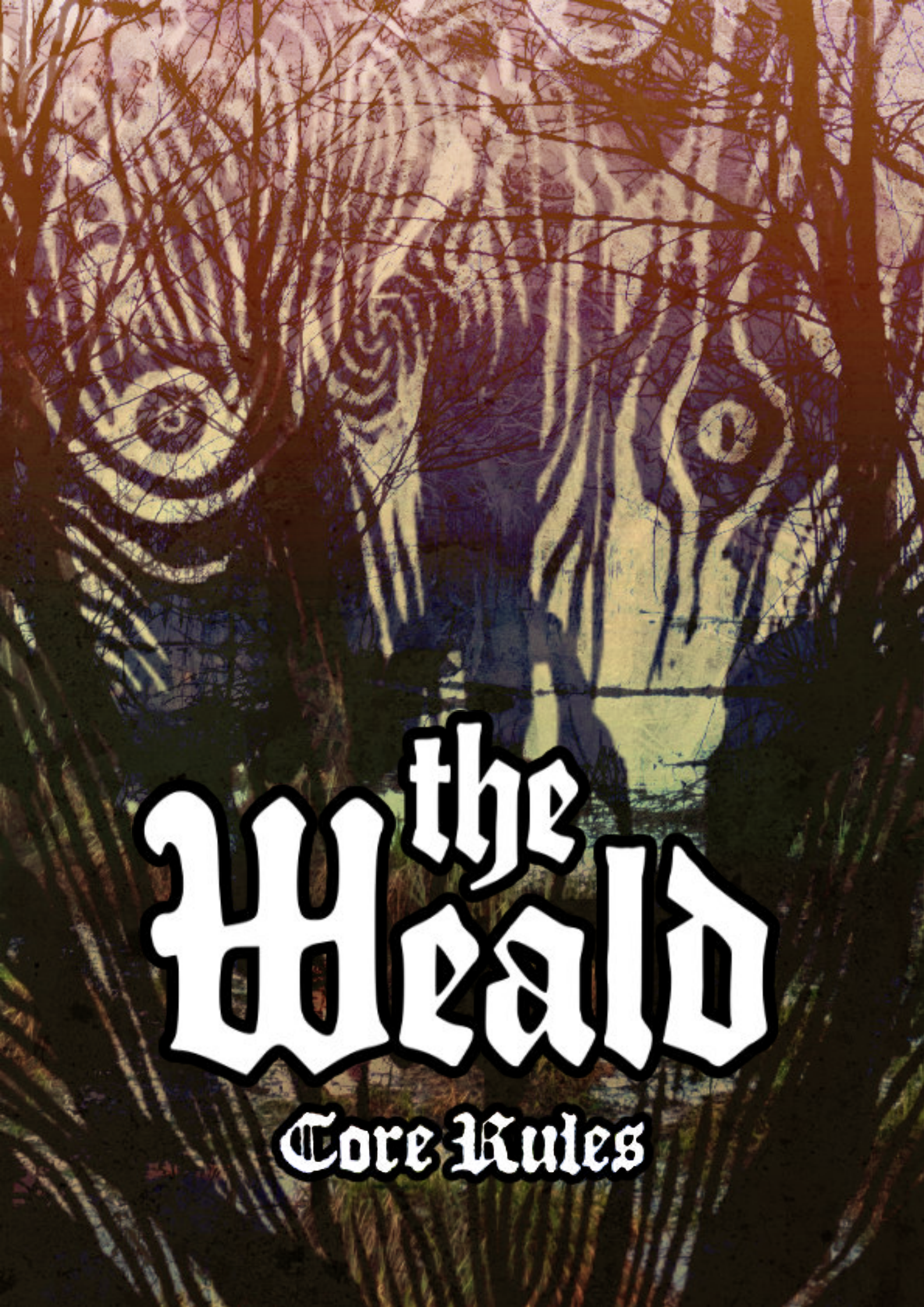


The background of the entire page is a dark, moody illustration of a forest. In the center, a large, pale, multi-eyed face is visible, its eyes looking directly at the viewer. The face has a yellowish-green hue and is surrounded by dark, gnarled tree trunks and branches. The overall color palette is dominated by dark blues, purples, and browns, with the pale face providing a stark contrast.

the Heald

Core Rules

The Setting

Welcome to the green hell...

The Weald: a forest vast and ancient; endless and verdant. People say a hundred kingdoms could fit inside the Weald with room to spare. Much is unsettled and much more unexplored. To the South, they say, lies civilization, such as it is; even a king. Though he understands little of the Weald and truth be told the Weald knows little of him.

The Weald was a quiet place, a wide expanse of wilderness broken only by sparse hamlets and villages, connected by rough cart-ways and overgrown footpaths.

In recent times trouble and unease have fallen upon the land: trade and travel from the North has dropped. Those few who make the journey to the Southern regions bring strange and confounding tales. There is talk of some strange disease or affliction; of empty towns and vanished townsfolk. Most of these travellers are ridiculed and ignored; their stories discounted as the deluded imaginings of simple minded peasants. Yet the accounts mount and none who journey North for answers return.

For those who make their home in the great Weald the truth is painfully apparent. Something dark and evil and hungry has awakened in the forest; they call it The Rot and it creeps forth from the deepest ancient woods intent on devouring all before it.

Although none know the true nature of The Rot, nor its provenance; they know its signs and its workings. The Rot infects all it encounters; man, beast and plant. It twists and changes and defiles what it infests, creating foul creatures which have been named Gnarl. These shambling horrors are the foot soldiers of The Rot, spreading death and terror across the Weald.



Important note

The Weald is a broad, deep, unfathomable place; this is intentionally so. Accurate information is always scarce and it is up to players to decide with each other what is true and what is folkish myth. We greatly encourage players to have fun detailing their own corner of the Weald: what settlements there may be, who lives there and what are they like? What strange ideas and beliefs do they hold?

Running a campaign and creating scenarios tailored to your own vision of life in the Weald is incredibly enjoyable and all the information provided in this chapter, along with the chapters dedicated to Scenarios and Campaigns (Chapters Six and Seven) are intended to inspire you, rather than restrict or limit your imagination.

Geography: size and settlements

The Weald is a huge area of forest. There is no accurate determination of its size. It is ancient, wild and largely unexplored and uncharted. There is no one map which could display the scale of the Weald. Any maps which do exist are small regional maps made for specific purposes; such as a merchant's guide of local trade routes and paths, or maps drawn in an attempt to settle small claims over patches of land around individual settlements.

The population of the Weald is scattered over its vast area and they live in small homesteads, hamlets and tiny villages. Towns exist but they are much rarer and tend to be found along rivers and the larger trade routes. Generally the size of settlements and populations increase as you travel further South, as the forest becomes less dense and land more developed. There is a notion of a city far to the South, and a King in that city who considers the Weald (at least nominally) a part of his kingdom. To the people of the Weald the idea of a king is more a myth than reality; an interesting story to tell their children. For all practical intent the Weald is an autonomous region; with each settlement dealing with its own affairs.

Ecology

The ecology and climate of the Weald is generally comparable to that of Europe in the Middle Ages; roughly temperate broad-leaved forests with a mix of lowland, hilly and even mountainous regions. Many flora and fauna analogous to Europe are present, though there are also a wide variety of strange creatures and plants entirely unique to the Weald.

The sheer size of the Weald does mean that other environments exist within its expanse; swamps and fenlands; patches of wild meadow and even moorland, although uncommon can be found. Given the huge areas which remain unexplored there is no telling what other environment could be encountered by those brave or foolhardy enough to venture into the unknown.

Travel

Most folk of the Weald are very unlikely to ever leave their place of birth; they will grow up; live; work and die in the same place: the home of their family and their ancestors. For those with cause to travel, the forest is littered with ancient overgrown paths and hidden trails. There are some better kept trade routes travelled by merchants and the like but these are few. It is common for travellers to hire locals as guides when venturing into new or unfamiliar areas. Most travel is done on foot, although mules and small horses are popular for longer journeys; wagons, carts and caravans for those who travel with goods. There is also some travel by boat; usually small river boats and flat bottom barges which can pick their way through the tight and winding rivers that stretch through the Weald like veins.

Currency and Economy

Most settlements operate on a system of barter; trading goods and services on a like-for-like basis within the community. There are however coins and valuables in circulation which can be used to purchase goods, although more remote regions may find coinage of little use or value. Base metals, dug straight from the earth itself, are often a more trusted commodity than coins. Those settlements which spring up around mines dotted throughout the Weald are popular destinations for brave traders and travelling merchants.

In the Weald skirmish game, money is represented as "Knots"; for the people of Weald, a Knot is a common colloquialism for any type of coin. Curiously, there are no coins produced within the Weald, yet somehow they find their way there and may be of many strange shapes, sizes and denominations, none of which mean much to the majority of Weald Folk.

For Gnarl warbands "knots" are also the measure of wealth or resources used; this represents something like the accumulated resources a gnarl band has which they can use to grow and improve.



Beliefs

Religion and belief is a peculiar thing in the Weald; there is no central religion and ideas about gods and spirits vary wildly from community to community. Most people acknowledge belief in multiple deities and worship of various harvest and forest gods is common. Animistic beliefs are also popular; with people believing in and attempting to appease spirits associated with particular places or landmarks such as caves, rivers, lakes etc. Strange celebrations, rites and rituals are commonplace in each village and often unique to the locality.

The Woodsman's Tarot is a peculiar system of fortune telling and prophecy which uses a bewildering mix of charms, cards, twigs and runes to decipher the mysteries of a person's fate. The Tarot takes years to understand, decades to master. Each reader builds their own deck as they learn the secrets of the tarot, collecting items that resonate for them with the meaning of each character of the tarot, weaving their own meanings and stories into their readings. No two readers' decks will ever be quite the same, and each reading they give is filtered through the prism of tales and experiences represented in the deck.

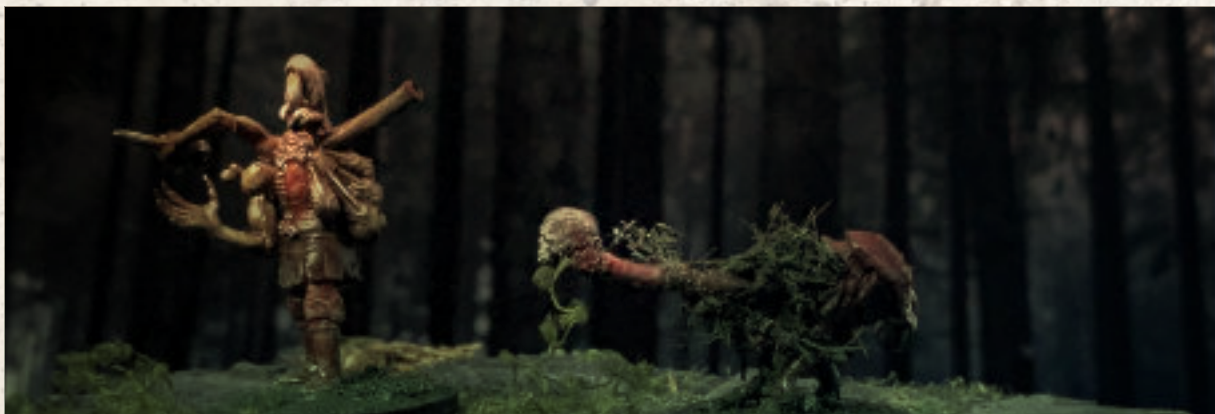
The notorious Church of Rot has also begun to spring up in locations across the Weald as certain elements of society fall to nihilism and despair. Despite its name, the Church is not really a single body but rather a name given to the disparate cults of doom that have thrived since the affliction of the Rot has taken hold in the Weald.

Language; dates & distance

Don't know your Eyeless Swampwallow from your Pricklebacked Bog-lurker? For such a broad and varied land you might be surprised to learn that a mostly comparable language is spoken across the Weald. Generally considered to be archaic and inelegant; "Wealdish" is nonetheless a thriving and often poetic language. Many of the common idioms and phrases it employs relate to the language of the forest and wild spaces, as you would expect of a tongue spoken by people who live their entire lives far away from what many might consider "civilisation" and there are also a bewildering range of dialects, accents and regionally specific words, names and phrases, which can often give a traveller the impression that they have arrived in an entirely different kingdom just by passing through to the next village.

The seasonal nature of life in the Weald plays an important role in how people measure time and dates. Most areas have their own practices; special days and times of the year that hold significance to them and tie in directly with local beliefs.

Measurement systems can be infuriatingly subjective in the Weald; most often distances between two places are measured in the time it would take one to travel between them on foot. There is however something resembling a system of units based around the measure of "A Twig". This is sometimes employed to express distance and of use in activities such as the construction of buildings, where some level of consistency is required. Given the varied, haphazard and generally rough standard of dwellings and other buildings in the Weald; the utility of this system is debatable!



What is the Weald?

What you need to know:

- The Weald is a narrative-led skirmish game for 2+ players.
- The game is played on a board typically of 3'x3' size.
- The game uses miniatures of a 28/32mm scale. Converting and kitbashing your minis is highly encouraged, although optional.
- The two playable factions are Wardens and The Gnarl.
- Wardens are the defenders of the people of the Weald; The Gnarl are twisted and horrible creatures created when The Rot infects living creatures.
- Players create a warband for their chosen faction and battle each other in scenarios which combine to tell a desperate story of the struggle for survival in the Weald.
- The setting of the Weald is a huge forested domain, with cultural and technological similarities to Medieval Europe, although this can vary greatly from place to place.
- Most communities in the Weald are small and isolated, with their own beliefs and practices.
- News and information in the Weald is hard to come by: people can only trust any information as much as they trust the person telling it, and even then they could have heard it second or third hand.
- The themes of the game and setting are: Folkhorror; isolation; misinformation; mystery and approaching doom.
- The mysterious evil known as The Rot is the source of The Gnarl and possibly other strange happenings in the Weald yet no-one knows much about The Rot, such as where it came from, what it wants or what it really is.
- In the absence of any real information; rumours, myths and gossip surround and obscure what is really going on.
- The setting of the Weald is intended as a stage or "sandbox" in which players can have fun creating their own stories, characters and events. The Setting chapter of these rules provides general information on life in the Weald and lots of stories and flavour text to help you feel the mood; it is up to you as players to decide how much of what is in this chapter is true, and what is folklore or speculation.



What you will NOT find in the Weald:

- The Weald is a skirmish game for small bands of minis. You will not find large armies, cavalry or warmachines.
- The two factions: Warden and The Gnarl, are not designed with absolute balance in mind. Both sides have strengths and weaknesses and the focus is on opportunities for interesting narratives and options fitting to each faction.
- Magic is exceedingly rare; magical events are most likely to take place in the background rather than during a game. Spellcasters such as wizards or sorcerers

are not a part of this game. People calling themselves wizards; witches; necromancers or seers can and do exist in the Weald, but they may be charlatans and fraudsters, or have very limited powers. There are no "Fireball" spells or similar.

- The Weald is not a place of grand architecture or gothic castles; most settlements are tiny hamlets and villages.
- Mythical creatures are, for the most part, just that: mythical. You will not find Dragons or orcs etc. Although The Rot has created abominations which may well lead to stories of such creatures existing.



Getting Started

The Game

This book contains all the core rules you will need to play the game. Additionally, the Warden Handbook and the Gnarl Handbook explain how to create warbands of those factions, as well as all the various weapons, equipment and even specialisation options, available to each faction.

The Weald is a dire and grisly skirmish wargame for 2 or more players. Each player commands a group of fighters known as a warband, composed of models that operate independently on the tabletop.

Each model's role is crucial to your victory, each will die mercilessly if your skills as a player falter or if your luck runs out.

A standard game of the Weald will take around 45 to 60 minutes for experienced players and around 90 minutes when learning the rules for the first time. Adjusting the rules for shorter or longer games will be explained later on.

In order to play you will need:

This rulebook, the Warden Handbook and Gnarl Handbook.

- A ruler or tape measurer for measuring each model's movement.
- Some tokens for marking if a model has been activated or for other effects such as Poison.
- A handful of 6-sided dice, known as D6s.
- Two warbands of models.
- Some terrain elements.

The Miniatures

The Weald is played with 28mm scale miniatures. The Weald is a miniatures agnostic game; this means that miniatures of any brand or manufacturer can be used in the game. We encourage you to use models that you already have, any will do! Existing fantasy models or warbands will most likely fit perfectly within the Weald's setting.

Alternatively, many players design and create their own unique miniatures by kitbashing or converting existing miniatures. Be creative when creating your roster. Try choosing a theme or image that your warband represents and basing your models around that. While base sizes do not particularly matter, here are some recommendations in order to be able to quickly tell model from model:

The Board

The Weald is designed to be played on tabletop wargame boards or mats, which can be easily purchased or made yourself. Any size board will work with the game: different sizes will affect the duration of the match. A 3x3 foot board is perfect for standard games. Smaller boards will lead to quicker games and larger boards may prolong a game.

Setup

Terrain is an integral part of how the game is played. Players take turns placing terrain elements, or agree to a terrain layout in advance. It's important to have a few terrain elements that block line of sight, create cover, and provide elevation. This creates room for strategy and makes for more exciting combat.

Some examples of useful thematic terrain are hills, trees, ruined buildings, villages, cliffs, outposts, towers, and walkways.

Keep in mind how the terrain affects the scenario, and try to keep the battleground fair for both players (unless your scenario calls for something nastier).

Objectives

Each game of the Weald follows a scenario, giving each player an objective to complete. See the Scenarios chapter for some example scenarios to play and information on how to design your own scenarios to play.



Building Your Warband

Choosing a Faction

Your first step in building a warband is deciding which of the two factions you will play as: Wardens or the Gnarl.

Each faction provides freedom in both play style and aesthetic, developing their story and choosing from a wide range of equipment and skills is what will make your warband unique.

Setting a Game Allowance.

Players decide on a budget for their warbands, known as an Allowance.

This is spent on filling out the warband's roster: recruiting models and purchasing their armaments and equipment, each of which have a certain cost. Unspent funds can be saved for later use. More information on each faction and warband creation can be found in the Warden Handbook and Gnarl Handbook.

Wardens use Knots as their currency for recruiting fighters and outfitting them with weapons and armour, as well as strange items and Trinkets.

The Gnarl use Knots as a material for augmenting themselves: cursed mutations and horrific appendages make each abomination unique.

An allowance is used to make sure both warbands are equally powerful (or not...) depending on the scenario.

For beginner games, we recommend an allowance of 200 Knots for each warband. This is of course only a suggestion and you can set any allowance you wish. Keep in mind that a larger allowance will result not only in larger warbands, but more to keep track of during a game, leading to longer games, and post game book keeping.

Model Attributes

Each model has four Attributes:

Movement (M) - The distance in inches a model can travel during their Movement Phase.

Initiative (I) - The speed and dexterity of a model, in the form of a Modifier added to Initiative tests (see Initiative Tests).

Grit (G) - a model's strength and their ability to withstand injury and hardship. Grit is expressed as a Threshold, which must be met or exceeded by the attacker in order to Wound a model.

Wounds (W) - a model's physical fortitude. Wounds are the amount of damage a model can sustain before being taken out of action.

Choosing Equipment

You must outfit your models with equipment to give them a fighting chance.

Wardens may choose to purchase weapons; armour; and various trinkets or consumable items to give them an edge in battle.

The Gnarl are outfitted with a multitude of horrid weapons and Mutations, making each creature unique. Gnarl models may also choose to bring powerful terrain elements into battle, known as Marks, that act as traps or provide bonuses to the warband.

Make the rules fit your minis; not your minis fit the rules

The Weald encourages you to be creative In the warbands you create and the stories you tell. The rules should aid you in doing this, not stifle your creativity. If you have found or kitbashed the perfect model for your warband, but if it's weapons or equipment or something else doesn't fit with what is on offer below; choose something with the effects that mostly closely resemble what you want it to be.



Weapon Attributes

Each Weapon is defined through its Attributes:

- **Name** - The name of the weapon
- **Type/Range** - The effective range (in inches) of the weapon. Weapons marked "CC" are close combat weapons. Some weapons can be used both in close combat and to make ranged attacks.
- **Accuracy Threshold (AT)** - This Threshold reflects how accurate a weapon is when Rolling to Hit. Your roll must meet or exceed the weapon's AT in order to land a blow against an enemy. The lower the Accuracy Threshold, the more likely it is to land an attack.
- **Hits (H)** - This value indicates how many attacks your model makes with a weapon.

For example, if a weapon has 2 Hits, you roll 2 dice when rolling to hit.
- **Armour Penetration (AP)** - represents a weapon's ability to cut through armour. When you attack an enemy model, their grit threshold is reduced by the AP of your weapon.

For example, if an enemy Tough has a grit threshold of 5+, and your model attacks with a mace that has an AP value of 2, the tough's grit threshold is reduced to 3+.

- **Wounds (W)** - This value determines how many wounds a weapon would deal to a model after successfully wounding it.
- **Cost (K)** - The price of purchasing equipment, in Knots.
- **Tags** - Tags determine a weapon's role in combat and any special abilities or effects it has (See the Tags section for a complete list of all Tags).
- **Rarity** - Some items are not common to the Weald, they may be difficult to produce, or brought from great distances. The rarity of an item will impact the difficulty of being able to buy it during campaigns (See Chapter Seven: Campaigns).

Different circumstances can modify a weapon's AT:

- Shooting at an enemy behind cover increases the AT of your weapon by +1.
- Shooting after moving increases the AT of your weapon by +1.
- Attacking in close combat after you have charged reduces the AT of your weapon by -1.
- Opportunity attacks increase the AT of your weapon by +1.
- (See The Shooting Phase and The Combat Phase sections for further information)

Tags

Tags are an important element of the weaponry and describes special effects or techniques they allow

- **Backfire**
On any roll of 1 to hit, the attacker takes an opportunity attack of this weapon.

If the weapon has more than one hit, and all dice roll a 1, the weapon explodes: it is destroyed and deals 1W to the user.
- **Blunt**
This weapon has -1AP Against targets with a grit bonus, provided by armor or mutations.
- **Bombardment**
All hits from this weapon must be directed at the same target model.
- **Bulwark**
When targeted by a charge: before the charge occurs, the user may make an opportunity attack against the charging model.
- **Close-Combat**
This Item can be used in the close combat phase when engaged with an enemy model.

- **Delirium**
On a hit (even without causing a wound), the target must pass an Unmodified Grit test.

Failure results in the model rolling on the Madness Table.
Madness takes effect immediately and lasts for the rest of the game.
Multiple Delirium effects stack, roll for each.

Madness Table

Rot-infested:
1 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.

Stupor:
2 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).

Terrified:
3 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.

Convulsions:
4 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.

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

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





- **Flamable (X)**
When this model suffers a hit of an attack with #scorching, the initiative test threshold to resist being set on fire is augmented by +X.
this debuff stacks and a negative value, decrease the likeness of getting burned
- **Grappling**
If the attack wounds, pull the target up to the user's unmodified Grit in inches.

This doesn't work while engaged in close combat.
- **Horrific**
To charge this model, roll 1D6 + the charging model's current Wounds. If the result is under 8, the charge fails.

Add +1 per friendly model already engaged with the Horrific model.
-

- **Improvised**
This item must use the following stat block when attacking during close combat and opportunity attacks.

#Poison, #Scorching etc do not apply when using the Improvised stat block.

R	AT	Hits	AP	W
CC	5+	1	-	1

- **Long-Reload**
This weapon takes two Upkeeps to reload.
- **Maintenance**
In order to use this item, the user must not have moved this turn.
- **Maneuverable**
This weapon doesn't generate Opportunity Attacks.
- **One-Handed**
Takes up one of two hands, can be used with another item with #One-Handed.



- **Parrying(X+)**
Models using a weapon or shield with #Parrying may attempt to parry a hit they suffer in close combat.

A parry must be declared after a weapon hits, but before the Grit test is made.

A model may choose to parry as many Hits as it wishes, but Critical Hits and opportunity attacks may not be parried.

Roll 1D6:

if the result is equal to or over to the items #Parrying(value), the attack is parried and causes no damage.

If it is under the #Parrying(value), make the Grit test to wound as normal.

A roll of 1 damages the item, increasing its Parrying value by +1 (to a maximum of #Parrying(6+)).

If a #Parrying(6+) item is damaged again, it is destroyed. Destroyed weapons may still be used with the #Improvised profile.

If the attacking weapon has #scorching, the defending model must still make a save to avoid being set on fire (see Burning), even if the parry is successful.
- **Poison(x)**
A model which is wounded by an attack with #Poison must take an unmodified Grit test, only modified by poison, a -x Modifier.

In case of failure, the model is poisoned and cannot make attacks of any kind (including opportunity attacks and defending charges) until the next Upkeep Phase.

Each Upkeep Phase, repeat the test, but it gets +1 easier each time.

Some consumables can be used at the Upkeep phase to cure poison.
- **Polearm**
A model using a weapon with this tag can attack an enemy model they are engaged with even if a friendly model blocks them.
- **Quick-Reload**
This weapon takes one upkeep to reload.
- **Ranged-Combat**
This item can be used in the shooting phase.
- **Restorative**
This Item has curative properties. Wounds healed may not exceed the number of Wounds a model had to begin with.

- **Rot-born**
Models with #Rot-born have the following effects:

All #Horrific tests are taken at 6+ instead of 8+.

All #Poison tests are taken at #Poison(0).

Initiatives tests for #scorching attacks suffered by Rot Born models are made at 6+ instead of 5+.

- **Rotting**
If an enemy model is taken out of action by a wound from a weapon with #Rotting, the Gnarl player rolls D6. On a roll of 6 the out of action model is killed (as per the result "Death" on the Injury Table) and resurrected as a Nascent Thrall.

The Nascent Thrall is controlled by the Gnarl player from the next turn, as a normal model using the following stat line and having the #rotborn tag:

M	I	G	W
5"	1	3	2

R	AT	Hits	AP	W
CC	5+	1	-	1

After the game the Gnarl player may choose to keep any Nascent Thralls created during the game and may equip them normally from the available Thrall weapons and mutations by paying the relevant cost in Knots.

- **Scorching**
When a model is hit by a weapon with #Scorching (even if the attack fails to wound), the model must succeed an Initiative test of 5+ or burn.

Failing immediately inflicts 1 wound and sets the model on fire.

Burning models must make an Initiative test every turn in their upkeep phase; success means they are no longer burning; failure means they remain burning and take another wound.

Fire does not stack, and only 1 check has to be made when a #scorching weapon hits

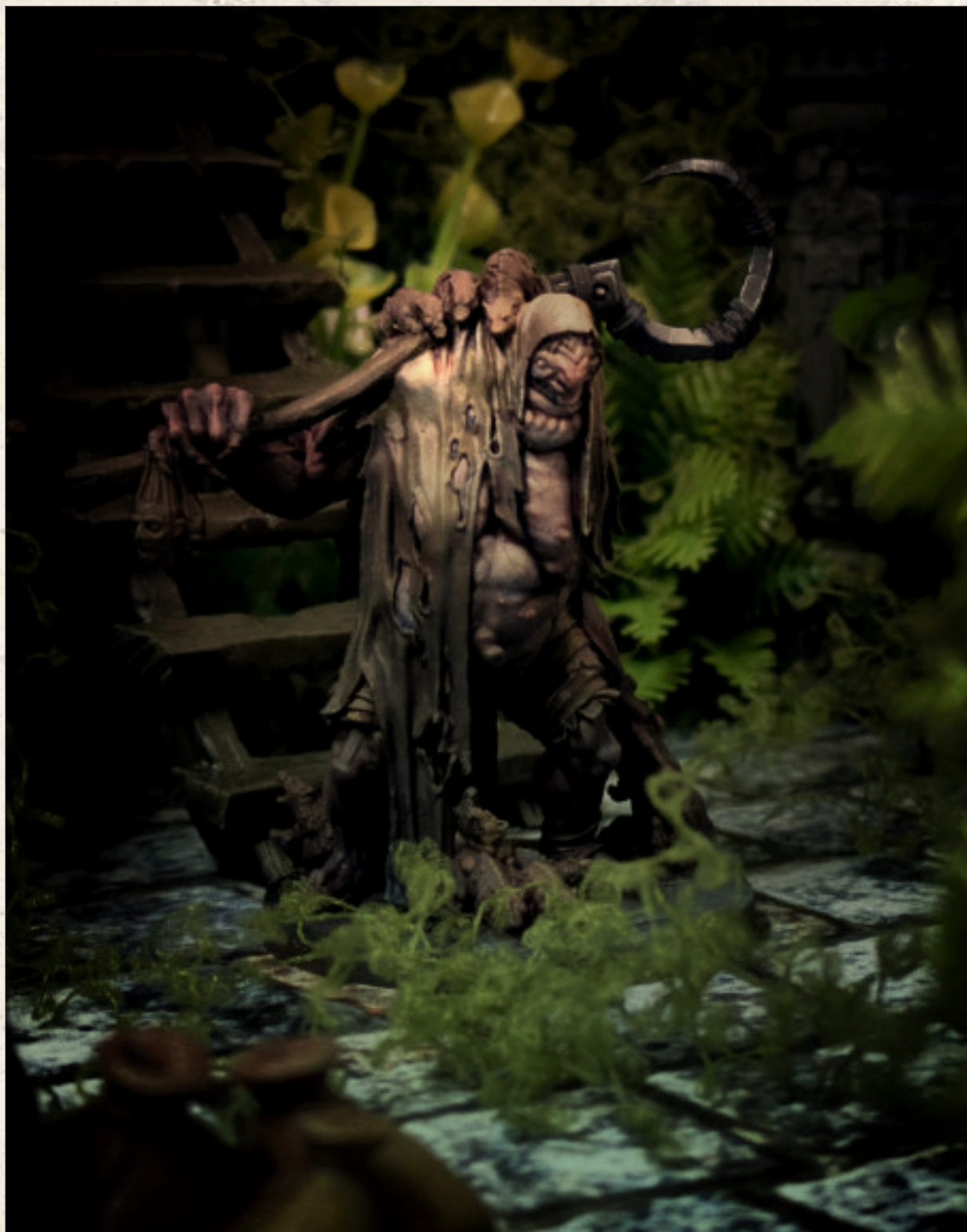
Moving through water extinguishes the fire.

- **Spread**
When attacking with this weapon each of its attacks also target every other model within 2" of the original target.
- **Throwable**
This item may be thrown in the Shooting Phase as if it has #Ranged-Combat
- **Trap**
This item is hidden until an enemy enters within 2" of it, and is then activated.
- **Two-Handed**
Both hands are used, no other item requiring hands may be equipped.
- **Unrelenting**
Critical Hits with this weapon allow the user to make an additional attack.



Warden Warbands

From cut-throats seeking fortune; forlorn knights hunting redemption; or peasant refugees seeking to live another day; all manner of Wardens struggle to hold back the Rot. Wardens are the bandits, mercenaries and adventurers conscripted to cut down the blighted filth of the Weald.



Witts

Witts are small; fast and cunning. They are quite fragile but their superior haste and keen instincts prove vital during rough encounters.

Movement	Initiative	Grit	Wounds	Cost
7"	2	3	3	8

Footmen

Footmen are stocky, rugged and brave. While average in many of their attributes, they are able to adapt to most fighting styles and combat tactics, making them the perfect backbone of any warband.

Movement	Initiative	Grit	Wounds	Cost
6"	0	4	4	10

Toughs

Toughs are brutish warmongers; large and dangerous but slow both in foot and mind.

Movement	Initiative	Grit	Wounds	Cost
5"	-1	5	6	12

When equipped with heavy armaments they can become nigh-unstoppable on the battlefield.

Warden Equipment

Wardens use a variety of equipment in order to outfit themselves for battle. Some prefer their trusted blades, others might rely on experimental technologies, carrying powerful (if perhaps unstable) black powder weapons. Many Wardens find comfort in being outfitted with armour that may aid in warding off the horrors they may encounter, or perhaps only becoming a rusting tomb for their relinquished body to finally rest. Relics from distant and forgotten folk-tales may be carried in hopes of yielding miraculous or uncanny effects, and various provisions and cures may be purchased with a Warden's earnings in order to extend their ever perilous life.

Warden may carry the following:

- Up to two #One-Handed items or one #Two-Handed item
- One type of armour
- One consumable item
- One trinket, or a second consumable item

Armours and Shields

Armour	Grit	Cost	Tag and special rules	Rarity
Leather Armour	+1	15	-	Common
Plate Armour	+2	25	-1 Initiative -1 Movement, Cannot Hide	Rare
Buckler	-	10	#One-Handed, #Parrying(5+)	Common
Shield	-	15	-1 Initiative, #One-Handed, #Parrying(4+)	Rare

Melee Weapons

Weapon	Range	AT	H	AP	W	Knobs	Tags	Rarity
#Close-Combat #One-Handed								
Farm Tool	cc	4+	1	0	1	7	-	Common
Dagger	cc	5+	3	0	1	10	-	Common
Broad Sword	cc	3+	2	1	1	11	-	Common
Arming Sword	cc	3+	1	0	1	14	#Parrying (4+)	Common
Axe	cc	4	1	2	1	12	-	Common
Bludgeon	cc	5+	1	1	1	8	#Blunt	Common
Mace	cc	4+	1	1	2	12	#Blunt	Common
Spear	cc	4+	2	1	1	13	#Bulwark #Polearm	Common
Torch	cc	5+	2	0	1	10	#Scorching	Common
Whip	cc/6"	5+	1	0	1	6	#Ranged-Combat #Quick-Reload #Grapple	Common
#Close-Combat #Two-Handed								
Zweihander	cc	4+	2	1	1	14	#Parrying (5+)	Common
Battle Axe	cc	4+	1	2	3	13	-	Common
Scythe	cc	4+	2	0	1	11	#Spread	Common
Halberd	cc	4+	1	2	2	16	#Maneuverable #Bulwark #Polearm	Common
Warhammer	cc	4+	1	3	2	12	#Blunt	Common

Ranged Weapons

Weapon	Range	AT	H	AP	W	Knobs	Tags	Rarity
#Ranged-Combat #Improvised								
Sling	8"	4+	1	0	1	8	#One-Handed #Quick-Reload	Common
Hand Crossbow	Cc/8"	4+	1	1	1	12	#One-Handed #Close-Combat#Quick-Reload	Rare
Short Bow	12"	3+	2	0	1	14	#Two-Handed #Quick-Reload	Common
Crossbow	14"	3+	1	2	2	18	#Two-Handed #Long-Reload	Rare
Longbow	18"	3+	1	2	1	20	#Two-Handed #Long-Reload	Common
#Ranged-Combat #Improvised #Backfire								
Twin Pistol	Cc/6"	4+	2	1	1	18	#One-Handed #Close-Combat#Quick-Reload	Rare
Hand Canon	Cc/6"	4+	1	3	2	20	#One-Handed #Close-Combat#Quick-Reload	Rare
Musket	20"	4+	1	3	3	24	#Two-Handed #Long-Reload #Maintenance	Rare
Cornucopia Gunne	8"	5+	D 6	3	2	24	#Two-Handed #Long-Reload #Maintenance #Spread	Rare

Consumable Items

Each Warden may choose to carry one consumable item and once a consumable item is used, it is removed from the model's inventory. Unused items are not lost if the model carrying them goes out of action during a game. Consumable items are used during the specified phases of the game such as Upkeep; Shooting or post game.

Item	Phase	Effect	Cost	Tags	Rarity
Medicinal Moss	Upkeep	Restore 1 wound to the user.	5	#restorative	Common
Marrowort Stock	Upkeep	Roll a d6: 1 the stock has no effect 2-4 restore 1 wound to the user 5-6 restore 2 wounds to the user	6	#restorative	Common
Woodman's Balm	Upkeep	Choose how many wounds to restore : - D3 to a friendly model within 3" 1 to the user.	8	#restorative	Common
Restorative Tonic	Upkeep	Remove the effect of #Poison from the user	5	#restorative	Common
Savior's Draught	Upkeep	The user get +2 Initiative for the remainder of the scenario.	8	#restorative	Common
Bogblack Stout	Upkeep	- The User gets +1 Grit - The User gets -1 Initiative. Effects lasts until next Upkeep Phase	8	#restorative	Common
Paper Cartridge	Upkeep	Reload a weapon with #Long-Reload	8		Rare
Box of Leeches	Post Game	After rolling on the Injury Table, the user may use this item to raise or lower the result by 1 entry	5		Common
Skeleton Key	Post Game	The user may add an additional 4d6 worth of loot to their warband's earnings during the loot phase if they did not go out of action in this Scenario	10		Rare
Belt of Throwing Knives	Shooting Phase	8" AT 4+ H 1 AP 0 W 1 Do not remove it from the model's inventory unless a 1 to hit has been rolled, thos belt ran out of knives.	10	#Ranged-combat #Throwable	Rare
Hunting Trap	Upkeep	Secretly choose a location within 8" of the user to trap. - Any enemy model that enters within 2" of the chosen spot is trapped must immediately suffer an attack with this profile CC AT 4+ H 1 AP 1 W 1 - On its next Upkeep Phase the trapped model must succeed a Grit Test to escape, otherwise it remains trapped and cannot move.	8	#trap	Common

Kindler's Oil	Shooting Phase	Choose a location within 6". Models Within 3" of the location are treated as being hit by a weapon with #Scorching.	8	#Throwable #Scorching	Common
Fire Arrows	Upkeep	For the next 2 Shooting Phases any #Ranged-Combat attacks made by the model have #Scorching This does not apply to Black-powder weapons	5		Common

Trinkets

Trinkets are unique charms, artefacts or relics that Wardens carry for their powerful effects. Unlike consumables, trinkets last through multiple scenarios and are not expended through use. A Warden may only carry one trinket at a time and no two Wardens of the same warband may carry the same trinket as each is unique and rare.

Trinket	Effect	Cost	Rarity
Ironwood Sprig	Before the start of the scenario, roll a D6. On a 3+, the wearer gains an additional Wound for the duration of the current game.	10	Rare
Hogler's Knuckle	Once per scenario, if the wearer suffers a critical hit, the player may choose to treat it as a normal hit and the attacker must roll to wound as a normal.	10	Rare
Boot Grease	The wearer gains +1 to their Movement attribute.	15	Rare
Thieves Tools	The wearer may reroll d3 loot rolls after every scenario.	20	Rare
Prayers Tome	Once per scenario, the wearer may reroll a failed attack when rolling to hit.	15	Rare
Rusted Shackles	The wearer may make an additional attack with one of their weapons when charging.	20	Rare
Mask of Silence	The wearer may hide after running, and may run while hidden, as long as all other hiding conditions are met.	15	Rare
Rope and Hook	The wearer may move at normal speed while attempting difficult climbs.	15	Common
Wren's Feather	The wearer does not take any damage from falling, and may continue their move after falling.	18	Rare
Crown of Teeth	The wearer has the #Horrific Tag.	15	Rare
Berzerker's Tattoo	When not wearing any armour, the wearer may use all of the attacks from both weapons while dual wielding.	20	Rare
Apothecary Charm	During the wearer's upkeep phase, they may administer any #Restorative Consumable Item to an ally within 3"	10	Rare
Gamekeeper's Compass	When rolling on the Wandering the woods table, you may re-roll the result, but must keep the second result.	10	Rare
Medicine Bag	A model may carry two consumable items with the #Restorative tag in this bag	10	Rare

Gnarl Haunts

The Gnarl are lost souls consumed by the rot. Plants, animals, people; even entire landscapes have fallen victim to the insufferable plague claiming the Weald for itself. Clusters of Gnarl roam throughout The Weald but will often hunt within the confines of a particular range, such as close to a settlement or a well travelled trail in the woods (Indeed it has been noted that where one band blunders into the territory of another, it can result in the two bands fighting amongst each other over prey).

This territorial nature has not gone unnoticed by the Wardens who battle them and it has become common to describe areas as being "Gnarl haunted". This has resulted in the unofficial term of "A Haunt" of Gnarl being used by many to describe a collective group of Gnarl, usually combined with a descriptor of the location they were discovered or have been most encountered in to identify a specific group of Gnarl.

For example; a band of Gnarl known to hunt around the settlement of Lambthorn Croft would be known as "The Lambthorn Haunt" by local Warden groups (although individual Wardens may have much more creative, colourful and explicit names for them).





Faction feature

All Gnarl models have the tag #Rot-born and therefore have the following effects:

- All #Horrific tests are taken at 6+ instead of 8+
- All #Poison tests are taken at #Poison(0)
- Initiatives tests for #scorching attacks suffered by Rot Born models are made at 6+ instead of 5+.

There are three types of monster lurking among the Gnarl's ranks: Swarms, Thralls, and Hulks. A Haunt may choose any combination of these to build their roster, as long as the total cost of all models and equipment stays within the Game Allowance.

Swarms

Swarms are congregations of masses of mutated flesh. Wealdland creatures that have been afflicted by the Rot. Birds, rats, squirrels and more all fall victim to its foul corruption. Weak alone but dangerous in large numbers, Swarms are fast, manoeuvrable, and vicious; ripping flesh from bone with tooth and nail.

Movement	Initiative	Grit	Wounds	Cost
8"	2	3+	2	5

Thralls

Thralls are the lost souls of the Weald; remnants of their former selves, serving only as conduits of the Rot. Capable and plentiful, Thralls are essential to the spread of the Gnarl's dominion. In their early stages of decay, Thralls wield primitive weapons, while those who have suffered the true extent of their transformation bear horrific gifts of the Rot.

Movement	Initiative	Grit	Wounds	Cost
4"	1	4+	3	8

Hulks

Hulks are the abominations of The Weald, behemoths capable of trampling houses. Giant monstrosities made from amalgamations of man, beast and forest; Hulks seek to destroy all who stand in their path. Hulks are colossal in size, yet often slow and inaccurate yet they are deadly threats that take planning and strategy to eliminate.

Movement	Initiative	Grit	Wounds	Cost
4"	0	4+	8	20

Gnarl Equipment

The Gnarl are equipped differently to Wardens. Each type of Gnarl model has an allotted number of limbs and mutation slots which determine what the model may be equipped with.

Limbs represent various types of weapons; from mundane items the Gnarl has left over from its former life to hideous adaptations and appendages.

Mutations may act as armour, permanent buffs, or consumable items and abilities or special attacks. A model may not take the same mutation twice.

Not all Gnarl models can be outfitted with the same weapons and mutations. The tables below depict which equipment is available for Swarms, Thralls and Hulks.

Equipment Profiles

Swarm 1 Limb | 1 Mutation*

Thrall - 2 Limbs | 2 Mutations

Hulk - 2 Limbs | 3 Mutations

*Swarm models may be given one of the movement-based mutations (Burrowing; Crawling or Hovering) without this taking up their available mutation slot. Only one type of movement mutation may be taken by a model.

SWARMS



Melee Weapons

Weapon	Range	AT	H	AP	W	Knobs	Tags	Rarity
#Close-Combat #One-Handed								
Gnawing Horde	cc	4+	3	0	1	6	-	Common
Bite	cc	5+	1	2	1	5	#rotting	Common
Tide of Claws	cc	3+	2	1	1	6	-	Common

Ranged Weapons

Weapon	Range	AT	H	AP	W	Knots	Tags	Rarity
#Ranged-Combat #One-Handed #Improvised								
Flechettes	16"	4+	3	0	1	12	#Long-Reload	Common
Scalding Spit	10"	4+	1	1	1	11	#Quick-Reload Poison (0)	Common

Mutations

Mutation	Knots	Description
Burrowing	8	When this model moves it may choose to Burrow into the ground, and may travel under any terrain that would impede its path. This model cannot run while Burrowing. While Burrowing, this model's charges cannot be interrupted by enemy models and enemies with #Ranged-weapons may not defend against a Burrowing model's charge. If the model Burrows, it must end its Movement Phase out of the ground.
Crawling	5	This model can climb terrain freely, even while running and charging. The model does not need to test for climbing on Hazardous Movements.
Hovering	8	This model's ability to hover allows them to cross and climb terrain freely. The model does not need to test for falling on difficult climbs. A Hovering model may not run but may move and charge normally. While Hovering, this model's charges cannot be interrupted by enemy models This model cannot be charged except by other hovering models, but can be attacked in the shooting phase. A hovering model may charge and engage normally. While engaged with a model on the ground, this model is no longer Hovering and may be charged by enemies. This model cannot benefit from being in cover while hovering, and therefore also cannot hide.
Volatile Innards	5	When this model is reduced to 0 Wounds, it explodes, automatically hitting all enemy models within 3". Treat the attack as having an AP of 3, and dealing 1 Wound.
Endless Horde	6	In the model's Upkeep Phase, If this model has been wounded, roll a D6. On a 6, restore one Wound.
Overwhelming Numbers	6	This model's Attacks may not be parried and enemy models may not defend against its charges.

THRALLS



Melee Weapons

Weapon	Range	AT	H	AP	W	Knots	Tags	Rarity
#Close-Combat #One-Handed								
Jagged Claw	cc	4+	1	0	1	7	-	Common
Lash of Thorns	cc	5+	1	1	2	10	#rotting	Common
Tentacle	cc	5+	1	1	1	10	#unrelenting #polearm	Common
Writhing Branches	cc	4+	2	0	1	10	#Maneuverable	Common
Malicious Jaws	cc	4+	1	0	1	9	#Poison(1)	Common
Farmers Adze	cc	5+	1	1	1	10	#Bulwark	Common
Sickle	cc	3+	2	0	1	10	-	Common
Grain Flail	cc	5+	1	1	2	11	#Maneuverable	Common
Root Woven Limb	cc	4+	1	0	1	12	#Parrying (3+)	Common
#Close-Combat #Two-Handed								
Bill Hook	cc	4+	1	1	1	12	#Bulwark #Polearm	Common

Ranged Weapons

Weapon	Range	AT	H	AP	W	Knots	Tags	Rarity
#Close-Combat #Ranged-Combat #One-Handed #Improvised								
Barbed Tendril	cc/6"	4+	1	1	1	13	# Quick-reload #Grappling	Common
Nettle Volley	cc/12"	3+	1	0	1	16	# Long-reload #Poison(1)	Common
Spore Cloud	cc/6"	3+	1	0	1	10	# Long-reload #Delirium	Common
#Ranged-Combat #Two-Handed #Improvised								
Root Shot	18"	4+	2	1	1	11	# Long-reload #Rotting	Common

Mutations

Mutation	Knots	Description
Slick Skin	8	This model's back is covered in a slick black oil, making it easier to slip free from the clutches of its enemies. When disengaging, this model must make a 3+ saving throw instead of the usual 4+.
Restorative Sap	8	Thick rich sap fills the torn flesh of the model when injured, hardening into a tough resin. In the model's Upkeep Phase, If this model has been wounded, roll a D6. On a 6, restore one Wound.
Fungal Spores	8	Mushrooms, lichen, and mould litter this model's body, releasing intoxicating spores when threatened. At the end of every close combat phase, If this model was wounded, all enemy models engaged with this model must make a save or be affected by #Delirium (see Tags)
Black Oak Bark	5	Tough bark encases this model, deflecting blows but making it susceptible to fire. This item acts as armour, providing +2 Grit, however the model must roll a 6+ saving throw when on fire instead of the usual 4+.
Sprig Nursery	5	Within this Thrall's chest cavity grows small sprigs that it may use to further advance its warband. During the loot phase, if this model did not go out of action, receive an additional 2d6 Loot.
Ichorsprig Pod	6	This model is equipped with a seedling of the mighty Ichorsprig, its sap is highly volatile. Once per game, during this model's shooting phase, it may hurl the pod to a point within 8". All models within 2" of the chosen point must make a 4+ Initiative saving throw or suffer d3 wounds.

HULKS



Melee Weapons

Weapon	Range	AT	H	AP	W	Knots	Tags	Rarity
#Close-Combat #One-Handed								
Talons	cc	4+	1	1	1	9	#Rotting	Common
Club-Limb	cc	4+	3	0	1	10	-	Common
Wall of Roots	cc	4+	1	0	1	10	#Parrying (6+)	Common
#Close-Combat #Two-Handed								
Rotting Weapon	cc	4+	2	2	2	16	#Rotting #Unrelenting	Common
Lashing Appendages	cc	5+	4	0	2	14	-	Common

Ranged Weapons

Weapon	Range	AT	H	AP	W	Knots	Tags	Rarity
#Close-Combat #Ranged-Combat #One-Handed #Improvised								
Bile Spit	Cc/6"	4+	1	0	2	12	#Long-reload #Poison(1)	Common
#Ranged-Combat #One-Handed #Improvised								
Grasping Tendril	6"	4+	1	0	2	14	#Quick-reload #Grappling	Common
Blast of Quills	8"	6+	$\frac{D}{6}$	1	1	15	#Long-reload #Spread	Common
Thrown Corpse	24"	4+	1	0	2	16	#Long-reload #Maintenance #Rotting	Common
#Ranged-Combat #Two-Handed #Improvised								
Hurled Stones	12"	5+	3*	2	2	16	#Long-reload *All Hits must be against the same target	Common

Mutations

Mutation	Knots	Description
Searing Blisters	10	This Model's body is host to multiple horrid blisters filled with a foul bile. Attacking this creature ruptures them. Each time this model is hit in combat (even if the hit fails to wound), all enemy models within 2" take an attack with this weapon profile: Range 2" AT 6+ Hits 1 AP 0 Wounds 1
Gaping Maw	10	This model has a massive toothed mouth emerging from its body. Enemies who are caught by surprise are in danger of being consumed. When this model performs an opportunity attack against a model, you may use the following Weapon profile: Range CC AT 3+ Hits 1 AP 2 Wounds 2 #Unrelenting.
Horrific Appearance	10	This model is utterly terrifying to all who oppose it. This model has the #Horrific Tag.
Tough Hide	8	Horribly callused, cracked skin helps protect this model from light injuries. This item acts as armour, providing +1 Grit.
Bone Growth	18	This model's skeleton has irregular growths that form overlapping plates of crude armour. This Item acts as armour, providing +2 Grit, as well as the #Horrific Tag.
Critters Nest	8	This model's torso has been gnawed and hollowed by animals who dwell inside its open chambers. Once per scenario, during the Shooting or Close-Combat phase, this model may choose to send the creatures living within its body into the fray with this weapon profile: Range CC/8" AT 6+ 6 Hits AP 0 Wounds 2
Walking Fortress	5	A House that has been uprooted from the ground, a graveyard that travels across the Weald, this model may carry other members of its warband, protecting them from outside attacks. During this model's movement phase, it may pick up any non-Hulk model from its warband within 2" and place them within a structure on its back. Models may reside inside of the structure for as long as they like and may not be charged or shot at by #Ranged Weapons. Models stored inside of the structure may shoot at enemies, and during their movement phase may choose to disembark from the model and move as normal. Models stored inside of the structure are not engaged with any enemies that the Hulk may be engaged with. If this model is removed from play, all occupants must make a 6+ Initiative saving Throw or are crushed and removed from play as well.

Gnarl Marks

Marks are living examples of the horror that the Gnarl bestow upon the Weald; manifestations of the twisted power of The Rot rising from the very landscape. They are described as horrifying yet sometimes beautiful by the wardens who encounter them. Many an artist or scholar has attempted to capture the essence of a mark, though few survive the experience, leaving only the ramblings of

Using Gnarl Marks

Marks are manifestations of the Rot that rise from the land. They serve the Gnarl in various ways, from mending their forms to trapping intruders.

Marks are purchased as equipment but are not assigned to models. Unless stated otherwise, only one Mark of each type may be deployed per scenario. A Mark does not have to be deployed and may be saved for a later game.

After both warbands have deployed, Marks may be placed anywhere on the battlefield, except within an enemy Deployment Zone. Marks that affect terrain must be placed on suitable terrain.

A Mark may be represented by a model, terrain piece, or token, clearly identified to both players. Marks should be no larger than 35mm in diameter, or 50mm for Burrow Marks.

Some Marks have Grit and Wounds and can be destroyed by enemy models. A hidden Mark must be revealed before it can be targeted.

After the scenario, used Marks are removed from the Haunt's roster. Marks with the #Trap tag that were deployed but not activated may be kept for another game. New or replacement Marks may be purchased after a game as normal during a campaign.

Activating Marks

Some Marks must be Activated for their effects to occur. A model may activate a Mark during the Movement Phase by moving within 2" of it, or onto the terrain containing it.

Some Marks can be activated by either friendly or enemy models, while others can only be activated by one side. Some Marks activate automatically, while others allow the player to choose whether to activate them or not.

Some Marks have the #Trap tag and are hidden from the opponent. These Marks automatically activate when an enemy model comes within 2" of them.

Before the scenario, the Gnarl Player must record the location of each hidden Mark. Be as descriptive as necessary, and draw a simple map if helpful. When an enemy model comes within 2" of a hidden Mark, reveal the note to the opponent, place a token or model to represent the Mark, and resolve its activation.

Certain effects may reveal a hidden Mark without an enemy model coming within 2" of it. In this case, the Mark is revealed but not Activated. It may still be activated later if an enemy model comes within 2" of it.



Types of Marks

Fruitful Ichorsprig

Place on the board during deployment. Any friendly model within 4" of the Mark in its Upkeep Phase heals one lost Wound. A friendly model may move onto the Mark and drain it, restoring D3 Wounds, but destroying the Mark, in which case remove it from the game. | G 3+ | W 2 | K 12 |

Blight Spume

Activated by an enemy. When activated all enemies within 3" must make a 5+ Saving Throw (Initiative) or are Poisoned(0). This Mark is destroyed after activation.

| G 2+ | W 1 | K 8 | #Trap |

The Dweller

Activated by an enemy. Any enemy model moving within 2" of The Dweller immediately suffers the following attack:

| AT 4+ | H 1 | AP 2 | W 2 |

The Dweller remains in play until destroyed and will attack any enemy that comes within 2" | G 3+ | W 2 | K 12 | #Trap

Snatchfoot Briars

Activated by an enemy. The enemy who activates this Mark is ensnared, ending their movement phase and losing 1 Wound. The ensnared model may attack the Mark in their close combat phase. The ensnared model may not act in their move or shooting phases until the Mark is destroyed and they suffer an additional wound in each upkeep phase they spend being ensnared. | G 3+ | W 1 | K 8 | #Trap |

Hang-Man's Birch

Select one woodland terrain on the table in secret and note that this Mark has been placed in it. When an enemy model enters the terrain the Mark can be revealed. For the duration of the game all enemy models must treat the result "The forest is quiet" on the Wandering in woodlands table as if they had rolled "Hang-man's Birch" on the Strange Environs table. K10 #Trap

Blood-thorn Bush

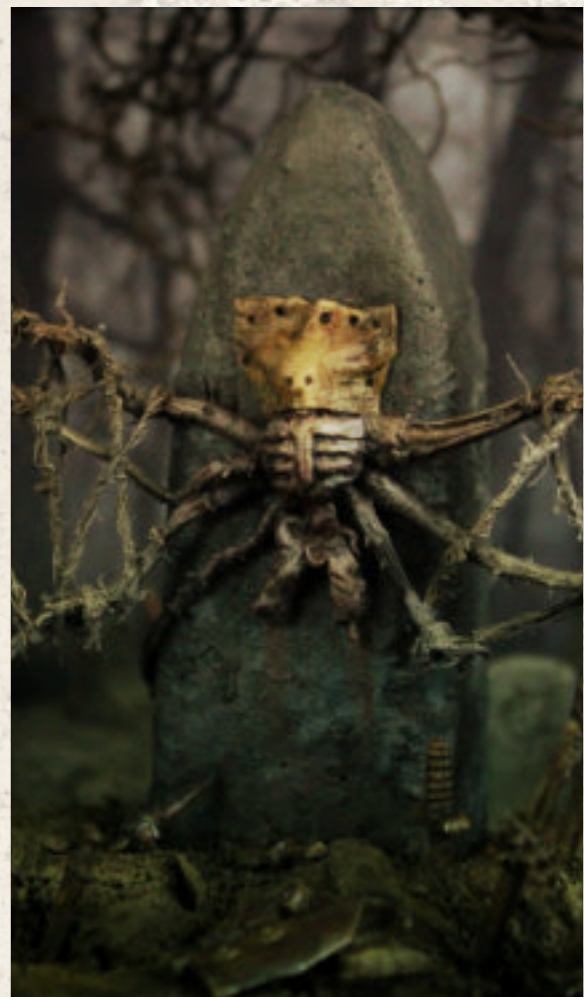
Select one woodland terrain on the table in secret and note that this Mark has been placed in it. When an enemy model enters the terrain the Mark can be revealed. For the duration of the game all enemy models must treat the result "The forest is quiet" on the Wandering in woodlands table as if they had rolled "Blood-thorn Bush" on the Strange Environs table. K10 #Trap

Mooncap Spores

Select one woodland terrain on the table in secret and note that this Mark has been placed in it. When an enemy model enters the terrain the Mark can be revealed. For the duration of the game all enemy models must treat the result "The forest is quiet" on the Wandering in woodlands table as if they had rolled "Mooncap Spores" on the Strange Environs table. K10 #Trap

Burrow system

Take two tokens to represent the burrows and place them during deployment. The burrows must be at least 6" away from your opponents deployment zone and any objectives. During their Movement Phase, friendly models may move onto a Burrow and immediately leave from any other burrow on the board at no additional movement cost, the model may then complete their move as normal. Each additional time this Mark is bought you may add one further Burrow to the table, to a maximum of four burrows per game. | G 3+ | W 2 | K 8 |



Playing the Weald

Basic Rules & Terminology

Measuring

Throughout the game you will have to measure distances such as when moving and shooting. Distances can be freely measured at any time, even before shooting or using the item (called pre-measuring). All distances are measured in inches.

Line of Sight

Line of sight determines whether one given model can see another given model. All models in the Weald have a line of sight in all directions, regardless of which way the model is facing.

A model is considered to not be within line of sight if it is completely obscured from the targeting model's point of view (no part of the model or base is showing).

Models can only shoot enemy models within their line of sight. A model may charge an enemy model that is not within their line of sight, as long as the enemy model is not hiding.

Thresholds

Making actions in the Weald usually comes down to rolling dice and attempting to meet or exceed a "threshold". A threshold is identified by a target number, for example "3+." A threshold describes the value that you must roll greater than or equal to in order for the roll to be successful - in this case, to meet a Threshold of 3+ you must roll a 3 or higher on a D6.

Some thresholds can be modified by items and abilities to make the roll harder or easier, in which case they are called modified thresholds.

When rolling to meet a threshold, remember that a roll of 1 is always a Failure!

Thresholds of 7+ or Higher

Sometimes thresholds will be 7+ or higher, making them impossible to roll on a 6-sided die.

To attempt this you will have to make two rolls. For the first roll you must score a natural 6. If you succeed you then roll a second D6 and the combined score of both rolls must be higher than the threshold for the action to be successful.

Here are some more examples:

7+ Threshold - First Die - 6+ | Second Die - 2+

8+ Threshold - First Die - 6+ | Second Die - 3+

9+ Threshold - First Die - 6+ | Second Die - 4+

Initiative tests

When a model encounters a potential hazard, they may be able to escape by making an initiative test. Initiative tests are defined as thresholds, such as a 5+ initiative test.

When a model makes an initiative test, roll a D6 and add or subtract their Initiative attribute from the roll.

If the roll meets or exceeds the initiative test threshold, the model has succeeded the initiative test. Otherwise, the model has failed the initiative test.

For example, a model with an Initiative of 1 makes a 4+ Initiative test; the player rolls a 3. 3+1 equals 4, so the model passes its test. Another model has an Initiative of -1, they roll a 4. 4-1 equals 3, so that model would fail the same test.

Grit Tests

A Grit test is sometimes asked, this means you roll a D6 and must roll lower than the model's total Grit (including armours, mutations etc) Usually, it is the value written on the character's sheet.

Unmodified Grit Tests

Some other times, you might be asked to pass an Unmodified Grit Test, for example to resist certain effects such as #poison and #delirium, where a plate of armour is useless.

The Unmodified Grit Value, is the Grit of the model, without modification for armour, mutations etc.

To successfully pass an Unmodified Grit test you must roll a D6 and get a result lower than the model's unmodified Grit threshold.

For example, a model with a total Grit of 4 but wearing a leather armour, has an unmodified Grit of 3.

Deployment

Once the battlefield is set, players agree on their deployment zones as determined by the scenario. Roll a D6 to determine who deploys first, then alternate placing one model at a time within your deployment zone until all models have been deployed.

Game Phases

Each turn consists of four phases, resolved in order. At the start of each turn the player with the fewest models left on the table may decide who is first to select and activate a model. Players then take turns selecting their models until each model has been activated.

- **Upkeep**
Resolve ongoing effects, use consumables and abilities, and remove or recover from conditions such as Burning or Poison.
- **Movement**
Models may move normally. Engaged models may only manoeuvre or attempt to disengage.
- **Shooting**
Models with #Ranged-Combat weapons may make ranged attacks.
- **Close Combat**
Engaged models attack using #Close-Combat weapons only.

After the Close Combat Phase, a new turn begins. Play continues until the scenario's victory conditions are met or the turn limit is reached.



The Upkeep Phase

At the start of each turn, resolve all ongoing effects before moving to the Movement Phase.

- | | |
|---|--|
| • Resolve Negative effects
Check and remove, if you are lucky, ongoing effects such as Burning, Poisoned or the effects of some traps (see Tags). | • Swap Items
Two friendly models within 2" of each other and not engaged may give or exchange weapons (except armour) and consumables. |
| • Use Abilities & Consumables
Models may use healing items, relics, mutations, or other abilities that are used during Upkeep. | Players alternate activating models until all Upkeep actions have been resolved, then proceed to the Movement Phase. |

The Movement Phase

Players alternate activating models to perform movement actions. A model may remain stationary or, if engaged, attempt to Manoeuvre or Disengage instead.

Models may move through friendly models, but never through enemy models.

Vertical movement is measured normally. Each 1" of vertical movement costs 2" of Movement. Terrain features less than 1" high are ignored.

Engagement range to fight an enemy is 2".

Once both players have completed the movement actions of all the models they wish to, the Movement Phase is completed and play moves on to The Shooting Phase.

Movement Actions

A model may walk or run, not both.

It also may not move at all.

During this movement action, the model may perform Hazardous Movements and Hiding if you walked.

Walk

A model may Walk up to its Movement value.

While Walking, a model may:

- Climb up or down.
- Engage an enemy in combat
- Enter Hiding.

Run & Charge

A model may Run up to double its Movement.

- If a Run or Walk ends by engaging an enemy without having to make a using Hazardous Movement (other than a jump or fall), it counts as a Charge, granting -1 AT to the model's melee attacks this turn.
- **Leap attacks:** If a model engages an enemy immediately after a successful hazardous movement test for a fall or jump, its melee attacks also gain +1 AP, and the target may not Disengage during its next Movement Phase.

Running models cannot Hide or make ranged attacks this turn.

Hazardous Movement Test

Movements such as Climbing up or down, vaulting over a gap, and crossing water are Hazardous and are made at half speed.

If a hazardous movement is 2" or more, make an Initiative Test with a Threshold equal to the distance they wish to move (in inches).

- Success: complete the movement at half speed.
- Failure: the movement ends immediately; models climbing or jumping fall. Models in water are affected as described in Terrain Rules for the type of water terrain they are in.

Falling

- Falling does not cost Movement.
- The model suffers 1 Wound for every full 2" fallen, and its movement immediately ends.
- If a model falls 2" or less, it lands safely.
- SA model suffers 1 Wound for every full 2" fallen, and its movement immediately ends.



Disengaging and moving while engaged

Attempt an Initiative 4+ test, add +1 to the threshold for every additional enemy model within engagement range.

- **Success:** Move or Run normally (but no Charge or Shooting is possible).
- **Failure:** The model remains engaged and every engaged enemy makes an Opportunity Attack against it.
- If the model is disengaging from a model that charged this turn it will suffer an opportunity attack even if the initiative test is a success.
- Engaged models may manoeuvre by moving up to 2" while remaining engaged during the movement phase.

Special Actions During the Movement Phase

Hiding

A model touching terrain at the end of its movement phase, out of enemy line of sight, and not engaged in combat may hide.

- Hidden models cannot be targeted by shooting or charges until revealed.
- A charge by a hidden model cannot be interrupted, and scores Critical Hits on 5+.
- Hidden models may walk and stay hidden as long as they continue to meet the conditions to be hidden at the end of the action.
- Woodland automatically provides hiding if these conditions are met.

A hidden model is revealed if :

- It Runs or Charges
- Fires a weapon with the tag #Ranged-Combat
- Ends its move without being on or in base contact with terrain.
- An enemy model moves within its engagement range.
- If the model is revealed with the last method, it can perform an opportunity attack.

Interrupting a Charge

A model may interrupt a charge only if it has line of sight to the charging model and is not engaged.

When a model charges, the defending player may choose one of the following

- **Opportunity Attack:** Any eligible friendly model, except the charge target, may make an Opportunity Attack if the charging model enters its engagement range. If the attacker inflicts a Wound, the charge immediately fails and the two models are now engaged.
- **Defending Shot:** Any eligible model with a loaded #Ranged-Combat weapon that has not Run . The attack suffers +1 AT, counts as its Shooting action, and if it inflicts a Wound, the charge immediately fails.

If a charge fails, the model stops and its movement ends.

General Combat Rules

Before moving on to the dedicated Shooting and Close Combat Phases it is important to explain how fighting works in the Weald.

Once done, the specifics of shooting and fighting in melee are detailed in the corresponding sections.

Combat Sequence

Combat is resolved in the Shooting and Close Combat phases using the same sequence.

- Declare the target(s).
- Roll to Hit.
- Resolve Critical Hits.
- Roll to Wound.

Roll to Hit

- Roll one D6 for each Hit (H) of the weapon.
- A roll equal to or higher than the weapon's Accuracy Threshold (AT) is a successful hit.
- A natural 1 is always a fail.

Critical Hits

- A natural 6 (or beating an AT 6+ by 2 or more) is a Critical Hit and automatically wounds.
- If the target is within 1" of a ledge, it is pushed off and falls, following the rules of Hazardous Movements.

Roll to Wound

- Roll one D6 for each successful hit.
- If the result equals or exceeds the target's modified Grit, the attack wounds.
- Armour increases Grit.
- The Grit Value on a model's roster sheet usually already includes Armor Grit Value.
- AP reduces Grit
- (For example AP 2 means you reduce the enemy's Grit by 2).
- Successful wounds inflict the weapon's Wounds (W) value.
- If a model reaches 0 Wounds, remove it from play immediately, it is out of action.

Remember to resolve any additional weapon effects (Poison, Scorching, Blunt, Rotting, etc.), the moment to resolve these effects may vary and some are active and require an extra test, whilst some other are passive buffs, or even useful only when you defend.



The Shooting Phase

Players alternate activating eligible models.

A model may shoot if it:

- has a loaded #Ranged-Combat weapon,
- is not engaged in close combat,
- did not Run this turn.
- Models that walked in the Movement Phase suffer +1 AT.
- Targets must be within Range of the weapon and in Line of Sight of the shooter.

Cover

- Targets partially obscured by terrain gain Cover.
- Attacks against targets in Cover suffer +1 AT.

Dividing Shots

Weapons with multiple Hits may split attacks between eligible targets.

Resolve each target separately.

Reloading

- A weapon with no remaining shots cannot fire.
- #Quick-Reload reloads during the next Upkeep.
- #Long-Reload reloads after two Upkeeps.

Shooting into Melee and through models

- A model may sometimes consider shooting at some models already engaged with an ally, or to shoot with friendly model on the path of their arrow
- The difficulty of the shot(s) is raised by +1 AT.
- On a natural 1, the nearest friendly model is hit instead and suffers a successful hit.
- If the targeted model is a hulk, there's no modification to the AT



The Close Combat Phase

Players alternate activating engaged models.

- Resolve all attacks from charges before activating any other engaged models.
- Only models currently engaged may attack.
- Only weapons with #Close-Combat may be used in melee.
- Weapons without #Close-Combat use the Improvised Weapon profile instead.

Charging

A model that Charged this turn gains -1 AT on all melee attacks this phase.

Multiple Targets

Weapons with multiple Hits may divide attacks between any engaged enemies.

Dual Wielding

- A model wielding two #One-Handed weapons may attack with both.
- The off-hand weapon always makes only 1 attack, regardless of its Hits value.

Engagement

- Models with 2" of each other at the end of the movement phase are engaged in close combat.
- Models cannot attack through another model unless using #Polearm.
- Models separated by terrain 1" or higher cannot engage each other.
- Lower obstacles provide Cover in close combat.

Ending The Close Combat Phase

Once both players have completed the activation of all the models they wish to, and are eligible to activate in this phase, The Close Combat Phase is completed. This is the end of one complete turn. Players should at this point check if any victory conditions for the scenario being played have been met (see Ending The Game and Scenarios).

Parrying

After suffering a hit, but before rolling to Wound, a model with #Parrying may attempt a parry.

See the #parrying tag.

Opportunity Attacks

An Opportunity Attack is triggered when a model:

- rolls a natural 1 in close combat;
- fails to Disengage;
- A model makes a charge which takes it within 2" of another enemy model who is not already engaged (See Interrupting a Charge).

An Opportunity Attack:

- Uses one #Close-Combat weapon;
- Makes only 1 attack, disregarding the weapon's Hits
- Suffers +1 AT.
- Are resolved immediately and never generate further Opportunity Attacks.

Broken Weapons

Broken weapons use the Improvised Weapon profile for the rest of the game. (see the tag #improvised)



Ending The Game

A game of the Weald continues until one or more of several conditions are met. Some conditions may take place immediately, others, unless stated otherwise, should be assessed at the end of each completed turn (I.E. once the Close Combat Phase has been completed).

A game of the Weald may end in several ways:

- A player's entire warband has been taken out of action; they are automatically defeated and the other player is the victor of the game.
- A player achieves the required conditions for victory set out in the scenario being played, they are the victor.
- Games where the allotted number of turns are completed and the game ends without either warband being taken out of action, or any victory conditions being met, the player which caused the most total damage in Wounds to the opposing warband is the victor.

Terrain Rules

The Weald is defined by two ever-present features: its tangled forests and treacherous waterways. Streams, swamps, ponds and rivers can slow movement and force warriors to carefully choose their path, while dense woodlands block line of sight, provide cover, and conceal those who know how to use them. Venturing beneath the forest canopy is never without risk, as poisonous spores, lurking creatures, and other unexpected encounters may await the unwary.

The following rules cover the game's most common terrain types: cottages and rudimentary fortifications, treacherous waters and deadly woodlands. These rules are optional even if they are strongly recommended once you have played a couple of games

Make sure before the game to clearly define what area is woodland and water terrain with your friend(s).



Buildings

Many types of buildings can be found in the Weald from simple huts and cottages to larger farmsteads or watchtowers. Buildings block line of sight and may also be climbed to provide vantage points for ranged attacks (see the rules for Climbing).



Entering Buildings

Any model except for a Hulk may enter a building through any door it may have. Unless you have buildings with playable interiors, you may wish to remove models from the table whilst they are inside a building and use the following:

Models within a building count as being Hidden from all models outside of the building. If models of opposing warbands enter the same building they automatically become engaged in close combat (multiple models all become engaged with each other in one mass brawl!).

Models with #Ranged-weapons who are in a building with a window may shoot at targets outside the building during their Shooting Phase.

Destroying Buildings

As with obstacles, you may wish to attempt to destroy a building (it may even be an objective of a scenario).

Any models which are inside a building when it is destroyed must make a Grit test or lose -1 Wound.

Burning Buildings

Any model who has a weapon with the tag #scorching may choose to set a building on fire. The model must be in base contact with the building and not engaged with an enemy.

Setting a building on fire counts as an action, but no attack role is needed.

The building immediately takes 1 Wound of damage and at the start of every subsequent turn will take Wounds equal to the number of turns it has been burning (E.g. 2 Wounds on the next turn, 3 Wounds on the turn after, etc.).

Once on fire it will burn until it reaches 0 Wounds and is destroyed.

Any models inside a burning building take 1 Wound every Upkeep phase they are inside the building.

Examples:

- Wooden hut - Grit 3+ Wounds 5
- Thatched cottage - Grit 3+ Wounds 9
- Stone hut - Grit 5+ Wounds 10
- Small stone tower - Grit 5+ Wounds 15

Destroying obstacles

You may wish to designate some types of obstacles as being destroyable in your games. In such cases, a model must be in base contact with the target obstacle and not engaged in combat with an enemy model. The obstacle is automatically hit so no attack rolls need to be made. An obstacle is destroyed when its Wounds have been reduced to zero and it is then removed from the table.

Examples:

- Fence/Crate/Barrel - Grit 3+ Wounds 1
- Stone wall - Grit 5+ Wounds 2



Water Terrains

Movement in all types of water terrain is made at half Move, even if the hazardous movement test is successful.

Shallow water/Swamps

Failed hazardous movement tests mean the model is stuck until its next movement phase, as described in the rules to cross water terrain.

Deep Water

Failed hazardous movement tests made in deep waters inflict 1Wound, +1 for every bonus grit point provided by gear or mutations, due to drowning.

Rapids

Define at the beginning of the game in which directions the torrent flows.

Failed hazardous movement tests move the model D6 " in the stream's direction

Waterfall

Waterfalls cannot be climbed as the stream is too strong.

In the same manner, falling is deadly, no tests are made, and models automatically suffer fall damages, with the exception that if they fall 2" or less they take 1 wound nonetheless.





Woodlands

Quite by definition, trees are in abundance in the Weald and are present on any battlefield. Woodlands are not just a few isolated trees, but a dense tree-covered area, such as a forest or a wood, usually defined as the presence of 3 or more trees in most wargames, for practical purposes.

The Weald is densely forested, so feel free to put many more than 3 trees as long as the table looks great and remains playable. Large portions of the board can be declared as being Woodlands.

- Models may make any normal moves in woodlands but must always roll on the Wandering the Woodlands table upon entering, or beginning a movement.
- Woodlands block Line of Sight unless both models are inside the same Woodland.
- Models inside woodlands benefit from Cover.
- Models that meet the normal requirements for Hiding are automatically Hidden while in woodlands.

When a model moves in or onto a woodland terrain, immediately roll a D6 on the wandering in the woodland table (next page) to see what happens.

Wandering in the Woodlands

6	Something special happens, roll a D3:		
	1. Strange environs.	1	Stuck in thicket. The model's movement phase ends immediately
	2. Disturbed a wild beast!	2	Caught in brambles. The model's movement is halved for this turn.
	3. A discovery!	3-5	The forest is quiet. The model can complete its movement as normal.
	Roll on the table of the same name below and resolve any actions. The model may then complete its move as normal.		

D6	Strange environs		
1	Hang-man's Birch. The model is attacked by the branch of a Hang-man's Birch tree. The branch has Grit 5+ and W 1, the model must fight the branch as if it was engaged in close combat. If the branch is destroyed the model may continue its activation as normal. If the branch is not destroyed the model is caught in it, suffering 1 Wound and the model's turn ends immediately. The model must fight the Hang-man's Birch each round in the Upkeep phase, until it is destroyed or the model is killed.		
2	Balm-berry bush. Delicious balm-berries also have healing properties. If the model has lost any Wounds in the game so far, it heals D3 Wounds. The model then continues its move as normal.		
3	Blood Thorn bush. Blood Thorns lash out at passing animals and feed on the drops of blood caught by the thorns. The model takes a single attack of: AT 5+ Hits 1 AP 0 W 1. After the attack the model may continue its move normally (providing it survived).		
4	Adderbane root. Adderbane is a peculiar plant; its root sap acts as a remedy to those who have suffered poisoning, but as poison to those who are healthy. Take the following consumable item : - Warden Only Adderbane root - May use in Upkeep Phase to cure the model who carries it of the effect of #Poison, or to add #Poison(1) to a weapon the model carries. The #Poison tag lasts only for that turn. The Adderbane is discarded after use. - Gnarl only - the next attack this model makes also causes #Poison(1).		
5	Mooncap spores. The model has wandered into a patch of Mooncap toadstools and disturbed the spores! The model is affected by #Delirium and must follow the instructions as per that tag in the Tags section. The model then continues its move as normal. The effects of the #Delirium lasts until the model's next upkeep phase.		
6	Wil o' wisp. The model encounters strange lights in the woods, they enchant and beguile the viewer, trying to lead them further astray. Roll 1D6; on 1-5 the model is entranced and loses its turn. On a 6 the model wanders off to follow the lights and is removed from the game. The model does not need to roll an injury after the game.		

D6	Disturbed a wild Beast
1	A Hare. The model encounters an inquisitive hare; a creature of speed and agility. The model gains a temporary +1 bonus to their Move for the rest of the game.
2	A Deer. The model encounters a lithe deer, known for their sure-footedness and grace. The model gains a temporary +1 bonus to their Initiative for the rest of the game.
3	A Stag. The model encounters a majestic Stag; a symbol of endurance and strength. The model gains a temporary +1 bonus to their Grit for the rest of the game.
4	A Wolf. The Wolf immediately bites the model causing a hit of AP1 and 1 Wound.
5	Eyetoads! The model has disturbed a group of eyetoads who do not take kindly to the intrusion and affix the model with their unblinking gaze. The model is affected by #Delirium and must follow the instructions as per that tag in the Tags section. The model then continues its move as normal. The effects of the #Delirium lasts until the model's next upkeep phase.
6	A Goat. You disturb a random goat as it quietly munches on a berry bush. It looks at you suspiciously. You best just leave it alone. Complete your move as normal. The model gains +1 EXP.

D6	A Discovery
	Gnarl models may not use Warden equipment or consumables, so they instead gain 1D6 Knots.
1-3	A dead wanderer. The body of some poor soul, but it has something useful on it: choose any common weapon from the Warden's equipment list.
4	A bag of coins. The model finds 1D6 Knots.
5	Lost goods. The model may choose any common consumable item.
6	A treasure map. Roll on the Extra Rewards Table after the scenario (See Chapter Six: Campaigns)



If this battle felt like more than a simple skirmish; if unlikely heroes emerged; desperate gambits paid off; old grudges deepened; or new rivalries were born, then your story has only just begun.

The Weald is not remembered through victories alone, but through the scars carried home, the companions lost along forgotten trails, the monsters that refused to die, and the impossible odds somehow overcome. Every battle leaves its mark, shaping not only your warband, but the world around it.



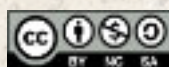
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