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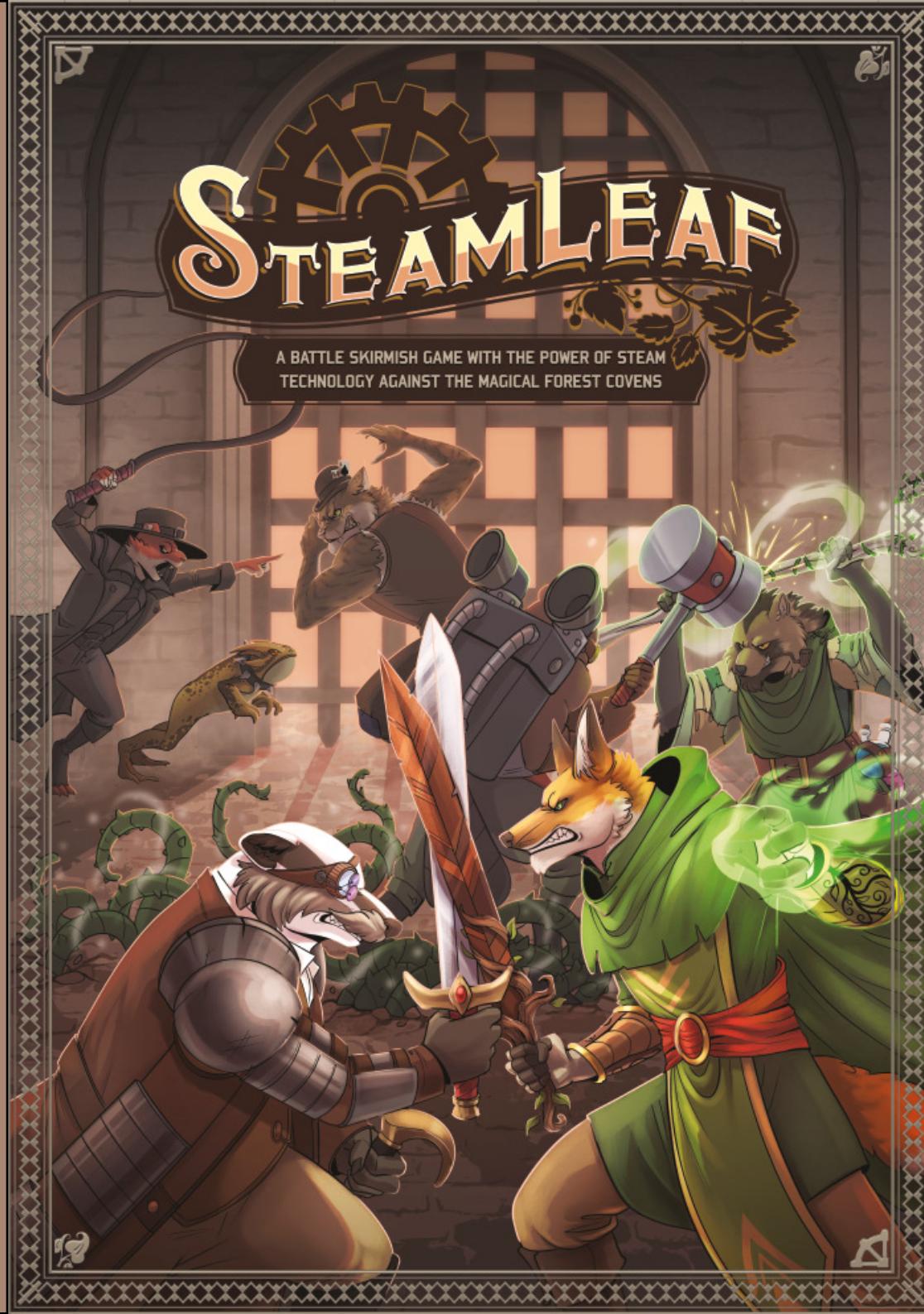
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Faction Roster Template

In the great forest of Vulpinis Hollow, on the lone mountain of Badger Rock, is a city known as the Citadel of Steam. The city, built into the side of Badger Rock mountain, rises far above the highest treetop; a bastion of technological progress that stands out definitively against the surrounding forest.

The city is home to the Steam Guild: a productive and organised society of steadfast badgers, industrious beavers, and disciplined weasels. They work together to keep their city prosperous and strong.

The forest is home to the Leaf Coven: a community of dutiful foxes, mystical racoons, and resourceful badgers. They respect the forest spirits and work in harmony with them – and, by channeling these spirits, they are granted supernatural powers.

The ideological difference between these two societies has become the catalyst for war: the Leaf Coven have lived in harmony with the forest spirits for countless generations, and the methods used by the Steam Guild to power their technology are highly offensive to them.

So far, no side has gained a clear advantage in the war. The city's walls and defenses – and the forest's vast maze of trees – make large battles between armies impractical. Instead, the war is waged through a series of small skirmishes, with the forest warriors employing hit-and-run tactics against the ever-vigilant city soldiers.

No-one knows which side will eventually emerge victorious – but all agree that the fighting will not end any time soon.

Unit name	Number of units	Equipment/Charms
1.		
2.		
3.		
4.		
5.		
6.		
7.		
8.		
9.		

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Steam Leaf is a tactical wargame for two players. The players will equip their **FACTION**, and try to achieve their faction's objective while preventing their opponent's faction from achieving theirs.

The Facts

The Steam Guild are a collaboration of badgers, beavers, and weasels, with steam-powered technology to aid them in battle. The Leaf Coven are a group of foxes, raccoons, and bobcats, who specialise in nature-based magic.

The Basics of Play

Your faction will have a mission **OBJECTIVE**. This is the goal you are trying to complete. To win the game, you must achieve your faction's objective *and* stop your opponent from achieving theirs. (If both parties achieve their objective, or if both fail, the game ends in a draw.)

When you achieve (or fail) your objective, you must announce this to your opponent. The game ends when both mission objectives have been achieved or have failed.

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The Board



The game board has two sides: a market, and a garden. Choose your preferred side to play.



There are five types of tile on the game board.



Indoor tiles (brown)

These represent the inside of buildings. The interior of a building is considered to be open space; there are no separate rooms once inside.



Units can only move from indoors to outdoors by passing through a doorway.

Outdoor tiles (grey)

These represent roads between the buildings.



Obstacle tiles (green)

These represent obstacles on the ground. Units cannot stand on these tiles, but they can see over the top of them.



Obstacle tiles (yellow)

These represent tall obstacles. Units cannot stand on these tiles, see over the top of them, or shoot across them.

Objective tiles (red)

These are special obstacle tiles, with the same rules as basic (green) obstacle tiles. They are used to complete your faction's objective.

Game Setup

Each player must select a mission objective at random from the objective cards for their faction. *Do not* reveal what objective you have been given.

Agree on the power level your game will use, and create your faction. Select units, equipment or charms, and tactical cards. *Do not* reveal any of your chosen items to your opponent.

Position your units on the board. Roll a die to determine which player will place their units first. The starting player can deploy their units into any of the tiles in their chosen quadrant; then, the other player can deploy their units into the tiles of the opposite quadrant.

The Steam Guild



Interrogation

A Leader unit can use their second action (after moving) to interrogate a defeated enemy unit. To do this, the attacking player announces their intention to interrogate, and rolls the attacking unit's Attack die. Their opponent rolls the defending unit's Resolve die. If the attack total is higher than the resolve total, the interrogation is successful, and the attacking player can find out information.

If the defeated unit is a Follower, the attacking player can:

- choose one of their opponent's tactical cards at random, and find out what that card is
- choose one of their opponent's concealed units, and unconceal them

If the defeated unit is a Leader, the attacking player can:

- look at all tactical cards held by their opponent
- unconceal all their opponent's concealed units
- ask what their opponent's objective is

Asking about the objective must be done in the form of a yes/no question: the attacking player can choose a mission and ask "Is this your objective?" and the opponent must answer truthfully. They *cannot* ask outright "What is your objective?"

Objective Actions

Some objectives require actions, to be taken at objective tiles. To take these actions, a Leader unit must be in base contact with the objective tile. The player must announce that they are making an objective action – but they do not need to specify what action this is if their objective is still unknown to their opponent.

About Missions

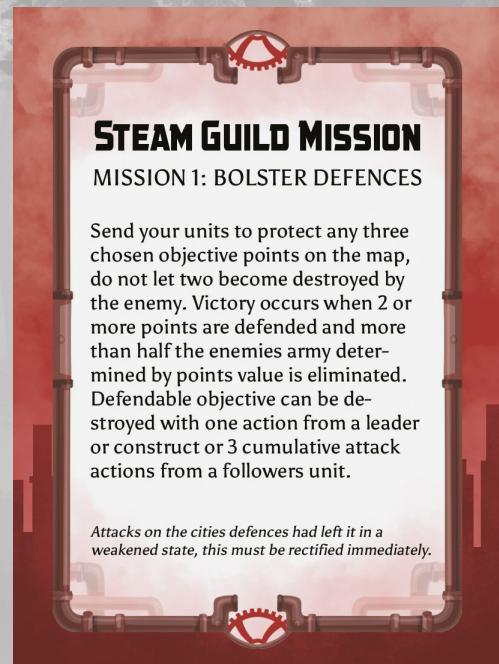
At the start of the game, you will be randomly assigned a mission objective. Each mission has a different victory condition. To win the game, you must achieve the given victory condition *and* prevent your opponent from achieving theirs.

When you believe that you have achieved victory or defeat, you must announce this to your opponent. It is important that you do not tell them *what* mission you have achieved victory on: some missions require you to maintain your success until the end of the game. For instance, if your mission is "Demoralisation", you should announce your victory when your Leader unit has successfully completed the third interrogation. You *could still fail*, if your opponent then eliminates the Leader unit before the end of the game.

To make an objective action, the Leader unit must be in base contact with the chosen objective tile. They can still move on their turn, and defend if necessary, but they cannot attack or interrogate enemy units.

For some of the missions, you are asked to choose objective tiles or Leader units. Make a note of your choices, but do not reveal these to your opponent until you achieve victory.

Some missions use the term "when your opponent's army reaches half its size". This is measured by points value – if they originally had 200 points of units, their total units remaining must cost less than 100 points.



Steam Guild Missions

Bolster Defences

Choose 3 objective tiles. You must send troops to defend them.

The objective tiles can be destroyed if your opponent directly attacks them. They will be destroyed by a single attack action from a Leader, or by 3 successive attack actions from Follower units.

You will achieve victory if 2 of the chosen tiles are still intact when your opponent's army reaches half its original size.

Top Secret Orders

Choose a Leader unit, and an objective tile. This unit is carrying vital information that must be delivered safely to the objective tile.

To deliver the information, the Leader unit must spend a turn making an objective action at the nominated objective tile. A marker is then placed on the objective tile, to signify the successful delivery.

Once delivery is achieved, the objective tile and information marker will be destroyed by 2 successive attack actions from any enemy units.

You will achieve victory if the information is successfully delivered *and* the objective tile is then defended until your opponent's army reaches half its original size.

Escort Nobility

You must escort a high ranking official into your opponent's quadrant, and to the edge of the game board. This noble is placed on the board at the start of the game, along with your other units – and cloaked, so your opponent will not be able to tell that he is not a regular unit. You will move the noble like a regular unit, during your turn.



The noble has the following stats:

The Noble
Move: 6 + D4
Attack: (none)
Defence: D6
Resolve: D12
Health: 6

You will achieve victory if the noble reaches a board edge in your opponent's

Line of sight

If two units are within the same building, and you could draw a straight line from one unit to the other without it passing through any walls, the two units have line of sight.

If two units are both outdoors, and you could draw a straight line from one unit to the other without it passing through any walls, the two units have line of sight.

The only tiles that have line of sight from inside a building to outside (or outside to inside) are those directly next to a doorway. So, if a unit is standing outside right next to a doorway, they can have line of sight anywhere into the building (except for around corners) *and* anyone standing inside the building can see them. Likewise, if a unit is inside right next to a doorway, they have line of sight of any units outside (except for around corners), and anyone standing outside can see them.

Obstacle tiles and objective tiles do *not* affect line of sight.

Health

Every time a unit is successfully attacked, their Health rating is lowered. When a unit's Health drops to 0, they are considered to be defeated, when this happens replace that model with an X token; they can now be eliminated or interrogated for information.

If a defeated target is attacked, they will be eliminated and the X token is then removed from the game board. If the defeated target is interrogated the X token is removed in the same way.

Hidden Units

Initially, all your faction's units will be HIDDEN. Your opponent will be able to see that you have a unit or squad there, but not what it is.

When creating your roster for the mission, assign a number to each unit and squad. When setting up the units place down a numbered token or tokens for squads based on that units number designation.

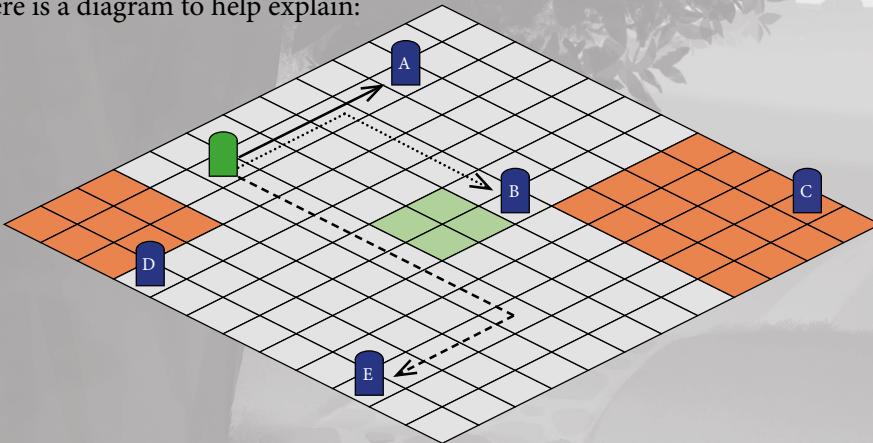
To find out what your opponent's units are, you must move one of your units into line of sight with one of theirs. Once LINE OF SIGHT is achieved, the unit will be revealed, and will stay revealed for the rest of the game.

Calculating Diagonal Range

If a target is in a straight line of tiles, horizontally or vertically, from the attacker, range is simple to determine. If they are on a diagonal path, it is slightly more complicated.

Count the number of tiles from attacker to target in the horizontal direction, and the number of squares in the vertical direction. The range is equal to the larger number plus half the smaller number (rounded up).

Here is a diagram to help explain:



The green Leaf Coven unit is wanting to make a ranged attack on one of the five Steam Guild units.

Unit A is 5 squares away. He needs a range for 5 for a successful attack.

Unit B is on a diagonal path: 3 squares in one direction, and 5 squares in the other. The range needed is 5 plus half of 3 (rounded up, this is 2). So, he needs a range of 7.

Unit C is inside a building. He has no line of sight to this unit, and cannot attack.

Unit D is around a corner. He has no line of sight to this unit, and cannot attack.

Unit E is on a diagonal path: 8 squares in one direction, and 4 squares in the other. The range needed is 8 plus half of 4. So, he needs a range of 10.

starting quadrant without being successfully interrogated or eliminated by your opponent's units. At this point, he is removed from the board.

Security Sweep

Choose 3 objective tiles, 1 Leader unit, and 1 *more* objective tile. The 3 objective tiles contain vital information gathered by security agents. The Leader must visit each tile in turn, and perform an objective action to collect the information. He must then take the information to the final objective tile (the drop point).

You will achieve victory when the Leader performs an objective action to deliver the information while in base contact with the drop point.

Demoralisation

Choose a Leader unit. This unit must perform successful interrogations of at least 3 enemy units.

You will achieve victory if your Leader performs 3 successful interrogations and manages to remain undefeated until the game ends.

The Great Contraption

Choose an objective tile in your starting quadrant. You must build and defend a new contraption on this tile.

To build the contraption, a Leader unit must perform 6 objective actions at the nominated objective tile. After the first objective action, the contraption is considered "uncompleted". When all 6 actions have been performed, the contraption is considered to be complete.

The uncompleted contraption can be destroyed by 3 successive attack actions by enemy units.

You will achieve victory if your contraption is successfully completed and remains intact until the end of the game.

The completed contraption has the following stats:

The Contraption

Move: (none)

Attack: D10

Defence: D10

Resolve: (none)

Health: 15

Range: D6

Number of targets per attack: D4

Leaf Coven Missions

Learn All We Can

Choose an objective tile outside of your starting quadrant. You must send a Leader unit to it, to make objective actions for 5 *uninterrupted* rounds – if the Leader uses a non-move action to attack/interrogate instead, they must begin again at the start.

You will achieve victory if you successfully keep a Leader unit at the chosen objective tile for all 5 uninterrupted rounds. You will fail if your opponent eliminates all your Leader units.

Sabotage

Choose a Leader unit, and an objective tile outside of your starting quadrant. This Leader has a bomb which must be delivered to the chosen objective tile, and armed (using an objective action). When the bomb is armed, place a marker on the objective tile.

The bomb will explode 6 turns after being armed, unless it is first disarmed. This will end the game immediately. If your opponent's mission is "The Great Contraption", the bomb's explosion will also destroy their contraption, whether completed or uncompleted – which will cause their mission to fail.

The bomb can be disarmed by 3 objective actions. These can be made by one Leader, or by multiple Leaders (in the same turn, if they wish).

You will achieve victory if at least half your Leader units (rounded up) escape back to your starting quadrant before the bomb explodes.

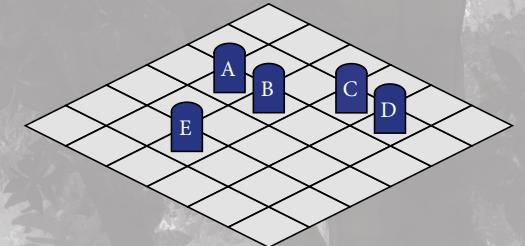
Great Distraction

Your aim is to keep enemy units out of your starting quadrant.

"Initial contact" with the enemy is made as soon as opposing units are in sight of each other and thus uncloaked. 10 turns after initial contact, your opponent must have no units within your starting quadrant.

You will achieve victory if, at the end of the 10th turn after initial contact is made (the initial contact happening during the 1st turn), there are no enemy units within your starting quadrant, and every unit that *had* entered has been eliminated (not just allowed to retreat).

In this diagram, units A, B, C, and D are all in base contact. Unit E is not, and will not be able to take further movements until the others regain contact with it.



If a member of the squad is in base contact with a leader, the leader will affect the entire group.

Melee Attacks

For a melee attack, the attacking unit must be in base contact with the defending enemy unit.

The attacking player announces their intention to attack, and rolls the attacking unit's Attack die. Their opponent rolls the defending unit's Defence die. If the attack total is higher than the defence total, the number difference is subtracted from the defending unit's Health total.

Example:

Sarah uses her Badger Guard to attack Luke's Fox Archer. She rolls a D6 Attack die, and Luke rolls a D4 Defence die. Sarah rolls a 5; Luke rolls a 3. There is a two point difference, so the Fox Archer loses 2 Health points.

Ranged Attacks

Some Follower units can make ranged attacks. To make a ranged attack, you must first roll to determine whether the target is within range, and then roll for attack/defence as if it's a melee attack (described above).

Ranged attack stats are given for each unit. Roll, and add the relevant numbers to determine the unit's range. (For instance, a Badger Marksman has a range of 4+D4. Roll a D4, and add 4. The total will be the unit's current attack range; enemy targets must be within that number of tiles to be attacked.)

Ranged attacks can only be made when you have line of sight; you can't shoot around corners!

You can shoot through one of your own units but only if it is direct contact with the unit that is firing.

Taking Action

Your faction will have several **UNITS**: people you have placed on the game board. During your turn, you can use any or all of your units, one at a time.

In a single turn, Follower units can:

- make a move
- attack an opposing unit

In a single turn, Leader units can:

- make a move
- *one of:*
 - › attack an opposing unit
 - › interrogate an opposing unit
 - › make an **OBJECTIVE ACTION**

Basic Movement

To move a unit, you roll the die listed under their Move stat (for instance, to move a Fox Archer, you would roll a D6) and then add any other listed numbers (a Fox Archer's movement stat is 4+D6, so you would add 4 to the result of your D6 roll). The total will be the number of tiles the unit can move in any direction. Units cannot move diagonally.

Squad Movement

To move a squad, you roll a single movement die for the entire squad. The total will then be applied to every member of the squad.

Move every squad member in turn, always maintaining base contact between all units in the squad.

Base Contact

If two units are in adjacent squares (including diagonally), they have base contact.

The units of a squad must always remain in base contact with each other. Each member must be in contact with at least one other squad member, so that the entire squad is linked. If a unit in the middle of the squad is eliminated so that the squad is no longer linked, the squad must move back into base contact before they can take any other movement actions.

Remove Hidden Agent

Choose an objective tile in your opponent's starting quadrant. There is a secret agent hiding at this location. You must make contact with them, and escort them back to your starting quadrant.

You must send a Leader to the chosen objective tile. This Leader will make an objective action, and you can immediately place the agent's marker on the board, in base contact with the objective tile.

Once the agent's marker is present on the board, you can move them like a regular unit, on your turn.

You will achieve victory if the agent returns to your starting quadrant and is not eliminated by the game's end.



The agent has the following stats:

The Secret Agent

Move: 4 + D4

Attack: (none)

Defence: D8

Resolve: D12

Health: 5

Plant False Information

Choose 4 objective tiles outside your starting quadrant, and a Leader unit. The Leader must plant false information at all the chosen objective tiles, by make an objective action at each tile.

You will achieve victory if a Leader makes an objective action at each chosen objective tile.

They Must Fail!

Your only mission is to stop your opponent from succeeding at theirs.

This mission can drastically alter the type of units you choose to purchase, and what tactics you will use during game play. The idea is to trick your opponent into thinking that you are trying to complete a particular mission so that they'll use their efforts to stop you rather than trying to achieve their own victory.

You will achieve victory if your opponent fails. You *cannot* achieve a draw in this game.

Steam Guild Units

Leaders

Badger Guild Master (50 points)	Beaver Head Engineer (30 points)	Weasel Taskmaster (40 points)
Move: 4 + D6	Move: 4 + D4	Move: 6 + D4
Attack: D8	Attack: D6	Attack: D8
Defence: D8	Defence: D10	Defence: D8
Resolve: D10	Resolve: D8	Resolve: D12
Health: 12	Health: 10	Health: 10
<ul style="list-style-type: none"> increases the Resolve and Defence dice size of Followers you may choose 1 extra tactical card 	<ul style="list-style-type: none"> you may choose 2 extra equipment cards 	<ul style="list-style-type: none"> increases the Move dice size of Followers reduces the Resolve dice size of enemy targets during interrogation

Followers

Badger Soldier (10 points)	Badger Marksman (20 points)	Weasel Tracker (15 points)
Move: 4 + D4	Move: 4 + D4	Move: 6 + D4
Attack: D6	Attack: D8	Attack: D8
Defence: D6	Defence: D6	Defence: D6
Resolve: D8	Resolve: D8	Resolve: D6
Health: 5	Health: 5	Health: 4
	Range: 4 + D4	Range: D6

Equipment/Charms

The number of units in your faction will dictate how many equipment/charms you can use. The amount you can pick from is equal to *half* the number of units in your faction, rounded down. So, if you had 8 units you could select 4 equipment/charms; if you had 11 units you could select 5.

The equipment/charm must be allotted to a specific unit. Leader units can use as many as they like; Follower units can have a maximum of two, but every member of their squad will receive the benefits of the card.

If your faction includes Beaver Head Engineers or Racoon Leaf Mages, you will receive bonus equipment/charm cards.

When an equipment or charm indicates to increase a dice it will increase the base dice number by 2, meaning D6 becomes a D8 for example. The dice roll increase is always capped at a D12 size, a dice roll cannot be higher than a D12. In the same regard when the item is said to decrease a defenders dice roll it will also be decreased by the same increment and to a minimum of a D4.

Tactical Cards

Each player can select 5 tactical cards for use at any point in the game. (If your faction includes Badger Guild Masters or Fox Rangers, you will receive additional tactical cards.)

These tactical cards could give you access to more equipment/charms cards. If you choose one of these, equip your units with their extras now.



Creating Your Faction

Power Level and Unit Purchase

Both players must agree on a **POWER LEVEL** for their game. A power level can be any number, but as a rough guide:

- 150 points – low powered
- 300 points – average power
- 500 points – high powered

The game is not optimised for power levels lower than 150 or higher than 500.

The power level dictates how many points you have to spend on buying units.

Example:

Sarah and Luke have decided on a 300-point game. Sarah now has 300 points to spend on buying Steam Guild units. She purchases a Badger Guild Master (50 points) and a Beaver Head Engineer (30 points), two Weasel Taskmasters (80 points total), six Badger Soldiers (60 points total), one Badger Marksman (20 points), and four Weasel Trackers (60 points total).

Unit Types

Each unit type plays an important role in the game:

- LEADERS** are single units that act independently and have the ability to interrogate enemies and interact with objective tiles.
- FOLLOWERS** usually operate in **SQUADS** (linked groups), working to protect their Leaders and subdue enemy units. Followers can gain benefits from working with Leaders (for instance, Followers in base contact with a Badger Guild Master will increase their resolve and defence stats).

It is important to create a faction with a variety of unit types. An army of all Leaders would quickly be surrounded by enemy Followers and unable to achieve anything; an army of all Followers would be weakened without access to Leaders, and could not complete most objectives.

Squads are made up of units of a single type. You must designate them as a squad at the game's beginning; you cannot create a squad halfway through play.

Leaf Coven Units

Leaders

Fox Ranger (50 points)	Racoon Leaf Mage (40 points)	Bobcat Beguiler (40 points)
Move: 6 + D6	Move: 6 + D4	Move: 8 + D4
Attack: D10	Attack: D8	Attack: D10
Defence: D6	Defence: D8	Defence: D8
Resolve: D10	Resolve: D12	Resolve: D10
Health: 10	Health: 8	Health: 10
<ul style="list-style-type: none">increases the Move and Defence dice size of Followersyou may choose 1 extra tactical card		<ul style="list-style-type: none">increases the Resolve dice size of Followersreduces the Resolve dice size of enemy targets during interrogation

Followers

Fox Scout (10 points)	Fox Archer (15 points)	Bobcat Brawler (20 points)
Move: 4 + D6	Move: 4 + D6	Move: 6 + D6
Attack: D6	Attack: D8	Attack: D8
Defence: D4	Defence: D4	Defence: D6
Resolve: D10	Resolve: D10	Resolve: D8
Health: 4	Health: 4	Health: 5
Range: D6	Range: 4 + D6	

Steam Guild Equipment:

Leader Equipment:

Steam Musket: Leaders attack gains Range 6+D4

Steam Powered Armor: Increase leaders defence dice

Steel Shield: When rolling defence roll two dice and take highest result

Great Weapon: Unit is able to make non ranged attack from one square away, attack dice increase

Medical kit: Instead of making an attack action the leader can make a resolve roll to regain health equal to the result up to their base health or restore the health of a unit within one square

Refined Steel Armor: The unit increases its base health by 4.

Follower Equipment:

Refined Steel Weapons: When rolling attack, roll two dice and take highest result

Extra armor: Increases units base health by 2 and lowers base movement by 1

Great Shields: Badgers only, Increase units defence dice if that unit did not move in players turn

Telescopic goggles: Ranged units only, increases range dice

Clockwork oath replayer: Units increase resolve dice

Duel weapons: Weasels only, Units can make 2 attacks but decreases range dice.

Leaf Coven Charms:

Leader Charms:

Storm Caller: Leaders attack gains Range 4+D6, Defending rolls against attack with resolve in addition. If the resolve roll is lower than that unit is moved back one square if possible

Wind rider: Increase leaders movement dice

Mystic Barrier: When making a defence roll the unit may use resolve instead

Spider Web: Optional ranged attack, range D4, defender uses resolve. If resolve result is lower the affected unit cannot move for one turn

Shadow Walker: The unit may choose to be unattackable after it has moved for one turn but cannot perform any other action aside movement

Healing Waters: The unit regains one health point at the start of each turn until they reach their full health. Increases base health number by 2.

Follower Charms:

Oaken Blessing: Increases unit defence dice

Whistling Arrows: Foxs only, Increase range dice

Swift Claws: Bobcats only, unit attacks twice if moved at least 5 squares before attack action

Thunder Strike: Defenders defence roll is one dice lower

Spirit Shield: Unit can use resolve for defence but may not attack next turn

Constricting Attack: After a non ranged attack the defending units movement is halved for that turn.