

the Weald

3rd EDITION - SCENARIOS & CAMPAIGNS

Text Only Version

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Scenarios

Your warband's struggles for victory in The Weald are played out through individual games, structured by a scenario. You may wish to play either a 'one shot', stand-alone skirmish, or a series of encounters linked together in an ongoing Campaign (See Campaigns).

This section covers some points to consider when creating a scenario, as well as a few example scenarios to play.

Creating a Scenario

When creating a scenario, start by considering:

Set up: Where does this scenario take place? If there are specific terrain elements or configuration of the game board to consider such as buildings or natural features.

Deployment: Different scenarios can have different deployment zones depending on the objective. Be creative when choosing deployment zones; it can lead to great narrative moments. *For example: If one player is attempting to defend supply stockpiles, their deployment could be in the middle of the board, while the other player could deploy on the outside edges of the board.*

Objective: Scenarios should have a clear objective for each warband to accomplish. Players might wish to pit their warbands head to head over the same objective, or may have different objectives. *For example: A classic scenario is for models to hold objective points scattered around the map. Whoever holds the most at the end of the game wins the scenario. Another example would be one Player attempting to defend objectives, while the other Player is attempting to destroy them.*

Achieving objectives will score the players victory points and whoever scores the most victory points is declared the winner of the scenario.

Duration: Consider how long you want the scenario to last. An average length is 5 turns, which you can shorten to create tension, or lengthen to encourage tactical play.

Additional Rules: When designing a scenario, feel free to add a few of your own rules to make things interesting. Random encounters for players to trigger; special terrain to interact with, and thematic rewards can make each game memorable.

Warband Requirements: Players are free to agree on 'asymmetric' warband requirements for each scenario. *For example, one player may only have 150 knots to outfit their warband, but gets access to additional benefits such as a powerful cannon located on the board. Their opponent meanwhile gets a standard 200 knot allowance. In campaigns where each player already has a built warband, you could restrict the number of models a warband might first deploy; perhaps the rest are delayed and arrive after a designated number of turns, or perhaps not at all!*

Example Scenarios

These scenarios have already been created for you. Feel free to adjust any of the rules to your liking, and have fun!

Hold the hamlet

A village has recently fallen to the rotten hand of the Gnarl. The town guard has wiped out the infestation and moved on to combat greater threats, leaving the sullen ruins lying derelict. Smelling opportunity, a southern noble hires a band of Wardens to claim the hamlet as his own. Meanwhile, the Gnarl slink back to collect the bodies of their fallen...

Set-Up: Place 3 objectives diagonally in a roughly diagonal line from one corner to another, along the centre of the board. The objectives should be at least 6" apart from each other and 8" from any board edge. Each objective should be marked using a token or piece of terrain such as abandoned houses, signposts, treasure, or bodies. A 2x2 board is great for quick games with instant action, or a 3x3 foot board is perfect for longer games with more routes and alleys to move through.

Deployment: Models should be deployed in opposite corners, within 8" of the corner of the board.

Objectives: Each side scores one point for each objective held at the end of the game. An objective is declared captured if it is uncontested (meaning only models from your warband are within 2" of the objective marker) at the end of the game.

Duration: The game should last for 5 turns.

Destroy the hives

The Gnarl seem to be constructing hives! Within the trunks of hollow trees are lumpy sac-like masses, writhing and pulsing as whatever lies within grows. A band of Wardens have been tasked to destroy these nests, while the Gnarl seek to protect their sacred grounds...

Alternatively, one Gnarl warband may attack another's hives: a competition for resources and territory.

Set-up: Choose one player to be the attacker and one player to be the defender. Place 3 Gnarl hives in a roughly diagonal line from one corner to another, along the centre of the board. The hives should be at least 6" apart from each other and any board edge. Each hive should be represented by an appropriate token or piece of terrain such as an old tree stump, strange plants or an overgrown structure.

Deployment: The attacking team must deploy their models within 4" of any board edge, while the defending team may deploy their models within 4" of any hive.

Hives: Treat Hives as having a Grit of 3+ and having 3 Wounds.

Attackers may charge and engage hives in Close Combat, but may not target hives in the shooting phase. If Engaged with a hive as well as an enemy model, attackers may not attack the hive, and must become disengaged with the defending model before being able to attack the hive. Hives may be set on fire.

Objective: The Wardens score one victory point for each hive destroyed, the Gnarl score one victory point for each hive which survives.

Duration: The game should last for 5 turns.

Dying light

It is dead of night and the beacon fires are lit. Wardens stand guard, watching the too-quiet forest flicker in the orange glow. In the distance a beacon suddenly goes out, then another, then another... the Gnarl are coming!

This scenario should be played with a defending Warden warband and an attacking Gnarl warband.

Set-up: The Warden player should place three beacon markers in a line along the centre of the board. Each beacon should be at least 6" from the board edge, and any other beacon.

Deployment: The attacking player deploys their warband within 6" of the board edges on either side of the line of beacons. The defending player must deploy all their models within 4" of the beacons.

Objective: The Gnarl player may extinguish a beacon by having any Thrall or Hulk model perform a close combat attack against it. The Gnarl model must not be engaged in combat with an enemy model. The Gnarl player scores one victory point for each beacon extinguished. The Warden player scores one victory point for each beacon still lit at the end of the game.

Darkness: Each beacon illuminates an area of 4" around it. If a Warden model is engaged in combat outside of an illuminated area, it suffers +1AT for all attacks. If a Warden model shoots a #ranged-weapon at a target outside of an illuminated area they suffer +2AT. Models with weapons with the tag #Scorching, or who are burning, illuminate an area of 3" around themselves.

Duration: The game should last for 5 turns.

Ambush!

The dark and twisted forests of the Weald provide many excellent spots to surprise an unwary enemy...

This scenario should be played with one player defending and one attacking.

Set-up: The centre of the board should have a location such as a camp site, old ruin or similar.

Deployment: The attacking player deploys their warband within 6" of any two board edges. The defending player must deploy all their models within 6" of the centre location. The defender must choose some models to keep off the table. They must select at least one model, but no more than half. These models are not deployed with the rest of the warband and should be kept to one side.

Objective: The attacker scores one victory point for each defending model taken out of action, the defender scores one victory point for every model which survives. Only the defending models which started off deployed in the centre of the board may count towards scoring victory points for either side.

Reinforcements: Each turn after the first, in the upkeep phase, the defender should roll 1D6. If the number rolled is higher than the number of models they held back in reserve, they may deploy these models within 6" of one of the board edges the attacker did not choose for their deployment. Any undeployed models may automatically be deployed at the beginning of turn four.

Duration: The game should last for 5 turns.

The Hunt

A group of unfortunate villagers have found themselves lost and hunted by a vicious pack of Gnarl, the Wardens must find them before the Gnarl and save them from a terrible fate.

Set-up: Players should take turns to place 5 objective markers on the board. Each marker must be at least 6" from a board edge or any other marker and ideally placed on or inside terrain.

Deployment: Both players set up within 6" along opposing edges of the board.

Objective: Players must search the markers to try and find the hiding villagers. To search, a model must end its movement on the terrain the objective is in, or within 2" of the objective if not on terrain. Remove the marker and roll 1d6, adding +1 to the roll for each marker already removed. On 4+ a villager is found and should be represented on the board by an appropriate miniature. The Gnarl player scores one

victory point for each villager killed. Wardens score one victory point for each villager in their deployment area at the end of the game.

Villagers: If a villager is discovered by a Gnarl, the Gnarl model may attack in its close-combat phase. Villagers use the stat block below. Villagers never attack, they will always try to disengage and flee. Once discovered, the Warden player may control the villager as part of their warband and must try to get them to safety by moving them to their deployment area. Villagers may not leave the board unless killed by Gnarl.

Villager

Movement	Initiative	Grit	Wounds	Knots
4"	1	3+	2	N/A

Duration: The game should last for 5 turns

Recover the relics

Rumour has spread of a set of ancient relics abandoned in an old sacred grove. A band of Wardens are sent to investigate and save the holy relics. The Gnarl seem drawn to the power of the relics, so time is short.

Set-Up: Place 3 relics on the board, at least 8" from the players' deployment areas, and at least 6" from any other relic

Deployment: Models should be deployed on opposite sides of the board, within 6" of the edge.

Objectives: Each side scores one point for each relic claimed by one of their models at the end of the game.

Claiming a relic: If a model moves into base contact with a relic and there are no enemy models within 2" they may claim it. If there are any enemy models within 2" of the relic, the model must make an Initiative save of 4+, if they fail, they do not claim the relic and suffer an opportunity attack from each enemy.

A model may only carry one relic at a time but may otherwise act normally during its turn. If a model carrying a relic suffers a wound, it drops the relic and it may be claimed again. Place the relic marker next to the model who dropped it.

Duration: The game should last for 5 turns.

Special objectives

You may wish to add further objectives to your scenarios to increase the excitement (and difficulty). Special objectives are objectives which are unique to each warband participating in the scenario. If you decide to use them, a different special objective should be given to each player/warband. You can make your own special objectives, perhaps one which fit your overall campaign, or you can use the examples below:

Warden Objectives

Monster slayer - Local villages often offer good bounties for slaying the most horrible Gnarl. Take a Hulk out of action for +1 victory point.

Rest in peace - Choose one Thrall model; that Thrall used to be known to one of your warband's members - take it out of action for +1 victory point.

Honour the gods - Place a marker on the board to represent a shrine. If a Warden model spends one entire turn praying at the shrine (They may take no other actions that turn), gain +1 victory point.

Gnarl Objectives

Feeding frenzy - Take any model out of action in Melee with a Swarm for +1 victory point.

Meat grinder - Take out your opponent's model with the highest Grit for +1 victory point.

Domination - End the game with a Hulk in your opponents' deployment zone for +1 victory point.

Campaigns

What is a campaign?

A campaign is a series of linked games in which you carry forward your warband through multiple battles and encounters, developing their story as your characters scavenge loot, progress their skills, and suffer Wounds in the shadows of the trees.

A campaign can follow a thoughtfully written narrative, with a clear and decisive outcome at the end, or it can simply be a series of scenarios played over time with the same warbands. The Weald was created with the idea of narrative campaigns in mind, that allow players to tell and explore interesting stories about survival and loss in the hell of the Rot-haunted forest.

However you choose to play; an important part of any campaign is what happens after the battle is finished. What became of your warband, what happens to them in between scenarios and what effects carry over into the next and future scenarios?

This chapter will help you determine the answers to those questions.

After the battle

Once your game of The Weald has ended it is time to determine what the effects of the game have been on your warband, have they suffered, or prospered?

The after game process follows four steps you should work through before your warband is ready to head out on its next adventure:

- loot
- Experience
- Injuries
- Activities

Loot

After the battle is over, each warband scrounges the bloodsoaked battlefield, searching through brambles and bodies for anything that would have made the encounter worthwhile.

A warband earns loot by completing tasks throughout a scenario. Some scenarios offer additional rewards for completing special objectives. Some tasks can be completed multiple times, while others can only be completed once.

Scenario Tasks (Loot)

All warbands can complete these tasks in any scenario, in addition to any Scenario-specific tasks.

Champion - 1D6 Awarded for being the winner of the scenario.

Duty-Bound - 1D6 Awarded for each objective completed by your warband during the scenario.

Scavenger - 1D6 awarded for taking part in the scenario.

Bone-picker - 1D6 awarded for each enemy model taken out of action during the scenario.

Loot is allocated using D6 dice. For every task a warband completes, one or more Loot Dice are added to the warband's total for the scenario. Each player rolls the number of dice they've been awarded and their warband receives the reward shown below:

1- 1 Knot

1-3 - 2 knots

4-5 - 3 Knots

6 - Roll on the Extra Rewards table below

Extra Rewards Table

Whenever a player rolls a 6 on a loot die, they get to make an additional roll on the 'Extra Rewards' table. When making multiple rolls on the table, re-roll any dice of the same result until each reward is unique.

1 - 5 Knots

2-3 - Any consumable for Wardens, any mark for Gnarl

4 - Any #Ranged-Combat weapon

5 - Any #Close-Combat weapon

6 - Any common armour for Wardens, any mutation for Gnarl

Experience

As members of your warband surmount or succumb to the unspeakable horrors of the Weald, they may become proficient in mastering such struggles. Models gain Experience Points (XP) through various means, and use them to become specialised in different fields of combat.

At the end of the scenario, after loot, XP should be awarded to all models, even those who have gone out of action. Models gain XP by completing tasks throughout the scenario. Each model may complete multiple tasks during each Scenario, including completing the same task more than once. Unlike loot, players must keep track of each model's XP separately.

XP is spent similarly to Knots, and should be removed from a model's sheet once used. Experience points are spent to become specialised in a specific field. Specialisations help solidify a model's role in your warband, granting them special abilities that support unique playstyles (See Specialisations)

Scenario Tasks (Experience)

Survivor - This model has managed to survive the scenario, overcoming another day in the Weald. The price to pay for knowledge is steep in this land. + 1 XP

Slayer - This model has put an enemy out of action, gaining prowess in combat. + 1 XP per enemy model taken out of action.

Servant - This model has completed a scenario objective, serving a cause far greater than its own. + 1 XP per objective completed.

Death & Injuries

When a model is reduced to 0 Wounds, it is taken **out of action** and removed from the table. After the battle, Players roll 2dD6 for each out of action model on the relevant Injury Table below.

Models can suffer from multiple injuries at once and the effects will stack if applicable.

Players may disband a heavily injured member from their warband. Distribute their equipment to the rest of their warband (if able) or sell it. Such mentalities are cruel and callous, though the Weald is an unforgiving place.

Injury Table (Wardens)

- 2 - Death:** The model is killed outright, remove it from your warband roster.
- 3 - Broken:** The model must miss the next game and then roll on this table again.
- 4 - Butchered:** Roll 1D6 1-3 = -1W; 4-6 = -1Grit (permanent).
- 5 - Hobbled:** Roll 1D6 1-3 = -1I; 4-6 = -1M (permanent).
- 6 - Madness:** Roll on the Madness Table (see below).
- 7 - Rattled:** -D3 XP (apply after any XP for the last game has been calculated).
- 8 - Shook:** The model suffers opportunity attacks on rolls of 1 & 2 for the next game.
- 9 - Scarred:** -1W for the next game.
- 10 - Weakened:** The model cannot score critical hits for the next game.
- 11 - Lamed:** For the next game the model may not run and charges are at normal Move instead of double Move. The model cannot make difficult climbs or vault gaps.
- 12 - Lucky:** No injuries

Madness Table

- 1 - Rot-infested:** Roll 1D6 each upkeep phase. On a roll of 1 the Rot takes over and the opposing player may control the model for this turn.
- 2 - Stupor:** Roll 1D6 each upkeep phase. On a roll of 1 the model is overcome and cannot take any actions this turn (including defending or interrupting charges and opportunity attacks).
- 3 - Terrified:** Roll 1D6 each upkeep phase. On a roll of 1 the model treats all enemy models as if they have the tag #Horrific for this turn.

4 -Convulsions: Roll 1D6 each upkeep phase. On a roll of 1 the model suffers -1 to all close combat attack and shooting rolls for this turn.

5 - Fatalistic: The model may not parry attacks or attempt to disengage from combat.

6 - Berserk Fury: The model automatically passes any #Horrific test

Injury Table (Gnarl)

2 - Death: The model is killed outright.

3 - Broken: Must miss the next game and then roll on this table again.

4 - Butchered: Roll 1D6 1-3 = -1W; 4-6 = -1Grit (permanent).

5 - Hobbled: Roll 1D6 1-3 = -1I; 4-6 = -1M (permanent).

6-7 - Instability: Roll on the Instability Table (see below).

8-9 - Denatured: All the model's mutations (including any attacks or buffs granted by them) may not be used for the next game.

10 - Regression: -D3 XP (apply after any XP for the last game has been calculated).

11 - Blighted: No new mutations may be purchased for this model.

12 - Lucky: No injuries

Instability Table

1 - Root Bound: Roll 1D6 each upkeep phase. On a roll of 1 the model is overcome and cannot take any actions this turn (including defending or interrupting charges and opportunity attacks).

2 - Flame-spooked: The model treats all enemy models armed with a weapon with the tag #Scorching as if they also have the tag #Horrific.

3 - Shudder Fits: Whenever the model tries to hide roll 1D6; on 1-2 the model fails to hide.

4 - Distracted: Roll 1D6 each upkeep phase. On a roll of 1 the model may not interrupt charges nor make any opportunity attacks that turn.

5 - Ferocious Hunger: If an enemy this model is engaged with is taken out of action roll 1D6; on a roll of 1 this model must miss its next turn as it stays to devour the fallen enemy. The feeding model may not interrupt charges or make opportunity attacks, but may heal 1W if it has previously been injured. The fed upon model suffers -1 to their injury roll at the end of the game.

6 - Decomposing: Roll 1D6 each upkeep phase. On a roll of 1 the model loses 1W, but any enemy model within 2" also loses 1W from foul and noxious vapours.

Activities

Once you have determined the effects of the last battle on your warband, and any rewards they may have received, you then have a choice of a number of different activities you can perform. Each warband may Go To Market (Wardens) or Return To The Nest (Gnarl). After that you may choose to perform any other activities from the options below, but each only once:

Warden Activities

Go To Market

Representatives of your warband head to the market of a nearby town to sell loot and search for useful new equipment.

You may sell any unwanted items by selecting the item you wish to sell and rolling 1D6: on 1-4 you get half the value in Knots for the item, on 5-6 you get the full value of the item. Once you have rolled you must accept the price you are given.

You may buy new weapons and equipment. Items are listed as having a rarity of either Common, or Rare. See the Warden Equipment section of Chapter Three: Building Your Warband, for a complete list of costs and rarity. You may buy any common items you wish at the price listed in Knots.

If you wish to buy a rare item you must search out a seller, roll 1D6: on 1-3 you do not find anyone selling the item you seek, on 4-5 you find a seller but the price is one and a half times the normal price, on a 6 you find a seller offering the item at the normal listed price.

You may only search for one rare item on each trip to the market.

Visit The Alehouse

A trip to a local alehouse is a good way to find new recruits, and also provides an opportunity to do a spot of gambling!

At the alehouse you can try to find new wardens to join your warband. To do so roll 1D6: on 1-3 there are no suitable new recruits, on a 4 you may recruit a new Witt, on a 5 you may recruit a new Witt or Footman, on a 6 you may recruit a new Witt, Footman or Tough. For every 3 Knots you spend on buying a round of drinks you may add +1 to your roll, any money spent on drinks must be done so before you roll.

To recruit a new model you must pay its cost in Knots, and that of any equipment you wish it to have. You may only try to recruit once per visit.

Whilst at the alehouse you may also choose to indulge in some gambling. To do so, first decide how many Knots you wish to bet. Then roll a number of D6 equal to the Knots you bet and apply the results below:

If ANY die rolls a 1, you immediately lose your entire bet.

For each die that lands on 2-3, you lose -1 Knot from your bet.

For each die that lands on 4-5, you gain +1 Knots to your bet.

For each die that lands on 6, double your bet.

Example: Yurgen bets 3 Knots in the alehouse. He rolls 3D6 and gets a 2, a 4 and a 6. The bet returned to him is 6 Knots (3 Knots -1, then +1 and then x2).

You may gamble as many times you wish, or have the Knots for!

The Sawbones

A sawbones plies their trade as someone who can treat the sick and heal the injured. If you have any injured members of your warband, you may choose to send one of them to be treated.

The Sawbones fee is 3 Knots, once paid roll 2D6:

2 - The treatment is a disaster: the model is killed!

3-4 - Treatment does not go well: the model receives a new injury from the injury table.

5 - The treatment appears to have no effect, good or bad.

6-11 - Success! Remove one injury from the model.

12 - A miracle! You may remove all injuries the model has sustained.

The Fortune-teller

Wisewomen, mystics, seers and witches; every settlement has someone who claims to commune with unseen forces and to be able to decipher the Woodsman's Tarot for soul with the Knots to pay. If you wish to have your fortune told, pay 3 Knots and roll 2D6:

2-6 - Charlatan! The fortune teller is a scoundrel who takes your money and delivers false prophecies. There are no effects.

7 - The Empty Chalice. *Long has been this bitter season, where once my cup o'er flowed with sweet wines and fine mead. What wretched mercy is this temperance; that gives me cause to count the empty vessels of my life?*

At the end of the next scenario, when determining how many loot dice to roll, the surviving models in your warband do not earn the Champion or Scavenger awards; however the Duty-Bound award for completing objectives is doubled to 2D6.

8 - The Broken King. *His crown lies heavy upon him like the weight of too many winters. Tattered robes hide the bindings of many wounds that never heal. If you seek to rule you must pay the price of blood and build your throne atop those who would vie for your kingdom. This is the price of sovereignty .*

At the start of the next scenario, nominate one of your models to be the Broken King. This model starts the game with only 1 Wound. If this model is reduced to 0 Wounds, all other models in your warband immediately suffer -1 Wounds. If the Broken King survives the scenario, all models in your warband gain +1 Exp.

9 - The Twin Blades *I saw him on the field that day, tall and thin as a poplar tree. He carried swords, one in each hand, and danced across the blood soaked ground. Step and cut and cut and step he killed my brothers and I was next. I waited trembling, too fear'd to move. At last he came; before me stood. I saw he wept beneath his hood.*

At the start of the next scenario, nominate two of your models to be the twins. If either model is reduced to 0 Wounds during the game, the surviving model inflicts critical hits on every hit in close combat for the rest of the game.

10 - The Yew Sprig. *Long lived and ancient is the Yew; kingdoms rise and fall beneath its boughs. Yet the Yew hides a darker secret; its sap is the most potent poison, no plant can thrive in its shadow. So those who seek immortality, whether through fame and glory, or the accolades of their works must be cautious, lest those around them wither by their ambitions.*

At the end of the next scenario, when determining experience awards, the surviving models in your warband do not earn the Survivor award; however the Slayer and Servant awards are doubled to +2 Exp.

11 - The Heart of Saints. *Fear ye to pass through death's gate? Bestow yourself the Heart of Saints; Bodies burnt and twisted black, eyes cut out and tongues hacked. No pause nor regret do the saints offer, or accept.*

At the start of the next scenario nominate one model in your warband to be the saint. The first time the saint model is reduced to 0 Wounds, instead of removing it from the game, return the model to your deployment zone with D3 Wounds remaining. The saint must roll for an injury at the end of the game, even if they were not reduced to 0 Wounds.

12 - The Shattered Looking Glass. *Tell me Sir Knight, what do you see within these shards? Are you a fractured monster, or perhaps a splintered army of yourself, staring back with grim resolve? There is power in your reflection, and how you reflect on those around you. What do I see in the glass you ask? Sir Knight I fear my answer may turn your hair white.*

At the start of the next scenario, nominate one of your models. For the rest of the game this model may make an opportunity attack every time it is attacked in close combat.

Gnarl Activities

Hunting & Scavenging

In The Weald game, for Gnarl, Knots do not represent actual coins as they do for Wardens (what use would Gnarl have for coins?). They are instead a practical measure of the warband's resources. Gnarl are constantly feeding and mutating, becoming more repulsive and rotten over time.

Gnarl warbands may exchange any Warden equipment or items they acquire for half the listed value in Knots (rounding fractions up).

Gnarl warbands may buy or sell any Gnarl weapons, mutations or Marks at the cost listed for the item.

Spawning and infecting

Gnarl Haunts grow or replenish their numbers by infecting new living beings with the foulness of The Rot.

Gnarl may always spawn new swarms if they wish, at the cost listed. If the player wishes to recruit Thralls or Hulks they must roll 1D6, on a roll of 1 there are no new Gnarl to be recruited, on a 2-3 the player may recruit a Thrall, on 4-6 the player may recruit up to two Thralls, or a Hulk.

To recruit a new model you must pay its cost in Knots, and that of any weapons or mutations you wish it to have. You may only try to recruit once per visit.

Regeneration

Gnarl possess the remarkable ability to heal grievous injuries over time. The Gnarl player may select any number of injured models and have them attempt to regenerate. It costs 3 Knots for each model and the player must roll 1D6 for each.

On a roll of 1 the model must miss the next game whilst it heals, but after this any injuries it had are removed.

On 2-4 the model has been unable to heal its injury at this time.

On 5-6 remove an injury from the model.

Commune with The Rot

A Gnarl player may choose to send one of their models out into the deep woods to attempt to commune with their master; the mysterious force known as The Rot. This is not without risk, The Rot is a fickle entity and may choose to reward its minions or to consume them to feed its own dark energies.

If you wish to commune with The Rot, select which model from your warband you wish to send and then roll 3D6 on the following table to determine the model's fate:

3-4 - Devoured! In ferocious hunger, the model is entirely consumed by The Rot and killed. Remove the model from your warband permanently.

5 - Unfavoured. The Rot chooses not to hear your supplications and feeds itself on the lifeforce of its minion. The model suffers -1 Wound for the next game.

6 - Rot touched. The energies of The Rot course through the chosen model. The model permanently gains +2 Wounds but must also roll an Instability from the Instability Table.

7 - Unfavoured. The Rot chooses not to hear your supplications and feeds itself on the lifeforce of its minion. The model suffers -1" Move for the next game.

8 - The forest provides. Take any single Gnarl Mark of your choice for free and add it to your roster. The Mark is used in the normal way as if it had been purchased.

9 - Unfavoured. The Rot chooses not to hear your supplications and feeds itself on the lifeforce of its minion. The model suffers -1 Wound for the next game.

10 - Foulness bestowed. You may choose to either give the model the #Horrific tag, or the #Rotting tag. If you choose #Rotting, treat all this models attacks as having the #Rotting tag from now on.

11 - Unfavoured. The Rot chooses not to hear your supplications and feeds itself on the lifeforce of its minion. The model suffers -1 Move for the next game.

12 - Reconstituted. The model may swap a mutation they currently possess for any other mutation, even one from a different model type if you wish, however Swarm or Thrall models may not select the Hulk mutation Walking Fortress. There is no cost in Knots for making this swap.

13 - Unfavoured. The Rot chooses not to hear your supplications and feeds itself on the lifeforce of its minion. The model suffers -1 Wound for the next game.

14 - Unholy sprouting. The model gains an extra limb beyond that normally allowed for its type. The player may purchase and equip an additional weapon for the model. The usual dual-wielding rules apply and the model must still select one weapon to be their primary weapon when attacking.

15 - Unfavoured. The Rot chooses not to hear your supplications and feeds itself on the lifeforce of its minion. The model suffers -1 Move for the next game.

16 - Vitalisation. The model gains an extra mutation slot beyond that normally allowed for its type. The player may purchase and equip a new mutation for the model as normal.

17 - Unfavoured. The Rot chooses not to hear your supplications and feeds itself on the lifeforce of its minion. The model suffers -1 Wound for the next game.

18 - Malignant embrace! The model is granted an extra mutation, this mutation is free and may be selected from any of the Gnarl Mutation lists, even one of a different type to the model. Swarms and Thralls may not choose the Hulk mutation Walking

Fortress. This mutation does not count towards the maximum number of mutations this model may have.

Any model who receives a result that provides an additional limb, mutation or Wounds may only receive this blessing once. If the same result is rolled again it has no effect. A model may receive the result Reconstituted multiple times and chose to swap a mutation each time.

Progressing the campaign.

After each player has performed any activities they wish and made note of any changes or effects of these activities you are ready to move on to play your next scenario!

Experience & Specialisations

Gaining Experience

The Weald carves warriors and scholars out of those Wardens who manage to endure its treacherous Rot-born horrors. And so too, the Gnarl grow to become monstrous and malformed amongst the natural wood pillars of the Hollar.

As your group of Wardens or Gnarl progress through games they will gain experience (Exp) and learn vital survival traits, tactical abilities and specialise in various tactics which can tide the turn of battle against their enemies - if they survive long enough to grow and adapt.

Chapter seven: Campaigns, explains how to calculate the experience your warband gains through its battles. Once your models have started to gather experience points, you will wish to start making choices as to how they grow and adapt.

When a model in your warband accumulates enough experience points, select an option from those listed below which is applicable for the type of model and spend experience points to gain the first tier ability for that choice.

Specialisation option costs

Experience is gained and spent after a battle, each model can only move up one tier at a time, even if they have the experience to advance through several options.

Each specialisation option has four tiers, the first and last tier have a single option, but tiers two and three each have two options to choose from. You may only choose one option at each tier, and once you have chosen a specialisation path for that model they may not choose another; so choose wisely!

First choice 2xp - 1 option

Second Choice 2xp - 2 Options

Third Choice 3xp - 2 Options

Fourth Choice 4xp - 1 Option

Improving Attributes

In addition to the specialisation options presented below, experience points can be used to increase the attribute scores of models. This can only be done once per After Battle session for each model, instead of buying a new specialisation. Only one attribute can be increased at a time and only by one point each time.

In order to work out the cost of increasing an attribute for a model, take the new attribute value and add 5. This gives you the cost in XP to raise the attribute to that value.

Examples: A model with a Move of 4" would need to spend 10XP to increase their move to 5" (5+5), a model with an Initiative of -2 Would need to spend 4XP to increase their Initiative to -1 (-1+5), a model with a Grit of 3+ would need to spend 9XP to increase their Grit to 4+ (4+5).

Warden Options

Witts, Footmen & Toughs

Cut Throats & Rogues

Option (Pick one per row)		Experience Cost
Swift - This model may hide after running		2 Exp
Parkour - Difficult climbs and vaults are no longer made at half move, and this model no longer needs to make Hazardous Movement ~~initiative~~ tests while climbing and vaulting.	Pointy End - Reduce Dagger Accuracy Threshold by 1	2 Exp
Death from Above - This model does not suffer fall damage, and does not need to make a Hazardous Movement ~~initiative~~ test when falling or making a leap attack.	Backstab - When charging from being hidden; any hits this model makes automatically become critical hits.	3 Exp
Bleed by thy Blade - This model may use all the available hits when dual-wielding daggers, and does not cause opportunity attacks on any attack rolls of 1 with a Dagger .		4 Exp

Sawbones & Herbalists

Option (Pick one per row)	Experience Cost
Let me tend to your wounds - Restorative items always heal the maximum number of wounds (Marrowwort Stock & Woodsmans Balm).	2 Exp

'Tis but a scratch - Add 1 to a roll on the injury table (you may choose to do this once you have checked the initial result) This may only be used once per After Battle sequence.	Surgical Precision - Increase AP on Dagger and Short Bow by 1	2 Exp
Alchemist - This model is immune to Poisoning, and models within 3" of this model get a +1 modifier to their poison tests	Forager - On any result of "The forest is quiet" when rolling on the wandering in the woods table for this model, the model can take a #Restorative consumable of their choice (if they have room to carry it)	3 Exp
Field Surgery - If a model within 3" of this model is slain, do not remove that model, treat it as though it did not lose its last wound. This may only be used once per battle/scenario		4 Exp

Minstrels, Jesters & Bards

Option (Pick one per row)		Experience Cost
Lute for Loot - Roll an extra D6 for loot in the After Battle sequence		2 Exp
Follow Me - Friendly models within 6" of may use this model's Initiative value instead of their own.	Bard in the Alehouse - This model may add +2 to the recruitment roll at the Alehouse, when seeking recruits.	2 Exp
High Spirits - Friendly models within 2" of this model gain a +1 to their Grit threshold.	Tiny Dancer - This model is always treated as being in cover, causing a -1 Accuracy Threshold to attackers (this does not stack when in cover).	3 Exp
Heroic Deeds - All friendly models within 2" deliver critical hits on 5+		4 Exp

Vandals & Gunslingers

Option (Pick one per row)		Experience Cost
Aim with your Eye - All #One-Handed #Ranged-Combat get an additional 2" when used by this model		2 Exp
Stand and deliver - When using a #One-Handed #Ranged-Combat weapon this model gets -1 AT if it did not move in its movement phase.	~~Steady hand~~ ~~Hit and Run~~ - The model may fire #One-Handed #Ranged-Combat after walking without running at +1AT penalty.	2 Exp
Thread the Needle - This model ignores penalties for shooting ~~through models or at models in cover and cover, and may shoot at targets at a window at their normal AT~~ and does not hit friendly targets when shooting into melee.	Hit and Run - The model may fire #One-Handed #Ranged-Combat after running at +1AT.	3 Exp
Hip-Fire - This model can reload #One-Handed #Ranged-Combat weapons even when engaged in combat.		4 Exp

Trappers & Huntsman

Option (Pick one per row)		Experience Cost
Woodlore - This model may add 1 or subtract 1, from the result when rolling on any of the wandering in the woodland tables		2 Exp
Predator and Prey - This model gets -1AT to all #Ranged-Combat attacks when hidden.	Hunters Lodge - This model may take a free Hunting Trap at the start of the game if they have no other consumable item.	2 Exp

Tracking - This model does not activate Gnarl Marks, however, if he is within range of the Gnarl Mark being activated, the Gnarl player must reveal its location if applicable.	Circle of Teeth - When deploying a Hunting Trap, this model may secretly choose a location within 12" to place the trap (compared to the normal 8" range).	3 Exp
Keen Instincts - This model can target or charge hidden models normally.		4 Exp

Marksman & Snipers

Option (Pick one per row)		Experience Cost
Vantage Point - Difficult climbs and vaults are no longer made at half move, and this model no longer needs to make ~~Hazardous Movement tests~~ while climbing and vaulting.		2 Exp
Achilles Heel - Armour Penetration (AP) for #Two-Handed #Ranged-Combat weapons is increased by 1	In My Sights - This model ignores penalties for shooting at models in cover ~~or through windows~~ , and does not hit friendly targets when shooting into melee.	2 Exp
Silent Slayer - This model may make a ranged attack from hiding, without becoming revealed. It remains hidden.	Hands of Haste - This model may treat any #Long-Reload weapon as if it was #Quick-Reload	3 Exp
Take Aim - Accuracy Threshold (AT) for #Two-Handed #Ranged-Combat weapons is reduced by 1		4 Exp

Stalwarts & Shieldbearers

Option (Pick one per row)	Experience Cost
Thundering - This model does not suffer penalties to Movement or Initiative for wearing armour or shields.	2 Exp

Walking Fortress - Shields and Bucklers do not break when they reach #Parrying(6+).	Iron Defence - Add #Bulwark to this models #Close-Combat weapons	2 Exp
Phalanx Tactics - This model may parry attacks made against any friendly models within 2".	Tank - Reduce models movement by 1" but increase grit by +1	3 Exp
Battleborn - This model may use a Shield or Buckler along with a #Two-Handed weapon.		4 Exp

Bastards & Brawlers

Option (Pick one per row)		Experience Cost
Swift and Bold - Increase Models Initiative and Move by 1 when not wearing armour.		2 Exp
Whirling Steel - Treat any #Two-Handed #Close-Combat weapon as having #Parrying(5+), or #Parrying(4+) for a Zweihander	Sound of Mind - This model may not suffer #Delirium	2 Exp
Momentum - Reduce the Accuracy Threshold of #Two-Handed #Close-Combat weapons by -1AT	Know No Fear - The model automatically passes any #Horrific test	3 Exp
Brutal Fury - When this model charges it gains +1 AP to all attacks in that turn.		4 Exp

Blademasters & Fencers

Option (Pick one per row)		Experience Cost
Riposte! - When this model makes an opportunity attack, do not reduce its weapon's accuracy threshold by -1.		2 Exp

Light Footed - Add #Unrelenting to this model's attacks when armed with any #One-Handed #Close-Combat weaponsword type.	En Garde - Treat any #One-Handed #Close-Combat weapon as having #Parrying(5+), or #Parrying(3+) for an Arming Sword.	2 Exp
Shift and Switch - This model may automatically disengage from combat on a 2+ Initiative test. They may also charge after successfully disengaging, but the target must not be a model they were just engaged with.	Defensive Stance - This model does not trigger opportunity attacks when rolling a 1 in combat.	3 Exp
Deadly Thrust - This model causes critical hits on 5+ in close combat.		4 Exp

Gnarl Options

Swarms

Droves & Hordes

Option (Pick one per row)		Experience Cost
Fresh Meat - If an enemy model is taken out within 6" of this model Hare, Deer, Stag or Wolf is killed by any player during a scenario. Heal This model gains 1 wound, you may exceed this model's normal wound count. (this only lasts until the end of the scenario).		2 Exp
Scamper - Add +1 to this models Move and Initiative	Undying Swarm - This model cannot be killed when rolling on the injury table treat a roll of 2, as a roll of 12	2 Exp

Get under the Armour - Add +1 AP to this model's #Close-Combat attacks	Tide of Teeth - When this model makes an opportunity attack, do not reduce its weapon's accuracy threshold is by 1	3 Exp
We Are Legion - Add 2 to this models Wound stat		4 Exp

Symbiotes & Parasites

Option (Pick one per row)		Experience Cost
Trauma Bonding - If this swarm is killed, choose one friendly model, this model's AT for all #Close-Combat attacks is reduced by -1 for the rest of the game		2 Exp
Unnatural Resilience - Each Upkeep Phase this Swarm may choose one friendly model within 4" and that model gains +1 Grit until the Swarm's next Upkeep.	Frenzy Musk - If this model scores a critical hit in close combat any friendly models (including this Swarm) within 2" may make a bonus opportunity attack, if they are engaged with an enemy model.	2 Exp
Is it a Bird? - This model may 'run' when hovering	Tremors - This model may 'run', when burrowing	3 Exp
You are We - Once per game during the Movement Phase you may attach this model to an enemy model within 1" of this model. You may control that model until the next upkeep (in normal initiative order)		4 Exp

Germs & Plagues

Option (Pick one per row)		Experience Cost
Bubonic presence – Any enemy models which are killed within 4" of this Swarm must make a test as if they had been killed with a #Rotting weapon		2 Exp
Spore fiend - All this Swarms attacks have #Delirium	Noxious - All this Swarms attacks have #Poison(1)	2 Exp
Cloud of flies - All enemy models within 4" suffer +1 AT to all attack rolls.	Anti-Cure - All poisoned enemies within 4" automatically fail their poison save.	3 Exp

Piercing Screech - Enemy models within 4" of this model suffer -1 Grit	4 Exp
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Thralls

Witches & Hags

Option (Pick one per row)		Experience Cost
Alive with the forest - When this model is on woodland terrain, it counts as having rolled "the forest is quiet" for them and all friendly models on the same terrain.		2 Exp
Woodlands Dark - Any woodland terrain which this model is on or within 4" of counts as having the "Blood-Thorn Bush" Mark on it to enemy models.	Roots run deep - This model counts as an additional Burrow, if Burrow System Marks are in play. If the model is killed the effect ends.	2 Exp
Budding renewal - Every Upkeep Phase this model may either heal one lost Wound for itself, or 1D3 lost Wounds for a single friendly model within 4".	Feeder - Whenever this model successfully wounds an enemy, you may choose any model in your warband to gain +1 W for the rest of the game.	3 Exp
Days bewitched - Any Mark which has been removed from the table can be immediately redeployed wherever the player chooses, subject to the usual rules for placing a Mark.		4 Exp

Shades & Gheists

Option (Pick one per row)		Experience Cost
Acrobatics - This model may charge after disengaging from melee combat. The target of the charge may not be any model it was just engaged with.		2 Exp
I Choose to Fall - This model does not suffer fall damage, and does not need to ~~make a Hazardous Move test~~ ~~Make an Initiative~~	In and Out - After attacking a model in close combat, this model may make an immediate disengage action and free movement action if successful. It	2 Exp

test when falling or making a leap attack.	must pass an Initiative test as normal to do so.	
They're Coming out the Walls! - If on an elevated (higher than 1") terrain piece, this model is automatically hidden as long as it is not engaged with an enemy model..	Hollar Born - When this model is on woodland terrain, it counts as having rolled "the forest is quiet". ~~This model is always hidden when in woodland terrain. They will only be visible in this terrain feature if an enemy model engages them.~~	3 Exp
Shadow Thorn - This model may move, run and charge through all friendly and enemy models. Enemy models do not get an opportunity attack and may not interrupt this model's charges.		4 Exp

Urchins & Spitters

Option (Pick one per row)		Experience Cost
Scurrier - The model may Run and still fire a #Ranged-Weapon, subject to +1 AT as per normal move-and-shoot rules.		2 Exp
Up in the trees - When hidden in woodland terrain the model can fire a #Ranged-Weapon and still remain hidden.	Splash-zone - If the model scores a critical hit with a #Ranged-Weapon you may make an additional single Hit attack against any enemies within 3" of the target.	2 Exp
Mischief - The model's ranged attacks all benefit from -1 AT when this model is in cover or hidden	Phlegm sacks - This model treats #Long-reload weapons as #Quick-reload	3 Exp
Burrowing Barbs - All this models #Ranged-Weapon attacks gain +1AP		4 Exp

Hulks

Totems & Effigies

Option (Pick one per row)		Experience Cost
Chosen - When communing with The Rot a roll of 3-4 is ignored. This model cannot be consumed by The Rot.		2 Exp
Blood Sacrifice - Lose 2 wounds, but gain 2" Movement	Curse of Sloth - Lose -2 to Initiative, but gain +1 Grit	2 Exp
Gift of Grit - Friendly Models within 4" of this model in the Upkeep phase may sacrifice 2" of movement for an additional +1 Grit this round (until the next upkeep)	Gift of Frenzy - Friendly Models within 4" of this model in the Upkeep phase may sacrifice 2" of Movement for an additional +1 Hit to a single weapon of their choice this round (until the next upkeep)	3 Exp
Sanctuary of Spores - During the upkeep phase, this model may heal 1 wound to any single friendly model within 8". If there are no injured friendly models within 8" - it may deal 1 wound to a single enemy model within 8".		4 Exp

Behemoths & Giants

Option (Pick one per row)		Experience Cost
Inevitable - When this model charges, any opportunity attacks it suffers do not cause the charge to fail.		2 Exp
Opportunist - When this model makes an opportunity attack, it gains an additional hit to that attack.	Close and Personal - Gain +2" Movement and +1 Initiative.	2 Exp
Dealer in Death - Reduce the AT of all Hulk #Close-Combat Weapons by-1	Flurry of Horror - Any #Close-Combat weapons/limbs this model uses gain +1 Hits.	3 Exp
If a Tree Falls - If this model is taken out in close combat, the model that struck the blow is also taken out, and every model in 2" suffers 1W.		4 Exp

Slingers & Siege Beasts

Option (Pick one per row)		Experience Cost
From Afar - The model has -2 to Initiative. All #Ranged-Combat attacks have +4" range.		2 Exp
Fungal Form - If this model has not (or cannot) fire a ranged weapon this round. It is treated as though it is in cover. (+1 to AT on attacking ranged models)	Mycelial Instinct - This model now ignores any cover penalties when attacking with a #Ranged-Combat weapon.	2 Exp
Grim Ammunition - Increase the AP of all Hulk #Ranged-Combat weapons by +1	Volley of Terror - Any Hulk #Ranged-Combat weapons/limbs this model uses gain +1 Hits.	3 Exp
Screaming Death - This model's #Ranged-Combat attacks are treated as having both #Delirium and #Rotting.		4 Exp