A game by:

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Enter the Gorechild

First there was a wail. A childs blood curdling cry. The primitive world as it was, changed. The cry washed over the land in a wave of change and in its wake left Destruction and Mutation. Rivers flowed with blood. Cancerous tumors erupted from the ground and all before them lost their shape. Gristle and bone sprouted from flowering plants. Bile an shredded organs rained down on those living without shelter. The world was awash in creation. The sky and clouds now a pallid red and hanging in the sky rose a mountanous child. Bathed in viscera and an aura of shredded flesh, the Gorechild had arrived.

ANATOMY OF A TURN

1) <u>ROLL FOR INITIATIVE PHASE:</u> Players roll off and the player with the higher will be the active player.

2) <u>ACTIVATE MODELS PHASE:</u> The active player will choose a model and declare its first action and commit its first action. This will go on until the chosen model no longer has any more actions to declare, is dead, or in the incapacitated state.

3) The Player who failed the roll will then become the active player and activate their model in accordance with step 2. Continue to alternate which player is the active player until both players no longer have models that have not activated yet this turn.

4) <u>CLEAN UP PHASE:</u> Beginning with the player that chose to activate first, any states, effects or anything that specifies its resolution in the Clean Up phase will be resolved. The Players will alternate resolutions until there are none left with the caveat that all states/effects that specify that they resolve at the beginning of the phase must be resolved before any others can be chosen to be resolved.

COMBAT

Attack Action:
Each model rolls 1 D20 unless another rule specifically states otherwise. Each player will take the result rolled, add any relevant modifiers, and compare. Ties are awarded to the Attacking model. If the Attacking model wins the roll, then resolve the damage roll against the target. If the Defending Model rolls, they may make a free movement action at half Movement (Rounding Up).

Damage Resolution:
Roll the Number of D20s equal to the damage profile of the attack used. The defending player will roll 1 D20. Take the total amount of damage rolled by the Attacking model and add any modifiers that are relevant. Take the defending models roll and compare it against their endurance attribute. Should they roll equal or to under their Attribute they will take that number add any relevant modifiers and subtract it from the total damage rolled. Check the Total value against the Damage table to determine the kind of hit that the model has received

DAMAGE TABLE:

Damage rolled:

0 - 5	Flesh wound
6 - 19	Goring wound
20+	Mutilating wound

Flesh Wound – The model damaged will have no effect applied

Goring Wound – The model hit will suffer 1 Crippled State

Mutilating Wound – The model hit will suffer 2 Crippled State effects and must also roll a Shock Test

MODEL STATES

Crippled State:
A model suffers a -1 modifier to all rolls it must take for every single Crippled State the model has. In addition, the model will also suffer a -1 to its movement attribute for each Crippled Result the model has suffered. The Model will also Begin to take shock tests once they have suffered equal to or over their first number in their shock attribute.

Incapacitated State:
The Model cannot perform any actions if they are in this state. Any action spent that would damage this model will immediately kill it. Remove this model from the table. Should the model have a Cripple Result removed from it while in the incapacitated state remove the incapacitated state from the model. It may Act normally this turn should it not have already performed its actions already.

Dead State:
A model that enters the dead state is removed from the table. In addition, the model will leave a harvest token in the space it was occupying previously. Should an enemy model be the cause of the model entering the dead state that model will then receive an additional Harvest token.

TESTS

<u>Shock Test:</u>
The model must roll at or underneath their Endurance value (applying all modifiers including crippled states, spell effects, etc.). Should they fail the roll the model will immediately enter the Incapacitated State.

<u>Reave Test:</u>
A model for an action can choose to perform a Reave test. Roll an unmodified D20 and treat the result on the Damage Table. The model then receives one Harvest Token.

DEFINITIONS

<u>Attacking Model:</u>
The model using the attack action

<u>Defending Model:</u>
Any model that is the target of an attack action