Storm of Istra

A fantasy skirmish wargame in an apocalyptic tradecity

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

Play testers:

- [Your name here]

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Rules

Stat line

Power, Finesse and Will are Core Stats.

POWER
Used for striking in melee. Str, Con

FINESSE
Used for shooting. Dex, Wix

WILL
Used for casting spells and morale. Int, Cha

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.
10+

MOVEMENT
Movement is a modifier to the movement roll.

Skills

Ranges from easy 6+, normal 11+, hard 16+

POWER
Climb: Easy: 1", Normal: 2", Hard: 3"

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 their turn.

INITIATIVE
Initiative is rolled once at the start of the game. A simple opposed roll is used, the high roller begins, ties are rerolled.
The player that won the roll get to activate stone of his models and then nominate the next model to be activated. They can choose to nominate their own, another players or a neutral monsters model. The owner of the nominated model takes that models turn and the nominates the next model, and so forth until all models

have been nominated once. The last nominated model's owner gets to nominate 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 and one action, they can take them in any order.
Valid actions for a model is: Melee, Shoot, Cast a spell, Sprint, Pick up item.

Movement

If a model wants to move it rolls 3D6 and adds it Movement stat, it may move that many inches.

Sprint

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

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".

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+ they 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.

Melee Combat

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.

Ranged combat

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.

Spellcasting

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

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

For example, a bowman 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 battle.

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 inline by 1.

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 company leader is within 6" of her she may use the leaders Will stat in place of her own.

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 movement 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.

Spellcasting

SCHOOL OF FIRE

Fireball

Once per battle
Target: 3" radius
Attack: Brilliance vs Finesse

SCHOOL OF FROST

Ray of Frost

Once per turn
Target: 1 model
Attack: Brilliance vs Finesse

Mercenary companies

Heroes

Each hero costs 80 gp to hire to your company.

STARTING HEROES

A newly recruited hero starts out at level 1.

Choose a name, race and class for the newly recruited hero.

The table shows the starting value and max value of each stat for that race.

Race	P	F	W	H	A	M
Human	1/5	1/5	1/5	10/20	11	0
Elf	1/5	1/5	1/5	10/20	11	0
Dwarf	1/5	1/5	1/5	10/20	11	0
Halfling	1/5	1/5	1/5	10/20	11	0
Undead	1/5	1/5	1/5	10/20	11	0
Beast	1/5	1/5	1/5	10/20	11	0
Demon	1/5	1/5	1/5	10/20	11	0

Races

Humans
Pirates
Sisters of Sigmar
Witch Hunters
Bretonnia Knights
Amazons
Pit Fighters
Mercenaries

Elves
Wood elves
Steppe elves
Dark elves
Shadow Warriors

Dwarves

Dwarf Treasure Hunters

Halflings

Undead

Beasts
Beastmen Raiders

Ratfolk

Goblins

Orcs

Demons
Carnival of Chaos
Cult of the Possessed

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.

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

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.

Bow

Bows may be loaded and fired as a single action. The range of a bow is greater than the board size, but for game purposes it's max range is 24".

Crossbow

Crossbows takes either a movement or an action to load. Crossbows have a +2 damage modifier and a maximum range of 24".

Black powder

Black powder weapons give you a -2 to ranged attacks but gives you +4 to damage.

Armour descriptions

Light

Light armour gives the model +1 Armour.

Heavy

Heavy armour gives the model +4 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
Bow	10	10
Crossbow	10	25
Longbow	15	15
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.

Shield friend

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

Campaigns

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 all stats except movement for each level they have.
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

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 battle, 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 +2 Armour and can once per battle 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
Wizard
Priest
Bard

Expert talents
Rogue
Ranger