

Storm of Istra

A fantasy skirmish wargame in an apocalyptic tradecity

DESIGNER

David Malmström

INVALUABLE IDEAS

David Israelsson, Zac Coste

INSPIRATION

Mordheim, Frostgrave, Infinity and 13th Age Roleplaying Game.

PLAY TESTERS

[Your name here]

MISSION STATEMENT

To combine the feel of fantasy roleplaying games with skirmish wargaming. To be compatible with Games Workshop's Mordheim warbands and models to ensure an easy adoption of the game. To deliver a game where I for once get to shoot into a melee combat. To learn how to design a war-game.

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Rules

Stat line

Power, Finesse and Will are Core Stats.

Power: Used for attacking and defending in melee, defending against ranged attacks.

Finesse: Used for ranged attacks and modifies movement.

Will: Used for casting spells and morale.

Health: A models health shows how much damage it can take before it collapses, is killed or incapacitated. 10-20

Armour: Armour indicates how much damage the model reduces incoming damage with.

Setup the battle

To setup a game of Storm of Istra, you need at least two players for Player versus Player (PVP) and at least one player and one Game Master for Player versus Environment (PVE).

Each participant rolls initiative to see who goes first. A simple opposed roll using 1D20 is used, the high roller begins, ties are rerolled. If there are more than two players they can in roll off to see who goes next or just use the standard board game rule, the next player to the left goes after the winner in a circle.

DEPLOYING YOUR

MERCENARY COMPANY

There is a standard way to deploy your models, but some scenarios may change those.

Standard Deployment

The player that won the Initiative gets to deploy one of his models, then the next player deploys one model, and so on until all models have been placed on the board.

Skills (Not used in Version 2)

Difficulties when performing a skill check are easy 6+, normal 11+, hard 16+. To roll a skill check simply roll 1D20 and get equal or higher than the difficulty. If no difficulty is written use the normal difficulty of 11+.

POWER

FINESSE

Spot hidden

WILL

Leadership

The Turn

Games are divided into turns, each player will have a chance to move all of their figures on a turn.

INITIATIVE

The player that won the roll get to activate one of his models and then nominate the next model to be activated.

The player can choose to nominate their own, another player's models or a neutral monster's model.

The owner of the nominated model takes that model's turn and then nominates the next model, and so forth until all models have been nominated once.

The last nominated model's player nominates the first model for the next turn.

ACTIVATION

When a model is activated it has to take its round, it can't hold its action or ready them for later.

A model has one Movement action and one Standard action, they can take them in any order.

Valid Movement actions: Move, Pick up item and Switch weapon.

Valid Standard actions: Melee, Shoot, Cast a spell, Sprint.

Sometimes a model may be eligible for a Reaction, a special type of Action, spending her actions on another models turn.

Movement actions

MOVE

If a model wants to move take 4 and adds it Finesse stat, it may move that many inches.

Obstructions or rough terrain

If a model wants to move through rough terrain such as rubble or scale a building it may do so at 1" at the cost of 2".

Climbing

A model can climb 3" during any part of its movement, climbing still cost movement. Climbing in obstructions or rough terrain still applies. Enemies always have the *First strike* special rule against models that have climbed this turn.

Forced engaged in combat

If a model moves within 1" of an enemy, they are considered Engaged in combat and are moved into base-contact.

Disengage from combat

To run away from a combat, the model must succeed at a Disengage-roll. Roll 1T20 and if the result is 11+ the model may Disengage from the combat and move. The model gains -1 to the Disengage roll for each enemy it's engaged with beyond the first.

Moved by a spell

If a model is moved by a spell such as Teleport they are not considered having moved. The rules for Forced engaged in combat still applies.

Moving of the board

If a model moves of the board it may not return.

Falling

A model may jump down from 3" without sustaining any injuries. If the model falls more than 3" it suffers damage equal to the number of inches fall multiplied by 1.5 (round down), armour does not apply to fall damage.

PICK UP ITEM

You may spend your Movement action to pick up an item.

SWITCH WEAPON

You may spend your Movement action to switch to another weapon that you have equipped.

Standard actions

SPRINT

If a model wants to sprint it must have already moved this turn, it may then move half of its movement.

MELEE

A model may attack another model that it's in base-contact with.

Both figures roll 1D20 and add their Power stat, plus any other modifiers that are relevant. The figure with the highest total may inflict damage on the opponent. Damage is determined by subtracting the losers armour from the total of the winner. If it's zero or negative, then no damage is caused.

If damage was caused reduce the loser's health stat by that much and lower one Core Stat by 1.

If both sides totals are the same then both are considered winners and may inflict damage.

SHOOT

A model may attack another model with its ranged weapon if it's both in range and in line-of-sight.

The attacker rolls 1D20 and add their Finesse stat, plus any other modifiers that are relevant. The defender rolls 1D20 and add their Power stat, plus any other modifiers that are relevant.

If the attacker's total is equal or higher than the defender's total, the attacker is the winner and may deal damage by subtracting the loser's armour stat from its total. If it's zero or negative, then no damage is caused. If damage was caused reduce the loser's health stat by that much and lower one Core Stat by 1.

CAST A SPELL

A model may cast a spell if they fulfil the spells requirements such as range, legal target, etc.

If the spell is an attack spell the caster rolls 1D20 and add their Will stat, plus any other modifiers that are relevant. The defender rolls 1D20 and add the Defence stat associated with that spell, plus any other modifiers that are relevant.

If it's another type of spell the caster rolls 1D20 and add their Will stat, plus any other modifiers that are relevant against the spells Target number.

If the caster's total is equal or higher than the defender's total, the caster is the winner and may apply the spell effect.

If damage was caused reduce the loser's health stat by that much and lower one Core Stat by 1.

If the caster loses he may suffer damage according to the spell failure table

Spell failure

Amount By Which Casting Roll Failed	Damage Taken by Spellcaster
1-4	None
5-9	1 Damage
10-19	2 Damage
20+	5 Damage

Range

HIGH ABOVE

Shooting from higher up adds to the range of Ranged weapons. Measure the height difference between the attacker and the defender and add it to the range of the attackers Ranged weapon.

For example, an archer is standing 3" above her target adds 3" to her bows maximum range.

Damage

HEALTH

If a models Health is reduced to zero, they are considered to be out of the game. Take the model away from the board and set it aside in a special area for models taken out of battle.

CORE STAT

If all of a models Core Stats are reduced to zero, they are considered to be out of the game. Take the model away from the board and set it aside in a special area for models taken out of the game.

When a model takes damage to Core Stats it's the stat that was rolled that first takes damage, if that Core Stat is already zero reduce the next Core Stat in line by 1.

A model has [1P, 2F, 1W], it takes 2F damage, then it takes another 1F damage but now the models Finesse is already zero, so the damage goes to the next Core Stat in line, Will, it takes 1 damage to Will. The model now has Core Stats as follows [1P, 0F, 0W]. If it takes any damage to either Finesse or Will it will carry over to Power, reducing it down to zero and taking the model out of game.

Morale

If a model has 4 Health left she must start making Morale checks at the start of its activation. She rolls 1D20 and adds her Will stat plus any other relevant modifiers, against the target number 10 plus 1 for each Health lost. If the roll is equal or higher than the target number she may remain in the battle as normal.

If the roll is lower than the target number she will flee using both her Move and Sprint action to get to the nearest table edge. She takes the safest way away from enemies.

Critical Hit

When a model making an attack rolls a natural twenty (20), then they have scored a critical hit. It automatically wins that combat and may deal double damage (after armour reduction).

Critical Fumble

When a model making an attack rolls a natural one (1), then they have scored a critical fumble. It automatically loses that combat, reduces one Core Stat by 1 and its opponent may deal damage (Effective Core Stat loss is two, one for the fumble and one for the damage). If the model was shooting into a melee combat, reroll the attack against one of the models allies in that combat.

Advantage & Disadvantage

A model may have advantage or disadvantage to her rolls.

When it has advantage roll two D20 and take the highest result.

When it has disadvantage roll two D20 and take the lowest result.

Each Advantage cancels out one Disadvantage.

A model can never get more than two dice to roll from either advantage or disadvantage.

ADVANTAGE

Flanked

If a model has at least one ally fighting with him against one opponent, it gains advantage.

Shooting at a Large target

If a model wants to shoot at a Large target it gains advantage.

DISADVANTAGE

Shooting into melee

If a model wants to shoot into a melee combat it gains disadvantage. This also applies to ranged attack spells.

Cover

If a model shoots at an enemy that has cover it gains disadvantage.

End of the game

The game ends when the scenarios win or lose-condition is met.

A spellcaster may choose a number of spells equal to his level.

List of Spells

SCHOOL OF FIRE

Fireball

Once per game

Target: 3" radius

Range: 18"

Attack: Will vs Finesse

Effect: Fire Damage

SCHOOL OF LIGHTNING

Lightning Fork

Once per game

Target: 1 model, *Chained*

Range: 12"

Attack: Will vs Power

Effect: Lightning Damage

SCHOOL OF FROST

Ray of Frost

Once per turn

Target: First model in a line

Range: 12"

Attack: Will vs Finesse

Effect: Cold Damage

Mercenary companies

Heroes

Each hero has a base cost of 40 gp. This is then modified by the cost of the chosen race.

LEADER

You must choose one of your heroes to be your mercenary company leader. She gain the *Leader* special rule.

STARTING HEROES

A newly recruited hero starts out at level 1 and have one free dagger. Choose a name, race and class for the newly recruited hero. The table below shows the max value of each stat for that race.

Race	Power	Finesse	Will	Health	Armour
Human	5	5	5	20	0
Elves	4	7	5	20	0
Dwarves	7	5	5	20	0
Halfling	5	6	5	20	0
Undead	5	3	4	20	0
Beast	8	5	4	20	0
Demon	6	6	6	20	0

Henchmen?

Henchmen are different from heroes, they never gain levels or increase their skills. They still receive lasting injuries so it can be a good idea to fire the broken and unskilled, in favor of hiring more competent henchmen.

Insert Table of Henchmen for hire here!

Races

Each race has a listing of warbands from Games Workshop's Mordheim that should be the best race for that warband, a warband can be part of more than one race.

HUMANS

The humans were the first race to emerge on Melor, they were created by the Entities Life and Death in the first age.

Tough: Humans start with +2 Health.

Itaus

The men and women of Itaus come from northern part of the continent Tavros. They live in the cold parts up in the mountains and valleys where the clans have always ruled. They often sell their skills in combat to the high bidder and are sought after as bodyguards.

Cost: 20 gp

The cold breed 'em strong: An Itausi gain +1 Power at start.

Mordheim warbands: Pit Fighters, Norse Marauders

Istra

Istran people often believe in the power of silver and regard life as something that can be bought like any other commodity.

Cost: 20 gp

Wealthy: Due to the immense riches of Istra, an Istran may start with a free weapon and one free armour.

Mordheim warbands: Pirates, Pit Fighters, Mercenaries

Kerajaan

The spice traders from the middle part of the continent Nurakas have special relationship to gold. They believe that Jaanis the two-faced god of coin look after them, they have spread the Path of Coin to other trade empires in Melor but believe the Kerajaani to be a chosen people.

Cost: 20 gp

Path of Coin: A Kerajaani may start with a free spell regardless of which class she has taken.

Mordheim warbands: Witch Hunters, Mercenaries, Norse Marauders

Muria

After the fall of the Dragon Empire the land was split into the three old Murian kingdoms. They have had a rocky ten years since the War of the Pink Crystal Shards, their empire falling, the High Priestess of Lehk being forced from her city by devils and the rise of Pirate king Castiel du Sin.

Cost: 20 gp

Heritage of the Dragon: A Murian may choose talents from any class.

Mordheim warbands: Pirates, Sisters of Sigmar, Witch Hunters, Bretonnia Knights

ELVES

Elves are generally shorter than humans, having an average height of 160 cm (5 feet 3 inches) and weigh about 65 kg (143 pounds). The three elfkin are the children of faes, a powerful fae created a contract with Life, Time and Death to let the faes be immortal in exchange the elves would live and die in their place.

Wood elves

The rakasana, bark elves, have always lived in the Great forest north of Istra. They created the Orcs from humans as a weapon of war. They have enslaved the great Green Dragon, the Master of Poison.

Cost: 50 gp

Elven grace: At the start of each turn roll 1D20, on a roll of 18+ you gain an extra Standard action this turn.

Mordheim warbands: Asrai Waywatchers

Steppe elves

The torasana, wind elves, come from the great plains and steppes in the furthest northern parts of the continent Nurakas.

Cost: 20 gp

Teleport: Once per game, as a Move action you can teleport 12" to a location you can see.

Mordheim warbands: Shadow Warriors

Dark elves

The posana, night elves, live underground in their great cities. In the sixth age they created the dwarves from humans as their slaves for their mines. Most dark elves live in a meritocracy, the most suitable elf for each role.

Cost: 20 gp

Cruel: Once per game, as a free action you may deal your level in ongoing damage to a target that you hit and has dealt damage to. A normal save (11+) ends the ongoing damage.

Mordheim warbands: Dark elves, Cult of Caine

DWARVES

In the sixth age the dwarves were created by sinister Dark elves in an experiment to breed better slaves for their mines. When they rebelled after a few hundred years they took to the mountains in the west of the continent Tavros. There they found the Halflings.

Stoneguard

Cost: 10 gp

Is that all y'all got?: Once per game, after you have been hit you may heal equal to your level.

Mordheim warbands: Dwarf Treasure Hunters

HALFLINGS

The halflings have a dim past, they were found by the dwarves after their great exodus from the Dark elves.

Nomads

Most halflings live their lives as nomads, believing in that you can only own what you can carry with you. Therefore they often get in trouble when they justifiably steal from towns.

Cost: 10 gp

Evasive: Once per game, force an enemy that hit you to reroll the attack with a -2 penalty.

Gnomes

Some halflings cling to the cities, either living with the dwarf clans that found them or moving to human cities. The nomadic spirit that run through their veins never stops though, so often they go a bit crazy, either with magic or inventions.

Cost: 20 gp

Crazy: Gnomes always get +2 to any Spell Casting roll but add +4 to the Spell Failure table.

Mordheim warbands:

UNDEAD

Dead men don't flee: Undead have the *Fearless* special rules.

Lich

Cost: 50 gp

Phylactery: A lich can not be slain, if she would be killed, she reanimates after one game.

Mordheim warbands:

Zombie

Cost: 0 gp

Slow but tough: Zombies can never Sprint but gain +3 Health.

Mordheim warbands: Undead

Skeletons of the Black Amber Legion

The Black Amber Legion is an elite legion in loyal service to the Lich King of Inmahr. The often wear a black cloak with an amber clasp.

Cost: 25 gp

Sticks and stones: Skeletons have Resist weapons 16+, the attacker must roll a natural 16+ on his attack roll or the damage is halved.

Mordheim warbands: Tomb Kings

Vampires of Vorkalth

All vampires stem from the first vampire Lord Vorkalth. Some are in service of the Lich King of Inmahr but others are part of the Dimir bloodline and live in the kingdom Terendimu (Land of Dimir). And some are unaligned and roam the world freely.

Cost: 25 gp

Killing a vampire: To kill a vampire u either need to stake it through the heart, behead it, burn the body or leave it out in sunlight. Any other method is ignored by vampires.

Fire is bad man: A natural roll of 18+ is always a Critical Hit against a Vampire if the damage type is Fire.

Power of the Blood: Any healing from a spell or potion heals for half the amount. Each time a Vampire deals damage it regains 1 Health.

Mordheim warbands: Lord Von Karstein?

BEASTS

Minotaur

Cost: 60 gp

Bull Rush: Minotaurs can Sprint their full movement and gain Advantage on the attack roll if they Moved before they attack.

Large: Minotaurs counts as Large creatures, they start with +2 Power and +4 Health.

Mordheim warbands: Beastmen Raiders

RATFOLK

Ratfolk

Even though ratfolk are not present in Melor, they are included here so that players with Skaven Mordheim warbands can use their models.

Cost: 20 gp

Fear tactics: A ratfolk may kill one of his own allies within 6" instead of rolling Morale, this gives enemies within 12" disadvantage on their Morale checks.

Mordheim warbands: Skaven

GOBLINS

Goblins are small, vermin-like creatures of green to grey skin. They are often stupidly brave, naïve and ruthless. Some have managed to cultivate a sense of intelligence.

Goblins

Cost: 20 gp

We be more than 'em: Gains the *Fearless* special rule if there are more allies on the board than enemies.

Mordheim warbands:

ORCS

The orcs were created by the Wood elves for one purpose, WAR! The once humans were mutilated until they became great killing machines. To limit their spread and train warriors faster the elves gave them short lifespans, a fully grown orc is a mere six years old, and will die at the age of 30.

Wild Orcs

Some orcs try to live a civilised life in the cities alongside humans, elves and dwarves. But not the Wild Orcs, under the banner of the Orc Lord and then later under the command of the Pirate King Castiel du Sin, the Wild Orcs remain pure killing machines.

Cost: 20 gp

Lethal: Once per game, reroll a melee attack and use the roll you prefer as the result. If the *Lethal* attack reroll is a natural 16+ you can use *Lethal* again later this game.

Mordheim warbands:

DEMONS

The demons come from another world, Cala. A place not fueled by food and drink, but of emotions. The demons feed on emotions and they often try to enter into Melor to devour the feelings of its inhabitants.

Demon touched

The Demon touched are mere mortal men that have some Cala blood in them.

Cost: 20 gp

Curse of Chaos: Once per game when an enemy within 6" rolls a natural 1-5 on an attack, turn that into a 1.

Mordheim warbands: Carnival of Chaos, Cult of the Possessed, Norse Marauders

Spawns of Cala

Spawns are the real demons that comes from Cala, they are twisted in the anatomy, or made of non-physical materials.

Cost: 20 gp

Fear is my food: Spawns of Cala may gain +1 to a Core Stat every time an enemy flees, this gain is temporary and is lost at the end of the game.

Mordheim warbands: Carnival of Chaos, Cult of the Possessed, Norse Marauders

Classes

FIGHTER

Uses mostly physical attacks and boasts heavy armours to protect themselves with, goes into a frothing rage wielding large axes or uses the power of protection from armour with magic from their religion.

Unlocks Fighter, Barbarian and Paladin talents.

MAGIC USER

Either empowering their magic spells and breath weapons, using calculated and versatile spell or the holy magic of one of the religions found in Melor. Or might turn to the songs of power using a lute or fiddle.

Unlocks Sorcerer, Wizard, Priest and Bard talents.

Unlocks Spellcasting.

Before each game you may select a number of spells equal to your level.

EXPERT

With cloak and poison dagger, or a well-placed arrow the expert exceeds in killing targets fast and mercilessly.

Unlocks Rogue and Ranger talents.

Assembling your company of heroes

Each new company starts with 500 gold pieces to buy heroes and equipment with.

Give the company a name and motto.

Your heroes buy, steal or repurpose a place in the city of Istra into a base of operations. A place where your heroes live, train and drink.

It's important that you name your company hall.

Weapon descriptions

MELEE

Unarmed

Unarmed strikes have a -2 damage modifier and -2 to the attack roll.

Dagger

Daggers apply a -2 to attack rolls but -2 to an opponent's armour when determining damage.

One-handed weapon

These weapons have no modifiers.

Two-handed weapon

Two-handed weapons have +2 damage modifier and the *First strike* special rule against Spears.

Spear

Spears can be either a one-handed or a two-handed weapon. If you use a shield with a spear it counts as a one-handed weapon. If not, it counts as a two-handed weapon. Spears have the *First strike* special rule.

Shooting

All ranged weapons have Advantage against targets within 6" and the *Charged shot* special rule.

Bow

Bows may be loaded and fired as a Standard action.

Crossbow

Crossbows takes either a Move action or a Standard action to load. Crossbows have a +2 damage modifier.

Black powder

Black powder weapons give the defender Disadvantage to the defence roll and deal +6 damage. Black powder weapons have Disadvantage against all targets 12" or further away. Black powder weapons take 2 turns to reload.

Armour descriptions

LIGHT

Light armour gives the model +5 Armour.

HEAVY

Heavy armour gives the model +10 Armour but -2 Movement.

SHIELD

Shields give the model +1 to Armour, Arrow block and Shield friend.

Equipment list

WEAPONS

Name	Cost (gp)	Mordheim cost (gc)
Dagger	2	1
One-handed	10	10
Two-handed	12	15
Spear	5	5
Bow/Longbow	10	10
Crossbow	10	25
Rifle	50	30
Pistol	60	35

ARMOUR

Name	Cost (gp)	Mordheim cost (gc)
Light	15	20
Heavy	45	50
Shield	5	5
Buckler	5	5
Helmet	-	5

Special rules

ARROW BLOCK

Reaction: When fired upon you may spend your action to gain advantage to defence rolls against ranged attacks.

CHAINED

Each time you roll a natural even roll for this attack you can attack another target with the same attack.

CHARGED SHOT

Reaction: If you have a loaded ranged weapon and a model moves to Engage you in combat, you may as a reaction spend your Move action and Standard action to Shoot the attacker before he makes his attack. Your Shooting attack may be taken at any range you wish. If you do Shoot the attacker you cannot Switch weapon and you gain Disadvantage on your defence roll.

FEARLESS

Fearless models never have to roll morale.

FIRST STRIKE

Reaction: If you have not used your Standard action, you may spend your Standard action to make a Melee attack against your attacker before she attacks you. If both models have First strike they cancel each other out.

LEADER

Any model within 6" may use her Will when rolling Morale.

SHIELD FRIEND

Reaction: When fired upon you may shield a friendly model within 2" rolling defence instead of it by spending your action.

Campaigns

Most of the features here will be included in Version 3 of SoI.

Advancing your heroes

After each battle your surviving heroes gains 1 XP, it takes 4 XP to reach the next level.

Your heroes gain +1 to one Core Stat each time they gain a level.

Your heroes gain +1 talents for each level they have.

Advancing your company hall

Your company hall can be upgraded with gold.

CLEAR THE AREA

Remove terrain when another mercenary company invades your base.

WALLS

Gives you wall from where to defend your base.

Talents

Talents are things that improve your Hero, giving him more of an edge against her opponents.

FIGHTER TALENTS

Fighter

Toughness: You gain +4 Health

Cleave: If you kill an opponent, you may make another attack against another opponent that you are engaged in combat with.

Power attack: Twice per battle, before you roll attack you may declare that you use Power attack. If you win the combat roll you may deal 1D6 extra damage.

Barbarian

Rage: You gain advantage to melee attack rolls.

Whirlwind: Once per battle: Make a melee attack against all enemies within 2".

Relentless: If the attacker does damage she must roll 12+ on the attack roll or it only deals half damage.

Paladin

Smite douchebag: Once per game, before you roll attack you may declare that you use Smite Douchebag. You may deal 1D3 extra damage even if you lose the combat roll. You may deal 1D6 extra damage if you win the combat.

Bastion: You gain +1 Armour and can Once per game invoke the special rules Shield friend even if you don't have a shield.

Paladin's challenge: If you damage a model you may choose to challenge that model. You both take a -4 attack penalty to all other models.

MAGIC USER TALENTS

Sorcerer

Gather power: Spend your Standard action this turn, the next spell that you cast deals double damage.

Spell fist: If you roll a natural 18+ with a melee attack you may cast a spell as an free action.

Wizard

Abjuration: +4 Armour for one turn when casting Once per game spells.

Priest

Domain of Healing: When you cast a spell that heals you or an ally you may add your level to the amount healed

Domain of Justice or Vengeance: Once per turn, when an enemy rolls a Critical hit against you or an ally within 6", you gain a Blessing of Reroll, immediately give it to an ally within 12". That ally may reroll an attack this turn.

Bard

Spellsinger: You gain +1 on all spells that targets your allies.

EXPERT TALENTS

Rogue

Sneak attack: Once per turn, when you hit with an melee attack against a Flanked enemy add your level to the damage.

Shadow walk: As a Move action before you have used your Standard action this turn, if your are not engaged make an opposed Will roll against the enemy with the highest Will within 6". If you win the roll remove yourself from play. At the start of your next turn, return at a position that you could have moved to normally during your turn. You deal double damage with your first attack that turn. If you lose the roll, take your Standard action as normal.

Tumble: You gain +5 to Disengage checks.

Ranger

Double melee attack: If you are fighting with two one-handed weapons or daggers you can make a double melee attack. If your first attack is a natural even roll (hit or miss), you can make a second attack as a free action. You gain a -2 damage penalty to both attacks.

Double ranged attack: If your are fighting with a ranged weapon that doesn't need to be reloaded or that you have actions enough to reload, you can make a double ranged attack. If your first attack is a natural even roll (hit or miss), you can make a second attack as a free action. You gain a -2 damage penalty to both attacks.

Lethal hunter: Once per game, choose an enemy, the Critical Hit range of your attacks against that enemy expands by 2 (usually from 20 to 18+) for the rest of the game.

Scenarios

Will be added in Version 3.