Kharn-Ages

Basic Rules

Starter Version

Credits

Proofreading, layout, administration, commercial relations :
- Elodie Bardèche -

Conception, development, creation and writing of the rules and profile cards :
- Emmanuel Pontié, Gwénaël Jouy-Boulard -

Artistic direction :
- Emmanuel Pontié, Jérémy Theng -

Concepts and Illustrations :
- Jérémy Theng -

3D Modeling :
- Jérémy Theng
with the amiable help of Jérémy Waulter and Thomas Lagana -

3D printing and moulding :
- TGCM Création -

Production of the miniatures and accessories :
- Gwénaël Jouy-Boulard -

Paintings and sceneries :
- Kaerneric, l'Atelier d'Hutif, Studio9Art et le concours de Fabrice Tran,
Julien à la bonne peindouille et Little Demon.
Emmanuel Pontié, Gwénaël Jouy-Boulard -

Béta test :
- Damien Queaybeur, Emmanuel Pontié, Gwénaël Jouy-Boulard,
Lionel Kerrien, Marc Deldicque, Sébastien Delsarte -

Translation :
- Maïlys Lejosne - Le Calvez (fae-traduction.fr) for the rules
Elodie Bardèche for the scenarios and profile cards -

Sommaire

I. Common rules

Let's set foot into the world of Safar. Here you will lead your "Spearhead" (name given to your group of warriors) in the midst of rivalries and battles setting the tempo to its inhabitants' everyday life. Get ready, exploit any of your enemy's weaknesses and establish yourself until the final victory.

You will be able to reveal your strategical skills through many scenarios, whereas you choose cunning, brutish strength or magic to crush your enemy. In this rulebook, you will find all the keys to succeed : the game parameters, battle mechanics, shooting and magical rules along with all the skills your warriors will be able to use to reach their goals ; make history in Safar and become celebrities of the age of Khârns.

Don't hesitate to refer to this rulebook any time you need. You're in charge and will decide the outcome of the battle. At the end of this book, an index will help you find all the rules sections you might want to refer to.

Learn how to tame Lady Luck and make her your ally, enforce your choices on the battlefield and King-Khârns will be at your mercy.

Aim of the game and conditions of victory

When playing at **Kharn Ages©**, the obvious goal is to win the game. If you're not following a scenario, the winner will be the player able to wipe out or put to flight all the members of his opponent's Spearhead.

However, most of the games you will play will follow a scenario. In that case, the player who has achieved all of the objectives or the majority of them will win even if his Spearhead has been annihilated. A true strategist must keep his mission in mind and not shrink from any sacrifice.

Game material

Apart from the book you are currently reading, various players aids are available on our platform: www.kharn-ages.com.

As for the rest, you will need several ten-sided dice, rulers measured in "toises", set your game board and choose your miniatures.

The miniatures

In this game, your miniatures won't always have the equipment you wish to use. It won't be a problem as TGCM does not oblige you to follow the WYSIWYG rule ("what you see is what you get"). However, it will be easier for you and your opponent to use miniatures from the right faction.

On the other hand, what you absolutely need to respect is the size of your miniature's base! Each miniature is provided with a textured base of a given size (40, 50, 60 or 80mm). Whether you use our base or not you absolutely need to keep the same size. It represents the living space occupied by the Safar. It can add some additional rules and will make his movements easier or not.

> I can't use a Goûn to represent a Fang! However, if I want my Fang to use a scramasax, the miniature doesn't need to be physically equipped with it.

Obviously, a Fang situated on a 40mm base will move more easily into a building than a Tembo on an 80mm base but on the contrary she will have a smaller zone of control.

In addition, profile cards are provided with the miniatures. We advise you to cover them with card game sleeves and use a dry erase marker to write down the status of your warriors and the evolutions during the game. For example, when they lose health points, when they use their action points....

Game area

During the missions, your Spearheads will evolve in various environments from the majestic forest of Euthéria to the capital of King-Khârns, the Dogons plains or the perilous Hulun-Hurr steppes.

The standard game area for a game of *Khan Ages©* measures 60cm x 60cm.

Most scenarios are built to play on this playing surface. If not, the surface size will be specified.

Nothing prevents you from playing them on a larger or smaller surface, as long as you and your opponent both agree with it. Just be careful if you change the playing surface size, you will probably have to adapt all the distances specified by the scenario along with the game duration.

Moreover, we advise you to set different scenery elements on your battlefield to increase the immersive experience of the game and enjoy all the rules regarding cover and height differences.

Ruler and measuring

The unit used in this game is the "toise". It corresponds to 4cm.

You will be able to find a 5 toises ruler in the "download" area of our platform and in our starter packs.

You can use these rulers in toises to measure the distances at every step of the game.

The ruler being flexible, it won't restrict your movement to straight lines.

The word "toise" originating from Latin "tendere" (which gave in French the verb "tendre" and in English "extend") means literally the "armspan" in French. It means that initially it measured the distance between the fingertips of both hands with extended arms.

It was one of the measuring units most used in France (before the adoption of the metric system in 1799) which corresponds to 6 "pieds", 2 "verges" or 1 and a half "aulne", that is to say 1.949m.
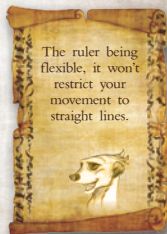
The dice

During a game you will often have to determine the success or failure of an action.

In order to do this, you will need one or more ten-sided dice (D10). Their result will be added the characteristic(s) chosen for this action.

In most cases, each face is numbered from 0 to 9. The face numbered '0' equals a result of 10.

"1D5" will sometimes be mentioned instead of "1D10". As the five-sided dice do not exist, you will just roll 1D10 and divide the result by 2 rounding up. Meaning :

1 and 2 on the D10 = 1 / 3 and 4 on the D10 = 2 / 5 et 6 on the D10 = 3, and son on...

Usually, we will round up a result or a characteristic if we need to divide it by two.

Sometimes, you will see "1D10-2" which means that you will remove 2 from the result of your die roll.

- Deviation :

When deviations or random movements are mentioned, you will just need to check in which direction the D10 points to know in which direction the movement or deviation will occur.

- Critical rolls :

A "CRITICAL" roll is the best or the worst result you can get on a die roll.

In 𝕾𝖆𝖋𝖆𝖗𝖘©, the actions are resolved using a D10 with no specific modifier :

➥ The 1 represents a CRITICAL FAILURE or "CF".
The action undertaken never happened.

➥ The 10 (face 0) represents a CRITICAL HIT or "CH".
The Safar has succeeded brilliantly !

A CH can be rerolled.

If the result of the reroll is not a CF : it is added to the total of the roll.

If the reroll result is a CF : the action is still successful, but you don't add anything to the total of the roll.

If the reroll result is a new CH : you add the result and you can reroll again. And so on.

Some critical rolls can cause additional effects, it will be specified in the rules or on the miniatures reference cards when it happens. Apply the effects as described.

During a combat action, a CH will cause more damage (P.11).

Be careful, CH and CF only apply on actions. Do not take them into account on a damage roll for example.
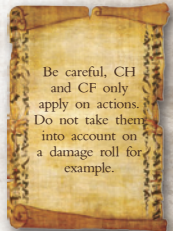
Profile card presentation

Front

Warrior name : the character's name in Safar. If they are among the most important figures of the kingdom, then their title will appear on their card. A simple warrior will simply be called by his function.

Picture or concept : the miniature corresponding to this profile.

Miniature level : each character possesses a training level. It goes from Ⅰ for the young recruits to ⅠⅠⅠ for the veteran warriors.

Limitation : Safar's most illustrious figures are obviously unique. You won't be able to recruit them more than once in your Spearhead. However, many regulars can be recruited several times.

Cost : recruitment value, expressed in Krowns - the official currency of Safar - which coins are showing the portrait of Kharl VI, the current king of King-Khârns.

Faction logo : the rallying symbol of each nation that Warriors identify themselves with. Each miniature with the same faction logo can be recruited in the same Spearhead. Some profiles belonging to the Black Guild can be recruited in several factions.

The Khârns regroup all the members of the Crown and its vassals.

The Fangs are the children of Nyx living in the Lair.

The Goûns are the shamanic people living in the Dogons plains.

The Tembos, former masters of Safar, withdrawn, along with the Khémists, to the Forest of Euthéria.

The Khérops are all the soldiers of the steppes Emperor and his sons.

The Black Guild gathers all the renegades who chose to subscribe to their precepts.

Some profiles don't have any faction logo. They can be recruited in any Spearhead.

Back

Paladin

V 4
P 5
A 3
C 5
T 5
I 3

AP 8 ○○○○○○○○
HP 30 ◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇

⟨-1 7 -3⟩ ○○○○○○○

- Unshakeable faith.

Flanged mace (1 🤚) .... ↝20 🪙
+1 damage / Adds twice the stature in case of multiple CH.

Heater Shield (1 🤚) .... ↝12 🪙
Adds the lowest characteristic used by the attacker in defence.

○○○○○

II
Lim. 3

TriCell / Khärn Age / 2012 / 2020

The Safar's characteristics :

Velocity (V) : the character's speed and ability to move.
Power (P) : the character's strength.
Agility (A) : the character's quickness and adroitness.
Corpulence (C) : the character's stoutness, constitution and endurance.

These 4 characteristics are used to resolve most of the actions in game like combat actions, attacks, defences and shooting actions.

Temerity (T) : ability to resist the effects affecting morale and to respect the cohesion of the group.
You will use temerity to resolve the Fright and Terror tests.
Intellect (I) : ability to understand mechanisms, decipher written work, and more importantly to use magic.
It is the only characteristic you can use to cast a spell or to protect yourself from one.

Stature : the character's built. As much their height as the volume they occupy. This characteristic is essential to determine the covers, the repelment effects and a lot of other actions.

AP : Action Points, you can use them as you please. They are renewed at the beginning of each activation.

HP : Health Points, once it falls to zero, the miniature has been defeated. It is then replaced by a carcass token.

Armour : when the character owns an armour, it is used each time he takes damage.

Skills : the most recurring skills are described in this book. The unusual ones are directly described on the profile cards.

Equipment : basic equipment is available with each profile. It can be kept as such, supplemented or modified as you wish.

Mastery die / dice : they represent the warrior's area of expertise, the more boxes in a given area, the more exploits he'll be able to perform in that type of action.

A Safar's AP

During a game, a Safar will perform a certain number of actions. Whatever the action, he will need to have enough AP, and spend them to undertake any action, be it a hit or a failure.

Further in the book, you will find an exhaustive list of all generic actions, their AP cost and their effect(s) (P.32). It shows that an attack is not a simple hit to your opponent, you are sparring until you hit. Shooting is more than just firing an arrow, it takes time to aim. Performing a magical incantation takes time too. Also the farther you walk, the longer the time it will take!!!

And so on for each action a Safar will try to perform...

Be careful! In normal game conditions, a warrior gets his AP back at the beginning of his activation and not at the beginning of the turn.

A Safar's level

In ꝏꞓꞏꝏ©, all the miniatures possess a level reflecting their combat experience.

The higher the character's level, the higher his recruitment cost, but also the higher his options in game and the number of dice he will roll for each action.

As a matter of fact, a warrior will roll as many D10 as the value of his level for every action he undertakes, unless stated otherwise.

He will choose only one and add it to the characteristics chosen for the action.

Some miniatures are available with several different profiles. At different training levels, experience levels and thus different recruitment costs.

Level I : the "regulars" of each faction, the less experienced in each trade, they represent the majority of the foot soldiers, the largest troops on Safar battlefields.

They roll 1 die for every action.

Example :

A Greedy Level **II** wants to launch an attack. She will roll 2 dice but will only choose one of them that she will add to the chosen characteristics to determine her attack threshold..

Level II : the "expert" warriors of each people. They haven't been born yesterday and already survived many battles. Their combat experience gives them a real advantage over the "regulars".

They roll 2 dice for every action.

Level III : the "veteran" warriors of their Host, often the leaders of their Spearhead, they can perform the most incredible feats, their attacks are ferocious and their defences hard to break through.

They roll 3 dice for every action.

The Safar's level will also indicate the number of dice they can use for each activation as described in the following paragraph.

Finally, the level is taken into account to determine who has the initiative at the beginning of the game. Before the game begins, all the players must agree on the total amount of Krowns for every opponent. When recruiting your Spearhead, you will choose which profile you want to play.

Your formation composition will determine who chooses who begins the game (P.16).
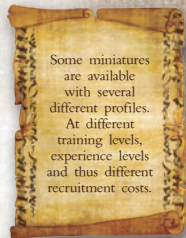
A Safar's mastery

When war and battles are your everyday life, each experience counts.

From battle to campaigns, the warriors harden, and their blows are less and less left to chance.

A war veteran will rarely miss a touch or a parry and hardly ever get surprised. A mage or a shooter will be more precise and efficient.

The mastery reflects directly the character's training level. It is divided into 5 fields and allows the character to reroll a die for the type of actions associated with the field.

There are 5 Mastery fields :

Offensive Mastery of combat (✖) : used for melee attacks.

Defensive Mastery (◢) : used for every defensive action except against magical attacks.

Objectives Mastery (▽) : used for every generic action or actions dedicated to accomplishing the scenario objectives.

Shooting Mastery (⛰) : used for shooting or "throwing an object".

Esoteric Mastery (⚡) : used to improve the results of an incantation or a spell casting or, on the other hand, to defend against that type of attack.
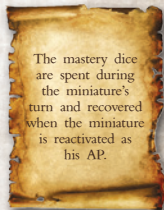
A mastery die can be used to reroll a D10 for a roll performed by the character carrying the action.

This mastery die must show the symbol corresponding to the type of action undertaken. Cross the die on the profile card in order to reroll an action die. The character will lose this die in his pool until his next reactivation.

For example, level 🎟 miniatures usually rolls 3 dice. If they use a mastery die to reroll one of their 3 dice for a specific action, after the reroll, they will only have 2 dice to resolve the rest of their actions until the next activation.

If the character uses as many dice as his level, he will only roll 1 die for the rest of his actions until his next reactivation.

However, a miniature will always have at least 1 die to perform its actions, so using a miniature's last mastery die (or the only one for a Level 🎟) is less detrimental than using the other ones because it will always have at least one die to perform its actions.

The mastery dice are spent during the miniature's turn and recovered when the miniature is reactivated as his AP.

In 𝕊𝕒𝕗𝕒𝕣𝕤©, a character possesses as many mastery dice as his level. You can always use the mastery dice in whatever order you wish, so pay attention to the other mastery fields on the same die because you won't be able to use them anymore during this turn.

Example :

The Shock Vanguard level 🎲 will throw 2 dice to attack the Tribal Champion facing her. She only rolls 2 and 3. Thus she will decide to use one of her mastery dice to reroll the 2. If she chooses to use the first die, she won't be able to reroll a shooting action until her next activation anymore. Thus, she chooses to check the 2nd die on her card.

Usually, the miniatures' mastery dice are for their own use only. However, some skills or situations will allow the player to distribute or steal them, or even increase or decrease their number.

A Safar's stature

On the battlefield, you will cross paths with all sorts of Safar inhabitants, from the smallest ones to the impressive Tembos. This diversity of sizes and forms classify the warriors on a stature scale with 7 steps from 0 to 6. It is represented as the coloured levels of a scale at the top right-hand corner of the profile card.

- ☞ The stature allows you to determine if the ℭ effect can be applied (P.23).
- ☞ Add its value to the threshold of the first attack following an "assault" (P.21).
- ☞ Add it once and once only (except special skills or weapons) to the damages if you roll a CH in a successful combat action costing 2 or 3 AP.
- ☞ Use this value to know how far away a Safar can "Throw an object" (P.29).
- ☞ And finally, it defines the cover bonus for a target comparing their ℭ with a scenery element or with the stature of one of his opponents in the same melee (P.26).

Recruting your Spearhead

    In ᚠᛖᚾ ᚫᚱᛋ®, each player will constitute their Spearhead among the miniatures available in the faction they wish to play. Each nation has their own aspirations in Safar and only form alliances when forced by the situation, for example, if they must face a much stronger third opponent. However these alliances are always short-lived and shouldn't be considered as rules when recruiting your Spearhead.

    You can only recruit your Spearhead among one faction. There are a few exceptions, lawless and stateless warriors, who, lured by profit rather than allegiance to a crown or a monarch will offer their services to the highest bidder :

- Members of the Black Guild are among them.
- Some warriors will possess the keyword "stateless" on their profile card. Thus, they can be recruited equally by any people needing their skills.
- Finally, you can find the keyword "allied of X" on some profiles. These characters will agree to fight along with "X" or in their own faction.

Apointing your leader

    Each Spearhead is led into battle by one "Leader". The Safar entrusted with this position knows how to be obeyed, whether by force, charisma or strategical skills.

    A leader will improve each Temerity and Fright test by 1 in his "Aura" (P.17). You can choose them among the two highest levels in your Spearhead or among one of your personages.

    Obviously, you can't change your leader identity during the game.

Example :

In the Spearhead shown in the picture, the player can choose his leader among the Paladin level **II** or the Prince level **III**

This choice will be effective until the end of the game.

Limitations

There are several types of limitations for each profile : they represent the number of copies of the same miniature having the same name.

LIM X (limitation X) means that you can recruit X times the same profile.

LIM U (limitation U) means that the miniature is unique thus you can only have one in your Spearhead.

You can reach the maximum of each Limitation X and U for the same profile.

For example, you can recruit 1 "Commander" *Khérops warrior* level 🎲🎲🎲 (Lim U), 2 *Khérops warriors* level 🎲🎲 (Lim 2) and 3 *Khérops warrior* level 🎲 (Lim 3) in the same Spearhead.

LIM P (limitation P) means that the miniature is a "Personage", their experience and skills are reputed, and they are well-known all around Safar. Not only are they unique in a Spearhead but they will also replace one of the spots authorised by the other limitations.

If I want to use *Engueran* (a *Khârn Paladin* level 🎲🎲🎲 / Lim P), he will replace another *Paladin* level 🎲🎲🎲. Thus, I will only be able to recruit another *Paladin* level 🎲🎲🎲 at his side although the limitation stipulates that you can recruit 2 *Paladins* level 🎲🎲🎲.

Recruitment cost

In *Khârn Ages©*, the currency is the Krown (Kr).

Each miniature has a value in Krowns corresponding to its recruitment cost. The higher the cost, the more impact the warrior will have on the game.

Be careful not to neglect less seasoned warriors. Because even if a level 🎲🎲🎲 character can bring a lot to your Spearhead, it might cost you dearly to be outnumbered once all his AP have been spent.

Those are the only impositions : respect the factions and recruitment limitations of each miniature.

Constitute your Spearhead, adding the value of each miniature, weapon or card with an associated value to reach the total of your formation.

Don't forget to remove the cost of the equipment you don't want to use already considered on the profile cards ("Equipment" on page P.46).

II. Game Conventions

Before the game

If several rules contradict each other, we always apply them in this order :

> *The scenario prevails over the game cards that prevail over this rulebook.*

If you have a disagreement with your opponent, you can resolve it via a coin toss or a die roll. Otherwise, you can ask a third party to referee.

Choosing the battlefield

Before starting the game, decide the characteristics of the scenery elements in agreement with your opponent. Can they be destroyed ? Do they slow the miniature's movements ? Can they be moved ? Which Safar can take which path ? What are the terrain characteristics ? And so on.

It will avoid many disappointment during the game.

Duration

Each scenario indicates how many rounds the game will last. In any case, if, before the end of the game one Spearhead has been wiped out, the game ends at the end of the current round unless stated otherwise.

If you don't follow a scenario, play until there is only one Spearhead present on the battlefield.

Number of players

We usually refer to two-player games in ⟨SAFAR⟩© However, it's possible to play with more than 2 Spearheads.

In that case, chose the order of activation before the beginning of the game.

Respect this order until the end of the game without taking into account if one of the opponents is outnumbered.

Woe betide the ones incurring the Spearheads' wrath !

Leaving the battlefield

The only way for a Safar to leave the battlefield for good is by dying or fleeing.

If a movement or effect were to place them outside of the game area—for example a repelment effect—we will consider that they have been stopped at the edge of the terrain and might suffer from collision damage. Most likely, a scenery element right outside the terrain will have stopped their course.

Unsteady miniature syndrome

Even if our miniatures are made of a very flexible and rather strong resin, if a miniature ends its movement in an unstable equilibrium on a scenery element, don't hesitate to replace it by a token of equal size not to damage the Safar's miniature.

1, 2, 3 rule

There is a universal rule in 𝔖𝔭𝔢𝔞𝔯 𝔄𝔤𝔢𝔰©, the 1,2,3 rule. It is really simple to remember and will avoid a lot of hesitations..

> *Actually, it is more like 1 for 1, 2 for 2 and 3 for 3.*

A quick reminder : the miniature's level determines the number of dice you will throw to realise each of its actions.

- For a level 𝟙 miniature, throw only 1 die for each action.

- For a level 𝟙𝟙 miniature, throw 2 dice for each action and select one.

- For a level 𝟙𝟙𝟙 miniature, throw 3 dice for each action and select one.

Similarly, for attacking, defending or casting a spell, the same rule applies :
- 1 characteristic for 1 action point.
- 2 characteristics for 2 action points.
- 3 characteristics for 3 action points.

> *In any case, you can't use the* **same characteristic more than twice** *during the same melee or shooting action.*

In the following pages, you will sometimes read "LD10" meaning "Level D10". It means that the Safar can throw his level D10 and keep one of them of his choice

To cast a spell or perform some scenario specific actions, you can break with this rule, in that case, conform to the action description.

Game format

𝔖𝔭𝔢𝔞𝔯 𝔄𝔤𝔢𝔰 © starter sets consist of 300 Krowns. They are ready-to-play, you can start the game with one starter per player, as they are well balanced and modular, just by switching equipment and adapting the level of their miniatures. It is the ideal format to grasp the game system and discover all its potential.

However, we advise you to play with at least 400 Krowns in order to make the most of the many appeals of the game. In order to do that, you can either increase the level of the miniatures or their equipment or recruit other warriors to reinforce your Spearhead.

You can, of course, play in the format of your choice as long as all the players agree.

Most scenarios will suggest a Spearhead format, you are free to adhere to it or not.
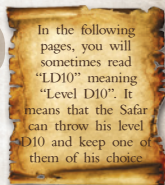
Certain scenarios will oblige you to respect a given format. In that case, you will have to comply with it.

If you're taking part into a special event like a tournament, you will have to comply with the organisers restrictions and won't have any leeway..

Starting the game

As previously stated, the levels can (among other things) determine the initiative at the beginning of the game.

Add the level of all the characters in your Spearhead. These levels represent your capacity to adapt or prepare to battle. The higher it is, the better your Spearhead will be able to get by any situation and get good use of it when the battle begins.

The player totalling the highest value decides who deploys first. Then, the appointed player chooses his starting area and deploys his miniatures. He will be the one to start the game.

Some skills or equipment can influence this rule. In that case, follow the same resolution rule :

The scenario prevails over the game cards that prevail over this rulebook.

In case of a draw, decide randomly who has the initiative (by rolling a die, tossing a coin or any other method of your liking).

Deploying

Except when imposed by the scenario, the Spearheads will start in a 2 toises strip along two opposite sides of the gaming board.

Unless stated otherwise, the player with the initiative deploys the totality of his Spearhead, then his opponent does the same.

Now, the game can begin.

Keep in mind that if there is a draw, the winner of the initiative roll will deploy first and won't be able to let the other player go first.

Round course

During a turn, each player in turn will activate alternatively one of their miniatures and spend all or part of their action points until all the Safars in their Spearhead have been activated.

If a player still has some miniatures to activate and his opponent does not, he will activate all of them before the end of the round.

Once all the miniatures have been activated, a new turn begins, and so on, until one of the factions is victorious or the players reach the end of the scenario duration.

After the first turn, it is the number of Safars still in play on each side that determines the first player in subsequent rounds. The alternation is kept as long as each player has as many miniatures on the table. Otherwise it is the player with the fewer miniatures who activates one first. This process is repeated at each new round until the end of the game.

Activating a miniature

A miniature recovers all its AP and mastery dice at the beginning of its activation even during the first turn. It means that it has them only to act during its activation and to defend during the attacks launched by the other miniatures.

It will not gain anymore until its next activation.

Whenever the activation of a Safar begins, follow the below steps.

> AP and mastery dice can be used when the miniature is inactive. For example, to defend itself. Thus, spend them wisely during active and inactive phases.

Activation sequence

When you want to activate a Safar, here are the different steps that govern its activation (some might not always apply) :

1. Activation begins.
2. Apply persistent negative effects : poison, bleeding, fire, frostbite...
3. Apply persistent positive effects.
4. Roll Temerity and / or Fright tests.
5. Apply the effects of electric shock.
6. Your chosen Safar recovers their AP and mastery dice.
7. Use your Safar's AP.
8. Activation of your chosen Safar is over.
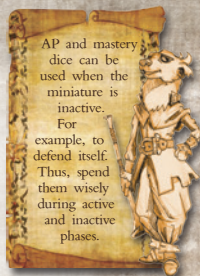
A Safar's aura

You might read references to a "Safar's aura", it represents the zone of influence around the miniature.

It is used for example during rallying tests (cf. "Rallying" P.45), to evaluate magical influence brought by the faction members, the range of a spell…

A miniature aura covers a zone which radius equals its intellect, measured in toises, *i.e. Aura = 1 toises*.

Be careful, this zone does not cover only the ground but extend in all directions around the miniature from the centre of its base. Whatever the direction, use the ruler to measure if the element is inside the Safar's aura, meaning at 1 toises from the miniature.

Aura=1=3 toises.

Example :

Here, the Goûn is inside the aura of the Khârn warrior.

Orientation and zone of control of a Safar

卐ᛏᛉᛉᛌ© characters possess a 360° field of vision.

The zone of control (ZOC) of a miniature usually extend half a toise all around it (more if it possesses the natural skill "Reach X", in that case, the ZOC extends at X toises ; cf P.45).

It represents the zone around the miniature where it can interact with its environment. If an opponent enters in this zone of control, they become engaged in melee combat.

A miniature acquiring "Reach" thanks to a weapon can use it to attack in a different ZOC as written in the weapon description.

But they can't perform any other action than attacking or defending (with this weapon only) at this distance. For all the other actions, their ZOC remains half a toise.

ZOC=0,5 toise.

ZOC=2 toises.

Thanks to his spear, the Khârn warrior can attack up to 2 toises

卐ᛏᛉᛉᛌ© miniatures are provided with their own base. Even if the melee zone changes depending on the diameter, the base diameter doesn't influence the ground ZOC of the miniature, it remains 0.5 toise around its base, unless stated otherwise.

However, the base size will determine the height of the Safar's ZOC. In fact, a Safar's ZOC is as high as its base diameter.

Socle=1 toise.

H=1,2 toise.
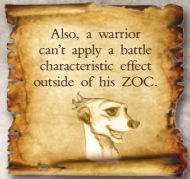
Example :

Compare the base size with the gap separating both opponents to determine if they are engaged in melee combat. Here the Greedy is engaged with Tarsak but not the other way around..

Socle=1,5 toise.

Collision

A collision effect happens to :

- A miniature making an involuntary movement on an obstacle (scenery element, scenario objective, game equipment possessing a profile card). The Safar will loose 1D5 HP.

- Two warriors involuntarily colliding after a repelment effect or a specific game effect. Whatever the size difference, both miniatures loose 1D5 HP each and the one with the smaller base falls to the ground.
If both bases are of equal size, both miniatures loose 1D5 HP each and both fall to the ground.

Terrain modifiers

Although sometimes the warriors fight on a dry and flat land, they rarely choose when the fight begins and have to compromise with their environment. Cluttered terrains influence the Safar's speed of movement.

These modifiers are cumulative with the different effects of motion actions.

The Safar's own skills always prevail over the following modifiers :

- **On loose soil** (like sand, gravel or in shallow water) : their movement characteristic is reduced by 1.
- **On slippery ground** (for example mud or ice) : their velocity will be reduced by 1 and the skill "stable" won't have any effect (P.46).
- **In water** (meaning if the water is deep enough to swim) : their velocity will be divided by two and no action involving a weapon can happen. They will also have to take off their manufactured armour, upon their activation, or else they will be considered lost and removed from the game. Natural armour (for example a shell) does not prevent the Safar who wears it from swimming.
- **On difficult terrain :** movement characteristic is divided by 2. It includes bushes, ruins or rubble...

These modifiers apply after the modifications entailed by the game actions (like a spell for example).

A Safar could have their movement characteristic decreased to zero.

In that case, they can't move. However, they can still use V during attack and defence, but the value of the V effect will be 0 and they won't be able to move if the action is successful.

III. Actions and Status

Introduction

When activated, a Safar will without fail have to act, and thus will need enough AP to try to perform actions by spending them to determine if they succeed or fail.

Several scenarios can occur :

- The action only requires AP to be spent. If the Safar has enough AP, they will spend them and the action will succeed automatically without further ado and you will be able to resolve it. That is the case for a movement action, for example.
- The action requires you to add one or more of the Safar's characteristics to a di(c)e roll and compare it with a threshold set by the game situation or by the opponent's results. The action will be a success if the Safar overcomes the set threshold or if his has not been reached by his opponent's defence.

$$ENGAGED\ CHARACTERISTIC(S) + LD10 \geq threshold$$

A draw will always be in favour of the opponent of the active player

Unless stated otherwise, most actions can be realised as many times as the player wishes as long as his miniature has enough AP to spend.

In the following paragraph, you will find all the available actions for a Safar. They all share a common structure :

The name of the action : the AP cost / the action range / limitation of use. Effect description.

Movement actions

Movement

Each and every time a Safar decides to move, he uses his Velocity characteristic (V) :

- **Walking :** variable / the Safar.

The Safar will be able to move of the total of his velocity characteristic while looking at what is happening around him, with weapons drawn. This action can be performed several times during one activation.

During each activation, the first walk doesn't require AP and allows the Safar to move as far as his velocity value (V) in toises. Then, each additional movement will cost one more AP than the last.

- 1st movement : free.
- 2nd movement : 1 AP.
- 3rd movement : 2 AP.
- 4th movement : 3 AP
- And so on.

- **Assault :** cost of movement + cost of attack / the Safar then his ZOC / 1st attack of the activation.

You can add the Safar stature to the attack threshold.

The assault combines a movement action with an offensive melee action which increases the power of the blow due to the velocity of the assault.

If it is the first movement, only the attack cost will be taken into account.

One MUST have a line of sight to the target at the beginning of the movement to perform an assault. Moreover, the Safar must not be engaged when they launch their assault.

An assaulting miniature can add its stature to its first melee combat attack threshold.

> An assault is an intentional act. You need to announce clearly to your opponent that you will perform the movement.

1st attack during an activation = CHARAC. ENGAGED + STATURE + LD10
= threshold to reach.

- **Stepping over an obstacle :** cost of the required movement / the Safar.

If the obstacle does not exceed 1.5 toises, the Safar is not slowed down in his movement.

- **Giving somebody a leg up :** cost of the movement + 1 AP for every 2 toises for the Safar who helps / the Safar and the allied Safar.

If both Safars are in "base to base" contact at the bottom of an obstacle of 2 toises or more, the ally can spend 1 AP (for each 2 toises), for the active Safar to climb over the obstacle without penalty. The active Safar must finish his movement over the obstacle as close as possible to the Safar who helped him. Moreover, the strength of the ally must be at least equal to the constitution of the active Safar.

- **Climbing / cautiously going down an obstacle :** 2 AP / the Safar.

The movement is divided by 2 when a Safar climbs or goes down a slope.

This action is mandatory as soon as an obstacle is more than 1.5 toise high. The Safar cannot stop his activation while climbing. He must overcome the entire obstacle during his activation by spending the necessary AP, even if he must repeat this action several times. The free walk offered for each activation cannot be used for this action and can't be performed afterwards. No matter how many AP you spent to perform this action, it only counts as one movement.

> ### Example :
> My Safar velocity is 6, meaning he will only be able to climb a 3 toises slop by spending 2 AP. If this action is the first movement action, the Safar will lose his free walk but we will consider that he only performed one movement. That means that his next "walk" will only cost 1 AP.

- **Swimming :** 2 AP / the Safar.

Only movement allowed to move in deep water, on the surface or under water.

A Safar wearing a metallic or stone armour cannot swim.
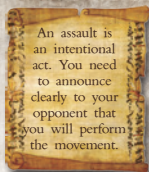
- **Jumping over a gap / Long jump :** cost of movement / the Safar.

A Safar can jump over an empty space if its size does not exceed half of his worst characteristic between V and A.

If the gap is larger, he can perform this action if the size of the gap does not exceeds the best of his characteristics between V and A. He succeeds on a die roll of 6+.

If he fails, apply the effects of an unintentional fall as described later on.

- **Getting back on your feet :** free movement or 1 AP (if the Safar does not have his free movement anymore) / the Safar.

The Safar who was on the ground gets back on his feet.

Falling

An **intentional fall** is resolved as follows :
- ➤ A Safar falling intentionally from a height between 0 and his A value rolls a die. He won't take any damage unless he rolls a CF in which case, he will take his C value points of damage.
- ➤ A miniature falling from a height higher than its A value must pass a landing test.

- **Landing :** free / the Safar / $C + A + 1D10 \geq 10 + 1$ / fall height toises.

If he succeeds, the Safar lands gracefully. If he fails, the miniature takes C points of damage and ends "on the ground" (P.37).

A miniature cannot fall intentionally from a height higher than its A + level value.

If the **fall is unintentional**, the success threshold increases :
- ➤ For a fall between 0 and his A value, CF happens on 1 and 2.
- ➤ For a fall higher than his A value, the landing test becomes unintentional.

- **Unintentional landing :** free / the Safar / $C + A + 1D10 \geq 10 + 2$ / fall height toises.

If he fails, he ends "on the ground" and suffers "C + height" HP of damage.

Offensive melee actions

In ⟨░░░░⟩°, offensive melee actions are numerous.

The combat system reflects the variety of hits, cuts, thrusts, voltes which happen during sparring.

However, what you need to know is that every attack, every defensive action and all the shootings are ruled by two main principles : the number of AP engaged and the chosen characteristic(s). This combination will determine the velocity, violence and strength of this combat actions.

The hand-to-hand melee actions or the ones using a weapon are resolved the same way but unless stated otherwise, the hand-to-hand attacks don't damage the armours.

When using a weapon during a combat, its effects are not optional. That means that you cannot decide not to apply the additional damage of a battle axe or use A with a spear.

One-on-one combat is admittedly honourable, but it can be long and tedious. That's the reason why you may often witness several allied Safars working together to attack a small group of opponents.

If there are more attackers than defenders (meaning more Safars in the active miniature faction), then the attack rolls will get a +1 boost for each support fighter.

A Safar unfit for battle cannot bring support any more.

Moreover, the allied Safars who are already engaged with an opponent will not be able to bring their support either.

The effect of characteristics

The characteristics have the same effects whereas they are used for attack or defensive actions.

Velocity ($\mathbb{V}$) : grants a free movement of half of its value (not rounded).

This movement does not count in the number of movements for this activation and happens in any direction you want.

Power ($\mathbb{P}$) : allows to add "1" to damage.

Agility ($\mathbb{A}$) : grants a free "classic attack" or "lightning shot" to be resolved immediately.
This attack cannot be defended with more than two characteristics.

Corpulence ($\mathbb{C}$) : allows the Safar to repel his opponent of a number of toises equal to half this characteristic value (not rounded) in the opposite direction.

When a Safar uses twice the same characteristic to attack, the player won't be able to choose the bonus effect and the damage but, on the other hand, it will also force his opponent's choice of defence (Cf. "defensive actions" P.31).

his effect only applies if the winner stature is equal or higher than the one of the loser. If the winner has one or more supporters in this melee, add their statures too. If the sum of all statures is equal or higher than the one of the opponent, then apply the effects.

The collision rules apply as usual.

Example :

The Paladin (stature 4) cannot repel the Khérops warrior (stature 5) on his own. The Khârn warrior (stature 4) joins the fight and with the Paladin support repels the Khérops over 2 toises

Keep in mind that you only add the statures on the side of the Safar who wants to repel, as for the victim, it will not be supported by its allies.

This remains effective, should the Safar "repelling" be using the effect on an attack or a defence.

Paladin $\leq$ **Warrior 1**

Impossible to repell

Attacks, AP and effects

- **Basic attack :** 1 AP / ZOC / 1 characteristic of your choice (V, P, A, or C) + LD10.

If the opponent doesn't defend against this attack, it will inflict the characteristic value divided by 2 damage. No characteristic effect applies and no additional damage in case of CH.

Damage = chosen characteristic / 2.

Don't forget to round up the result.

- **Classic attack :** 2 AP / ZOC / 2 characteristics of your choice (V, P, A, or C) + LD10.

If the opponent does not defend against this attack, the attacker will inflict as many points of damage as one of the characteristics value of his choice and will be able to apply the effect of one of the characteristics too (not mandatory). The attacker can choose the same characteristic for both the damage and the effect applied.

If the attacker wishes to use an effect, he must announce it clearly to his opponent before resolving the attack.

- **Complex attack :** 3 AP / ZOC / 3 characteristics of your choice (V, P, A, or C) + LD10.

If the opponent does not defend against this attack, the attacker will inflict as many point of damage as one of the characteristics value of his choice and will be able to apply 2 effects among the chosen characteristics too (not mandatory).

If the attacker wishes to use one or more effect, he must announce it clearly to his opponent before resolving the attack.

For this type of attack, you can choose the same characteristic only twice. In that case, you can use the same effect twice. It will double as follows :

VV : grants a free movement of V toises in the direction of your choice. This movement does not count in the number of movements for this activation.

PP : +2 damage.
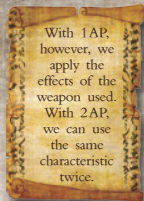The "brutality" skill (P.44) applies twice in that case.

AA : grants 2 "basic attacks" or "lightning shots" to be resolved immediately. These attacks cannot be defended with more than two characteristics.

CC : repels the opponent over C (from the miniature wanting to repel) toises.
This effect only applies if the winner stature is equal or higher than the one of the loser. If the winner has one or more supporters in this melee, add their statures too. If the sum of all statures is equal or higher than the one of the opponent, then apply the effects.

If the winner doesn't have any supporter and his stature is lower than the one of his opponent, the winner will repel his opponent anyway, but in that case as if he only benefits from the effect of C once. That is to say $C / 2$ toises.

The collision rules apply as usual.

> With 1 AP, however, we apply the effects of the weapon used. With 2 AP, we can use the same characteristic twice.

Special attacks

Some Safars have, by nature, access to their own skills. For example, a warrior without horns won't be able to use "Bunt", the non-carnivorous won't rely on "Bite" and the frail ones won't try to "Trample" their opponents.

Whatever the situation, if the keyword appears on a Safar's card, then they will master this special attack. **The Safar can use it only once per activation.**

- **Bunt :** 2 AP / ZOC / once per activation / 2 characteristics of your choice (V, P, A, or C) + LD10.
If the attack is not defended, it will inflict 1D5 points of damage and "Bleeding 1".
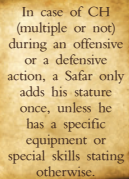
- **Bite :** 2 AP / ZOC / once per activation / 2 characteristics of your choice (V, P, A, or C) + LD10.
If the attack is not defended, it will inflict 1D5 points of damage and prompt an immediate temerity test (threshold 10). The Bite will also inflict "Bleeding 2" in case of CH instead of additional damage.

- **Trample :** 2 AP / ZOC / once per activation / C + C + LD10.
If the attack is not defended, it will inflict C points of damage and the target will be "dazed".

Note : these special attacks don't generate additional effects whatever the characteristics used.

In case of CH (multiple or not) during an offensive or a defensive action, a Safar only adds his stature once, unless he has a specific equipment or special skills stating otherwise.

Offensive range actions

Numerous Safars will favour range attacks by staying away from the brawl and expressing their talents with a range weapon.

In that case, the Corpulence and Power of the Safars won't be taken into account.

It doesn't mean that pure strength isn't useful to draw back a bow, but rather that testosterone fuelled brutes favour melee more than range combat. However, every warrior in the Kingdom can use a range weapon, no restrictions apply..

Line of sight

Many actions (among them shooting) require a clear line of sight on the target.

For a Safar to be able to see a target, you should be able to draw a line from any area of the active Safar head or torso to any area on the target body.

It is the actual line of sight.

If it is impossible to draw a line, then the target is not in the miniature line of sight.

Determining this line of sight is left to the players assessment. If there is a disagreement, you can draw an artificial line using a ruler, a laser pointer or any accessory the players can agree on.

Covers

When performing an offensive range action, if the shooter doesn't see all of his target's body, the target will have a cover bonus for its defence.

A quick glance will usually be enough to determine if the target gets its bonus or not and most case will resolve themselves that easily.

However, in case of disagreement, consider that if the path between the Safar's base and their target is not entirely obstacle-free, then the target will get a cover bonus.

To be considered a cover, a terrain piece or accessory needs to be more than 1/2 toise in height.

If the cover is included in the shooter (or thrower or caster) zone of control, then it is ignored.

All the miniatures in game obstruct the lines of sight unless special abilities or status (waiting in ambush, etheric, etc.)

A miniature engaged in a melee gets a cover bonus.

Each miniature's profile card shows a stature value that represents the volume they are occupying and the ability to take advantage of covers. This value goes from 0 for the smallest warriors on Safar to 6 for the largest miniatures.

Unless stated otherwise, a miniature cannot take advantage of a cover bonus in a melee attack.

When a Safar who has taken cover is the target of an offensive range action, compare his stature to the cover height.

When a Safar engaged in a melee combat is targeted by an offensive range action, compare his stature with the stature of the tallest warrior engaged in the same melee.

In the following table, the value at the intersection between two entries corresponds to the cover bonus the target will get.
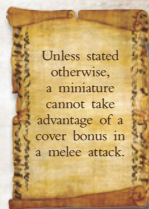
This cover bonus can be combined with other game effects such as a spell, equipment or special skill for example.

Stature miniature screen / Cover height	≤1	≤1.5	≤2	≤2.5	≤3	≤3.5
Target stature 1	+4	+4	+4	+4	+4	+4
Target stature 2	+3	+4	+4	+4	+4	+4
Target stature 3	+2	+3	+4	+4	+4	+4
Target stature 4	+1	+2	+3	+4	+4	+4
Target stature 5	0	+1	+2	+3	+4	+4
Target stature 6	0	0	+1	+2	+3	+4
Target stature 7	0	0	0	+1	+2	+3

The miniatures with a stature of 0 or the covers smaller than 1/2 toise do not provide any cover bonus.

Shooting

The shooting techniques use exclusively Ⅴ and Ⴝ characteristics.

Whereas the Safar is using a throwing weapon or a weapon firing projectiles, as long as the aimed target is at a distance, the action is resolved as a shooting.

A miniature equipped with a shooting weapon is considered as a shooter even if this weapon was only acquired during the game.

A shooter cannot use their shooting weapon if they are engaged in a melee with an opponent (unless stated otherwise).

- **CH and CF :**

Whatever the number of CH during a shooting, damage will be multiplied by 2.

Be careful, you can't be a shooter by playing it by ear, thus a shooter will roll a CF on 1 and 2.

- **Heights :**

A modifier applies on the final shooting threshold if there are more than 2 toises of height difference between the shooter and his target:
- ➤ If the shooter is higher than his target : +2.
- ➤ If the shooter is lower than his target : -2.

- **Range :**

To determine the distance, measure the distance between the shooter's base and his target's base. Each shooting weapon possesses 2 values to define their range of action.

From 0 up to the first value : **short range**.

From first value up to second value : **medium range**.

Above the second value : **long range**.

- ➤ If a target is situated between short range and long range, which is the **effective range**, the shot will inflict the damage as described in the weapon description.
- ➤ If the target is at **short range**, the shot will inflict 1 damage more.
- ➤ If the target is at **long range**, the shot will inflict 3 damage less.

Range damage bonus / malus will apply after any other modifier.

Lightning shot : 1 AP / weapon range / Ⅴ or Ⴝ + LD10.

If the opponent doesn't defend against this attack, it will inflict "characteristic or weapon damage value divided by 2" points of damage. No additional effect.

The CH do not increase the damage.

- **Classic shot :** 2 AP / weapon range / ႿႿ + LD10.

If the opponent doesn't defend against this attack, it will inflict Ⴝ or "weapon damage" points of damage.

This type of attack allows the Safar to apply the effect of Ⴝ. If the active player wants to apply the characteristics effects, they must state it clearly to their opponent before the resolution.

- **Shot in motion :** 2 AP / weapon range / VV + LD10.

If the opponent doesn't defend against this attack, it will inflict V or "weapon damage" points of damage.

This type of attack allows the Safar to apply the effect of V. If the active player wants to apply the characteristics effects, they must state it clearly to their opponent before the resolution.

- **Basic shot :** 2 AP / weapon range / AV + LD10.

If the opponent doesn't defend against this attack, it will inflict A, V or "weapon damage" points of damage.

This type of attack allows the Safar to apply the effect of A or V. If the active player wants to apply the characteristics effects, they must state it clearly to their opponent before the resolution.

CF on 1, 2 and 3.
The defender must use first their lower characteristic between A and V.

- **Precise shot :** 3 AP / weapon range / AAV or VVA + LD10.

If the opponent doesn't defend against this attack, it will inflict A, V or "weapon damage" points of damage.

This type of attack allows the Safar to apply 2 effects [AA, VV or A and V]. If the active player wants to apply the characteristics effects, they must state it clearly to their opponent before the resolution.

This type of attack ignores the range and height difference malus.

Throwing an object

There are many situations where a warrior will find himself throwing an object on the battlefield. This action includes all the throwing actions that cannot be resolved by a shot or a specific action described in a scenario.

- **Throwing an object :** 2 AP / variable / C + A + LD10 ≥ 12.

It allows the Safar to throw an object at a distance up to and including his stature value.

A Safar can throw an object farther than his stature value, but the difficulty increases by 2 for each additional toise.

Measure the actual distance in a straight line between the thrower and his target before performing the action to determine the success threshold.

Any area on the battlefield can be targeted, be it a Safar, a scenery element or an empty space.

If the throw is successful, it hits the targeted Safar or scenery element.

If the throw fails or targets an empty space, then the object might not stay put. Roll a deviation die : roll a die and don't move it to check its direction. Threshold is 5 or above.

On a success, the object stays at the targeted area.

On a failure, the object rolls or bounces over [5 - die result] toises in the direction of the die.

- **List of objects to be thrown :**

Type	Modifier Difficulty	Damage/P needed	Effects	SP
Small object (- 1kg)	-2	2	None	1
Bottle	-1	2	Bleeding 2/1 turn	1
Stool / Chair	0	3		2
Bucket / Keg	0	3	The victim falls to the ground in case of CH	2
Barrel / Crate / Chest	+1	4/3	The victim loses 2 AP in case of CH	2
Grain bag	+1	3	It's impossible to shoot in the target's ZOC (1 turn)	1
Farming tools	0	3	Reach 1" for melee attacks	2
Anvil	+5/C min 5	8/6	-3 armour lifespan boxes	12
Table	+3/C min 4	6/5	1 card pattern / split defence	6
Stone	0	3	Bleeding 1/1 turn	10
Big stone (> 3kg)	+2	5/3	Target dazed in case of CH	12

Structure points

Safars rarely fight in a bare environment. They will often find themselves surrounded by inanimate objects. For example, tables, chests, bottles... Roughly any movable scenery element.

We will use structure points (SP) to represent their durability.

An object with no SP left is considered as destroyed and will be removed from the game area.

The only ways to remove SP from objects are the following actions: "destroying an object", "throwing an object" or "setting an object on fire".

- **Destroying an object :** $2 \, AP / ZOC / C + P + LD10 \geq 12$.

If the action is successful, the Safar inflicts 1D5 - 2 SP to the object (1 SP minimum).

In case of CH, points of damage are doubled.

Of course, the table above does not include all the objects that can be found on Safar ; nothing prevents you from creating others as long as all players in the game agree.

It appears logical that in case of collision of a Safar with an object that has structure points, the latter is unlikely to remain intact. It will lose a number of structure points equal to the stature of the fighter - 2.

Defensive actions

Defending yourself against an attack is an instinctual answer.

However, choosing how many AP to engage (among the remaining ones on the warrior's profile card) is a deliberate choice.

> *If a defender chooses to engage AP to use one or more characteristics, they must always choose at least one among the ones used by the attacker.*

- **Reflex defence :** 0 AP / defender / LD10.

The defender can always defend themselves against a hit or a shot even if they don't have any AP left.

In case of success, the attack is simply defended.

- **Basic defence :** 1 AP / defender / 1 characteristic + LD10.

In case of success, the attack is simply defended.

- **Classic defence :** 2 AP / defender / 2 characteristics + LD10.

In case of success, the attack is not only defended but the defender can choose to inflict damage equal to the value of one of the engaged

characteristics **OR** apply one effect.

If the defender wishes to use an effect, he must announce it clearly to his opponent before resolving the defence.
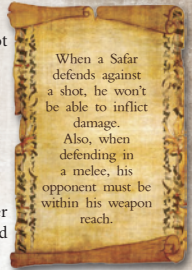
- **Strong defence :** 3 AP / defender / 3 characteristics + LD10.

In case of success, the attack is not only defended but the defender will inflict damage equal

to the value of one of the engaged characteristics **AND** apply one effect.

If the defender wishes to use an effect, he must announce it clearly to his opponent before resolving the defence.

Sometimes, the defenders will outnumber their opponent. If that's the case, the defence rolls increase by 1 for each support.

Remember : only Safars fit for battle can support a defence. Warriors "unfit for battle" (P.37) or already engaged with other opponents are not taken into account.

When a Safar defends against a shot, he won't be able to inflict damage.
Also, when defending in a melee, his opponent must be within his weapon reach.

Generic actions

- **Carrying / transporting :** 0 AP / the Safar.

The Safar must first pick-up the load he wants to "carry / transport" if it was not already in his hands. Moreover, he needs to have a P value sufficient to carry it. See the rules for "throwing an object" (P.29) to know the strength needed to move a given load.

To represent the overload the Safar will suffer from :
- a V penalty of 2 if P is < 4.
- a V penalty of 1 if P is > 4.

The "carried" load can be an ally. In that case, the Safar's P needs to be at least equal to the C of the Safar being carried. Pay attention, if a Safar carries two objects at the same time or an ally, he can't attack or defend himself unless he spends some AP to "Drop / pick up" his load beforehand (doable outside his activation).

The Safar must have at least one hand to perform this action.

- **Convincing / negotiating :**

1 AP / ZOC / ⟨x 2 + LD10 ≥ 13.

The Safar trying to negotiate must be free from any other opponent. If the roll is successful the Safar wins the negotiation, the discussion...

- **Detecting :** 2 AP / aura.

When rolling a natural 8 +, the miniature detects everything in its aura (miniature waiting in ambush, equipment, objectives...).

- **Devouring :** X AP / carcass in ZOC.

It allows a carnivorous Safar to get 2 HP back for each AP spent.

Once devoured, a carcass is removed from the battlefield.

This action doesn't allow the attacker to recover more HP than the victim initially had. Also, it doesn't allow to exceed their own initial amount of HP.

The Safar must not be engaged.

- **Digging :** 2 AP / ZOC / $C + P$ + LD10 ≥ 12.

The Safar trying to dig must not be engaged. If the action is successful, the Safar dug a hole of 1/2 toise of depth and a diameter equal to his base's size.

- **Drinking an antidote :** 2 AP / the Safar or an ally within ZOC.

Stops 1 malus due to poisoning.

It is possible to spend 4 AP to stop all the effects due to poisoning at once.

The Safar must have hands to perform this action.

- **Dropping / picking up :** 1 AP / ZOC.

It allows the Safar to put down or pick up an object in his direct environment. The Safar must obviously have enough free hands to pick up an object.

The Safar must have hands to perform this action.

- **Giving / taking :** 1 AP / ZOC.
It allows the Safar to exchange an object with one of his allies. This cannot be basic equipment listed on the Safar's card.
The initiator of the action is the one to spend the AP.
On a CF, exchange is missed, and the object falls to the ground.
Both Safars need hands in order to perform this action.

- **Hiding :** 1 AP / the Safar.
A Safar in contact with a scenery element which measures at least half of his stature can decide to hide behind it. From this moment on, he cannot be targeted by any Safar who does not have a clear line of sight on him.
The Safar must not be engaged to perform this action.

- **Looting :** 1 AP / carcass in ZOC.
It allows the Safar to recover one and only one object from a carcass.
The scavenger chooses the type of object :
- 1 blunt weapon owned by the victim. This weapon will inflict 2 points of damage less than the regular one
- 2D5 Krowns of goal average.
- 1 throwing weapon or 1 ammunition spent by a shooter on the victim.
- Supplies providing 2D5 HP by using 3 AP (the miniature must not be engaged to eat them).

Once "looted", a carcass is removed from the battlefield.

All the Safars can loot a carcass.
Except the Khârns who are too noble to stoop to such behaviour, thus they do not have access to this action.
On the other hand, the Fangs are too voracious. They must pass a temerity test which success threshold is increased by the "Bloodlust" level (P.44).
If they fail, they will "devour" the carcass instead.

- **On the alert :** 1 AP / the Safar.
The Safar is on the lookout enabling him to add a characteristic of his choice to his next defensive action for free.
This skill stays active until the next voluntary triggering of an action.

- **Opening / closing :** 1 AP / no difficulty.
This action can only be performed on an object within the miniature zone of control.

- **Picking a lock :** 1 AP / ZOC / ⨳ + ↑ + LD10 ≥ 12 or as specified in the scenario.
The Safar trying to pick a lock must not be engaged.
If the action is successful, the Safar has unlocked any lock or mechanism.
The Safar must have hands to perform this action.

- **Putting out a fire :** 1 AP / the Safar or ZOC / Ⱥ + ⱦ + LD10 ≥ 12.

This action is only possible if the Safar has water or ice (he can pick some up or create it via spells). If the action is successful, the fire is extinguished.

The Safar must have hands to perform this action.

It goes without saying that throwing yourself into water will extinguish the fire automatically.

- **Reading / decrypting :** 2 AP / ZOC / once per activation
/ Ŧ + ⱦ + LD10 ≥ 13.

If the roll is a success, the Safar understands the meaning of a document, how a mechanism works...

The Safar must not be engaged to perform this action.

- **Shouting / warning :** 1 AP / an ally / once per target and per turn.

Allows the Safar to warn an ally in his aura when he his targeted by shots.

The lookout must have the shooter in his line of sight.

This action gives the ally a free defence with 2 characteristics only.

- **Smothering the flames :** 2 AP / the Safar or ZOC / Ⱥ + ⱦ + LD10 ≥ 14.

This action is feasible when there is no source of water or ice.

If the action is successful, the fire is extinguished.

- **Switching equipment in hand :** 1 AP / the Safar.

The Safar puts some equipment away and takes others out to adapt to the situation at hand.

This action takes place only if the Safar doesn't have enough free hands to take the desired object.

- **Taking off one's armour :** 3 AP / the Safar.

The Safar removes his armour and drops it on the ground. From this moment on, it no longer provides a movement penalty.

If the Safar is in the water when he takes off his armour, the armour sinks and won't be recovered.

A natural armour (inherent to the Safar specie) cannot be removed.

- **Tending to a wound :** 2 AP / the Safar or an ally.

Decreases the bleeding by 1.

It is possible to spend 4 AP to stop all the bleeding effects at once.

The Safar must have hands to perform this action.

Morale

Generally speaking, fear is a powerful emotion that can affect even the mightiest warriors. In 𝕊𝕒𝕗𝕒𝕣𝕤®, there is a distinction between natural fear that leads to a Temerity test and fear instilled by magic and unfathomable events that lead to a Fright test. If a Safar hesitates to fight when his morale is down, it will be even worse when he suffers from Fright.

But remember, a morale test cannot be rerolled using a mastery die. Certain skills like "rallying" or being close to one's leader will adjust this rule.

Temerity test

A Safar will need to roll a "Temerity test" in the following situations :

- An enemy provoking terror is in his ZOC.
  In that case, the threshold to reach is on his profile card.
- The Safar wants to get into the ZOC of an enemy provoking terror.
  This test must be performed immediately and not at the beginning of the activation. If he fails, the Safar will lose half of his remaining AP rounded down but will be able to continue with his activation as usual. This test will have to be performed again at the beginning of his next activation until he succeeds.
- The Safar ends up the only remaining fighter from his faction.
  If the test is a success at the beginning of his activation, the critical thresholds for all his actions during this turn decrease by 1 until the beginning of the next turn.
- Because of a special action or an imposition by the scenario.
  Simply refer to what's described in these conditions.

Temerity test : free / the Safar / T + 1D10 ≥ 10 (+ level of the terrifying miniature if the "terror" value is not specified).

If the test is a success, the Safar will activate as usual and won't have to pass this same test again.

In any case :

- 1st failure : the Safar is frightened and only recovers half of his AP (rounded down) for this activation.
  For his next activation, he will have to test his temerity again.
- 2nd failure : the Safar won't recover any AP at the beginning of his activation. It puts an end to his current activation.
  For his next activation, he will have to test his temerity again.
- 3rd failure : the Safar is demoralised and removed from the battlefield.

A warrior performing a Temerity test facing a terrifying enemy increases by 2 the result of his temerity test for each ally in his ZOC.

If the warrior stands in his leader's aura, add 1 more to the result.

Certain skills can also influence this test.

Fright test

The Fright differs from the Terror as in most cases it has a supernatural cause.

It insinuates in the victim thoughts and as a result is much more difficult to overcome.

Unlike a "Temerity test", a "Fright test" must be performed as soon as a miniature must interact in close combat with a frightening miniature or effect. For example, as soon as a frightening weapon hurts the Safar and instils him with nightmarish visions.

A miniature instilling terror is impervious to terror and a miniature provoking fright is impervious to fright.

Fright test : free/ the Safar /T+↿+ 1D10 ≥ fright threshold.
If successful, the Safar is not frightened.

In case of failure, the horror will transform the victim in unknown ways. After failing the test, the warrior must roll a die and see the list below cons for the effect :
As long as the Safar has not succeeded, he must try again at the beginning of each new activation as long as the conditions remain the same.

A mastery die (of your choice) can be spent **for good** (it won't be available for the rest of the game) either by the target or by a level ▓▓▓ ally in the miniature aura to consider the test as successful. This die can be spent after failing the test.

1 : the Safar passes out, he is considered as stunned.

2 or **3** : the frightened Safar won't be able to move until the end of his next activation. He also loses his ZOC until then.

4 or **5** : the frightened Safar immediately loses half of his AP. Consider the Safar's usual AP number and not the remaining ones at the moment of the test.

6 or **7** : the frightened Safar immediately flees over his V distance directly in the opposite direction of the fright source.

8 or **9** : the Safar causing the fright can inflict a free "classic attack" on the frightened target. If this effect cannot apply, for example because the source of fright is not another warrior but a geographical area, nothing happens.

10 : the frightened Safar reacts violently and deals a free "basic attack" on the miniature causing the fright. If this effect cannot apply, for example because the source of fright is not another warrior but a geographical area, nothing happens

Effects and status

Effects

- **Armour-piercing :** some weapons have the "armour-piercing" ability.
When applying damage with this type of weapon, remove as many armour lifespan boxes as the value of the "armour-piercing".
Afterwards, the armour is tested as usual to protect the target from some of the damage.
If nothing is specified, "armour piercing" is 1D5 boxes to the armour lifespan.

- **Bleeding X :** a Safar afflicted with one or several "bleeding" effect(s) will lose X HP per effect at the beginning of his activation.

- **Fire :** fire is a particularly devastating element and many Safars panic when they fall prey to it.

To reflect this, a non-magician Safar who has an ٲ lower than 5 will have to roll a temerity test when he is suffering from fire. If he passes the test, he will not be scared by the fire any longer but will continue to suffer from it.

Fire damage cannot be healed. Thus, a warrior suffering from fire damage will not be able to recover his total of initial HP.

The Safar loses 1 HP at the beginning of his activation as long as the fire is not extinguished ("Putting out a fire" on page P.34).

The fire causes 2 SP damage per round on the scenery elements. They are removed before the activation of the first miniature of the round.

- **Poison :** causes a malus of 1 in $V, P, A, C, T, ٲ$ characteristics at the beginning of the activation. The effect will increase by one at each activation. If one of his characteristics among P, A, C or ٲ goes below zero, the Safar dies and is replaced by a carcass marker. A Safar can suffer from only one poisoning at the same time. It's the fighter state that worsens and not the poisons that keep adding.

We do not take into account the penalties other than the poison to check that no characteristic is less than 0 (the wearing of an armour for example).

Status

- **Stunned :** a Safar who is stunned falls to the ground unconscious. He cannot do anything until his next activation. He doesn't apply his ZOC either.

"Stunned" and "dazed" status are cumulative.

- **On the ground :** the Safar can defend himself as usual but must perform the "getting back on his feet" action (P.22) before any other action.

- **Frostbite :** a Safar that suffers from a frostbite effect will lose 2 in velocity and agility during the next activation. This effect is non-cumulative and neither edibles nor healing spells can interrupt it.
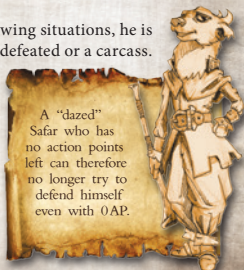
- **Unfit for battle :** if a Safar find himself in one of the following situations, he is considered unfit for battle : stunned, demoralised, frightened, defeated or a carcass.

- **Dazed :** dazed Safar must spend 1 more AP to perform each action. This status ends automatically at the beginning of his next activation.

"Stunned" and "dazed" status are cumulative.

A "dazed" Safar who has no action points left can therefore no longer try to defend himself even with 0 AP.

- **Defeated :** a warrior whose HP falls down to 0 is considered "defeated".

The miniature is then replaced by a carcass token.

IV. Magic on Safar

For many years, each tribe developed their own magic. Some of them draw their power from Death's occult forces when She reaps her tribute on the battlefields. Others thrive when life abounds, when the enemies are many or when they have many supporters. Thus, whatever happens during the game will influence the mages and their ability to cast spells during battles. The circumstances will determine the influence of their Art during incantations.

- Fangs ; osteomancy : crushing, grinding and reducing to a powder all types of bones, Nyx and her apprentices transform these Death tokens into powerful blood-curdling spells and ointments that drive mad the poor souls that fall prey to them.

A Fang witch will get a +1 bonus for each defeated fighter when she starts casting her spell.

- Goûns ; shamanism : at first glance, these people could seem primitive, simple souls who see spirits in rocks, soil or plants. But who knows if they are right or wrong when you watch the exploits performed by Mutwah, Ingala or Alaric.

Each pure soul reinforces the Goûn Shamans rituals.
They get a +1 bonus for each level ⚥ Goûn still alive on the battlefield.

- Khârns ; Blood and Steel : introduced by Josève the Gallant during the reign of King Leo the Great, this arcanum is based on the alchemy between the blood (whether that of an ally or an enemy) and the metal of famous weapons. It confers its recipients with an increased sharpness and speed during battle.

A Khârn mage will get a +1 bonus for each wounded opponent in his aura.

- Khérops ; sacrifice : most barbaric people of them all, the Empire executioners draw their power from self-harm and sacrifice that galvanise the Khérops during the battle and during the endless march at military step that get them closer to their objectives.

A Khérops mage will get a +1 bonus for each wounded ally in his aura.

- Tembos ; Adansonia tree of life : protectors of Adansonia and Guarantors of Knowledge, the Tembos, helped by the Khémists 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 Khémist priestess will get a +1 bonus for each fighter alive from their faction still on the battlefield.

A mage masters first and foremost the magic of his people and will have only access to his faction spells along with the generic spells each mage can learn.

Very few thaumaturgists master several arcana. Those exceptional beings fortunately are usually very wise. However, some legends telling the story of wizards gone mad make their simple presence intimidating for the average Safars.

Casting a spell

In 爪ᵤ爪ᵤᵣˢ°, magic is managed as a standard action by spending AP and comparing one's result to the threshold to reach. However, it uses only the Intellect ʃ characteristic of the mage and their target.

- **Quick incantation :** 1 AP / spell range / ʃ + LD10.
If the casting threshold is reached and the spell is not defended, the mage will apply the spell effects.
It is quite difficult to defend against this type of incantation, the defender is often overtaken.
The target will apply a 2 malus to its final defensive threshold.

- **Basic incantation :** 2 AP / spell range / ʃ + ʃ + LD10.
If the casting threshold is reached and the spell is not defended, the mage will apply the spell effects.

- **Complex incantation :** 3 AP / spell range / ʃ + ʃ + ʃ + LD10.
If the casting threshold is reached and the spell is not defended, the mage will apply the spell effects.
The time taken for the incantation lets the target enough time to prepare.
The target will apply a +2 bonus to its final defensive threshold.

Defending against a spell

The target of an allied spell can choose not to defend. In that case, the effects will apply automatically if the casting is successful.

The target of an enemy spell can always try to defend as indicated in the following table.
Defending against a spell is like defending against an offensive action, except the defender can only use their Intellect ʃ in order to do so :

Characteristics to be used	D10	ʃ + D10	ʃ x2 + D10	ʃ x3 + D10
Defensive actions	0 AP	1 AP	2 AP	3 AP

Generic spells and grimoire spells

Each tribe possesses their own way of approaching esotericism, but regardless of their methods, there are only 2 classes of spells in the game :

- **The generic spells** are the ones repeatedly rehearsed by the mage when learning his art. He will have chosen some specific ones and focused on them until he knew them by heart to use them whenever he wants. These spells are free and available for every mage, whichever faction or path of magic he belongs to.

*A wizard or witch can obtain as many generic spells as their level for the game.*

- **The grimoire spells** are the result of many hours of trials and preparations. Decoctions recipes or complicated formulas, they are transmitted from one generation to the next once the apprentice has proved his worth to his Master. These spells are affiliated to a path of magic ; thus they can be used only by the mages mastering this particular path.

They fill one spot in the grimoire, expressed in pages ( ), depending on their effect. The more important the effects, the more pages to describe them.

To acquire grimoire spells, a wizard or witch will first invest in a grimoire (its cost in Krowns will be added to the recruitment cost of the mage), then fill it with grimoire spells of his path of magic (as long as it fits into the grimoire size).

5 pages don't mean 5 spells, don't forget that each spell fills a variable number of pages depending on its effect. The number of pages filled by a spell is indicated in its header or on its card.

There are two types of grimoire available :

- ➤ **Small grimoire**, costs 20 Kr made of 5 pages.
- ➤ **Large grimoire**, costs 40 Kr, unlimited number of pages.
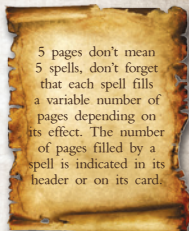
Spell card presentation

Target : it is the target or area of effect of a successful incantation.

Durée : c'est le temps que va durer l'effet du sort.

Rate : number of times the spell can be cast per turn.
Be careful, the rate corresponds to the number of tries and not the number of successes.

Difficulty : is the threshold to reach to cast the spell.
This threshold can vary according the selected effect.

Effect : is the result of a successful incantation.
If several effects are available, you have to select the one that will apply before the incantation.

Le Sang et l'Acier ; voie de magie: tous les magiciens safars possédant ce logo ou cette voie de magie en compétence sur leur carte de profil peuvent utiliser ce sort. Les sorts génériques ne possèdent pas ces mentions puisqu'ils sont accessibles à tous les magiciens. Attention cependant, certains sorts génériques sont réservés à une catégorie particulière de Safars, par exemple les sorts génériques fangs qui sont réservés à cette faction mais qui ne sont pas comptabilisés dans un grimoire.

Nombre de page(s) : indique le nombre de page(s) qu'occupe le sort dans un grimoire.
Les sorts génériques ne possèdent pas ce logo, puisque leur nombre est limité au niveau du magicien.

Cult Power

1 ally. 1 / Turn.

1 turn.

→ **12** : immediately rallies the ally and immunizes him to terror.

→ **18** : moreover, the caster causes "fright 13".

Linked to Khârns.

Sur une carte de sort, quand il est fait mention de « tour », 1 tour signifie 1 tour complet à compter de l'incantation du sort, soit jusqu'au début de la prochaine activation du lanceur.

The spells of the different paths of magic

Each tribe owns a variety of spells used specifically by their mages and particular to their way of transforming magical energy.

You can use them to fill your magician's grimoires while respecting the limitations and the number of pages required.

Other spells can be used only by one thaumaturgist in particular.

You will find the cards corresponding to theses spells packaged with some miniatures. You will have to add the cost in Krowns to the total of your Spearhead during the recruitment phase.

You usually manage them the same way as the generic spells except they often possess 2 difficulties and 2 effects.

Before the incantation, you choose the effect you want to apply and have to reach the corresponding difficulty.

Examples :

Le sort « aura de mort » dédié aux sorcières fangs verra sa portée modifiée en fonction de la difficulté choisie. Une « aura de mort » réussie avec un seuil de 12 will target the caster, whereas with a threshold of 18, it can be cast on an ally.

Le terrible « châtiment » qu'utilisent les fidèles de l'Ordre du Sang et de l'Acier chez les Khârns possède 3 difficultés. Cette fois, c'est le montant des dégâts qui augmentera en fonction de la difficulté choisie:

Death Aura

Special.　　　　1 / Turn.

Until the end of the next activation of the target.

- 12 : the caster causes "fright 12".

- 18 : the ally causes "fright 12".

Linked to Fangs.

Punishment

Enemy / aura.　　2 / Turn.

Instant.

- 10 : target suffers 1/2 damage.

- 16 : target suffers 1 damage.

- 24 : target suffers 1+T damage.

Linked to Khârns.

V. Skills and Equipment

Skills

In Kŭŭr Āges© skills are active as long as they're described on a Safar's profile card or acquired via a spell, equipment or a tactical card, for example.

Contrary to the effects and status from which one can rarely escape, a Safar may voluntarily decide not to use a skill (unless the mention "mandatory" is specified).

List of the most common skills

Only the key word describing the most common skills are written on the profile cards. Refer to the list below for more information.

Some other skills are uncommon on Safar. In that case, they will be described entirely on the profile cards.

- **Affinity (path of magic X) :** the magician can fill his grimoire with spells usually restricted to the faction X.

- **Ambush :** a Safar with the "ambush" skill can deploy anywhere on the table without taking into account the scenario impositions. This miniature card is only considered (account of the Spearhead levels, miniature activation) as soon as this miniature performs an action.

Either an enemy Safar enters in the deployment zone of an ambushed miniature, in which case the ambushed miniature can interrupt to reveal itself and perform one and only one offensive action during the enemy activation. The miniature in ambush can then activate as usual during its turn.

Or the miniature waiting in ambush can activate as usual at the player's choice and will start its activation where it waits in its ambush zone. It is then played as a standard warrior.

This is how you deploy a miniature "waiting in ambush" : secretly write down on the ambush card the zone you want to deploy your miniature in in order to prevent any cheating or objection. The miniature will be deployed anywhere in that zone.

Embuscade

Zone 1	Zone 2	Zone 3
Zone 4	Zone 5	Zone 6
Zone 7	Zone 8	Zone 9

Côté de terrain du possesseur de la figurine.

Notez secrètement sur cette carte la zone dans laquelle vous cachez votre Safar de manière à éviter toute contestation.
Il sera déployé où vous le souhaitez dans cette zone.

During a "detection" (P.32) if the square is not entirely included in the aura of the Safar performing the detection, you are not obliged to reveal the miniature waiting in ambush.

- **Archimage :** masters every form of magic and can choose from every available spell.

- **Authority :** a Safar (not terrorised nor frightened) having the "authority" skill can spend his own mastery dice instead of his allies as long as he respects the mastery field.

43

- **Awakened :** mandatory. A Safar with that skill will always add once his ⌐ value to his defensive rolls against magic.

- **Berserk X :** this state is triggered by the condition "X" happening. A miniature with that state always adds its Þ to its damage rolls and acquires the skill "endurance" (see below).

On the other hand, it cannot spend its AP for defensive actions and it always attacks the closest miniature in its line of sight whether friend or foe. If several targets qualify, determine which one it targets randomly.

"Dazing" (P.37) or "Stunning" (P.37) a "berserk" miniature will end the effect.

For instance, "Berserk bleeding" means that the warrior will become berserk as soon as he suffers from "bleeding".

- **Bloodlust X :** mandatory. +X while attacking a target suffering from "bleeding" effects (cannot be combined).

- **Brutal charge X :** during an assault, the miniature gains X toises of movement to get on contact with its opponent.

- **Brutality X :** the Safar adds X points of damage each time he uses the Þ effect.

- **Carnivorous :** the Safar can perform the action "devouring". All the Khârns and Fangs are inherently "carnivorous" even if it is not written on their profile cards, it is a fact.

- **Duellist X :** can make an opponent in his ZOC reroll X dice of a melee attack or melee defence roll, once per turn.

- **Endurance :** for each activation, the first 2 movement actions (whichever the movement) after the first free one will only cost 1 AP. The cost of the following movement actions will follow the usual rule.

- **Exceptional :** this warrior is so strong that he can use a shield or a single-handed weapon along with a two-handed weapon.

- **Executioner :** a Safar with that skill can add 1D10 points of damage during a 3 AP attack, once per activation.

- **Harassment :** the Safar can, once per activation, gain for free the effect of Ѵ on one of his successful attacks in addition to all the other effects of the attack.

- **Hermeticism X :** mandatory. Increases the Safar defence against magic by X. If the spell targets a hermetic ally, the spell difficulty increases by X. It means that even the beneficial spells are more difficult to perform on resistant targets.

- **Heroic X :** a warrior with this skill can roll for free one more die than his level when he performs an action from the "X" field. Thus, he can choose between (L+1) D10.

- **Immunity X :** mandatory. It prevents the Safar from suffering or benefitting from the effects of a spell from the path of magic X.

- **Master X :** once per turn, a Safar with this skill can reroll for free one or more dice for actions from the X field.

- **Master archer :** a shooter with that skill will inflict 1 more point of damage when attacking with a bow.

- **Master Popinjay :** a shooter with this skill will not get any malus points due to height difference when shooting.

- **Rallying :** at any time, the Safar with this skill can spend a mastery die definitely (of the player's choice) in order to pass with success his Temerity test. This action can also be performed just after a failed test.

- **Reach X :** the warrior with that skill can perform any action at a distance of X. If this skill belongs to the description of a melee weapon, the warrior using it can attack, defend and inflict damage and effects as far as X.

- **Repelment :** a Safar with the "repelment" skill can choose to repel his target over his Corpulence (in toises) instead of **C**/2. This effect doesn't apply on "stable" miniatures.

- **Responsive (path of magic X) :** mandatory. The spells of the path of magic X are automatically successful when they target this warrior.

Be careful, the "responsive" skill is very beneficial for support but can backfire if an enemy masters the same path of magic as you.
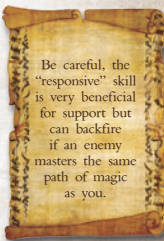
- **Sacrifice X :** a Safar with "sacrifice X" can, once per turn, lose X HP for an ally to gain immediately 1 AP. The Sacrifice must happen at the beginning of the ally activation. The HP lost because of the "sacrifice" skill cannot be recovered by any means. You should tick the boxes with a different colour.

- **Sadistic :** a Safar with this skill can spend X AP in addition to the ones of an attack not defended to add X points of damage to it. The effect applies once the defence roll has been made but before the armour roll.

- **Scout X :** the Safar can be deployed as far as X toises outside of his starting area unless the scenario forbids the deployment of scouts, in which case the miniature is deployed as usual.

- **Skilled swordsman :** mandatory. The one defending cannot spend more AP than the "skilled swordsman" attacking him.

- **Specialist X :** a Safar specialist in a field X does not consider the natural 1 as CF when he performs actions in this field of expertise.

- **Stable :** mandatory. A "stable" Safar cannot be physically pushed back by a warrior with a stature strictly larger than his. Moreover, the skill "repelment" does not work on them.

- **Survival instinct :** after a successful defence, the Safar with this skill can add the effect of V no matter how many AP he engaged to perform it.

- **Thick skin :** mandatory. Each "bleeding" effect applies only once and then disappears.

- **Unshakeable Faith :** mandatory. The Safar passes with success all his Fright tests.

- **Warlord X :** at the beginning of one and only one of the turns (at the player's choice) a Warlord will gain 1 AP for each ally in his aura within a maximum of X.

Equipment

In Kraken Axes©, each miniature knows enough to fight bare-handed. However, using one or more weapons can guide the combat style of each warrior.

Putting a bow in the hands of a very agile miniature is definitely a good move.

Each miniature is provided with its preferred weapon(s). Their recruitment cost takes into account the equipment written down on their profile card.

A negative cost appears in the description of the preallocated equipment. If the player wants to modify the miniature's equipment, they can subtract this value in Krowns from the total recruitment cost of the warrior.

Equipment is always assigned to a given Safar before the start of the game.

Example :

A Mongo Warrior level III (75 Krowns) is equipped with a Mkuki worth 8 Krowns on his card. The player wants to equip him with a guisarme (22 Kr) for the game. This warrior will thus end up with a total value of 75 + (22 − 8) = 89 Krowns.

Be careful, in that case, the miniature will have to leave its Mkuki and will not be able to use it at all during the game.

If you want to keep both weapons, simply count 75 Krowns for the warrior and his Mkuki and 22 Kr for the guisarme, so 97 Krowns for the Mongo Warrior Level III and his 2 weapons.

Mkuki (1 ✋) .... −8 🪙
Reach 1"

75

Guisarme

✋ 2   🪙 22
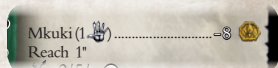
Each equipment has its own profile card that includes the following information :

Name or type of weapon.
Range :
➥ ZOC if nothing is written.
➥ Reach (1 / 1,5 / 2 toises).

- ➤ Short range / long range for the shooting weapons.

Potential bonus : increased damage, fixed damage...

Potential malus : ban on using some characteristics or effects with them, ban on performing some actions, single use...

Potential additional rules :

- ➤ Reloading cost or rate noted .

- ➤ Armour logo and values when applicable .
- ➤ Armour or shield lifespan ○○○○○○.
- ➤ Restricted to one faction or one character...

Number of hands :
Each miniature can carry as many weapons as you want. However, a miniature can only hold one two-handed weapon or two single-handed weapons (or shield) unless it has the "exceptional" skill.
All of the single-handed weapons can be used with a shield.
During an attack or defence, if the fighter is equipped with two one-handed weapons or a one-handed weapon and a shield, the player must choose the one that is used for the action.

Equipment cost : in Krowns.

Which Safar can use equipment?
There is no real limit to weaponry, but you will soon realise that it is not really efficient to put a halberd in the hands of a frail magician. He might be a great thaumaturgist, but he will use it poorly in a melee combat.

You can choose several times the same weapon or shield in your Spearhead.

As long as you respect the format imposed by the scenario (like limits on the equipment value for example), the tournament or the maximum set with your opponent before the beginning of the game, you are good to go.

Melee weapons
This weapon category is mainly used for melee combat even if some of them can be thrown once and once only. They inflict damage or generate effects only inside their range area.
Although basic, free weapons are a great way to lower the cost of a fighter when they replace his usual equipment.
Remember that even if a Safar can fight quite well with his bare hands, he can not damage the armour this way.
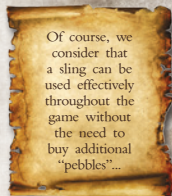
Shooting weapons

There are two types of shooting weapons in 🏹 : the ones that reload and the ones that don't.

- Shooting weapons without a reloading cost :

If there is no rate or reloading cost written down in the shooting weapon description, then you can simply use it by spending the AP corresponding to the type of shooting you choose. The cost of AP takes into account the time needed by the warrior to notch, arm and shoot. Be careful because that type of weapon has a limited amount of ammunition.

You can buy ammunition to increase their number : arrows for bows and bolts for crossbows. Add their cost to the one of your Spearhead during recruitment.

> Of course, we consider that a sling can be used effectively throughout the game without the need to buy additional "pebbles"...

	Quantity for 5 🥇		Quantity for 15 🥇	
	Arrows	*Bolts*	*Arrows*	*Bolts*
Simple	3	3	10	6
Armour-piercing	2	2	4	3
Fire	1	0	2	1
Poisoned	0	0	1	2

- Shooting weapons with a reloading cost :

If there is a reloading cost, you will have to spend that amount of AP each time that you will have reached the weapon rate.

Tick the rate box before each shooting. If you tick the last rate box, you will have to reload your weapon to reset its rate and shoot again. The reloading cost AP is written down in the weapon description.

The ammunition is not limited in number so you will have enough for the whole game.
You can reload a weapon before reaching its maximum rate.

The armours

The Prince of Forges is renowned for his pieces of armour even as far as the edges of the Hulun-Hurr steppes. But he doesn't own the only forges able to manufacture salutary protections.

Armour rolls

As we have already seen in the overview of a Safar characteristics, if a warrior owns an armour, it is described on his profile card.

An armour roll doesn't cost any action points. As long as a warrior possesses an armour with blank lifespan boxes, he must use it to try to decrease the points of damage suffered.

An armour is not an unchanging object and will give way after repeated hits. To represent this, as soon as an armoured Safar must take some damage, he will tick an armour box and roll the dice.

Beside the special skills the armour gives its owner, the armour has a success threshold, shown by the value in that symbol ![symbol] .
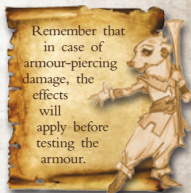
- Below that threshold, it will protect a certain amount of damage (1 point for the half-plate armour).
- Over that threshold, it will protect more (the roll must be higher or equal than the threshold, 2 points for the half-plate armour).

A CH will protect from all the basic damage of the attack meaning all the points of damage except the ones due to a critical bonus.

A CF will not protect from anything at all and will damage the armour more, you will have to tick one more lifespan box.

When the armour doesn't have any blank box left, it becomes inefficient and will not protect from any damage anymore.

However, the inherent malus will keep applying as long as the warrior wears his armour.

> Remember that in case of armour-piercing damage, the effects will apply before testing the armour.

The shields

The shields increase a Safar defence. Like when bare-handed, attacking with a shield will not damage the opponent's armour.

A shield intact can be discarded to defend automatically against an attack and thus ignore all the points of damage and effects. The points of damage from a CH during the attack are still inflicted.

The player chooses if their miniature will use its shield or not before rolling any defence roll.

As for armours you tick a box each time you use it and you tick two when you roll a CF on your defence.

The attack is automatically parried when you roll a CH.

When there are no blank boxes left, the shield is broken and unusable.

A shield takes up one hand. Once equipped with it, a Safar cannot have a two-handed weapon nor two single-handed weapons, except if they have a special skill.

Now that you have apprehended the game system, discover more content in :

« Khârn-Âges, Basic Rules »

144 colour pages with a soft cover.

Price
39€

Basic Rules

- Scenarios
- Equipment cards
- Spells cards
- Fluff
- Galleries et concepts...

All infos, retailers and agenda can be found on TGCM website :

WWW.TGCMCREATION.FR