

OLD FELLAS ALPHA v0.1

PLEDGE

During the Gathering phase, you gain Soul's Dice based on the current round: gain 1 Soul's Dice in the first round., 2 Soul's Dice in round 2, 3 in the 3rd round, etc.

'Treasures of the Far Lands': During the Gathering phase, roll 1 dice for each round (1 in Round 1, 2 in Round 2, etc.). If you roll a 6, you gain an additional Soul Die for each success.

FACTION MISSION

Each time the Old Fellas captures a Control Point, they gain 2 victory points instead of 1.

If the Treasure Bearer survives to the end of the game and is at an allied Control Point, they earn 3 additional victory points.

If map has not Control Points already, place 5 of them in your deployment.

OLD FELLAS PASSIVES

Treasure Bearer:

Choose a Follower as the 'Treasure Bearer' and place a Treasure token next to the miniature. If the "Treasure Bearer" dies, the Treasure can be hold by another allied miniature who ends their turn base to base with the Treasure's token. **Treasure Bearer can not attack.**

At the end of the first round, reveal who is carrying the treasure to your opponent.

Move move!:

- Each time the *Treasure Bearer* moves more than 5" from its starting position (in the same turn), you gain 1 *Soul's Dice*.
- If the *Treasure Bearer* is at a Control Point or base-to-base of at least 2 allies at the end of the round, you gain 1 additional *Soul's Dice*.

MELEE WARRIOR FOLLOWER (x4)

MOVEMENT (M)	POWER (P)	AGGRESSIVENESS (A)	VITALITY (V)	DEFENCE (D)	WOUNDS (W)
10"	4	+4	4	+4	3

Follower: During your activation turn, simultaneously activate an allied miniature that has not been activated yet, located in your line of sight that also have the Follower skill. Perform your Turn Sequence as usual with both miniatures.

RANGED WARRIOR FOLLOWER (x2)

MOVEMENT (M)	POWER (P)	AGGRESSIVENESS (A)	VITALITY (V)	DEFENCE (D)	WOUNDS (W)
10"	4	+4	4	+6	3

Crossbow: This model, whenever it is going to make an attack, will make a ranged-attack. Crossbow are so powerful in short shoots. Add +1d6 (P) in short ranged shoots.

Range: 12" if main target is 6" or less is a short shoot.

OLD FELLA BRUTE

MOVEMENT (M)	POWER (P)	AGGRESSIVENESS (A)	VITALITY (V)	DEFENCE (D)	WOUNDS (W)
8"	3	+4	5	+3	5

Behind me : If 1 ally is based with you, it gets an additional support in defence mode.

OLD FELLA SPECIALIST

MOVEMENT (M)	POWER (P)	AGGRESSIVENESS (A)	VITALITY (V)	DEFENCE (D)	WOUNDS (W)
8"	6	+4	3	+4	2

My treasure!: If the Treasure Bearer is attacked, the fanatic has RR to attack against the first aggressor of that round.

OLD FELLA LEADER

MOVEMENT (M)	POWER (P)	AGGRESSIVENESS (A)	VITALITY (V)	DEFENCE (D)	WOUNDS (W)
8"	5	+3	5	+4	4

(1) No One Left Behind: All allied models in Aggressive mode that are at 5" or more and are not base-to-base with another unit, allied or enemy, can perform a Move Forward of 5" with no change of status.

OLD FELLA ERUDITE

MOVEMENT (M)	POWER (P)	AGGRESSIVENESS (A)	VITALITY (V)	DEFENCE (D)	WOUNDS (W)
8"	3	+3	3	+4	3

(1) Back up!: If the Treasure Follower is 10" or more away in your line of sight, and is not in Melee Combat, teleport it to base-to-base with you. This is a Move Forward Move.

(2) Stop! : Circle with the centre on the Treasure Bearer: at 2", models within range cannot attack or be attacked or move until the end of the round.

SHAME

Once per game, before of activating a miniature, you may do a roll of Shame. You get one Shame die for each Victory Point your opponent takes from you at the end of the round.

1-3. Short cut!: Place a token representing in the centre of ta control point under your control. At the beginning of your next turn, roll 1d6”, consider the results as the radius of a circle with the control point as central point. Until the end of the round, any miniature in the area add 5” to their movement characteristic for rest of the game.

4-6. Intercession: Gain 4 Soul’s Dice for your faction in a critical moment of need.

7-9. Old tactics: Once per battle, at any time, you can change the Treasure Bearer to a different Follower.

10-12. Use it: Sacrifice the Treasure Holder, all allied miniatures double their power until the end of the round, for any enemy defeat in this round add 1 victory point.