



ILLUSTRATIONS AND CHARACTER DESIGN FOR THE DEEP BY GUEST ARTIST **KEEGAN KAYA MCGEE**

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## ***NEW RULES FOR "BONE AND DARKNESS" AND "THE LONE GUARD"***

### ***NEW CHARACTER TYPES***

#### ***COMPANION***

Not every character in Relicblade is a bold legend in an age of heroes. There are brave men, savage beasts, and eager minions ready to serve. Models with the companion special rule operate the same as a normal character except they may be called upon to activate along with the model they are attached to and they aren't as likely to survive being disabled.

Companions must be attached to a non-companion character. Each character may only have one companion attached to them. Companions have a special relationship with the model they are attached to. When a model with an attached companion activates and his yet-to-activate companion is within 5", you may choose to activate both models simultaneously. Each character generates a separate pool of AD as usual. You may choose to spend the AD in any order.

Companions may activate independently. No matter how a companion activates, it can only activate once per round.

If a disabled companion fails its recovery roll it is destroyed and removed from the play.

Some companions will only attach to characters with a specific key word. For example, the sabertooth is nature only. So she will only bond with a character that has the nature key word.

#### ***CONSTRUCT***

Constructs are arcane creations brought to life (or a mockery of life) through magical means. Constructs have no life of their own and enter play inert. Inert models are effectively disabled, however they never make recovery rolls and can only be destroyed by magical attacks.

Constructs are fueled by magic, and have fuel cells instead of health. When a construct enters play its fuel cells are empty and it is inert. The construct ability on the character card will name the source of its power. This spell is the source of the constructs power. According to the spells description you may empower the construct thereby granting it magical life.

Constructs gain one AD for each fuel cell that is empowered. When the construct is damaged it loses power to its fuel cells as if they were health boxes. When the final fuel cell is damaged the construct becomes inert again. Constructs may be empowered again, and again, as an unyielding engine of destruction.  
choose.

## ***NEW SPECIAL RULES***

### ***CHARGE X***

Actions with the charge special rule represent the ability to engage enemies with calculated fury. When a charge action is performed successfully you may move your character up to the charge value toward the target model. If the charge movement is enough to engage the target the attack hits and you roll damage. Charge movement is restricted by normal movement rules, including engagement, climbing, jumping, et cetera.

### ***DEADLY***

Some attacks are so brutal that even the strongest willed hero may be hewn in twine. Characters disabled by a deadly attack are removed from play if they fail the recovery roll.

Models disabled by deadly attacks may be healed while disabled as usual. So keep those health potions handy.

### ***STUN***

Attacks with the stun special rule aim to disorient the target. Models hit by a stun ability do not engage other models until their next activation. That means a stunned model no longer grants his allies the benefit of the “Protect Your Friends” rule, nor does he force enemy models to use a disengage action to move.

As soon as a stunned model is activated they no longer suffer from these effects.

### ***Poison***

Characters hit by a poison attack suffer minus one action die during their next activation.

Characters may only suffer from each special rule once. Multiple poison attacks do not stack, however other abilities may further reduce a targets action dice. For example, Synvar has a magic poison dagger that does not have the poison special rule. He must have some exotic poison that can affect a character already suffering from poison!

### ***ROLL DAMAGE SEPARATELY***

The roll damage separately rule represents an attack that hits a target from multiple sources. If the attack hits, resolve the damage as if it were two separate attacks. You may resolve the damage in any order you