

# THE EIGHTPINTS™





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# Sort Of Near The Beginning...

There was The Cycle of Perpetuality. The land would be wholesome, happy and glad. People would cheer and dance in the streets. They would get rich off the land and harvest great hoards of food and treasure. This was The Good Times. The Titans of Perpetuality, awoken by the thumping drums of too much revelry, would awaken, to join in "the dance". They would lay siege to the land and its peoples, eating the harvest and collecting the treasures. These were known as The Bad Times. The Titans of Perpetuality would get rich off the harvest of the people, and the people would suffer.

Then, a leader would arise, a leader who would gather together a warband of noble and ignoble attributes, who would wage war on the Titans of Perpetuality. The Titans of Perpetuality would fight, but succumb to the leader and their warband. The Titans would recede into the places from which they had awoken, and slumber again. The people would then regroup, rebuild, and the Cycle towards The Good Times would begin again.

This happened for centuries. Millennia.

Then...

Some MF went and lost his Rhames-Damed dog. Aww shizz.

So began a quest so vile, so rank and smelling of whizz, that the whole universe collapsed in

on itself, both the past and future becoming one, then separating again like the cosmic-scale parents of a dwarf sun during a particularly bad divorce. Lawyers, eh.

A literate rat, a Lord of Somefaceplacename, docks, woods, and a giant plot to rewrite the future before it happened, happened. Something about a Frakk Drill that never made the light of day. Some shizz about a plague of some colour, shape or form.

The people did not celebrate. The Titans of Perpetuality did not awaken. They slumbered through many, many cycles, and the world descended into a descent of some form of metaphorical steepness. The Titans of Perpetuality slept, but their bellies grew hungry as they lay. One day, a rumble in the belly of a Titan was so loud it caused an avalanche in the Hountains, and awakened its Titan of Perpetuality. Just one. One big enough to rip a hole straight through the side of the mountain it was sleeping in like a MF going straight through the side of a lit toaster with a sledgehammer. Sparks, MF, sparks. Maintenance bills, possibly Insurance Claims. Buildings and cities burned. People fled and took out mortgages in new neighbourhoods. The Titans of Perpetuality had awoken, and they were angry as a MF.

They scoured the land, searching for their harvest and treasure. Searching for the happy dancing people to terrorise and their bastions to lay waste to. No happiness. No dancing. Only a dog, in "Returned" format. What an airborne genital of a situation.

They learned that the Cycle of Perpetuality was over. The people were sufficient with mundanity and returned possessions. There was no bountiful harvest, and no treasure to be hoarded.





Just a dog. And a lot of whizz on a fair few trees.

The Titans of Perpetuality decided to take revenge. Like, MFkn revenge. They lay siege to city by city, region by region. The Eightpints lay in a different shape of ruin to its normal shape of ruin. People got lost on their way to work and needed to use social skills to navigate the city streets. Imagine, MF, just imagine.

And then... You. You stepped in, stepped up, and said something like, "G'day me'Landlord O'Matey. Can I order a fresh pint o' yer finest and gladdest?"

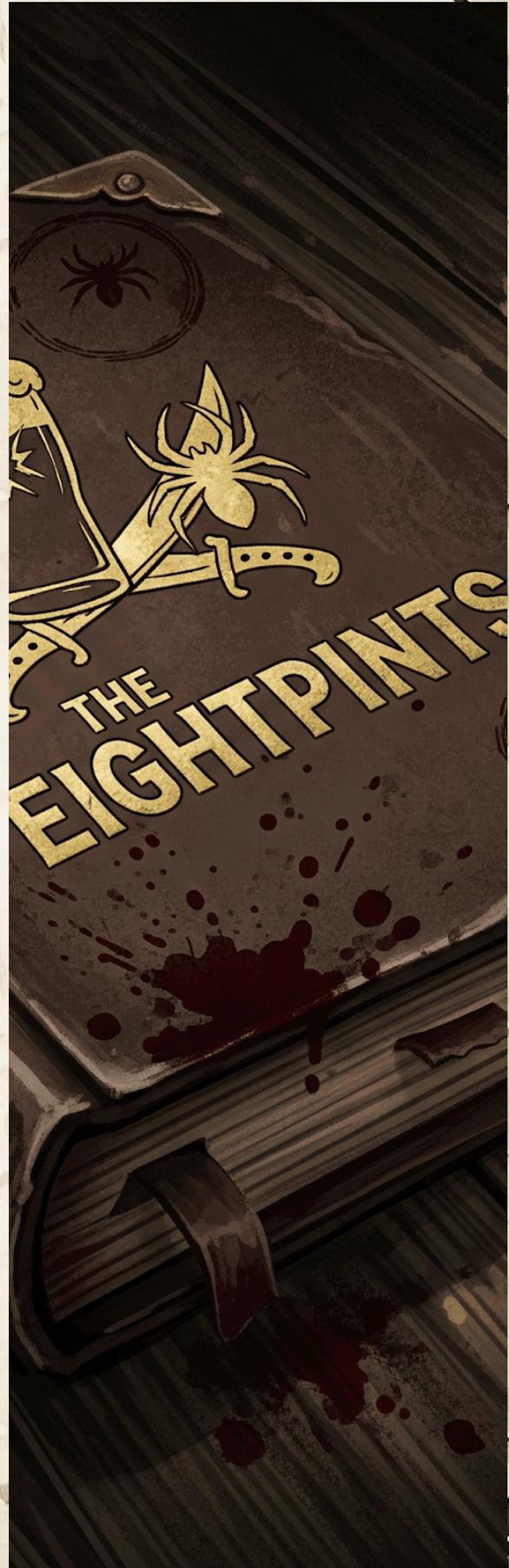
The landlord poured your pint, fresh frothy foam whispery-kiss-sliding down the slide of the tankard.

You asked something along the lines of, "How much damage?"

And he reached under the bar, grabbed something out of sight, then placed a medium-sized scroll on the bar, just next to your fresh beer as it sat there settling. He looked you square in the eye/face/eye-patch/helmet-guard and said:

"Howabouts... you kills us eights of them?"

**MF.**  
**We have us**  
**a PURPOSE.**





Sea of

**Near The Beginning...**

MF.

We have us  
a PURPOSE.

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# Vol. VII

## Classes & Skills

### *The Spirit of the Bull*

In this life, you learn to be good at something, or you die. It's that simple. Over time, every survivor falls into a role, a specialisation born from grim necessity. These are your "classes." This isn't some noble calling; it's the dirty, bloody trade you've picked up to keep yourself from ending up on a butcher's hook. You need to decide what kind of monster you want to be when you grow up, because make no mistake, every leader in this game is a monster of one kind or another.

So, who are you? Are you the **Warlord**, the loudmouth with the big axe who's good at shouting at your mates until they run in the right direction? Are you the **Sorcerer**, the weirdo who decided to skip the sword-fighting lessons and go straight to mainlining the raw, chaotic filth of the universe for fun and profit? Maybe you're the **Assassin**, the sneaky git who wins the fight by sticking a knife in someone's back while everyone else is busy with the introductions.

Perhaps you're one of the newer breeds. The **Surgeon**, the battlefield butcher who sees your fallen comrades not as a tragedy, but as a collection of perfectly good, salvageable spare parts. Or maybe you're the **Metteura**, the flashy performer who thinks a battle is a stage play and is determined to make sure everyone's death is as dramatic and

unnecessarily theatrical as possible. Or are you the **Merchant**, the con artist who knows that the surest way to win a fight is to make your opponent an offer they can't refuse, usually right before you stab them.

Each of these trades has its own unique and terrible power, a final, awe-inspiring **Commandment** that can rewrite the story of a battle in a single, glorious moment. This is your ace in the hole, your show-stopping finale, the big, shiny red button you get to press once per brawl to remind everyone why you're the one in charge. It is the ultimate expression of your will, a single act so powerful it can snatch victory from the jaws of a pathetic, humiliating defeat.

But a leader can't rely on a single, grand gesture. That's where **Skills** come in. These are the hard-won talents, the dirty tricks, and the specialized techniques you learn through the simple, brutal education of not dying. As you and your crew earn experience and level up, you'll learn new skills from your class's unique tree, allowing you to customize your leader into the perfect, specialized killing machine. This is how you go from being a hopeful amateur to a scarred, professional terror.

Of course, a leader is nothing without their crew, and not everyone is cut out for the pressures of command. The rest of your warband will be made up of the common, work-a-day fighters who fall into one of five broad, essential trades. You've got your **Bruisers**, the big, tough lumps of muscle you put in the front to soak up the damage. You've got your **Skirmishers**, the quick, annoying pests who run around grabbing objectives and stabbing people in the kidneys.

Then there's your **Marksmen**, the patient, cold-hearted killers who like to solve their





problems from a safe distance, preferably from a different post code. You've got your **Acolytes**, the dabblers in the dark arts who have learned just enough magic to be a danger to everyone, including themselves. And finally, you have the **Tinkerers**, the grease-stained engineers who keep everyone else's mechanical junk from spectacularly exploding at the worst possible moment.

Then, beyond "finally", there's the **Feidjinn**, the death-marked souls mainlining raw Juice. They're the gamblers who'll burn their own future to rattle the Oracle's cup, turning the fray into a shivering, chaotic gamble. They made it a fingernail's breadth beyond finality and then came all the way back. To close out.



These are the rank-and-file, the grunts, the expendable heroes who will do the bulk of the fighting and dying for you. But they are not just faceless thugs. They too will learn from their mistakes, earning experience and honing their craft. Each of these five generic classes has its own skill tree, allowing you to shape your humble Bruiser into a legendary Shield Wall, or your plucky Skirmisher into a master of traps and misdirection. This is how your warband truly grows: not just by getting a better leader, but by turning a crew of hopeless amateurs into a well-oiled machine of professional killers.

Led by yours truly.





# Classes and Commandments

## The Sorcerer

You can always spot the Sorcerers. There's a strange hum in the air around them, and the ale in their glass sometimes bubbles for no good reason. They're the ones who've decided to open their veins to the raw, chaotic "Juice" of the world, and it leaves a mark on them. Their power is a terrible, glorious thing to behold. They don't just fight; they rewrite reality, tearing a **Star of Ruin** from the sky or summoning a **Bound Sink Spawn** from a puddle of filth. They are a walking, talking conduit for the madness of The Sink, and you never know if their next great act of power will win the battle or just get everyone, including themselves, killed in a spectacular, otherworldly fashion.

## The Warlord

A warband is not an army; it is a pack of snarling, half-starved dogs, and the Warlord is the one holding the leash. Their strength is not just in the axe they carry, but in the will of the desperate souls who follow them. In the chaos of a brawl, when plans have gone to hell, a Warlord's roar is the only thing that matters. They are the rock in the tide of battle, the one who plants the **War Standard of Defiance** in the mud and declares that this ground will not be yielded, or who beats the **War Drum of the Unbroken** to drive their crew into a frenzy. They don't just lead a warband; they *are* its heart.

## The Assassin

While the others are roaring and charging, the Assassin is the quiet shadow that clings to the wall, the whisper in the dark. Their trade is not in the grand clash of steel, but in the single, perfect moment that decides a battle before it has even begun. They see the fight differently, as a web of opportunities and weaknesses. They are the ones who will use a Commandment like **The Gilded Cage** to trap an enemy leader in a beautiful, unbreakable prison of light, or who will mark a hulking brute with **The Butcher's Bill**, turning the poor sod into a walking target for every blade on the field. They don't win the brawl; they simply decide who loses.

## The Metteura

The Metteura knows a secret: a battle isn't a contest of strength; it's a performance, and every performance needs a director. They are the masters of the spectacle, the ones who know that the crack of a whip can be louder than any war-cry. Their Commandments are acts of grand, theatrical misdirection. They will summon a **Fiery Hoop** for their warriors to leap through, turning a simple advance into a death-defying spectacle, or they will create a dazzling illusion of **Smoke and Mirrors** to draw the enemy's attention while the real trick unfolds in the shadows. To fight a Metteura is to realize you are not a soldier in a war, but an unwitting actor in their grand, bloody opera.





## The Surgeon

You don't go to a Surgeon for a gentle bedside manner. You go to them because you're dying, and they're the only one pragmatic enough to do what needs to be done. They see the battlefield as a butcher's shop, a collection of useful, salvageable parts. Their Commandments are not spells, but acts of grim, invasive engineering. They will set up a **Butcher's Table** mid-battle to perform a hasty, life-saving amputation, or they will deploy a **Marrow Vat**, a grotesque cauldron that recycles the dead into a slurry of biomass to create a new, stitched-together horror. They are the grim mechanics of the mortal coil.

## The Merchant

The Merchant's weapons are not the axe or the spellbook, but the gilded contract and the impossible choice. They see a chaotic brawl not as a fight, but as a hostile negotiation. Their power is a quiet, terrible thing, the art of turning a man's own nature against him. Their Commandments are not attacks, but propositions. They will offer an enemy a **Gilded Gift**, a beautiful box that might contain a treasure or a bomb, or they will present a caged **Trojan Beast**, forcing their foe to choose between unleashing a monster or wasting their time dealing with it. They don't just fight battles; they own them, and they always make sure someone else pays the price.

## Using a Commandment: The "Moment of Power" Rule

The moment a leader successfully uses a Commandment, the sheer power of the act is so immense that it inspires or terrifies those nearby. In addition to the Commandment's own effect, you may **immediately choose** either to have all friendly fighters within 6" of your leader heal D3 wounds OR have all enemy fighters within 6" of your leader suffer D3 damage.





# Sorcerer





## Sorcerer Commandments

The essence of the Sorcerer is a direct and dangerous communion with the raw, chaotic filth that holds this world together, a power colloquially known as "Juice." Where most rational beings are repulsed by the metaphysical energies of The Sink, the Sorcerer has chosen to open their veins to it, to become a living conduit for its madness. When they call upon their power, they feel their teeth ache and their blood burn. It is a terrible, glorious feeling, the sensation of reality itself begging to be rewritten. A Sorcerer does not merely cast spells; they impose their will upon the universe's flawed and screaming canvas.

The methodology of this communion differs greatly depending on the Sorcerer's creed. A Creed-Bound Sorcerer, such as a Wytch Coven Soul-Binder, sees themselves as a humble vessel, a divine instrument through which their god's power flows. Their power is a gift, a prayer answered. In contrast, a Self-Made Sorcerer, like a Magister of the Coven of the Unbound Will, sees themselves as the master. They do not pray; they command. They seize the raw Juice through sheer force of will, bending it to their own ambitious designs. Both paths lead to immense power, but the philosophical distinction is absolute.

This power manifests on the battlefield as acts of brutal, direct creation or destruction. The Sorcerer's Commandments are not subtle manipulations, but overwhelming displays of force. They will tear a "Star of Ruin" from a chaotic void, summon a temporary "Bound Sink-Spawn" from the depths of The Sink, or call forth a "Torrent of Filth" to corrode and dissolve the battlefield. They are the artists of the apocalypse, their every action a grand, spectacular, and often self-destructive masterpiece.

Ultimately, all Sorcerers must contend with the fundamental truth of their craft: The Sink is a deep and hungry well, and it always gets its due. The chaotic energy they channel is not a clean or stable force. It is a cosmic runoff, a slurry of dead ideas and raw potential that stains everything it touches. The greatest Sorcerers are not the ones who wield the most power, but the ones who can survive the inevitable, corrosive backlash of their own terrible art.





## Star of Ruin

### *Sorcerer Commandment*

The Sorcerer does not simply summon a rock; they tear a hole in the fabric of reality, pulling forth a jagged, non-Euclidean shard of solidified Sink-filth. This "star" is a corrupted celestial body, a piece of a dead reality that poisons the very ground it touches, its debilitating energy a constant, grim reminder of the abyss that lies beyond the veil.

- **Physical Model:** A 3" diameter, crater-like base with a single, large, crystalline shard of Sinkstone jutting from its center.
- **Rules:**
  - **Cost:** (Triple)
  - **Effect:** Place the **Star of Ruin** model anywhere on the battlefield more than 6" from your leader. All fighters (friend and foe) within 3" of the center of the model immediately suffer D6 damage with a Heft of 5.
  - **Lingering Effect:** For the rest of the battle, the Star of Ruin remains on the board. Any fighter that ends their activation within 3" of it suffers -1 to their **Grit** until their next activation as the chaotic energy seeps into their wargear.
  - **Moment of Power:** When the sludge is summoned, you also trigger the **Moment of Power** effect.





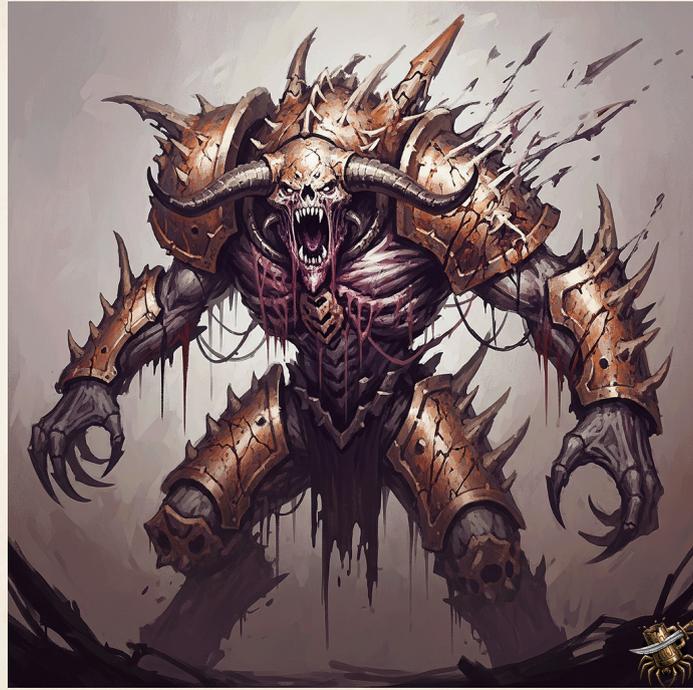
## Summon Bound Sink Spawn

*Sorcerer Commandment*

This is not a true summoning, but a hasty and blasphemous act of spiritual taxidermy. The Sorcerer reaches into The Sink, snares a lesser, hateful consciousness, and forces it into a temporary vessel of ectoplasmic rage. The resulting Sink Spawn fights with a desperate, terrible fury, for it knows its time in the physical world is fleeting, a brief and violent holiday from its own personal hell.

- **Physical Model:** A unique model representing a powerful, temporary daemon (e.g., a **Bound Sink Spawn**).
- **Rules:**
  - **Cost:** (Triple)
  - **Effect:** Place a **Bound Sink Spawn** fighter on the board, anywhere within 6" of your leader. The Sink Spawn activates immediately after the leader's activation is finished. It may perform two actions (move, attack, etc.) as normal.
  - **Lingering Effect:** At the end of the battle round, the Sink Spawn is consumed by the unstable energies that bind it and is removed from the game.
  - **Moment of Power:** When the sludge is summoned, you also trigger the **Moment of Power** effect.





## Bound Sink Spawn

Historical analysis of Sink-based thaumaturgy reveals few acts as desperate or blasphemous as the summoning of a Bound Sink Spawn. This is not a true summoning, but a vulgar act of spiritual taxidermy. The Sorcerer reaches into the metaphysical filth of The Sink and snares a lesser, hateful consciousness, forcing it into a temporary vessel of pure, otherworldly rage. The resulting creature is a paradox: a being of immense power, yet utterly ephemeral. It fights with an unthinking, desperate fury, for it understands its time in the physical world is but a brief, violent holiday from its own personal hell.

*A Bound Sink Spawn cannot be included in a warband during recruitment. It can only be brought into a skirmish by the **Bound Sink Spawn** Commandment.*

Flurry	Heft	Grit	Footwork	Wounds	Metvél-Kaltos	Clout
5	5	3	5	35	1	1

### Weapon:

- **Sink-Formed Claws (Melee):** Range 1, Impact 3/6

### Special Rules:

- **Unthinking Fury (Mindless):** This fighter is a being of pure, unfocused rage. It cannot use abilities (other than its own), pick up or carry objectives, or be affected by any abilities that target a fighter's mind (e.g., fear, taunts). It exists only to move and attack.
- **Fleeting Form:** This creature is a temporary manifestation. At the end of the battle round, it is removed from the game.
- **Unbound Activation:** The Bound Sink Spawn activates immediately after the lead activation is finished. It may perform two actions as normal.





## The Sink's Embrace

### *Sorcerer Commandment*

The Sorcerer does not manipulate the battlefield; they invite a piece of The Sink to it. The ground does not turn to mud, but to a greasy, semi-sentient sludge, the congealed despair from the bottom of the cosmic drain. The hands that erupt are not those of the dead, but are the half-formed, grasping appendages of forgotten ideas and failed ambitions, forever seeking to pull the living down into their own forgotten state.

- **Physical Model:** A **Sink's Embrace** model depicting a swirling pool of black, oily sludge, with ghostly, skeletal hands reaching up from its surface.
- **Rules:**
  - **Cost:** (Triple)
  - **Effect:** Place the **The Sink's Embrace** model anywhere on the battlefield more than 6" from your leader.
  - **Lingering Effect:** For the rest of the battle, the area within 6" of the model is considered **treacherous terrain**. Any fighter (friend or foe) who begins their activation in or enters this area must make a **Movement check**. On a failure, they are **dragged 3"** towards the center of the token, suffer **D6 damage**, and are **Pinned**. Additionally, the area blocks line of sight for any fighter trying to look *through* it.
  - **Moment of Power:** When the sludge is summoned, you also trigger the **Moment of Power** effect.





## Torrent of Filth

### *Sorcerer Commandment*

The ultimate expression of the Sorcerer's contempt for the natural order. This is not a spell, but an act of pure, cosmic vandalism. The Sorcerer opens a direct, unfiltered conduit to the very bottom of The Sink, unleashing a vulgar and overwhelming deluge of spiritual refuse. It is a tide of pure, chaotic potential that un-makes all it touches, its corrosive properties a testament to the fact that in the face of true chaos, even the most resilient of armours is merely a temporary, flawed concept.

- **Physical Model:** The **Torrent of Filth** model. The model depicts a swirling, disgusting pool of oily, multi-coloured sludge.
- **Rules:**
  - **Cost:** (Triple)
  - **Effect:** Place the **Torrent of Filth** model anywhere on the battlefield more than 6" from your leader.
  - **Lingering Effect:** For the rest of the battle, the area within 5" of the model is **corrosive terrain**. Any fighter (friend or foe) who begins their activation in or enters this area immediately suffers a permanent **-1 to their Grit characteristic** for the rest of the battle.
  - **Moment of Power:** When the sludge is summoned, you also trigger the **Moment of Power** effect.





## Sorcerer Skills

Sorcerers are conduits of raw power, manipulating the chaotic energies of The Sink. When a Sorcerer leader levels up, they may choose to learn one of the following skills.

Skill Name	Effect
<b>Empowered Conduit</b>	<b>[Passive]</b> When this leader uses an ability that deals damage (like "Bolt of Change"), add +1 to the total damage dealt.
<b>Sink Fuelled Vigour</b>	<b>[Ability - Cost: 4+]</b> This leader heals D3 Wounds. If they are within 3" of a Sink-Hole or Fester-Tree, they heal D6 Wounds instead.
<b>Sink Shield</b>	<b>[Reaction - Cost: 4+]</b> Use this ability after this leader is hit by a ranged attack but before damage is rolled. Halve the damage suffered from that attack (rounding up).
<b>Arcane Resonance</b>	<b>[Passive]</b> When this leader successfully uses an ability with a (Double) or (Triple) cost, they may immediately change the face value of one of their unused Oracle Dice to any value of their choice.
<b>Channelling Focus</b>	<b>[Passive]</b> This leader may re-roll one die when rolling for the effect of an ability or spell (e.g., when rolling for the D6 damage of "Bolt of Change").
<b>Eldritch Grasp</b>	<b>[Ability - Cost: Double]</b> Pick an enemy fighter within 9". That fighter is Pinned and cannot move until the end of their next activation.





# Warlord





## Warlord Commandments

The Warlord is the indispensable fulcrum upon which a warband's disparate, chaotic energies are balanced. They are the force multiplier, the living embodiment of a crew's collective will. A warband is not an army of disciplined soldiers; it is a pack of snarling, half-starved dogs, and the Warlord is the one holding the leash. Out there, in the mud and the blood, their followers will not look to a map or a grand strategy. They will look to their leader, whose presence is the only rock in a tide of chaos. A Warlord's strength is not just in the weapon they carry, but in knowing the precise, perfect moment to let that leash slip and unleash their hounds of war.

This act of inspiration takes many forms, dictated by the Warlord's creed. A Tide Lord of the Tide Sworn might inspire his crew with a bellowing sea-shanty, a promise of plunder and a glorious, bloody death in the name of Leviakh. In contrast, the Iron-Horn of the Stålkarn Horde leads not with words, but with the singular, percussive act of their own unstoppable charge, their very momentum a command that the rest of the herd must obey. A Warlord does not simply give orders; they are the narrative that their followers choose to believe in.

Their Commandments are tangible projections of this narrative onto the battlefield. The "War Standard of Defiance" is not just a flag; it is a physical manifestation of collective resolve, an anchor against the tide of fear. The "Altar of Carnage" is a focal point for the warband's shared fury, a temporary shrine to their own violent potential. Through these acts, the Warlord turns the disparate emotions of their crew into a single, cohesive, and devastating weapon.

Their ultimate function is to provide a center of gravity in a profession defined by chaos. They bear the weight of their crew's hopes and their failures, their every command a gamble with the lives of those who trust them. A Warlord's true burden is not the heavy armour they wear, but the souls of the desperate men and women who have chosen to follow them into hell, a responsibility that can forge a legend or crush a soul.





## War Standard of Defiance

### *Warlord Commandment*

This is not just a banner; it is a declaration of existence, a furious argument against the universe's indifference. It is planted in the ground not just as a rallying point, but as an anchor. The aura it projects is the collected, stubborn refusal of every warrior who has ever died under its sigil, a tangible field of defiance that makes lesser spirits quail and lesser men break.

- **Physical Model:** A 2" diameter base with a large, ornate banner.
- **Rules:**
  - **Cost:** (Triple)
  - **Effect:** Place the **War Standard of Defiance** model anywhere within 3" of your leader.
  - **Lingering Effect:** For the rest of the battle, the standard projects a 6" **Aura of Defiance**. When an enemy targets a friendly fighter within this aura with an attack, the attacker must re-roll one of their successful hit dice (defender's choice).
  - **Moment of Power:** When the sludge is summoned, you also trigger the **Moment of Power** effect.





## War Drum of the Unbroken

### *Warlord Commandment*

The Warlord does not seek to inspire with words, but to rewrite the very rhythm of the battle. The drum's beat is not music; it is a percussive, hypnotic mandate. It overrides the chaotic, fearful heartbeat of the individual warrior and replaces it with a single, unified, and relentless pulse. To fight within its aura is to become a cog in a great and terrible engine of war, your every action perfectly in sync with the will of your commander.

- **Physical Model:** A large, brutal-looking war-drum on a stand, perhaps adorned with skulls and war trophies.
- **Rules:**
  - **Cost:** (Triple)
  - **Effect:** Place the **War Drum** model anywhere within 3" of your leader.
  - **Lingering Effect:** For the rest of the battle, friendly fighters starting their activation within 6" of the drum gain +2 **Flurry** for that activation.
  - **Moment of Power:** When the sludge is summoned, you also trigger the **Moment of Power** effect.





## Unbreakable Bastion

### *Warlord Commandment*

The Warlord channels the collective will of their warband, forging it into a single, perfect concept: survival. The resulting pillar of light is not a shield of magic, but a fortress of pure, unyielding resolve. For a brief moment, the warriors within are not protected by a barrier; they are the barrier, their belief so powerful it becomes a tangible, impenetrable wall against the horrors of the world.

- **Physical Model:** Three individual, small shield tokens, made of a translucent, golden or amber material.
- **Rules:**
  - **Cost:** (Triple)
  - **Effect:** Choose up to three friendly fighters anywhere on the battlefield. Place an **Unbreakable Bastion** token next to each of them.
  - **Lingering Effect:** The first time a chosen fighter would suffer damage from an attack action they ignore that damage completely, and then gain +2 **Grit** for the remainder of the battle round. The **Unbreakable Bastion** token is then removed from that fighter. The tokens last until they are used.
  - **Moment of Power:** When the sludge is summoned, you also trigger the **Moment of Power** effect.





## Altar of Carnage

### *Warlord Commandment*

This is a ritual of violent, temporary deification. The Warlord erects the altar not as a plea to a god, but as a challenge. The blood spilled upon it is an offering that awakens the battlefield's own dormant fury. The resulting aura is a feedback loop of violence; the altar draws power from the carnage around it and, in turn, infuses the warriors with a perfect, single-minded rage, turning them into temporary avatars of the battle itself.

- **Physical Model:** A brutal-looking altar of iron, stone, and bone, topped with a horned skull.
- **Rules:**
  - **Cost:** (Triple)
  - **Effect:** Place the **Altar of Carnage** model anywhere within 3" of your leader.
  - **Lingering Effect:** The Altar remains on the board until the **start of your next turn**. While it is on the board, it projects a 6" aura of pure fury. Any friendly fighter who makes an attack action while wholly within this aura gains the following benefits:
    - They may **re-roll any failed hit rolls**.
    - Their attacks score a **critical hit on a roll of a 5 or a 6**.
  - **Moment of Power:** When the sludge is summoned, you also trigger the **Moment of Power** effect.





## Warlord Skills

Warlords are force multipliers, masters of command and combat tactics. When a Warlord leader levels up, they may choose to learn one of the following skills.

Skill Name	Effect
<b>Hold the Line!</b>	<b>[Ability - Cost: Double]</b> Choose a friendly fighter within 6". Until the start of your next activation, that fighter gains +2 Grit.
<b>Get Back in the Fight!</b>	<b>[Ability - Cost: 4+]</b> Choose a friendly fighter within 6" who is currently <b>Reeling</b> . That fighter is no longer Reeling.
<b>Inspiring Presence</b>	<b>[Passive]</b> Add +1 to the Clout of all friendly fighters within 6" of this leader.
<b>Coordinated Strike</b>	<b>[Ability - Cost: Double]</b> Choose a friendly fighter within 6". After this leader makes an attack action, the chosen fighter may immediately make a bonus attack action against the same target.
<b>Master Tactician</b>	<b>[Passive]</b> At the start of the battle round, after rolling your Oracle Dice, you may re-roll up to two of them.
<b>Iron Resolve</b>	<b>[Passive]</b> This leader and all friendly fighters within 6" are immune to fear and cannot be forced to make disengage actions by enemy abilities.





# Assassin





## Assassin Commandments

The Assassin walks a quiet and lonely path. While others are roaring and charging, they are the shadow that clings to the wall, the whisper in the dark. Their trade is not in the grand clash of steel, but in the single, perfect, and often unnoticed moment that decides a battle. An Assassin sees the battlefield differently. They see the loose buckle on the champion's armor, the nervous twitch in the sorcerer's eye, the fraying rope on the drawbridge. Their power is the chill that runs down a man's spine when he realizes he's been alone for just a second too long. They won't be seen coming; their presence is felt only in the cold, silent finality of their work.

This is not simply the art of the kill; it is the art of psychological warfare. An Assassin's greatest weapon is their understanding of an opponent's weaknesses. They do not just seek to kill a leader; they seek to isolate them, to turn their own allies against them, to create a perfect, inescapable trap of paranoia and doubt. They are masters of the "debuff," the subtle art of making an enemy less than they were, of stripping away their courage, their strength, and their hope, one precise cut at a time.

Their Commandments are the ultimate expression of this craft. They do not cause explosions or summon monsters; they impose a new, terrible logic upon the enemy. The "Gilded Cage" does not just trap a warrior; it removes a strategic piece from the board. The "Butcher's Bill" turns the enemy's own forces into the unwitting executioners of their champion. The "Web of Lies" dissolves a cohesive warband into a collection of isolated, terrified individuals.

Ultimately, the Assassin is the true arbiter of fate on the battlefield. Where a Warlord seeks to control their own warband and a Sorcerer seeks to control the elements, the Assassin seeks to control the enemy themselves. They are the unseen hand that guides the enemy's sword into their own foot, the quiet suggestion that turns a fortress into a tomb. They do not win battles; they ensure that the opponent has already lost before the fight has truly begun.





## Soul Trap

*Assassin Commandment*

This is not a physical snare, but a glyph of spiritual hunger. The Assassin scratches the sigil into the earth, creating a localized paradox, a small patch of ground that lies halfway between the physical world and The Sink. The first soul to tread upon it is snared, not by rope or steel, but by their own metaphysical weight, their very essence becoming a heavy, crippling anchor.

- **Physical Model:** A 3" diameter, flat token depicting a glowing, magical sigil.
- **Rules:**
  - **Cost:** (Triple)
  - **Effect:** Place the **Soul Trap** model anywhere on the battlefield more than 6" from your leader.
  - **Lingering Effect:** For the rest of the battle, the area within 3" of the model is a trap. Any enemy fighter who enters or ends their activation in this area is immediately **Pinned** and suffers **D3 damage**. For the rest of the battle, they suffer -1 to their **Flurry** and **Heft**.
  - **Moment of Power:** When the sludge is summoned, you also trigger the **Moment of Power** effect.





## The Gilded Cage

### *Assassin Commandment*

A tribute to the philosophy of Baudriarch, the Gilded Null. The Assassin does not imprison the body, but the concept of the victim. The cage of light is a perfect, beautiful simulation of a prison, and because it is perfect, it is more real than any physical barrier. The victim is not trapped by walls, but by the absolute, unshakeable idea of their own perfect isolation.

- **Physical Model:** A 5" diameter ring or a set of four corner-posts, made of a translucent, golden material.
- **Rules:**
  - **Cost:** (Triple)
  - **Effect:** Place the **Gilded Cage** model so that it is centered on a fighter or Beast.
  - **Lingering Effect:** The Gilded Cage is a set of solid, impassable walls that block all movement and Line of Sight. The Cage itself has **Grit 6** and **Wounds 10**. It can be targeted by attack actions from any fighter (friend or foe). Once its Wounds are reduced to 0, it is destroyed and removed from play. The trapped fighter can attack the Cage from the inside.
  - **Moment of Power:** When the sludge is summoned, you also trigger the **Moment of Power** effect.





## Web of Lies

### *Assassin Commandment*

The Assassin does not sow discord with mere words. They find a single, resonant frequency of doubt within the enemy warband and amplify it until it becomes a crippling, psychic cacophony. The spectral threads are a visible manifestation of this weaponized paranoia, a web that does not bind limbs, but severs the very concept of trust, turning a cohesive warband into a collection of terrified, isolated individuals.

- **Physical Model:** A set of 5 small tokens, each depicting a stylized, shattered eye.
- **Rules:**
  - **Cost:** (Triple)
  - **Effect:** Choose up to five enemy fighters anywhere on the battlefield. Place a **Web of Lies** token next to each of them.
  - **Lingering Effect:** For as long as a fighter has a **Web of Lies** token, they cannot move within 6" of or use any abilities that benefit another friendly fighter. They are completely isolated, unable to receive aid or provide it. At the end of each battle round, roll a D6 for each affected fighter. On a 6+, their paranoia subsides, and the token is removed.
  - **Moment of Power:** When the sludge is summoned, you also trigger the **Moment of Power** effect.





## The Butcher's Bill

### *Assassin Commandment*

This is the ultimate act of psychological warfare. The Assassin does not simply mark a target; they declare a singular, undeniable truth to the universe: "this one dies next." The spectral skull is not just a marker; it is a manifestation of this new reality. The victim is no longer a warrior fighting a battle; they are a debt to be collected, and every ally of the Assassin becomes a grim and willing bailiff.

- **Physical Model:** A single, spectral, floating skull token, glowing with a faint, blood-red light, which is placed next to the target's miniature.
- **Rules:**
  - **Cost:** (Triple)
  - **Effect:** Choose one enemy fighter anywhere on the battlefield. Place **The Butcher's Bill** model next to them.
  - **Lingering Effect:** For the rest of the battle, all friendly fighters may **re-roll any failed hit rolls** when making attack actions that target the marked fighter. Additionally, all attacks against the marked fighter gain **+1 to their base Impact**.
  - **Moment of Power:** When the sludge is summoned, you also trigger the **Moment of Power** effect.





## Assassin Skills

Assassins are masters of disruption and deadly precision. When an Assassin leader levels up, they may choose to learn one of the following skills.

Skill Name	Effect
<b>Anatomy of the Kill</b>	[ <b>Passive</b> ] When this leader attacks a fighter that has already activated this round, add +1 to the base <b>Impact</b> of their attacks.
<b>Vanish</b>	[ <b>Ability - Cost: Double</b> ] This leader may immediately make a bonus move action. Until their next activation, they cannot be targeted by ranged attacks.
<b>Isolate the Target</b>	[ <b>Ability - Cost: 4+</b> ] Choose an enemy fighter within 12". That fighter cannot receive benefits from friendly abilities (like healing or buffs) until the end of the battle round.
<b>Serrated Edge</b>	[ <b>Passive</b> ] On a successful hit, this leader's melee attacks cause the target to <b>Bleed</b> . A bleeding target suffers 1 damage at the end of each round until they are healed by any means.
<b>Master of Poisons</b>	[ <b>Passive</b> ] This leader may apply one dose of <b>Weapon Poison</b> to their weapon at the start of each battle for free, without it costing any Shiners: If the target takes critical damage from their weapon that target is <b>Poisoned</b> and suffers an additional D3 damage at the end of every battle round.
<b>Unseen Strike</b>	[ <b>Ability - Cost: Double</b> ] The next melee attack action this leader makes this activation ignores the target's cover bonus to Grit, and cannot be reacted to.





# Metteura





## Metteura Commandments

The Metteura understands a profound and subtle truth: that a battlefield is not merely a contest of strength; it is a performance. And every performance needs a director. The Metteura is the one who commands the stage, the one who knows that the crack of a whip can be louder than any war-cry. They deal in spectacle, in misdirection, in the beautiful, terrible dance of the fight itself. Their power is in the crowd's roar, in the gasp of a warrior who leaps through a ring of fire, in the stunned silence of an enemy who has been so thoroughly outplayed, they've forgotten who the real threat is. The Metteura is the show, and the battle does not begin until they say so.

Their craft is the art of manipulating perception on a grand scale. While an Assassin might exploit a single, hidden weakness, the Metteura creates a grand, overt spectacle that dominates the entire field. The "Fiery Hoop" is not just a hazard; it is a challenge, a test of courage that separates the heroes from the chorus. The "Smoke and Mirrors" is not just a diversion; it is an act of such dazzling, pointless beauty that the enemy is compelled to stop and applaud their own impending doom.

The Metteura's ultimate philosophy is that of the Gilded Null, Baudriarch: the perfect simulation is superior to the flawed original. The "Hall of Mirrors" is the ultimate expression of this creed, a Commandment that introduces a perfect, but temporary, copy to the battlefield. It is a philosophical paradox made real, a question posed to the universe: "which of these is real?" It is the ultimate gamble, a performance so convincing that not even the Metteura knows how it will end until the final, fateful moment of revelation.

To fight a Metteura is to realize you are not a soldier in a war, but a mere actor in their grand, bloody opera. Your every move is choreographed, your every decision anticipated. They are the ultimate puppet masters, and their victory is not just a matter of killing you, but of ensuring that your death is the perfect, tragic, and beautiful final act of their performance.





## The Grand Flourish

### *Metteura Commandment*

This is the Metteura's opening act, the moment the director takes the stage. The crack of the whip is not a simple attack, but a declaration of absolute control. It is a singular, dramatic sound that imposes a new narrative onto the chaos of the battle. For a moment, the Metteura is the only actor that matters, their will a tangible force that both inspires their own cast and violently throws their opponents off their marks.

- **Physical Model:** A **Center Ring Marker**, a 2" diameter token depicting a coiled whip on a patch of sawdust-strewn ground.
- **Rules:**
  - **Cost:** (Triple)
  - **Effect:** Place the **Center Ring Marker** anywhere within 6" of your leader.
  - **Lingering Effect:** For the rest of the battle, you may choose one of two effects each time a fighter activates within 6" of the marker: either that fighter gains +2 **Footwork** and +1 **Flurry** for their activation, OR you may choose one fighter within 6" of the marker who becomes **Pinned**.
  - **Moment of Power:** When the sludge is summoned, you also trigger the **Moment of Power** effect.





## Smoke & Mirrors

### *Metteura Commandment*

The ultimate act of misdirection. The Metteura understands that in any performance, the most important element is controlling the audience's gaze. This Commandment is a grand, dazzling, but ultimately meaningless spectacle, created for the sole purpose of drawing the enemy's attention. It is a testament to the Metteura's cynical mastery of perception, a belief that an army's focus is a weapon that can be easily turned against itself.

- **Physical Model:** A small model representing a Grand Spectacle like a smoking brazier surrounded by glittering, discarded masks.
- **Rules:**
  - **Cost:** (Triple)
  - **Effect:** Place the **Smoke and Mirrors** model anywhere on the battlefield, more than 12" from the Metteura summoning it.
  - **Lingering Effect:** For the rest of the battle round, the **Smoke and Mirrors** model is the only valid target for any enemy ranged attacks, abilities or charge actions, as long as the model is within the enemy's line of sight and within 6" of the activating enemy. Enemies are compelled to focus on the spectacular illusion.
  - **Moment of Power:** When the sludge is summoned, you also trigger the **Moment of Power** effect.





## Hall of Mirrors

### *Metteura Commandment*

The Metteura's most profound and dangerous illusion. This is not a simple duplicate, but a philosophical paradox introduced to the battlefield. For a brief time, the concept of a single, unique warrior is erased and replaced by a quantum state of uncertainty. The duplicate is a question posed to the universe: "which of these is real?" It is the ultimate gamble, a performance so convincing that not even the Metteura knows how it will end until the final, fateful moment of revelation.

- **Physical Model:** A **Mirror Image** token.
- **Rules:**
  - **Cost:** (Triple)
  - **Effect:** Choose one friendly non-leader fighter. Place a duplicate of that fighter's model on the board within 3" of the original. Place the **Mirror Image** token next to the duplicate.
  - **Lingering Effect:** The duplicate activates as a normal fighter in your warband. It has all the same stats and abilities as the original. However, it cannot pick up or carry objective tokens. The duplicate has a Wounds value of 10, and as long as it remains on the board the fighter it is duplicating takes no damage from attacks (they/it can still be damaged by abilities).
  - **Moment of Power:** When the sludge is summoned, you also trigger the **Moment of Power** effect.





## The Fiery Hoop

### *Metteura Commandment*

A spectacular and cruel piece of stagecraft. The Fiery Hoop is a challenge, a test of will and prowess presented to all actors on the battlefield. It is a manifestation of the Metteura's core belief that the spectacle of the battle is paramount. Those who pass through the trial are tempered by its flame and become the stars of the show, their every blow landing with perfect, crowd-pleasing precision.

- **Physical Model:** A 3" diameter ring of translucent, fiery-orange energy.
- **Rules:**
  - **Cost:** (Triple)
  - **Effect:** Place **The Fiery Hoop** model anywhere on the battlefield more than 6" from your leader.
    - **Lingering Effect:** For the rest of the battle, **The Fiery Hoop** is active and any friendly fighter may perform the **Leap of Flame** action.
  - **"Leap of Flame" (Action):**
    - A friendly fighter within 6" of The Fiery Hoop may use one of their actions to perform this leap.
    - **Effect:** The fighter is immediately placed on the exact opposite side of the hoop token, as if they had leapt through it, up to 6" from the model.
    - **Adrenaline Rush:** After the leap, that fighter is empowered by the crowd's roar. For the **rest of this battle round**, the fighter gains:
      - +2 **Heft**
      - Their melee attacks score a **critical hit on a roll of a 5 or 6**.
  - **Moment of Power:** When the sludge is summoned, you also trigger the **Moment of Power** effect.





## Metteura Skills

*Metteuras are masters of the spectacle, controlling the flow of battle through misdirection and manipulation. Their skills focus on enhancing their control over both allies and enemies.*

Skill Name	Effect
<b>Center of Attention</b>	<b>[Passive]</b> While this leader is on the battlefield, the cost of your opponent's <b>Leader's Commandment</b> is increased by one die of any value.
<b>Encore!</b>	<b>[Ability - Cost: Double]</b> Choose a friendly fighter within 6" who has already activated this round. That fighter may immediately perform a single, bonus move action.
<b>The Prestige</b>	<b>[Passive]</b> When this leader is taken out of action, they may immediately be replaced by a "Mirror Image" from their "Hall of Mirrors" Commandment, if available.
<b>Smoke Screen</b>	<b>[Ability - Cost: 4+]</b> Place a 5" diameter "Smoke Cloud" token anywhere within 9". The area covered by the token blocks line of sight. It disperses at the end of the next battle round.
<b>Captivating Performance</b>	<b>[Passive]</b> When an enemy fighter is affected by one of this leader's abilities, they also suffer -1 to their <b>Clout</b> until the end of the round.
<b>Master of the Ring</b>	<b>[Passive]</b> When this leader uses a Commandment that places a model on the board (e.g., The Fiery Hoop), you may place it an additional 3" away from them.



# Surgeon





## Surgeon Commandments

The Surgeon does not see a battle; they see a butcher's shop. A collection of parts, some still working, some ready for the scrap heap. They are not a healer in the traditional, gentle sense. They are a pragmatist with a bone-saw and a steady hand. They know that life is a resource, and even in the heat of a brawl, nothing should go to waste. The screams of the dying are just a distraction from the important work of harvesting a fresh lung or bolting a new, slightly-used arm onto an old friend. The Surgeon's art is written in blood and stitches, a grim testament to the fact that in this world, even death is just a temporary inconvenience.

Their practice is the ultimate expression of the Cogwork philosophy applied to the flawed medium of flesh. A Surgeon views the body as a machine, a collection of pumps, tubes, and levers that can be repaired, replaced, or "improved." Their Commandments are not acts of magic, but of brutal, invasive engineering. The "Butcher's Table" is their workshop, the "Marrow-Vat" their grotesque forge, and the "Nerve-Stapled Berserker" their most dangerously overclocked creation. They are the grim mechanics of the mortal coil.

This philosophy extends to their view of the dead. Where a Wytch Coven sees a corpse as the raw material for a perfect, skeletal sculpture, the Surgeon sees it as a collection of still-viable spare parts. The Stitched Abomination is their masterpiece, a testament to their belief that even from the shattered remnants of a dozen different failures, a single, functional, and brutally effective new whole can be built.

To a Surgeon, a warrior is not a soul to be saved, but a machine to be maintained. Their work is a constant, bloody battle against the planned obsolescence of the mortal form, a grim and pragmatic craft that seeks not to preserve life, but to prolong its usefulness by any means necessary.





## Nerve-Stapled Berserker

### *Surgeon Commandment*

This is the Surgeon's most desperate and terrible gambit. It is the act of sacrificing a warrior's mind and future for a few moments of spectacular, battlefield-altering violence. The nerve-pylon does not inspire; it overwrites. It erases the soldier and replaces them with a mindless, pain-immune engine of destruction. It is a horrifying but undeniably effective demonstration of the Surgeon's core belief: a living weapon is always more useful than a dying soldier.

- **Physical Model:** A small token representing a sparking, jury-rigged nerve-pylon that is placed on the chosen fighter's base to show they are **Augmented**.
- **Rules:**
  - **Cost:** (Triple)
  - **Effect:** Choose one friendly non-leader, non-monster fighter within 3" of your leader. Place the **Nerve-Stapled** model on their base.
  - **Lingering Effect:** For the rest of the battle, the Augmented fighter gains +2 **Flurry** and +2 **Heft**. However, they are now **Mindless** (cannot use abilities or objectives) and must always move towards and attack the nearest enemy fighter. At the end of each round, the Augmented fighter suffers D3 damage as their body tears itself apart.
  - **Moment of Power:** When the sludge is summoned, you also trigger the **Moment of Power** effect.





## Corpse-Gas Cauldron

*Surgeon Commandment*

A masterpiece of psychological and biological warfare. The Surgeon does not just seek to kill the enemy, but to demoralize them by turning their own fallen comrades into a weapon. The Corpse-Gas is a suffocating, corrosive fog, a toxic ghost of the battle's casualties given gaseous form. It is a grim and effective tool of area denial that attacks not just the body, but the very will of an army to fight amidst the foul stench of its own defeat.

**Physical Model:** A 3" diameter model of a bubbling, iron cauldron on spindly legs, with vents spewing a thick, sickly fog.

### Rules:

- **Cost:** (Triple)
- **Effect:** Place **The Corpse-Gas Cauldron** model anywhere within 6" of your leader.
- **Lingering Effect:** The Cauldron remains on the board for the rest of the battle. It creates a 6" diameter cloud of "Corpse-Gas" centered on itself. The cloud blocks line of sight. Any fighter (friend or foe) that ends their activation within the cloud must pass a **Grit check**. On a failure, they suffer **D3 damage** and gain a permanent **-1 penalty to their Grit characteristic** for the rest of the skirmish.
- **Moment of Power:** When the sludge is summoned, you also trigger the **Moment of Power** effect.





## The Butcher's Table

### *Surgeon Commandment*

This is the Surgeon's grim altar, a mobile and unholy workshop erected amidst the chaos of battle. It is a declaration of intent, a statement that this small patch of ground is now a place of grim science, where the normal rules of life and death are temporarily suspended in favour of a more... practical approach. Here, life is a resource to be preserved through the most brutal and direct means necessary.

- **Physical Model:** A 2" x 3" rectangular model of a brutal, makeshift operating table, littered with grim surgical tools.
- **Rules:**
  - **Cost:** (Triple)
  - **Effect:** Place **The Butcher's Table** model anywhere within 3" of your leader.
  - **Lingering Effect:** For the rest of the battle, friendly fighters within 1" of the table gain the "**Hasty Procedure**" action.
    - "**Hasty Procedure**" (**Double, Action**): The fighter heals up to their starting Wounds value. After healing, roll a D6. On a 1 or 2, the surgery was botched and the fighter is now **Crippled** for the remainder of the skirmish and suffers -1 Footwork.
  - **Moment of Power:** When the sludge is summoned, you also trigger the **Moment of Power** effect.





## Marrow Vat

*Surgeon Commandment*

A Surgeon sees the dead not as a tragedy, but as a wasted resource. Their Marrow-Vat is the solution: a bubbling cauldron of battlefield recycling that harvests the fallen, rendering them down into a glowing slurry of pure potential. When enough have been sacrificed to this grim soup, the vat produces a Stitched Abomination. This hulking, mindless patchwork of recycled battlefield is a testament to the Surgeon's horrifying pragmatism. Blacksmiths have a forge. Surgeons have a vat.

- **Physical Model:** A 3" diameter, round model of a large, bubbling vat with grasping metal claws and tubes.
- **Rules:**
  - **Cost:** (Triple)
  - **Effect:** Place **The Marrow-Vat** model anywhere within 6" of your leader.
  - **Lingering Effect:** For the rest of the battle, the vat is active. Whenever any non-monster fighter is taken out of action within 6" of the vat, the Surgeon's warband gains one **Biomass Token**. A friendly fighter within 3" of the vat can use an action to spend three Biomass Tokens to summon a new friendly **Stitched Abomination** fighter (a tough but mindless melee brute) and place it next to the vat.
  - **Moment of Power:** When the sludge is summoned, you also trigger the **Moment of Power** effect.

This is not a creature that was born; it was built, right there in the blood and mud of the battlefield. The Stitched Abomination is the horrifying product of the Marrow-Vat, a walking testament





Stitcher's grim pragmatism. It is a hulking, multi-limbed monstrosity, crudely stitched together from the mismatched body parts of fallen warriors - friend and foe alike. Its body is a grotesque patchwork of different armor plates, tattered uniforms, and raw, exposed muscle, animated by a slurry of alchemical reagents and pure, hateful desperation. It is a mindless, shambling brute that exists only to kill, a recycled soldier in a war that has no end.



## Stitched Abomination

*A Stitched Abomination cannot be included in a warband during recruitment. It can only be brought into a skirmish by the **Marrow-Vat** Commandment.*

Flurry	Heft	Grit	Footwork	Wounds	Metvél-Kaltos	Clout
4	5	5	5	25	1	1

- **Weapon:**
  - **Stitched Limbs** (Melee): Range 1, Impact 3/5
- **Special Rules:**
  - **Mindless:** This fighter cannot use abilities, pick up or carry objectives, or be affected by any abilities that target a fighter's mind (e.g., fear, taunts). It exists only to move and attack.
  - **Crude Construction:** This fighter cannot be healed or benefit from friendly abilities.
  - **Unstable:** At the end of each battle round, roll a D6. On a 1, the Abomination collapses into a pile of gore and is removed from the battlefield.





## Surgeon Skills

*Surgeons are masters of battlefield medicine and grotesque augmentation. Their skills focus on improving their healing, harvesting, and their horrific creations.*

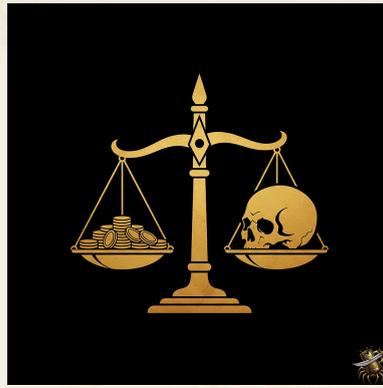
Skill Name	Effect
<b>Anatomical Precision</b>	[Passive] When this leader makes a melee attack that triggers the <b>Pulverise</b> keyword, they gain +2 to their Impact.
<b>Stim Injector</b>	[Ability - Cost: 4+] Choose a friendly fighter within 1". That fighter immediately gains a bonus move action.
<b>Efficient Harvest</b>	[Passive] Whenever this leader's warband gains a " <b>Biomass Token</b> ", roll a D6. On a 5+, you gain one additional token.
<b>Improved Sutures</b>	[Passive] When this leader uses an ability that heals wounds (like from "The Butcher's Table"), the target heals an additional D3 wounds.
<b>Unstable Augmentation</b>	[Ability - Cost: Double] Choose a friendly fighter within 3". Until the start of your next turn, that fighter gains +1 <b>Heft</b> , but suffers 1 damage at the end of their activation.
<b>It's Alive!</b>	[Passive] Any <b>Stitched Abomination</b> summoned by this leader gains a permanent +5 to its starting Wounds characteristic.





# Merchant





## Merchant Commandments

The Merchant sees the battlefield differently than the others. Where they see a chaotic brawl, they see a hostile negotiation. Their weapons are not the axe or the spellbook, but the gilded contract and the impossible choice. They feel the weight of a deal in their gut, the heft of a soul being measured on their scales. They can smell the fear in a warrior's sweat when they offer them a lifetime of riches to betray their comrades, and they can see the flicker of greed in their eyes. The Merchant's power is a quiet, terrible thing. It is the art of turning a man's own nature against him, of making him the architect of his own defeat. They don't just fight battles; they own them, and they always make sure someone else pays the price.

Their entire methodology is built upon the concept of the forced choice, the "lesser of two evils." Each of their Commandments is a carefully constructed dilemma, a beautiful and often tempting proposition that carries a hidden, terrible cost. The "Gilded Gift," the "Trojan Beast" - these are not mere abilities, but baited traps for the mind, designed to exploit an opponent's greed, their caution, or their sense of honour. The Merchant does not need to know their opponent's weakness; they simply present a choice and allow the opponent to reveal it themselves.

This philosophy of the "hostile offer" extends to every aspect of their presence. They do not simply fight; they invest. They will bribe a key warrior, sacrifice their own "Scapegoat" to gain a greater advantage, or offer a "Gilded Contract" that turns an enemy into a temporary, and ultimately disposable, asset. They are the masters of turning a battle into a complex, multi-layered transaction in which they are the only one who truly understands the terms.

Ultimately, the Merchant is the master of a unique and powerful form of control. They understand that the most effective way to win a fight is to convince your enemy to lose it for you. Their presence on the battlefield is a constant, unnerving question posed to the opposing warband: "What are you willing to sacrifice for victory?" And whatever the answer, the Merchant has already calculated a way to profit from it.





## Gilded Gift

### *Merchant Commandment*

This is a physical manifestation of a poisoned offer. The Merchant presents an object of undeniable beauty and value amidst the squalor of battle, forcing the opponent into a difficult calculation. Is the potential reward worth the obvious risk? The Commandment is a perfect test of an opponent's character, weighing their greed against their caution. Whether the box contains a bomb or a curse is irrelevant; the true weapon is the moment of hesitation and the impossible choice itself.

- **Physical Model:** A 2" round model of an ornate, beautiful treasure chest.
- **Rules:**
  - **Cost:** (Triple)
  - **Effect:** Place **The Gilded Gift** model anywhere in the enemy's deployment zone. The opposing player must immediately choose one of the two following effects:
    - **A) "Open the Box":** The gift is a bomb. The model explodes. All fighters (friend and foe) within 6" of it suffer D6 damage.
    - **B) "Refuse the Gift":** The gift is a cursed idol. For the rest of the battle, all of the opponent's fighters suffer **-1 Clout**.
  - **Moment of Power:** When the sludge is summoned, you also trigger the **Moment of Power** effect.





## The Gilded Contract

### *Merchant Commandment*

The ultimate expression of the Merchant's philosophy - the act of weaponizing the very concept of a deal. The Merchant isolates a single enemy warrior and offers them a choice: the chance to gain everything by sacrificing their loyalty in a single, fleeting moment. The contract is a metaphysical fulcrum, a single point upon which the entire battle can pivot. It matters not whether the warrior accepts or refuses; their will has been tested, their focus has been broken, and the Merchant has already won the engagement.

- **Physical Model:** A 2" round model of a curled, golden scroll and a feathered quill, resting on a small pedestal.
- **Rules:**
  - **Cost:** (Triple)
  - **Effect:** Place **The Gilded Contract** model on the battlefield and choose one enemy non-leader fighter. The opposing player must immediately choose one of the two following effects:
    - **A) "Accept the Terms":** For this battle round only, you (the Merchant's player) gain control of the chosen enemy fighter. You may activate them as if they were part of your warband. At the end of the round, they return to your opponent's control.
    - **B) "Refuse the Offer":** The fighter remains loyal, but the insult to the Merchant's generosity is noted. For the rest of the battle, that fighter is "Marked for Ruin" and all friendly fighters may re-roll failed hit rolls when attacking them.
  - **Moment of Power:** When the sludge is summoned, you also trigger the **Moment of Power** effect.





## Scapegoat

### *Merchant Commandment*

A cruel but brilliant manipulation of battlefield perception. The Merchant understands that the greatest weakness of any army is its own bloodlust. By marking one of their own warriors as a false, easy target, they create an irresistible opportunity that is, in fact, a carefully constructed trap. The Commandment is a test of the opponent's discipline. To take the bait is to surrender control of the battle's narrative to the Merchant. To ignore it is to admit that the Merchant's true plan is an even greater threat.

- **Physical Model:** A small token depicting a **Mark of the Pariah** - perhaps a stylized icon of a donkey's head or a fool's cap.
- **Rules:**
  - **Cost:** (Triple)
  - **Effect:** Choose one of your own friendly fighters and place the **Scapegoat** model on their base. The opposing player must immediately choose one of the two following effects:
    - **A) "Take the Bait":** The opponent's nearest fighter **MUST** use their next activation to charge and attack your Scapegoat fighter if able. All of their attacks against the Scapegoat this turn gain **+1 Heft**.
    - **B) "Ignore the Fool":** The opponent may act as normal. However, your warband is so inspired by their comrade's 'sacrifice' (or angered by the enemy's refusal to play along) that you immediately roll **2D6** and add that many new dice to your **Oracle's Call** pool for this round.
  - **Moment of Power:** When the sludge is summoned, you also trigger the **Moment of Power** effect.





## Trojan Beast

### *Merchant Commandment*

A truly masterful strategic gambit. The Merchant does not simply summon a monster; they present it as a problem wrapped in a beautiful cage. The opponent must either divert their most valuable resources to deal with a contained but significant threat, or they must allow the Merchant to unleash a powerful new ally onto the board. It is a perfect demonstration of the Merchant's ability to turn a single, powerful asset into two distinct and equally damaging liabilities for their foe.

- **Physical Model:** A model of a large, ornate cage containing a beast (e.g., a Sabre Tusk or a Rage Ape).
- **Rules:**
  - **Cost:** (Triple)
  - **Effect:** Place **The Trojan Beast** model anywhere on the battlefield. The opposing player must immediately choose one of the two following effects:
    - **A) "Release the Beast":** The beast is added to your (the Merchant's) warband for the rest of the battle, acting as a friendly fighter.
    - **B) "Slay the Beast":** The opponent's nearest fighter must immediately use all of their actions for their next activation to attack and destroy the beast in its cage. They cannot move or use any other abilities.





## Merchant Skills

*Merchants are masters of contracts and hostile negotiations. Their skills focus on leveraging their wealth and forcing their opponent into impossible choices.*

Skill Name	Effect
<b>The Fine Print</b>	<b>[Passive]</b> When an opponent makes a choice for one of your Commandments (e.g., The Gilded Gift), you may force them to re-roll one die related to the outcome of that choice.
<b>A Small Price to Pay</b>	<b>[Ability - Cost: 4+]</b> Choose an enemy fighter within 9". You may "bribe" them. If you do, that fighter cannot perform any actions during their next activation. At the end of the battle, your opponent gains 20 Shiners from your stash.
<b>Hostile Takeover</b>	<b>[Passive]</b> At the start of the battle, you may choose one of your opponent's pieces of gear (excluding legendary items). They cannot use that piece of gear during this battle.
<b>Liquidated Assets</b>	<b>[Ability - Cost: Double]</b> This leader may sacrifice one of their own pieces of gear to immediately heal D6 wounds.
<b>Always a Profit</b>	<b>[Passive]</b> Whenever this leader's warband takes an enemy fighter out of action, you gain an additional 10 Shiners in your reward at the end of the battle.
<b>The Golden Handshake</b>	<b>[Passive]</b> When this leader is taken out of action by a melee attack, the attacker is "Bought Out." For the rest of the battle, the attacker's <b>Heft</b> is reduced to 1.





# Warband Member Skills

## The Bruiser



Every warband, no matter how clever or subtle, needs at least one Bruiser. They are the anchor, the rock, the great, stubborn lump of muscle and iron that you put in the middle of a brawl and dare the enemy to shift. Theirs is not a world of intricate plans or elegant feints; it is a simple, percussive reality of the shield, the axe, and the grim, bloody-minded refusal to take a backward step. They are the heart and the spine of any crew that expects to survive a real fight.

The mindset of a Bruiser is a unique and powerful thing. It is a philosophy of pure, uncomplicated presence. They do not worry about the next quest or the grander plan; they worry about the few feet of muddy ground they are currently standing on, and their singular goal is to ensure no one else gets to stand there. They are masters of endurance, their bodies a roadmap of old scars and poorly-set bones, each one a testament to a blow that would have killed a lesser warrior.

On the battlefield, their role is brutally simple: to absorb punishment and to dish it out in equal measure. They are the shield wall, the battering ram, the immovable object against which the enemy's unstoppable force will break. They are there to hold the line, to buy time for the Skirmisher to flank and the Marksman to aim. They will not win the battle with cunning, but they will ensure, through sheer, bloody-minded stubbornness, that you do not lose it.





Skill Name	Effect
<b>Tavern-Taught Toughness</b>	<b>[Passive]</b> This fighter gains a permanent +2 to their maximum <b>Wounds</b> .
<b>Knockdown</b>	<b>[Passive]</b> On a critical hit with a melee attack, the target is knocked <b>Prone</b> .
<b>Thick Skull</b>	<b>[Passive]</b> This fighter is immune to the <b>Reeling</b> conditions from non-critical hits.
<b>Shoulder Charge</b>	<b>[Ability - Cost: 3+]</b> After making a move action, this fighter can perform a special action against an enemy within 1". That enemy suffers D3 damage and is pushed 1" away.
<b>Finisher's Instinct</b>	<b>[Passive]</b> This fighter may re-roll one failed hit die when attacking an enemy that has less than half of its starting wounds remaining.
<b>Juggernaut</b>	<b>[Passive]</b> This fighter can move through difficult terrain without penalty.





## The Skirmisher



The Skirmisher is the reason a battle is never a fair fight. They are the masters of the dirty trick, the hidden blade, and the hasty, tactical retreat. While the Bruisers are engaged in the honourable, head-on business of smashing skulls, the Skirmisher is already halfway across the battlefield, looting the objective, stabbing the enemy's leader in the back, or setting a crude but effective trap. They are the reason a Warlord gets a sudden, nagging feeling that they've forgotten something important.

To be a Skirmisher is to be a pragmatist. They understand that honour is a luxury for those who can afford it, and that survival is a matter of wits, not strength. They are a bundle of nervous energy and cunning, their eyes constantly scanning the battlefield for a weakness, an escape route, or an opportunity. They are not cowards, not really; they are just acutely aware that a dead hero is still dead, and they would much rather be a live and moderately wealthy opportunist.

In a skirmish, the Skirmisher is your ghost. They are your objective-runner, your harasser, your flanker, the annoying, buzzing fly that the enemy cannot swat. They will not win a straight-up fight against a Bruiser, but they will ensure that the Bruiser is so distracted by the caltrops at his feet and the dagger in his kidney that he is in no fit state to fight at all.





Skill Name	Effect
<b>Acrobatic Dodge</b>	[ <b>Reaction - Cost: 4+</b> ] Use this ability after being targeted by a melee attack but before dice are rolled. The attacker suffers -1 to their <b>Flurry</b> for that attack action (to a minimum of 1).
<b>Hit and Run</b>	[ <b>Passive</b> ] After this fighter makes a melee attack action during their activation, they may immediately make a bonus disengage action for free.
<b>Lightning Reflexes</b>	[ <b>Passive</b> ] This fighter gains a permanent +1 to their <b>Footwork</b> characteristic.
<b>Backstab</b>	[ <b>Passive</b> ] This fighter's melee attacks gain +1 to their base <b>Impact</b> when targeting an enemy who is engaged with another friendly fighter.
<b>Expert Climber</b>	[ <b>Passive</b> ] This fighter can move up or down vertical surfaces as if they were normal terrain and does not suffer damage from falling.
<b>Feint</b>	[ <b>Ability - Cost: 3+</b> ] The next melee attack action this fighter makes this activation cannot be reacted to by the target.

**Overheard in The Pub:** *"The phrase appears to originate from the earliest mercenary charters drafted after the cataclysm. These "Tavern Contracts" would often include a clause for an advance payment, formally titled the "Prima Passio," or First Round, intended for provisions and morale. The final payment, contingent on the successful completion of the contract, was known as the "Ultima Passio," or Last Round. The phrases were quickly adopted as a ritualized declaration of intent."*





## The Marksman



The Marksman is a creature of patience and distance. They see the battle not as a chaotic brawl, but as a series of geometric problems to be solved from afar, with a well-placed projectile. They are the silent, unseen members of the warband, the ones perched on a high ruin or hidden in a thorny thicket, their presence felt only in the sudden, shocking death of a high-value enemy target. Theirs is a cold and lonely trade, but a brutally effective one.

To be a Marksman is to have a unique and slightly unsettling perspective on war. They are not caught up in the desperate, sweaty immediacy of the melee. They are detached observers, their world narrowed to the space between their eye and their target. They are masters of the breath, the wind, and the perfect, patient moment to release their shot. They are the calm, calculating heart in the chaotic storm of battle.

On the field, they are the ultimate solution to a specific problem. They exist to eliminate the enemy's most dangerous, and often most fragile, assets before they can bring their power to bear. They will pick off a Sorcerer before he can cast his devastating spell, a Metteura before she can begin her performance, or a Warlord before he can issue his inspiring command. They do not win the brawl, but they ensure it is fought on their terms.





Skill Name	Effect
Eagle Eye	[Passive] This fighter gains a permanent +3" to the range of all their ranged weapons.
Crippling Shot	[Ability - Cost: Double] The next ranged attack action this fighter makes gains the <b>Crippling</b> keyword: If the attack scores a hit, the target suffers -1 Footwork for the rest of the battle.
Take Aim	[Ability - Cost: 3+] Add +1 to the <b>Heft</b> of the next ranged attack action this fighter makes this activation.
Deadeye	[Passive] This fighter's ranged attacks score a critical hit on a roll of 5 or 6.
Reposition	[Passive] If this fighter has not made a move action during their activation, they may make a free bonus move action of up to 3" at the end of their activation.
Suppressing Fire	[Ability - Cost: Double] Pick an enemy fighter within this fighter's weapon range. That fighter is <b>Pinned</b> and cannot move until the end of their next activation.





# The Acolyte



The Acolyte is a warrior who has tasted the forbidden fruit of "Juice" and found it to their liking. They are not a true Sorcerer; they lack the raw power and the deep understanding of the cosmic filth they wield. They are a dabbler, a hedge-wizard, an apprentice who has learned just enough of the dark arts to be a danger to both their enemies and, quite often, to themselves. Their power is a wild, untamed thing, a glimpse into the chaotic potential of The Sink.

The mindset of an Acolyte is often one of ambition and impatience. They have chosen a shortcut to power, a path that does not require the decades of training of a master swordsman or the innate toughness of a Bruiser. They seek to rewrite the rules of the world to their own advantage, but their grasp of this power is tenuous at best. They are a warrior balanced on a knife's edge, their every spell a gamble that could end in a glorious victory or a catastrophic, self-immolating failure.

In a skirmish, the Acolyte is a wild card. They are a support piece, a warrior who can tip the scales of a close fight with a well-timed hex or a desperate, life-saving blood-pact. Their minor cantrips and flickering bolts of energy may not be as spectacular as a Sorcerer's Commandment, but in a desperate brawl, a little bit of magic can be the difference between a paid tab and an unmarked grave.





Skill Name	Effect
<b>Sense the Sink</b>	<b>[Passive]</b> This fighter gains a permanent +1 to their <b>Metvél-Kaltos</b> characteristic.
<b>Minor Hex</b>	<b>[Ability - Cost: 3+]</b> Pick an enemy fighter within 8". That fighter suffers -1 to their <b>Grit</b> until the start of your next turn.
<b>Chaotic Ward</b>	<b>[Passive]</b> The first time this fighter suffers damage from a magical ability each battle, they may ignore D3 of that damage.
<b>Blood Pact</b>	<b>[Ability - Cost: 4+]</b> This fighter suffers 1 damage. Choose another friendly fighter within 6". That fighter immediately heals D3+1 wounds.
<b>Ethereal Step</b>	<b>[Passive]</b> This fighter may move through other friendly fighters as if they were not there.
<b>Flickering Bolt</b>	<b>[Ability - Cost: Double]</b> This fighter may make a ranged attack action with the following profile: Range 9", Flurry 1, Heft 4, Impact 2/4.





# The Tinkerer



The Tinkerer is the unsung, grease-stained hero of any warband that relies on the loud, unpredictable power of "Cogwork." They are not a frontline warrior, but a battlefield engineer, a master of the wrench, the gear, and the art of "percussive maintenance." While others are fighting, they are frantically working to keep their crew's ramshackle, Slag-Punk technology from falling apart or, more likely, from spectacularly exploding.

To be a Tinkerer is to be an obsessive, a warrior who is more comfortable with the clean, logical mechanics of a machine than the messy, unpredictable workings of a living being. They see the world as a series of complex, interlocking systems, and they believe that any problem can be solved with the right tool and a healthy disregard for the manufacturer's warranty. Their hands are perpetually covered in oil and soot, their minds a whirlwind of flawed but brilliant schematics.

In a fight, the Tinkerer is the ultimate support unit. They are the reason a Marksman's crossbow fires true, the reason a Bruiser's bionic arm doesn't seize up, the reason a Scrap-Tek cannon fires more than once without melting into a pile of slag. They are the quiet, essential mechanics who keep the brutal, chaotic engine of their warband running, one frantic, last-minute repair at a time.





Skill Name	Effect
Well Oiled Machine	[Passive] This fighter gains a permanent +1 to their <b>Wounds</b> characteristic.
Percussive Maintenance	[Ability - Cost: 3+] Choose a friendly fighter with the <b>Cogwork</b> keyword within 1". That fighter may immediately remove one negative status effect (e.g., Reeling, Pinned).
Scrap Shield	[Passive] If this fighter is equipped with a shield, they gain an additional +1 to their <b>Grit</b> against ranged attacks.
Overclock	[Ability - Cost: Double] Choose a friendly fighter (including this one) within 3". The next time that fighter makes a ranged attack this turn, their weapon gains +3" to its range.
Deployable Cover	[Ability - Cost: 4+] This fighter may place a <b>Scrap Barricade</b> token within 1" of them. This token provides cover to any fighter hiding behind it.
Targeting Cogitator	[Passive] When this fighter makes a ranged attack action, they may re-roll one of their failed hit dice.





# The Feidjinn



To witness a Feidjinn in the throes of a gamble is to see a candle burning from both ends and the middle all at once. The name itself is a warning, whispered by those who recognize the scent of ozone and rotting peat. They are the "Death-Touched," the souls who peered into the mouth of The Drain and didn't just survive - they brought a piece of the vacuum back with them. They don't channel magic so much as they allow the universe to leak through their cracked psyches, turning the Cycle of Perpetuality into a weapon of desperate, shivering light.

To be Feidjinn is to live as a guest in your own skin. They carry themselves with the erratic grace of a puppet whose strings are being yanked by the Oracle's Dice themselves. They are the ultimate sink-suckers, drawing in the chaotic residue of every failed contract and lost life until they are bloated with potential energy. They know that every smile of fate they manifest, every moment they fold reality, is a signature on a contract that is already past due. They are the living embodiment of octonary luck - blessed with terrifying fortune right until the moment the universe decides to balance its books.

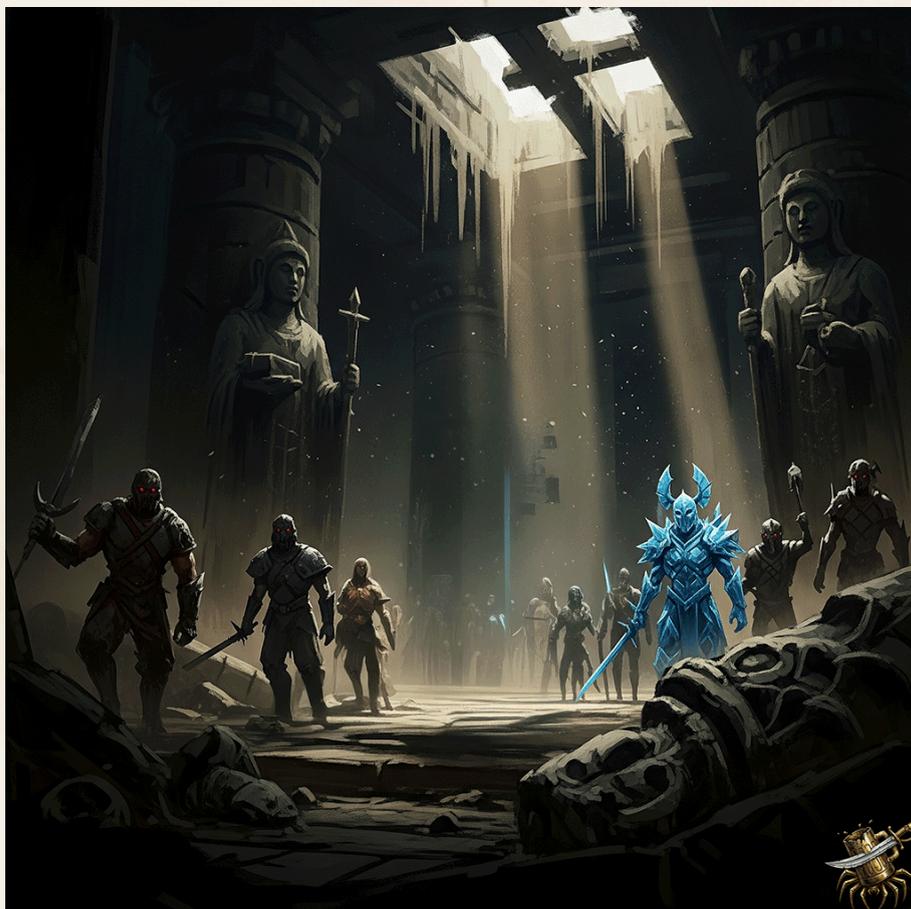
In the mud of a skirmish, the Feidjinn is your closer of last resort. They are the ones you send in when the odds are worse than the bill and the only way out is through a hole in reality. They move through the fray like a ghost made of static, their very presence causing the air to turn churning and thick. To walk with a Feidjinn is to accept that your fate is no longer your own - it belongs to the flickering, hungry energy that wears a human face and calls itself your ally.





Skill Name	Effect
<b>Borrowed Time</b>	<b>[Triple]</b> Add D6 Oracle Dice to your pool until the end of the turn. At the end of the turn, this fighter takes damage equal to the sum of the values of all Oracle Dice currently in your pool.
<b>Resonant Flux</b>	<b>[Double]</b> Choose a value (1 to 6). All enemy fighters within 6" take damage equal to the quantity of Oracle Dice in your pool showing that value.
<b>Sinker's Spite</b>	<b>[Passive]</b> Whenever this fighter takes damage from an enemy Melee attack, you may immediately add one Oracle Die to your pool, set to the value of the damage suffered (max 6).
<b>Echo of the Triple</b>	<b>[Double]</b> Choose a friendly fighter within 9". That fighter may immediately use an ability that costs a (Double) without spending any dice from the pool. This fighter is then Reeling.
<b>Fold Reality</b>	<b>[Triple]</b> Remove this fighter from the board and place them anywhere within 12" that is more than 3" from an enemy. After moving, your warband/Leader gets +2 to the dice roll for the next Gambit they make this battle.
<b>The Landlord's Tab</b>	<b>[Reaction]</b> Spend one Oracle Die from your pool to reduce the damage of an incoming attack against a friendly fighter within 3" by the value shown on the die.





**Overheard in The Pub:** *"Historical records refer to a pre-cataclysm celestial event known as the 'Otonary Conjunction.' Ancient astronomers noted a period where the eight heavenly bodies - the sun, the two moons, and the five known wandering stars - all appeared to align in the sky, each one resembling a 'pint' of light from a celestial tavern. This cosmological arrangement was said to have fundamentally rewritten the laws of magic and physics, birthing the world as we know it."*

