

WARCROW



WINDS FROM THE NORTH



INTRODUCTORY BOOKLET

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WARCROW

Lindwurm is being ripped apart. This beautiful world beneath whose crust lie vast reserves of orichalcum, a mineral that vibrantly resonates with the magic of the celestial bodies, contemplates how the delicate balance of power achieved during the last centuries between the diverse peoples and nations that make it starts to crumble. And all nations are willing to take advantage of this situation for their own gains.

The timing is perfect, though. The magical potential of orichalcum intensifies as Warcrow draws nigh. This is a star whose purity causes the rise and fall of the so-called cycles of magic that repeat through the passing millenia. Lindwurm is dominated by these cycles and the vast energies they release. This world still preserves the vestiges of an ancient and mysterious civilization that rose up millennia ago and then mysteriously disappeared, as well as the remains of the civil war that ended the elven empire that succeeded it.

Since then the world has changed. Human societies have spread across much of its territory, constituting two great powers: the Hegemony of Embersig and Feudom. The dwarves have consolidated and increased the dominions of Mounthaven, their great nation. The Sÿenann elves live in the immense Great Forest, a vast territory through which they move quickly thanks to their magically connected portals. The orcs and varank descend from the Northern Lands to do what they do best: hunt, plunder, and make war. The Merchant Alliance extends its networks through the great trade routes and contacts with the peoples of the eastern lands to continue increasing its influence and power. And the

Scions of Yaldabaoth, who were once just a small group of mysterious and disturbing rabble-rousers, have begun to multiply, conspiring in the shadows, to leave their mark on the world under the protection of their dread lord.

THE FOG

The sinuous Fog can appear anywhere in the world where strange stones, mysterious spirals, or weed covered circles are located. No one has as yet figured out how or why it exists, although for some time now it has been a frequent, but most unwelcome, guest.

Every day more inhabitants of Lindwurm discover that, wherever the Fog lurks, with its distinctive reddish color permeating the air, it brings with it horror, death, blood, and a thick, unctuous tar. Anything can happen as the nations and peoples of Lindwurm defend their borders, search for treasure, and prepare their troops to face off against all the enemies that threaten them in this, the most turbulent and terrifying time in the storied history of these lands.





THE HEGEMONY OF EMBERSIG

UNITY IN DIVERSITY. PROGRESS IS UNSTOPPABLE,
OUR VICTORY INEVITABLE.

Take off your armor, recruit! Right now! You don't deserve it, so get it off you. Now take a good look at it. Even an idiot like you knows what it's for, right? To protect you so when your duty is done you can return safely to your mother's house...

I said take a good look at it! What is it made of? Yes, easy question: it comes from the famous black steel of our forges. But it's not just that! Have you ever wondered how that steel is forged? Go on... strike it as much as you want! Not a dent. Lift it up... even a weakling can carry it. And remember how you forded a river without taking it off? Do you see even the slightest hint of corrosion?

Our black steel is mighty because its base is iron of the best quality; light, because it is alloyed with nikkrom; incorruptible,

because a dark layer of carbon reinforces it. Without those combined elements, it would be an inferior material. And the same goes for the Black Legion! Without the combined strength of dwarves, elves, or humans, it would be an inferior force.

So you heard me, let this be the last time you talk to an elf like that! It doesn't matter at all to me that's what you call 'em in Os Marcos. You are now part of the Black Legion of the Hegemony of Embersig, and if you don't like that you can go to Feudom, where I'm sure some count will be more than willing to sacrifice one more boot-licking serf to die in his place.

Drago the Anvil, ensign of the First Instructional Group of the Black Legion, addressing a young native recruit from the recently incorporated province of Os Marcos.

The most illustrious Hegemony of Embersig is a young, dynamic, diverse and expansionist empire. Armed with the iron fist of its Black Legion, the world's most powerful and well-trained army, wrapped in the silk glove provided by its skilled diplomats and spies, the Hegemony has grown into a power without equal. Heir of the Seven Tribes of Maghar horsemen that came from the Bay of Horses in ancient times, the Hegemony of Embersig has demonstrated the prosperity that can emanate from an iron will and a desire for unity, both driven by a manifest destiny.

Some of the Hegemony's detractors believe that the key to their supremacy is its advanced technology, with thunderous firearms and deadly war machines springing from the forges of the Broken Tops and the Kremsherer laboratories. There are some who think that the sorcery of the College of Magic is what allows this nation to thrive. Others believe that its strength emanates from the absolute power of the Hegemon, who does not see his decisions questioned by a clique of nobles and vassals, as is the norm in the kingdom of Feudom. But all of these theories are incorrect: the true secret of the Hegemony's success lies in its extremely high level of organization, its efficient bureaucracy, and its cosmopolitan and multiracial society, which forms a whole far greater than the sum of its parts.

In fact, the word "Embersig" describes, in the Maghar language, the concept of "all people" which includes, not only humans, but also elves and dwarves. Thus, the Hegemony is a melting pot that synthesizes the best of each culture: the Ghent dwarves, descendants of humble travelers despised by their peers, are now engineers, bankers, craftsmen, and managers; Aestari elves, who stoically faced a rigorous life to protect the wisdom of their people, are now scholars, wizards, teachers, and advisors; and humans, the shortest-lived and most numerous, scorned by the empires of yore, are the mortar that holds the Hegemony together, its arms, its legs, and heart.

The advances that the Hegemony has achieved, and the extent to which it has expanded in scarcely a hundred years that have passed since the already legendary Zsofia Vanyadi founded it, do not cease to impress. It is, without a doubt, the greatest power of Lindwurm.

HETMAN

The Hetmans are the legendary officers who command the Black Legion's detachments. In recognition of their experience and good judgment, they enjoy great autonomy, demonstrating the flexibility of the Hegemony's army. In fact, a Hetman has the power to take a small group of soldiers, not only from their company but also from others, and personally command missions that they consider important, without having to ask permission to do so from their superiors.

Although they are extremely skilled combatants, what makes them unique is not their martial skill, but their leadership: there is no legionnaire who is not willing to give their life for their Hetman without hesitation. Their orders are followed without question or pause. The members of the Black Legion know that the path dictated to them by their officer will, without fail, be the best option to achieve victory.

DRAGOSLAV BJELOGRÍC, DRAGO THE ANVIL

Dragoslav Bjelogrić is nicknamed "Drago the Anvil." He is, for many, everything a Hetman should aspire to be. But, rather ironically, Drago does not hold the rank of Hetman. He is an Ensign of the First Instructional Group of the Black Legion who has already rejected promotion three times. He feels that a promotion would separate him from his true passion: the training of new recruits to join the Black Legion. In fact, the characteristic Hetman coat that he wears was a gift from the graduates of the 85th Class of Freshmen of the First Instructional Group. A gift that his superiors allow him to keep, as a sign of respect.

In the Black Legion it is common for the instructor of a group of soldiers to accompany them on their first campaign, to facilitate the transition in their first real conflict, because of this tradition, Drago has set foot on more battlefields than most.

Drago proudly proclaims his membership of the The Clutch of Arrows fraternity, and his desire to protect his pupils is a living example of what it represents. A native of Kelentia, he lost his eye at the hands of a varank raider, which is why he is quite pleased that the first assignment of his latest band of recruits will be the counteroffensive to beat the Northern Tribes back into the sea.

WAR SURGEON

In the Black Legion, the practice of medicine is not in the hands of priests or witches, but in those of highly qualified people, who pursue the study of natural philosophy and understand how the bodies of humans, dwarves, and elves actually work. Furthermore, someone who knows how to heal a wounded ally conversely knows the best way to end the life of a healthy opponent.

War Surgeons are not superstitious healers, but men and women of science whose hands do not tremble whilst performing an intervention or producing a vial of poison in the midst of a battle. A mistake could cost them or their patients their lives, so it's a damn good thing that War Surgeons don't make mistakes.

BLACK LEGION BUCKLERMAN

The Black Legion is a heavily armored elite force. However, in some situations mobility is the most important factor, and neither Aggressors nor Bulwarks are the right troops for that job. Here the Bucklermen come to the fore, skilled swordsmen trained in deflecting both arrows and sword blows with their small round shields.

This new era has brought with it a decline in pitched battles and an increasing number of skirmishes between small groups of soldiers, making the flexibility of the Bucklermen more necessary than ever.

FROSTFIRE HERALD

The Frostfire Heralds specialize in the most effective battlefield magic: Elemental magic. Since its founding, the Black Legion has had overwhelming artillery, capable of subduing the most tenacious of its enemies, and the Frostfire Heralds are the mobile version of that artillery – the sheer power of a cannon concentrated in the fragile body of a lone Aestari elf. These elves are capable of launching scorching spheres of fire and turning the Hegemony's enemies into statues of ice.

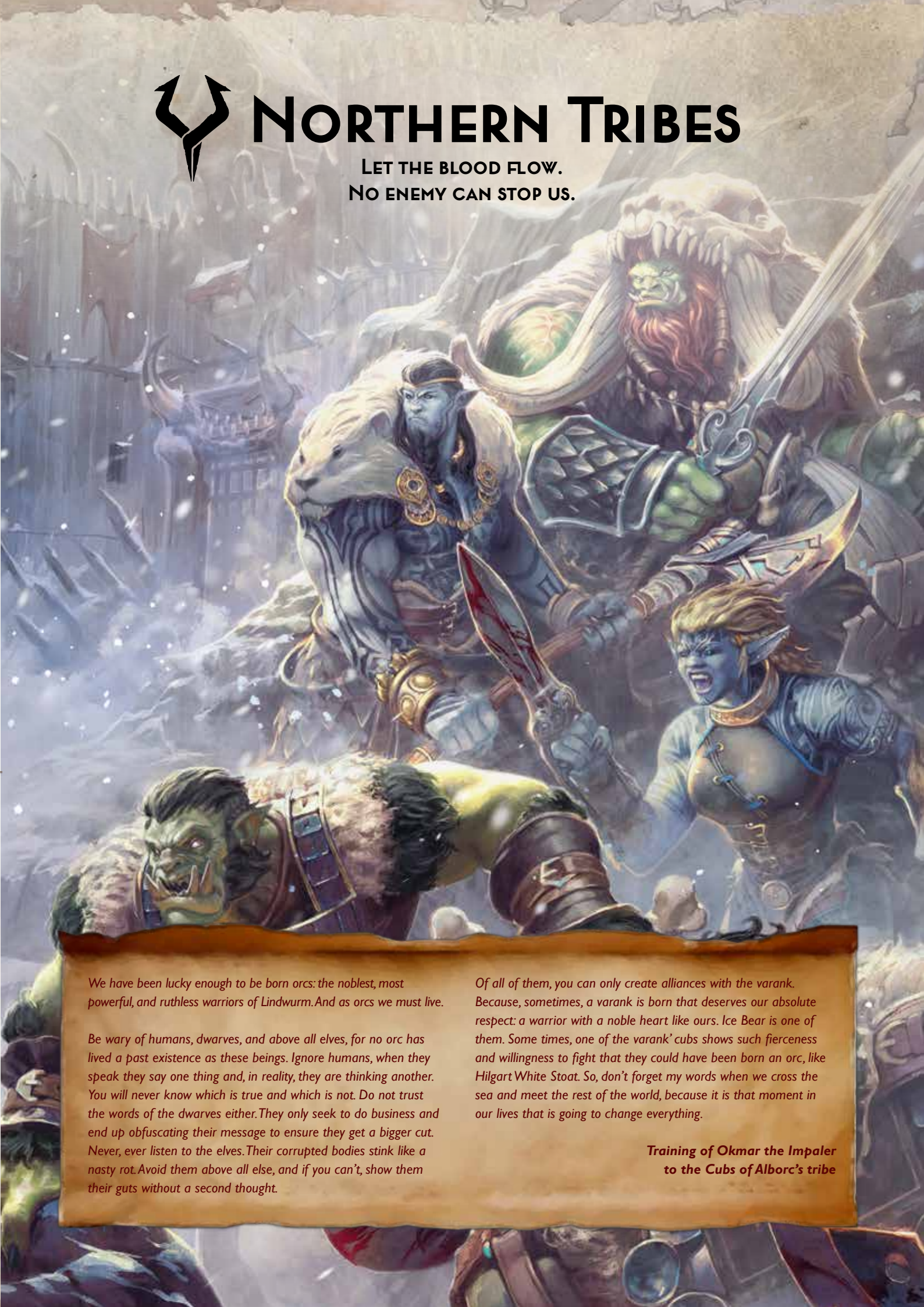
Most Legionnaires treat the Frostfire Heralds with suspicion, sometimes even fear. And it is no wonder: perhaps because of the deep communion they have with the elements, they are creatures with unstable personalities, wearing their feelings close to their sleeves and given to the flights of fancy typical of a lunatic. Some say it is due to a strange substance they consume to fuel their magical powers, but officials do their best to keep a lid on such gossip.





NORTHERN TRIBES

LET THE BLOOD FLOW.
NO ENEMY CAN STOP US.



We have been lucky enough to be born orcs: the noblest, most powerful, and ruthless warriors of Lindwurm. And as orcs we must live.

Be wary of humans, dwarves, and above all elves, for no orc has lived a past existence as these beings. Ignore humans, when they speak they say one thing and, in reality, they are thinking another. You will never know which is true and which is not. Do not trust the words of the dwarves either. They only seek to do business and end up obfuscating their message to ensure they get a bigger cut. Never, ever listen to the elves. Their corrupted bodies stink like a nasty rot. Avoid them above all else, and if you can't, show them their guts without a second thought.

Of all of them, you can only create alliances with the varank. Because, sometimes, a varank is born that deserves our absolute respect: a warrior with a noble heart like ours. Ice Bear is one of them. Some times, one of the varank' cubs shows such fierceness and willingness to fight that they could have been born an orc, like Hilgart White Stoat. So, don't forget my words when we cross the sea and meet the rest of the world, because it is that moment in our lives that is going to change everything.

**Training of Okmar the Impaler
to the Cubs of Alborc's tribe**

The Northern Tribes are born warriors and used to hardship. Their homelands are subject to the worst weather and harshest terrain imaginable. With their swords, maces, and the imposing two-handed axes that the Feudals have dubbed “orphan makers,” crushing a skull and dismembering a body is quick and easy. If one of these fearsome weapons strikes you squarely, you may as well start praying to whatever gods you find holy.

Their dedication to warfare has made them especially dangerous adversaries, advancing, plundering, and invading territories in their path to slaughter their enemies for rich loot.

Instinctive fighters, unbeatable in broken terrain, orcs also have the support of their savage wargs. They have forged tight bonds with these beasts that allow them to become part of their packs. The huge and voracious wargs are such valuable allies that they can turn the tide of battle all on their own. In addition, the power of their Evokers, wise orcs capable of summoning Rock Trolls to mercilessly crush enemies or make contact with their past lives to summon ancestral power, further increases the sheer deadliness of these warriors who know no defeat.

The varank, tenacious, bloodthirsty, and energetic, have a trump card that makes them unique: their totem. These warriors see some of their qualities enhanced by the spirit of the animal that resides within them, which they are able to awaken through their tattoos and war paint. The most powerful and aggressive of their numbers can even take on the form of their totem spirit, these fearsome warriors are known as the Skin Changers. Taking the form of the most dangerous of Lindwurm’s predators, they ravage the enemy in a way that is both ruthless and violent. If one ever encounters a Skin Changer, there is little hope in surviving one of these confrontations. And if they decide to let you live, don’t count yourself lucky, as the varank have a habit of enslaving their prisoners for life.

A few years ago, two tribes of orcs and varank sealed an alliance, motivated by a common interest: to head south, cross the Northern Seas, and conquer the central continent itself.

The orcs of chieftain Alborc’s tribe began their march away from the Lurking Evil, as they call the dreadful Fog that began to descend ominously from the northernmost part of the world, engulfing all traces of life in its path. The varank, for their part, took advantage of this opportunity to recover the territories that had belonged to them in ancient times: the coastal lands of the Gulf of Grjotgard and the coasts bathed by the waters of The Cauldron.

Grjotgard fell. And the orcs and varank established themselves as an occupying army in that territory, becoming a nightmare for their neighbors: the Hegemony of Embersig.

WRATHMANE

The Wrathmane is clearly distinguishable from the rest of the tribe, because when they occupy this position of leadership their mane turns a blazing, reddish color, forming a crown of fiery hair that marks them as ruler. Additionally, the orc increases in size, strength, and agility. They will also become braver and bolder when they ascend.

The authority of a Wrathmane is absolute and incontestable. Of course, at any time when the tribe is not at war, any other orc can challenge them in single combat to take their place if they are the victor. There is no other path to succession. An orc who slays the Wrathmane with malice will never inherit their position, nor can a leader appoint a successor.





ALBORC

Alborc's good judgment and thoughtful decisions are famous, to the point that he is known as the Wrathmane who acts as a Wisemane. Although his enemies call him a coward, no statement could be further from the truth, as Alborc has made the bravest decision an orc could make: to ally himself with the varank and travel south. His connection with the World Spirit is particularly deep, and it tells him that he has not erred in his judgment.

Sometimes in dreams, Alborc experiences remnants of a previous life, in which he commanded a joint army of orcs, varank, and dwarves against a mysterious enemy he cannot see. His intuition tells him that this opponent is rising again... soon.

WISEMANE

In those cases where a Wrathmane is deposed, their hair turns a very characteristic pale color, honoring them as a leader of the past. At this point, the former Wrathmane assumes the name of Wisemane and becomes a valued advisor. These are the only orcs who have a duty to continue living despite having reached an advanced age, since they must pass along their experience to their tribe.

ORC HUNTER

The Hunters, those orcs who have come of age, are not only fierce fighters, but also devilishly cunning. They have finally earned the right to wield a melee weapon worthy of the name, to smell the scent of blood spilled from their prey, and, if they so choose, to hunt alone. Their name is derived from this last fact.

EVOKER

Evokers are spiritual leaders, individuals capable of remembering one or more previous lives, whether they were orcs, other natural living beings, and even geographical characteristics or elemental forces.

Evokers can draw upon these past experiences and use them to gain some supernatural power in the present. Most Evokers count among their remembered lives that of an orc, so it is quite common for these individuals to resort to what made that orc famous in life, whether it was their strength, their wisdom, their cunning, or any other aspect.

LEARN TO PLAY

In this section we will help you take your first steps in Warcrow. You will learn how to set up your first game with the material available in the starter box and we will guide you through the first turns of play so that you learn the basics of Warcrow, step by step.

MINIATURES. TROOPS AND UNITS

Every warrior and creature participating in the battle is represented on the gaming table by a **miniature**. All miniatures must be mounted on the **bases** that accompany them in the product box. These represent the space occupied by the miniature, although their size may vary. Under **no** circumstances can bases overlap during the course of the game.

1. **Name** of the unit.
2. **Cost**. This is the army point value of the unit. (See "Preparing for the game. Recruit your company").
3. **Attributes**. These values define the basic traits of each of the troops that make up the unit.
 - » **MOV** (Movement). The "A-B" value pair indicates the maximum distance the unit can travel when moving normally. The number in parentheses "(C)" is the charge move (see "» Charge"). All values are in **strides**, the unit of measurement in Warcrow.
 - » **W** (Wounds). This value indicates the maximum amount of damage (♠) that each troop in the unit can suffer. When the total damage tokens equal this value, a troop is **out of combat**. When the number of troops in a unit decreases to half its initial number, its combat performance declines.
 - » **WP** (Willpower). This roll of dice (identified by colored icons) represents determination, willpower and mental toughness. It is also the value that *Spellcaster* units use to cast spells.
 - » **MOR** (Morale). The morale value indicates the maximum amount of stress the unit can withstand. Whenever the accumulated stress exceeds this value, the unit must pass a Willpower test to avoid becoming demoralized.
 - » **AVB** (Availability). This value determines the maximum number of units with this profile that you can add to your company, as long as you do not exceed the total cost in army points agreed upon for the game.
4. **Characteristics** (first line) and **Keywords** (second line). Characteristics are descriptive labels (for example, *Dwarf*) that are used to refer to units that share that characteristic. Thus, a spell could, for example, only affect units with the *Dwarf* characteristic. Keywords are terms that refer to special rules that indicate how the unit behaves (for example, *Scout*).



5. **Characters** can be of two types: *Officer* or *Support* (in this example we have an *Support* type *Character*).



Support Character Example

6. Number of **command tokens** that the unit contributes to your company at the start of the game. (See "Command tokens").

From now on, we will refer to all individual models as **troops**. We will call groups made up of one or more troops **units**. The set of units under your control is your **company**, the military force that faces your opponent to achieve victory on the battlefield.

TROOP LEADER

Your units must have a designated troop leader at all times. The main function of the unit's troop leader is to be the reference point for determining movement, as well as indicating which troops are in formation and what actions the unit is performing.

Models that make up a solo unit are considered their own troop leader

FOLLOW THE LEADER

All troops in the unit must at all times replicate what their troop leader does.

GAME PROFILE

Each unit has its own game profile, printed on a card, which contains the set of values, keywords and rules necessary to be able to play with it during the game.



7. **Combat panel.** Shows the unit's attack and defense values during combat, as well as its ability to take objectives.

- » **A. Members.** Units made up of multiple models have two entries on their combat panel. Depending on the number of troops remaining, their attack and defense rolls, as well as their modifiers, may be different. The first entry represents the performance of the unit while the majority of its troops are still standing, and the second is used when its number of troops drops by half.

» **B. Attack.** We distinguish between $\times$ ranged attacks (projectile attacks) and $\backslash$ melee attacks. In the case of ranged attacks, the range in strides at which the target must be, to be able to shoot, is indicated. Attacks can have one or more switches associated with them. (See "Switches"). If the unit has more than one attack available to it, it can only use one of them during its activation.

» **C. Defense.** This roll represents the unit's ability to avoid being damaged by an attack, whether due to its armor, its ability, or a mixture of both. It may have one or more switches associated with it. (See "Switches").

» **D. Conquest.** This value is taken into account when disputing control of the objectives of a scenario with your opponent.

8. The following may be available to a unit:

- » $\star$ **Skills** of their own they can perform
- » $\dagger$ **Spells** to cast during their activation
- » ∞ **Passive skills.** Integral effects, always active and available to the unit.
- » $\odot$ **Command skills.** These abilities do not require any action to apply their effects, only the expenditure of a command token and the fulfillment of their requirements.

In the case of units with more than one troop, their abilities are always available, no matter the number of miniatures that form it.

9. Game profile of **Character in unit.** These are the values and abilities that the *Character* brings to the unit he joins.

CHARACTERS

Characters are single miniature units that feature the *Character* keyword in their profile. Depending on the strength of their leadership or their role in your company, we distinguish between **Officers** and **Supports**.

OFFICERS AND SUPPORTS

The type of Character a unit is is indicated by an icon on its profile:



Officer



Support

In addition to fighting individually like any unit, Characters can join allied units to lead them, improve their capabilities, or give them unique abilities.

JOIN A UNIT

Characters with the ability to join a unit have it indicated in their profile using the keyword *Join* (X), where “X” can be the name of a unit, a characteristic, a keyword or several groups of them separated by lines (“|”). In the latter case, the target unit must have all the keywords or characteristics, or be named as at least one of the groups.

Characters who do not have the *Join* (X) keyword **cannot** join any unit in any way. A unit **cannot** include more than one Character.

For example, the War Surgeon can join a unit with the *Infantry* characteristic, for the purposes of the units present in this starter set, these are the Black Legion Bucklermen.

Officer type Characters automatically become the troop leader of the unit they join.

CHARACTERS JOINING A UNIT

When you are going to deploy your *Character*, select one of your units that is already deployed (that meets the requirements of its keyword *Join* and in which there is no other *Character*) and declare to your opponent that your *Character* is joining the unit. Then place the *Character* on the battlefield in formation with the unit (you can reposition troops to make room for them and ensure the unit is in formation).

CHARACTER GAME PROFILE IN UNITS



When a *Character* has joined a unit, you must use their “*Character in Unit*” game profile. The unit will make use of the values that the *Character* shares (for example, in the case of Officers, their WP).

To manage this union more comfortably, we have designed the cards with the game profiles so that you can place the *Character* card under the unit card, and therefore have both profiles grouped together.

When these values are absolute, they will replace those of the unit, while if they are modifiers (they are preceded by “+”) they are added to those of the unit (even if it has no value). When modifying a roll you **cannot** roll more than 3 dice of the same color, so ignore all dice of a color that exceed that amount.

CHARACTERS AS MEMBERS OF A UNIT

Officer type Characters count as another member of the unit when determining the number of troops participating in a combat (attacking and defending), as well as to quantify the unit’s conquest value (although the *Officer* Character can modify it).

Supports do not count towards the number of troops in the unit.

Characters inherit all keywords of the unit they join since, for all intents and purposes, you play with the unit’s profile while the *Character* is included in it.

SKILLS, PASSIVE SKILLS, AND SPELLS

The unit can use the skills, command skills, passive skills and spells present in the “*Character in unit*” profile as if they were its own, since it is the unit that activates and performs the actions.

ALLIED, ENEMY AND NEUTRAL UNITS

All units of your company, controlled by you, are **allies** of each other. All units controlled by your opponent are **enemies** of all your units.

In some scenarios it is possible for **neutral** units to be deployed or appear, which have their own profile, but do not belong to any side. The rules on their use are described in their profile or the scenario itself. Neutral units are neither allies nor enemies of yours, so you cannot target them with your attacks, abilities, or spells unless they have the *Hostile* keyword.

ALLIES AND “OTHER ALLIES”

By definition, a unit is an ally of itself. When the text of an effect, action, or passive ability of your unit indicates that it affects “an allied unit,” “allied units,” or “your allies,” it includes the unit itself. However, if the text indicates that it affects “other allied units” or “other allies,” your unit is excluded.

UNITS AND FORMATION

All troops in a unit, whenever possible, must be in formation. Troops are in formation with their unit if:

They are at most 2 strides from their troop leader.

They have Line of Sight (LoS) toward their troop leader (see “Line of Sight”).



In the example on the left, all the troops in the Black Legion Bucklermen unit are in formation, since they are 2 strides or less from their troop leader and have Line of Sight towards him. In the example on the right, Bucklermen A is not in formation, since although he is 2 strides from his troop leader, there is an element that blocks his Line of Sight towards him.

DISTANCES AND MEASUREMENTS

Distances in *Warcrow* are expressed in **strides**.

One stride is equivalent to the radius of an infantry base (15 mm).

Two templates are used in *Warcrow* to measure distances: the short template and the long template. All measurements between two game elements are made on the battlefield from base to base, in the case of miniatures, or using the edge of their base in the case of a terrain element.

SHORT TEMPLATE

This template is used to measure short distances comfortably and to resolve the movement of units.

LONG TEMPLATE

This template is used to measure long distances, such as the range of ranged weapons or spells. It is also used to perform movements of more than 5 strides.



You can measure the distance between game elements at any time and for any reason.

LINE OF SIGHT (LoS)

A unit's **Line of Sight (LoS)** represents everything it can see on the battlefield.

Your unit has LoS to another unit if your troop leader can draw a straight line between its base and the base of at least half of the other unit's troops (rounded up). This line is not valid if it passes through any game element that blocks the Line of Sight.

When calculating LoS, keep in mind that:

- A unit **always** has LoS towards itself.
- The troops that make up a unit do not block the LoS to their companions.
- Other units (friendly, enemy and neutral) block LoS.
- Miniatures have a 360° angle of vision, so you can trace LoS from any point on their base.
- The lines that join the center of the bases of the troops of the same unit block the LoS towards other game elements.
- Terrain features with the “Block LoS” keyword prevent the tracing of a LoS through them.

- When calculating the LoS to a unit, the troops that make it up do not block the LoS to other members of the same unit. For example, when tracing LoS over an Orc Hunter unit, those in front do not block the LoS to those behind.

Your unit has LoS to a terrain element if your troop leader can draw a straight line from any point on their base to any point on the terrain element's base.

You and your opponent can check LoS at any time to prevent actions from being declared against targets you don't have LoS to.



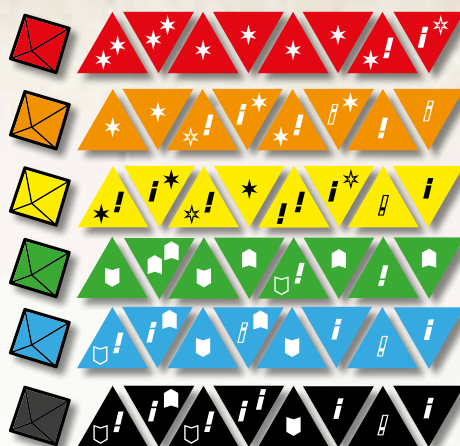
The Frostfire Herald has LoS to the Black Legion Bucklermen unit. Although the forest has the Block LoS keyword, he has LoS to the Orc Hunter unit, as he can draw a straight line to at least half of its troops (the lead troop does not block LoS to the Orc Hunter behind it). He has no LoS towards the Evoker, because the Bucklermen unit blocks his LoS. And he also does not have LoS towards Alborc because, when drawing LoS towards him, the space between the Bucklermen unit prevents it.

DICE AND SYMBOLS

Warcrow uses a series of eight-sided dice, differentiated by color, which contain the following symbols:

★ - Success	☆ - Hollow Success
■ - Block	□ - Hollow Block
! - Special	! - Hollow Special

These are the Warcrow dice and the symbols that can be obtained on them:



DICE POOLS

Some attributes or values such as the attack and defense values of units are represented by a dice pool that you gather and roll. For example, means you must roll two orange dice and one blue dice.



Automatic symbols may appear next to these icons, which you will have to add to the result obtained. For example, ★ means you must roll an orange die and add a ★ to the result.

You **cannot** roll more than 3 dice of the same color under any circumstances

In Warcrow we distinguish between two types of rolls: when only you roll the dice (**simple roll**) and when you and your opponent roll the dice at the same time with the intention of mutually influencing the outcome of your rolls (**Face to Face roll**).

SIMPLE ROLL

In a simple roll only you participate. Follow these steps to resolve it:

1. **Gather your dice pool.** If a rule or effect allows you to add more dice or forces you to remove some of them, do so now.
2. **Roll the dice.**
3. Add **automatic symbols** if any require adding.

4. **Switches.** In this step you can spend any number of symbols obtained on your dice to activate the switches that your roll has available.
5. **Resolution.** The symbols that you have not spent in your switches are the ones that you finally get in your roll. If there is at least one ★ among them, we say that you were **successful** or that the **roll was successful**.

FACE TO FACE ROLL

In a Face to Face roll, you and your opponent participate at the same time, so that your rolls affect one another. Follow these steps to resolve it:

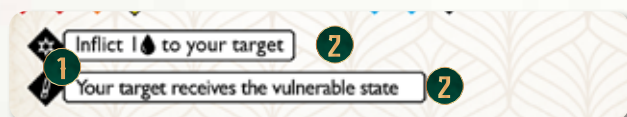
1. **Gather your respective dice pools.** If any rule or effect allows you to add more dice or forces you to remove them, do so now.
2. **Roll the dice** at the same time.
3. Add the **automatic symbols** to your rolls if there are any to add.
4. **Switches.** The player with the current Activation can spend whatever symbols they want from their roll to apply any number of switches they have available for this roll. Their opponent will then have the same opportunity to apply their switches. (See “Switches”).
5. **Resolution.** Cancel as many ★ from your opponent’s roll as there are ■ left in your roll. And vice versa, your opponent cancels as many ★ of your roll as ■ remain in theirs. You and your opponent can then apply the effects that are activated by the symbols that remain in your rolls.

After the resolution, the attacker may also take damage, not just the defender.

SWITCHES

Every time you make a roll, you will get a series of symbols to which are added the automatic symbols that your roll may have. Switches give you the chance to spend some of the symbols to apply various effects before resolving the roll.

Switches are available in your unit profile in the following format:



You can activate the same switch multiple times, as long as you have enough symbols to spend each time.

TUTORIAL SCENARIO

The first thing you need to play a game of *Warcrow* is a firm surface on which to arrange all the game elements, which we call the **gaming table**. You must define the **battlefield** upon it, which is the area in which the game will take place. In the starter box we provide you with a battlemat that you can use as a battlefield for this tutorial.

We recommend that, as far as possible, you have enough space on the table to accommodate the battlefield as well as this rules manual, profile cards, dice, markers, tokens, turn counter, and even the miniatures that will abandon the gaming table as casualties.

Decide who will play as the Hegemony of Embersig and who will play as the Northern Tribes. The units available in this tutorial are:

THE HEGEMONY OF EMBERSIG	THE NORTHERN TRIBES
Dragoslav Bjelogrić, Drago the Anvil	Alborc
Frostfire Herald	Evoker
War Surgeon	Wisemane
Black Legion Bucklermen	Orc Hunters

Take the respective profile cards and place them on your side of the table.

Set up the terrain features and miniatures as shown in the following diagram:



The War Surgeon deploys attached to the Black Legion Bucklermen and the Wisemane is attached to the Orc Hunters, so their profile cards should be placed under their unit cards.

Each company receives 3 command tokens, which correspond to the sum of COM of all its units. The Northern Tribes have the initiative in this scenario, so they take the initiative token.



In this scenario an event takes place at the end of turn 3, so place an **event token** on position 3 of the turn counter.



The **objective token** located in the center of the battlefield represents the strategic enclave for which both sides will fight. At the end of each round, the side that controls the objective will gain 1 Victory Point (VP).

Whoever has the most VP at the end of the scenario is the winning faction.



CONTROL AN OBJECTIVE

All objectives start free from the control of both sides at the start of the scenario. When one of your units ends its activation within 3 strides of an objective, you take control of it. You then place a **conquest marker** with the same color as that of your deployment zone on the objective to indicate it is under your control.

If the objective already has a conquest marker with your opponent's color, remove it before placing yours.

If both you and your opponent have at least one unit within 3 strides of an objective, you must add up the conquest value of your units. Whoever has the highest value will control the objective. In the event of a tie, the objective maintains the conquest marker it had, if any.

Once you have control of an objective, you do not need to keep any units within 3 strides of it; It will remain under your control as long as your opponent does not take it away from you.

PLAY THE GAME

A game of *Warcrow* takes place over a series of **game rounds** (or simply rounds), divided into turns in which you and your opponent alternate activating your units.

The game will end when you or your opponent meet the victory requirements or have played the maximum number of rounds indicated by the scenario.

GAME ROUNDS

ROUNDS

Each round in this scenario lasts 3 turns.

SCORING

At the end of each round you get:

- 1 VP if you control the central objective.

At the end of the scenario you get:

- 1 VP if your company has eliminated the Wild Mórnmab.

END OF THE SCENARIO

The game ends at the end of round 3, when one of the companies has no units on the battlefield or when all units in one of the companies are demoralized.

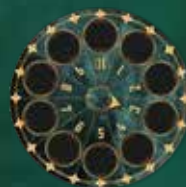
ROUND AND TURNS

Each round consists of the following phases:

- Start of the round
- Turns phase
- End of the round

"Round" and "turn" are two different concepts. A round consists of several turns.

TURN COUNTER



The turn counter has 10 numbered positions that correspond to one game turn each. The central dial (turn marker) indicates the position of the current game turn.

We use this counter to know when the round ends, when possible scenario events take place, how long spell effects last, and when broken units can rally. All of these effects are each represented by a token that you place on the turn counter when the rules tell you to do so. When you have to place a token on a position which already contains another, place it on top, forming a stack. The only exception is the "End of the round" token, which is always placed in the last position (at the bottom), since it is the only one that must be managed at the end of the game turn.

START OF THE ROUND

First, place the “End of Round” token at position 3 on the turn counter, since the tutorial scenario has 3-turn rounds. As it is the first round, place the dial on the turn marker pointing to position 1.

“END OF ROUND” TOKEN



This token indicates in which turn the current round will end, after player activations and the resolution of events or effects. Its position is determined at the beginning of the game by the scenario. (See “Scenarios”).

TURNS PHASE

Each round consists of a number of **game turns** in which you and your opponent will alternate activating your units. If it is the first turn of the round, whoever has initiative must decide who activates a unit first and who activates second. This activation order will remain until the end of the round. The number of turns is indicated by the position of the “End of Round” token on the turn counter. When you finish resolving the game turn in which this token is found, the round ends.

The Northern Tribes have initiative and decide that, during the first round, they will activate one of their units first each turn.

TURN 1. NORTHERN TRIBES

The Northern Tribes prepare to activate their first unit.

ACTIVATE A UNIT

When you declare one of your units activated, place an activation token on its profile. If it's already assigned one, your unit gets stressed instead.

You can declare up to two actions that your unit will perform during its activation. Choose between:

- **Two simple actions.** Any combination of the following as long as at least one is move (you can perform the move action twice):
 - » Move
 - » Attack
 - » Perform a skill
 - » Cast a spell
- **Long action:**
 - » Assault
 - » Charge



The Tribes declare that the Orc Hunters unit is activated, so they place an **activation token** on its profile. The only action possible for the Hunters is to move, so they decide to advance towards the objective.

MOVE

To perform this action, you must pay attention to the two “A-B” values of the movement attribute (MOV) of your unit. Each of these two numbers represents a distance, measured in strides, that your unit can travel in any order you want. For example, if your unit has MOV 3-2, you can move first 3 strides and then 2 strides or the other way around: first 2 strides then 3 strides.

It is not mandatory that you complete each distance completely. In the example, MOV 3-2, you can move up to 3 strides and then up to 2 strides (and vice versa). The distance you do not cover during the first distance is not saved for the next one.

TEMPLATES

To move your unit, place the short template touching the edge of the base. Make sure you are using the side corresponding to the troop movement. You can move from zero strides to the end of the selected distance.



Alborc has MOV 3-2. To move 3 strides, Alborc can travel the entire distance (first case) or just a section (second case).

The unit must be able to travel in a straight line without obstacles. That is, its base must be able to move without colliding with the base of an enemy unit, a neutral unit or the base of a terrain element that prevents movement (*Impassable*).

UNITS COMPOSED OF SEVERAL TROOPS

To move a unit consisting of two or more troops, follow these steps:

- Move the troop leader.
- Place the other troops of the unit in formation (maximum 2 strides from the troop leader and with line of sight towards them).

Your unit **cannot** end its movement in contact with other units. The only way to come into contact with an enemy unit is through the **Assault** and **Charge** actions.

The Orc Hunters are less than 3 strides from the objective. Since they do not want to expose themselves to an attack from the hegemony, they decide not to take any more actions and end their turn. As they are the only unit within 3 strides of the objective, the Northern Tribes now control it. To indicate this, place a conquest marker (red side up) on the objective token.

TURN 1. HEGEMONY OF EMBERSIG

It is on to the Hegemony turn, and they decide to advance their Black Legion Bucklermen to immediately take the objective. The Bucklermen only need to perform this action to control the objective, so they decide to stay in position and not advance further.

At the end of their action, both Bucklermen and Hunters are 3 strides from the objective. To decide who takes control, compare the conquest value of both units. The Hunters have a conquest value of 1, while the Bucklermen have a value of 2, therefore, the objective changes hands. To indicate this, flip the conquest marker to show the blue color that corresponds to Hegemony.



State of play at the end of turn 1

Turn 1 ends as shown in the diagram. Turn the dial on the turn counter so it points to position 2.

TURN 2. NORTHERN TRIBES

The Tribes wish to fight for the objective, so they declare that their Orc Hunters unit will activate again and will spend all their activation performing the long action, **Charge**, against the Black Legion Bucklermen. Since they already have an activation token on their profile, at the end of this activation the Hunters become stressed. Place a stress token on their profile card.



CHARGE

This action allows your unit to move in a straight line to engage an enemy unit and attack. When you declare it, you must select a target enemy unit that you have LoS to. This long action is made up of two simple actions that you must execute in the following order:

1. **Move.** Your unit's troop leader must be able to move in a straight line, using the unit's charging movement, until engaged in combat with the target unit. Otherwise, you will not be able to perform this action. Move the troop leader and place the other troops in the unit into formation. At this point your unit is considered to **have charged**.
2. **Attack** the target unit in melee. Your unit starts a combat with the enemy unit that is resolved by applying all the rules described in "Attacking in melee".

For having charged, your unit can re-roll its attack roll.



The Orc Hunters charge the Black Legion Bucklermen using their charge move (10). The troop leader moves in a straight line until it locks with the Bucklermen and the others form around it.

MELEE ATTACK

In order for your unit to make a melee attack against an enemy unit, your unit must be engaged in combat with it. When you attack a unit in melee we say that a **combat** begins. Until the end of the action, your unit is the **attacking** unit and the enemy unit is the **defending** unit.

COMBAT

Follow these steps to resolve the combat:

1. Your unit must perform positioning maneuvers if any of its troops are not engaged in combat. (See section "Positioning maneuvers").
2. Select a melee attack from your unit profile.
3. All troops in your unit participate in the attack, just as all troops in the enemy unit defend.
4. Your opponent makes the defense roll indicated on their combat panel based on the number of troops in their unit. If the unit includes a Character, it may add dice or automatic symbols to the roll as listed on their unit section of their profile (if any).
5. Gather your attack dice pool. Take the dice indicated on your unit's combat panel based on the number of troops currently in it. If the unit includes a Character, it may add dice or automatic symbols to the roll as listed on their unit section of their profile (if any).
6. Resolve a Face to Face roll between your attack roll and your opponent's defense roll.
7. Your opponent receives as much damage as ★ remains on your roll and vice versa, your unit receives as much damage as ★ remains on your opponent's roll.

COMBAT RESULT

To determine who won the fight, compare the total damage inflicted by each side:

- If your unit has inflicted more damage (at least 1♦), we say that it has **won the combat** or that it is the **winning unit**.
- If your unit has suffered more damage (at least 1♦), it has **lost the combat** or is the **defeated unit**. Also, your unit is stressed at the end of the current activation.
- If both units have suffered the same amount of damage, there is no winner or loser and both units remain in contention.

PUSH BACK THE DEFEATED UNIT

If your unit has won the combat and is still engaged, you can push back the enemy unit to force it to abandon its position.

The pushed back unit must make a move using only its first MOV value in any direction, as long as it places as much distance as possible between itself and the winning unit.

PURSUE THE PUSHED BACK UNIT

If you have pushed back the defeated unit, you can pursue it by moving your first MOV value in its direction, even engaging in combat if your troop leader manages to reach base-to-base contact with any of its troops (you are not considered to have charged).

END OF COMBAT

At the end of combat, if your unit is engaged with the unit targeted by your attack, it must carry out positioning maneuvers if any of its troops are not engaged.

POSITIONING MANEUVERS

All troops in your unit are required to assist their companions when your unit attacks a target. These maneuvers represent the efforts of the attacking unit trying to gain ground on the defending unit. To perform positioning maneuvers, your unit must be engaged in combat. Follow these steps:

- Starting with your troop leader, you must place unengaged troops in your unit in contact with at least one enemy troop. Remember that they must always be in formation. In order to adapt to each situation and maintain your unit's formation, you can exchange your troop leader for any troop engaged with the enemy.
- If it is impossible for you to engage a troop in combat (because it does not have space or because in doing so you break formation), you must place it in contact with your troop leader or, failing that, with any other troop in your unit, as close as possible to any enemy troop of the defending unit.
- If it is not possible to fulfill any of the above points, place the troop as close to your troop leader as possible.

After moving, the Orc Hunters attack the Black Legion Bucklermen in melee combat. First, they perform positioning maneuvers to maximize their contact with the enemy:



Next, both units gather their attack and defense dice based on the number of troops that comprise them. Since the War Surgeon and Wisemane are of the *Support* type, they do not count towards the total, so both units are considered to have 4 troops involved.



The Hunters will use the melee attack value that they have in their combat panel for 3 or more troops (3+) and will add to this roll the success (★) that the accompanying Wisemane provides. The Bucklermen will use the defense value on their entry, also for 3+ troops, and nothing else because the War Surgeon does not contribute dice or symbols to the defense roll. Both units resolve a face to face roll, rolling their dice at the same time:



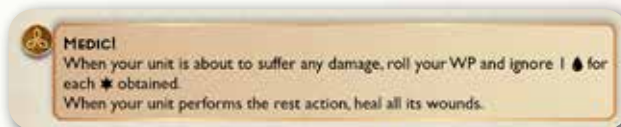
As soon as the dice are rolled, the Orcs have the option to re-roll, since they have charged. Once they repeat the entire roll, the switches step begins, in which the Orc Hunters have the first word since they are activated:



The Orc Hunters decide to spend two specials (!!) to activate the switch of their attack, with which their target, the Black Legion Bucklermen, receives the vulnerable state (we will explain how the states work at the end of the tutorial). The Bucklermen activate their switch by spending a special, so they add a block (■) to the result of their roll. If the Bucklermen had obtained more specials, they could have activated their switch as many times as they had specials.

Once the switches step is complete, the resolution proceeds. Each block obtained by the Bucklermen cancels one success of the Orc Hunters. Since this is an attack, non-canceled successes become wounds.

The Hunters inflict a total of 4 wounds on the Bucklermen. But before the damage takes effect, the passive skill "Medic!" of the War Surgeon activates, so she rolls her WIP (◆), obtaining 1 success and ignoring 1 of the 4 wounds.



DAMAGE

Your units can take damage from an attack, as well as from the effects of an ability, passive ability, spell, or terrain element. When your unit **takes damage** or is **dealt** or **inflicted** X amount of damage by something, place that same X amount of damage tokens on your unit's profile. When the total of tokens is equal to or greater than the value of your Wounds attribute (W), one of your troops will be taken **out of combat**. Immediately remove the model from the battlefield and remove from its game profile as many damage tokens as its W value.

A unit is **destroyed** when the last troop that composed it is out of combat. Remember that the Character that joined it does not count. Remove all tokens and markers that the unit has assigned to its profile.

Officer Characters that are part of a unit are the last to suffer damage, since they are the troop leader.

Support Characters that are part of a unit can be eliminated like any other troop. When the damage suffered equals the unit's W (Wounds) value, you can remove the *Support Character* instead of a trooper.

HEAL

If an effect allows you to "heal X" from a unit, remove a maximum number of damage tokens from it as indicated by 'X'.

The Black Legion Bucklermen suffer 3 wounds in total as a result of the attack. As each Bucklerman has a Wounds (W) attribute of 2, a Bucklerman falls in combat (remove a model from the battlefield) and the remaining wound is left on the unit's profile. If the Bucklermen suffer one more wound, another Bucklerman will fall in combat.



The Orc Hunters have inflicted more damage than the Bucklermen during the combat, which means they are the **winning unit**, so they decide to push back the hegemony to keep them away from the objective. The Bucklermen make a movement using their first MOV value, moving as far away from the Hunters as possible. The Orcs could pursue them, but they decide not to, to retain control of the objective.



It is the end of the activation of the Orc Hunters. As they are the only unit within 3 strides from the objective, the Northern Tribes now control it.



The Bucklermen lost the fight and, therefore, must become stressed. If the stress level of any of any unit exceeds their respective MOR values, they need to immediately pass a WP test to avoid becoming demoralized and flee.

STRESS AND MORALE

Stress in Warcrow represents the tension of combat, physical fatigue and mental exhaustion to which your troops are subjected.

A unit is stressed if:

- Its activation ends and it was already activated previously during the current round. (See “Activate a unit”).
- It loses in melee.

Place 1 stress token on the unit’s profile each time it suffers from stress. The stress tokens are numbered to indicate the **level of stress** (or total stress) the unit has using a single token.



INCREASE AND REDUCE STRESS LEVELS

When a unit is indicated as suffering stress, simply add 1 to its current stress level. When it is indicated for a unit to reduce its stress, subtract 1 from its current stress level.

When a unit is indicated to be stressed by X levels, add X to its stress level. When a unit is indicated to reduce X stress levels, subtract X from its current level (a unit’s stress cannot fall below zero).

MORALE (MOR)

Your unit’s MOR value indicates the maximum level of stress it can handle before its nerves are put to the test. If at the end of the current activation your unit has a stress level higher than its MOR, it must pass a WP test to avoid becoming demoralized. Following this, you will have to remove all the leftover stress tokens until the unit’s stress level is equal to its MOR value. (We explain how to manage demoralized units later in this tutorial.)

WILLPOWER TEST (WP)

A **WP (Willpower) test** is a simple roll that uses your unit’s WP value. We say you **pass the test** if you get at least one ★. Otherwise, we say you have failed the test.

Some rules or effects may indicate that more than one ★ is necessary to pass a Willpower test, for example, Intimidating (See “Keywords, Intimidating”).

TURN 2. HEGEMONY OF EMBERSIG



Faced with the possibility that the Orc Hunters will charge against the Black Legion Bucklermen again and force them to flee, Drago the Anvil decides to take action and activates. First he performs the move action to move forward and bring the Hunters within range of his gun.

RANGED ATTACKS

In order for your unit to perform a ranged attack against an enemy unit, you must meet the following requirements:

- Your unit **cannot** be engaged in combat.
- Your unit must have LoS to the target unit.
- The target unit must be within range of your unit’s ranged attack.

Until the end of the action, your unit is the **attacking** unit and the enemy unit is the **defending** unit. Follow these steps to resolve the attack:

1. Your opponent gathers his defense roll. If the unit includes a Character, it may add dice or automatic symbols to the roll as listed on their unit section of their profile (if any).

The defending unit can only use the defensive dice (green, blue and black) and the automatic symbols ♠, ♣; other dice and automatic symbols are ignored.

2. Form your ranged attack roll.

3. Make a Face to Face roll between your ranged attack roll and your opponent's defense roll.

The unit defending from a ranged attack **cannot** activate its switches; however, the attacking unit can.

4. Your opponent takes as much damage as ★ remains in your roll.



Drago rolls his ranged attack roll. For their part, Orc Hunters use the defense of their combat panel for 3 or more troops, and add a block (■) from the Wiseman.

The Hunters do not get any blocks in their roll, but the Wiseman's automatic (■) symbol counters the automatic success (★) of Drago's roll. The attack ends without consequence and turn 2 is over.

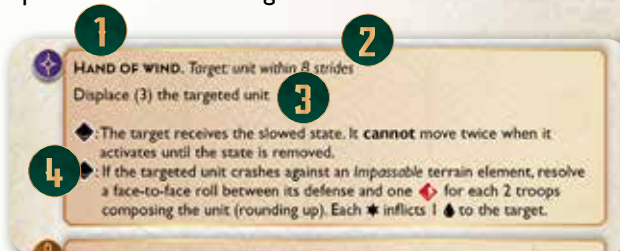
TURN 3. NORTHERN TRIBES



The Northern Tribes wish to give their Orc Hunters as much power as possible, so that the Black Legion Bucklermen think twice before charging them. So they decide to activate their Evoker. As her first action, she chooses to move to get closer to the Orc Hunters. For her second action, she prepares to cast her *Spirit of the Thermopleurus* spell.

SPELLCASTERS AND SPELLS

Spells have the following format:



1. **Name** of the spell. If the name is preceded by (≫) it means that casting the spell is a long action that consumes all of the unit's activation.
2. **Requirements** that you must comply with to be able to cast the spell and its **properties** indicating how it works.
3. **Effects** which must be applied if the spell is successful.
4. **Alterations.** The *Spellcaster* unit can alter the characteristics of the spell, adding as many black dice to the tinge roll as indicated by each alteration. (See "Casting a Spell").

CASTING A SPELL

In order to apply the effects of a spell, your *Spellcaster* unit must be successful with a Face to Face roll between its WP and the tinge roll that is created from the amount of tinge it has.

In *Warcrow* tinge is represented by **tinge tokens**, which affect both spellcasting and the *Spellcaster* unit.

Follow these steps to cast a spell:

1. Select one of your spells and declare that you are casting it.
2. Decide if you are going to alter the spell's properties, and then declare what alterations you will apply.

ALTER A SPELL

Spells can offer different **alterations**, which are modifications to their effects or properties. You can select as many alterations as you wish for the same casting, a maximum of once each.

3. Check that all requirements for casting the spell are met, taking into account any properties altered during the previous step (for example, the spell might have more range). If any requirement is not met, you will **not be able to** cast the spell, so you will have to select another one or perform a different action.
4. Create your **tinge roll**. Take one ♦ for each tinge token your *Spellcaster* unit has. Additionally, each selected alteration adds as many ♦ as its cost indicates. The first 3 dice of the tinge roll will be ♦, the next 3 dice will be ◆, and the last 3 will be ◇. You cannot roll more than 9 dice on a tinge roll.
5. Resolve a Face to Face roll between the WP value of your *Spellcaster* unit and the tinge roll (your opponent rolls the dice). As with any Face to Face roll, the ▀ obtained on the tinge roll will cancel the ★ you roll on your WP roll.
6. If after the resolution you keep at least one ★ on your roll, apply the spell's effects taking into account any altered properties.
7. For each □ rolled on the tinge roll, your *Spellcaster* unit receives one tinge token.
8. If at least one / was rolled on the tinge roll, the effects of the tinge will manifest at the end of the activation. (The effects of the Tinge are included further in this booklet).

If your *Spellcaster* unit is engaged in combat, it can only cast a spell if the target of the spell is itself or the unit it is engaged with.



The Evoker decides that she is going to add a black die (◆) so that her spell gains the first of the properties listed, and rolls her WP roll.

A hollow block (□) has appeared in the tinge roll, so the Evoker must place a tinge token in her profile. Achieving two successes, the Evoker's spell takes effect. We take a spell token of the corresponding color (depending on what our deployment area was), with the number 1, and we place it on the Hunters' profile. Since the spell lasts 4 turns, we use the turn counter to mark it. We take the largest spell token, with the number 1, and place it four positions ahead of the current one on the counter.



TURN 3. HEGEMONY OF EMBERSIG



Seeing that the Orc Hunters are an even greater threat, the Hegemony activates its Frostfire Herald to push them away from the target using his *Hand of Wind* spell. As a first action, the Herald moves to approach the Orc Hunters. He then declares that he is going to add the first of the modifiers to his spell, so he casts his WP against ♦.



As with the Evoker before, the Herald has obtained a hollow block (□), so he must place a tinge token on his profile. It seems that the hegemonic mage has been successful and will be able to cast his spell. Therefore, the Hunters are moved 3 steps towards their deployment zone and, in addition, they receive the slowed state (we will explain the states at the end of the tutorial).



TURN 3. EVENT 1



Both companies have activated, but Event 1 is still on the turn counter. We must activate it before the round ends. The scenario specifications tell us the following:

EVENT 1: WILD MÓRNMAB

Deploy the Wild Mórnmab adjacent to the central objective and place its activation token two places ahead of the current position of the turn counter.



- The Wild Mórnmab is represented with its own marker. Use the behavior table below to activate the creature. In this scenario, as long as it is possible, you must activate the Mórnmab's switches. When its activation finishes, advance its marker two positions.
- The Wild Mórnmab can become a target of the following actions:
 - » Simple actions: attack and cast a spell.
 - » Long actions: assault and charge.

We place the Wild Mórnmab token where the scenario indicates and use the Event 1 marker to track its activations. When it is activated, we will use the table provided by the scenario to see what actions the creature performs.

That being done, the first round is over.

END OF THE ROUND

GET YOUR VICTORY POINTS

The Northern Tribes control the objective, so they gain 1 VP.

REDUCE STRESS

Reduce stress on **non-demoralized** units in your company. Reduce by 2 the stress of units that did not activate. Then, reduce the stress of the units that were activated by 1 level (they have an activation token).

NO ONE GETS LEFT BEHIND

Whoever has the initiative must decide who performs this step first. All units on the battlefield that do not have an activation token on their profile can perform the move action once (see "Activate a unit. Move") or rest if they meet these requirements:

- They are not demoralized.
- They are not engaged in combat.

REMOVE YOUR ACTIVATION TOKENS

Remove activation tokens from all your units.

CHANGE OF INITIATIVE

Since the Northern Tribes had the initiative and are now ahead on the marker, the initiative passes to the Hegemony of Embersig. Now, the player controlling the Hegemony must decide whether to keep the order of activations (first Tribes, then Hegemony) or reverse it for the next round (first Hegemony, then Tribes). If there had been a tie, the initiative would have to change sides; that is, the Tribes would give over the initiative to the Hegemony.

ADVANCE THE "END OF THE ROUND" TOKEN

If the requirements to conclude the game are not met, a new round begins. Advance the piece as many positions as the scenario indicates in turns per round, and the game continues.

The marker does not reset to the initial position at the end of a round, but continues to advance clockwise.

CONTINUE PLAYING

Now it's over to you, the players. Do you want to continue with the tutorial scenario and complete the three rounds? Or do you prefer to venture into the narrative campaign, Winds from the North? Whatever you decide, below is a set of additional guidelines to help you enjoy this Warcrow battle box.

COMMAND TOKENS

Command tokens represent the leadership capacity of some units in your company.

Your command reserve is formed at the start of the game by adding the COM of all units in your company and taking that number of command tokens.

Command tokens allow your units to activate their command abilities.

COMMAND SKILLS

To perform these skills you do not have to take any action. You just need to meet the requirements and spend a command token.

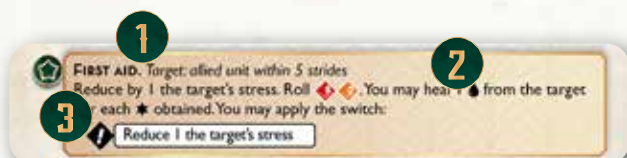
Spent command tokens are not recovered (unless the effects of one of your units or the scenario allow it).

If you and your opponent want to use command skills at the same time, whoever has Initiative decides who spends their command tokens and applies their skills first.

PERFORM A SKILL

Your unit must have at least one skill in its profile to perform this action.

Skills are presented in the following format:



1. **Name.** If the name is preceded by (≫) it means that the ability is a long action which consumes all of the unit's activation.
2. **Requirements** (optional) that you must meet to be able to perform the skill and **properties** that indicate how it functions.
 - » **Target.** When it is indicated that the ability targets another unit or a terrain element, your unit must always have LoS unless otherwise indicated by the term No LoS.
3. **Effects.** This text describes the rules that must be applied once the skill requirements, if any, have been met (range, target, or successful roll).

≫ ASSAULT

This action allows your unit to move to engage an enemy unit and attack. When you declare it, you must select a target enemy unit. This long action is made up of two simple actions that you must execute one after the other in this order:

1. **Move.** Your unit's lead trooper must be able to move, using the unit's two MOV values, until engaged in combat with the target unit. Otherwise, you will not be able to perform this action. Move

the troop leader and place the other troops in your unit into formation. (See "Move").

This step 1 move is an exception to the rule that a unit executing a "Move" cannot engage another.

It is not necessary for your unit to have LoS to the enemy unit at the start of the action in order to assault it.

2. **Attack** the target unit in melee. Your unit begins combat with the enemy unit, which is resolved by applying all the rules described in "Attacking in Melee."

OPPORTUNITY ATTACK

If you declare the move action with a unit that is engaged in combat, the enemy unit will have a chance to stress itself to make an **opportunity attack** against your unit **before** you move.

In the case that your opponent decides to make the opportunity attack, resolve a Face to Face roll between your defense roll and your opponent's attack roll. This is not considered as an Attack action, so you will not be able to apply modifiers to your rolls or activate any switches available to you. Your opponent will receive as much damage as there are successes left on your roll and vice versa, your unit will receive as much damage as there are successes left on your opponent's roll.

Once you have resolved the Face to Face roll, your unit will make the movement you declared, unless, during the Face to Face roll, your unit's position has changed (for example, it has been displaced). In that case you must continue moving but you can modify your trajectory.

Keep in mind that this opportunity attack does not initiate any combat, so there is no winning or defeated unit.

The enemy unit cannot make an opportunity attack if it is demoralized or if it is engaged, in turn, with another unit other than the one that is moving.

DEMORALIZED UNIT

These counters have a unique numbering system to easily identify units that are demoralized. They come in pairs with the same number: a smaller one that is assigned to the unit and a larger one that is placed on the turn counter so we know at the end of which turn the unit will try to rally.

DEMORALIZED UNIT TOKENS



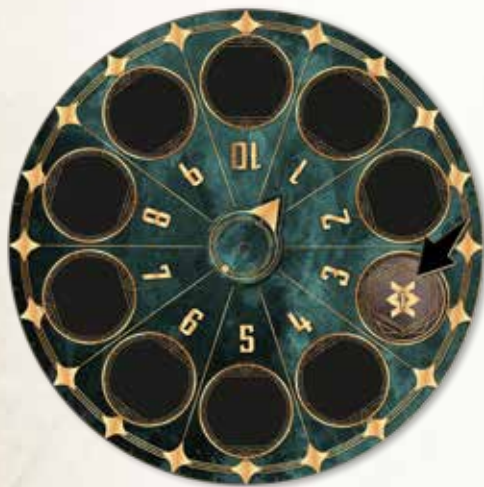
These counters have a unique numbering system to easily identify units that are demoralized. They come in pairs with the same number: a smaller one that is assigned to the unit and a larger one that is placed on the turn counter so we know at the end of which turn the unit will try to rally.

The moment your unit becomes demoralized, do the following:

- Place a demoralized unit token (small) on their profile.
- Take the corresponding broken unit token (large, with the same number) and place it on the turn counter two positions ahead of the current turn.

If your unit is demoralized:

- It **cannot** be activated in any way.
- It **cannot** stress itself in any way and **cannot** reduce its stress.
- It **cannot** control objectives (we consider its conquest value null).
- If it participates in combat, it will always flee after the result. (See "Melee Attack").



The Bucklermen unit is stressed at the end of its activation. Since its stress level exceeds its MOR value (1), they must make a WP test in which they do not obtain any ★, so the Bucklermen unit becomes demoralized. As it is turn 1 of the round, a demoralization token is placed on the turn counter and another on their profile (both with the same number). At the end of turn 3, the Bucklermen unit will have the opportunity to rally. The excess stress (a stress token) is then removed.

FLEE

If your unit flees, you must immediately move it using both of its MOV values towards your deployment zone, following the shortest possible path and, if it is already there, move it towards the nearest edge of the battlefield. When a fleeing unit comes into contact with one of the battlefield edges, remove it. The unit will count as eliminated for all purposes.

RALLY A DEMORALIZED UNIT

When the turn counter marker activates your unit's broken unit token, you must make a WP check to rally:

- **A. If you pass the test:**
 - » Your unit is no longer demoralized. Remove the broken unit tokens from the turn counter and their game profile.
 - » Reduce the unit's stress level to its MOR value minus 1.
 - » You can perform the move action once.
- **B. If you don't pass the test:**
 - » Advance the demoralized unit token two positions on the turn counter.
 - » Your unit flees.

STATES

States are represented by their respective tokens. When your unit suffers a state, place the corresponding token on its profile. The effects of the state apply immediately and last until it is removed.

Your unit can only have one token of the same state. If you receive a state you already have, do not place a new token.

These are the states, the effects they cause, when they should be applied and when they are removed:



Frightened. Your unit must re-roll all of its successful Willpower Tests (maximum once per test).

Remove this state when you pass a willpower test.



Slowed. Your unit cannot use its second movement value (MOV) when performing the move and assault actions. Additionally, you must subtract 4 strides from your charge movement (up to a minimum value of 0). For example, if your unit has movement 3-2 (9), it can only move 3 and can only move 5 when it charges.

Remove this state at the end of the activation in which your unit performs the action move or assault.



Disarmed. Your unit must cancel one die from its attack rolls in which it has obtained at least one ★. In the case of multiple dice, your opponent will choose which one. You must apply this effect after rolling the dice (with all possible repetitions), but just before starting the Switches step.

Remove this state at the end of the activation in which you have applied its effects (if you have not been able to cancel any dice, the state is considered to remain active).



Vulnerable. Your unit must cancel one die from its defense rolls in which it has rolled at least one ▢. In the case of multiple dice, your opponent will choose which one. You must apply this effect after rolling the dice (with all possible repetitions), but just before starting the Switches step.

Remove this state at the end of the activation in which you have applied its effects (if you have not been able to cancel any dice, the state is considered to remain active).

Even if, due to a switch, you receive the unarmed and vulnerable states, they will not take effect until the next attack or defense roll you make. If your unit has the Elite keyword, you must apply the unarmed and vulnerable effects before replacing the hollow symbols.

TERMS AND KEYWORDS

These are the terms and keywords used in the profiles from this battle box:

DISPLACE (X)

The unit you displace must make a straight movement of X strides in the direction you indicate. The effects of Terrain elements **cannot** affect this move (except *Impassable*). This movement does not cause an opportunity attack.

If when displacing the unit it comes into contact with a unit or an Impassable terrain element, stop its movement right at that point.

ELITE

Once the dice have been rolled (rerolls included) and before advancing to the switches step, your unit may replace any ☆ with ★, any ▢ with ▣, and any / with !.

This effect applies to any rolls your unit makes.

FEARLESS

Your unit ignores the effects of *Intimidating* and is immune to the frightened status.

GOLEM

Your unit ignores the effects of *Intimidating*.

Your unit is immune to the effects of the frightened state.

Your unit **cannot** be demoralized. If you are stressed above your MOR value, you ignore the excess stress.

HOSTILE

Hostile units **always push back** when they win combat and will **always pursue** units they push back.

IMMOVABLE

Your unit **cannot** be lured, shoved, placed, displaced, or pushed back unless you want it to.

INTIMIDATING (N)

When this unit engages in combat, the enemy unit must perform a WP test in which they must obtain at least as many ★ as indicated by 'N' to avoid stress. For every unobtained ★, they'll have to gain stress.

For example, if a unit with Intimidating (2) becomes engaged by charging an enemy unit and this enemy unit only gets 1 ★ on its WP check, it will be stressed once. If it doesn't get any ★, it will become stressed twice.

RAGING

Your unit adds ★ to its attack rolls when it charges.

SHOVE (X)

The target unit must distance itself from your unit by making a movement of X strides in the direction that joins the center of the opponent's troop leaders base to the center of your troop leaders base. This movement does not cause an opportunity attack.

If the target unit comes into contact with a unit or an *Impassable* terrain element while moving, it will stop its movement right at that point.

This move allows the target unit to engage in combat (it is not considered to have charged).

TINGE EFFECTS

When at least one ♣ is rolled in the tinge roll, your *Spellcaster* unit must face the consequences of the tinge at the end of their activation. Consult the following table and, starting with the first row, apply in ascending order, the effects of as many rows as the amount of tinge your unit has. For example, if your unit has 3 tinge tokens you must apply the effects of rows 1, 2 and 3 in order.

TINGE EFFECTS TABLE	
TINGE	EFFECT
1	The unit is stressed
2	All units within 5 strides of this unit must pass a WP test or receive the Frightened state.
3	The unit receives 1 tinge token.
4	The unit gains <i>Intimidating</i> (★★). All units within 8 strides must pass a WP check with at least 2 ★ or receive the Frightened state.
5+	The unit is destroyed. All units within 2 strides must pass a WP test with at least 2 ★ or they suffer 1 ♠ for every two troops in the unit (rounded up).

CHECK THE EFFECTS OF THE TINGE AT THE START OF THE ROUND

At the beginning of each round, units that have at least one tinge token in their profile must make a tinge roll based on the tinge tokens they have. If they obtain at least one ♣ they must face the effects of the tinge as described in the previous entry.

COMPLETE RULEBOOK

If you already have experience with other similar games, you will probably prefer to take a look at the complete Warcrow rulebook, which is available completely free of charge on the official Warcrow website: <https://warcrow.com/resources/warcrow>.

BEFORE PLAYING THE CAMPAIGN...

Welcome to the Winds from the North narrative campaign. Before we start, let us tell you a few things about it. This campaign is a succession of scenarios linked by a narrative thread.

Each scenario has its particularities and specifications, and you will find all the pertinent information both on its corresponding pages and in the tutorial within this booklet. Before playing each scenario, you must prepare the game. Let's see how it's done.

1. CHOOSE A FACTION

Agree or draw lots with your opponent as to who will play as the illustrious Hegemony of Embersig and who as the fierce Northern Tribes. You must play the entire campaign with the faction you choose or you get..

Use the battlemat included in this battle box. This is the correct size of all the campaign scenarios.

2. DECIDE WHO HAS THE INITIATIVE

In this step you must decide together with your opponent who will start the game in possession of the initiative token:



- If you have the initiative token, you will decide who starts by deploying their first unit onto the battlefield and who starts by activating each turn of the round in play.
- If you do not have the initiative token, you will decide who gets to place the first terrain element.

To determine who will have the initiative, do the following:

- Gather the roll in your hand.
- Separately add up the total COM (command) value of all your units. If you have more total COM than your opponent, add to your roll.
- Resolve a face to face roll. Whoever gets the most ★ decides whether to keep the initiative token or give it to their rival. In case of a tie, repeat the roll until someone gets more ★.

3. PREPARE THE TERRAIN ELEMENTS

Place the terrain elements that are already configured on the diagram for each scenario. You must also place the objectives where they correspond. The scenarios also enable the players to place some terrain elements wherever they want.

Whoever does not have the initiative must decide who will start by placing the first terrain element anywhere on the battlefield (the scenario may place restrictions on its placement). Next, you will alternate and continue placing the other terrain elements indicated.

4. DEPLOY YOUR UNITS

Whoever has the initiative must decide which side deploys one of its units first. You and your opponent must take turns deploying one unit at a time until all have been deployed.

To deploy a unit, place all its models within the boundaries of your deployment zone. That is, all their bases must be completely within your deployment zone and the boundaries of the battlefield. All troops in the unit must be in formation.

Once these steps are completed, the game begins!

THE CAMPAIGN NARRATIVE

Winds from the North is a narrative campaign, and some of its interactions are accompanied by text. Some paragraphs are framed with the cote d'armes with one of the two armies - these texts are exclusive for the player commanding that nation. Besides, the narrative entries have a numerical codification. When you find one of them after this symbol, you must go to the narrative section and read the corresponding entry number. This section is at the end of the scenario pages and signaled with the symbol .

CAMPAIGN LOG

At the end of the campaign you will find a Campaign log where you can mark the achievements you achieve throughout the campaign. This way you can keep track of how the scenarios unfold. The sum of points at the end of each scenario is also recorded in the Campaign log.

VICTORY POINTS

Victory Points (VP) in this campaign are divided into two types: Military Points (MP) and Arcane Points (AP). Each scenario will tell you how to get them. At the end of the campaign, the player who has accumulated the most points, adding both Military and Arcane, will be the winner.

WARNING

Scenario pages may contain narrative revelations about the progress of the campaign. We recommend that you read the content in order and, if you don't want to spoil anything, don't read the end!

WINDS FROM THE NORTH

*There was a spider, there was a little spider.
It liked the tree where it lived. It enjoyed the snow.
Then there was another spider, immense and absolute, born of rock and wood.
It didn't know if it enjoyed anything, but it had a purpose to fulfill.
Both left an indelible mark on this world.*

The Ballad of the Two Spiders, by Jacques D'Ancourt

Only the wind and snow recall the last of the varank who inhabited Grjotgard. It was before the Rift, which others now call the Great Cataclysm. With the army of the radiant elves nipping at their heels, the varank boarded their ships and took to the raging waves of the Northern Seas, escaping a cruel fate.

The world has inexorably changed since that time. New empires have been born, old ones lying under the tattered cloak of time and oblivion. Lindwurm has been restless, tense, mired in a fragile calm that could be broken at any moment... until a horde of deadly warriors descended from the Boreal Lands under a single banner: that of the Northern Tribes, an alliance between the powerful varank and the fearsome orcs. They advanced towards the south encountering no resistance, ready to recover what was once theirs.

After the conquest of the Island of Chains, the Northern Tribes arrived on the shores of the Gulf of Grjotgard, ready to conquer the territory. Nobody knows how they were able to sail through the thick fog, which is nigh impossible to navigate. Neither Mounthaven's most sophisticated inventions nor its most seasoned lookouts were able to spot them in time to raise the alarm. The waters of the Gulf of Grjotgard are treacherous and dangerous; no sailor would be mad enough to venture through them at night. But the members of the Tribes were moved by a force more powerful than insanity: conviction. They pounded the Mounthaven dwarves inhabiting the area, who could do little to repel their savage attacks.

The assaults of the northern hordes pushed the dwarves to take refuge in the Worldwall Mountains, where they were forced to resort to an alternative strategy rather than a military one, for it was clear that they could do nothing to stand against them at that time. Using sound judgment in an attempt to stop the bloodbath, the dwarves chose to exhaust diplomatic channels, and leaders from both sides met to negotiate an agreement. The orc and varank chieftains gladly accepted the deal. After all, the dwarves were never their true enemy and an honorable leader is as fierce on the battlefield as they are calm at the negotiating

table. Thus, the Agreement of the Torc and the Tiara was signed between Mounthaven and the Northern Tribes.

Now, in their advance southward, the Northern Tribes have reached a border area where there was never anything of interest. Although it is considered a frontier, it has almost no inhabitants, and the only indication that territory is changing hands are the imposing watchtowers of Lindwurm's largest empire: the Hegemony of Embersig. This new force, made up of humans, Ghent dwarves, and Aestari elves, has spread across the world like wildfire, and has established one of its observation posts near Grjotgard. However, this is not the first time that the

The wind howls strangely in this place. I don't know how to explain it, I'm not good with... words. I can feel it, regardless. The World Spirit is weak here. The snow flutters from the sky in odd patterns, the trees are misshapen. We will have to be careful when we accompany our Wrathmane, Alborc, in search of the place he favors. He hasn't said what he needs it for, but I don't need to know either. I am a Huntress. When the prey appears, I will bring it low. There will be no objective left standing as we pass.

The Evoker is quiet now, she tries to commune with the spirits. She hasn't succeeded the last two times, and that makes me suspicious. She speaks of a presence, of a trace left by a creature she does not know, but which should not be underestimated.

Someone is here. They watch us. Maybe they are studying our movements. I don't like to feel like prey, but the Wisemane calms our impatience with his words. He says that, although it is now ours, we tread ancient territory and that the land has memory. I'm not sure I understand it, so I ask him to explain it to me. The earth remembers, he says, and in this soil is hidden a memory almost as old as the World Spirit. And it is that "being" with which the Evoker fails to establish a connection.

It's strange. This continent is strange. And, although the rest of the Hunters share my opinion, we are not afraid. We are orcs and we trust our Wrathmane, our elders and the spirits. Grjotgard will soon be ours.

Alborc is back. He nods, barking an order. Let us hunt.

Ikiaq, Orc Huntress, moments before entering the Path of the Spider.



Northern Tribes have encountered the Hegemony. Incursions by ebony-clad soldiers on the Island of Chains are common, and the northerners, for their part, have also caused several issues for the Embersian outposts.

This time, however, the Tribes advance with a different purpose, and the Hegemony is now receiving inauspicious messages from its scouts. Since when has there been so much fuss kicked up in that forgotten corner of the world?

The eye of destiny, which orchestrates all events with a wry sense of humor, is now focused upon a remote place that had no importance until two years ago. It is a tiny area, lost between the wind and snow, which the locals call the Path of the Spider. No one knows exactly who named it, and neither would they have been able to locate it on a map. However, the terrain now is different. What had previously been a snowy wasteland, with a couple of parched forests and two high points that it would be presumptuous to call "mountains," have suddenly

transformed. After unprecedented earthquakes, circular marks have appeared on the ground, a kind of crater that was not there before. According to reports from the Ghent Pioneers, the air is different in their vicinity, more dense and... red? For their part, the varank Tundra Marauders have reported to their superiors that the snow is restless and that nature behaves differently there.

It is not like the Hegemony to waste resources hastily, so it has assigned a small detachment of soldiers, under the command of Ensign Dragoslav Bjelogrić, to investigate the Path of the Spider in an attempt to discover the intentions of the Northern Tribes. For his part, the leader of the orcs, Alborc, has selected a handful of his warriors to find a suitable place to settle and build a site that will fortify the Tribes in their efforts to repel the Hegemonic soldiers, but also in preparation for the impending arrival of the Lurking Evil, which is why they originally fled from their homes in the North.

Dear professor Caladren,

I hope that this letter finds you in good health and enjoying the silence and tranquility that you so rarely enjoy. I am writing to tell you wonderful news: I have been given a destination! I'm not sure if you've heard of this mission, as I understand it is being conducted as clandestinely as possible, but a Black Legion detachment under Ensign Bjelogrić is preparing to depart north. I'm not sure where we're going exactly, but it looks like the area is Grjotgard.

We depart in two days, but I couldn't leave without writing to you. I went to look for you in your office on two occasions, but I didn't find you there. Professor, I'm excited. It is not common for us, recent graduates of the College of Magic, to be presented with such an opportunity so soon. And I know that I owe this luck to you. Thank you for taking care of me and guiding me so wisely during my formative years.

I'm eager to put my knowledge into practice and get into combat. I've never been in a fight, but now I'm a member of the Black Legion! Although, if I'm honest, I don't believe that the intention of this advance party is to kill anyone. It doesn't seem like there's anything interesting

where we're going. However, it is my first mission, and I will fulfill it, proudly carrying our emblem, that of the Aestari.

I hope that the stay there will be more pleasant than the training period in the most remote part of the Island of Assail. I cannot say that I have good memories of the coastal town where I spent those two months. How did you do it? This time it will be different, though.

I have a good feeling.

Let this letter serve as the farewell that, unfortunately, I was never able to deliver personally. I look forward to meeting you when you return, if you have time. I would like to tell you all about my adventures!

I won't let you down, professor. I will make you proud!

Your dear student, Ehtyar.

Letter from the newly graduated Frostfire Herald, Ehtyar Isqithioss, to the distinguished professor Caladren of the College of Magic of Arkhadja.

SCENARIO I: A VOICE IN THE STORM



Ensign Bjelogrić sent an advance party, made up of soldiers culled from the Black Legion, to inspect the terrain and find a place to bed down for the night. The Path of the Spider is as inhospitable as its reputation claimed it would be, and a blizzard looms on the horizon. The Hegemony, as always, will be prepared for any potential setbacks.

The reconnaissance mission has taken the detachment to an abandoned farm. It seems like a good place to set up camp, until the War Surgeon notices that there is something amiss in the middle of the farm. A highly suspicious object rests on a pile of stones which looks to be a broken vase. Suddenly, it begins to flash intermittently. This flickering arouses the suspicions and natural skepticism of the Hegemons. Just as they are about to send a message to Ensign Bjelogrić to inform him of this oddity, the soldiers hear the sound of footsteps in the snow. To their surprise, they discover that they are not alone. Off in the distance, a group of orcs can be seen approaching towards them, and they are getting dangerously close. Although still surprised by the presence of the arcane object, the Bucklermen are not intimidated and draw their swords. They hold their ground as the voice of their superior commands: "Don't be alarmed, soldiers."



A band of orcs trundle along the Path of the Spider, under the command of their Wrathmane. They are scrounging for food and materials that may be of use to them. Despite the biting snow and cold, they move without difficulty. The North has tempered their skin and bones against such elements, and this is nothing more than a stroll for them. However, they remain alert, attentive to any sign of movement in their vicinity. The spirits are weaving a storm; its heartbeats resonate throughout the forest. The ground is shaking. The trees are quivering. This is no ordinary storm.

The Wisemane stops the hunters upon spotting an abandoned farm. He raises his head, sniffs the air and grunts: "It smells like human iron." The hunters roar at the thought of an upcoming fracas. They advance decisively, taking a good position in front of the farm where, indeed, they spy their opponents. The heartbeats of the storm increase their intensity by the moment. There, in the center of the farm, is the catalyst for the blizzard. It is a broken vase, thrown on a pile of stones, which suddenly begins to glimmer. The heart of winter is about to burst.

The orc hunters unleash their fearsome battle cries. They have no intention of leaving this place empty-handed.





AVAILABLE TROOPS

- The Hegemony of Embersig:
 - » Hetman
 - » War Surgeon
 - » Black Legion Bucklermen
- The Northern Tribes:
 - » Wrathmane
 - » Wisemane
 - » Orc Hunters

SPECIAL RULES

- *Characters cannot* join units.
- **Fences:** this terrain element does not block LoS. Units can jump over them.

PREPARATION

- Place the terrain elements as indicated in the diagram.
- Place the objectives as indicated in the diagram.
- Each player can place 1 terrain element (Fence) on any part of the scenario that is not a deployment zone.
- Place the Event 1 marker on position 1 of the turn tracker (I-1).

ROUNDS

Each round lasts for **2 turns**.

SCORING

At the end of the game, you obtain:

- 1 Military Point (MP) if you play as the Northern Tribes and control objective 1. Mark IMP on the Campaign log.
- 1 Military Point (MP) if you play as the Hegemony of Embersig and control objective 2. Mark IMP on the Campaign log.
- If a player controls both objectives 1 and 2, mark the achievement **Strategist** on the Campaign log (I-2).
- 1 Arcane Point (AP) if you control the blue (A) objective. Mark IAP and the achievement **Broken canopic jar** on the Campaign log (I-3).

END OF THE SCENARIO

The game ends at the end of round 3, when one of the companies has no units left on the battlefield, or when all the units from one of the companies are demoralized. (I-4).



I-1

EVENT 1: SNOWSTORM

A furious wind whips through the farm and the snowfall is steadily getting worse. The decrepit structures threaten to be carried off by the gales. The storm screams and howls as if it truly had a voice of its own. It is evident that this is not a mere meteorological phenomenon. The air is filled with the scent of magic, and a cloud of flashing vermillion creeps over the farm. Blazing eyes seem to dwell in the swirls of snow. It is bloodcurdling.

- All units must pass a WP test (★). If they don't succeed, they receive the slowed state.
- The players alternate in their WP rolls until all units have taken theirs (the player with the Initiative chooses who starts).
- Once the event is resolved, advance 2 positions in the turn tracker.

I-2

STRATEGIST

Your opponent has no choice but to withdraw their troops and leave empty-handed. You rise victorious. The farm is yours.

I-3

BROKEN CANOPY JAR



Once regrouped and away from the fray, the Hetman hands the broken vase to the Aestari scholar accompanying them. The Herald's fingers tremble as they lift it up for a better look. It's not the first time he's seen something like this. There is another of these vessels in the College of Magic in Arkhadja, the capital of the Hegemony. Although this one is broken, the two pieces of it fit together perfectly. The Aestari shudders as he senses the still latent power vibrating through it.



The party of orcs returns to their camp and the Wisemane shows what they have found to the Evoker. She handles the object carefully, skeptical. She has never seen anything like it. As she touches it, her fingers transmit information unreachable to the others. Within that vase dwells a powerful spirit, the essence of an entity as ancient as the world itself. The two parts of it fit together perfectly, so the Evoker joins them. It is better not to tempt the hidden forces at play here.

I-4

END OF SCENARIO

MILITARY POINTS VICTORY:



The Hegemony's strategy is precise and effective, as usual. The Tribes are forced to abandon the farm. The Black Legion has secured a good settlement for the night. The Bucklermen investigate the surroundings and soon find the trail of the orcs, which leads them to the location of their camp. The Legion will not be caught by surprise again.



The Tribes chase down the Hegemonic soldiers, who retreat, fleeing to the refuge of the snowy forest. The orcs celebrate this victory, knowing they have ensured their troops' supply. They decide to stay put for the moment and secure their position. The Hegemony will think twice before returning here.

ARCANE POINTS VICTORY:



In the hands of the Frostfire Herald, the artifact abandoned in the snow takes on a solemn appearance. The Aestari spends the night examining it, convinced that the Black Legion has recovered an object that will be key to their advancement in the north.



The Evoker immediately notices that there is a magical force contained in the broken vase. After spending some time examining it, she informs Alborc that this object is the key that will open the door to victory for the Tribes of the North. Help is always welcome, even if it is supernatural in nature.

SCENARIO II: THE MIRROR OF THE WASTELAND



Ensign Bjelogric listens in rapt attention to the report from his soldiers. His decision is immediate: the activity of the Northern Tribes is highly suspicious, so he will attend the next meeting himself. Tales of magic and superstitions fall on deaf ears for Drago Bjelogric, but he is not a fresh-faced boy right out of the academy either. His pride is tempered enough by experience to remain skeptical of incidents of this kind. He is convinced that whatever “event” occurred at the farm, it will have a logical explanation. It is quite possible that it is just a trick of the Northern Tribes’ shamans.

When the Black Legion spots a lake in the distance, they halt their advance. They contemplate what is around them: remains of what were once some dwarven structures, distinguishable by the cut of the stone. Everything else is a snow-covered wasteland; except, of course, for the lake. It is frozen and shining in the pale midday sun, pristine as if it were the finest of mirrors. At that moment, one of the Bucklermen spots an unknown figure next to the demolished building. Ensign Bjelogric bellows an order for his troops to take positions, while the shadowy silhouettes of the massive Orc Hunters race across the snow.



The Hunters’ account of their encounter with the Hegemony at the farm causes Alborc to reflect for the entire night. Although he is not worried about the soldiers of the south, frail as they are even when they are clad in their black armor, he knows, full well, that underestimating them would be foolish. For this reason he decides to personally lead his troops on their next raid. Furthermore, the Evoker’s words weigh heavily on the Wrathmane’s mind: There is a presence that has gone unnoticed on the Path of the Spider until now, but it has awoken due to the arrival of strangers. The sorceress perceives its alteration and hears its heartbeat in the trees and stones.

The party of orcs moves with alacrity until they come upon a nondescript place. Near the ruins of two buildings, they see a frozen lake. Its surface is so smooth that it looks like a mirror. The Wiseman and the Evoker both growl, reacting to a supernatural presence. The Hunters signal to their leader that the Hegemony is near, but that is not their only company here. Next to the ruins, a silhouette swathed in a bulky coat awaits. The smell of it is strange: a mixture of charcoal, cloves, and cinnamon. Who is that and just what are they doing there?





AVAILABLE TROOPS

- The Hegemony of Embersig:
 - » Drago the Anvil
 - » War Surgeon
 - » Frostfire Herald
 - » Black Legion Bucklermen
- The Northern Tribes:
 - » Alborc
 - » Wisemane
 - » Evoker
 - » Orc Hunters

PREPARATION

- Place the terrain elements as indicated in the diagram.
- Each player can place 1 terrain element (Wall) on any part of the scenario that is not a deployment zone.
- Place the objectives as indicated in the diagram.

ROUNDS

Each round lasts for **3 turns**.

SCORING

At the end of each round, you obtain:

- 1 Military Point (MP) if your company controls objective 1.

At the end of the game, you obtain:

- 2 Arcane Points (AP) if your company has the Event 3 marker.
- 1 Military Point (MP) if your company has the Event 4 marker.
- 1 Military Point (MP) if you marked the achievement **Monster Hunter** in the Campaign log.

END OF THE SCENARIO

The game ends at the end of round 3, when one of the companies has no units left on the battlefield, or when all the units from one of the companies are demoralized (II-6).

SPECIAL RULES

- *High Command* Characters **cannot** join units.
- **Walls:** this terrain element blocks LoS. Units **cannot** jump over them.
- **Blue (A) objective:** Only the *Spellcaster* Characters can interact with this marker (II-1).
- **Event 1 marker:** the player with this marker places it on the *Spellcaster* Character of their company. During their activation, the Character may spend the marker to perform the long action:
 - » **Release the storm** (II-2).
- **Event 2 marker:** the player with this marker places it on the Character *High Command* of their company. This Character has now a bonus of COM +1.
- **Event 3 marker:** the unit with this marker on its profile, before being removed from the scenario, places the Event marker adjacent to its base. A unit in contact with the marker can perform the simple action:
 - » **Retrieve.** Place the Event marker on the unit's profile.



II-1

BLUE OBJECTIVE: LAYLA GANJAVI

Wrapped in a thick coat, decorated with geometric patterns, is a very dark-skinned half-elf. Her hands are instantly noticeable as they are covered in white ink tattoos. When she raises her head to glance at you, she adjusts her glasses then grins. The whites of her eyes are dotted with black spots, and she gives off a strong aroma of cloves. You've never seen her before, and yet there's something about her that feels extremely familiar. The half-elf greets you.

"Hello, traveler. My name is Layla. What are you doing here, in this forgotten corner of the world? Are you here to have a look in the mirror? Have you lost your way? Or maybe... you're the one I'm waiting for? Tell me, do you have anything for me?"

A Character Spellcaster controlling this objective may, in contact with the marker, perform a simple action:

II-1 A

- **Exchange.** If the Character has the **Event 1 marker**, they may exchange it for the **Event 3 marker**.

» *Layla's eyes bristle with keen interest when you show her the vase you discovered at the farm. She doesn't seem to care that it's broken. She thanks you for returning it, and tells you that it should never have been separated from its brothers and sisters. She doesn't seem to be in her right mind, so you don't ask any questions. Layla hands you a small leather bag and then recommends that you don't stay near the mirror for too long, because you could possibly bother "someone." Before you can utter a question of any kind, Layla hastily disappears.*

- » Place the **Event 3 marker** on the Character's profile. Mark the achievement **Copper key** on the Campaign log (II-5).
- » If not in play, place the **Event 4 marker** one position ahead of the current one on the turn tracker (II-2).
- » Remove the blue (A) objective from the battlefield.

II-1 B

- **Persuade.** Make a WP test. Before rolling the dice, you may spend 1 command token to add 1★ to your roll (only once per roll).

» (0-2 ★) *Your words make Layla suspicious. She wraps her coat about her while extending her hand outward towards you. Her white tattoos momentarily flash as an invisible force repels you away from her. Your skin stings and, when you look at your hands, you see the unmistakable inky blackness of the stain now contaminates them.*

- » The Character suffers **Shove (4)**, receives 1✖ and finishes their activation (II-2).
- » If not in play, place the **Event 4 marker** one position ahead of the current one on the turn tracker (II-2).

» (3 or more ★) *Layla shrugs. You haven't brought her what she needs, but you seem like someone she can trust, regardless. She hands you a small leather bag then recommends that you not gaze into the mirror for too long, because you could upset "someone." Before you have a chance to ask anything, Layla hastily disappears.*

- » Place the **Event 3 marker** on the Character's profile. Mark the achievement **Copper key** on the Campaign log (II-5).
- » If not in play, place the **Event 4 marker** one position ahead of the current one on the turn tracker (II-2).
- » Remove the blue (A) objective from the battlefield.

II-2

RELEASE THE STORM:

You don't know exactly what makes you separate the two pieces of the vase and open it. It's an impulse, a hunch. As you do so, the sky overhead is immediately blackened by bruised and sullen clouds, but you hear no thunder, only the heartbeat of the winter. The blizzard returns, with the sharp howls of its wintry voice in full volume, and it tears through your enemies. However, the wind is so fierce that the two halves of the vase slip out of your grasp. The storm has claimed them for itself.

All units from your opponent's company must face their WP to . If their roll is not successful, they receive the slowed state. Remove the **Event 1 marker**.

II-3

EVENT 4: THE HANDS OF THE MIRROR

The icy surface of the lake shatters into a thousand pieces. From the depths of the waters emerge monstrous hands, with snapping jaws embedded in their palms. Half eaten algae and fish hang from the corners of the gaping maws. The atmosphere changes, becoming oppressive, in the presence of magic. The beast writhes and twists while squirting a dark, oily mixture everywhere.

THE HANDS OF THE MIRROR

MOV
W
WP
MOR
INI

-
-
-
-
2

Hostile
Immovable - Intimidating (1)

✂
30

♠
8

0

♦♦♦♦♦

♦♦♦♦♦

♦♦♦♦♦

Shove (5) your target and inflict 1. This switch can only be applied once

Shove (5) your target and inflict 1. This switch can only be applied once

Shove (5) your target and inflict 1. This switch can only be applied once

The Hands of the Mirror do not require LoS for their attacks. The Hands of the Mirror do not push back nor pursue their targets. Roll ♦ and select the unit that meets the requirements. In case of a tie, the player with the Initiative chooses the target. If there is none, the Hands will attack the closest unit. In case of a tie, the player with the Initiative chooses the target. Then, the Hands perform the indicated action.

Requirement	Action	Consequence
♦ Highest COM	Attack	The target receives the slowed state
♦! Closest	Attack	
♦! Spellcaster Character	Attack	
♦! Spellcaster Character	Attack	
♦! Highest stress	Attack	
♦! Furthest	Attack	The target receives the slowed state

- The Hands of the Mirror are now represented by the Lake template. Use their behaviour table below to activate the creature. Once they finish their activation, advance the Event 4 marker two positions.
- The Hands can become a target of the following actions:
 - » Simple actions: attack and cast a spell.
 - » Long actions: assault and charge.
- When your unit engages in combat with the Hands:
 - » If the final result of your roll shows 3★ or more, the Hands of the Mirror are defeated. The unit performing the attack takes the Event 4 marker from the turn tracker and places it on its profile. Mark the achievement **Monster Hunter** on the Campaign log (II-4).

II-4

MONSTER HUNTER

The monstrous hands collapse into the snow, as from its mouths final, desperate howls escape. As proof of your deed, you cut off one of its fingers to take back home with you as a trophy. Because, to be honest, who would ever believe such a story without proper evidence?

II-5

COPPER KEY

Inside the pouch is a seemingly antique copper key. Your experienced fingers immediately recognize the imprint of magic upon it.

II-6

END OF SCENARIO

MILITARY POINTS VICTORY:



Under the leadership of Dragoslav Bjelogric, the Black Legion is an unstoppable force. The pristine white snow is corrupted by the blood of the orcs, who must retreat before being completely annihilated. The supernatural aura hovering over the wasteland has dissipated - it was nothing more than nervousness clouding the soldiers' judgment. In this abandoned corner of the world there is nothing. Only snow and desolation.



The retreat of the ebony clad soldiers is pathetic in the eyes of Alborc, who allows his Hunters to pursue their prey while they retreat - attempting to take refuge in the forest. It seems that the Hegemony cannot fully comprehend that the north now belongs to the Tribes. It matters not; he will be sure to remind them of this fact whenever necessary.

ARCANE POINTS VICTORY:



Although the Herald's magical perception appears to be dulled, he informs his superior that the ground gives off an anomalous energy that should be taken into account. And, although Ensign Bjelogric does not know what the copper key opens, he instructs his magician to guard it with his life.



The Evoker sits with the Wisemane to examine the key they were given by the mysterious half-elf woman. While they are examining it, they hear the distinct beating of a heart coming through the metal. They both immediately understand that its essence is connected to the environment, and they must remain on guard for further signs.

SCENARIO III: THE HEART OF THE WINTER



Dragoslav Bjelogrić brings his troops to halt several feet from the ribbon of red Mist that rises before them. The crimson threads snake upwards from beneath the ground, sprouting from the silhouette of an immense crater. These must be the seismic disturbances the advance reports discussed. The place is, definitively, unsettling. The ring of Fog slithers about as if it were an underwater plant with a will of its own. A strange glimmering can be seen at the bottom of the crater, but closer inspection will be necessary to better distinguish what it is.

The Black Legion falls silent when, suddenly, a thunderous heartbeat is heard all around them. But they are not caught off guard for more than a few seconds. In front of them lies their target, those they have come to defeat. The Bucklermen rhythmically beat their swords against their shields, competing to mute the sound of the heartbeat. The War Surgeon reaches for her bag, the Herald ignites his scepter while reciting a spell, and Ensign Bjelogrić loads and cocks his pistol.

“Show no mercy to these beasts, for they do not know of it. No matter what the outcome, the Hegemony is already proud of you. You are the Black Legion!”



Alborc has spent a lot of time observing the crater in the company of the Evoker, studying the strange movements of the Fog while wondering what could have caused this gigantic cavity. From their position it is not possible to distinguish what is at the bottom, but from the way it glimmers, he would venture to guess it is some kind of metal. The orc sorceress sniffs the air and immediately advises her companions not to breathe in the crimson Fog - it is extremely dangerous.

As the soldiers from the south approach from the other side, the beating of a heart can be heard again. This place is alive. Alborc rallies his troops with a mighty roar, which they answer with an even more powerful roars of their own. The Wiseman throws his head back, howling like a megabeast from the Boreal Lands. The Hunters bellow, excited that their prey is now close at hand. As the Evoker opens her arms, her eyes bristle with arcane energies and the ground shakes around her. While wielding his Sword of the Sun, Alborc has nothing to say. He just raises his arm lets out his battle roar.

The advance of Hegemony ends here.





III-1. BLUE TARGET: IRON DOOR

The cracked earth has revealed iron doors with frames and hinges, anchored to the ground, facing the sky. Its lock is shaped like a spider, with an eye right on the spider's abdomen. Around it, the air is still and colder than everywhere else and behind it the beating of a heart can be heard.

A Character Spellcaster controlling this objective may, in contact with the marker, perform a simple action:

III-1A

- **Use the key.** If the Character has the **Event 3 marker**, they must discard it to open the door.
 - » The doors open with a crash, releasing a column of wind, snow, and ice that rises with a howl. This time there is no doubt: a voice is shouting in a language as old as the world. At its call comes a wild and monstrous creature, composed of multiple, living bodies. When it sees that you have the key in your hand, it ignores you, heading straight for your enemies. A small metal fragment has remained behind the doors.

- If not in play, place the Event 6 marker on the Character's profile. Mark the achievement **The heart of the winter** in the Campaign log (III-5).
- If not in play, deploy the Wild Mórnmab inside the light forest of your choice. Place the Mórnmab marker one position ahead of the current one in the turn tracker. When it activates, read III-2.

III-1B

- **Touch the door.** Make a WP test facing (these dice are considered a Tinge roll). Before rolling the dice, you may spend 1 command token to add 1★ to your roll (only once per roll).
 - » (0-1 ★) As soon as you have placed your hand on the door, a terrifying snarl is heard and the earth shakes. A wild and monstrous creature appears, composed of multiple living bodies. It leaps next to the doors as its many bloodshot eyes glare at you.

- If not in play, place the Event 2 marker two positions ahead of the current one in the turn tracker. When it activates, read III-6.
- Deploy the Wild Mórnmab adjacent to the blue objective. Place the Mórnmab marker one position ahead of the current one in the turn tracker. When it activates, read III-2.

» (2 or more ★) The doors open with a crash, releasing a column of wind, snow, and ice that rises with a howl. This time there is no doubt: a voice is shouting in a language as old as the world. At its call comes a wild and monstrous creature, composed of multiple, living bodies. It ignores you, heading straight for your enemies. A small metal fragment has remained behind the doors.

- If not in play, place the Event 6 marker on the Character's profile. Mark the achievement **The heart of the winter** in the Campaign log (III-5).
- If not in play, deploy the Wild Mórnmab inside the light forest of your choice. Place the Mórnmab marker one position ahead of the current one in the turn tracker. When it activates, read III-2.

III-2.

WILD MÓRNMAB

The gruesome beast opens its many jaws and howls.

MÓRNMAB SALVAJE

MOV	H	UOL	MOR	INI
-	6	-	1	2

Hostil
Gólem - Inmóvil - Intimidante (2)

Infirmitad: 0

Infirmitad 1 a tu objetivo
 Tu objetivo recibe el estado desarmado

Tu atacante recibe el estado vulnerable

El Mórnmab tomará a una unidad con la que tenga LdV como objetivo. Lanza 1 die y selecciona a la unidad que cumpla el requisito de entre las posibles. Si hay más de una, quien tenga la Iniciativa decide el objetivo. Si no hay ninguna, el Mórnmab realizará la acción Cargar contra la unidad más cercana. Si hay más de una, quien tenga la Iniciativa decide el objetivo. A continuación, el Mórnmab realiza la acción indicada.

Unidades objetivo a 18 pasos		
Requisito	Acción	
★ Mayor H	Cargar	
★ Mayor ★	Cargar	

Unidades objetivo a más de 18 pasos

Retira el Mórnmab salvaje del campo de batalla y retira su marcador del contador de turnos.

- The wild Mórnmab is represented with its own marker. Use the behavior table below to activate the creature. In this scenario, as long as is it possible, you must activate the Mórnmab's switches. When its activation finishes, advance its marker two positions.
- The wild Mórnmab can become a target of the following actions:
 - » Simple actions: attack and cast a spell.
 - » Long actions: assault and charge.
- If a unit from your company eliminates the wild Mórnmab, mark the achievement **Beast tamer** in the Campaign log (III-4).

III-3. EVENT 1: FOG

The Fog that flows from the cracks stirs, as if it were alive.

- All units within 10 strides of a Fog marker are the target of a single attack    with the switch:
»  : If the target is a Character Spellcaster, they receive 1 .
- The players alternate in their rolls until all units have taken theirs (the player with the Initiative chooses who starts).
- Once the rolls are made, the player with the initiative may place a new Fog marker at 10 strides from a Fog marker. After, advance the Event 1 marker three positions in the turn tracker.

III-4. BEAST TAMER

The monstrous creature collapses to the ground and you tear out a fang as a trophy. However, you have to move away from it quickly, because the Fog begins to swirl over the corpse. The red threads ensnare the beast and carry it away, disappearing into the forest.

III-5. THE HEART OF THE WINTER

It is a stone with veins of pure orichalcum, the purest you have ever seen. What you heard were not heartbeats, but vibrations emanating from its recesses, as if it were being rhythmically struck by a blacksmith's hammer. This is a fantastic trophy for you - it is something worthy of a true leader.

III-6. EVENT 2: BLIZZARD

The doors open with a crash, releasing a column of wind, snow, and ice that rises with a howl. Black clouds swirl over the crater, and the heartbeat becomes more intense, like a dance of thunder. This time there is no doubt: a voice is shouting in a language as old as the world.

- All units must pass a WP test (★). If they don't succeed, they receive the frightened state.
- Remove the Event 2 marker.

III-7. END OF SCENARIO:

Military Points Victory:



The dead bodies of the orcs lie in stark contrast against the red of the Fog and the white of the snow. Ensign Bjelogric ensures that the victory report contains every last detail before sending it off to Arkhadja.



Your enemies have been wiped from the map. The snow will cover their corpses and erase the very memory that they were ever there. No one can stand against the Northern Tribes.

Arcane Points Victory:



Whatever that supernatural presence is, it has bowed to the discipline and good judgment of the Hegemony. The reserved ensign reminds his soldiers of one of the maxims the War Surgeons are fond of: "Power resides in science, not in superstition."



The orcs' connection to the supernatural has allowed the Northern Tribes to subdue the ominous presence and demonstrate that they are one with the World Spirit - it accompanies and protects them. Under its aegis, nothing dire will ever befall them.

END OF THE CAMPAIGN



VICTORY OF THE HEGEMONY OF EMBERSIG

Ensign Dragoslav Bjelogrić gives the order to his soldiers to stop when the routed orcs fall back to the opposite side of the crater. Drago carefully studies the scene with his remaining eye, analyzing every detail and committing it to memory, so that he can later express exactly what occurred in the letter he will send to Arkhadja upon their return to camp. The mission of their advance party could not have been more successful: now they have information, and they already know that the threat from the Northern Tribes is much greater than the Hegemony had originally thought. It is necessary to send a detailed battle report to the capital, to urge the mobilization of the entire army in order to stem the tide of the Northern Tribes. Although they have been defeated today, they will surely rise again with nothing but vengeance and acrimony in their hearts.

Drago has noticed an orc who stands out above the rest. He still doesn't know the details of the tribal organization he belongs to, but he knows that because of his reddish mane that he is a Wrathmane. He is a gigantic and brutal beast, although weak before the precision and discipline of the Hegemony. However, there is something different in his gaze. Something less... feral than the rest.

The Herald's Hand of Wind drags the dead bodies of the orcs even further away, and Drago knows it is time to leave. The Hegemony has gotten what it wanted. Now they can only hope that this information arrives in time to mobilize the army and stem the brutal tide of Northern Tribes. Grjotgard's future is at stake.

My dear Liza:

I thank chance, that conspired to put me under the command of Ensign Bjelogrić, because it is only due to him that I can write these lines to you. I do not have much time, as I must deliver this letter to the messenger who is leaving for Arkhadja shortly. But I wanted you to know that I'm fine... and in my right mind, or so I want to think.

This mission in Grjotgard has not turned out to be as insignificant as we initially believed. The advance of the Northern Tribes is relentless and, from what I understand, the army will soon be mobilized to try to stop them and claim this territory for the Hegemony of Embersig. If you could see them, Liza... they are real beasts, animals with blue and green skin, tattooed or marked

by scarifications that they do on purpose. They fight like animals, they move like animals. But, despite everything, they will fall under the might of the Black Legion. Civilization and progress cannot be stopped with sticks and stones. We are the greatest empire Lindwurm has ever known, and there is no one who can oppose us.

I must say goodbye now. I love you very much, and I hope to be back very soon.

Your sister, Léna.

Letter from Léna Csáki, War Surgeon stationed in Grjotgard, to Elizabeth Csáki, owner of The Red Flower florists in Arkhadja.





VICTORY OF THE NORTHERN TRIBES

The vermillion Fog dissipates as Alborc yanks the Sword of the Sun from the human skull where he buried it just moments before. With a fierce resentment, he watches as the army of the Embersigians retreats, dragging the wounded who will become corpses soon enough. His Hunters form up around him and the air is filled with their roars of victory. The leader of the ebony clad soldiers, the one-eyed man, retreats while carrying one of his Bucklermen but, before disappearing into the distance, he glances back at Alborc one last time - his one good eye full of rage. The Wrathmane is not so arrogant that he cannot recognize a respectable leader when he sees one. The one-eyed man is worthy, although not quite worthy enough.

He still has much to learn about leading an army. For some reason, Alborc knows in his heart that they will meet again. Soon.

The Wisemane calls to his leader, pointing out how the Fog is now slowly dissipating. Before long, it disappears completely, leaving the crater and the mysterious metal doors exposed to the pale northern sun. Alborc scans the area and, in that moment, he knows. This is the place he had been looking for. This place lost between memories and time will become the stronghold from where the Northern Tribes will claim what is rightfully theirs. First, Grjtogard; then the whole wide world.

"The blood of the southerners is even redder on the snow," thinks Tonraq, as he watches the flakes slowly fall on the incipient structure of what will become a powerful wall. Powerful enough to stop the Lurking Evil, should it decide to pursue the orcs beyond the Boreal Lands.

The construction of the Fortress of Grjtogard is progressing in leaps and bounds. Very soon, that deserted and forgotten place in the world will become one of the most powerful strongholds in the north of the continent. Alborc and Ice Bear were right from the beginning. The alliance between orcs and varank seems stronger

as the days go by. Soon there will be no army left in Lindwurm capable of facing the warriors from the north.

Tonraq has heard the rumors. Long lines of black-clad soldiers advance towards Grjtogard, like snakes ready to poison the earth with their venom. They believe they can claim those lands for themselves, with that natural greed of humans, dwarves, and elves that seems to know no limits. Very good. Let them come. The Northern Tribes are waiting for them.

Tonraq, Wisemane, two weeks after the start of the construction of the future Fortress of Grjtogard

THE BATTLE OF GRJTOGARD

The Path of the Spider is no more, and not even those who were there will remember it.

The Northern Tribes, following the guidelines of Ice Bear and Alborc, prepare their defensive bastion, enable ports, and build a gigantic wall that sets the limits of their territory not only in the interior lands, but also along the coast. These borderlands have become the main base of the northerners, who are willing to defend them against everything and everyone.

Meanwhile, from Arkhadja, an army of considerable proportions is being mobilized. The advance that Ensign Bjelogric led has transformed into one of the largest military deployments in Hegemony history. Their orders

are clear: defeat the Northern Tribes and claim their territories for the Empire.

The Battle of Grjtogard is close at hand. And, with it, the beginning of a new era in Lindwurm.

*But afterwards, nothing was heard about the two spiders.
The smaller spider was lost in the winter and snow.
The larger spider succumbed to time and oblivion.
Maybe they sleep, maybe they dwell, maybe they dream.
Maybe they lie in wait until the world is theirs again.*

The Ballad of the Two Spiders, by Jacques D'Ancour



WINDS FROM THE NORTH



GENERAL _____

GENERAL _____

COMMANDING OFFICER

ENSIGN DRAGOSLAV BJELOGRIĆ



COMMANDING OFFICER

WRATHMANE ALBORC



A VOICE IN THE STORM

SCENARIO 1

ACHIEVEMENTS



BROKEN CANOPIC JAR

You acquire the Event 1 marker for the next scenario.



STRATEGIST

You acquire the Event 2 marker for the next scenario.

MILITARY POINTS

ARCANE POINTS

ACHIEVEMENTS



BROKEN CANOPIC JAR

You acquire the Event 1 marker for the next scenario.



STRATEGIST

You acquire the Event 2 marker for the next scenario.

MILITARY POINTS

ARCANE POINTS

THE MIRROR OF THE WASTELAND

SCENARIO 2

ACHIEVEMENTS



COPPER KEY

You acquire the Event 3 marker for the next scenario.



MONSTER HUNTER

You acquire 1MP at the end of the scenario.

MILITARY POINTS

ARCANE POINTS

ACHIEVEMENTS



COPPER KEY

You acquire the Event 3 marker for the next scenario.



MONSTER HUNTER

You acquire 1MP at the end of the scenario.

MILITARY POINTS

ARCANE POINTS

THE HEART OF THE WINTER

SCENARIO 3

ACHIEVEMENTS



BEAST TAMER

You acquire 2MP at the end of the scenario.



THE HEART OF THE WINTER

MILITARY POINTS

ARCANE POINTS

ACHIEVEMENTS



BEAST TAMER

You acquire 2MP at the end of the scenario.



THE HEART OF THE WINTER

MILITARY POINTS

ARCANE POINTS

FINAL SCORE HEGEMONY

FINAL SCORE TRIBES

REFERENCE SHEET

GAME SET UP

1. Select the **scenario** and recruit your **company**.
2. Create your **command reserve**.
3. Decide who has the **initiative** with a face to face roll of (if your command is higher than your opponent's, add)
4. The player **without the initiative** chooses the **deployment zone**.
5. The player **with the initiative** chooses who **starts deploying** their units.

GAME ROUND

START OF THE ROUND (PG. 17)

1. Place the "End of round" token.
2. Check the effects of the tinge.

TURNS PHASE (PG. 17)

1. Company A activates one of their units.
2. Company B activates one of their units.
3. Resolve event tokens.
4. Repeat the sequence until playing the last turn of the round.

END OF THE ROUND (PG. 26)

1. Apply "end of the round" effects.
2. Obtain your **victory points (VP)**.
3. **Reduce the stress** (except demoralized units):
 - » 1 if the unit activated.
 - » 2 if the unit did not activate.
4. **No one gets left behind.** Not activated, not demoralized and not engaged units may move.
5. Remove the **activation tokens**.
6. Determine if the **initiative** switches hands.
7. Advance the "End of round" token.

STRESS AND MORALE (PG. 28)

- Your unit **suffers stress** at the end of its activation if:
 - » Was already activated during the round.
 - » Lost a melee combat.

DEMORALIZED UNIT

- If the level of stress of a unit is higher than its MOR at the end of the current activation, it must pass a WP roll or it will be **demoralized** and must **flee**.
- A **demoralized unit**:
 - » **Cannot** activate in any case.
 - » **Cannot** suffer stress and cannot reduce its stress.
 - » **Cannot** control objectives.
 - » If it participates in combat, will always flee.

DICE ROLLS (PG. 14)

- **Create** your rolls.
- **Roll** your dice at the same time.
- Add **automatic symbols**.
- **Switches.** If it's your activation, activate all your switches and then your opponent.
- **Resolution.** Each cancels 1★ from the opponent.

ACTIVATION OF A UNIT

- You may perform two simple actions (any combination of movement + simple action) or a single **long action**.

SIMPLE ACTIONS

MELEE ATTACK (PG. 19)

- Positioning maneuvers.
- Resolve a **face to face roll** between the **attack roll** and the **defense roll**. Each ★ not cancelled inflicts 1 to the enemy unit.
- The unit suffering more damage (at least 1) suffers 1 stress at the end of the activation.
- The winning unit may **push back** the defeated unit and decides if it **pursuits** (using its first MOV value).
- **Positioning maneuvers** if both units are still engaged.

RANGED ATTACK (PG. 22)

- **Defender** can only use , , , , and in its **defense roll**.
- Resolve a **face to face roll** between the **attack roll** and the **defense roll** (defender **cannot** activate switches). Each ★ not cancelled inflicts 1 to the enemy unit.

CAST A SPELL (PG. 24)

- **Select** your spell and declare if you apply **alterations**.
- Create your **tinge roll**. Take for each tinge token on your **Spellcaster** unit. Each selected alteration adds as many as indicated.
- Resolve a **face to face roll** between your WP and the **tinge roll**.
- If after the **resolution** you keep at least one ★ on the roll, apply the spell effects taking into account the altered properties.
- For each obtained on the tinge roll, receive a **tinge token**.
- If you obtained at least one on the tinge roll, apply the **effects of the tinge** at the end of the activation.

PERFORM A SKILL (PG. 27)

LONG ACTIONS

ASSAULT (PG. 27)

- **Move** until engaging in combat with the enemy.
- Resolve a **melee attack** against them.

CHARGE (PG. 18)

- **Move** on a straight line using the **charge movement** until engaging in combat with the enemy.
- Resolve a **melee attack** against them (you may reroll your dice).