales are told of the floods and devastation, death and destruction on an unimaginable scale, the earthquakes, choking winds and an entire world dying, wreathed in flame.

The result: a timeless and world spanning civilisation crushed in an almighty cataclysm the likes of which has never been seen before or since.

Known as 'The Event', nobody truly knows what happened. Some say it was the retribution of the gods, punishing the arrogance of The Builders. Others say it was a terrible war to end all wars, but all agree that the once mighty civilisation that ruled The Drowned Earth was utterly crushed.

Whatever destroyed it hundreds of years ago, and however complete the devastation, the evidence of this planet spanning civilisation still surrounds us today.

Waters have risen. Nature has reclaimed the Earth, healing the scars of The Event. Once majestic towers stud the jungles and wetlands of The Drowned Earth like so many mouths of broken teeth. Hiding in the ground are the often mysterious trappings of 'The Builders' (the people of the Pre-Fall Civilisation), strange and unknowable. The twisted and broken remnants of their ingenuity lie crumbling, in the dew covered forests and mountains, ready to be discovered, and sometimes even reclaimed.

For The Drowned Earth is a world of tropical heat, rain forest, lagoon, swamp and archipelago. Even the inner highlands are drenched with monsoon rains and mountain rivers. These jungles and swamps are dangerous places to travel. Ruined buildings and ancient artefacts are not the only things The Builders left behind.

Only the strongest and most tenacious wildlife emerged from the years of near extinction which followed The Event. Often, the strongest were the species created in the laboratories of the Pre-Fall Civilisation. Huge predatory reptiles stalk the forests, and terrifying calls tear through the peace of the night, reminding anyone who hears them what terror lurks beyond the safety of their settlement.

The third legacy of the Pre-Fall civilisation is the people themselves. Living amongst the descendants of The Builders, in vibrant, mixed communities, are intelligent, non-human life forms created by the scientists of the Pre-Fall.

The origin of these species is a secret known only to a few but, for the most part, people are more concerned with the necessities of their daily lives.

Now, after hundreds of years of mere survival, in an unbelievably harsh environment, something approaching civilisation is beginning to emerge. People have, for the most part, settled to grow crops. In some places large cities are emerging. Scientific discoveries are made, trade and commerce have become common, as people search for ways to improve their lives, and ensure their safety.

But where some seek to progress through their own endeavours others wish only to take what others have. The practice of Slavery has grown with the advent of agriculture. In the south great Empires vie for dominance. The trading leagues of the northern islands fight each other for trade routes, while pirates eagerly snap up the scraps of such conflict.

The fires of progress are fuelled by the discovery of ancient relics: treasures of the past which contain the secrets of The Builders's power. Bands of brave adventurers, thieves, bounty hunters and explorers roam the wilds in search of artefacts of power or knowledge, be they powerful weapons, rare archives, advanced tools or exotic 'Thinking Engines'.

To look at the relics and ruins of the past it is hard to comprehend how such a powerful civilisation could ever have been destroyed. Now, looking to the future, the challenge is set. Progress is inevitable, but who will control it? Ordinary people, or those who wish to subvert the freedoms of others? Will you uphold freedom, progress and a future full of cooperation and shared endeavour? Or will you sow nothing but chaos, and reap only the rewards others have worked so hard to earn?

**The future of The Drowned Earth is in your hands: How will you choose to shape it?**

# Introduction

Hello and welcome to The Drowned Earth, a dynamic new tabletop miniatures game set on the continent of Ulaya: A land of jungle exploration, ancient technology and terrifying predators!

The Drowned Earth is an alternate activation miniatures game designed for 2 players, each controlling a small "crew" of approximately 5 to 15 miniatures.

In order to play you will need a playing surface, miniatures, a collection of improvised or purpose built scenery, some ten sided dice, Templates and a tape measure.

You will also need some coloured tokens or counters to track various things like Wounds and Action Points.

## Scenery and Setting

The Drowned Earth is a game played in the jungles of Ulaya: nature has reclaimed what was once an advanced, continent spanning civilisation, the ruins of which are found everywhere. The temperature has soared, and these towering ruins are overgrown with jungle plants, rife with water, swamp, and dangerous genetically modified predators.

Shooting in TDE can be very brutal! So we recommend people play with plenty of Line of Sight blocking terrain and ensure there are places to take cover and sneak up on the enemy! We like to fill our tables with jungle plants, rocks, overgrown debris and ruined buildings.

Although it is not necessary, our best games are played on a dense board of scenery of walkways and multiple levels to encourage Models to jump, climb and swim as they seek out archaic treasures... and each other!

## How to use this Rulebook

If this is your first time playing The Drowned Earth you might find it a little daunting to see a rulebook with quite a number of pages of dense looking rules. Don't worry! It really isn't necessary to learn every rule before you play.

We suggest that before playing you skim through chapters 1, 2 and 3 and skip the rest. Then get some Models, dice and scenery, and work through Chapter 2 while playing to become acquainted with the basics of the game.



# Core Concepts

## The Ultimate Rule

Games are supposed to be fun! We have tried to prepare for every common eventuality and eliminate as much ambiguity as possible. However, if looking through the rulebook to find a solution to your problem is slowing the game down, come to a civilised agreement about what "feels" right. If you can't agree roll a dice to see who gets their way! The first and most important part of playing a game is ensuring that both you and your opponent have a great time. If there's something in this book you don't like feel free to house rule it.

## Measuring, Distance and Range

Distance is measured to and from the closest point of a Model's base edge to the target. All distances in The Drowned Earth are given in Inches.

You may pre-measure at any time.

## Re-rolls

Sometimes during a game you may be given the opportunity to re-roll the dice. You may never re-roll a re-roll in The Drowned Earth.

Additionally, some Skills or circumstances in The Drowned Earth Miniatures Game may allow you to alter the dice results in some way. However, a Blunder or Feat result may NEVER be altered or re-rolled.

Please also note that there is no order in which players are forced to declare re-rolls. You may initially decline to re-roll, and after your opponent re-rolls change your mind and use your re-roll.

## Successful Tests

There are five different results one might get when making a Test in The Drowned Earth. Two are Unsuccessful Test results, while three are deemed Successful:

- » **Blunder** (Unsuccessful)
- » **Fail** (Unsuccessful)
- » **Pass** (Successful)
- » **"Nailed It"** (Successful)
- » **Feat** (Successful)

## May

When we use the word "May" this means the task described is not compulsory. For example when declaring a basic Move Action you may move up to your "Nailed It" movement value, but you do not have to.

## Active and Inactive Player

The Drowned Earth is divided into Turns. These Turns are sub-divided into Activations. We use the terms Inactive and Active Player to indicate whose Activation it is. The Active Player is the player currently performing an Activation. The other player is known as the Inactive or Reacting Player.

## D10's

Most dice rolls in Drowned Earth use D10's (ten sided dice). If you are using official dice, no problem! However, if you're using regular D10's please remember that in The Drowned Earth the 0 side represents a 10, not a zero.

## D5's

If you are asked to roll a D5 then roll a D10 and divide the result by 2, rounding up.

## (X)

Sometimes in the rules description a Special Rule or Skill will be expressed as "Skill(X)". However, on a profile or equipment card this (X) will be replaced with a number. In order to understand exactly how the Skill works, replace the X in the description with the number expressed on the Profile Card or Equipment Card.

## E.G

*The Pierce(X) Special Rule: A Mattock has Pierce(1). This means the Weapon reduces a target Model's Toughness by 1.*





# PROFILES & TESTS



In this chapter we will first look at the Model Profile Card and how to interpret the information it contains. We will then learn how to roll dice and make Attribute Tests.

Models in The Drowned Earth have a number of Abilities, Skills and Statistics which determine how good they are at the tasks commonly associated with navigating The Drowned Earth and staying in one piece!

Each Model's profile card contains all the information you need to test their aptitudes and measure their adventuring prowess in combat, movement and survival instinct. It also contains information about their equipment, as no self respecting wanderer leaves home without the means to protect themselves!

# Model Profiles

Each Model in The Drowned Earth has a profile which contains various information and statistics you will need during the game.

**Name:** The name of this Model.

**Type:** Currently there are four different kinds of Model Type in TDE: Characters, Troops, Cavalry and Beasts.

**Role:** A character's profession within their crew. Not all models have a Role, in which case nothing will be entered here.

Most Roles have a special Ability associated with them. See p.46 for details.

**Faction:** The Faction to which this Model belongs.

**Frequency:** The amount of copies of this Model which may be taken in a single list.

## Characteristics

**AP:** represents the amount of Action Points the Model has available to them during their Activation. The more Action Points the more they can do. You will notice that this is expressed as two numbers, with the second number in brackets. The first number represents how many Action Points this Model gains at the start of each turn, while the second number is the upward maximum that character may hold at any one time. Any Action Points which should be allocated to this Model in excess of this second number are discarded.

**Speed:** is expressed as two numbers with a slash between like this: 4/6. This represents the two speeds in inches that the Model typically moves, depending on what they are doing. The first number is the "Pass" speed while the second is the "Nailed It" speed. Success levels and dice results will be explained further in Dice Rolls and Attribute Tests (p.14).

**Wound Total:** The amount of Wounds a Model can take before they are "Down". A Model who has less than their starting number of Wounds, but more than 0 is said to be "Wounded". For more information please see Damage & Model Health (p.42).

Please note that a Model may never be taken above their starting Wound characteristic unless specifically stated.

## Attributes

Attributes are used a lot in The Drowned Earth. Generally speaking whenever a character wishes to do something difficult, like climb up the side of a building or shoot an enemy, they will be required to take an Attribute Test against whichever Attribute is relevant to the Test in question.

### CC: Close Combat

Close Combat is down and dirty hand-to-hand fighting with clubs, knives, swords or even bare hands. For more information please see the Close Combat section (p33).

### A: Agility

Agility is used for Dynamic Movement Tests, Climbing, Jumping, Swimming etc. It is also used when a player wishes to Dodge.

### M: Marksmanship

The majority of combat in The Drowned Earth is ranged combat, and Marksmanship reflects a Model's ability to hit a target at range.

### I: Intelligence

Intelligence is used to make certain Tests pertaining to important Skills, or during special scenario conditions.

### T: Toughness

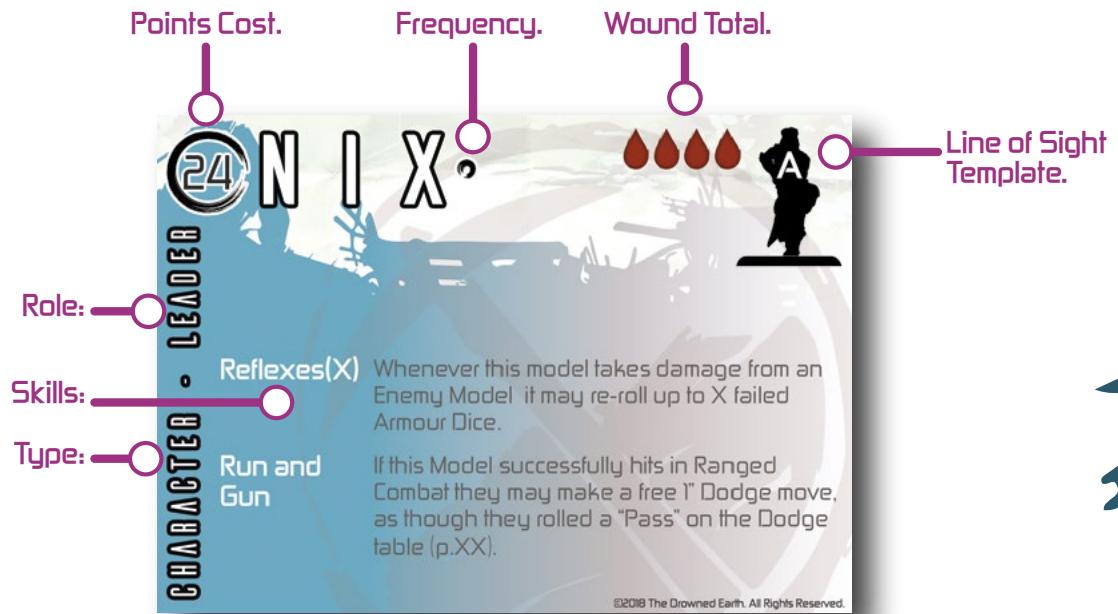
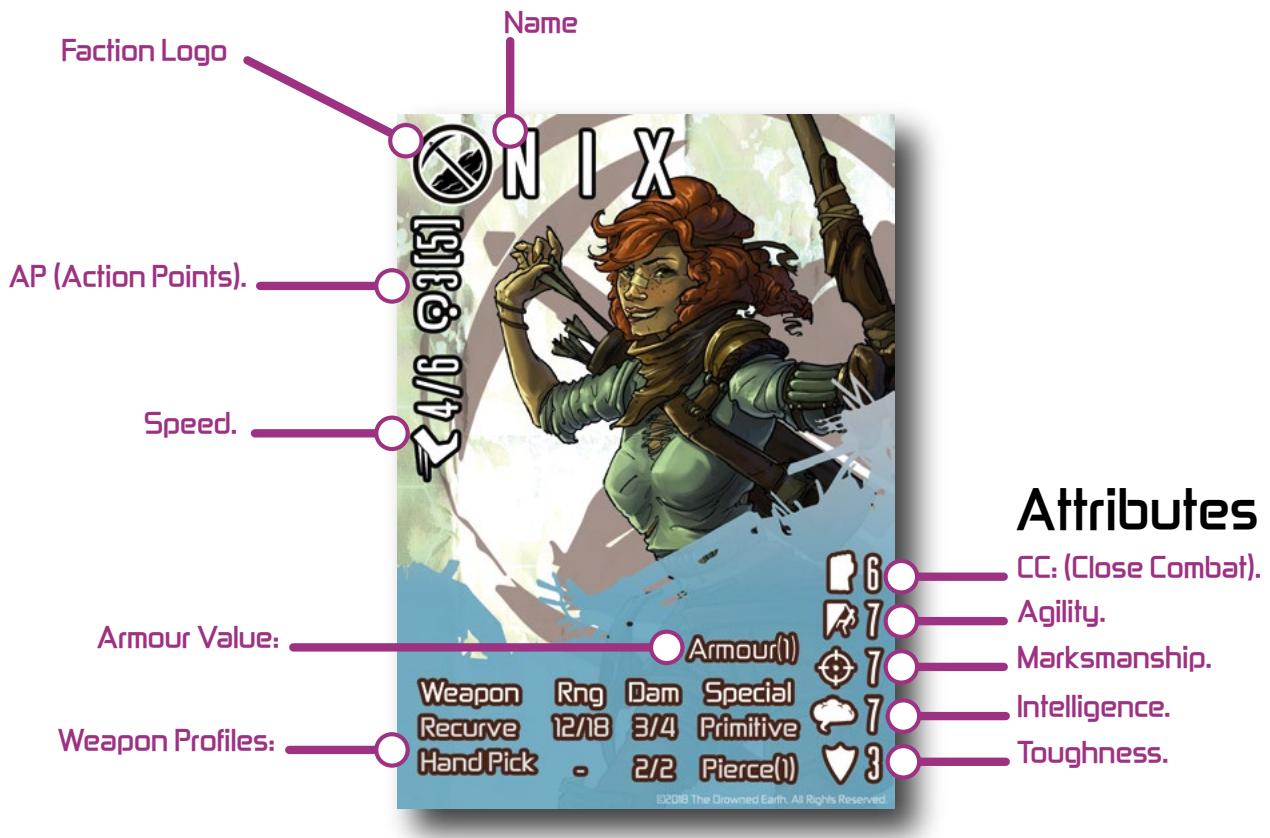
The ability to resist Damage. Usually when a Model takes Damage they will be able to make an Armour Roll to try to prevent being wounded, which is measured against a Model's Toughness.

## Skills

Almost all Models in The Drowned Earth have special Skills, which represent particular aptitudes or proficiencies. The special way in which these Skills work varies from Skill to Skill, and each character's profile card will include a description of how it works.



# Profile Card Anatomy



# Dice and Tests

The majority of Tests in The Drowned Earth are known as Attribute Tests, and are taken by rolling two D10's (ten sided dice). One of these dice is known as the Attribute Die, while the second is known as the Feat Die, and has a special "Feat" symbol instead of a 1:  
 (It is important to tell the difference between these two dice, and so it is recommended the player uses dice of different colours.)

The results of these dice are compared to the relevant Attribute you are Testing. You are attempting to roll equal to, or under the Attribute in question. Whether both, neither or just one of these dice is equal or under the attribute in question determines the result of the Test.

One of five things can happen:

- I. If the Attribute Die result is higher than your Attribute, the result is a failure (unless the Feat Die rolls a Q as we will see very shortly).
- II. If the Attribute Die result is equal to or under the attribute you are Testing then the result is a Pass.
- III. If both the Attribute Die and the Feat Die results are equal to or under the attribute being Tested then the result is a "Nailed It".
- IV. If the feat die result is a Q you have rolled a "Feat" which is both a "Nailed It" and grants you a special "Feat" bonus (we will explain this in further detail under "Feats" below).
- V. Blunder: A double (both dice have the same result) which is over the Attribute being Tested.

## Pass or "Nailed It"?

In The Drowned Earth many stats are given as two numbers in the following way: 6/12. This usually means that when rolling a Pass you would use the first number, while if you "Nailed It" you would use the second.

Attribute Test Results Table

Attribute Die	Feat Die	Result
Any result	Is a Q	Feat
Is equal or Under the Attribute	Is equal or under Attribute	Nailed It
Is equal or under Attribute	Is over Attribute	Pass
Is over Attribute	Any result except Q	Fail
Is a double, over Attribute	Is a double, over Attribute	Blunder

Sometimes the Test will involve more than one stat, for example, when shooting you would be using both the Weapon's range value AND the Weapon's Damage value. On these occasions, if you "Nailed It" you can only use ONE "Nailed It" result and will have to choose.

## Feat

A Feat always counts as a "Nailed It" result. It also grants you a special bonus AP. To find out exactly what happens refer to the rules for the specific Test you are making.

## Optional: Narrative Feats

For those of you who prefer maximum epic chaos, you can apply "Narrative Feats" to your games. Provided both players agree, you may choose to count Doubles, which are equal or under your Attribute (after modifiers), to be Feats also! This allows for some pretty crazy, exciting and swingy gameplay, but might be too much randomness for competitive play. Tournaments do not use the Narrative Feats optional rule, unless specifically stated.

## Blunder

A double result (both dice have the same result) over the required Attribute Number is a "Blunder". A Blunder is of course, an Unsuccessful result. However, it's such a catastrophic failure that something terrible has gone wrong! To find out exactly what, refer to the rules of the Action or Test you were trying to perform. Typically it will be something like falling, a Weapon jamming or some sort of other unfortunate, and potentially dangerous occurrence. If the relevant section does not give a Blunder result then treat the roll as though it were a normal Fail.

## Modifiers

Certain circumstances such as the use of equipment, cover or Skills may grant a Model temporary beneficial modifiers to their Attributes for the duration of a Test.

For example, Hard Cover will confer a +1 Toughness modifier during an Armour Roll.

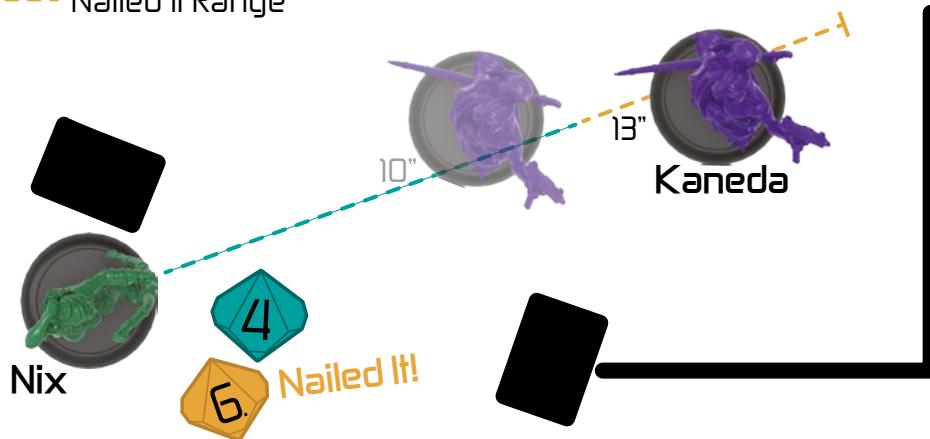
Modifiers can also be negative. Shooting a Model with the Camouflage Skill will confer a -1 Marksmanship modifier on the Attacking Model.

In all cases the modifier lasts for the duration of the roll in question, and the Attribute in question goes back to its normal level once the Roll has been made.

Many Skills, Weapons and effects allow you to modify your Attributes, or those of your opponents. A modifier may never raise an attribute to more than 9 or less than 1. There's always a chance!

## Pass and Nailed It range

Pass Range  
Nailed It Range



Nix is armed with a Recurve Bow, and wishes to shoot Kaneda. The range of her bow is 12/18, meaning that she will only require a Pass to hit a Model 12 or less inches away. If she wants to shoot someone further away she will need to "Nail It". She measures the distance. Kaneda is 13 inches away, meaning she needs to "Nail It". She rolls and does indeed "Nail It"!

Now she looks at the Recurve Bow's profile and sees that its Damage rating is 3/4. Since her target is at "Nailed It" range she will inflict the Weapon's Standard Damage value. In this case a 3. Nix inflicts three Damage on Kaneda who must now make an Armour Roll.

However, if in this example Kaneda was in fact only 10 inches away Nix would only need a Pass result to hit Kaneda, and so a "Nailed It" dice result would inflict the Weapon's Superior Damage of 4.



## Opposed Tests

Sometimes two Models perform Actions which directly oppose each other. To resolve what happens we use an Opposed Test.

Both Models roll their Test at the same time and compare their respective Success Levels. The higher Success Level wins the Opposed Test, meaning that the losing player's Action automatically Fails, (even if the dice result was technically a Success).

**If both Models Fail neither Action is successful.**

So what is a Success Level? As we have already seen, in The Drowned Earth Attribute Tests have five results: Two types of Fail and three different Successes, or "Success Levels". The Success Levels, from best to worst are:

1. Feat
2. "Nailed It"
3. Pass

So a Feat beats a "Nailed It", which beats a Pass.

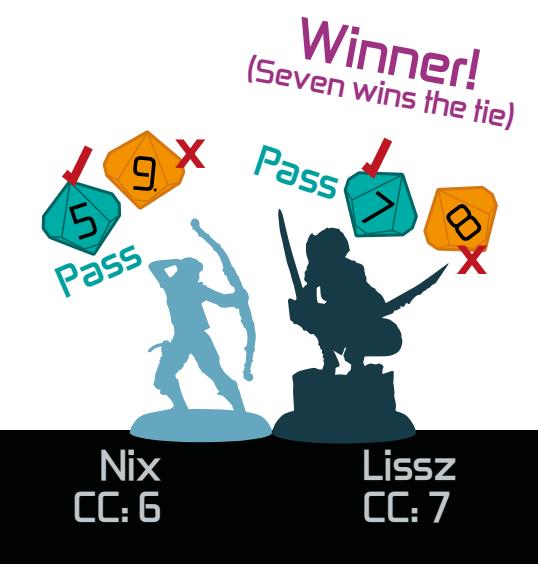
If both Models roll the same Success Level then the numerically highest successful dice result wins.

If both Models highest die result is equal then we have a True Tie. In the event of a True Tie then both Models succeed.

Note that this may result in a Model successfully Dodging AND being shot, or two Models hitting (and perhaps even killing) each other at the same time.

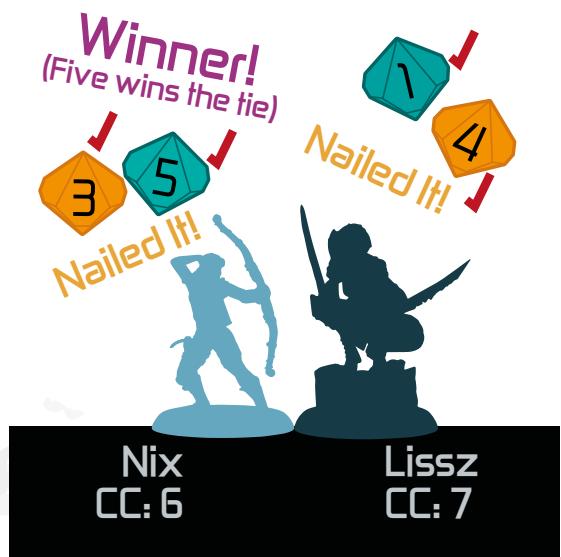
## Winners and Losers

When making an Opposed Test you must first check your roll against that of your opponent, and then apply any "Pass", "Nailed It" or "Feat" results ONLY if you Won or Tied the Opposed Test: the Action of the loser in an Opposed Test always Fails, even if their result was a success.



In this example both Nix and Lissz have passed, because they have both rolled under their Close Combat attribute on the turquoise Attribute Die. To break the tie we compare the highest successful die results. We will ignore the orange Feat Die results as they were both over the CC Attribute, and thus unsuccessful.

Lissz wins with a highest successful die result of 7.



In this next example both Models have Nailed It! This time Nix wins, as her Attribute roll of 5 is higher than Lissz's successful die rolls of 1 and 4.

## True Tie (4 highest)



Only the highest successful die roll is counted; in this case the 4's. The second die does not break ties.

To Brother Librarian Busara,

23rd Eleventh

My dear new friend and esteemed colleague, I hope this correspondence finds you well, and that your Dact (which seemed an intelligent little fellow) found his way home promptly. All told, it took me nine days at sea to return to my Laboratory, with good weather and the wind in our favour.

If our calculations are correct I think you should receive this in the middle of the last week of Eleventh. Let me know! I hope he will find his way back again with your reply.

I was delighted, while battling the vigours of sea travel, to find your letter in the top of my chest. It was a great pleasure to meet you also, and to visit The Great Library. Of course I have been aware of its size and magnificence all my life, but to actually see: it was overwhelming to see so many books in one place. You are indeed the custodian of a great treasure.

You graciously asked that I give you accounts of my travels, and thoughts of my observations in the wider world. It would be my great pleasure to do so! I must confess that my visit reminded me of how much I miss both travellin and having a broader field of study.

Finding the GAIN Archive was, of course, the greatest discovery of my academic career, and I feel very lucky to have acquired such an important tool in my research. But I cannot help but observe that it has guided my study in a direction which I might not necessarily have chosen otherwise. Were I to have access to your wonderful resources I'm not sure I could have picked a single field, and would forever have floated around like a scholarly butterfly, sapping the nectar of a thousand ink and parchment flowers!

You say that, as a life long monk of the Order of the Page you have never travelled beyond the Great Library, and have seen nothing of the world. It seems criminal to me that a person who has devoted so much of his life guarding the knowledge of our world has never seen the very thing he lives to protect. Consider me your eyes! I have no doubt that in your work as an illuminator you have read many fascinating books. In your studies you have, perhaps, handled the true treasures of the Library—books from before the cataclysm we enigmatically refer to as 'The Event'. But where you crave knowledge of the world as it is today, I will aid you!

I am, in many ways, the opposite of yourself. As a younger man I was an Artifacter, searching the ruins of our beautiful continent for clues about the past. I knew little of science or history, philosophy or engineering. I was an adventurer, a buccaneer, and even an occasional thief! How I came in to this line of work is an interesting tale, but not one I will tell now. Suffice it to say that when I started out in my career I was interested only in money! The lure of treasure, not knowledge, is what drew me.

But this will be the subject of my next letter. I look forward to your reply, and indeed any questions you wish to ask.

Your friend and fellow seeker of truths,

Professor Alophangus Playdge

Onyx Research Laboratory  
The Wash.



HOW  
TO PLAY



In this chapter we will learn the basic rules to get you started with The Drowned Earth Miniatures Game.

Each game of TDE is divided into turns, and these turns are subdivided into Phases. Before the game players may go through a number of pre-game steps which can be as formal or informal as you like. Following them strictly will ensure fairness when you are gaming in a less casual environment, or with people you don't know too well.

Games of TDE are always played with a scenario, which defines the set up, game end and winning conditions. Chapter 6 of this book contains 5 official scenarios, but we encourage you to make up your own as well. Games are normally played on 3x3ft tables, or 3x4ft for larger games.

# Initial Game Setup

## Step 1: Gather Your Forces

First, you and your opponent must agree on a points value. We suggest starting players play with a Leader and any two other Characters. However, we usually play at 100 to 150 points.

Once you have decided on a points value for your game both players create their Crew by choosing a Faction, and purchasing Models up to the agreed points value. You can read more about Crew Construction, in Chapter 6.

## Step 2: Scenario Selection

The standard scenarios are numbered one to five: feel free to randomly determine which scenario you will play by rolling a D10, or just mutually decide on one you find agreeable. If it is your first game it's probably simpler to avoid playing a scenario.

## Step 3: Board Setup

The Drowned Earth is a game full of dynamic movement, so the more scenery the better! We prefer scenery with multiple levels and walkways which will encourage lots of climbing and jumping. We would suggest enough scenery to fill at least 50% of the table, of which 30% should be Line of Sight blocking. The game is at its best when you have multi-level terrain of varying heights and types, with plenty of 4"-6" gaps for jumping from one surface to another.

It is also important to provide cover from which Models can shoot or hide behind. Standing out in the open can be fatal, so an open board will make for a very quick game indeed!

Water also features quite prominently in The Drowned Earth, and we recommend you include at least a quarter of the board surface as water of some kind. We often play on a board where the entire playing surface is water. Experiment with what you prefer, and what works well with your level of terrain.

Steps 4 and onwards are usually described in detail by the Scenario you're playing, but for your first game just follow the steps below.

## Step 4: Roll for Initiative

Both players roll a D10. The lowest roll has the choice of taking or giving the Initiative. The player who has the Initiative may choose their deployment edge, will deploy second but take the first Activation. The player who does not have the Initiative will deploy first, and take the second Activation.

## Step 5: Deployment

Both players set aside any Models with special deployment rules such as Infiltrate. Then, the player who does not have Initiative deploys their crew in their deployment zone: no more than 4" from their board edge.

Next, the player with Initiative deploys their crew in their deployment zone: no more than 4" from their board edge.

When all Models are deployed you are ready to play! The player with Initiative takes the first Activation.

# Turn Structure

## 1. Initiative Phase

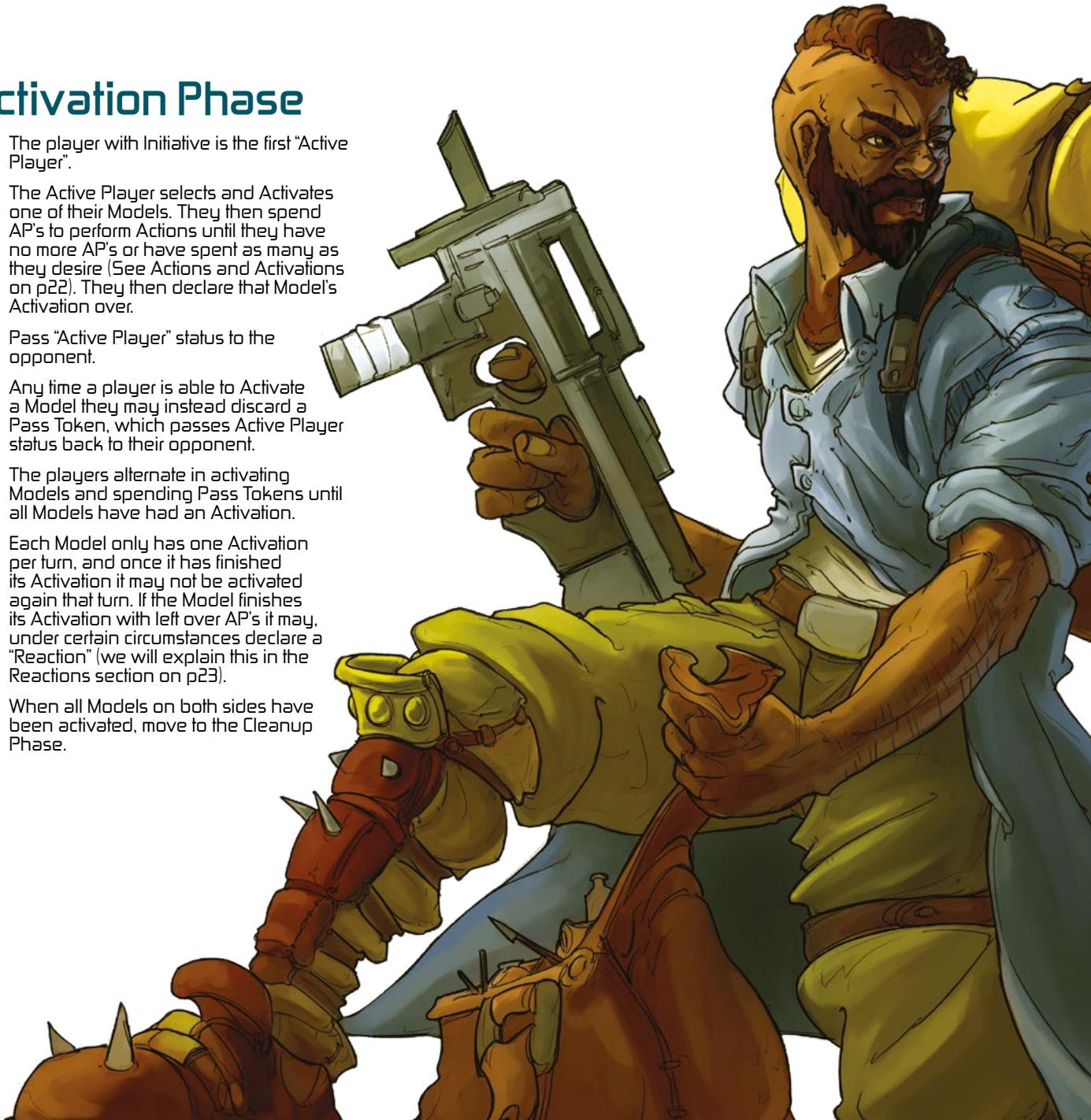
- » Count the difference between the number of Conscious Models (see Model States on p42) on both sides. The player with less Models receives an amount of Pass Tokens equal to that difference.
- » Both players roll a D10. The player with the lowest result chooses to take the Initiative or give it to their opponent. In the case of a draw roll again (on the first turn of the game this is not necessary, as Initiative has already been determined).
- » Both players now give each Conscious Model AP's equal to its AP Characteristic. We use counters to represent these, and these should be placed near the miniature to whom they belong.

## 2. Activation Phase

- » The player with Initiative is the first "Active Player".
- » The Active Player selects and Activates one of their Models. They then spend AP's to perform Actions until they have no more AP's or have spent as many as they desire (See Actions and Activations on p22). They then declare that Model's Activation over.
- » Pass "Active Player" status to the opponent.
- » Any time a player is able to Activate a Model they may instead discard a Pass Token, which passes Active Player status back to their opponent.
- » The players alternate in activating Models and spending Pass Tokens until all Models have had an Activation.
- » Each Model only has one Activation per turn, and once it has finished its Activation it may not be activated again that turn. If the Model finishes its Activation with left over AP's it may, under certain circumstances declare a "Reaction" (we will explain this in the Reactions section on p23).
- » When all Models on both sides have been activated, move to the Cleanup Phase.

## 3. Cleanup Phase

- » Any unspent AP's are lost and do not carry over to the next turn.
- » Execute any special "End of Turn Events".
- » Remove any tokens or templates as required by the rules.
- » Return any unspent Pass Tokens to a central pool.
- » Record the turn number, and return to the Initiative phase.



# Actions and Activations

The main excitement of The Drowned Earth Miniatures Game happens during the Activation Phase. This is where Models perform daring leaps, epic shots and desperate combat.

We have already seen that the players take it in turns to activate their Models until all Models have been activated and Pass Tokens spent.

Now we will take a look at how to Activate and perform Actions with your models.

## Model Activations

Each turn every Model with Action Points will gain a single Activation.

During a Model's Activation the Active Player may choose to spend APs to perform Action Sequences.

## The Action Sequence

We use the term Action Sequence to describe the procedure of declaring and performing an Action.

Every Action costs 1 Action Point (AP).

There are a number of different Actions in TDE, and these may be taken in any order or combination. The Actions are:

### Move Actions

- » Move

### Combat Actions

- » Shoot
- » Close Combat
- » Dodge
- » Charge

### Interact Actions

- » Interact

There is no restriction to how many of the same Actions a Model can perform in a Turn.

A player is under no obligation to spend all the APs available to the Active Model. However, each Model will only get one Activation: once you have ended that Model's Activation they will not be able to activate again that turn even if they have remaining APs.

## Performing an Action

Descriptions of specific Actions and how to perform them are described in detail later in the chapter, but it is important to understand the order in which things happen. Each Action Sequence is divided in to three stages: Declare, Test and Apply.

This section is important, and we suggest you refer back to it the first few times you perform Actions.

### 1. Declare:

- » Active Model Declares Action.
- » Ask if opponent wishes to react.
- » Declare any Nested Actions and Firefights.

### 2. Test:

- » If performing a Movement Action which requires tests to be made, these will be completed first.
- » Then combat Actions are rolled: It doesn't matter which order these tests are made in, as all results will be applied together in stage 3.
- » Both players make any re-rolls they wish, moving to Stage 3.

### 3. Apply:

- » Move Models.
- » Record Wounds, change Model Health States and Apply any results of Skills, weapon properties or other game effects (like Stun, Flame etc).
- » Grant Action Points for Feat Rolls, if any.
- » Apply any effects listed as happening at the end of the Action Sequence.





# Reactions, Firefights and Nested Actions

There are several important concepts in The Drowned Earth which we will be referring to in this Chapter. While they will be explained in full later we will summarise them now.

## Reactions

Every time the Active Model declares an Action Sequence the Inactive player may respond with one or more Models by declaring a Reaction. This Reaction must be a Combat Action (Shoot, Dodge or Close Combat), and will typically be required to target the Active Model. Often Reactions will result in two models making an Opposed Roll, and thus a dramatic showdown!

## Nested Actions

One of the special things about TDE is the dynamic and exciting way Models can interact with each other, move and conduct their turns.

In most games we are used to the idea that you perform Action 1, then Action 2, and so on. However, in TDE things are a little more flexible than this.

There are several types of Nested Action, and it is important to understand that only one of any

type of Nested Action may be declared during an Activation Sequence.

It is possible to perform a Shoot or Dodge Action while you are Moving! So you can dive out of a three story window, fall in to water and take a pot shot at an enemy Model during the fall! This will be covered in the Movement Action section on the next page.

## Firefights

Another type of Nested Action is the Firefight. Ordinarily it is not possible for the Active player to react to a Reaction. However, if when declaring a Movement Action the Active Model becomes the target of a Reaction, provided they have declared no other Nested Actions, they may choose to declare a "Firefight" Nested Action in response to the Reacting Model, resulting in an Opposed Roll.

# The Movement Action

The Drowned Earth is all about Dynamic Movement. The jungles of Ulaya are multi-layered and difficult to navigate, and so the heroes and villains with which you play are agile experts in free running and acrobatics.

This means that TDE is a truly three dimensional game, so start thinking outside the box!

## Introduction

In TDE there are three types of movement:

- I. **Normal Movement:** running along a flat surface such as even ground, a walkway or up stairs.
- II. **Restricted Movement:** Crawling (moving while Prone) or swimming, which will inevitably slow you down.
- III. **Dynamic Movement:** Climbing, leaping or otherwise performing difficult and acrobatic movement due to difficult terrain elements.

Normal Movement is simple enough. The Model simply measures their "Nailed It" Speed and will move up to that many inches.

Restricted Movement is also quite simple: The Model will measure their Pass Speed and move up to that many inches.

Dynamic Movement is where things get interesting. If your desired Movement Path involves one or more terrain elements which will require you to climb

or leap you will be required to make an Agility Test, allowing you to run up the side of buildings, hurl yourself out of windows and skip effortlessly from rooftop to rooftop.

## Declaring a Movement Action

In a game with Reactions, especially in competitive play, timing can be very important. In the introduction of this Chapter we saw the basic order of events in an Action Sequence, but let us revisit the Declare, Test and Apply phases with specific reference to Movement Actions (and presuming for the moment that there are no Nested Actions or Reactions involved).

### 1. Declare:

Declare your Movement Action by spending an Action Point, indicating your desired Movement Path, and your Point of Destination.

### 2. Test:

Make any Dynamic Movement Tests if any are necessary.

### 3. Apply:

Finally, move the Model as far along your declared Movement Path as the results of your Test or movement type allows.

**Note:** You may move through Friendly models as though they were not there. Enemy Models block movement, and may not be moved through.

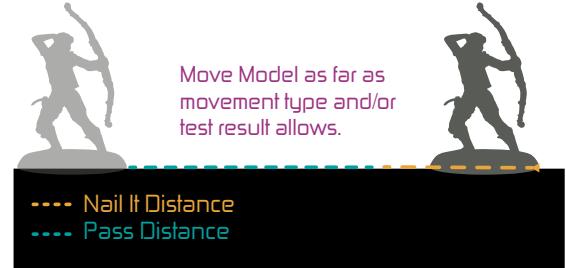
### Movement 1: Declare Desired Movement Path



### Movement 2: Make Tests (if Dynamic Movement)



### Movement 3: Apply



## Normal Movement

If there are no significant obstacles or terrain elements greater than 1" of your Movement Path you may use Normal Movement, which requires no dice rolls. You may move up to your "Nailed It" movement distance.

If your chosen Movement Path can be completed using Normal Movement you may not choose to use Dynamic Movement. You may, however, choose to Crawl instead.

## Restricted Movement

There are two types of Restricted Movement: Swimming, and Crawling. If a Model's base is entirely in water that Model is said to be Swimming (see p.40), and is marked with a Swim Token.

Both Swim and Crawl allow a Model to move only up to their Pass Distance. This restriction applies even if a "Nailed It" result was rolled on a Dynamic Movement Test.

In order to Crawl a Model must enter the Prone State. Entering or exiting the Prone State may only be achieved during a Movement Action. Additionally the Model must apply a Speed Modifier of -1/-1 to either enter or exit the Prone State.

This means, for example, that a Model with a 4" Pass Move would be able to go Prone and then Move 3". Alternatively the same Model would be able to go Prone, Move 2" and then stand.

## Dynamic Movement

Dynamic Movement is the risky kind of manoeuvre which could pay off big, or end in disaster! Luckily for you most Models in TDE are expert acrobats, used to scrambling up rocky inclines, jumping from ruin to ruin and scaling jungle vegetation.

There are two types of Dynamic Movement. Climbing and Leaping. Both require an Agility Test, but how do you know which type of movement to perform?

Leaping is moving from one object to another in a horizontal direction, leaping up on to an object which is 1" or more but less than 3" in vertical distance from the starting position of the Leaping Model. See Diagram 2 for an example.

If the object you wish to scale is higher than 3" in height you will instead have to Climb. Climbing is defined as moving up, down or along an object over 1" in height and on which it is impossible to balance a Model. Please note that there is some crossover between Leaping and Climbing, and so sometimes a Model will have a choice.

When performing a Movement Action which would cause a Model to Climb or Leap you will, during the Test Step of the Action Sequence, take an Agility Test to determine how far your Model may move.

- » If you Fail the Agility Test you will move to the point on your Movement Path at which the Dynamic Movement begins, and stop.
- » If you Pass the Agility Test you will go your Pass Distance along your desired Movement Path (see Legal Resting Point)
- » If you Nail It then you will go your "Nailed It" Distance along your desired Movement Path.
- » A Feat counts as a "Nailed It" result, and additionally you will receive an Action Point at the end of the Activation Sequence.
- » If you Blunder the Model will fall from a point on your Movement Path of your opponent's choosing. The Model is laid Prone at the bottom of the fall, takes 1 Wound plus 1 Damage for each full inch minus one that it falls. This ends its Action.

Note: Sometimes a Model might wish to perform Dynamic Movement right at the end of their move. In this case we may encounter the unusual situation of rolling a Pass result when a "Nailed It" result was required, and being able to move less than if we had not attempted the Dynamic Movement at all! For example, Slethssk has a movement value of 4/7. He wishes to move 5" and climb 2". He rolls a Pass, meaning he can only move 4". This might seem counterintuitive. In this case imagine that the daunting task of climbing the wall under pressure got the better of Slethssk, who slowed down to better attempt the challenge next Action.

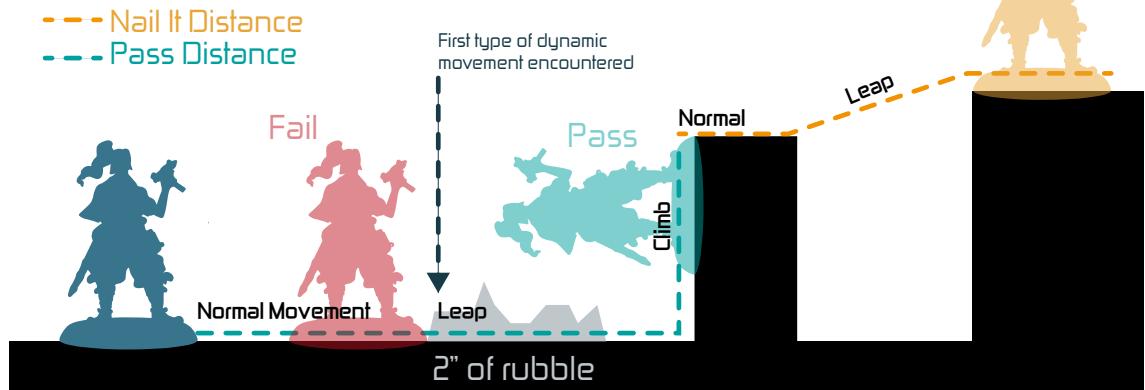
## Putting It All Together

The most important concept concerning movement in TDE is that you can engage in several different movement types within the same Action! Provided your Agility Test gave you enough movement inches you can use Normal Movement to run 2" to a wall, Climb 3" and then Leap 2" to a ledge. You only ever make a single Test per Action, and use the results of that Test to determine how far you move.

Important: You only ever make one Dynamic Movement Test per Action, regardless of how many different instances of Dynamic Movement you undertake. Always Test for the FIRST type of Dynamic Movement you encounter each Turn.

Note: It is possible to combine Restricted Movement with Dynamic Movement, however, if any part of the Move Action was Restricted Movement a Model will only ever move its Pass Speed, regardless of the result of the Dynamic Movement Test.

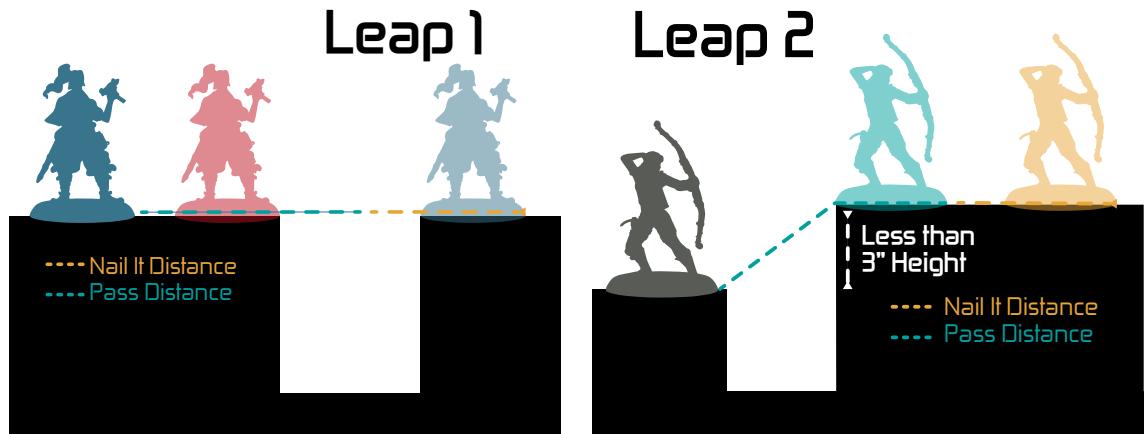
## Multiple movement types in a single Action



In this example we see Kaneda's declaration of a Movement Action which will cause him to use many different kinds of Movement. First he will encounter some Rubble which takes up 2" of his Movement Path. This will require a Leap. He then encounters a small wall, requiring Climb Movement. For a short distance he will use Normal Movement once again and then leap up on to a higher ledge.

Despite the multiple obstacles in his path Kaneda will simply make a single Dynamic Movement Test. Should he Fail he will stop at the first point at which he attempted to Dynamic Move, and stop. In this case, at the edge of the rubble. Should he Pass he will end his move at the extent of his Pass Distance, which in this example would be the climbing position, as illustrated. If he rolls a "Nailed It" result he will achieve his declared Point of Destination.

## Dynamic Movement Examples



In this first example Kaneda wishes to make a horizontal leap. He will need to Nail It, as his Pass speed does not get him across the gap. Should he Pass, as he cannot end in mid-air, he will instead stop at the point at which the Leap would have began. Likewise, if he Fails the roll he will stop at the edge of the Leap.

Nix would like to Leap across the gap on to a higher point. As the vertical distance between the leaping point and landing point is 3" or less this is a legal Leap. In addition, this time either a Pass or "Nailed It" result will result in her occupying a legal Resting Point.

## Leap 3

--- Nail It Distance  
--- Pass Distance

More than 3" height



## Leap 4

--- Nail It Distance  
--- Pass Distance

3" or less but more than 1".



Lissz wishes to Leap down. However, as the jumping point is more than 3" in height from the landing point this is not legal. She will have to Climb down instead.

Here the distance between leaping and landing points is less than 3", and so the Leap is legal.

## Leap 4b

--- Nail It Distance  
--- Pass Distance

3" or less but more than 1".



## Leap 5

--- Nail It Distance  
--- Pass Distance

More than 3" height



It is possible to Leap with a straight Movement Path, as in the above example. However, in this case a Nail It result is required, as the Pass result will leave her in mid-air. If Lissz only Passes she will either remain at the edge of the Leap or fall from the Pass position.

As the distance between the leaping and landing points are greater than 3" Lissz may not Leap. On this occasion, as we will see in the next example, she will instead have to Climb.

## Climb

--- Nail It Distance  
--- Pass Distance

More than 1" height



In the previous example we saw that Lissz would not be able to Leap to a point more than 3" higher than her leaping point. In this example we see what she could legally do; Move to the edge of the wall, and climb instead.

## Legal Resting Point

It is possible to end your movement climbing or swimming, and thus either submerged in water or half way up a building! In these cases the Model will enter the Stance appropriate to that movement type: e.g. Swimming, Prone or Climbing (See Model Stances p.40 for a description of how this works).

Naturally a Model can also end their move on solid ground of some kind, but may not end their move in mid-air.

If your movement allowance leaves you hanging in mid-air you may move the miniature back along your Movement Path until you can place it in a position where the Model can be placed normally, or in a position defined as legal in the Model Stances section on p.40.

So to summarise, a Model may end its movement while moving normally, swimming, climbing, or while Prone. It may not end its movement in mid-jump. If your movement allowance leaves you hanging in mid-air you may, instead of moving back along your Movement Path to a legal Resting Point, choose to fall. If you choose to fall your Model will take Falling Damage as described on p.42.

## Moving and the Nested Action

When declaring a Move Action it is possible to declare a single "Nested Action" at the same time. This Nested Action must be a Shoot or Dodge Action and will cost an additional AP. This Shoot or Dodge may occur at any point during the Active Model's Movement Path, and the precise point at which it will occur must be indicated in the Declare Phase of the Activation Sequence.

Each enemy Model may react as normal to either the Move Action or Nested Action, but not both.

If declared during the "Nailed It" portion of a Model's declared Movement Path a Nested Action may be conditional on the success of a Movement Test. Where this is the case, should the Movement Test fail the Nested Action will not occur, and the spent AP will be returned to the Active Model at the end of the Activation Sequence.

**It is not possible to nest more than one Action during the course of a single Movement Action.**

Terrain and Movement Types		
Type of Obstacle	Obstacle dimensions	Type of Movement
Wall, cliff face or other vertical obstacle	Greater than 1"	Dynamic: Climb
Wall, cliff face or other vertical obstacle	Greater than 1" but 3" or less in vertical distance	Dynamic: Leap or Dynamic: Climb
Gap* between current and destination location	Greater than 1" but 3" or less in vertical distance	Dynamic: Leap
Rough Terrain	Greater than 1"	Dynamic: Leap or Restricted: Crawl
Gap* between current and destination location	1" or less	Normal
Even Ground on flat or inclined gradient	Any	Normal or Restricted: Crawl
Stairs or any other terrain element designed for walking	Any	Normal or Restricted: Crawl
Water	Greater than 1"	Restricted: Swim
*Gap defined as void space, rough terrain or water		
All measurements follow the exact Movement Path- leaps should be in a straight line. Normal and Restricted movement, or Climbing should follow the contours of the terrain with which they are interacting.		



# Combat Actions

## The Shoot Action

Ulraya is a dangerous place, and only the foolhardy or desperate go out in to the wilds without some serious firepower! While the wildlife itself can be deadly enough more often than not adventurers are required to protect themselves against thieves, raiders and rivals.

A Shoot Action can occur during any part of a Model's Activation: even right in the middle of a Move Action. This is what we refer to as a "Nested Action".

So yes, your Model really can jump off the edge of a building, guns blazing!

A Shoot Action requires:

- » Line of Sight (See p.64)
- » A Ranged Weapon
- » A Target within Range

The Target must be an Enemy Model\* who is not in Base to Base Contact with a Model friendly to the Shooting Model.

\*Or in the case of a Template Weapon, a Target Spot. See p.51 for details.

## Declaring a Shoot Action

To declare a Shoot Action the shooting player selects a Target Model within range. The Player who controls the Target Model claims any Cover Bonuses he has and both players agree on the required Target Number (TN).

The Target Number is the Shooting Model's Marksmanhip plus any positive or negative modifiers for things like cover or Weapon Properties. If the roll is successful then the shot hits, and now the defending player is required to make an Armour Roll.

To Shoot make a Marksmanhip Test:

### Fail:

The Shot misses.

### Pass:

The Shot is accurate. If the target Model is within the Weapon's "Pass" range it Hits using the Weapon's Damage. Otherwise it misses.

### "Nailed It":

The Shot is accurate. If the Target Model is within the Weapon's "Pass" range you Hit using the Weapon's Superior Damage. If the target Model is within the Weapon's "Nailed It" range you hit using the Weapon's Normal Damage.

### Feat:

The Model will gain IAP at the end of the Action Sequence and uses the "Nailed It" result above.

### Blunder:

The Shot misses and the Weapon used in the shot Jams (see Weapon Jams p.50).

Please note that shooting with a Weapon with the Template(X) Property is a little different. Please see the table on p.53 for a description.

## Ranged Combat Modifiers

Target in Hard Cover	-1 Marksmanhip and +1 Armour to Target
Target in Soft Cover	-1 Marksmanhip
Target in or behind Smoke	-2 Marksmanhip
Shooting Model Swimming or Climbing	-1 Marksmanhip

## Weapon Damage and Range

Weapons have two Damage Values, which denote the amount of Damage caused, depending on the range and success level rolled.

If a Pass result is achieved the Weapon will inflict its Damage Value.

If a "Nailed It" value is rolled then the Weapon will also inflict its Damage Value unless the target is at Pass Range, in which case Superior Damage is inflicted.

In other words, Superior Damage can only be achieved at Pass Range.

See p.50 for further description of Weapons including Weapon Damage and Special Properties.

## Inflicting Damage

Once the Damage Value has been determined the defending Player makes an Armour Roll: 1 D10 for each Damage caused. Each dice roll equal to or under the Target Model's Toughness Attribute (plus or minus any applicable modifiers such as Armour or Cover) is a success.

Each failed roll causes one Wound. Subtract the number of Wounds from the miniature's Wound Total. Models which reach 0 Wounds move to the "Down" state: see Damage and Model Health p.42 for more information.

## Shooting Example 1



In Shooting Example 1 Nix rolls a 5 on the Attribute die and a 2 on the Feat die; both results are under her TN of 7, so she "Nails It". Kaneda's base is within Nix's Pass Range, and so she will inflict the Weapon's Superior Damage Value.

## Shooting Example 2



In Shooting Example 2 the exact same situation has occurred, except that Kaneda is now at Nix's "Nailed It" range. Therefore she will inflict the Weapon's normal Damage value.

## Shooting Example 3



In Shooting Example 3 Nix has rolled an A5 and a F8. The Feat die result is above her TN of 7, and so the result is a Pass. Luckily Kaneda is at Pass Range, and so the Weapon hits and inflicts normal Damage.

## Shooting Example 4



In Shooting Example 4 Nix also Passes with a A5 F8. However now Kaneda is at "Nailed It" range, so the shot is unsuccessful.

# The Dodge Action

Sometimes, when being shot at, it makes more sense to dive for cover than to shoot back! You may declare a Dodge Action at any time, but the most sensible time to do so is when being shot at, or attacked in Close Combat.

## Declaring a Dodge Action

Dodge Actions require a successful Agility Test. Dodge Tests don't have to be Opposed Tests, but usually they will be. It is therefore important to remember that the results of the Dodge will only be applied if the Opposed Test is won (or tied) by the dodging Model.

Lets look at some examples:

- I. Nix, the Active Model, declares a Shoot Action against Kaneda. Nix is in cover and at Kaneda's "Nailed It" Range, so he decides to React with a Dodge instead of Shoot. The result is an Opposed Test: Nix's Marksmanship vs Kaneda's Agility.
- II. Nix, the Active Model has two APs and declares a Move Action, spending one of them. Kaneda will be able to see her half way through her move, and so declares a Shoot Action as his Reaction. Nix has one AP left, and decides to spend it to "Initiate a Firefight", declaring a Dodge Action against Kaneda's Shot. The Opposed Test will be Kaneda's Marksmanship vs Nix's Agility.

Below are the Agility Test results for Dodge Actions:

### **Fail:**

Your Dodge was a failure. Now resolve the effects of the enemy Action, if any, as normal.

### **Pass:**

You successfully Dodge. At the end of the Action Sequence you may perform up to 1" of Normal or Restricted Movement in the direction of your choice, if possible. (You may not use this movement to Charge an enemy Model).

### **"Nailed It":**

At the end of the Action Sequence you may perform up to 2" of Normal or Restricted Movement in the direction of your choice, if possible., OR you may make 1" of Dynamic Movement in the direction of your choice, without requiring a Test. (You may not use this movement to Charge an enemy Model).

### **Feat:**

The Model will gain 1AP at the end of the Action Sequence and uses the "Nailed It" result above.

### **Blunder:**

Unlucky! You manage to trip while dodging, and injure yourself. How embarrassing! Take 1 Damage. Then resolve the effects of the enemy Action if any, as normal.

## Dodging vs Multiple Shots

If the Active Model is dodging against multiple Shoot Actions (usually because they are the target of multiple Reactions) each Reacting roll is compared to the Dodge Roll result, and the result of each hit is resolved separately using the normal rules for Opposed Test resolution. This is a special exception to the normal Reaction rules.

Regardless of how many shots were fired at the dodging Model, that Model only counts as having dodged once overall, not once for each attack.

## Dodging Templates

A Model may React to a shot from a Template Weapon with a Dodge and must declare it once the intended placement of the Template has been decided, but before dice are rolled. This will not be an Opposed Test and so the outcome of the Dodge Roll will not effect the Template shot in any way. If the Dodge-Move gained by a successful roll moves the Model clear of the Template it will avoid the effects of that Template.



# Close Combat and Charge Actions

Very little in Ulaya is more terrifying than fumbling your gun when being charged down by a ferocious pack of hungry Yuttaraptors! That said, some denizens of The Drowned Earth are famed Close Combat specialists, who fear nothing alive!

Charge and Close Combat are very similar actions. Once in Base to Base Contact (see p.40) with an enemy you are said to be "In Close Combat", and so fighting requires the use of the Close Combat Action. The only way to get in to Base to Base with an enemy Model is to declare (or be the target of) a Charge Action.

## Declaring a Charge Action

It is important to note that no Nested Actions or Firefights may be declared during a Charge Action.

### 1. Declare:

Declare your Charge Action by spending an Action Point, indicating your desired Movement Path, your Point of Destination, and your Target Model, who must be an Enemy Model.

### 2. Test:

Make any Dynamic Movement Tests if any are necessary. If successful now take a Close Combat Test as described below, applying any Charge Modifiers if applicable.

### 3. Apply:

Move the Model as far along your declared Movement Path as the results of your Test or movement type allows. Then apply any and all effects of the combat as described on the list on p.39.

## Close Combat Modifiers

Each Standing Enemy Model in Base to Base after the first.	-1 CC
Charged*	+1 CC
Is Prone, Climbing or Swimming	-1 CC and -1 Agility

\*Only Applicable if the Charging Model did not begin their move in water.

## Reacting against a Charge Action

See p.36.

## Close Combat

A Close Combat Action is an Action which results in two Models fighting in close quarters. The relevant Attribute for Close Combat Tests is CC.

## Declaring a Close Combat Action

To perform a Close Combat Action make a CC Test:

### Fail:

You miss your opponent. Nothing happens.

### Pass:

Inflict the Pass Damage of your CC Weapon on the enemy.

### "Nailed It":

Inflict the "Nailed It" Damage of your CC Weapon on the enemy.

### Feat:

The Model will gain 1AP at the end of the Action Sequence and uses the "Nailed It" result above.

### Blunder:

Not only did you Fail, but you did so horribly! Take 1 Damage, then resolve the other effects of the combat, if any.

## Reacting against Close Combat

Any Model in Base to Base Contact with an Enemy Model who declares a Close Combat or Dodge Action may React, either with Close Combat or Dodge.

When the Target Model reacts in Close Combat players will make an Opposed Test, and only the winner will inflict Damage.

Please remember that if you did not win the Opposed Test your Test result is ignored (except in the case of a Blunder) and so you do not need to consult the Test Results Table above.

## Shooting into Close Combat

See The Shoot Action on p.30.

## Multiple Close Combat Participants

Sometimes you will find multiple participants in a Close Combat. In this case treat it exactly as any other Firefight with multiple participants (you can see

the details in the Reactions section p.36). However, Models participating in Close Combat gain a -1 modifier for each enemy Model who is also in Base to Base Contact with them other than the Target Model.

## Disengaging

In order for a Model to move out of Base to Base Contact with a Conscious enemy Model it must declare a Dodge Action and use its resulting Dodge Move to disengage from combat.



My Dear Brother Busara,

Your reply arrived just a week after my own was sent, and you will be pleased to hear that both Dacts arrived within a few hours of each other. The idea of sending a second courier to learn the route is an excellent one, and I have diligently followed your instructions of how to prepare a coop, and make them feel at home. I was eager to send you a reply as soon as possible, but I bow to your wisdom on "how best to safely train our little flapping friends. They seemed happy to remain, in any case, and I hope I will have no trouble convincing "Abrax" as you name him, to return to you!

You asked me to continue my account of the work of the Artifacters, and I will do so in the way I know best- to tell you a little of my own experience in such a line of work.

Having never travelled I do not know how well you know the nature of our world. Oh certainly you will have seen many maps, but they do not give the firm detail of the landscape, the feel of a place, or what sort of creatures and minor landmarks you may encounter. The ruins of the Builders can be found everywhere and rarely fail to add drama to a place. In many parts of Ulaya it is impossible to walk for an hour without tripping across some evidence of their civilisation, and if you climb above the jungle canopy you will see them studding the horizon, emerging boldly from a sea of green, as eternal as the rock itself. This is admittedly less true when one travels inland and towards the East, approaching that impregnable mountain range we call the Spineback, but even there occasional finds can be made.

The ruins themselves are of many different types. The most obvious are the tall towers which jut from the forest like jagged and broken teeth. Sometimes you might find deep tunnels, half or wholly submerged in water. I have also discovered large and crumbling pieces of machinery, often with little or no idea of what they once were. Most common of all are the large piles of ruined and broken buildings, and, in the sourcing of artefacts, often no less fruitful than their more impressive counterparts. It is clear from only a cursory glance of many of these ruins that the surface of the land has changed considerably since The Builders own time. Many of the ruins are deep underground, and so shifting river beds and silt deposits have buried much of the past.

What can I tell you about Artifacting? You will certainly have heard the term before, but it is often misapplied, and so I will explain what it means, to myself, at least.

Artifacters are a breed of wandering scavenger who risk their lives in the dangerous jungles and mangroves which grow almost everywhere in Ulaya. The exact date of The Event is unknown to us, but my feeling is that it was somewhere in excess of five hundred years in the past, as that is, as you know, just a little longer than our recorded history. It may seem incredible that anything has survived in useful condition, and indeed while finding artefacts is not difficult, to find something in working order is rare indeed.

Many people think that Artifacters are no better than scavengers and thieves, and while many Artifacters are what you might call characters of questionable morality, they do have a code. Indeed, it is this code which separates them from the opportunists and cutthroats who are sometimes wrongly referred to as Artifacters.

An Artifacter, you see, must be educated through a system of apprenticeship. Only when a candidate has acquired enough knowledge may he truly call himself an Artifacter, and go through a process of initiation (which I am not at liberty to discuss).

Similarly I cannot explain the full context of The Code, but a fact very few people seem to know, The Artifacters are a member organisation of The Order of the New Enlightenment- just like The Great Library!

This means that they too are pledged to protect the knowledge of the past. Thus they are no mere scavengers, but explorers, who have pledged to further knowledge and progress with their discoveries.

Now, I will not tell you that all Artifacters are perfectly honest, and follow The Code to the letter. Their reputation as miscreants is perhaps a little undeserved, but not entirely unfounded. As I have already said, at the beginning of my life I was such a one, but while adventure and riches fuelled my young imagination it did not take long for a deeper fascination with the past to develop. My thirst for treasure became a thirst for knowledge, and thus my fertile mind was sewn with the seed of science.

I challenge anyone with an enquiring mind to spend time amongst the ruins and not become fascinated, nay obsessed, with the culture which built them. The inarticulate and broken objects are so curious, so enigmatic, as to tell a thousand imagined stories. The precision and craft with which the most mundane object was made shames the best efforts of our own time. My first treasure was a long stemmed glass- quite unbroken, and, in many ways uninteresting, except in the fact that such fragility had survived at all.

Such items are of no use to science, of course, and so the Artifacter is free to sell such a thing to the highest bidder. I was so proud of the Sorrskin hat and burlap rucksack I bought with the proceeds. I still have the hat today.

Of course the real excitement comes from finding an object of scientific, rather than simply financial, value. I remember well how we used to sell the circuit boards which are the component elements of the famed "Thinking Engines" which I have made my life's work. You will pale in horror, as I do now, of the memory: never able to verify if they were working we sold them by the weight! a Kil of "Green Sj" would fetch us twelve Bits, "Black Graff" was a Scrip and three and the holy grail- "White Nano" was a full three Scrip and eight Bits!

I must apologise- now I am rambling! It should be enough to say that even the vague chance of data being gleaned from this ancient material was worth paying highly for it. This leads me on to the subject of my own study, and my long toil in trying to coax information from the GAIN Archive. But I feel you heard enough about my work when I visited, and next letter would be happy to cover a topic of your choosing.

Yours with great esteem and fondness,

Professor Alophangus Playdge  
Onyx Research Laboratory  
The Wash

# Reactions

Reactions in TDE allow a player to respond immediately to their opponent's Actions, creating a very fluid and immersive game experience where both players are deeply involved at all times.

Normally Models spend APs to perform Actions during their own Activation. However, after the Declare Step of the Action Sequence the Inactive player may respond by declaring one or more Reactions. Each Model may only declare a single Reaction, and this Reaction must be a Combat Action.

If an Action which may cause Damage is declared, the Active Model must be the Target of this Action.

In order to declare a Reaction a Model needs two things:

- » It must have an AP to spend. A Reaction is still an Action, and thus costs an AP.
- » The Reacting Model must have Line of Sight to the Active Model during some part of its Action Sequence.

**Important: It is not permitted to declare a Charge Action as a Reaction.**

## Who May React?

Only the Inactive Player may declare Reactions.

However, if Reactions are declared against the Active Model that Model may initiate a Firefight by spending an AP and declaring a Combat Action in response. Now both Model's Tests will be Opposed (See Firefights p.23).

All Models belonging to the Inactive Player may react provided they fulfil the requirements above. Additionally there is no limit to the amount of Reactions which can be declared against a single Action, but each Reacting Model may only declare one Reaction against that Action.

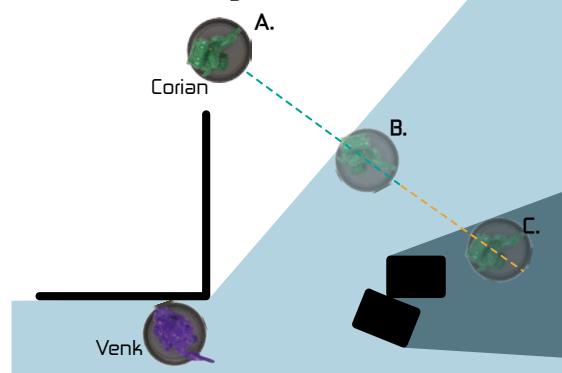
## When Can a Model React?

Reactions must be declared in the "Declare" step of the Action Sequence after the Active Model has declared their Action.

The Reacting Model may choose for the Reaction to happen during any part of the Active Model's Action provided they have Line of Sight.

In this way you may choose to react at whichever point of the Action is most favourable to you. Please see the Reaction Timing diagram on this page.

### Reaction Timing



Here we see Venk waiting in ambush for Corian, who is the Active Model. Corian wishes to move from point A to point C. Venk can draw line of sight to all the shaded areas, but when Corian enters the Darker area the two boxes will provide him with Hard Cover. Therefore Venk chooses to declare his Reaction at Point B, where he has an unobstructed view.

## Opposed or Unopposed?

When both the Active and Reacting Model declare Combat Actions which either target each other, or one of which is a Dodge, these rolls will be Opposed.

If the Active Model's Action is not a Combat Action or targets a Model other than the Reacting Model then the rolls will be Unopposed. You will find a number of examples of Opposed and Unopposed Reactions on the opposite page.

See p.16 for an explanation of how to conduct an Opposed Test.

## Charge and Reactions

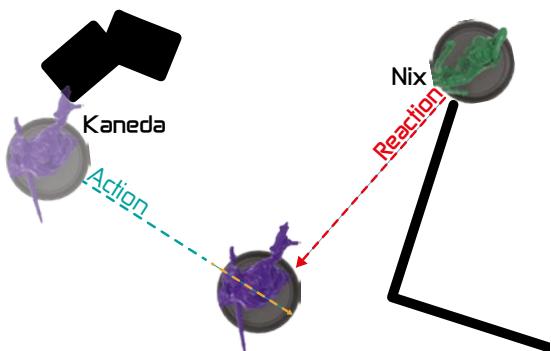
As Charging is unusual in that it consists of both moving and performing a Close Combat Test it is important to reiterate the point that a Charge Action is a single Action, and so each Model may only declare a single Reaction against it.

The Target of the Charge Action may choose to declare a Shoot, Dodge or Close Combat Action. These will be Opposed Tests vs the Charging Model's CC.

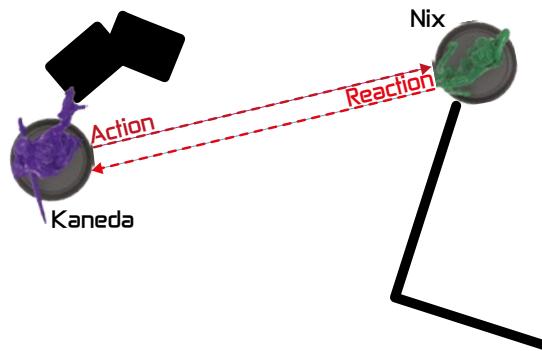
Other Models may react with Shoot Actions or, if the Charging Model's declared movement will take it into Base to Base Contact with them as well, a Close Combat or Dodge Action. These Tests will be Unopposed.

Also remember that Charge is a Combat Action, not a Move Action, so it is not possible for the Active Model to declare a Nested Action (for example, to shoot as you charge).

### Reaction 1



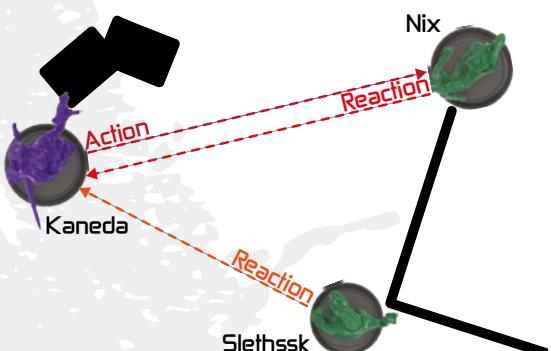
### Reaction 2



In this first example Kaneda is the Active Model, and declares a Move Action. Nix declares a Reaction against him. This roll will be Unopposed as Kaneda's Action is not a Combat Action.

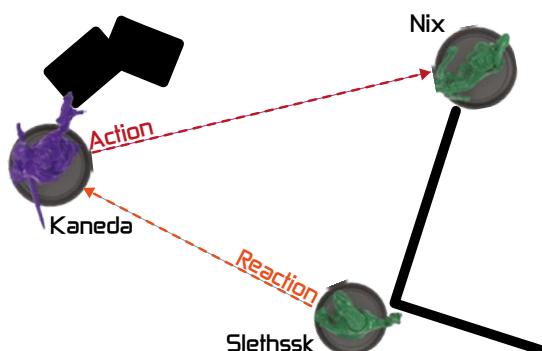
In this example Kaneda is the Active Model, and has declared a Shoot Action against Nix. She responds by declaring a Shoot Action as a Reaction. Because both Actions are Combat Actions, targeting each other, these Actions are Opposed.

### Reaction 3



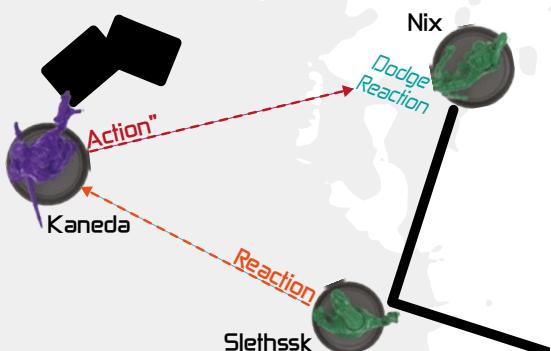
This third example is the same as Diagram 2, except that S lethssk also declares a Reaction against Kaneda. In this case Nix's and Kaneda's rolls will be opposed, while S lethssk's roll will be Unopposed.

### Reaction 4



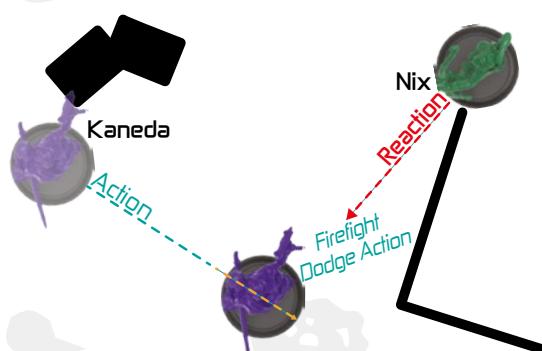
Our fourth example illustrates the same situation as Diagram 3, however, on this occasion Nix has not declared a Reaction. Now both Kaneda's and S lethssk's rolls will be Unopposed, as the Models are not targeting each other.

### Reaction 5



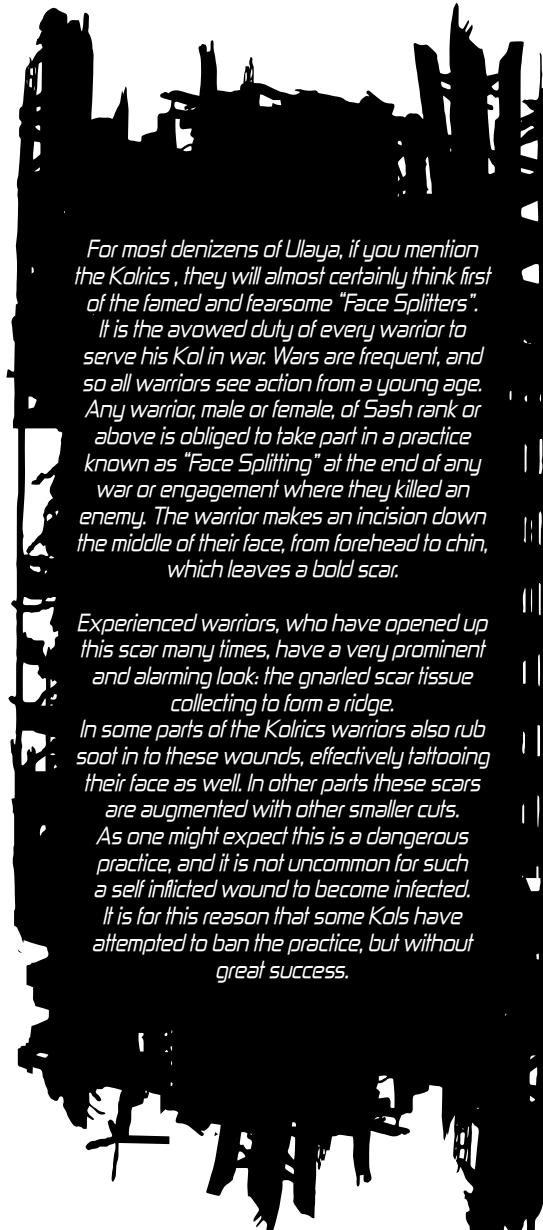
Our Fifth example shows the same situation as above, except that this time Nix declares a Dodge Reaction. Nix's Dodge and Kaneda's shoot will be Opposed, while S lethssk's shot will be Unopposed.

### Reaction 6



In this example Kaneda has declared a Move Action and Nix has Reacted with a Shoot Action. Kaneda has an Action Point and so chooses to declare a Firefight. He decides to Dodge, which will be an Opposed Test vs Nix's Shoot Action.

## Initiating a Firefight



*For most denizens of Ulaya, if you mention the Kolrics, they will almost certainly think first of the famed and fearsome "Face Splitters".*

*It is the avowed duty of every warrior to serve his Kol in war. Wars are frequent, and so all warriors see action from a young age. Any warrior, male or female, of Sash rank or above is obliged to take part in a practice known as "Face Splitting" at the end of any war or engagement where they killed an enemy. The warrior makes an incision down the middle of their face, from forehead to chin, which leaves a bold scar.*

*Experienced warriors, who have opened up this scar many times, have a very prominent and alarming look: the gnarled scar tissue collecting to form a ridge.*

*In some parts of the Kolrics warriors also rub soot in to these wounds, effectively tattooing their face as well. In other parts these scars are augmented with other smaller cuts. As one might expect this is a dangerous practice, and it is not uncommon for such a self inflicted wound to become infected. It is for this reason that some Kols have attempted to ban the practice, but without great success.*

In response to a Reaction declared against a Move or Interact Action the Active player may initiate a Nested Action called a "Firefight" by immediately spending an AP to declare a Combat Action in response. If an Action which may cause Damage is declared the Reacting Model must be the Target of this Action. The Rolls will now be Opposed.

The Firefight is an Opposed Test between the two Models in question. For details of how Opposed Tests work see the relevant section (p.16).

## Conditional Reactions

If declared during the "Nailed It" portion of a Model's declared Movement Path a Reaction may be conditional on the success of a Movement Test.

Where this is the case, should the Movement Test fail the Reaction will not occur, and no AP will be spent. Likewise, if a Firefight was declared this too will not occur and the AP spent by the Active Model will be returned at the end of the Action Sequence.

## Firefights and Multiple Reactions

If more than one Model is reacting then the Firefight will be between the active Model and whichever Model they are targeting. All the other rolls will be Unopposed. See the illustrations titled Opposed and Unopposed Reactions for an example.

It is not possible to declare more than one Firefight, regardless of how many APs the Active Model has.

## Dodging vs Multiple Reactions

See p.32.

## Reactions and Game Etiquette

One of the wonderful things about Reactions is the amount of interaction players have with each other, and how deeply involved they are in every part of the game, even when it is not their Turn.

This goes best when both players approach the exercise with a spirit of friendly cooperation and generosity. It can sometimes be tricky to establish if a Model has Line of Sight until the Model has been moved.

We encourage players to collaborate to decide if a Model has Line of Sight to a Reaction, and ensure to give ample time and opportunity for their opponent to react, and decide whether a Reaction is possible.

We would also remind players that it is the Active Player's responsibility to ask their opponent if they wish to react after declaring their own Action.

## Interact Action

Certain Skills or Scenario Rules may allow or require you to perform an Interact Action under specific circumstances. This might be picking up an Objective, manipulating a control panel, or some such other narrative event. Where this is the case details of how this works will be included in the Scenario or Skill description.

An Interact Action is neither a Combat Action or a Move Action.

# ORDER OF ACTIVATION SEQUENCE MASTER LIST:

The following Order of Activation Master List is written as a reference for players to resolve timing issues. It is not meant to be read and memorised.

Note: The order in which these events happen does not represent an 'in-world' order of events, but only the order in which players resolve steps. Narratively, all steps are considered to occur near-simultaneously in a dramatic blur of motion!

## 1. Declare

- A. Active Model declares Action and Target of Action, if any.
  - i). If Move, Charge, Dismount or Remount Action declare Desired Movement Path and Destination Point.
  - ii). If Dismount Action declare Point of Separation.
  - iii). If shooting with a Template Weapon, place the Template in the Declared position.
- B. Active Model spends AP.
- C. Active Model Declares Command.
- D. Reacting Player declares any Reactions.
  - i). If reacting vs an Action with a Movement Path the Reacting Player declares the point on the Movement Path at which they wish to react.
- E. Active Model declares any Firefights or Nested Actions, the point on their Movement Path at which they wish to react, and Target of those Actions if any.

## 2. Test

- A. Active Model makes Dynamic Movement Tests, if any.
- B. Active Model may use Rerolls.
- C. If Movement Test results in Active Model not reaching the point on the Movement Path at which any Reactions, Firefights or Nested Actions occur, those Actions and Reactions are cancelled.
- D. Active Model spends AP for any Nested Actions or Firefights.
- E. Reacting Model spends AP for any remaining Reactions.
- F. Roll to scatter Templates.
- G. Any Opposed Rolls are made.
  - i). Both players may now declare re-rolls, and continue to do so until both players have used all available re-rolls or agreed to proceed. Both players may pass at any stage, or declare a re-roll even if they previously passed.
  - ii). Players move to the next step when both players have used all re-rolls they wish to.
  - iii). Make any Armour Rolls generated by the Test results.
- H. Starting with the Active Player both players now make any Unopposed Tests, concluding all re-rolls and Armour Rolls for each Test before moving on to the next.
- I. Declare any Dodge Movement generated by successful Dodge Tests, including Destination Point.
- J. Make Armour Rolls for any Models effected by Template Weapons or other game effects such as Falling Damage.

## 3. Apply

- A. Move the Active Model as far along its Declared Movement Path as the result of their Movement Type or Test Result allows. Do not apply other forms of movement such as Dodge Moves at this time.
  - i). If Active Model is a dismounting Cavalry Model, place Rider model at declared Separation Point.
  - ii). If Active Model is a dismounting Cavalry Model, replace Mount with suitable Beast Model. Until the end of the Activation Sequence the Beast Model is considered the Active Model.
  - iii). Replace Profile Cards, Wounds and Action Points as necessary, for Dismounting or Remounting Cavalry Models.
- B. Complete any Dodge Movement declared by the Active Model.
- C. Complete any Dodge Movement declared by the Reacting Player in any order they wish.
- D. Make any declared Command Tests.
- E. Move AP's according to Command Test results.
- F. If able you may continue to make Command Tests and move AP's until no longer able.
- G. Grant Action Points for Feat Rolls.
- H. Apply the results of any Skill effects including the allocation of Tokens.
- I. Apply Wounds caused.
  - i). If Wounds applied to a Cavalry Model, instead apply those Wounds to the Rider or Beast, as appropriate.
- J. Change Model Health States, applying any resulting effects.
- K. Resolve any Token or persistent game effects, including Token Removal.
- L. Apply the effects of Mounting Cavalry Models, including replacement of Profile Cards, allocation of Wounds, discarding of APs etc.

# Model Stances

Models spend most of a game in the default stance: Standing. However, there are a number of other stances which can be entered either voluntarily or involuntarily, and effect gameplay in various ways.

## Model Stance: Standing

This is the default Model Stance, and all rules in this book apply to a Standing Model, unless otherwise specified.

## Model Stance: Prone

Prone Models should be left standing with a Prone Marker to indicate their Stance.

Prone Models do not block Line of Sight, although their bases do.

Line of Sight should be drawn to and from a Prone Model's base, not the Model itself: imagine the Model is lying flat, occupying the space normally filled by the base itself.

Voluntarily entering or exiting the Prone Stance may only be achieved through a Movement Action. See the Movement Section on p.24 for the rules for Moving while Prone.

Prone Models suffer certain negative modifiers to Combat Actions. See the table on p.33 for details.

## Model Stance: Swimming

Models automatically enter the Swimming state whenever their base is fully surrounded by water and not touching land. They exit the Swimming state as soon as their base touches land.

Swimming Models should be left standing with a Swim Marker to indicate their Stance.

Swimming Models do not block Line of Sight, although their bases do.

Line of Sight should be drawn to and from a Swimming Model's base, not the Model itself: imagine the Model is floating flat, occupying the space normally filled by the base itself.

While Swimming a Model benefits from Soft Cover.

Swimming Models may Climb, but they may not Leap out of the water! There is nothing to stop a Model Leaping in to water, and in fact, this can be, tactically, very useful! The reason for this is that Models do not take Falling Damage when falling in to water (See Falling Damage on p.42 for more details).

When Models enter water they will automatically lose any and all Fire Tokens. Swimming Models

cannot be assigned Fire Tokens.

Swimming Models may perform Actions as normal, but suffer certain negative modifiers to Combat Actions. See the tables on p.30 and p.33 for details.

See the Restricted Movement Section on p.25 for the rules for Moving while Swimming.

## Model Stance: Climbing

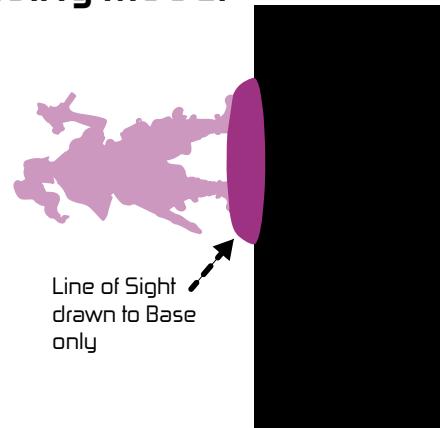
Climbing Models should be left at the bottom of the climb with a Climb Marker denoting the exact amount in whole inches, that it has climbed. The important thing here is that both players should be able to agree exactly where the Model is located for purposes of drawing Line of Sight.

Line of Sight should be drawn to and from a Climbing Model's base, not the Model itself: imagine the Model is lying flat against the climb surface, occupying the space normally filled by the base itself.

Climbing Models may perform Actions as normal, but suffer certain negative modifiers to Combat Actions. See the tables on p.30 and p.33 for details.

Note: Unless a surface has been explicitly designated unscaleable by both players before the game starts, it is perfectly legal to leap on to a climbable surface and end the move there, or even continue climbing!

## Legal Resting Point for a Climbing Model



## Base to Base Contact

Two Models whose bases are touching are said to be in Base to Base Contact.

Base to Base is not a Model Stance, but it is an important condition with several important rules.



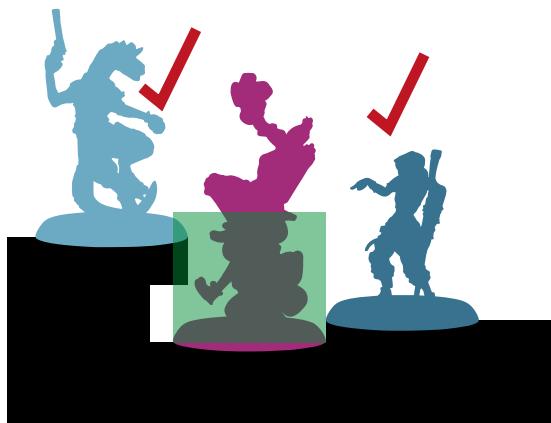
For the purposes of determining whether a Model is in Base to Base Contact, imagine that its base extends upward by 1". If it would touch or overlap the base of a Model above then those two Models are considered Base to Base.

Models which are in Base to Base Contact with an enemy Model may only perform a CC or Dodge Action.

During a Move Action it is not possible to fall, Fall or Blunder into Base to Base Contact with an enemy Model. Instead place the Model 1" away from the enemy Model, while staying as close to the original target Resting Point as possible.

There are some restrictions on targeting enemy Models who are in Base to Base Contact with a Model friendly to you in the Shoot Section on p.30 and the Template Section on p.51.

### 1" Base to Base contact zone



# Damage and Model Health

Models may take Damage in a number of different ways. Damage is always expressed as a number, and corresponds to the amount of Armour Dice a Model will roll to prevent that Damage.

Unless otherwise stated the Model receiving Damage is always entitled to make an Armour Roll: a number of D10's equal to the amount of Damage caused. Each roll equal to or under the Model's Toughness Attribute (including modifiers for Cover, Armour etc) prevents one Damage.

Each unsaved Damage inflicts one Wound. Remove the total number of Wounds from the miniature's Wound Total. After all Wounds have been inflicted change the Model's Health State if necessary.

If a Model is ever described as taking Wounds these are automatic, and no Armour Roll is made.

**Note:** Armour Rolls are made all at once- you may not roll the dice one at a time, and likewise all Wounds are inflicted at once, even if inflicted by different sources (for example, during a multiple Reaction).

There are several different types of "Health States".

**Healthy:** A Model which has not taken any Wounds.

**Wounded:** A Model who has taken Wounds, but is not at 0 Wounds is said to be Wounded. There are no ill effects from this.

**Conscious:** A Model which is Healthy or Wounded is said to be Conscious.

**Down:** A Model at 0 Wounds is moved to the Prone State, and their APs are

removed. In other words, unconscious and in a bad way. A Downed Model will not gain an Activation or APs, either during the Initiative phase or through any game effect such as Command. A Downed Model's skills are not in effect while it is Down.

**Taken Out:** A Model who, in a single Action Sequence, receives Wounds equal or greater than double their current Wounds is Taken Out. Remove them from the board- this Model will take no further part in the game.

**Unconscious:** Models which are Down or Taken Out are said to be Unconscious.

**Note:** Any Damage caused to a Down Model will move it to the Taken Out State and no Armour Roll is made.

**Note:** In TDE we do not keep track of negative Wounds- 0 is the lowest a Model can go.

**Note:** Down Models do not block movement or Line of Sight, but a Model may not stand on them!

## Falls, and Falling Damage

When a Model falls it will probably take Damage unless it falls in to water. Measure the falling distance in whole inches rounding up and subtract 1. The Model takes that many points of Damage, and must make an Armour Roll.

Models which fall in to water do not take Falling Damage, as it is presumed that they are cushioned by the water surface.

Please also note that a Model may never fall in to Base to Base Contact with an enemy Model. If a fall would put a Model in to Base to Base Contact with an enemy Model instead place it 1" away from that Model, and as close to the original fall point as possible.







ABILITIES  
SKILLS & WEAPONS



Each Model type in TDE has unique character and strategic possibilities.

As we have seen this is achieved through the use of different Stats and Attributes, but it is also expressed through the use of Skills, Abilities and Weaponry.

In this chapter we will examine these different Abilities and Skills, as well as covering some special rules and Properties which pertain to Weapons of all types, as well as rules for more specialised Weapon types such as Template Weapons.

# Abilities

Models with a Role have an Ability associated with that Role. This Ability is not written on the profile card, as it is enough to know all Models of that Role have the associated Role Ability. These are explained below.

**NOTE:** "Tough" Models do not have a Role Ability.



## Leader: Command

All Leader Models have the Command Ability.

After declaring an Action with a Leader Model, but before executing that Action, you may declare your intention to make a Command Order, which can happen at any point during the course of that Action. **This is not an Action and does not cost APs.**

A Command Order allows a player to move APs from any Friendly, Conscious, Model to another Friendly, Conscious Model.

Once the Command Order has been declared continue with the rest of the Action as normal. All Command Rolls are taken at the end of the Action, but before the beginning of the next Action.

Provided the Command Order is successful a leader may continue making Command Orders until one is failed, or the Action during which the Command Orders were declared ends.

Once the Action in which the Command Orders were declared is over, or a Command Order is failed no more Command Orders may be made till the next Turn.

In order to declare a Command Order nominate both a Donor Model and Recipient Model, obeying the following restrictions:

1. *The Donor Model must have an AP available.*
2. *The Donor and Recipient Models may not be the same Model.*
3. *The Donor and Recipient must be from the same Faction as the Leader Model.*
4. *The Leader Model must have been able to draw Line of Sight first to the Donor Model, then to the Recipient Model during the course of the Action (and in that order).*

The Commanding Model may declare itself as either Donor or Recipient.

Make an Intelligence Test.

### Blunder:-

The leader simply confuses the situation! Discard 1AP from the Donor Model. The Leader Model may make no more Command Orders for the remainder of this Turn.

### Fail:-

The Command attempt is a failure and nothing happens. The Leader Model may make no more Command Orders for the remainder of this Turn.

### Pass:-

Move 1 AP from the Donor to the Recipient Model.

### "Nailed It":-

Move 1 or 2 AP from the Donor to the Recipient Model.

### Feat:-

Counts as a "Nailed It" result, and additionally you will receive an Action Point at the end of the Activation Sequence.

Once a Command Roll is complete, if successful, a Leader may declare another Command Roll with the same or different Donor and Recipient, using the same conditions as above.

## Medic: First Aid

All Medic Models have the First Aid Ability.

A Model with First Aid may attempt to heal a Wounded Model if they are in Base to Base Contact (including themselves), by declaring an Interact Action and making an Intelligence Test. The Model being healed must be a member of the Medic's Faction.

### Blunder :-

That didn't go well. The target Model takes 1 Wound.

### Fail :-

The Heal attempt is a failure and nothing happens.

### Pass :-

The Target Model gains 1 Wounds.

### "Nailed It" :-

The Target Model gains 2 Wounds.

### Feat :-

This Model immediately gains 1AP and use the "Nailed It" result above.

Please note that a Down Model who has one or more Wounds healed with the First Aid Skill will change Health State (see Damage and Model Health p.42).

Healing may never take a Model above its starting Wound value.

## Scout: Infiltrate

All Scout Models have the Infiltrate Ability.

Infiltrate is a special deployment rule designed for scenario play. Each scenario will explain exactly how and when Models with the Infiltrate Ability deploy in that scenario.

## Mech: Repair

All Mech Models have the Repair Ability.

At certain times equipment, especially Weapons, will break in the midst of combat. This is most inconvenient, but that's why you brought a Mech with you!

A Mech may attempt to fix a Jammed piece of equipment if they are in Base to Base Contact with the owning Model (including themselves), by declaring an Interact Action and making an Intelligence Test. The Model who's equipment is being repaired must be a member of the Mech's Faction.

### Blunder :-

You broke it! The Weapon is beyond a field repair job, and cannot be used for the remainder of the game.

### Fail :-

It's more tricky than it looks. You'll have to try again. Nothing happens.

### Pass :-

You did it! The Weapon can be used as normal. Remove the Jam Token.

### "Nailed It" :-

You did it! The Weapon can be used as normal. Remove the Jam Token.

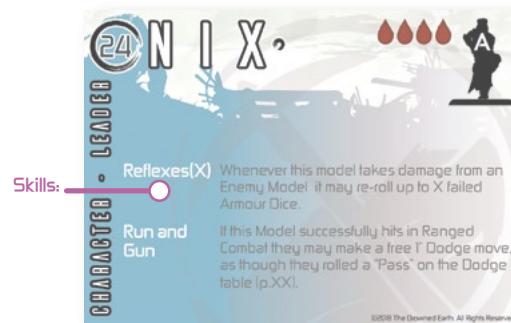
### Feat :-

This Model immediately gains 1AP and use the "Nailed It" result above.



# Skills

Skills are standard benefits which Models receive under certain circumstances. The exact use of a Skill is explained on each Model's profile card. Where a Skill overrides or contradicts a rule in this book always consider the Skill text to take precedence over the core rule.



# Stealth

Most Skills are quite self explanatory. However, Stealth is a little more complicated, as it interacts with a number of other rules, and so we will explain it here in a little more detail.

A Model is said to be Stealthed when it has a Stealth Token assigned to it.

- » A Stealthed Model may not be shot at, Charged, or placed in Base to Base with an enemy Model, except at the end of a Charge Action initiated by that Stealthed Model.
  - » An Enemy or Friendly Model may move through a Stealthed Model as though it were not there. Imagine that the Stealthed Model had slipped out of their path as they approached.
  - » It is not possible to draw Line of Sight to a Stealthed Model, meaning that Command Orders may not include them as either Donor or Recipient.

There are some special circumstances pertaining to Stealthed Models and Template Weapons. These can be seen on p.5).

# Revealing a Stealthed Model

When a Stealthed Model declares any Action which is not a Move Action they will lose their Stealth

## Reveal Profile

	Pass Range	"Nailed It!" Range	Damage	Superior Damage	Special
<b>Reveal</b>	8	14	0	0	Immediately Remove Stealth Token

29th Twelfth

My Dear Brother Bursara,

Once again your letter found me promptly. It seems to me that this method of correspondence is working out very well indeed, and I have you to thank for it! A wonderful idea. But I should not forget to credit little Gram for his part in the affair! I will, this time as you suggest, send the second Dact. I have named him Kobe.

I was most interested to hear your thoughts on The Event and its possible causes. Much of your thinking is in line with my own, but before you take any real satisfaction from that fact I should point out that unlike you, I have never made a systematic study of the subject: merely observations in both my travels. I will, as you suggest, inform you of what I have seen, and how it might pertain to your study.

The first and most obvious point is that, when looking at the ruins, it is evident that the surface of the land and water are different now than in the past. In some parts of the world, the land on which buildings once stood seems to be eroded away. Mostly though, it is a case of buildings being buried or submerged.

Of course, much natural decay has occurred, leading me to believe that The Event was many hundreds of years ago. But the presence of so much material, in varying levels of degradation, suggests that The Event cannot be as long as a thousand years ago: probably some hundreds of years less than that.

In different parts of the world, and even at different sites nearby, the rate of decay, erosion and entropy varies. In some places interiors and furnishings have been reduced to soil, while in others a smattering of poorly preserved objects are scattered throughout.

For the most part, useful finds are made by digging, or by exploring underground passageways and networks. There the natural degradation caused by the air is reduced, and, in fact, total submersion in water preserves some types of objects very well.

There is certainly some evidence of fire after (or during) The Event. At many sites a layer of fine ash and soot can be observed underneath the layers of accumulated dirt, lichen and moss. Likewise, many of the metal structures (where they have not rusted away to powder) show evidence of having been melted. Ceramic artefacts show evidence of exposure to extreme heat.

I do not know if the conflagration was caused by The Event itself or, whether instead, it was part of the social collapse which must have followed. You have already mentioned your discovery of the Arada Manuscript: rare fragments of a diary describing the years after. Imagine if such a document was ever found intact! Still, even the glimpses you allude to sound utterly fascinating! I have seen evidence of activity after The Event - stockpiles of useful items carefully arranged, and hidden, in the ruins, and even the physical remains of an unfortunate family sheltering from who knows what.

It is also clear, from observation of the ruins, that The Event did not cause the collapse of every building which is ruined today. I have even seen a tall skyscraper almost entirely intact! Others have clearly collapsed recently. The degree to which they have been covered in soil, and the age of the trees growing over them, suggest a dating method. In the Kolrics, to my north-east, the people actually reinforce the ruins, and live in them.

So to summarise it is my belief that the water level was much lower during the age of The Builders, and likewise the surface of the land too has shifted since that time. I believe that whatever The Event was, it was not responsible for the complete destruction of the cities of The Builders, but that it contributed in part. I also believe that during or soon after The Event fires raged in many places, although why this should be I do not know.

I will leave you with those thoughts, but now I must go. I have visitors! A strange collection of travellers who arrived on a steam boat and saved the life of my reckless assistant. I am showing them hospitality and perhaps will persuade them to run an errand for me.

I remain your friend and colleague,

Professor Alophangus Playdge  
Onyx Research Laboratory

# Weapon Rules

Weapons fall into two broad categories, Ranged and Close Combat Weapons. As you might expect Ranged Weapons are for shooting an enemy from range, while Close Combat Weapons are Melee Weapons used in a Close Combat Action.

As well as their basic statistics many Weapons have Special Properties associated with them, which are detailed in a table at the end of this section. Several of these Properties require extra explanation which you will also find in this section.

Weapon	Rng	Dam	Special	Armour(1)
Recurve	12/18	3/4	Primitive	•
Hand Pick	-	2/2	Pierce(1)	■

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Weapon Profiles:

**Range (RNG):** How far the Weapon can attack. CC Weapons do not have range, and thus require Models to be in Close Combat in order to be used. Range is expressed as two numbers divided by a

slash. The first number is the range of your Weapon if you roll a Pass result, while the second number is a longer range of the Weapon supposing that you roll a "Nailed It" result. We refer to these as the Pass and "Nailed It" ranges.

**Damage (DAM):** The amount of Damage a Weapon inflicts once it hits. This is also expressed as two numbers. The first number is the Standard Damage, inflicted if the Model hits with a Pass result, while the second number is the Superior Damage.

**Special:** Some Weapons also have Special Properties. Sometimes they apply a special modifier to your, or your opponent's dice rolls, or sometimes they do something altogether different! Later in the chapter we will see a complete list of all of these types of Special Properties and how they work. Weapon Properties state clearly when and how they are used.

Please note that unless otherwise stated Weapon Properties apply only to Actions in which that Weapon is being used.

## Weapon Jams

Rolling a Blunder result while shooting a Ranged Weapon will cause a Weapon to Jam. It may not be used again until it has been Repaired (see p.47). Record that the Model has a Jammed Weapon through the use of a Jam token.

# Template Weapons

In The Drowned Earth there are three types of Template: the Teardrop Template, Small Template and Large Template, all of which can be found at the end of this book.

Weapons which use these Templates have the Template(X) special rule, which can be found in the Weapon Properties table at the end of this chapter.

A Template is an Area of Effect, usually caused by a Weapon. Templates have certain effects on Models. A Model will come under the influence of a Template's effects if any part of its base is under the Template.

In order to use a Template, declare a Shoot Action and immediately nominate a Target Area for the Template shot and place the Template, using the following restrictions:

1. *The shooting Model must have Line of Sight to the Target Area.*
2. *The Template centre must be placed over the Target Area.*

Furthermore, if the Weapon firing the Template, or any of its Weapon Properties, cause Damage the following further restrictions apply:

3. *The Template must not cover or partially cover Friendly Models.*
4. *The Template must not cover or partially cover a combat involving a Friendly Model (even if that Model is not covered).*
5. *The Template may not cover or partially cover one or more Stealthed Models unless at least one enemy Model which is not in Stealth is also covered or partially covered by the Template.*

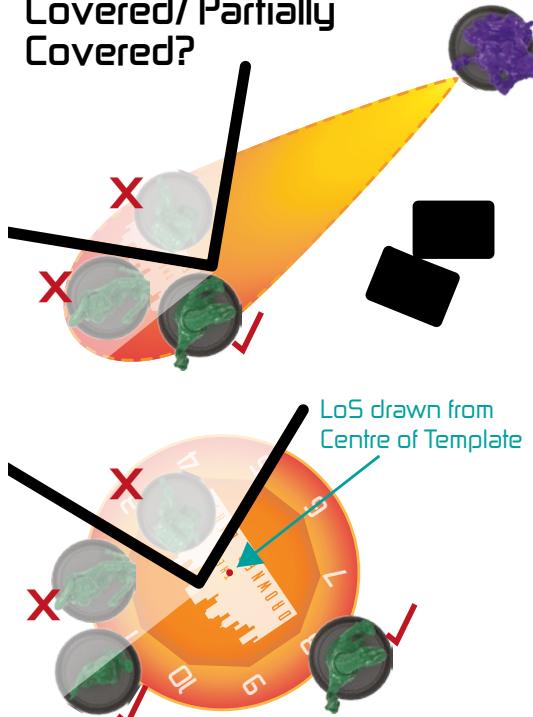
**Models hit by a Template suffer the Damage and effect of Weapon Properties belonging to the Weapon Profile to which it belongs.**

It is possible to Dodge a Template Weapon by declaring a Dodge Reaction after the Template is placed, but before it Scatters. In order to avoid the effects of the Template a successful Dodge must bring the Model entirely out of the Template's Area of Effect. See Dodge on p.32.

## Templates and Target Models

Some game circumstances require a player to nominate a Target Model, or to target a specific Model (such as a Reaction or Firefight). If this is the case then the player who is firing the Template Weapon may, after a Target Area is nominated and the Template is placed but before it is scattered, nominate any enemy Model under the Template as the Target Model.

### Covered/ Partially Covered?



Models marked with a tick are covered or partially covered by the Templates. Those marked with an X are not covered or partially covered, due to the presence of intervening terrain.

## Templates and Reactions

Rolls involving Template Weapons may never be Opposed Tests. If a Template Weapon is involved in a Reaction either as the Active or Reacting Model, these rolls will be made independently of each other.

## Templates and Stealth

Stealthed Models are light on their feet, and able to avoid hazards which do not target them directly. If a Stealthed Model finds itself under a Template fired by a Weapon which cause Damage or has Weapon Properties which cause Damage do the following:

Before rolling Damage the firing Model must roll equal or under their Intelligence on a single D10, or no Damage will be done to the Stealthed Model. However, if Damage is applied, the Stealthed Model will lose its Stealth Token and become Revealed at the end of this Action Sequence.



## Teardrop Template

A Weapon which uses the Teardrop Template does not require a roll to hit. Instead it is placed automatically after the shot is declared, so that the pointed end touches the firing Model's base. Other Models may react to the shooting Model as normal, but all rolls will be Unopposed.

In order to be hit by a Teardrop Template some part of the target Model (including the base) must be visible from the Template's point of origin. See the diagram entitled "Covered/Partially Covered" on the previous page.

## Template(Large) and Template(Small)

For the purposes of Cover, Line of Sight is drawn from the centre of these Templates, as illustrated in the diagram entitled "Covered/Partially Covered". Therefore, a Marksmanship Test using a Large or Small Template ignore all Marksmanship modifiers for Cover.

## Scatter

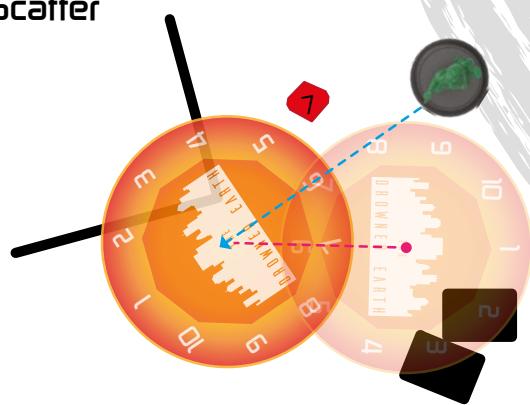
Occasionally the rules will require an object to scatter in a random direction. If scattering as part of a

Shoot Action do so immediately after Marksmanship Tests and re-rolls have been concluded, but before Damage has been applied.

When you scatter you will be given a scatter distance, usually the result of a Dice Roll. In order to determine the direction of the scatter place a Template over the target area with the 1 pointed to the centre of the board and roll a D10: The scatter direction will correspond to the number printed on the Template edge.

If a scattering object meets a piece of solid terrain such as a wall, tree or other solid object which would count as Hard Cover it will immediately stop at that point.

### Scatter



## Weapon Properties

<b>Armour(X)</b>	During Armour Rolls this Model adds X to its Toughness.
<b>Blind</b>	Place a Blind Token next to any Model hit by this Weapon. Remove the Token at the beginning of the Cleanup Phase. This Model is at -2 Marksmanship, CC and Agility while it has one or more Blind tokens.
<b>Choke</b>	The Choke rule turns any Smoke Template placed by this Weapon into Noxious Smoke. Noxious Smoke behaves exactly as normal smoke but with the following rule: Any Model who spends an AP while under or partially under the Noxious Smoke Template takes 1 Wound.
<b>Deviate(X)</b>	Sometimes Template Weapons are off target, in which case we need to determine where they land. If the roll to hit is a Fail scatter d10" from the original target. If the roll to hit is a Pass then scatter X" in a random direction. If the roll to hit is a "Nailed It" or Feat the Template lands on target. To determine direction see Scatter on p.52.
<b>Finite</b>	This Weapon is of limited supply. If a Blunder is rolled it cannot be Repaired, and may not be used for the remainder of the game.
<b>Fire(X)</b>	Place X Fire Tokens on any Model hit by this Weapon to indicate a Model which has been Set on Fire. A Model which is Set on Fire must make a single Armour Roll during the Cleanup Phase. If this Armour Roll is failed the Model takes 1 Wound. If the Armour Roll is successful remove 1 Fire Token. If this Model enters Water all Fire Tokens are immediately removed.
<b>Knockdown</b>	A Model hit by this Weapon is knocked Prone and assigned a Prone Marker during the Apply Step of the Action Sequence.
<b>Natural</b>	When this Weapon Blunders it causes 1 Wound to the owning Model, instead of the usual 1 Damage caused by a Blunder in Close Combat.
<b>Pierce(X)</b>	When making an Armour Roll against Damage caused by this Weapon deduct X from the defending Model's Toughness Attribute (to a minimum of 1).
<b>Primitive</b>	All Models count as having the Repair Skill, when attempting to fix a Jam on this Weapon.
<b>Reach(X)</b>	When declaring a CC Action this Model may ignore the requirement for Base to Base Contact, and Target an Enemy Model in LoS up to X" away, or in the case of a Charge, from this Model's Destination Point. The Enemy Model may react as normal, but if they react with a CC Action they will be unable to cause Damage unless they too have Reach or a similar ability.
<b>Sunder(X)</b>	When making an Armour Roll against hits made by this Weapon reduce the defending Model's Armour by (X).
<b>Scarce(X)</b>	This item is hard to come by. Your Model may only use it X times per game.
<b>Slow(X/X)</b>	Place a Slow Token next to any Model hit by this Weapon. Until the end of that Model's next Activation, it will suffer a -X/-X modifier to its Speed.
<b>Smoke</b>	Smoke is utilised using the Template specified in the Weapon profile. A Weapon with the Smoke property may fire without declaring a Target Model (even as a Reaction or Firefight). The Template represents a cloud of Smoke. Smoke does not block Line of Sight, but any target Model in or behind Smoke benefits from a special M-2 Cover Bonus (this bonus stacks with normal cover). Furthermore, no Model may gain a Charge Bonus if part of their Charge Move was through Smoke. During the Cleanup Phase remove the Smoke Template.
<b>Sneaky(X)</b>	When making a CC attack, if the roll is not Opposed, gain CC+X.
<b>Spray</b>	+1 Marksmanship when Shooting at Pass Range.
<b>Stun(X)</b>	When you successfully hit a Model with this Weapon, after applying any Damage, you may remove up to XAP from that Model.
<b>Template(X)</b>	There are three types of Template: Small, Large and Teardrop Template. Any Model whose base is partially or completely under the Template will be hit and subject to the Weapon's Damage and Weapon Properties. Please refer to the Template section p.51 for full Template rules.



# A BRACELET OF BRIGHT HAIR

The piercing shriek cut through Juchita's fear like a razor-claw through flesh. But under the husk of her fear lay raw, animal survival. All around her was the leathern flapping of wings and the strangled screams of her predators. Yet all she heard was the heart-beat thump of her boots, drumming a rhythm of furious urgency. Her rifle lost, she had no way of defending herself against the pack of Carnodacts. Her only chance was to make it to the tree line.

She felt wind on her neck, instinctively dropped in to a roll, springing up as the winged beast soared over her. Its clacking beak snapped a mouth full of air as it passed.

She engaged her leg muscles to launch back in to a full run. However, a lurching feeling accompanied a sudden sensory realisation that the world was not as it should be. She was falling, her surroundings an ink-spill blur of darkness, and then pain.

When Juchita came to herself it took her several moments to realise what had happened. She sat in a dank pool, a crooked finger of light spilling from a ragged hole far above her... Yes: it was the hole she had fallen through. Outside she could hear the distant, frustrated cries of the winged hunters.

"What is this place?" she wondered aloud.

As the gloom receded Juchita began to take in her surroundings. At first glance she thought it was a cave, but as she looked more closely she saw that under the centuries of limescale, soil, root and fungus were the unmistakable marks of architecture. Stalactites hung from the ceiling, the floor was long since lost under a covering of silt, but she was definitely in a room of some kind. The walls were lined with workstations and bulkhead struts. Behind her a cave-in blocked the exit, but ahead of her was an octagonal doorway flanked by two similarly shaped windows. From that direction she sensed a faint, purple glow: bioluminescence perhaps?

The next room was knee deep in standing water. The far wall comprised of five glass tanks, each about two metres tall, with clumped bundles of cable sprouting from the tops, like bursts of wiry vegetation. Three glowed weakly: the sickly magenta hue of the liquid that filled them giving the light its colour. It was only when she was an arms length away that she could see there were ancient bodies floating in the bottom of each tank, skin pickled to white leather. Juchita looked in fascinated horror at their toothy screams, the numbered wrist bands and the tubes which penetrated skin at the base of their skulls.

"What is this place!?" she asked again, as if some ancient spirit would call out in answer.

Up a flight of crumbling, polycarbon stairs was another octagonal doorway, which led in to a corridor, from which a stronger light emanated. The cold cyan hue gently flickered, in incremental bursts, from a half open doorway at the end of the passage, illuminating an angular statue of a man, arms folded across his chest in a gesture of stern implacability. The effect was spoiled, somewhat, by the long strands of root which draped over his head and shoulders like a mane of filthy hair. Juchita nodded to him respectfully as she passed, finally flashing him her most winning smile, imagining him to be a guardian god who's permission was required to proceed.

On squeezing through the doorway, she was immediately struck by the strong scent of rotting vegetation tinged with an acrid smell, reminding her of an astringent medicinal. Juchita let out an involuntary gasp. In the centre of the room was a circular dais surrounded by a railing, containing a large table. From the ceiling hung a metal globe surrounded by the ghostly, cyan-glowing image of a woman's face.

"What is this place!" she intoned for the third time, the mantra now more a talisman against harm than genuine question. Her sense of dread increased tenfold when, seemingly in response to the sound of her voice, the woman's eyes opened. The face distorted, appearing and disappearing, hummingbird-wing fast, in a succession of grotesque expressions.

"Unknown... hemisphere is ab... reports indic... tire landmass... bl... bl... bl... coa... bl..."

For luck, Juchita's hand went to the small fetish she wore around her neck. The spirit of this ancient place was speaking to her in a strange accent, and with many words she did not understand. But she knew this was no true spirit. The ghost of this place was simply a memory, bound in the Thinking Engines of The Builders. She had heard of such things, but nonetheless, it was difficult for her to shake off the idea that this was a real person, calling to her from the distant past.

"dire, and complete ext... exp... future... trust to project neohom... time is do..."

Mastering her sense of unease at disturbing the tomb of this ancient being, Juchita began to scan the nearby equipment, identifying the control panel to which the projector belonged. While the depredations of age appeared to have fused many of the controls, there was life in it yet. She manipulated a touchscreen, gasping as the cracked glass sliced her finger. She shook her head. No: this discovery was too important to trust to her meagre skills. She needed to find a way out, and find people in Skyton who could make better sense of such things. Who knows what wondrous knowledge such a memory-spirit could contain, and what damage she could do blundering around.

With a final look at the face, now frozen in a roar of elucidation, Juchita gathered her senses, and prepared to find a route back to the surface. As she did so, one word which the ghost had uttered—familiar and yet unknown—kept turning over in her mind.

'neohom'.



CANALRY  
& BEASTS



In this chapter we will look at the special rules governing the use of two special Model Types: Cavalry and Beast Models.

These new Model Types add variety and tactical options to your games, allowing greater choice and access to specific tactics, and devastating mobility!

Mounted Models may dismount and remount when needed, shoot from beastback, and are usually very deadly in Close Combat. They are, accordingly, expensive but often very much worth the extra expenditure.

# Cavalry

Sometimes, even in a world half covered in swamp and standing water, you just need to ride in style! A mount can get you to the places you need to go, and provide serious protection in a close quarters fight. However, there are disadvantages too.

In most respects, such as performing Actions, Cavalry Models are considered to be a single Model with a single profile. However there are a few important exceptions.

## Targeting and Wounding a Cavalry Model

On a Cavalry Model's profile you will see two wound characteristics: one for the rider and another for the Mount. These must be tracked separately.

When Targeting a Cavalry Model a player simply declares a shot against the whole Model. It is not possible to specifically shoot at the Rider or Mount.

Instead, the result of your Test will determine who you hit.

If you Pass Damage will be allocated to the Mount. If you Nail It you may choose whether you allocate Damage against the Rider or Mount.

The owner of a Template Weapon may choose whether to allocate Damage against the Rider or Mount.

Likewise, the Rider and Mount have separate Toughness and Armour attributes, and the appropriate attribute must be used, depending on who Damage is allocated against.

## Other types of Damage and Game Effects

- » Weapon Properties and Skills must be used against the same target as the Damage was allocated against. In other words, if a shot Damages the Rider then all Weapon Property or Skill Effects must also be directed against the Rider.
- » Tokens are assigned to the Cavalry Model as a whole. When these tokens would cause Damage the Opposing Player may choose who they will Damage.
- » Falling Damage or Damage caused by Blundered Movement Tests are allocated to the Mount.
- » If it is not clear whether a particular game effect should affect the Rider or Mount the player who caused the effect may decide.
- » If no player caused the effect then the Cavalry Model's owner may decide.

## Dismounting

As part of a Move Action, and with a -2/-2 Speed Modifier applied to that Move, a Cavalry Model can choose to separate rider and mount. This is called Dismounting.

### 1. Declare:

Declare your Movement Action by spending an Action Point, indicating your desired Movement Path, your Point of Destination, and the Point of Separation of the Rider and Mount.

### 2. Test:

Make any Dynamic Movement Tests if any are necessary.

### 3. Apply:

- » Move the Model as far along your declared Movement Path as the results of your Test or movement type allows, first stopping at the chosen Separation Point for Mount and Rider.
- » Place the Rider Model in Base to Base Contact with the Cavalry Model, and then move the Cavalry Model to the declared Destination Point.
- » Replace the Cavalry Model with an appropriate Beast Model to represent the Mount.
- » Replace the Cavalry Model profile card with cards for the Rider and Mount, record current wound levels, and allocate any remaining Action Points and tokens between the two cards as you see fit.
- » Indicate to your opponent which of the two Models will continue the Activation. The other is considered to have Activated for the Turn and will receive no Activation till next Turn.

## Reactions vs Dismounting

When a Rider dismounts from their Mount it is important to remember that only the Cavalry Model may be Reacted against, as is the Active Model. At the time Reactions are declared the dismounted Model does not exist.

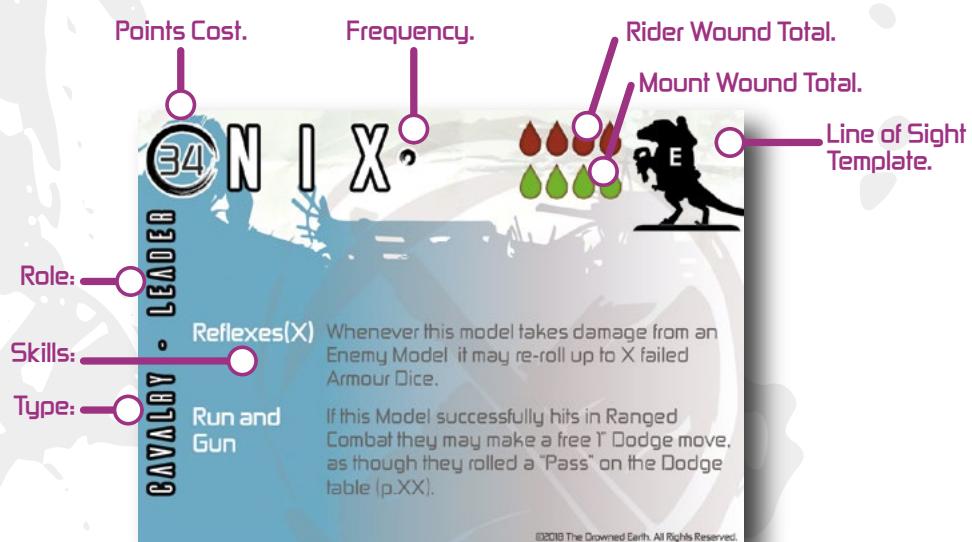
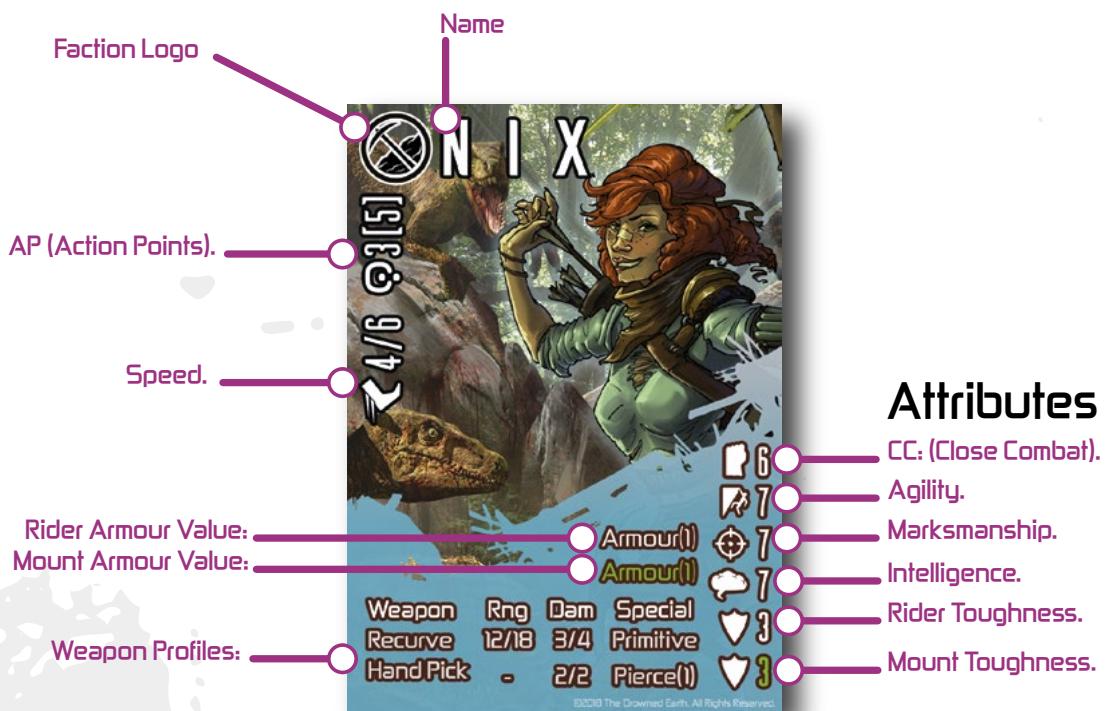
Therefore it is impossible to declare a Reaction against the dismounted Model during the Action it dismounts.

Timing is also an issue. Reactions are always vs the Cavalry Model as a whole, regardless of the point at which the Reaction was directed.

However, if the Reaction occurs after the Separation Point only the mount will take Damage regardless of the Shooting Model's Test result.

In the same way the Active Model is not permitted to declare a Firefight or Nested Action after the Separation Point.

# Cavalry Profile Card Anatomy



*On a Cavalry Profile Card the statistics which must be tracked separately are expressed twice. The green versions are the Mount's Stats while the Rider's Stats are expressed in white as normal.*

## Remounting

Remounting is considerably easier. As part of a Move Action, and with a -1/-1 Speed Modifier applied to that Movement a Dismounted Model may remount their former mount by moving in to Base to Base Contact with it. This will end the Action and no further movement may be achieved.

### 1. Declare:

Declare your Movement Action by spending an Action Point, indicating your desired Movement Path, and your Point of Destination, which must result in the Rider and Mount being in Base to Base Contact.

### 2. Test:

Make any Dynamic Movement Tests if any are necessary.

### 3. Apply:

- » Replace the Mount Model with the Cavalry Model and remove the Rider Model from the game.
- » Replace the Mount and Rider profile cards with the Cavalry Model profile card,

making note of the separate Model's wound profiles.

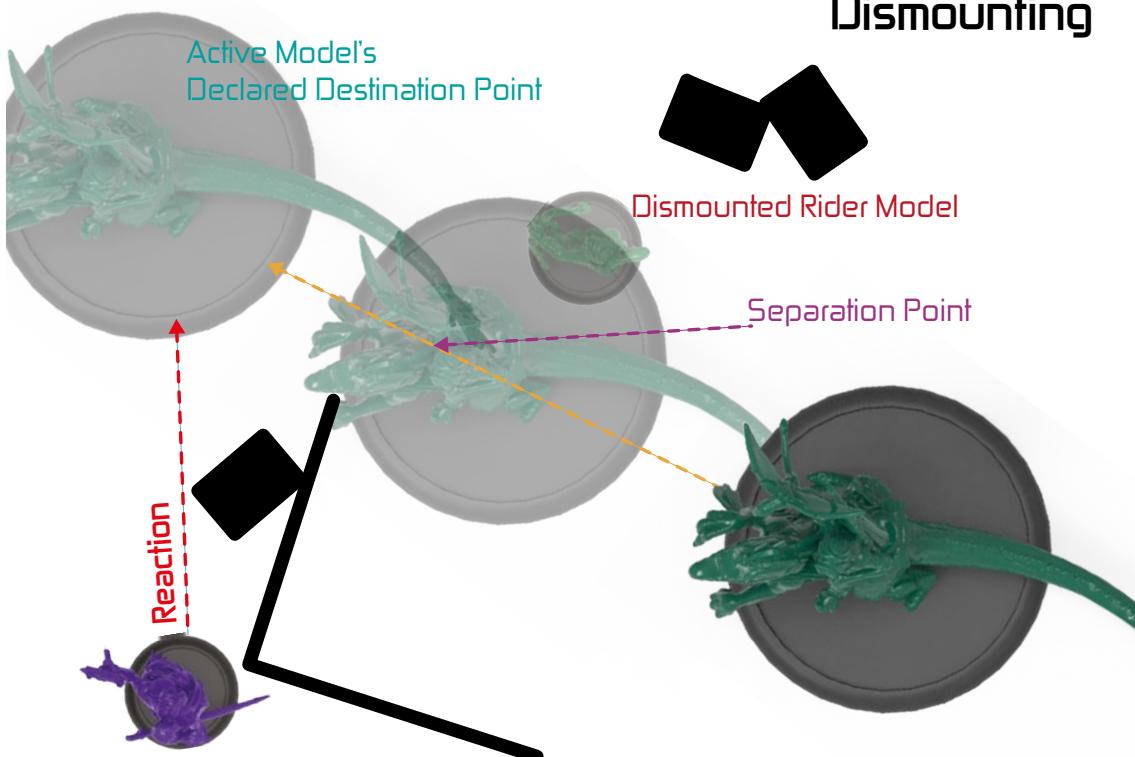
- » Discard any Action Points the Mount Model owned, and transfer any Action Points belonging to the Rider Model to the Cavalry Model profile card.
- » Transfer any effect tokens such as Flame from both Models to the Cavalry Model.
- » You may now continue the Activation using the Cavalry Model as the Active Model.

## Cavalry Model Restrictions

Cavalry Models have lots of advantages, but there are some things they simply cannot do.

- » Cavalry Models may not become Prone either voluntarily or by game effect.
- » Cavalry Models may never declare an Interact Action.

## Dismounting



In this example Cavalry Nix declares a Movement Action to the declared Destination Point, and indicates that she wishes to Dismount at the indicated Separation Point.

Kaneda declares a Reaction to Shoot the Cavalry Model at the Destination Point. Cavalry Nix May not declare a Firefight, as it is not permitted to Nest an Action during a Dismount.

Kaneda will roll to Shoot and Wound during the Test Step of the Activation Sequence, before the Models have been Separated. However, as his Reaction is declared after the Separation Point he will only be able to allocate Wounds to the Mount, not the Rider. During the Apply Step, when the Cavalry Model is removed, these wounds will carry over to the Beast Model which replaces it.

- » It is not possible to heal a Cavalry Model - a Rider will have to dismount if they wish to be healed.
- » The Model Type of a Cavalry Model is "Cavalry", not "Character". This is particularly important to note during scenarios which require you to nominate a "Character".

## Unconsciousness and Cavalry Models

If either Rider or Mount's Wound Total is reduced to 0 the Model will separate. At the end of any Action Sequence where this happens do the following:

- » If the Rider is Down place Rider Model in Base to Base Contact with the Cavalry Model, and replace the Cavalry Model with a suitable Beast Model. Then move the Model to the "Down" State as described on p.42.
- » If the Rider is Taken Out simply replace the Cavalry Model with a suitable Beast Model.
- » If the Mount is Down replace it with a suitable Beast Model in the Prone state, and place the Rider in Base to Base Contact with it.
- » If the Mount is Taken Out place the Rider Model in Base to Base Contact with it, then remove it.

Then in all cases replace the Profile Card/s with the appropriate Profile Card, and allocate Wounds, Tokens and AP's as described in the Dismounting or Remounting sections.

Please note that the replaced Models should inherit any states which previously applied to the Cavalry Model, such as being in Close Combat, Swimming, Climbing etc.

## Beasts

In most ways Beasts operate exactly like Characters, but with the following exceptions:

1. *Beasts may not voluntarily enter the Prone state or Crawl.*
2. *Beasts may not carry objectives.*
3. *Beasts may not use the Interact Action.*
4. *Beasts may not be Healed or Revived using the First Aid Skill.*

The Model Type of a Beast Model is "Beast", not "Character". This is particularly important to note during scenarios which require you to nominate a "Character".





LINE OF SIGHT  
& TERRAIN



In The Drowned Earth terrain is very important. Your Crew is made up of dynamic and athletic heroes who are capable of deftly traversing all kinds of obstacles and looking cool while doing it!

Constructing a table of interesting Terrain is a very important aspect of the game. It will add variety and flavour to your games, as well as cover for your Models. In this chapter we will look at different kinds of Terrain, the way they affect Movement and Shooting, and the method we use for establishing if a Model can be seen or not!

# Line of Sight

Line of Sight is also referred to as LoS. In The Drowned Earth Miniatures Game we use Line of Sight Templates to establish whether Models can see their target. Often it will be clear that a Model has Line of Sight. In these cases there is no need to use a LoS Template. However, if either player wishes, a LoS template may be used. Model Profile Cards indicate which Template should be used. At the time of publishing there are 5 different LoS Templates, lettered A to E.

- » Line of Sight is drawn from the Shooting Model's head in any direction.
- » If the Target Model is stationary carefully replace the Model with the appropriate LoS Template, with the arrow pointing directly towards the Shooting Model.
- » If the Target Model has declared a Movement Action place the appropriate LoS Template along the declared Movement Path to establish if the Shooting Model has Line of Sight. Please note that this is done before Reactions are declared, not after.
- » If the Shooting Model can see any part of the Template, excluding the base, it has Line of Sight.

## Line of Sight and Cover

A miniature benefits from cover if any part of the LoS Template, excluding the base, is obscured by terrain or a low visibility area such as a Choke or Smoke Template.

There are two types of cover in The Drowned Earth. Hard Cover and Soft Cover.

Hard Cover is defined as anything substantial enough to stop a bullet- for example a lump of concrete or stone, a tree or metal sheet.

Soft Cover is defined as objects which would not stop a bullet, but which will break up the outline

of a Model. For example, a wicker fence, hedge or vegetation. Water also counts as Soft Cover.

Please note that a Model may benefit from both Soft and Hard cover, but not more than one instance of the same type of cover.

Cover Modifiers for Shooting may be found on p.30.

## Line of Sight and Cover while Swimming, Climbing or Prone

Climbing, Prone and Swimming Models draw Line of Sight to and from any part of their base, not the Model. Thus unless the Target Model is moving there is no need to use a Line of Sight Template.

Additionally, while Standing Models do not benefit from cover if only the Template or Model base is obscured by intervening terrain Swimming, Climbing or Prone Models do benefit from Cover if the Model or Template Base is partially obscured.

## Intervening Models

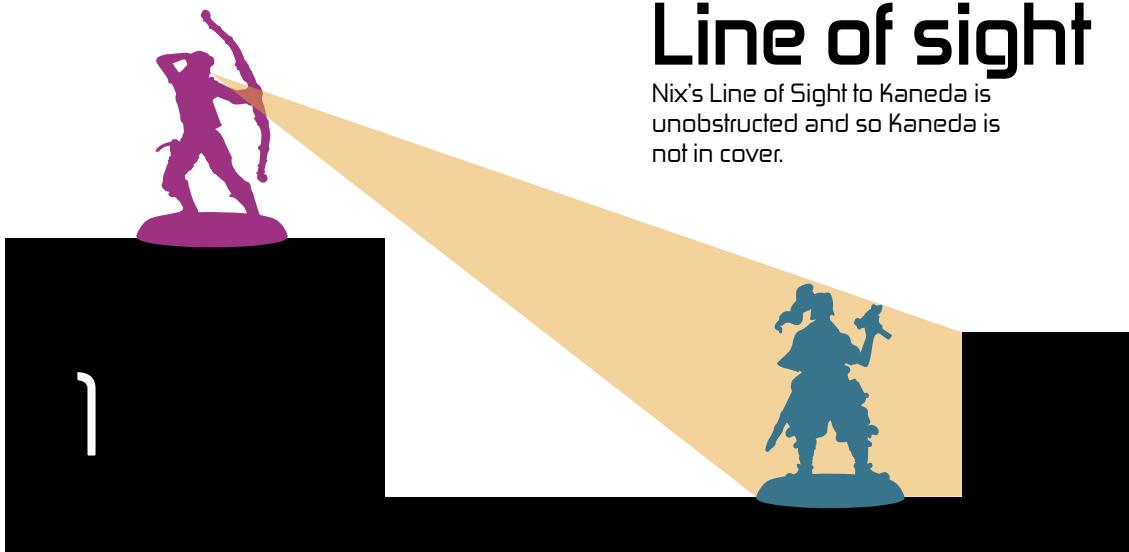
Players should note that there are no exceptions to the normal Line of Sight rules for Friendly Models: you are not permitted to shoot through your own Models as though they were not there. If however, you can draw Line of Sight to the Target Model, (even if that Model is partially obscured by a Friendly Model) you may target it. Intervening Models do not count as Cover.

However, if a target is partially obscured by one or more enemy Models the Shooting Model must instead target the nearest Model.

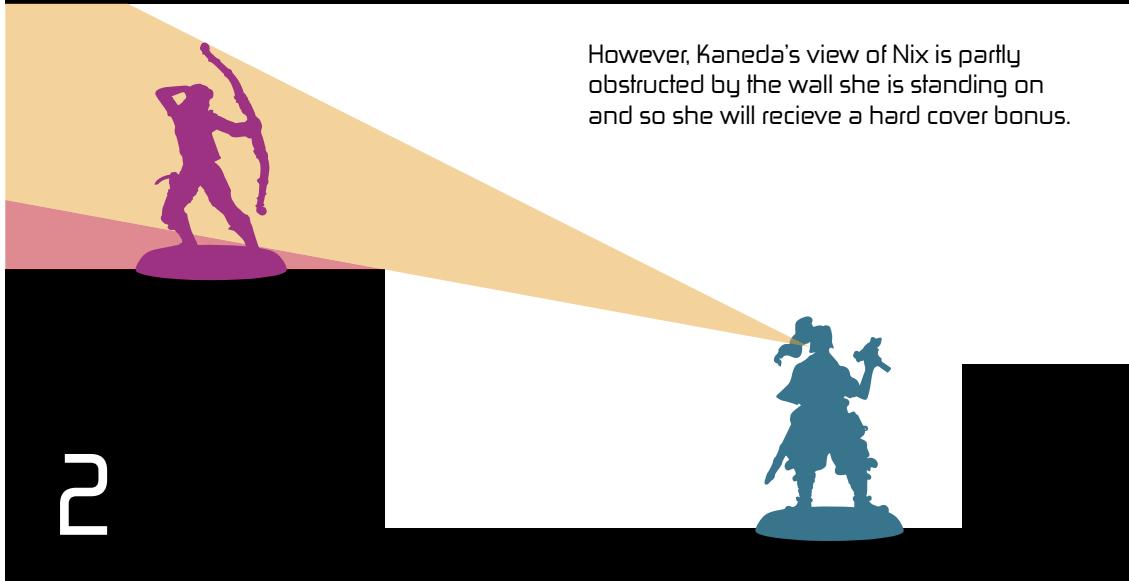


# Line of sight

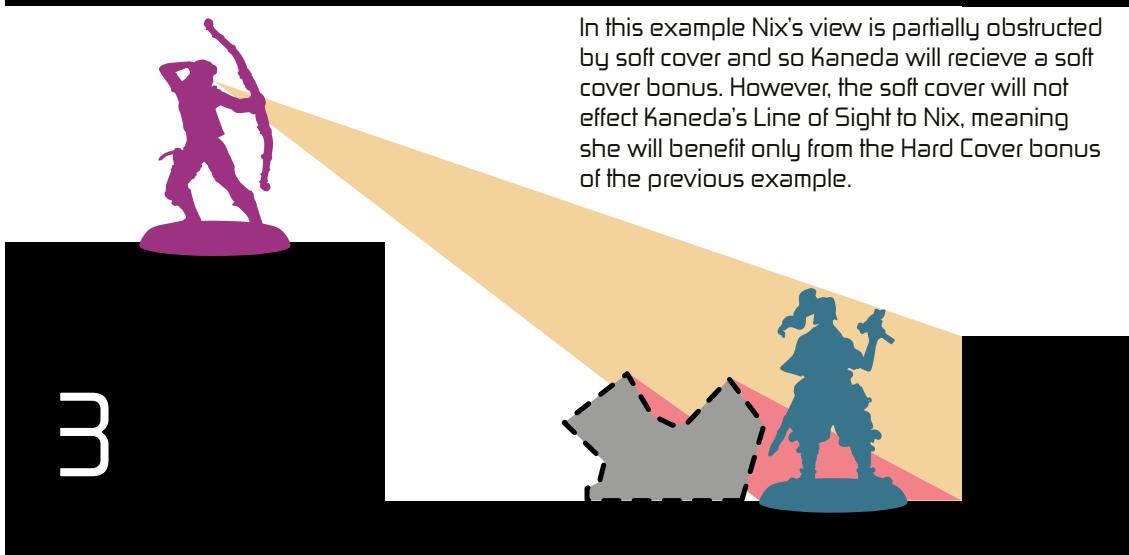
Nix's Line of Sight to Kaneda is unobstructed and so Kaneda is not in cover.



However, Kaneda's view of Nix is partly obstructed by the wall she is standing on and so she will receive a hard cover bonus.



In this example Nix's view is partially obstructed by soft cover and so Kaneda will receive a soft cover bonus. However, the soft cover will not effect Kaneda's Line of Sight to Nix, meaning she will benefit only from the Hard Cover bonus of the previous example.



# Terrain

The more terrain on the table the more dynamic and interesting your games will be, and we recommend at least a third of the table be completely covered in terrain which provides the kind of opportunities to climb, jump and otherwise be awesome!

Remember, the more movement Tests you take the more likely you are to get those all important Feats, which means extra APs.

In The Drowned Earth terrain has three functions. Firstly and most importantly to look awesome and enrich the narrative of your games! Secondly to provide opportunities for movement Tests. Thirdly to provide cover from enemy fire.

## Terrain and Movement

Different types of terrain effect movement. While some pieces of terrain block movement altogether other types slow a Model down, while other types require special Tests to navigate.

Immediately after terrain has been set up players should agree on what terrain features count as before the game begins. We encourage players to use all terrain types.

### Rough Terrain:

Areas of flat terrain which cannot be run over at high speed. Crossing Rough Terrain requires you to Leap (see Dynamic Movement p.25) or Crawl (see Restricted Movement p.25).

Examples: Swamp land, uneven or rough terrain, very dense forest or a covering of rubble.

### Blocking Terrain:

Blocking terrain mainly consists of vertical or near vertical obstacles which would require a person to climb or jump in order to cross. Therefore Blocking Terrain requires a Leap or Climb Dynamic Movement Test to navigate.

Examples: scalable cliffs. Buildings. Walls above 1" in height. Crates etc.

### Water:

Areas of water where swimming is necessary (see Restricted Movement p.25).

### Impassable Terrain:

This is terrain the players have designated as blocking all movement including climbing and Leaping.

Examples: Sheer cliffs, highly polished walls, lakes of lava or acid too wide to Leap.

## Terrain and Building Your Table

Terrain is extremely important in TDE for several reasons. The first and most important is that lots of interactive terrain adds character and tactical dimension to the game. TDE has been designed to allow Models to climb, leap, swim and exploit the battlefield in a truly three dimensional way.

Of course great terrain looks awesome as well, and aids in storytelling. Imagining your table of scenery and bringing it to life is fun!

Finally, without adequate cover and Line of Sight blocking terrain your games are going to be unbalanced and very short. Shooting in TDE is deadly, and so if your Models are regularly out in the open with no cover you almost certainly don't have enough.

So how much is enough?

## Terrain and Balance

Answering the question of how much terrain is required is not as easy as you might think. There are a number of different variables which effect how much terrain you should use.

If you are using a full water table you can get away with less terrain.

If you are both playing CC heavy lists you can get away with less terrain.

If you're playing 130 point lists on a 3x4 table you can get away with less terrain.

Conversely if you have large lists more cover, and therefore more terrain, is important.

Too much terrain favours CC heavy lists while too little means long range Models and factions dominate, which can lead to boring or one dimensional games.

As a general rule of thumb you should aim for approximately 50% coverage of the surface area of your board with Line of Sight blocking terrain such as buildings, large rocky outcroppings, ruins etc. Additionally all open areas should have a scattering of soft and hard terrain: small rocks, trees and foliage.

## Terrain Guidelines

1. *There should be no point on a battlefield where a Model has an unobstructed view of more than half the battlefield.*
2. *You should include Line of Sight Blocking Terrain, Multi-levelled Terrain, Scatter Terrain and Soft Cover.*
3. *Except near the corners, it should not be possible for a Model to stand on one table edge (at ground level) and see another table edge.*
4. *There should be no "death zones": areas of terrain more than 6" square with no cover to hide behind.*
5. *If your terrain includes tall (6"+), scalable objects like buildings or mesas these should be more than 2 in number and evenly distributed on both sides of the battlefield. In other words, you should not have a small*

- number of very dominating views of the battlefield.*
6. *Additionally you must ensure that the view from these buildings is partly obstructed by other terrain elements which block line of sight, in order that these tall terrain elements do not dominate the battlefield.*
  7. *It is also important to ensure that you do not use too much terrain! Try to avoid creating too many paths across or around the battlefield which a Model could use to avoid all kinds of fire. Sticking to terrain and keeping a Model out of Line of Sight should be a constant battle between the two players, not something which is commonplace and easy. This is especially important in scenarios such as Couriers, or any which involve objective grabbing.*

## Kinds of Terrain

How do you put your table of scenery together? There are a number of questions you need to answer, and the guidelines in this chapter are designed to help you create an interesting, versatile and fair battlefield. It is not designed to stifle your creativity! The Drowned Earth is a diverse place, and there are many different kinds of environment you could choose to explore:

- » Jungle Highlands
- » Abandoned research station
- » Satellite Crash Site
- » Ruined Cityscape
- » Modern Swamp Settlement

Regardless of the kind of environment you wish to create there are several decisions you must make:

## Board Size

Firstly, what size of board do you wish to create? For games of 100 to 130 points a 3x3ft works well. However, if you're lacking in terrain you might want to go bigger.

3x4 is a good size for larger games, or tables with less terrain. The longer side should be the deployment edge, for scenarios with edge deployment. When corner deployment is used, such as in the Assassinate scenario the longer edge should connect the two corners of each player's crew. In Scenarios like Treasure Hunt, where the corner Deployment Zones of each crew

do not share an edge, it does not matter which edge is the longer.

## Water

When playing a game called "The Drowned Earth" it seems only right that at least part of the battlefield should feature water! You can create water features,



or even have your entire board surface as water. This latter choice is our preference, as it encourages people to get up in to the more interesting scenery elements and conduct lots of Dynamic Movement. We would suggest that at least a third of any TDE board surface should be water.

If initially you are lacking terrain it's a good idea to use a 100% water surface, as it slows down gameplay a little and gives you time to manoeuvre.

## Line of Sight Blocking Terrain

Substantial ruins, large abandoned technology or geographical features such as cliff sides, large hills or rocky outcroppings, terrain which blocks Line of Sight is very important in TDE to ensure that neither side can dominate too much at range. Generally it should not be possible to see from one side of the battlefield to the other, and not too many vantage points from which you can see more than 2/3 of the length of the battlefield. Try to create a battlefield where ranged combat is possible, but claiming cover is not too difficult. If your Models regularly have a choice of targets and/or invite more than one or two Reactions you are probably not using enough Line of Sight Blocking Terrain!



# THE ONE EYED MERCHANT

As he kissed the warm composite floor in obeisance, Kaneda cursed every fat inch of the Bolor's body. He was the son of Boss Griss, the most powerful man in the Greater Lagoon Network! Who was this tree dwelling primitive to make him bow and scrape? The gelatinous fool should be bowing to him! But Kaneda was there for a reason, and sometimes even he had to put his own dignity aside to get what he needed.

"Oh great ruler of the mighty Marakaje people" he said, disgusting even himself with the obsequiousness of his voice. "I send you greetings from my father, the great Bolor of the northern Lagoons. He sends you much respect, and hopes that we can come to a kinship: for trade of what you need..." and, with this, he paused for dramatic effect, gesturing first to the Bolor, then to himself, "...and for what we desire".

For several long moments all were silent, save the two golden collared raptors who were chained to the Bolor's throne. The hostility of their gaze, and the savagery of their grunts and screeches were, no doubt, designed to intimidate those who were granted an audience. But Kaneda would not be intimidated. Protocol dictated that he look only at the floor as he addressed the Bolor, but defiantly he looked up, eliciting a gasp of horror from the courtiers who filled the ancient vessel which served as the Bolor's hall. The ruler grinned at Kaneda without friendship, reaching to his left for a wriggling delicacy and, after consuming one and throwing another to his pets, wiped his grease covered hands on his corpulent flank. His eyes never left the young gangster.

Kaneda dipped his gaze once more. He hadn't lost his nerve, of course! He assured himself that his decision to look away was purely politic. This primitive had something he needed, and so however much he had to abase himself, he would get it... well, within reason, anyway.

The Bolor stretched out the awkward silence even further. The great tree-suspended relic, which made up his 'Hanging Palace', groaned in the wind like a mournful brontodon. The motion made Kaneda's stomach lurch, and he glanced up through the viewport which framed the throne, to the gold hazed horizon beyond.

The Hanging Palace was trussed up in the taller Voraga tree grove which was at the heart of Skyship City, giving it a magnificent view of the surrounding Bayoux area. As evening drew in, sunlight spilled across the fecund skyline, setting the ruins which protruded from the swamp ablaze. Kaneda, however, was in no mood to appreciate the view. Instead he cursed the stupidity of living at the end of a series of ropes, placing your bowels at the mercy of every high breeze. These people were fools indeed. You only had to look at how they lived. The journey here had been long and unpleasant, full of blood sucking insects and sweating stench. The empty eyed stares of the serfs, who toiled knee deep in the mud, told you everything you needed to know about the pathetic existence of these people. They were grass skirted savages, living on frogs and mud-covered mushrooms, worshiping the ghosts of the Old People. It was pathetic, and they deserved to be subjugated by this gluttonous despot, although in Kaneda's eyes he was little better.

The Marakaje of Skyship City were on the verge of a revolution, and that was why he was here. For years Boss Griss had been trying to trade for the 'Marakaje Jewel': an ancient artefact of some kind. But the swamp dwelling fools wouldn't part with it. So Griss had fostered discontent in the area, smuggling in weapons, and encouraging dissent amongst the large tracts of people for whom life was little more than slavery. Having created the need, Griss sent Kaneda to offer the ruler of these people a way to stay in power: better guns. This would probably destabilise the entire region: the Bolor was just one of many rulers of the Marakaje people. No doubt with better weaponry he would subjugate the neighbours, with whom he fought constant border skirmishes. But what did the Firms care for that?

Finally, the Bolor spoke. "You Lagooners always talk as though to a child" he said, voice thick with condescension.

"You think that just because we live in the swamps, and go bare chested, we must all be primitive fools who talk in pidgin plainspeech—knowing nothing of the outside world. Your father is no Bolor. He is the head of the Moonlake Syndicate, the largest criminal Firm in the Greater Lagoon Network. This makes him an important and powerful person... by your meagre standards".

*Kaneda felt his face flush hot with anger. In his mind he repeated the mantra of his greater purpose, refusing to rise to the bait, but also missing the next tract of the Bolor's speech.*

*"...sacred to my people, but it is not. It is powerful, and a symbol of my royal power."*

*Kaneda frowned, instantly dropping the expression as his father's words echoed in his mind; 'Never let your opponent know what you're thinking...' The gangster shuddered for a moment, then nodded.*

*"Your words are wise, great Bolor" he said, with no idea of what those words had actually been. The fat man stared back at him contemptuously, shaking his head, and waving to an assistant who, with some theatre, brought a large silver platter lined with red silk. On this platter was a cylindrical object about as long as Kaneda's forearm. The device was a tube of blue glass surrounded by a cage of white polymer rods, each about as thick as a finger. At each end was a rusted collection of sockets and protrusions of cryptic design, and unclear purpose.*

*"My people are restless, Kaneda of the Lagoon Firms. They are impertinent, and challenge my authority to rule". He paused and looked around the throne room, faces stared back at him with incredulity, disbelief, denial and sorrow. One of the chained raptors gave a sudden, high-pitched bark. Kaneda tried not to flinch.  
"Allowing outsiders to take this heirloom of my house would weaken, not strengthen my position, as I am sure you understand".*

*Kaneda was growing bored of the bargain-jousting. They both understood the reality of the deal. There was no need for this tedious display. As if anticipating his thoughts the assistant powered up the device, which began to pulse with an orange fire, deep within its blue core. The effect was mesmerising—not particularly bright, but almost painful to look upon nonetheless. Kaneda felt the hairs on his forearms stand on end, and tasted the scent of blood in the air.*

*"My father is willing to offer much for it, despite the fact that its use is unclear".*

*"What is much?" the fat ruler said, eyes narrowing.*

*"Your people are restless you say, and parting with it will weaken you. What if, instead of Bolt Actions, all your house guard were armed with Arabol Automatic Rifles? We could get them here in three weeks."*

*"I would require five hundred such rifles to part with this relic of my house" the Bolor said.*

*Gravely, Kaneda nodded. There was no way of knowing if the object could really be put to use, or even what it was, but if the gamble payed off, it could be priceless. The entire city of The Bridge was powered by a single artefact which looked much like this one.*

*"Then" the Bolor said with a savage smile, "We have a deal".*

*Just then there was a murmur in the throne room. In the city below there was the sound of a commotion, followed by gun shots, and angry shouting. A horn sounded, and a roar of many voices calling in unison.*

*"Not now!" Kaneda thought, eyelids bunched in frustration. Just then Hosk barged in, flooring the two guards who blocked the way.*

*"Time to go boss... the city's on fire..."*

*"What about my guns!" The Bolor bellowed, standing with a sudden effort which nearly caused him to topple.*

*"See you in three weeks?" Kaneda shrugged, backing out of the throne room with an uncertain smile... "If you're still here?"*

## Scatter Terrain: Soft and Hard Cover

Scatter Terrain is defined as smaller movable pieces of terrain which a Model can use to claim cover, but usually will not completely block Line of Sight. These might be small rocks or ruins, crates, vegetation or clusters of trees or wreckage.

It is important that these pieces of terrain provide a mixture of Hard and Soft Cover.

If you do not have enough Line of Sight Blocking Terrain then more Scatter Terrain can make up for the deficit. We would suggest you avoid placing too much scatter terrain high up, where a Model can create a formidable crows nest from which they can dominate the board while claiming cover. The best place for Scatter Terrain is in the inevitable areas of "no mans land" or large open areas.

If your Models regularly fail to start or end their moves in Cover then you probably do not have enough Scatter Terrain.

## Multi-Levelled Terrain

Multi-levelled Terrain should be spaced reasonably close together to create plenty of jumping off points so that a Model can leap from one large terrain element to another, and navigate the board at various different levels, not just on the ground!

However, it is also possible to create walkways such as gantries and rope bridges between these different larger terrain elements. Having said that, avoid connecting everything so that Models can simply use normal movement all the time.

As a rule of thumb you should think in terms of 'Pass Leap' and "Nailed It" Leap' distances. Create plenty of both to keep things interesting and challenging!







# CREW CONSTRUCTION AND SCENARIOS



By now you will have a clear idea of how to play TDE, but once your first few games are completed you will want to expand your knowledge of the game by building your own Crew List and playing the various different scenarios included in this chapter.

Here we will learn the rules which govern the customisation and design of your force, so that you can truly make your games of The Drowned Earth your own. Later in the chapter we will list the five official competitive Scenarios.

# Force Organisation

Each Model in The Drowned Earth has a points value, and in order to build a Crew List you must agree on a Points Value for your game, and buy an amount of Models equal to or less than that Points Value. For your first game we recommend you simply pick three Models from your chosen faction: The Leader, Tough and either a Medic or Mech. However, once you get a little more experienced with the rules you will want to increase the size of your games and thus the tactical diversity and texture of your lists.

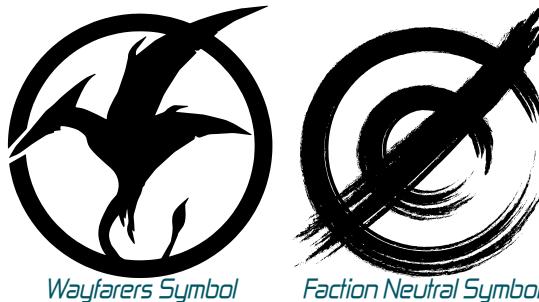
## Game Sizes

100 points is a small game. Each Faction Starter set of five characters adds up to 100 or just under. 125-150 points is a regular sized game. At this level players can afford to mix in Cavalry and Beast Models. Over 150 points is a large sized game, and at this level we would encourage players to use a 3x4 board rather than the usual 3x3.

## Building Your Crew

The first thing you will need to do is select the Faction which you wish to play with, and select a Leader Model for that Faction. You must play with one Leader Model. You may not select more than one Leader Model. Note that some Models have more than one associated profile with them : a Leader version and a regular version. When this is the case you may select the non-Leader version in addition to your existing Leader.

You may now select any other Models from your chosen Faction, or Faction Neutral Models such as Wayfarers or Beasts, which bear the following symbols:



## Model Frequency

It is very important when building your List that you observe the Model Frequency rules. Each Profile Card has a Frequency symbol- this denotes how many of this particular Model you may take.



Character Models tend to have a Frequency of 1 as more often than not they are unique characters.

It is also important to note that you may only take one version of Models which have more than one profile (such as a Leader and Non-Leader version, or a Cavalry Profile).

Additionally there is a limit to the amount of Wayfarer Models you may take in a non-Wayfarers List you must follow the limits below:

### Amount of Wayfarers per points value:

- » 1/100
- » 2/125
- » 3/150

Note that these limits do not apply when taking a pure Wayfarer list. There is no similar limit for Beasts. You must simply obey the Frequency rules above.

## Leader Abilities and Leader Ability Cards

Each leader is entitled to take one Leader Ability Card, provided their Faction Logo is included on the card

Some Leader Ability Cards are available only to a particular Leader or Leaders. When this is the case they will be mentioned by name.

Most of these rules apply to all other members of the Crew which are of the same Faction. In every case, this Special Rule only applies while the leader Model is Conscious.

## Effect Cards

Often you'll find yourself with a few points left over. Effect Cards are one use only events which you can play on any Model on the board at the appropriate time. Sometimes you might even wish to take more than a few to keep your tactical options open!

It is not permitted to take more than 10 points worth of Ability Cards, and no card may be taken more than once.



# Scenarios

The Drowned Earth has been designed and balanced to be played with Scenarios rather than straight up "kill matches".

We would always recommend you play with a scenario that has pre-determined setup and win conditions. This chapter has five scenarios designed to make your games more interesting, but we would also encourage people to write their own scenarios.

Scenarios describe special Setup and Deployment conditions, and each has different ways to win. Some will have specific special rules which change gameplay or alter the rules in some way. Importantly scenarios should also explain how and when the game ends!

We recommend these scenarios are played on a 3x3ft board for games of 150 points or less, or a 3x4ft board for larger games. When a 3x4 sized board is used the longer sides should be the Deployment Zones for scenarios which have edge deployment. For scenarios that use corner deployment, each player's force should be divided by the longer, not shorter board edge.

While nobody truly knows what The Event was, some truths are known to all.

The world was very populous before The Event and, therefore, it killed almost everybody. Each living sentient alive today has descended from the small handful of survivors. It is also known that survival was not merely a matter of avoiding death during The Event itself. For an unknown span of years the world was sheathed in periods of extreme cold and heat. The skies were blackened and much of the world burned. Then came the colossal flood.

This "Dark Age" was characterised by extreme brutality, crippling fear, hunger and a savage pruning of all but the strongest and most ruthless. Grizzly stories are told of wandering bands who ate the flesh of their victims and groups of survivors who fought colossal monsters just to live another day. It was a time of legend, but the people who remember such things in folk memory tell of dark legends indeed.

## Competitive Scenarios

These scenarios have been written to ensure fairness and replayability. Please do feel free to introduce additional rules to these scenarios as you see fit, but be aware that for more competitive games the addition of optional or house rules might be unbalancing. Tournament Organisers should be especially careful to ensure any additions or changes to these scenarios are fair to both players. Where fun, and not competition is the goal, let your imagination run wild!

If you wish to randomly determine a scenario roll a D5 on the following table:

1. *Assassinate*
2. *Grudge Match*
3. *Attack and Defend*
4. *Couriers*
5. *Scavenger Hunt*

## Scenario Deployment Rules

It is important to note that unless otherwise specified **Models must deploy at ground level**, not on top of terrain elements such as tall buildings or other high terrain.

Of course this restriction is table specific. On contoured tables "ground level" may vary considerably. Some contoured tables might have high portions which could be argued to be "ground level": a cliff, for example.

The intention of this rule is to prevent Models from deploying in positions from which they can dominate the battlefield with long range weaponry. This is especially important for infiltrating Models, who can easily unbalance a game by occupying a "crow's nest" from the outset.

At home and in casual games we suggest players use common sense and obey the intention of this ruling. At home you should discuss any problematic deployment areas before the game begins. In tournament play we encourage tournament organisers to specify legal and illegal deployment areas on all their boards.



# 1. ASSASSINATE

You've been hired to take out the leader of a rival crew. The only catch? They know all about it, and plan to strike first!

## Board Setup:

Set up a table of scenery as normal. If you are using water ensure that there is some solid ground in each corner. Place a 30mm objective marker in the centre of the board.

Note: Mounted Leader Models may not be used in this scenario.

## Initiative:

Roll for initiative as normal. The player who wins initiative may choose who is player A and who is player B.

## Deployment:

- » Both players set aside up to two Models with the Infiltrate Ability. All other Models are deployed normally.
- » First Player A chooses a board corner to be their Leader Deployment Zone and places their Leader within it.
- » The opposite corner to Player A's Leader Deployment Zone is Player B's Leader Deployment Zone. Player B now deploys their leader within that Deployment Zone.
- » Player B then chooses one of the remaining corners to be their Crew Deployment Zone. They then deploy their crew in this zone.
- » Player A now deploys the rest of their crew in the remaining corner.
- » Finally, starting with Player B, both players take it in turns to deploy any Models with the Infiltrate Ability they set aside at the beginning of the Deployment step in the following way:

### Make an Intelligence Test.

#### Pass:

The Model may deploy anywhere in the Infiltrator Pass Deployment Zone.

#### "Nailed It":

The Model may deploy anywhere in the Infiltrator Nailed It Deployment Zone.

#### Feat:

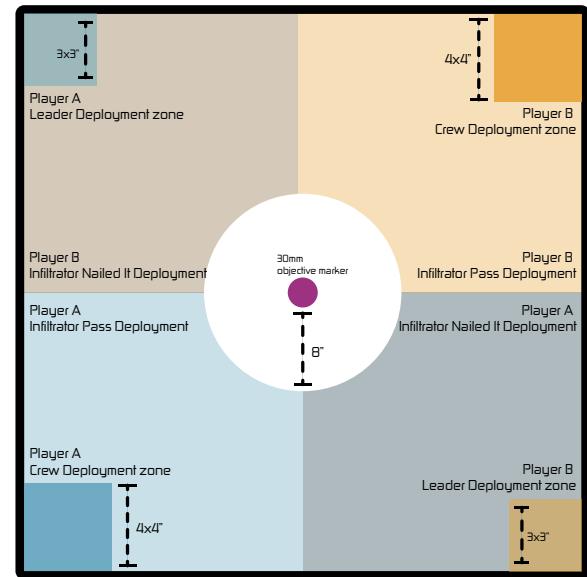
This result counts as a "Nailed It" result. Additionally the Model will begin the game with 1 extra AP.

#### Fail:

The Model must deploy in the owning player's Crew Deployment Zone.

#### Blunder:

The Model must deploy in the owning player's Crew Deployment Zone, but will receive 1AP less this turn.



Regardless of the Test result, no Model may deploy within 12" of a Leader, even if that Leader is friendly.

Now begin the game, with player B taking the first Activation.

## How to Win:

At the end of the game the player with the most VPs has won the game.

## Scoring:

- » First to Take Out enemy leader: 6vp
- » Second to Take Out enemy leader: 5vp
- » Enemy Leader Down at the end of the game: 3vp
- » Central objective held: 2vp

## Special Rules:

- » A. In the centre of the board is a significant treasure, which might just sweeten the pot. It cannot be easily moved, but it can be claimed at the end of the game. Any crew who has one or more Models in base contact with the objective marker while no enemy Models are in base contact with the marker at the end of the game is said to be holding the objective marker.

## Game Ends-

At the end of Turn Four or the end of any subsequent turn, if one or more Leader Models are Taken Out. Otherwise the game will end once Turn 6 is complete.



## 2 . GRUDGE MATCH

*Out in the wilds you encounter a rival Crew- and one of your number has an old score to settle...*

### Setup:

Before the game starts both players secretly make note of a "Grudge", by choosing an enemy Character to be the "Grudge Target" and one of their own Characters to be the "Grudge Holder".

Then set up a table of scenery as normal.

### Initiative:

Roll for initiative. The player who wins initiative may choose who is player A and who is player B.

### Deployment:

- » Both players set aside any Models with the Infiltrate Ability.
- » Player A chooses a board edge and then deploys the rest of their Models.
- » Player B then deploys the rest of their Models, and both players, starting with Player A, take turns placing any Models they have with the Infiltrate ability anywhere on their half of the board.

Then begin the game, with Player B taking the first Activation.

### How to Win:

At the end of the game the player with the most VPs has won the game.

### Scoring:

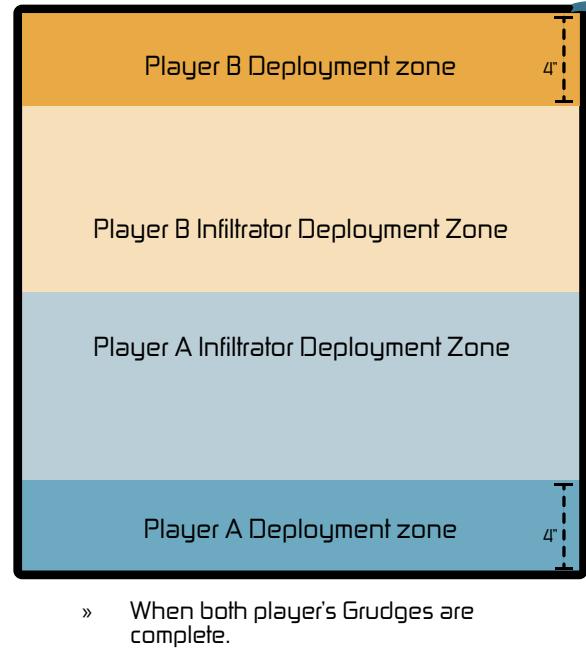
- » Grudge Complete: Take Out your Grudge Target with your Grudge Holder:
  - » 6vp if the first player to score this objective.
  - » 5vp if the second player to score this objective.
- » Grudge Complete: Take Out your Grudge Target with any other Model.
  - » 3vp if the first player to score this objective.
  - » 2vp if the second player to score this objective.
- » 2vp if the Grudge Holder still Conscious at the end of the game.;

### Special Rules:

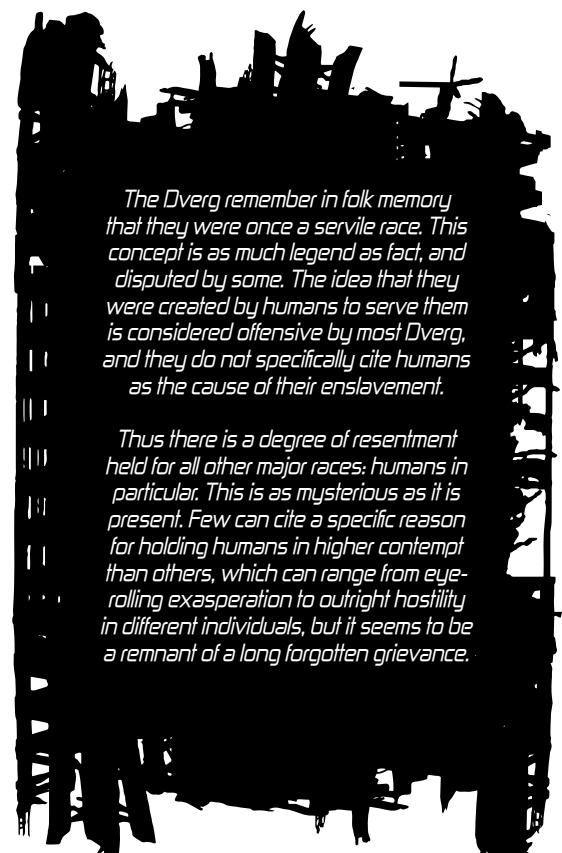
- » When any VPs are scored the scoring player MUST announce this to their opponent.

### Game ends:

Check for Victory Conditions at the end of every Cleanup Phase after Turn 4. The game ends when one or more of the following conditions have been met.



- » When both player's Grudges are complete.
- » When one player's Grudge is complete, and the target of their Grudge was the opposing crew's Leader.
- » When one team has lost (Unconscious) both Grudge Holder and Grudge Target.



*The Dverg remember in folk memory that they were once a servile race. This concept is as much legend as fact, and disputed by some. The idea that they were created by humans to serve them is considered offensive by most Dverg, and they do not specifically cite humans as the cause of their enslavement.*

*Thus there is a degree of resentment held for all other major races: humans in particular. This is as mysterious as it is present. Few can cite a specific reason for holding humans in higher contempt than others, which can range from eye-rolling exasperation to outright hostility in different individuals, but it seems to be a remnant of a long forgotten grievance.*

### 3. ATTACK AND DEFEND

You and a rival crew have both discovered an Ancient device with control panels dotted around the nearby area. What does it do? Well, that's a different question. The important point now is that you can't let the enemy gain control of it!

#### Setup:

Set up a table of scenery and roll for initiative. The player who wins initiative may choose who is player A and who is player B.  
Place a 30mm objective marker in the centre of the board. Players each take another 30mm objective marker and, starting with the player A, place it in their Objective Marker Deployment Zone, at least 8" from any other Marker.

#### Deployment:

Both players set aside any Models with the Infiltrate Ability. Player B chooses a board edge and deploys according to the diagram on this page.

- » Player A now sets up their Models on the opposite board edge.
- » Both players, beginning with Player B, take turns placing any Models with the Infiltrate Ability in the following manner:

##### Make an Intelligence Test.

##### Pass:

The Model may deploy anywhere on the owning player's Board Half, but outside the Objective Marker Deployment Zone.

##### "Nailed It":

The Model may deploy anywhere on the owning player's Board Half or either player's Objective Marker Deployment Zone.

##### Feat:

This result counts as a "Nailed It" result. Additionally the Model will begin the game with 1 extra AP.

##### Fail:

The Model must deploy in the owning player's regular Deployment Zone.

##### Blunder:

The Model does not deploy this turn. At the beginning of the Initiative Phase of Turn 2 the owning player must place this Model on a Board Edge within their Deployment Zone.

**Important:** All Models must deploy at least 6" away from an objective or an enemy Model.

Then begin the game, with Player B taking the first Activation.

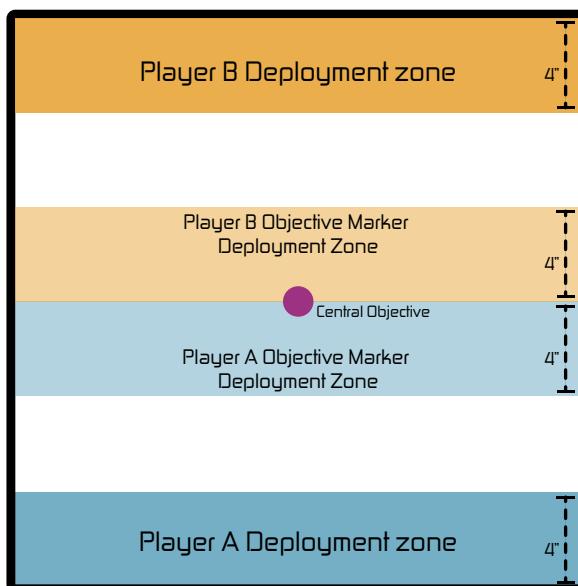
#### How to win:

At the end of the game, the player with the most VPs wins.

#### Scoring:

At the end of the cleanup phase on Turns 2, 4 and 6 each player will score the following points:

- ▲ Own or Central Objective under



your control: 1vp.

▲ Enemy Objective under your control: 3vp.

#### Special rules:

- » A Model may take control of an Objective by moving in to base to base contact with it and spending an AP to declare an Interact Action. No Test is necessary. The Objective is now under that player's control.
- » An objective remains under a player's control until an enemy Model takes control of it.

#### Game Ends:

The game ends at the end of Turn 6, or the end of any Turn where all members of one or more Crews are Unconscious.



## 4. COURIERS

In The Drowned Earth almost everybody is an opportunist. One of your crew is in possession of a valuable prize. Perhaps it's a treasured relic discovered in some long forgotten ruin. Perhaps it's a valuable scientific discovery, or maybe it's a crucial message which simply must get through. When you encounter a rival crew it's immediately obvious that one of them is carrying something valuable too. Your objective? Get the courier off safely, and intercept theirs.

### Setup:

Set up a table of scenery as normal.

### Initiative:

Roll for initiative. The player who wins initiative may choose who is player A and who is player B.

### Deployment:

- » Both players, beginning with player A, nominate one of their Characters to be the Courier. Remember, Cavalry Models are not Characters and may not be chosen as the Courier.
- » Then both players set aside their Courier and any Models with the Infiltrate Special Ability.
- » Now, beginning with Player A both players deploy all Models except the Courier and any Models with the Infiltrate Special Ability in their standard Deployment Zone.
- » Next, starting with Player A, both players take turns placing any Models with the Infiltrate Special Ability in the following manner:

#### Make an Intelligence Test.

##### Pass:

The Model may deploy anywhere on the owning player's Board Half.

##### "Nailed It":

The Model may deploy anywhere on the owning player's Board Half or instead deploy along any Board Edge at the beginning of the Initiative Phase of any subsequent turn.

##### Feat:

This result counts as a "Nailed It" result. Additionally the Model will begin the game with 1 extra AP.

##### Fail:

The Model must deploy in the owning player's regular Deployment Zone.

##### Blunder:

The Model must deploy in the owning player's Crew Deployment Zone, but will receive 1AP less this turn.

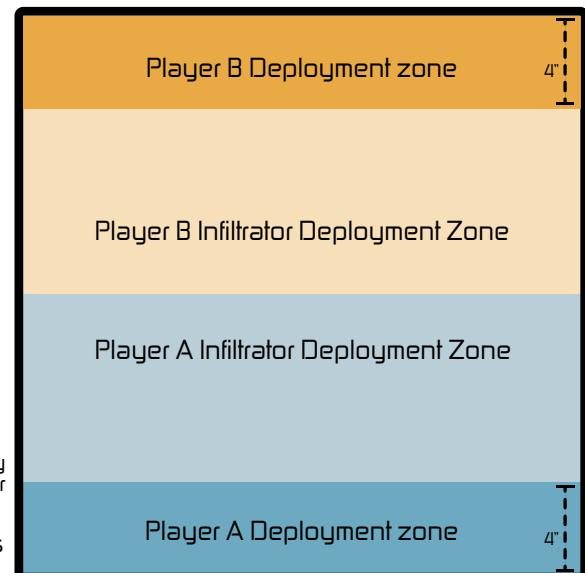
Lastly, starting with Player B, both players deploy their Courier in their Deployment Zone.

Each courier is said to be in control of a 30mm "prize" token. Place this on their profile card to indicate they have it.

Then play commences, with Player B taking the first turn.

### How to Win:

At the end of the game the Crew with the most VPs is the winner.



### Scoring:

- » Move your prize off the enemy deployment edge: 4vp
- » Move any other friendly Character off the enemy deployment edge: 1vp
- » Hold the enemy prize at the end of the game: 2vp
- » Move the enemy prize off the enemy deployment edge: 4vp

### Special Rules:

- » During this scenario Models may leave the battlefield by moving off the enemy deployment edge. If they do so they take no further part in the battle.
- » At any time a Model holding the prize may pass it to another Model in Base to Base contact by spending an AP.
- » At any time a Model in base to base with a friendly Model holding the prize may take the prize by spending an AP.
- » If a Model holding the prize is moved to Unconscious it will immediately drop the prize: the enemy player may place a small marker anywhere in base to base with the carrying Model to denote this.
- » If the prize has been dropped any Model who is not already carrying a prize and who is in Base to Base contact with it may pick it up by spending an AP.

### Game Ends-

At the end of Turn 4, or 5 if any prize has been moved off the table; Otherwise at the end of Turn 6.

gth First

My very dear Brother Bursara,

Happy New Year! May it bring you prosperity and happiness. Your last correspondence reached me in record time, and so the lateness of my reply is all my own doing. Well, not quite! I would love to tell you it was due to debauched New Year celebrations, but sadly not. Perhaps you remember, as I signed off last, I mentioned I had some curious visitors?

To the south-east of my laboratory is a recently discovered site of interest to my work. However, it is in the middle of the territory of a mated pair of Allosors: fearsome creatures at the best of times but, while nesting, doubly so. My assistant was nearly devoured while trying to access the site, but was saved by a group of adventurers. He brought them back to my laboratory, and I made a bargain with them to return, with my assistant, and retrieve the material he originally sought: a quantity of Thinking Engine components!

I can only assume their little adventure was more dangerous than they had anticipated as, despite my finest hospitality, they returned in a strangely hostile mood. At dinner they insulted me and made some very strange insinuations about my work and motives. Ignorance in a world of ignorance should be forgiven I suppose, but for a time violence hung in the air and I thought I was going to have to activate my Guardian to physically eject them! At any rate, since my last letter, I have been working through the material they brought me with, I must confess, little success.

You asked me in your last letter about my journeys in to the east of Ulaya, and whether I could verify the strange and enigmatic rumours which surround them. My own travels were not extensive, but they were most certainly notable. I shall tell you about them! As one approaches the Spineback Mountains the country gets tougher, and less accessible. There are people in the east, but most are very isolated and, usually, suspicious of outsiders. Resupply becomes difficult, the hostility of the local peoples can be deadly, and the environment is crushingly hard.

My party set off in search of the Lost Arcology of Raal: said to be near the source of the Titanaboa. The famed cartographer Phylas Corr followed in our footsteps twelve years ago and was never heard from again. The legend of Raal is known even to you I think: A city made of rock hard crystal, the home of a civilisation which survived hundreds of years after The Event.

Can you imagine what treasure such a place might contain! Could it really have remained untouched, when all the world around it descended in to chaos? We certainly never found the answers and, In fact, we were lucky to have returned with our lives.

We sailed as far up the Titanaboa as the waters will allow, making as few stops as possible. We heard many strange tales of the sort you will be accustomed to: of screeching white birds with armoured feathers, big enough to lift a boat; of mountain gods who stalk the high places, feeding on the souls of visitors; Of giant predators and of villages built on the backs of moving hillocks. After three weeks of portage we eventually abandoned our boat and began our jungle trek, in the direction of the Berengeii tree city of Banya. We had heard many mixed rumours of Raal. Some people insisted they knew where it was, although reports were conflicted. Others insisted it did not exist. Not a few times we were attacked by wildlife and by people who refused us passage through their lands. Several times, usually at night, I sensed something large pass overhead, accompanied by a high pitched noise, like the cry of some whirring beast.

The journey to Banya was an arduous one, and we were in poor condition when we arrived. The people there are strange compared to the Berengeii you and I are familiar with. They do not welcome outsiders with open arms, but they are not hostile. We had the honour of being received by their king, who was fascinated by me, claiming that he had seen one of my people when he was a child. You may or may not know that I am of a species even I do not know the name of, and have never met one of my own kind. (This, incidentally, was one of my reasons for venturing east: I have reason to believe my people are from the Spineback Mountains).

The King advised us to turn back. Four of our party had fallen ill with some sort of pernicious jungle malaise, and he warned us of an angry spirit who barred travellers entry to the mountains. However, the remaining three, myself included, ventured on for another week before finally turning back after losing the majority of our supplies in a river crossing.

I cannot verify the veracity of the stories about the East. Certainly, travelling there is an almost insurmountable task. But I can recount a very strange experience. The first to wake, I was preparing the camp early one morning. We had taken shelter in the cleft of a highland pass carved in to the side of a verdant gorge. The morning was misty, and the lemon sun was just beginning to tint the sky. Far above me I felt a presence, and looking up in to the mist I feel sure I could see the vague shadow of a great figure, stepping from one side of the gorge to the other.

By the time I awoke my companions the shadow had disappeared. I will be the first to admit that in the early light and heavy mist my senses may have been playing tricks on me. Throughout the journey I had been aware of strange noises and shadows in the sky, and so perhaps my subconscious was at work. This feeling though, was different to the whirring shadows which I had sensed pass overhead at night.

I feel quite strongly that, had we not turned back, our expedition would have met a disastrous end. The high places of the East feel ominous indeed, and even as a man of science, I found myself contemplating the ghosts, giants and demons of the eastern stories.

Your friend and colleague,  
Professor Alophangus Playdge,  
Obelisk Research Laboratory  
The Wash.

## 5. SCAVENGER HUNT

Normally when you pick up a treasure, it's pretty obvious that it's something valuable. Sometimes though, there just isn't enough room to carry everything and you have to pick and choose.

### Setup:

- » Set up a table of scenery as normal. Randomly assign each player 3 of 6 30mm Objective Markers which are numbered underneath- 1-6. Neither player should look at the numbers or know what they are.
- » Roll for initiative. The player who wins initiative may choose who is player A and who is player B.
- » Starting with player A each player should take turns placing these markers at least 5" from the table edges, and more than 5" from any other Marker.

### Deployment:

- » Both players set aside any Models with the Infiltrate Ability and divide their remaining force in to two groups with as equal numbers as possible.
- » Then, player A must now choose a corner Deployment Zone and deploy half of their force there. Player B now chooses any corner Deployment Zone except the one diagonal to Player A's and deploys half their force. Player A now deploys the rest of their force in the Deployment Zone diagonal to their own, and player B deploys the rest of their force in the remaining corner.
- » Then, beginning with player A, both players take turns placing any Models with the Infiltrate Special Ability anywhere on the board provided they are more than 6" away from any enemy Models or objective markers. Then begin the game, with Player B taking the first Activation.

### How to Win:

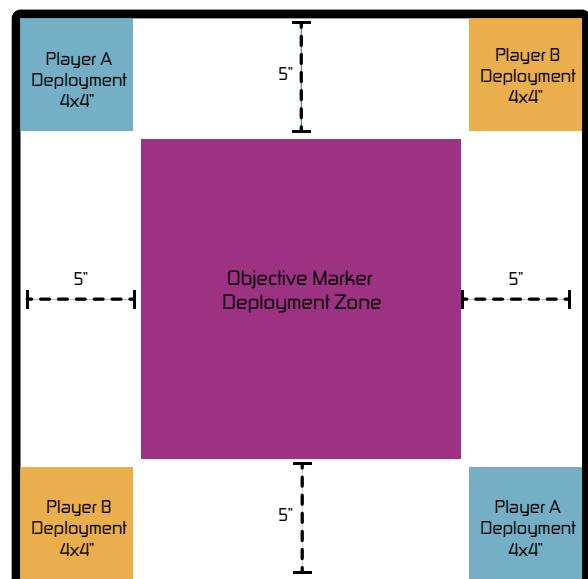
At the end of the game the player with the most VPs is the winner.

### Scoring:

- » Each Objective Marker held by a friendly Model when the game ends: 1vp.
- » Move an enemy Model holding an Objective Marker to the Unconscious State: 1vp.

### Special Rules:

1. At the beginning of the first Initiative Phase both players randomly generate a number from 1-6. They are seeking the objective marker of that number. In the case both players generate the same number one player should generate a new number until both numbers are different.
2. A player may look at the number on an Objective Marker by moving in to Base to Base contact with it, and spending an AP to declare an Interact Action. If it is the number



*they are looking for they show it to their opponent, removes it from the board, and makes a note of which character carries it. If it is not the number they are looking for, they simply put it back, and are not obliged to tell the opponent the number.*

3. If, at the beginning of any subsequent Initiative Phase a player has previously found the objective they were looking for, they must randomly generate a number from 1-6, and seek the objective marker of the new number. If it is a number they already has they must roll again.
4. It may be that a player rolls for an objective already possessed by their opponent. In this case a player must take the objective from them!
5. Any Model carrying an objective who is Unconscious drops the objective. The enemy player may place a small marker anywhere in base to base with the carrying Model to denote this.
6. Any Model in Base to Base contact with a dropped objective may pick it up by spending an AP to declare an Interact Action.

### Game Ends:

The game ends if, during the Initiative Phase, either player has no Models to assign AP's.

The game will end at the end of any Turn from Turn 4 onwards if both these conditions have been met:

- » A player is holding an odd number of objective markers higher than 1.
- » Players are holding a different number of objective markers.

Otherwise the game will end at the end of Turn 6.

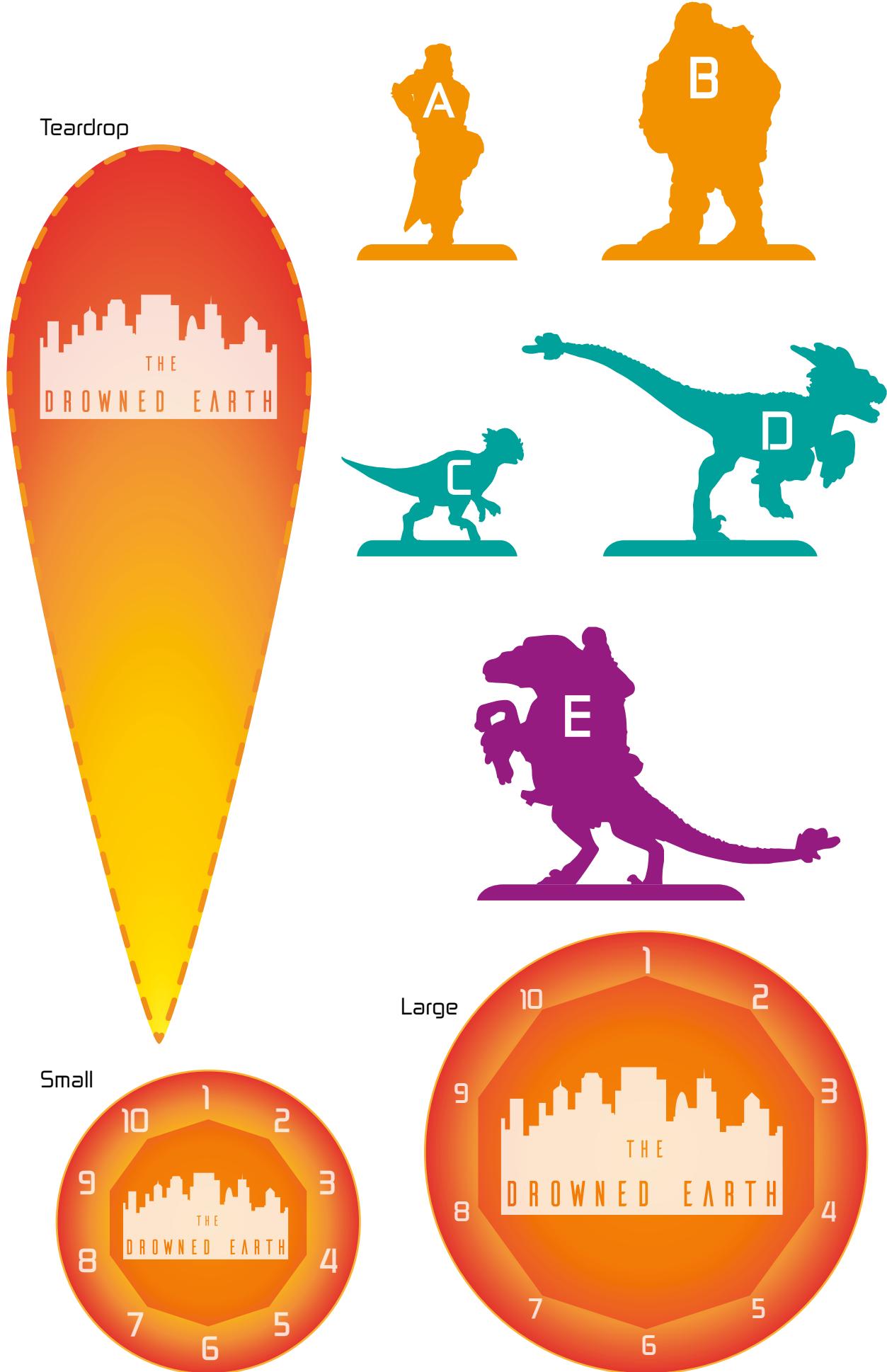




# APPENDICES



# Templates



# Quick Reference Tables

Close Combat Modifiers	
Each Standing Enemy Model in Base to Base after the first.	-1 CC
Charged*	+1 CC
Is Prone, Climbing or Swimming	-1 CC and -1 Agility
*Only Applicable if the Charging Model did not begin their move in water.	

Ranged Combat Modifiers	
Target in Hard Cover	-1 Marksmanship and +1 Armour to Target
Target in Soft Cover	-1 Marksmanship
Target in or behind Smoke	-2 Marksmanship
Shooting Model Swimming or Climbing	-1 Marksmanship

Attribute Test Results Table

Attribute Die	Feat Die	Result
Any result	Is a Q	Feat
Is equal or Under the Attribute	Is equal or under Attribute	Nailed It
Is equal or under Attribute	Is over Attribute	Pass
Is over Attribute	Any result except Q	Fail
Is a double, over Attribute	Is a double, over Attribute	Blunder

## Reveal Profile

	Pass Range	"Nailed It" Range	Damage	Superior Damage	Special
Reveal	8	14	0	0	Immediately Remove Stealth Token

## Terrain and Movement Types

Type of Obstacle	Obstacle dimensions	Type of Movement
Wall, cliff face or other vertical obstacle	Greater than 1"	Dynamic: Climb
Wall, cliff face or other vertical obstacle	Greater than 1" but 3" or less in vertical distance	Dynamic: Leap or Dynamic: Climb
Gap* between current and destination location	Greater than 1" but 3" or less in vertical distance	Dynamic: Leap
Rough Terrain	Greater than 1"	Dynamic: Leap or Restricted: Crawl
Gap* between current and destination location	1" or less	Normal
Even Ground on flat or inclined gradient	Any	Normal or Restricted: Crawl
Stairs or any other terrain element designed for walking	Any	Normal or Restricted: Crawl
Water	Greater than 1"	Restricted: Swim
*Gap defined as void space, rough terrain or water		
All measurements follow the exact Movement Path- leaps should be in a straight line. Normal and Restricted movement, or Climbing should follow the contours of the terrain with which they are interacting.		

## Weapon Properties

<b>Armour(X)</b>	During Armour Rolls this Model adds X to its Toughness.
<b>Blind</b>	Place a Blind Token next to any Model hit by this Weapon. Remove the Token at the beginning of the Cleanup Phase. This Model is at -2 Marksmanship, CC and Agility while it has one or more Blind tokens.
<b>Choke</b>	The Choke rule turns any Smoke Template placed by this Weapon into Noxious Smoke. Noxious Smoke behaves exactly as normal smoke but with the following rule: Any Model who spends an AP while under or partially under the Noxious Smoke Template takes 1 Wound.
<b>Deviate(X)</b>	Sometimes Template Weapons are off target, in which case we need to determine where they land. If the roll to hit is a Fail scatter d10" from the original target. If the roll to hit is a Pass then scatter X" in a random direction. If the roll to hit is a "Nailed It" or Feat the Template lands on target. To determine direction see Scatter on p.52.
<b>Finite</b>	This Weapon is of limited supply. If a Blunder is rolled it cannot be Repaired, and may not be used for the remainder of the game.
<b>Fire(X)</b>	Place X Fire Tokens on any Model hit by this Weapon to indicate a Model which has been Set on Fire. A Model which is Set on Fire must make a single Armour Roll during the Cleanup Phase. If this Armour Roll is failed the Model takes 1 Wound. If the Armour Roll is successful remove 1 Fire Token. If this Model enters Water all Fire Tokens are immediately removed.
<b>Knockdown</b>	A Model hit by this Weapon is knocked Prone and assigned a Prone Marker during the Apply Step of the Action Sequence.
<b>Natural</b>	When this Weapon Blunders it causes 1 Wound to the owning Model, instead of the usual 1 Damage caused by a Blunder in Close Combat.
<b>Pierce(X)</b>	When making an Armour Roll against Damage caused by this Weapon deduct X from the defending Model's Toughness Attribute (to a minimum of 1).
<b>Primitive</b>	All Models count as having the Repair Skill, when attempting to fix a Jam on this Weapon.
<b>Reach(X)</b>	When declaring a CC Action this Model may ignore the requirement for Base to Base Contact, and Target an Enemy Model in LoS up to X" away, or in the case of a Charge, from this Model's Destination Point. The Enemy Model may react as normal, but if they react with a CC Action they will be unable to cause Damage unless they too have Reach or a similar ability.
<b>Sunder(X)</b>	When making an Armour Roll against hits made by this Weapon reduce the defending Model's Armour by (X).
<b>Scarce(X)</b>	This item is hard to come by. Your Model may only use it X times per game.
<b>Slow(X/X)</b>	Place a Slow Token next to any Model hit by this Weapon. Until the end of that Model's next Activation, it will suffer a -X/-X modifier to its Speed.
<b>Smoke</b>	Smoke is utilised using the Template specified in the Weapon profile. A Weapon with the Smoke property may fire without declaring a Target Model (even as a Reaction or Firefight). The Template represents a cloud of Smoke. Smoke does not block Line of Sight, but any target Model in or behind Smoke benefits from a special M-2 Cover Bonus (this bonus stacks with normal cover). Furthermore, no Model may gain a Charge Bonus if part of their Charge Move was through Smoke. During the Cleanup Phase remove the Smoke Template.
<b>Sneaky(X)</b>	When making a CC attack, if the roll is not Opposed, gain CC+X.
<b>Spray</b>	+1 Marksmanship when Shooting at Pass Range.
<b>Stun(X)</b>	When you successfully hit a Model with this Weapon, after applying any Damage, you may remove up to XAP from that Model.
<b>Template(X)</b>	There are three types of Template: Small, Large and Teardrop Template. Any Model whose base is partially or completely under the Template will be hit and subject to the Weapon's Damage and Weapon Properties. Please refer to the Template section p.51 for full Template rules.

# Test Results Summary

## Movement Test (Agility)

Result	Effect
Pass	Move your Pass Distance along your desired Movement Path.
Nailed It	Move your "Nailed It" Distance along your desired Movement Path.
Feat	Counts as a "Nailed It" result, and additionally you will receive an Action Point at the end of the Activation Sequence.
Fail	Move to the point on your Movement Path at which the Dynamic Movement begins, and stop.
Blunder	Fall from a point on your Movement Path of your opponent's choosing. The Model is laid Prone at the bottom of the fall, takes 1 Wound plus 1 Damage for each full inch minus one that it falls. This ends its Action.

## Shoot Test (Marksmanship)

Result	Effect
Pass	The Shot is accurate. If the target Model is within the Weapon's "Pass" range it Hits using the Weapon's Damage. Otherwise it misses.
Nailed It	The Shot is accurate. If the Target Model is within the Weapon's "Pass" range you Hit using the Weapon's Superior Damage. If the target Model is within the Weapon's "Nailed It" range you hit using the Weapon's Normal Damage.
Feat	Counts as a "Nailed It" result, and additionally you will receive an Action Point at the end of the Activation Sequence.
Fail	The Shot misses.
Blunder	The Shot misses and the Weapon used Jams.

## Close Combat (CC)

Result	Effect
Pass	Inflict the Pass Damage of your CC Weapon on the enemy.
Nailed It	Inflict the "Nailed It" Damage of your CC Weapon on the enemy.
Feat	Counts as a "Nailed It" result, and additionally you will receive an Action Point at the end of the Activation Sequence.
Fail	You miss your opponent. Nothing happens.
Blunder	Not only did you Fail, but you did so horribly! Take 1 Damage, then resolve the other effects of the combat, if any.

## Dodge Test (Agility)

Result	Effect
Pass	You successfully Dodge. At the end of the Action Sequence you may perform up to 1" of Normal or Restricted Movement in the direction of your choice, if possible. (You may not use this movement to Charge an enemy Model).
Nailed It	At the end of the Action Sequence you may perform up to 2" of Normal or Restricted Movement in the direction of your choice, if possible., OR you may make 1" of Dynamic Movement in the direction of your choice, without requiring a Test. (You may not use this movement to Charge an enemy Model).
Feat	Counts as a "Nailed It" result, and additionally you will receive an Action Point at the end of the Activation Sequence.
Fail	Your Dodge was a failure. Now resolve the effects of the enemy Shot, if any, as normal.
Blunder	Unlucky! You manage to trip while dodging, and injure yourself. How embarrassing! Take 1 Damage. Then resolve the effects of the enemy shot, if any, as normal.

## Command (Intelligence)

Result	Effect
Pass	Move 1 AP from the Donor to the Recipient Model.
Nailed It	Move 1 or 2 AP from the Donor to the Recipient Model.
Feat	Counts as a "Nailed It" result, and additionally you will receive an Action Point at the end of the Activation Sequence.
Fail	The Command attempt is a failure and nothing happens. The Leader Model may make no more Command Orders for the remainder of this Turn.
Blunder	The leader simply confuses the situation! Discard 1AP from the Donor Model. The Leader Model may make no more Command Orders for the remainder of this Turn.



18th First

Dear Brother Bursara,

I cannot tell you how pleased I was to hear of your promotion. I'm sure the archives will flourish under your direct supervision. Illumination is a noble art, no doubt, but one for younger eyes, as you say. The challenge of organising the archives will, no doubt, provide you the opportunity to make a lasting contribution to our world. Also, I think the perks of a senior position sound wonderful! Of course you may come and visit, and of course I will plan an expedition or two! I eagerly await your arrival, and will begin planning our adventures immediately. Of course I suppose two ancient veterans should be conservative, and limit our travels to less arduous destinations. Luckily, the location of my Laboratory is quite fortunate in that regard. I look forward to showing you the wonderful progress being achieved in places like Tartouf, the exotic market of Traders Rest, and the wild swamps of Moche.

I am also happy that your promotion has seen your position within the New Enlightenment elevated. As a senior member myself there is much I would love to discuss with you which I would have been unable to mention previously. I look forward to conversing in detail when you arrive.

The future of our world is bright, I agree, but it is also tenuous. The efforts of people such as ourselves —scholars, scientists, archivists— cannot be underestimated. Progress marches ever on, and discovery walks hand in hand with quality of life. But for each of us there are ten petty despots, slavers and malcontents who wish to destroy, control or subvert the progress we make. You see, my dear Brother Bursara, if the ruins teach us anything it is that The Builders, for all their cleverness, were not protected by their unbound creativity. Their technology did not save them, and it will not save us; for ours is the lot of custodian. The progress of technology is not inherently good or bad. We treat it like a moral truth, good for its own sake, but it can be used just as easily to enslave as it can to help.

It is critical that the New Enlightenment understand this! Technology and science is power: the power to move goods, to create more food, to control the environment... the power to kill. The fundamental truth of our movement then, is not simply to increase progress but to understand that progress is the creation of power. Less progress means that the evil have less power to dominate the wills of others. With more progress, and thus more power, the potential for exploitation is all the greater.

All of this probably sounds as though I am against our stated aim as people of science and knowledge. Nothing could be further from the truth. I believe in discovery and progress as much as anyone. However, it is critical that we understand the true nature, and implications, of our mission: Our goal should not be to merely drive the wheels of progress, but to be certain of who is steering the vehicle.

There are enemies all around us. The Bondsmen and Iron Guild enslave while the Firms use corruption and violence to subvert the freedoms of ordinary folk. In the South the great Empires battle for domination while in the Thousand Isles merchants and pirates grow fat off the chaos they sow.

And yet in the face of all these hungry predators it is my belief our truest enemies are the ones yet to reveal themselves.

Your brother in Enlightenment,  
Professor Alophangus Playdge,  
Obelisk Research Laboratory  
The Wash.

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