



Magic

- Tembos ; Adansonia tree of life :

Protectors of Adansonia and Guarantors of Knowledge, the Tembos, helped by the Khémistes priestesses, have a symbiotic bond with Safar. Through the life of all of Safar inhabitants, they channel the strength and determination that maintains Euthéria an inviolated sanctuary.

A Tembo mage or a Khémiste priestess will get a +1 bonus for each fighter alive from their faction still on the battlefield.

Energy drain

1 enemy. 1/turn.
Instant.

- 15 : The caster takes 1AP from one enemy in his ZOC.
- 21 : the caster takes 3AP from 1 to 3 enemies in his ZOC.

Adansonia.
Linked to the Tembos.

Herbal Healing

1 ally. 2/turn.
Instant.

- 15 : the ally is instantly cured of the difference between the result of the roll and the difficulty.

Adansonia.
Linked to the Khémistes.

Intimidation

1 ally. 1/turn.
Until the end of the next activation of the target.

- 21 : at choice, the targeted Tembo gains the skill "Fright 13" or increases the value of the skill "Fright" by 2 if it already has it until its next reactivation.

Adansonia.
Linked to the Tembos.

Ressourcing

all Safars. 1/2 turns.
Instant.

- 23 : all Safars on the field immediately regain 10HP. However, they cannot exceed their initial total.

Adansonia.
Linked to the Khémistes.

Shared trust

1 ally. 1/turn.
Instant.

- 15 : the target may re-roll 1 die of their choice until the end of their next activation (without spending a mastery die).
- 19 : the target may re-roll 1 roll of their choice until the end of their next activation (without spending a mastery die).

Adansonia.
Linked to the Tembos.

Sucking roots

1 enemy. 1/turn.
Until the next reactivation of the enemy.

- 15 : until its next reactivation, the enemy must spend 2AP the first time it makes any move or it is immobilised.
- 21 : on top of it, the enemy takes an additional 2D5 damage that ignores armour.

Adansonia.
Linked to the Khémistes.

Tree of Life

1 ally. 1/game.
Instant.

- 28 : the ally that has just been defeated is immediately redeployed to its ZOC, unharmed.
The difficulty can be lowered by 1 for every 5 HP the target does not recover.

Adansonia.
Linked to Levels 3.

You can create a Spearhead or an Ost by recruiting both Tembos and Khémistes together, as they are considered to be part of the same faction, commonly known as "The Tembos" and with the same faction logo, or if you prefer, you can choose one of the two peoples exclusively.

The Tembos

The following rules only apply to miniatures with the "Tembo" characteristic on their profile card. Although they form a single faction, the Khémistes do not share these advantages and disadvantages.

These wise beings are veritable colossi and very few dare to face them. You need incredible courage or too much madness to take on a Tembo, powerful and massive, they are formidable warriors who know no fear. But they are few in number, and that is their greatest weakness...

Tembos are miniatures mounted on 80mm bases. They are not locked in melee combat as long as the sum of the sizes of the enemy bases that engage them does not strictly exceed their own.



Example :

2 x 40mm bases aren't enough to restrain them, but at least one 40mm base and one 50mm base won't let them go.



Reach and equipment cost



They add 0.5 toise to the reach of all the weapons they are equipped with, but if the latter are much more voluminous because they are their size, they are also more expensive to manufacture. Their price is increased by 3 Kr for every complete 10 Kr increment.

For example, a free weapon will remain free, a 5 Kr short sword will remain at that price, but a bastard sword will cost 3 Kr more, a heavy crossbow 9 Kr more and so on.

The same applies to armour and shields. A shield worn by a Tembo will therefore cost 12 + 3 = 15 Crowns.

Natural armour

Their skin is very thick, like natural armour, protecting them in all circumstances. Each time a Tembo should undergo damage, he rolls LD10; for each 10 rolled, he ignores a number of damage equal to the value of his level.

This natural protection can be combined with armour when equipped.

Critical damage is always taken.

Example :

A Warrior level $\overline{\text{III}}$ receives a critical attack from a Paladin, he would normally suffer 8 basic damage (weapon, charac and P effect) + for the critical. He rolls 3 dice and, thanks to two 10s on his natural armour roll, the Warrior only suffers 2 basic damage + 4 damage caused by the Paladin's successful critical attack, i.e. 6 damage instead of 12!

Corpulent

A “corpulent” fighter is not affected by the nature of soft or difficult terrain (sand, debris, etc.) and is only hindered in deep water (determine the nature of water before the start of the game). Note that they are normally affected by slippery ground.

However, they have more difficulty making explosive moves, so they will have to use the V effect twice in attack or defence to be able to move half their movement (unrounded).

If a «corpulent» miniature only uses the V effect once, it will only be able to move 0.5 toise.

On the other hand, the fact that they are so corpulent means that they cannot stop suddenly during an assault. This is why, if they use at least one C effect during an attack, they will not only push their opponent back, but will also advance towards them by (Tembo stature - opponent stature) toises.

All miniatures with the “Tembo” characteristic on their profile card are automatically “corpulent”.

Similarly, with the exception of the Great Old Ones who have disappeared, no creature known to Safar today has the strength to support the weight of a Tembo, so they do not ride Mounts.

Burrowing

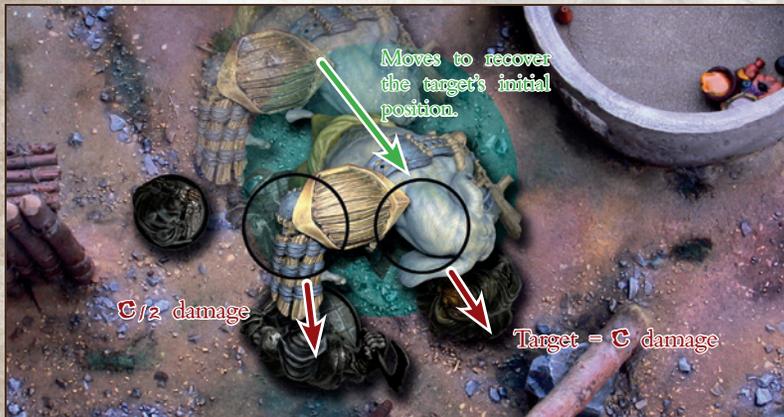
Tembos also acquire the following action :

- **Burrowing** : 3 APs/ZOC/Once per activation/C + A + A + LD10.

If the attack is not defended, it inflicts :

- C damage and the “dazed” and “on the ground” effects for the primary target.
- C/2 damage for secondary targets and, in the event of a CH, the “dazed” and “on the ground” effects.

The Tembo chooses a target in its ZOC. It moves in line with its target, pushing it back by the same amount. Move the other obstructing Safars until you can position the base of the corpulent so that it completely covers the former location of its target. Any collision rolls must be made with all the Safars moved by the action. The Tembo cannot move further than the opposite edge of the base of the Safar it is targeting. All Safars, other than the main target, in the ZOC of the corpulent, who had to move are considered secondary targets.



The Khémistes

Khémistes are practically the physical opposite of Tembos : slender and swift, they don't have the same fighting style at all.

A Safar who has the “Khémiste” characteristic on his profile card automatically has the “Swiftness” and “Slender” skills described below.

Swiftness

Khémistes are so quick that they can deliver very fast and precise attacks. When they use the Agility effect, they can, if they wish, add a 2nd characteristic for 1 AP during the free attack generated by the A effect.

This skill increases the attack value and damage (i.e. a full characteristic in damage) but doesn't allow you to add an effect like a standard attack.

In addition, Khémistes naturally have the “leap” skill, with a value equal to their stature, or even higher if specified on their profile.

Slender

A miniature with this skill has great difficulty impressing its opponents by pushing them. When it uses the effect of C, its opponent is only pushed back a single toise.

Using the effect of C twice will not increase the pushing distance, but it will still allow you to use it against an opponent of greater stature.

On the other hand, it is much more alert and quicker to react, so it adds +1 to the base threshold of its attack or defence each time it uses the V effect in addition to the classic effects (i.e. +1 in attack or defence and moves half its movement for a V effect ; +2 in attack and moves its entire movement when it uses the V effect twice).

This rule is only effective if the effect(s) of V and C are applicable.

Common skills of the faction

Everything seems to physically oppose the Tembos and the Khémistes, yet united in spirit, these two peoples share the same magic.

- **Moringa X** : this skill reflects the connection of those who possess it with the tree of life that sits in the middle of Euthéria.

This tree is linked to all life on Safar, literally sensing the vital essence of each individual and reacting to any attack on it.

A miniature with this skill can transfer the damage it suffers from each wound inflicted up to a maximum of “X” to any other allied miniature that also has this skill and is in its aura.

All or part of the damage is transferred to a single Safar with this skill. In this example, Néptycs can transfer 5 damage to a single Safar who also has this skill. She can't distribute them (so that one ally suffers 3 and another 2, for example).

What's more, only the damage is transferred, not the effects

Example :

Néptycs has to take 6 damage from an attack by a rampaging Paladin, she has the skill “Moringa 5”, she could transfer 5 of the 6 damage to the allied Tembo Guardian in her aura. The player chooses to transfer 3 so as not to weaken the Guardian too much.

Néptycs therefore takes 3 damage and so does the Guardian..