

MAGNAGOTICA:

YALFOYAS

Tom Bloom



CHASM

At the end of
the World
is a **HOLE**

In the hole
is a **CITY**

The City
is sliding
into

HELL

Magnogothica:

MALCOAST

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Hell is empty and all the devils are here, playing wargames

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Fonts are Georgia and Metal Blackletter
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Update 2



THE END OV DEATH

The city has many names: The Black City, The Zenith, The Eglin-Lillith, the End of Hope. Most know it by **Anzenmezzeron**, the City of One Billion Corpses. It was built before memory, and will persist long after the world of man has crumbled into dust and ashes.

Fools come, crossing waste and crag, time and space, to the end of the world to seek Anzenmezzeron for one reason:

In this grand necropolis, **Death is Broken.**

What dies in the black city never truly dies. It may be cut apart, scathed into a million pieces, thrown to the wind, burned, salted, and scattered - but it will still return in some form or another in six days, awakening with lungs full of tomb dust in some part of the city. This is because in the center of the city, deep in its labyrinthine bowels, is the **Ending of Death**. Nobody knows what form it takes - whether it is the last angel, scorned by the Almighty, an icy black throne, an obsidian heart torn from a dying god, or a tumor of curses, buried deep within its dark and twisted corpulescence.

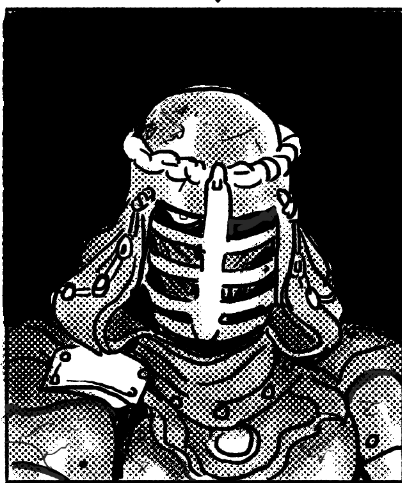
...It waits for You.

ANZENMEZZERON

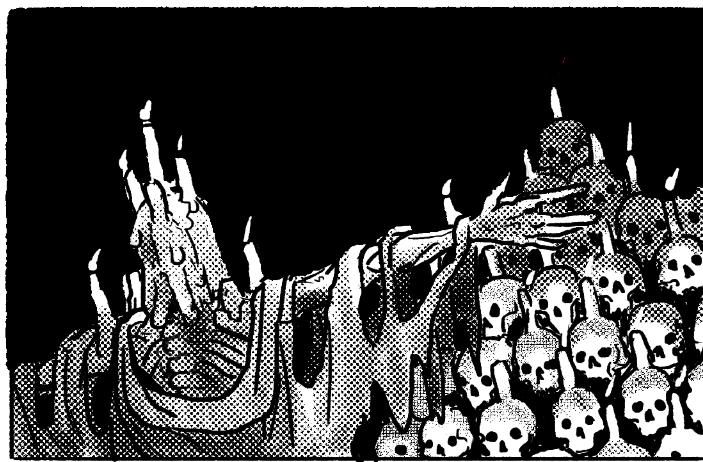
City of One Billion Corpses

City Population: 1 billion (dead), 200,000 (alive), 40 million (unclear)
Common city occupations: Cultist, occultist, gravedigger, ghoul, rake, blood chattel, beggar, waste of skin, rogue, varlet, unholy reprobate, corpse-botherer, banner slave, deformed cannibal, undercity gangster, thrill seeker, demon serf, profiteer, godforsaken beast, pauper, plaguebearer, knave, wastrel, blood thirsty ne'erdowell.
Primary Export: Necromancy, ghouls

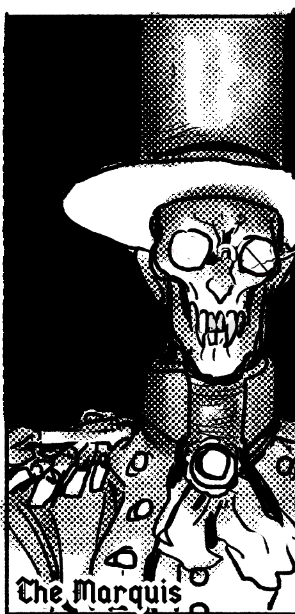
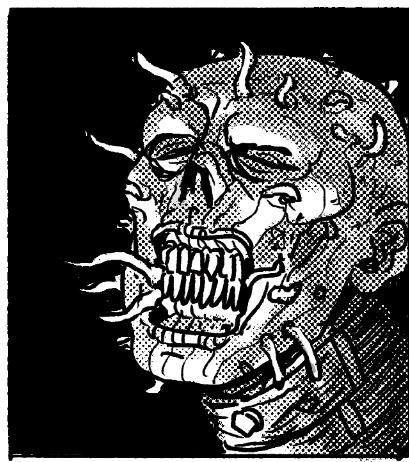
Lucretia, the Repentent



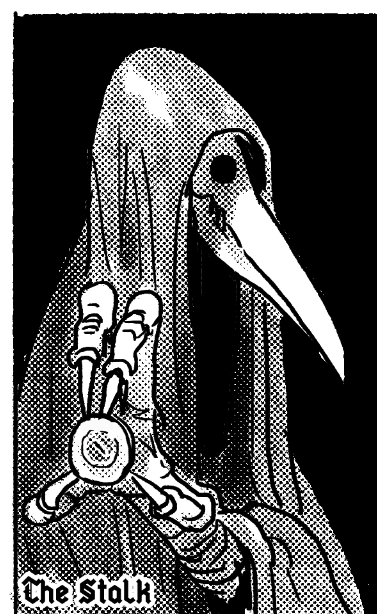
Pate Collector



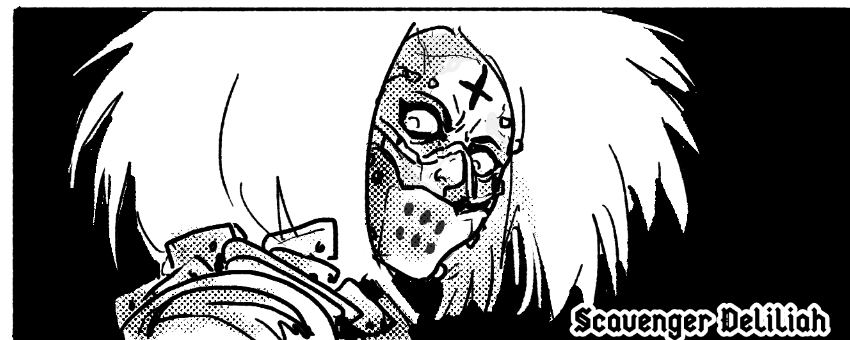
Infested Gate Guard



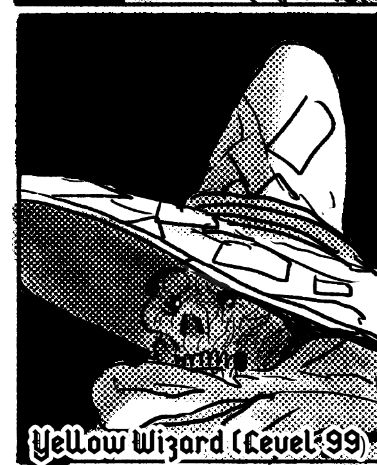
The Marquis



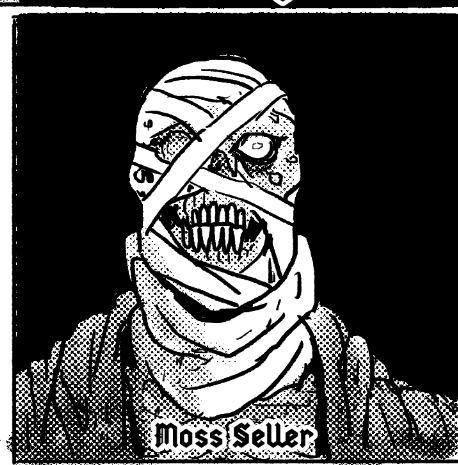
The Stalk



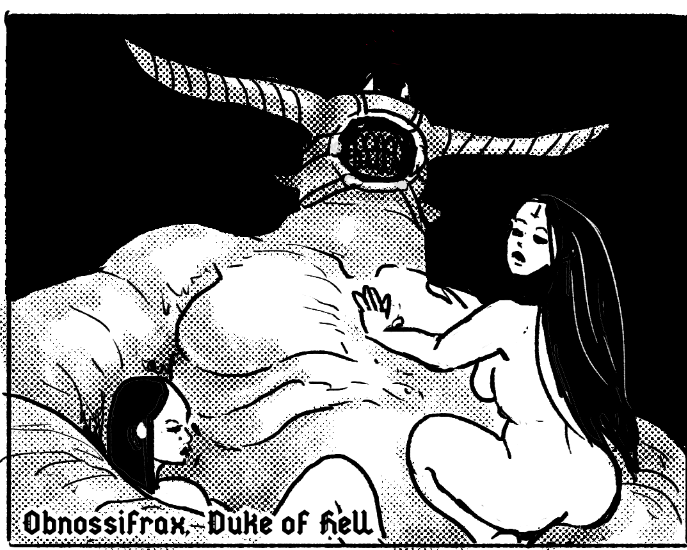
Scavenger Delilah



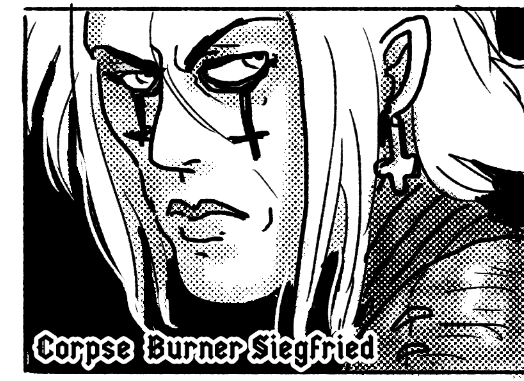
Yellow Wizard (Level 99)



Moss Seller



Obnossifrax, Duke of Hell



Corpse Burner Siegfried



Teeth Picker



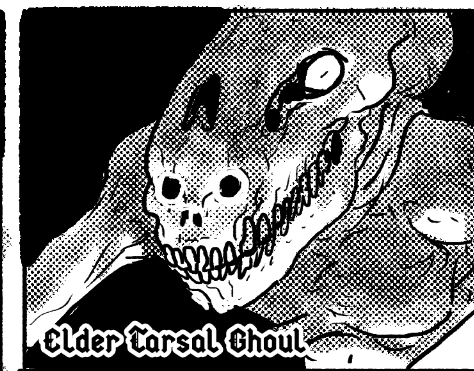
Fat Boiler Agatha



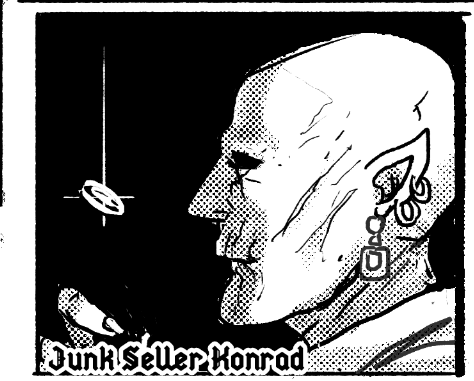
Waste of Life



Cathedral Squatter



Elder Cansal Ghoul



Junk Seller Konrad



Skeleton Ball



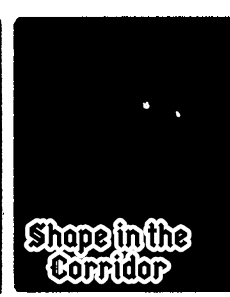
Yorg, Keeper of the Key



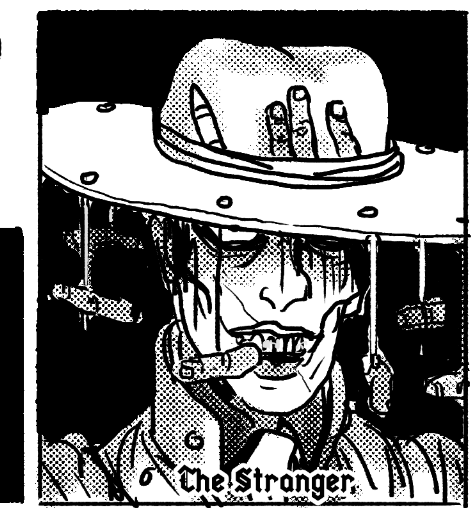
God of All Rats



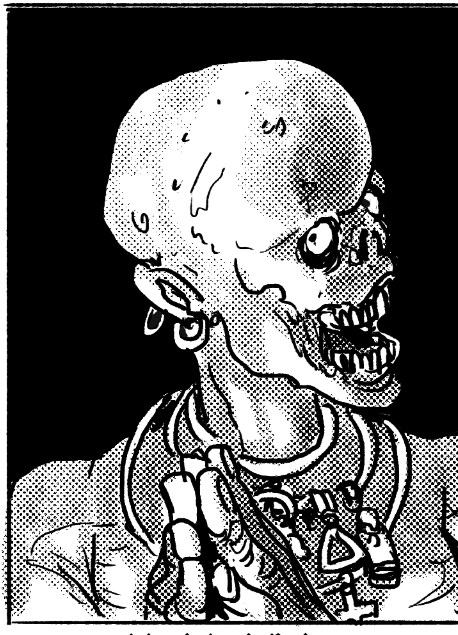
Skinless Horror (city outskirts)



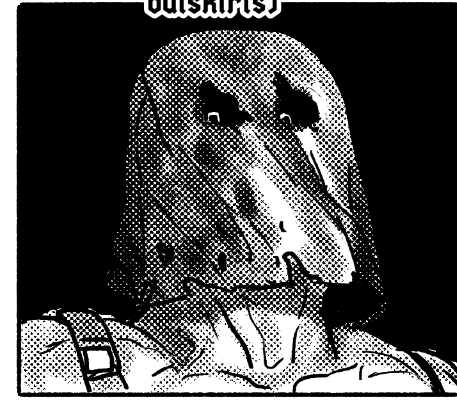
Shape in the Corridor



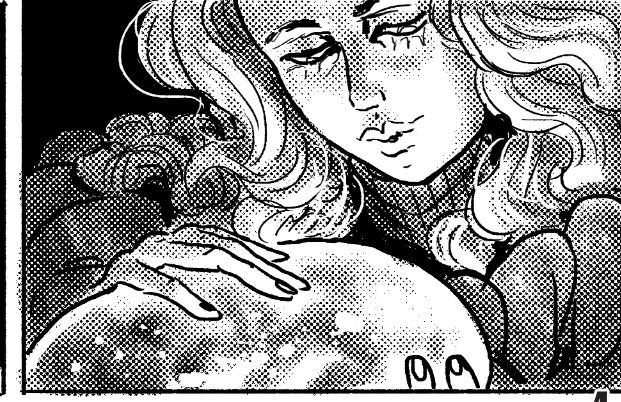
The Stranger



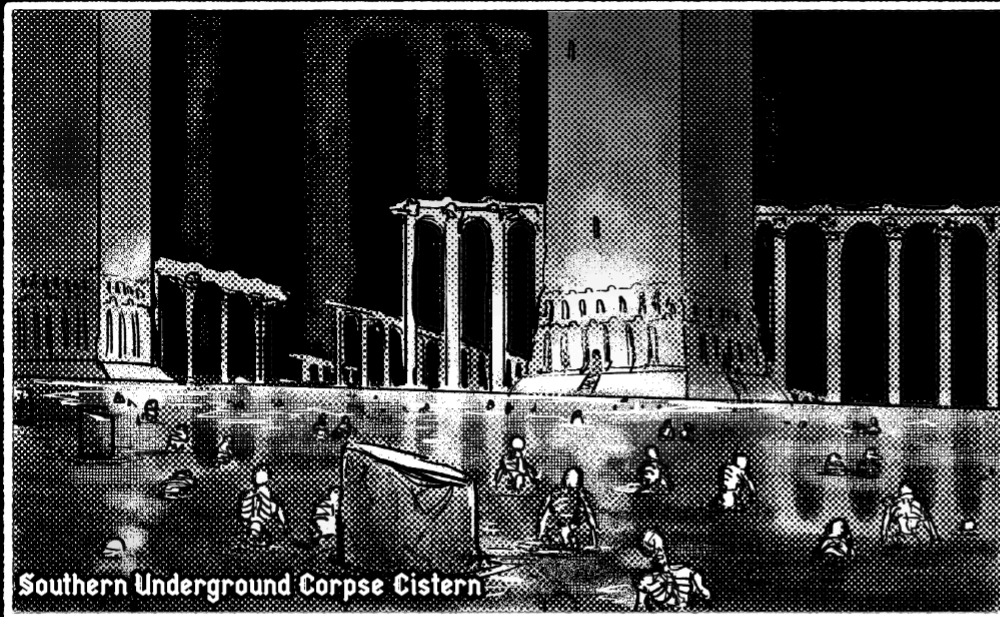
Wretched Being



Primrose



Meliah, Font of Oblivion



Southern Underground Corpse Cistern



Valley of the Necrosphinxes



Skin Town, Central District

The Twisting City

Nobody has found the center of the city, but that doesn't stop fools.

Anzenmezzeron is an ancient necropolis originally built by Those Who Came Before, who worshipped the ethonic gods of the antediluvian world. Over time, cities upon cities, empires upon empires have been built upon its ruin and collapsed like moldering shells. The modern city, positioned at the end of the world and sliding slowly (but inexorably) into Hell, is a nightmarish abyssal dungeon labyrinth, contorting in on itself in impossible dimensions, defying time and space in a way that only the dying and truly insane could only hope to understand.

This has not, of course, stopped people from living here.

The City in the City

Anzenmezzeron draws the desperate, deranged, and greedy like flies to a corpse. Over the eras, they have poured in by the thousands, boiling over, making scattered parts of the city into stinking hives of activity. Scavenger shops perch in dead spires, bazaars and black markets swirl through abandoned crypts, and armories and hideaways lurk in decrepit tomb monuments. There are even a (surprising) number of city eateries, inns, and drinking holes, strewn across its length. The city within the city is old itself, with its own culture and history. It spiderwebs out at the outer layers of the labyrinth, nodes pulsing with activity, and connected by rickety bridges, decaying tunnels, and the city's only tram line (fast, but not to be trusted).

The city is most well known for exporting hordes of ravenous ghouls that must be put down by neighboring kingdoms and nations in massive and bloody crusades. Its regional cuisine is the meat dumpling.

The Undead

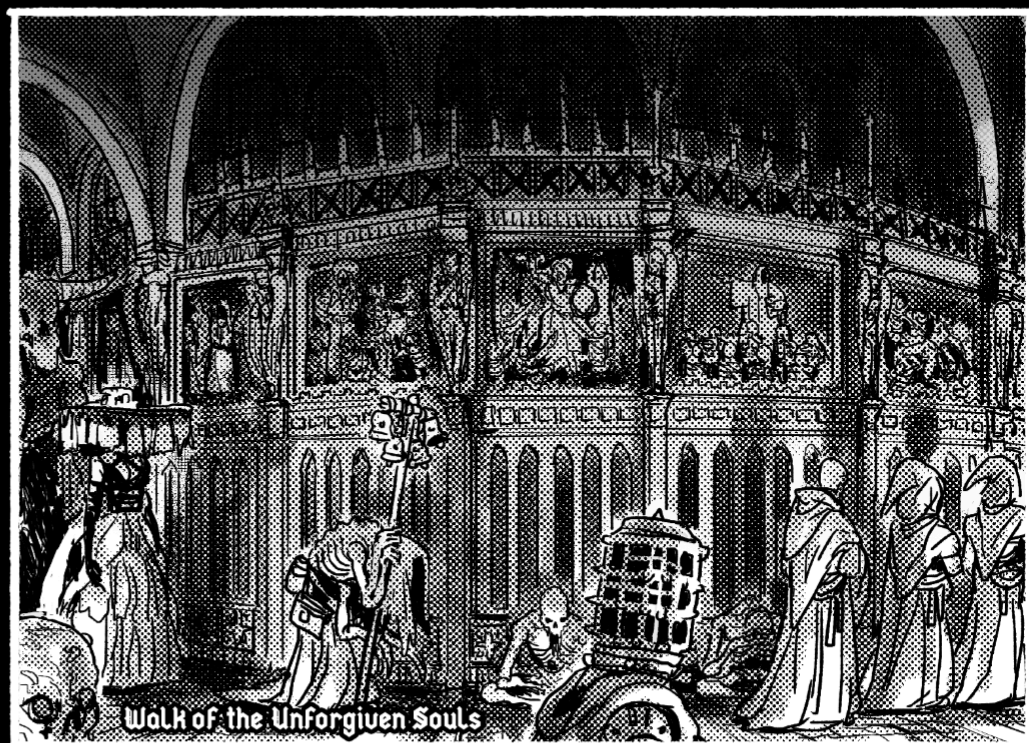
Most of the city's population is in some state of (questionable) unlife. Though there are living residents, that doesn't tend to last too long. Since death is broken in the city, nobody thinks twice of tearing a head off or a few errant limbs over a heated argument. All flesh shall be returned by the city within six days: that is the rule of this place.

The problem, as it is, is many of the city's residents, due to their unfortunate condition, cannot leave. Though death has no sway in Anzenmezzeron, it is functioning perfectly fine outside its borders, and many city residents would simply crumble to dust if they left its premises.

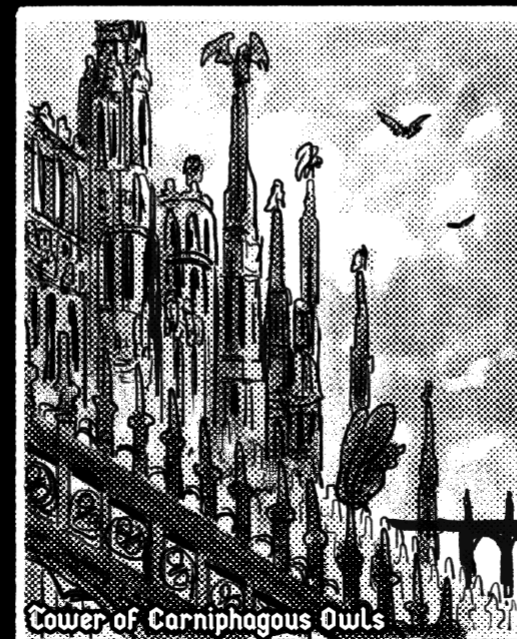
This has given rise to the city's other major export:
necromancers.



Outer city Necroliths



Walk of the Unforgiven Souls



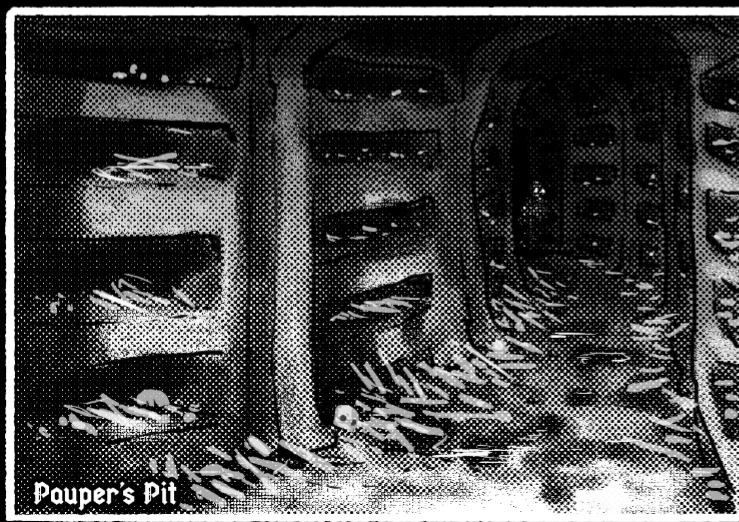
Tower of Carniphagous Owls



Morg's Meat Cart (30 shekels a bun)

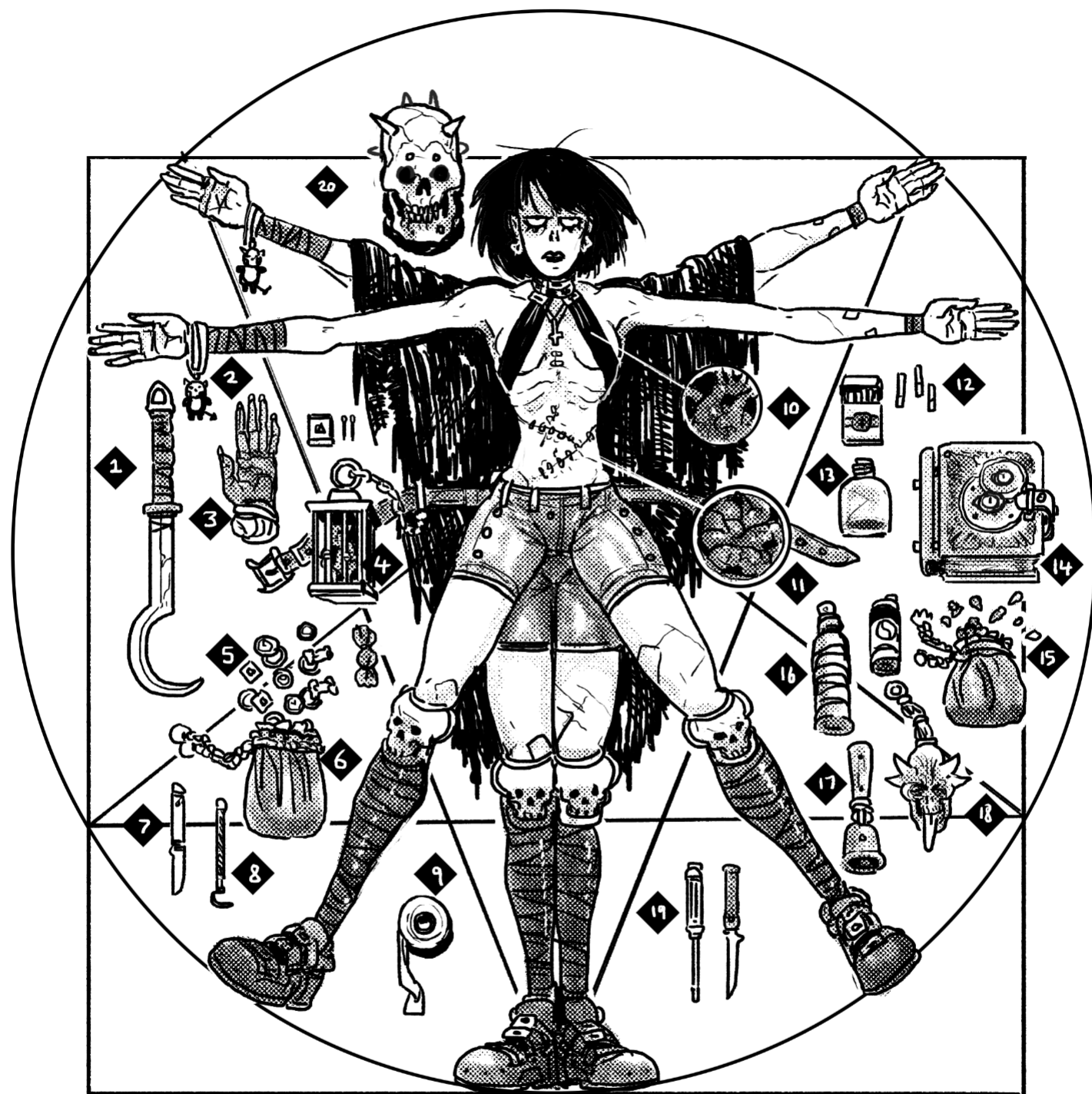


Monument to the Slithering God



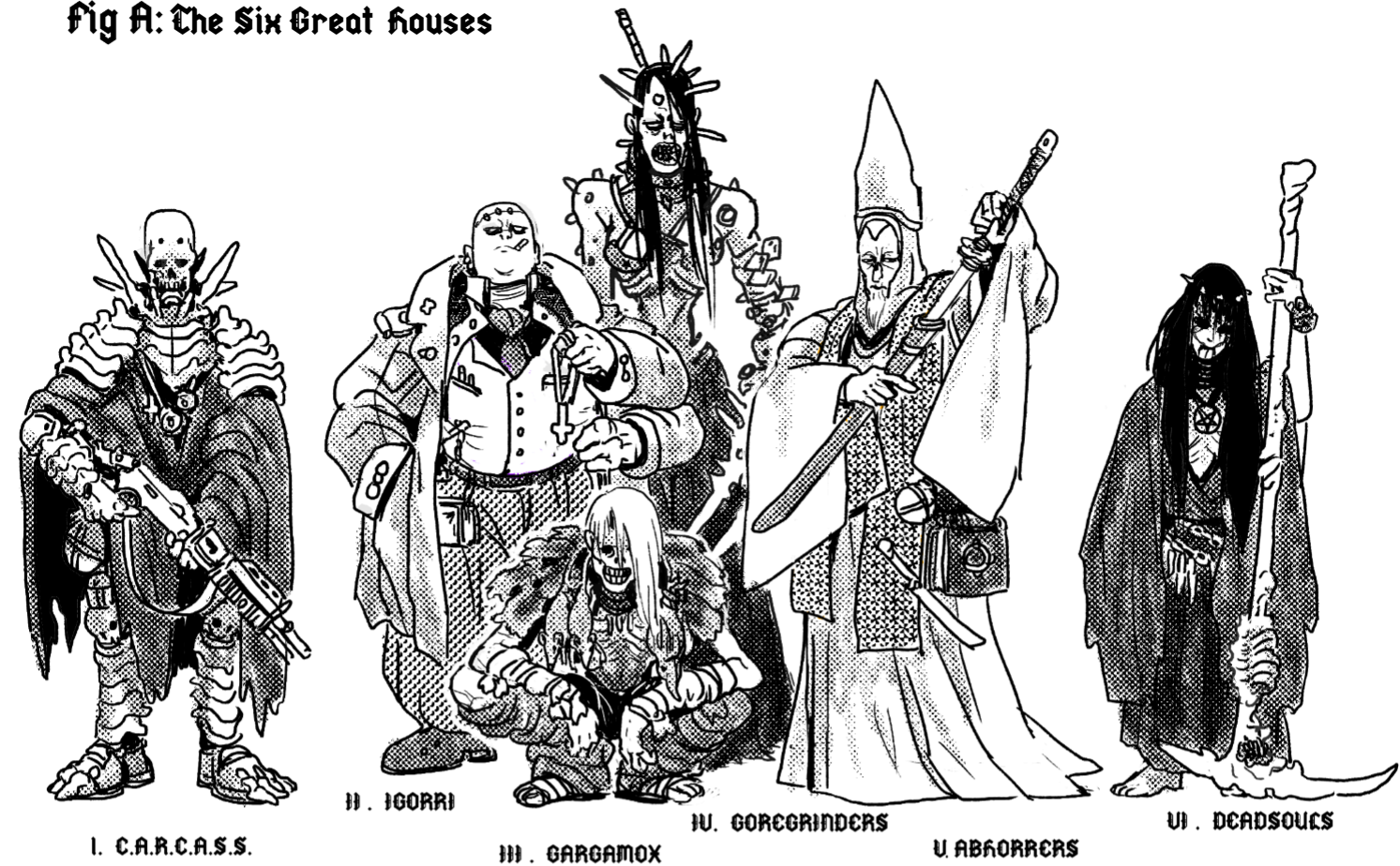
Pauper's Pit

The NECROMANCER



1. Khopesh
2. Gachapon Charm
3. Corpse Lantern (Dead Man's Hand)
4. Captive Devil
5. Obols, Rupees, Black Gold
6. Cat Skin Bag
7. Paring Knife (for chicken)
8. Brain hook
9. Duck Cape
10. Heart of a traitor
11. Guts of a Coward
12. Smokes
13. Pocket Flask
14. Skin Bible (Gormengorr, Dead God)
15. Kibble (for zombies)
16. Embalming Fluid/Energy Drink
17. Starmetal hand bell
18. Shrunken head of Kruul the Slaughterer
19. Screwdriver (for emergencies)
20. Cape and Death Mask (Important)

Fig A: The Six Great Houses



Necromancy

is a forbidden rite in most, if not all of the lands outside the Dead City - a practice seen as so foul, so faithless and inherently evil that most practitioners are hunted down on sight by special ministers appointed to the task. It is a power granted by Blood Communion with a titled Devil through the black sacrament. Through this power, necromancers gain fell and twisted abilities granted by Hell itself. They draw to them dread congregations of debased and deformed servants, sycophants, homunculi and familiars, drinking in the black venoms of the night and ravaging the land with their vile sorcery.

Fortunately, at the End of the World, necromancers are viewed quite favorably. The trade of necromancers is needed for safe travel outside of the city where Death still holds sway, and parts of the city are only traversable or accessible with the aid of the necromantic arts. They are fairly commonplace within the city and perform a variety of roles, not all of which are quite suited to their dread reputation, as necromancy typically doesn't pay very well. It is therefore more common to find a necromancer moonlighting as a tour guide, a shop-keep, or the owner of a street food stall than it is lurking in a crypt malevolently tinkering with the bones of the dead - though not say this doesn't happen. Most of the city's population dabble a little bit in the dark arts and can perform them to some degree.

However, only the most powerful necromancers - those from a major house, who have undergone the trials to cheat their own Death, who have fortified their souls and minds against spiritual degradation - set their sights on great things: to seek the End of Death in the stygian depths of the city, whatever form it takes, and grasp that power for themselves, becoming a true lord of darkness, and rightful ruler of Anzenmezzeron.

That's you, by the way.

THE GAME OF DEATH

What is this devilry?

Maleghast is a skirmish wargame for two or more players where you take the role of a powerful necromancer commanding their Black Mass of undead in combat against another necromancer, seeking the heart of the undying mega-necropolis Anzenmezzeron.

Using this book

Feel free to skip around in this book as needed. There's a useful glossary of terms in the back that you might find it helpful to print or refer to. I recommend reading this introductory section, then the combat rules, before picking a faction and making a necromancer.

Dice and Materials

Maleghast is built with virtual table top (VTT) in mind, which makes tracking tokens and other effects quite easy. However, it can be played in person with miniatures, a square grid battle map, and a ruler or tape for checking line of sight.

Maleghast only uses six sided dice (d6)s, of which you'll probably need no more than 3 or 4. If playing in person, you may also want colored dice or small objects for tracking tokens and a sheet of paper or a pencil. You'll also need minis or standees to represent your units and you can print and cut out the unit cards for ease of access. Place and remove tokens on the relevant unit cards to easily track them.

The Map

Maleghast is fought on a square grid.

- Default map size is 8x8 map, 64 squares, chessboard size.
- A large map (for multiple opponents or a scenario) is 10x10 (100 squares).
- A small map (for scenarios, etc) is 6x6 (36 squares).

The Black Mass

The unholy undead that you command make up your **Black Mass**. Each member of your Black Mass, and yourself, is a unit you may control on the battlefield. You can use miniatures to represent your units, or tokens if playing in virtual table top.

Each Master must bring themselves into battle as a unit, and have a number of other unit slots (usually 4 or 5) to fill with units from their congregation. Units are stronger and weaker vs other units and perform different roles on the battlefield.

Master Malificus

You are a master necromancer. As a master of death and pontifex of your Black Mass, you wield dread and exceptional powers. However, you are a unit on the battlefield like any other and the weakest point of your formation. Your defeat heralds your doom!

House

You must choose one of the great Houses to follow when creating your necromancer. These are the many different warring factions, each interpreting the Black Rites in different ways. Your chosen faction determines the base powers, abilities, strengths and weaknesses of your necromancer, as well as the unit roster available to you.

Malice

As you increase in power as a necromancer, you increase in **Malice**.

Malice Level	Dark Power
<i>Spite</i>	0
<i>Loathing</i>	4
<i>Hatred</i>	7
<i>Hell</i>	10
<i>Ultrahell</i>	12. Units can choose two upgrades.

Before fighting a battle, you must decide on the Malice strength of the battle. This gives you a budget in dark power. You may spend a dark power point in two ways:

- Upgrade a unit type in your roster. Doing so grants all your units of that type one of three upgraded abilities. You can only choose one upgrade per unit type, they are exclusive - so choose carefully!
- Choose a new Necromancer ACT or SOUL ability.

In general, higher levels of Malice will create more complex fights that will take longer. For your first game, I recommend playing on Spite.

Heresy

As an optional rule, you don't have to stick fully to your chosen faction, but may also commit heresy and take up to three units or abilities from one other faction, in any combination.

- Heresy must be agreed on with your opponent before a battle as it ups the complexity of the fight significantly.
- You can choose any combination of units and abilities, as long as the total is 3 or less (two abilities and one unit, three units, etc).
- Additionally, heresy is forbidden at Spite malice level.

Any ability, power, or unit you take outside of your house is considered heretic. Your necromancer's base house still determines their basic abilities, gear, and powers, and basic house abilities and gear cannot be swapped out.

Building a Black Mass

You can skip ahead to pg. 21 and build your black mass now if you're feeling confident, or you can continue and read the combat rules.

So, you've got your grubby claws on a heap of slaving undead, and a hapless opponent to murder. What happens next?

Initiative and Deployment

At the beginning of the match, each side rolls a d6 to determine initiative, re-rolling ties. The winning side can choose who acts first. Whoever acts first also deploys all their units first, followed by the next side. If there are multiple sides (such as a 2v2 or a 4 player free for all), play and deployment proceeds clockwise. If you're playing in VTT, play proceeds left to right (or top to bottom if you're in a voice call).

A player can typically chooses a side of the map to deploy from, then can deploy units up to 2 spaces from that side, depending on the scenario type. Then the battle begins.

Victory conditions

In all situations, you are defeated and lose a battle when your **necromancer is slain**. However, even if your body is obliterated and your soul scattered to the howling wind, you and your congregation will rise again - such is the curse of Anzenmezzeron.

Otherwise, victory or defeat will **depend on the scenario** chosen for the combat. There's a few basic scenarios presented in this book, plus six special scenarios you can choose from or roll for on pg 23.

Any game results in a **draw** if round 6 ends without a victor.

Turn Order

Combat is between two to four sides, depending on scenario. Most of the time, Maleghast is played as two sides (1v1 or 2v2).

The side that won initiative acts first. They pick a unit to activate (including their necromancer),

then take a turn with that unit. After they take their turn, they pass their turn to the other side, who picks a unit of their own and acts, and so on.

Units can only activate and take a unit turn once per round, so no picking the same unit more than once.

The Unit Turn

On its turn, a unit can MOVE and ACT in any order. They may forgo ACTing to instead MOVE again. All units get this turn, even necromancers!

Round

Once all units have taken a turn, a round passes. A new round starts with the side who didn't act last, or clockwise if playing a game type with more than two sides.



	(1) Gunwight			
	(2) <i>CARCASS Thrall</i>			
	(3) MV	(4) HP	(5) DF	(6) ARM
	2	2	4+	-
	(7) Traits			
	<ul style="list-style-type: none">• <i>Formation</i>• <i>Thrall</i>: 2 of these units are worth 1 unit slot. Can be activated two at a time.			
(8) ACT Abilities				
	(10) OL45 : (11) <i>Attack, range 2-3, reload</i> (12) <i>On hit</i> : 1 damage, ignoring armor. <i>Headshot</i> : inflict 1 <i>vulnerable</i> Baton : <i>Melee</i> <i>Effect</i> : Push 1 and (3+) inflict 1 <i>vulnerable</i> .			
(9) Brace	(9) Tactical Reload		(9) Scavenge Ammo	
While in cover, attacks gain +1 max range and push 1 on hit.	Gain <i>Headshot</i> : reload and gain 1 strength		May consume an adjacent corpse to reload and gain 1 strength.	

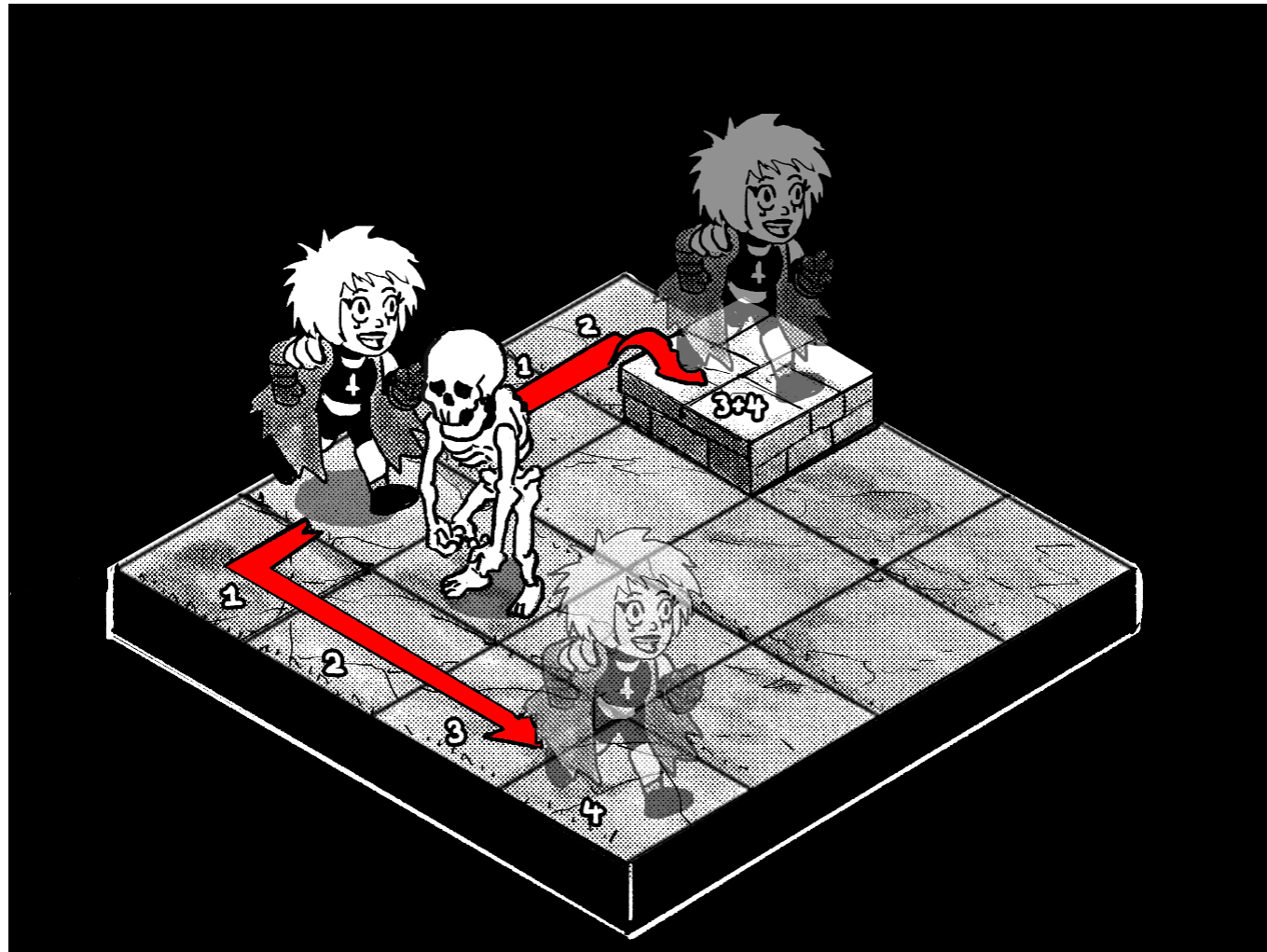
Units

All units, including your necromancer, have a **unit card** that explains their basic stats and abilities and can be used as helpful reference:

- Unit name
- Unit faction and type. This is a Carcass (faction) unit, and a thrall (unit type)
- Movement value (MV): How many spaces a unit can move when it MOVES.
- Hit points (HP): How much damage a unit can take. Subtract damage taken from hp. When a unit reaches 0 hp it is slain.
- Defense (DF): A unit attacking this character must roll this number or higher to score a hit. Any lower and it is a graze and does 1 damage.
- Armor (ARM): If a unit has armor against a damage type, it reduces all damage from that type by 1. Amor is usually physical (PHYS), ward (MAG), or super armor (SUPER). This unit has no armor.

- Traits: Passive abilities or effects that are always active on a unit and do not require ACTing to use. For example, this unit has the faction trait formation, which grants it +1D on attacks when adjacent to an allied unit.
- Active Abilities (ACT): Active abilities that can only be used by ACTing. Units can only use one of these on their turn. Abilities have names (10), tags (11), and effects (12).
- Upgrades: At higher levels, you may spend dark power to upgrade units. Units may pick one of three upgrades, which apply to all deployed units of the same time. Only one upgrade can be chosen.

Lets go through each, one by one:



Penny has 4 movement. She can't move through the skeleton ahead of her, so has to move around since she can't move diagonally. Moving up a space of elevation costs +1 extra movement.

Movement

Units may move spaces equal to their MV value when they MOVE. A unit can always MOVE on its turn, either before or after ACTing, and may MOVE again if it forgoes ACTing. Movement has the following additional rules:

- Movement may only be made in compass directions (orthogonal) and cannot be made diagonally.
- A unit may never ACT in the middle of a MOVE.
- Movement cannot be made if a character would move into an obstruction. Obstructions by default are foes (enemy units) and walls (like a wall or pillar).
- Units can move through the spaces of allies, but not end movement there.
- Some effects can cause moving in or out of a

space to cost additional spaces of movement. A character can always move at least 1 space when they MOVE, even if the total movement cost to do so would be too high.

Steps, Forced Movement, and Free Movement

Some abilities grant units special movement types:

- **Step:** When a unit steps, it moves that many spaces, but it doesn't count as a MOVE.
- **Push or pull:** When a unit is pushed or pulled by an ability, it is called forced movement. Forced movement ignores movement penalties (such as from terrain) and doesn't count as a MOVE.
- **Free movement:** Some abilities grant free movement while moving. Free movement means a unit's movement can't be reduced by any means.

Defenses

All units have a hit point (**HP**) value. Subtract all final damage taken from HP. When a unit's hp reaches 0, it is **slain**. Remove the unit from the battlefield and put a **corpse** down in its space. Corpses indicate a unit was slain in a space (they are not units and don't provide obstruction) and interact with some abilities. Bigger units (2x2) leave bigger corpse markers. Corpses can overlap if two or more are left in a space.

Units have two defenses: a defense value (DF), and armor (ARM).

- When attacked, a unit's **defense** represents how hard it is to score a direct hit on that unit with an attack, whether it is well protected or can otherwise avoid damage. When attacking a unit, a final attack result of the unit's defense value or higher scores a hit, otherwise the attack is a graze and does just 1 damage. For example, a unit with a defense value of 4+ is only hit on a 4, 5, or 6, and grazed on a 1, 2, or 3.
- **Armor** represents strong supernatural or physical protection from damage. If a unit is armored against a damage type, it takes 1 less damage from that type, any time it takes damage. This could reduce damage to 0. Armor types are **physical** (any damage that is not fire, toxic, curse, or holy), **magical** (fire, toxic, curse, and holy damage), and **super armor** (all damage). Armor does not stack with itself if a unit would gain it more than once.

Abilities

Traits

Passive abilities that provide an always-active or conditional effect. Necromancers especially may accumulate a large number of traits over their careers. Traits of the same name do not stack with each other.

ACT Abilities

All units have active abilities that can be used by ACTing on a unit's turn. Only one ability can be used by a unit when ACTing. Most units have only one or two ACT abilities, but some may have more, especially necromancers.

Rolls

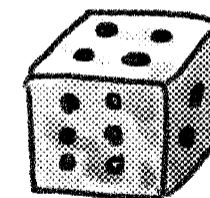
Many (but not all) ACT abilities roll dice, using d6s (six sided die).

When rolling dice, you roll one or more d6s, then choose the highest result as the final result.

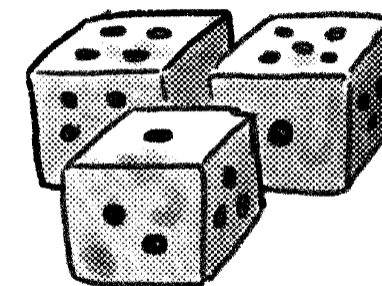
Dice Pools

By default, you roll one die for all rolls. Some abilities allow you to add or subtract dice from this pool. This is written as +1D or -1D, so for example an ability that gives you +1D to attacks gives you 1 (base) plus 1 (bonus) die, for a total of two. You would roll both dice, then pick the highest result for your attack roll.

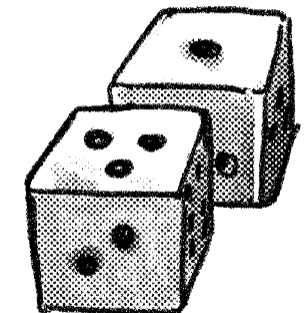
If your total dice pool would be reduced to 0, roll two dice and pick the lowest result. Dice pools can't be reduced lower than 0.



1D. Rolled a 4!



3D. Picking the highest result here, we get a 5.



0D. Picking the lowest, we get a 1. Sad!

Attacks

ACT abilities with the attack tag make an attack roll. To make an attack roll, roll 1d6 and compare it to your foe's defense.

- If you match or beat their defense, you score a **hit**. Attacks that hit deal their hit damage and may have other effects on hit.
- Attacks that miss **graze**. Grazes deal 1 damage. Grazes inherit damage types, but no other effects (such as ignoring armor, or allowing a roll of the effect die).
- Attacks with the **melee** tag can only attack adjacent characters. Attacks with a **listed range** can attack any character inside their range, even diagonally, but often cannot attack adjacent characters and suffer against cover. **All abilities have a minimum range of 1** unless specified.

Effects and the Effect Die

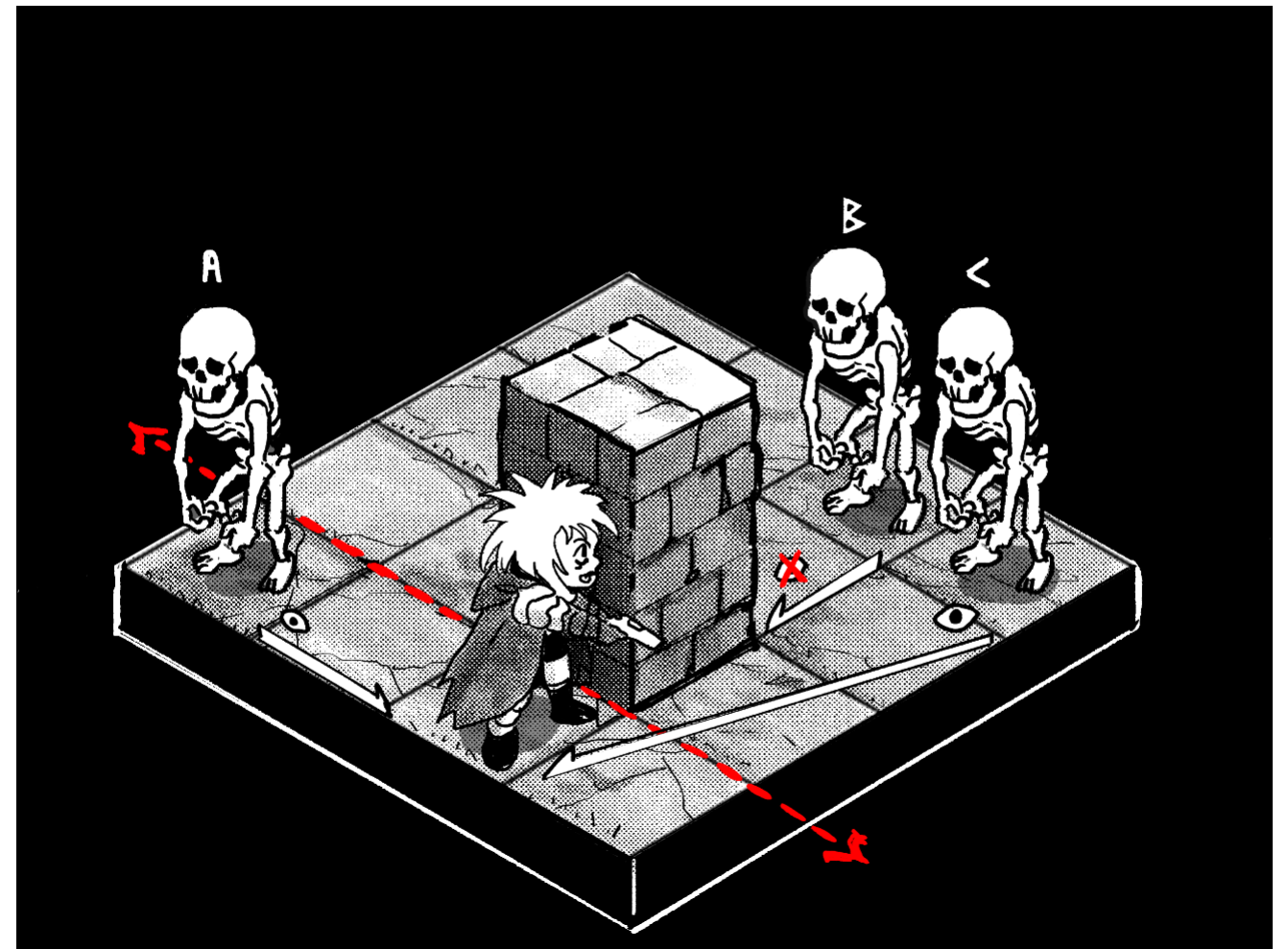
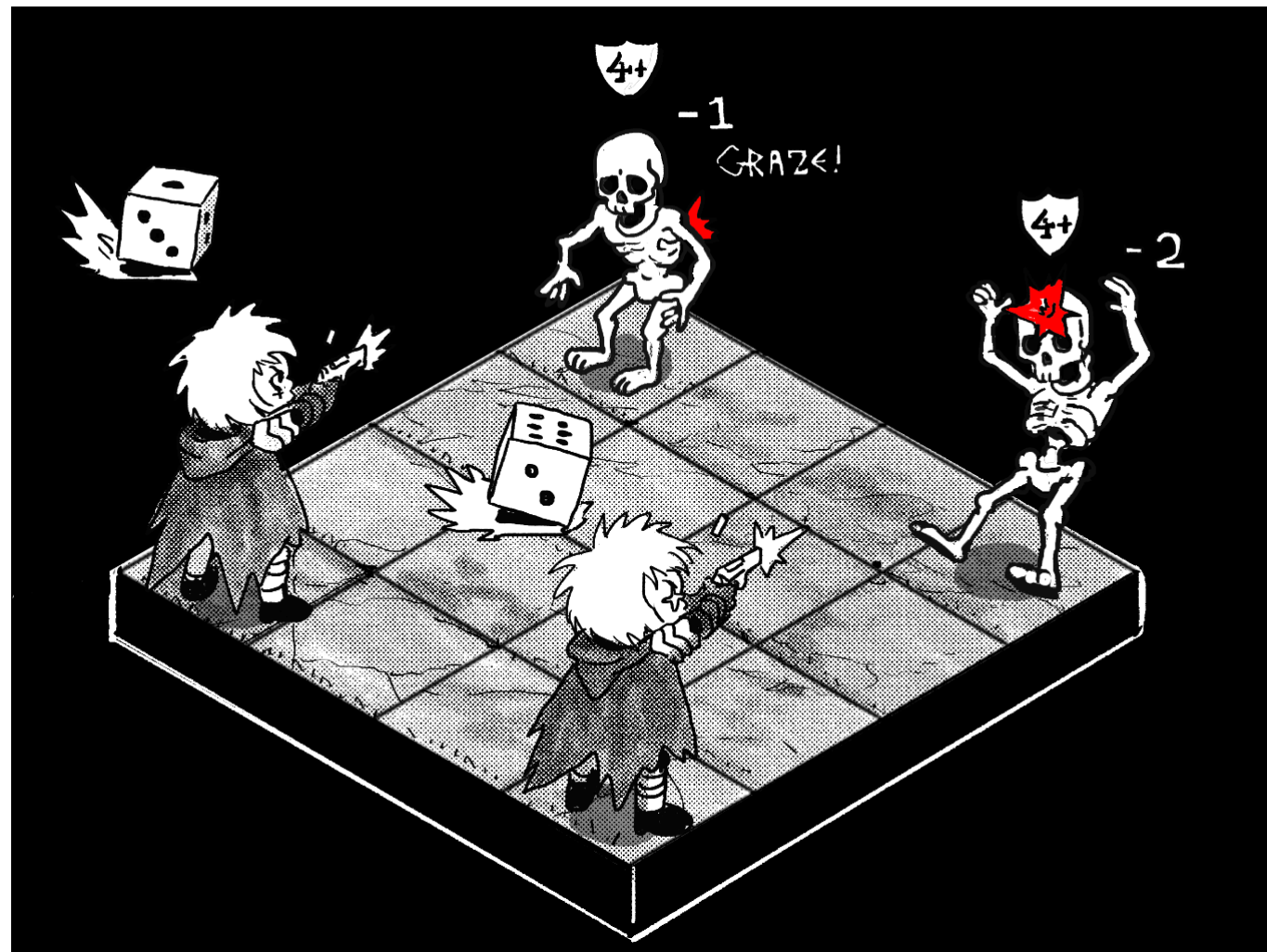
Other ACT abilities apply effects. Effects happen as described, in the order described. Some common effects include moving allies or foes, inflicting positive or negative tokens, or just dealing damage.

- Some effects require you to roll an effect die, which is a d6. If they do, they'll be listed as effect (X+), and the effect takes place on a certain number or higher. So effect (4+) has an effect that takes place on a 4 or higher.
- Some abilities have both an attack and an effect die rolled at the same time, others have just the effect die. If an effect doesn't have a die roll attached, it doesn't need one, and simply always happens.
- Only roll one effect die per ability no matter how many effects are attached to an ability.
- Effects attached to an attack typically only trigger on hit.

Curses

Abilities with the curse tag are powerful dark magic ACT abilities. Curses pick one or more targets, then sometimes roll the effect die to see what happens. They are not attacks and also typically deal magical damage or inflict negative tokens on foes.

Some units have the ability to become **curseproof**, making curses have **no effect** on them.



1. Skeletons (B) and (C) are past the red line, so Penny has cover from them. Skeleton (A) is flanking Penny, so she has no cover.
2. Skeletons (A) and (C) have line of sight to Penny, since they can draw corner to corner. Skeleton (B) does not.
3. No skeleton has cover from Penny, since they are not touching the cover piece. She can only see Skeletons A and C.

Targeting Abilities, Adjacency, Cover, and Line of Sight

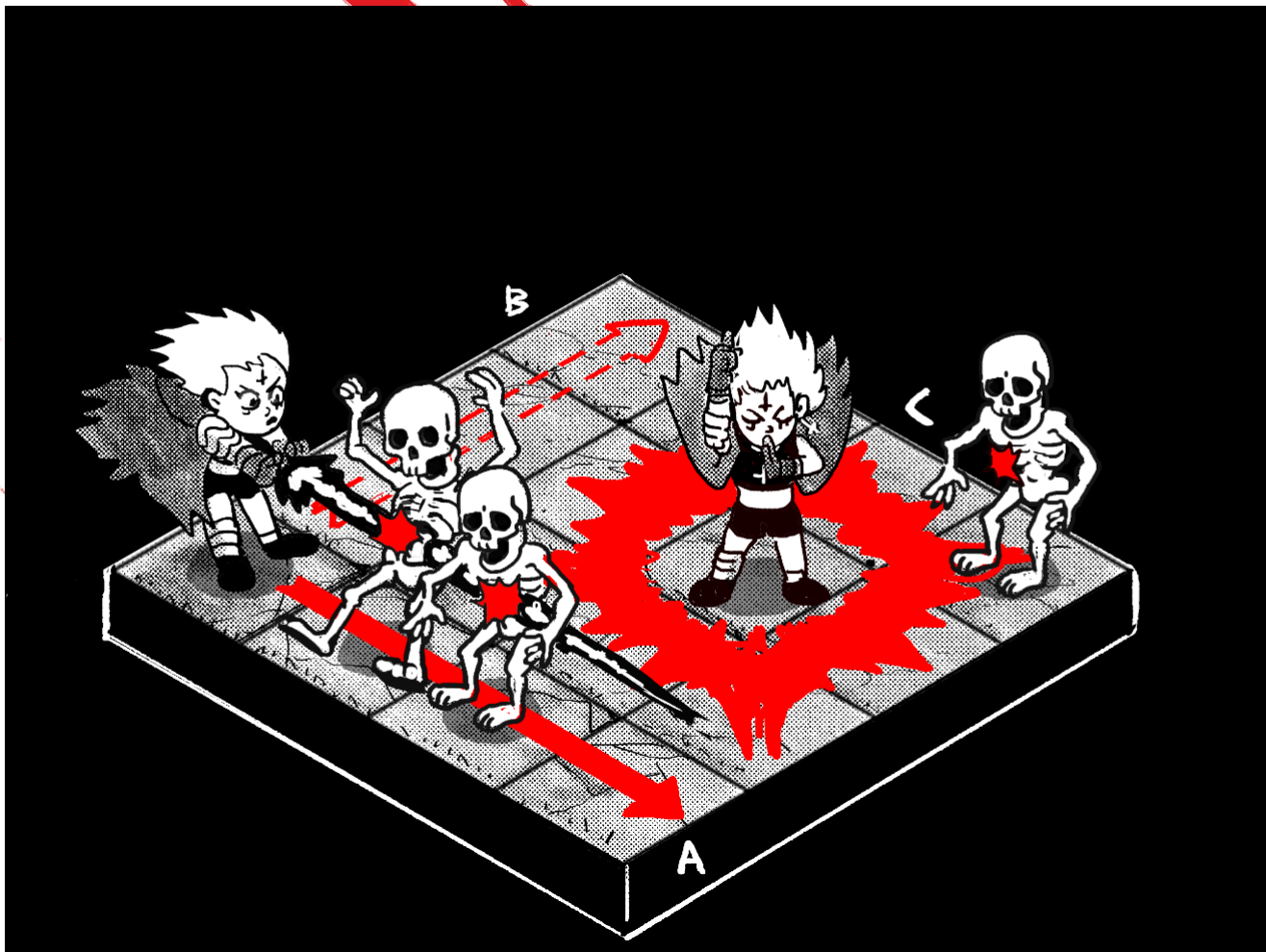
Abilities can target any unit or space that is inside its range and line of sight. If the ability has the melee tag, it can only be used on adjacent units or spaces.

- **Adjacency:** A unit is considered adjacent for targeting if it is within 1 space, even diagonally.

A lot of effects rely on adjacency. For other important tags:

- **Range** can be measured in any direction, including diagonally. Abilities have a **minimum range** of 1 by default, but may have a higher minimum range (range 2-4, for example, meaning adjacent characters or spaces cannot be targeted)
- **Melee** abilities can only target adjacent characters.

- Ranged abilities often cannot target adjacent characters and attacks gain **-1D** against characters in **cover**.
- Units can take **cover** against ranged attacks by moving next to a space that grants cover (by default an elevated space or a wall). If they do, draw an imaginary straight line across the battlefield lined up with where they are touching their cover. They gain cover against units in spaces past that line. Cover grants **-1D** on ranged attacks.
- **Line of sight** can be blocked by LoS blockers and some abilities. By default, these are created by walls (special terrain spaces). To check line of sight, draw a straight line from any corner of the square of your unit to any corner of the other unit. If the line passes so that it touches an LoS blocker (even the edge or corner of one), there is no line of sight.



1. A is a valid line, and hits both skeletons. B is also a valid line placement.
2. C is a splash centered on Penny, hitting skeleton C. Splashes can also occur around enemies targeted, like throwing a grenade or casting a curse

Splash and Line effects

Some ACT abilities inflict effects or damage in an area. These come in two forms, line and splash effects.

Line effects affect all units in a straight line, drawn in a straight compass direction from the ACTing unit of a certain number of spaces. Lines can't be drawn diagonally and don't penetrate through walls. They can be drawn over elevated spaces only if the ACTing unit is itself on an elevated space.

Splash effects affect all units adjacent to the targeted unit or space, but not the target itself. For example, if an ability inflicts 1 fire damage, then splash (target) 1 fire damage, all units adjacent to the targeted unit would take 1 fire damage, and the targeted unit would take 1 fire damage.

Damage

Most abilities and other effects inflict **damage**.

When abilities deal damage:

- It is subtracted directly from a target's **HP** (after armor or vitality).
- Damage can be increased. If damage is increased, it is listed as +X (for example, +1 or +2). Increasing damage inherits the base damage type and any properties it has, such as ignoring armor.
- Damage can also be applied multiple times. Abilities that apply damage multiple times say 'X damage, again'. Each time you deal damage this way, it can be increased (by +1 from strength for example) or decreased (by armor, for example). For example, an attack that deals 1 damage, then 1 damage again to a unit with 1 armor would deal no damage to it! However, by applying damage multiple times, a unit has multiple opportunities to increase damage (each time damage is dealt) and might be able to punch through armor or do massive damage.

Damage comes in three categories:

- The most common is physical damage. Unless otherwise noticed, all damage is physical.
- The next is magical damage, which is toxic, fire, curse, and holy.
- The last is devil damage.

Physical Armor reduces all physical damage taken by 1. **Magic Armor** reduces all toxic, fire, curse, and holy damage by 1. **Super armor** reduces *all* damage by 1.

Devil damage is its own category and cannot be *reduced, increased, or ignored* for any reason. Additionally units reduced to 0 hp by devil damage are instantly obliterated (don't leave a corpse token) and don't trigger any effects.

Tags

Most ACT abilities have tags that give some basic information about the ability. Tags usually simply show what type of ability an ability is (attack, curse, etc), range (range X or melee), or special effects that it has (push, pull, etc).

Tokens

Many ACT abilities and traits interact with **tokens**.

Tokens are simple positive or negative effects that can be tracked with a virtual tabletop tool, or in person with colored d6s placed on unit cards, a sheet of paper, or a note pad. There are six basic tokens, three positive and three negative. Each faction typically only interacts with two - strength and one other.

For example, the strength token grants +1 damage when dealing damage. The weak token grants -1 damage when dealing damage.

Tokens cancel each other out, like the above. A unit with 2 strength tokens would simply remove one if they gain a weak token, and vice versa.

Tokens have a static effect as long as you have at least one of those tokens. For example, a unit with 2 strength tokens would deal +1 damage when they deal damage, not +2. When they deal damage, they increase that damage by +1, then discard a token.

Spending a token is not optional, and tokens are always spent when their condition is satisfied. You can choose how to spend a token if multiple conditions trigger at once. For example, if 3 units are hit by a splash effect that deals 1 damage and the attacking unit has 1 strength, you can choose which of those units takes +1 damage from the strength.

Tokens:

- **Strength:** +1 damage, discard one after dealing damage.
- **Weak:** -1 damage, discard one after dealing damage.

Strength and weak cancel each other.

- **Vitality:** Take -1 damage, discard one after reducing damage this way.
- **Vulnerability:** Take +1 more damage, discard one after damage is increased this way.

Vitality and Vulnerability cancel each other.

- **Slow:** MOVE a max of 1 space, discard one after MOVEing.
- **Speed:** MOVE +2 more spaces, discard one after MOVEing.

Slow and speed cancel each other.

Special effects

Some effects from ACT abilities have special, tagged effects. For example:

- The *reload* effect is the CARCASS faction effect. It means this ability cannot be used again until reloaded, which requires sacrificing a MOVE.
- The *splash* effect inflicts damage or other effects on units adjacent to the target
- A *push* effect moves a unit 1 space away from the pushing effect
- Units that are *obliterated* don't leave a corpse, don't leave a SOUL, and don't trigger effects from being slain or reduced to 0 hp.
- The *curseproof* effect means a unit is immune to all damage and effects from curses

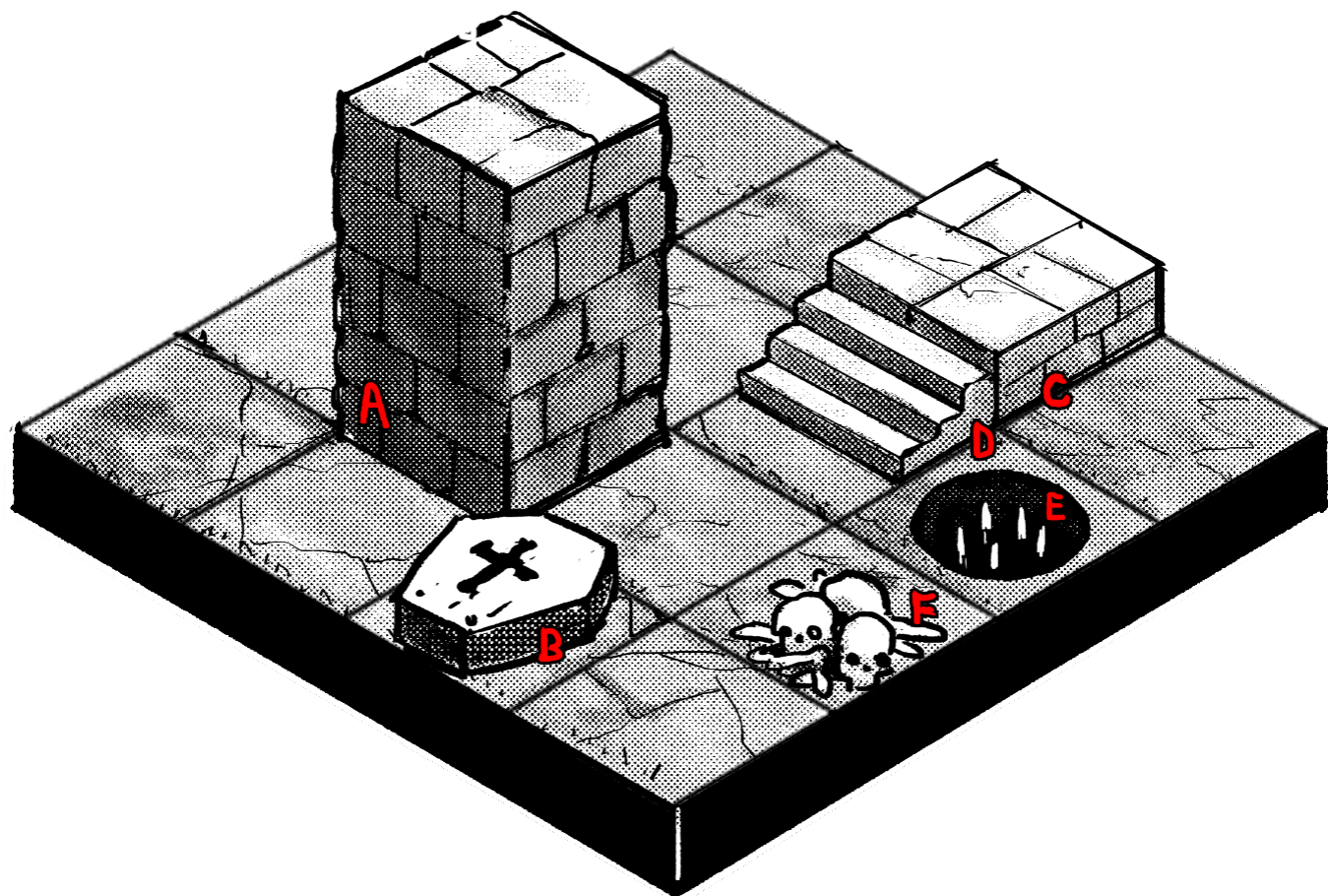
You can see a list of all a faction's special effects at the start of that faction's page. You only have to know those effects and tokens to play that faction, and many of them are common.

Creation effects

Some effects from ACT abilities create things, like walls, corpses, or special terrain spaces. When something is created by an ACT ability, it must be created in a space in line of sight and range that is currently unoccupied by a unit or a wall.

Start/End of turn effects

Some effects from abilities take place at the start or end of a unit's turn. In this case, the acting unit can choose which order they resolve in if multiple trigger at once.



Battlefield Rules

Special Battlefield Spaces

Most battlefield spaces do not have a type. However, when creating a battlefield, you may add these spaces, or they may be created by abilities:

- **(A): Wall:** This space blocks line of sight, provides cover, and provides obstruction. A wall can take damage and be targeted like a character and has 2 hp, but **does not trigger effects** and is immune to effects. It is automatically hit by attacks. Area effects like line, splash, etc still damage it as normal.
- **(B)(C): Elevated space:** This space has elevation, whether it is a hill, a walkway, or just an object that can be climbed on. Elevated has only one (abstracted) level, and spaces have the following rules:
 - It costs +1 movement to enter an elevated space from a ground space.
 - Elevated spaces can be used for cover by units on non-elevated spaces.
 - Elevation does not factor into range or adjacency.

- Attacks from elevated units against units in non-elevated spaces gain +1D, and attacks against characters on elevated spaces from non-elevated spaces gain -1D.
- Units cannot be pushed or pulled up elevation but can be pushed or pulled down elevation normally.
- **(D) Stairs:** You may optionally add a ramp or stairs space, which allows a character to skip elevation movement costs.
- **(E) Hazard:** A unit starting a turn in a Hazard space or entering such a space on their turn deals 1 damage to them, ignoring armor.
- **(F) Adverse terrain:** This space is slime, mud, water, a pit, etc and costs +1 more space to exit.

All terrain types can stack on top of each other.

- In addition, **bigger units** (2x2) are affected by terrain as long as at least one of their spaces is occupied by that terrain type, but they are only affected once. For example, a big unit starting its turn over two hazards would only take 1 damage, not 2.



The Necromancer

You are a dark wizard, an armed and armored scion of the brutal sacraments of un-life, with the sacrament of the necropolis and veins of black blood.

Unfortunately, you are still mortal. For now.

The Dark Master

You are a unit like any other unit. You take a unit turn and can MOVE, then ACT or MOVE again. However, there are some special rules regarding necromancers that make you a cut above your congregation:

The Center of the Unholy Mass

If you are slain, you are **defeated** and instantly lose. The dark magic, devil blood, or powerful pacts animating or controlling your congregation collapse and they disintegrate.

Fighting a necromancer, the old adage still stands: cut off the head and the body will die. However...

Body Block

If your necromancer is the primary target of a foe's ability and you're adjacent to one of your minions, you can redirect the ability to target your minion instead, regardless of the ability's range. This only works if you are the primary target of an ability. For example, if you are caught in a splash effect from an explosion, you wouldn't be able to redirect it unless you were directly targeted.

Use your minions like ablative armor - or don't. The choice is yours. Either way, you will be making use of their SOUL.

SOUL actions

Necromancers are a cut above their minions and are able to make use of every part of their congregation, even their immortal soul. This soul energy can be consumed to perform powerful rituals, curses, and attacks.

The streets of Anzenmezzeron are so suffused with the energy of death that even the ambient soul anima coursing through the city is enough to power some of these abilities - though your own minions will provide more.

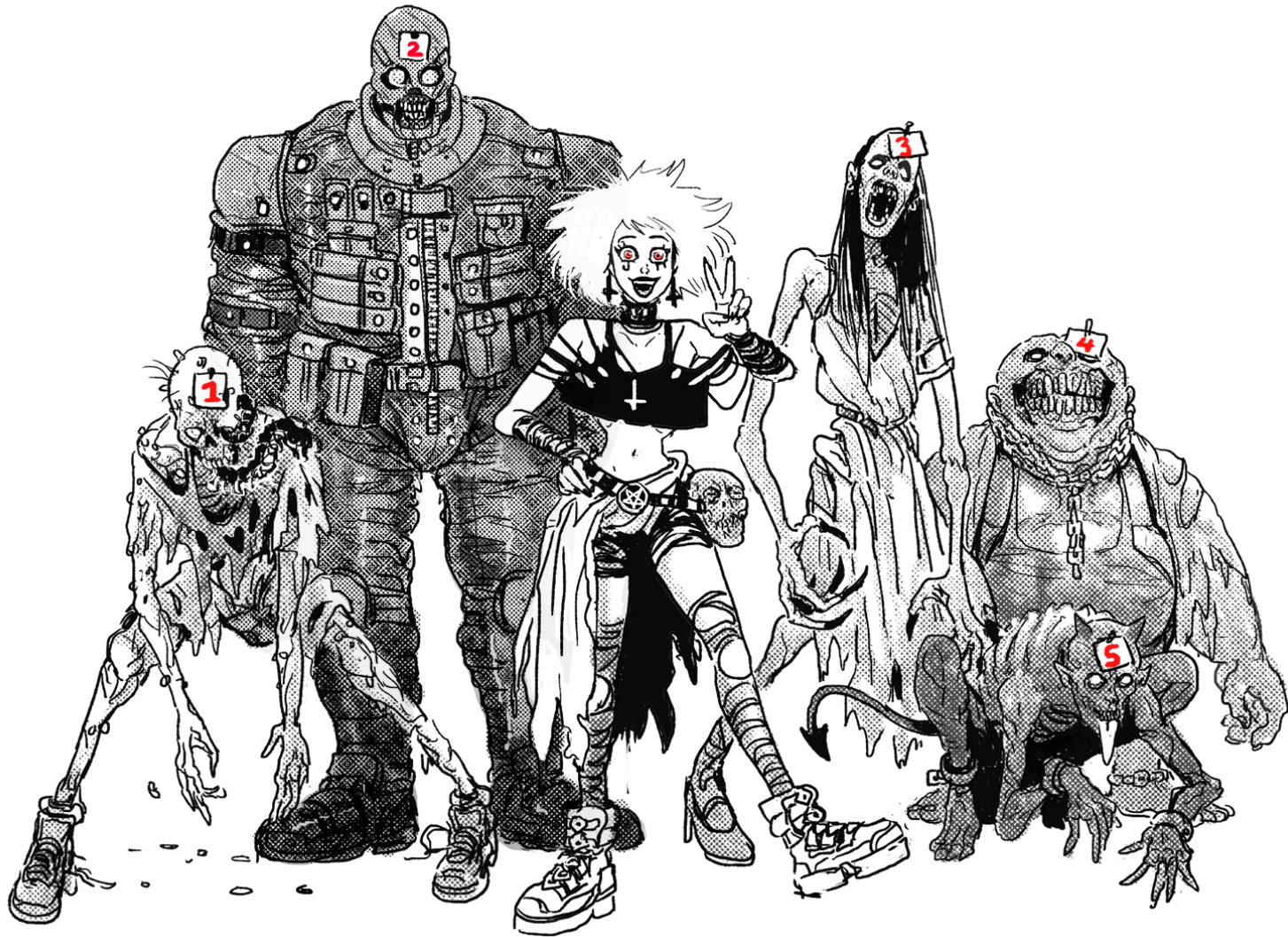
All necromancers are able to perform **SOUL abilities**. These are special actions that take SOUL to perform, but can be used multiple times a round, often on any turn.

- **SOUL Gather:** All necromancers gain +1 SOUL at the start of each round of combat starting with the second. You may use a d6 or effect tracker to track SOUL. A necromancer can't have more than 6 SOUL at once.
- **SOUL Harvest:** When any unit of your units is slain, gain +1 SOUL. You only get this benefit the first time a unit is slain in combat, and units that are obliterated don't give SOUL.
- **SOUL Consume:** You may consume one or more SOUL to use a SOUL ability. Unlike regular ACT abilities, these abilities don't take up your ACT slot! SOUL spent is spent at the start of the ability. SOUL abilities can be used at any point during your necromancer's turn, or sometimes during another unit's turn at a specific point listed in the ability - even during a foe's turn! However, you can only use one SOUL ability on any unit turn (either your necromancer's turn, an allied unit's turn, or a foe's turn). If it's your side's turn, your SOUL abilities resolve first, before your opponents' SOUL abilities have a chance to resolve, even if they triggered at the same time.

Abilities

Necromancer traits, SOUL abilities, and ACT abilities are customizable and they may learn additional abilities as they advance in Malice.

When you create your necromancer, you get basic abilities and a stat card depending on your house. Then, you may choose **one additional trait, SOUL, and ACT ability**. You may pick up additional ACT and SOUL abilities by spending Dark Power as you increase in Malice, but not traits - you only get one extra!



Raise the Dead!

Building your Dark Mass

Creating a Dark Mass for Maleghast is relatively simple.

- **Pick a house** for your necromancer, and gain the base stat card for that necromancer type. You gain 1 trait, 1 ACT ability, and two SOUL abilities. You may then make one more choice for each.
- **Pick units** to fill your remaining unit slots. You get 5 unit slots by default, or 4 if you're playing a larger game. Some have unit limits (see below) and some can be taken two for one (thralls).
- You can only pick units from your base house. If you're playing with Heresy, you can pick units from up to one other house.
- Then, gain dark power based on the Malice level of your battle (if playing at Loathing or higher). You can spend dark power one at a time to upgrade a unit type, or to gain a new necromancer ACT or SOUL ability. Units can

only choose one upgrade unless you're playing at Ultrahell Malice. .

- **Name your necromancer** and maybe some of your units if you're sentimental, or your Black Mass if you think it needs a name.

For your first battle, it is recommended you stick to only your base house (no heresy) and play at Spite (no upgrades).

House mechanics

Each house has its own play style, vibe, and unique mechanics. Go with whatever suits you!

Generally houses will interact with only two tokens, and two or three effects. Mix and match upgrades and abilities to find combinations that work for you that can create more powerful outcomes. When playing with Heresy, you can find combinations of houses that can become even more potent.

Unit Types and Limits

Units have basic types, which inform how they function, and a unit limit in parentheses, which is the maximum number you can take.

- **Thralls (Unlimited)** - Basic unit that can nevertheless be powerful. Though individually weaker, you get two thralls for one unit slot, so you can potentially deploy up to 10. They can also act two at a time. Since you get two units per slot with thralls, they are good for body blocking and for generating SOUL.
- **Scion (3)** - A specialist, elite unit with powerful abilities that play off its faction.
- **Freak (2)**- A support unit that is weak on its own, but increases the power of your other units or weakens enemy units.
- **Horror (2)**- Fast but fragile unit
- **Hunter (2)**- Ranged unit with high damage that is weak up close.
- **Tyrant (1)**- A powerhouse, large unit that takes up 4 spaces (2x2). You can only take one tyrant, though it still only takes one unit slot. Tyrants can disrupt formations, smash through walls, and deal lots of area of effect damage, and while generally very sturdy they have low defense.

Pick your Poison

Maleghast has several default game modes and scenarios. Game mode mostly affects map size, initiative order, and unit count.

BASIC MODES

Duel	
A 1v1 Match	
Map Size:	8x8
Deployment	Deploy on opposite sides of the map, up to two spaces from the edge
Unit Limit	5 slots + necromancer

Brawl	
A 2v2 Match. Initiative, turns, and victory conditions are tracked for each side.	
Map Size:	10x10
Deployment	Each side deploys on one opposite side of the map, up to two spaces from the edge
Unit Limit	4 slots + necromancer

- **Optional rule for 2v2 mode: Possession:** When a necromancer is slain, they still track SOUL and may take SOUL actions, acting with their allied necromancer who is still alive.

BASIC SCENARIOS

Slaughter	
Free for all, from 2-4 players	
Map Size:	10x10
Deployment	The side that wins initiative choose who goes first. The first player deploys first, and may choose a side of the map to deploy on. Each subsequent player then chooses a side of the map. Players may deploy up to 2 spaces from the edge and 2 spaces from enemy units.
Unit Limit	4 slots + necromancer

Murder	
A very basic scenario	
Victory Condition	Slay the other necromancer

Blood Grinder	
A scenario that tests mass slaughter	
Victory Condition	Units may return to the battlefield if slain or obliterated, placed in their deployment zone. Slaying a unit scores points (1 for a thrall, 2 for any other unit, 5 for a necromancer). Most points at the end of round 6 wins.

Treasure Hunt	
A scenario that tests decision making	
Victory Condition	Place four one space objective markers, one in each quadrant of the map. Units in or adjacent to an objective marker may search the marker for treasure once for free during their turn, gaining a treasure token on a 3+. Units may drop or pick up treasure tokens by entering or exiting their space, and drop them all when they are slain. At the end of the game, the side holding the most treasure tokens (dropped treasure doesn't count) wins.

HAUNTS

Special scenarios that can add extra twists to a fight. You can use these examples to write your own. These scenarios use 6x8 maps for quicker action. Roll D6 or choose:

KEY

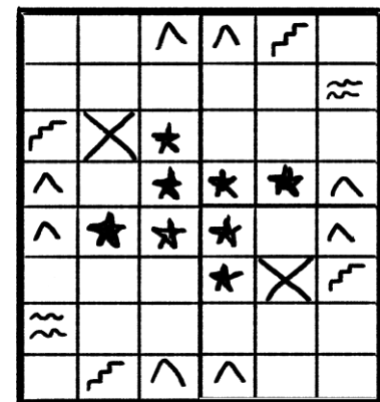
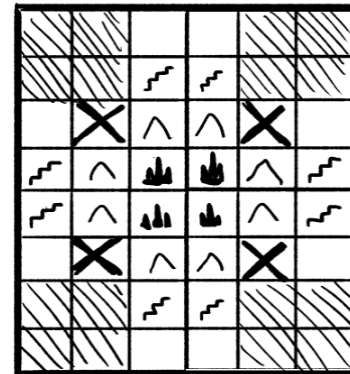
	elevation		stair
	special zone		wall
	adverse terrain		hazard
	objective		

I. Pools of Obliteration

These pools boil over with dark magic.



Units may respawn in any free space in any special zone at the start of the round. Score points for units slain (1 thrall, 2 all others, 5 for necromancer). Units standing in special zones take +1 damage from all sources. Most points at the end of round 6 wins.



II. Bone Feeder

A tarsal ghoul has threatened to kill you both if you don't bring them enough food. Bad luck!



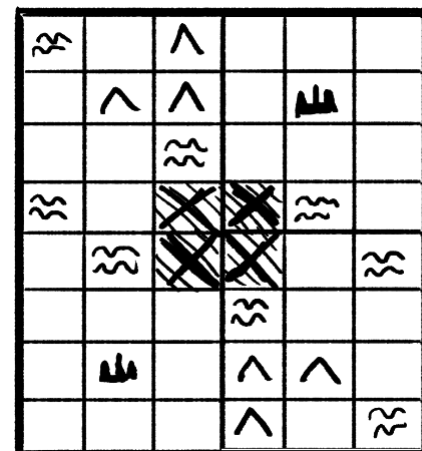
Collect the bones of the dead from coffin spaces. While standing in a special space, a unit may roll for free once during their turn to search for bones (3+ finds one, 6 finds two). Units can escape from map with bones and turn them in by spending 1 space of movement at the map edge, but then are removed from the battle. Units can drop or pick up bones by entering or exiting their space and drop them when they are slain. Game ends if one side manages to turn in five bones.

III. Old Maggie

The colossal necrotroll Old Maggie sits asleep in the middle of the map. Even slumbering, she can swat your army into a paste.

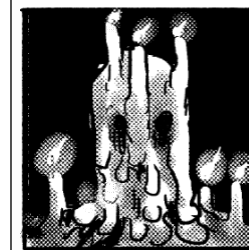


Old Maggie sits in the middle of the map, counting as a 4x4 indestructible wall. Any unit that would get pushed or pulled into Old Maggie or that would enter any of space of her for any reason takes 2 damage, ignoring armor. If you don't slay the opposing necromancer by the end of round 6, Maggie gets up and eats both of you, forcing the draw.

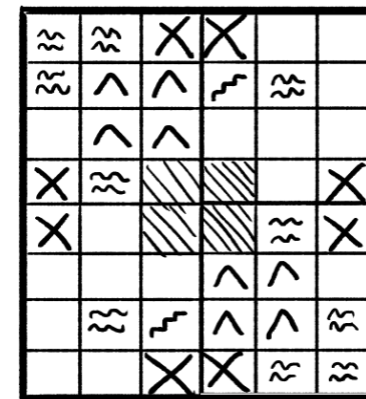


IV. HEADS! HEADS! HEADS!

Heads! Heads! Heads!



The Pate Collector demands heads. Unit can saw off an adjacent corpse's head once for free during their turn. Track heads carried as tokens. Unit can deliver any heads carried by ACTing in the center special zone. Heads can be dropped or picked up by entering or exiting their space or are also dropped when a unit is slain. Game ends when one side scores victory by turning in 6 heads.

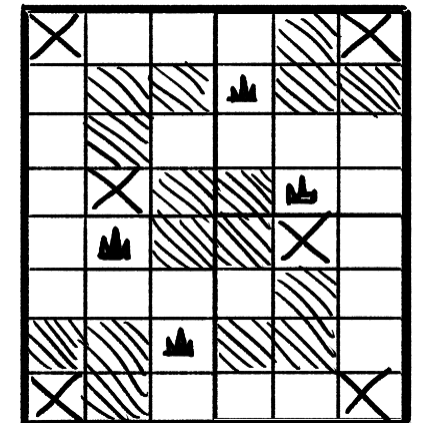


V. Thorn forest

Thick bloodoak trees cover this area, remnants of dead sinners who have mutated from repeated death.

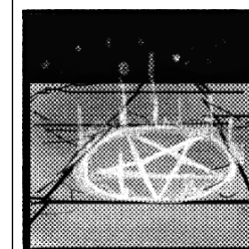


Thick blood thorns cover this area. The special zones are thorn forests that block line of sight into, out of, or across the zone. Units inside a zone can see each other normally. Use basic scenarios for victory conditions.

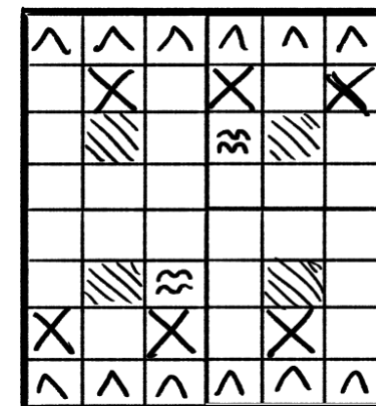


VI. Invigorating Spirits

An unfinished ritual site



Loose necrotic magic permits this place. The map has 4 tiles that grant a unit 1 vigor if they end their turn there. Use basic scenarios for victory conditions.



Next:





C.A.R.C.A.S.S.

A legendary private military company, **C.A.R.C.A.S.S.** rely on the power of their house's pact with their commanding officer Carcenkarrion, the bone carapace devil. Their skeletons fuse and grow over time and must be trimmed and cultivated with forbidden Bone Tactics Bible techniques. With this ability, they are able to create incredibly powerful fusions of bone and metal - weapon-laden constructs and re-animate marksmen. They are well known for their signature power armor, their formation tactics, their mastery of gun kata, and their stratagems, which rely primarily on liberal application of overwhelming firepower.

Playstyle:

Ranged dominance.

Faction Soundtrack

Within Destruction - *No Way Out (AMV)*

BABYMETAL - *Megitsune*

Igorrr - *Dorohedoro*

Special mechanic:

Formation: While adjacent to an ally, gain +1D on attacks.


Special tags:

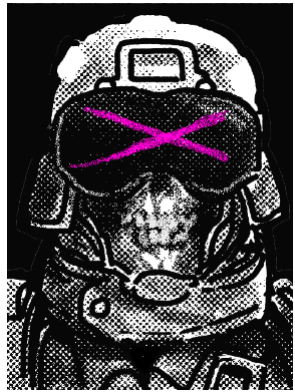
Reload: Once used, a unit cannot use any ability with this tag until it reloads. To reload, sacrifice a MOVE. Other abilities may allow a reload for free.

Headshot: Effect that triggers when rolling a 6 on the final attack roll.

Other mechanics:

- **Line:** Affects all units in a line. Lines can only be drawn in orthogonal (compass) directions and can only be drawn from one of those spaces - in other words, no diagonals.
- **Obliterate:** A unit that is obliterated leaves neither body nor SOUL and does not trigger effects that trigger when they are slain or reduced to 0 hp.
- **Push:** Involuntarily push unit a number of spaces, as long as each space of the push is further away from the pushing unit or effect than the last space. Does not count as moving.
- **Splash:** Affects all adjacent units, but not the target. Can be splash (target) or splash (self).
- **Strength (token):** +1 damage, discard one after dealing damage
- **Vulnerable (token):** Take +1 more damage, discard one after damage is increased this way





Gunwright

CARCASS Thrall

MU	AP	DF	ARM
2	2	4+	-

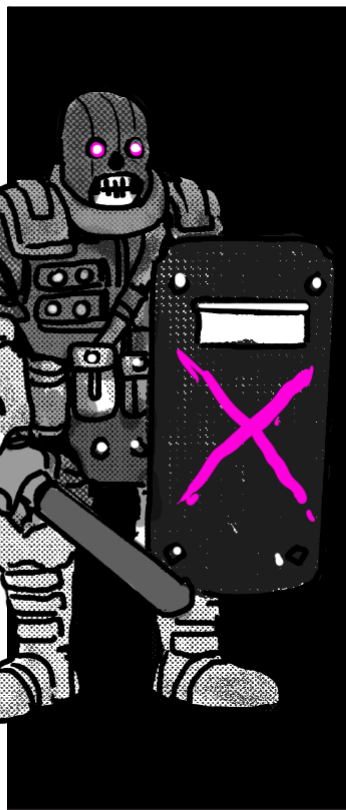
Traits

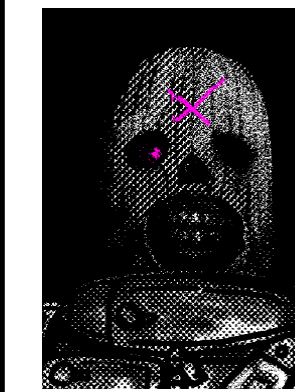
- Formation
- Thrall: 2 of these units are worth 1 unit slot. Can be activated two at a time.

ACT Abilities

OL45: Attack, range 2-3, reload
On hit: 1 damage, ignoring armor. Headshot: inflict 1 vulnerable
Baton: Push, melee
Effect: Push 1 and (3+) inflict 1 vulnerable.

Brace	Tactical Reload	Scavenge Ammo
While in cover, attacks gain +1 max range and push 1 on hit.	Gain Headshot: reload and gain 1 strength	May consume one adjacent corpse before or after ACTing to reload and gain 1 strength.





Enforcer

CARCASS Scion

MU	AP	DF	ARM
3	4	3+	PHYS


Traits


- Formation

ACT Abilities

Skull Crack: Attack, melee, push
On hit: 2 damage and push 1. Headshot: push 2
Flashbang: Range 2-3, Reload, splash
Effect: 1 fire damage and 1 vulnerable, then Splash (target): push 1 away from target.
Shieldwall: Self
Effect: Until start of this unit's next turn, this unit cannot MOVE, step, or be pushed or pulled, gains cover, and grants cover to adjacent allies from all directions.

Shield Charge	Bulwark	Bone Dust Napalm
Unit may step 1 before using Skull Crack and it gains splash (self) push foes 1	Shieldwall also clears up to two negative tokens on self or adjacent allies.	Flashbang deals 1 splash fire damage but no longer deals vuln or damage to its main target.





Ammo Goblin

CARCASS Freak

MU	AP	DF	ARM
3	4	4+	-

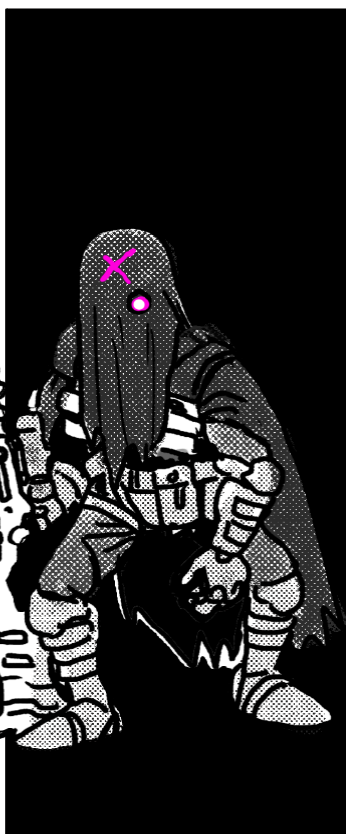
Traits

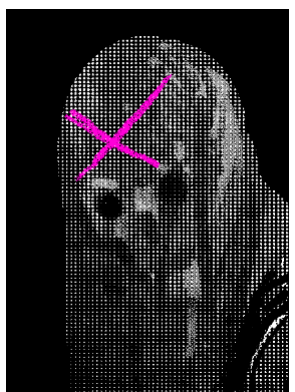
- Formation

ACT Abilities

Regurgitate Ammo: Range 3
Effect: A unit in range reloads and gains one, (6+) or two strength.
Bone Shards: Curse, Range 3
Effect: Unit takes 1 damage after any ACT ability resolves that pushes or pulls them. Lasts until end of this units next turn or until this unit has taken 3 damage this way.
Destructive Glee: Self
Effect: Step 1, then Splash (self): 1 fire damage, push 1, and inflict 1 vulnerable, then self is obliterated.

Vomit Bullets	Napalm Injector	Hot Chamber
Bone shards gains effect: (4+) push 1, (6) push 1 again.	Destructive Glee's splash effect gains effect (4+): +1 fire damage (6+): and +1 vulnerable	Regurgitate Ammo can target two different adjacent units, but no longer grants strength.





Barrelform

CARCASS Hunter

MU	AP	DF	ARM
2	4	4+	-

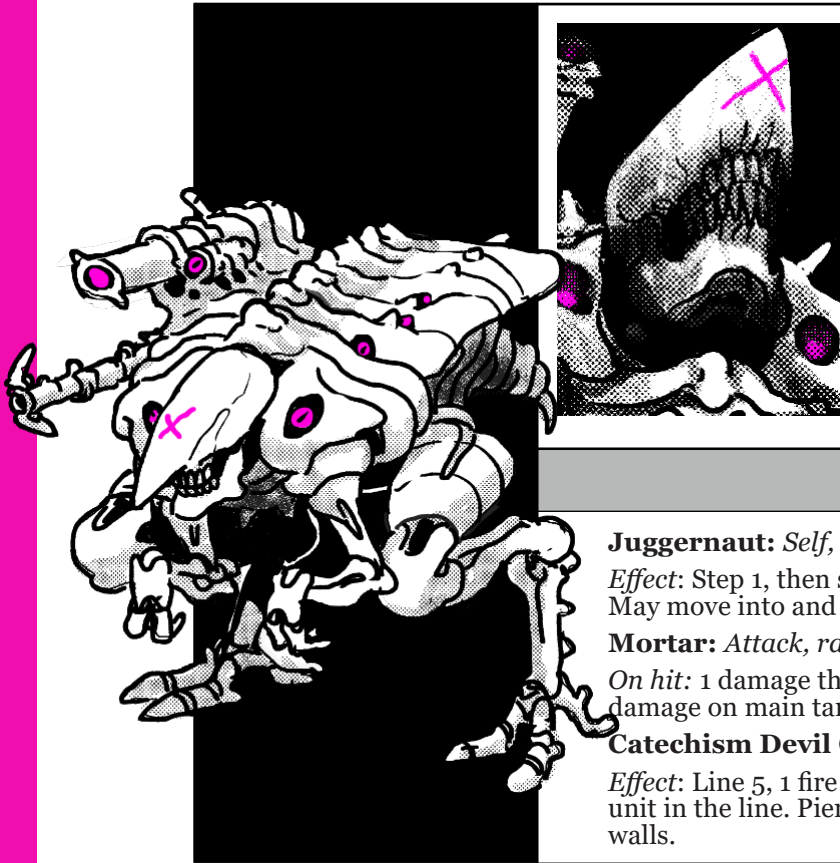
Traits

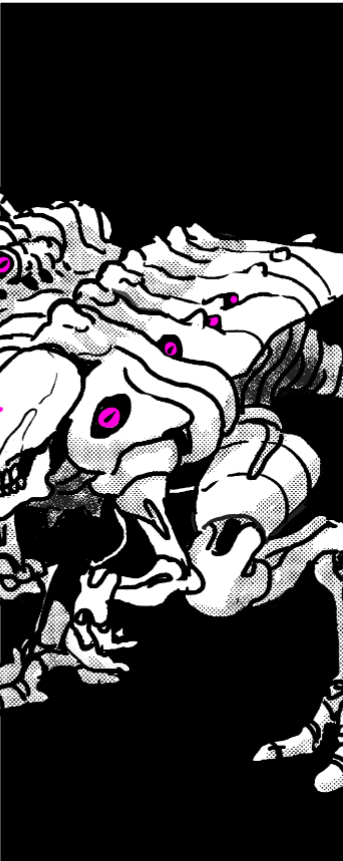

- Formation


ACT Abilities

Snipe: Attack, range 2-4, reload
On hit: 2 damage. Headshot: and inflict 1 vulnerable.
Transform to Gun: Self
Effect: Unit becomes unable to MOVE or step, but ranged abilities gain +2 maximum range and ignore armor and cover. It can end this effect by sacrificing a MOVE, but if it does, it loses all associate effects.
Deathmark: Curse, Range 2-4
Effect: Inflict 2 vulnerable, (3+): 3 vulnerable, (5+): Remove any vitality first.

Claw Pitons	Extended Barrel	Caliber Up
Transform to Gun makes this unit immune to push and pull.	Snipe gains +1D when this unit is in cover, and -1D when it is not.	Snipe gains push 1 and Headshot: push 2



					<h1>CGIS Weapon</h1>	
	CARCASS Tyrant					
	MU	AP	DF	ARM		
	3	6	2+	PHYS		
	Traits					
	<ul style="list-style-type: none">• Formation• Siege Shield: May be used as a cover object by allies• Tyrant: 2x2 unit					
ACT Abilities						
<p>Juggernaut: Self, Push <i>Effect:</i> Step 1, then splash (self) push foes 1. (5+) push foes 2. May move into and destroy walls with this step.</p> <p>Mortar: Attack, range 2-3, reload <i>On hit:</i> 1 damage then Splash: 1 fire damage. <i>Headshot:</i> +1 damage on main target</p> <p>Catechism Devil Cannon: Line, reload <i>Effect:</i> Line 5, 1 fire damage. and inflicts 1 vulnerable on the first unit in the line. Pierces through walls and can target through walls.</p>						
Fortify		Heavy Caliber Cannon		Gunner Pivot		
Juggernaut also clears all negative tokens.		Catechism pushes all units in the line 1 space and destroys all walls.		When at least one ally is adjacent to this unit, Mortar ignores cover.		

	Operator			
	CARCASS Necromancer			
	MU	AP	DF	ARM
	4	8	4+	PHYS
	Traits			
	<ul style="list-style-type: none">FormationHot Clip: Once a round, reloading grants you 1 strength and causes your next attack to inflict +1 vulnerable on hit. + Choose One More			
	ACT Abilities			
<p>Akimbo: Attack, range 2-4, reload. On hit: 2 damage. Effect (4+): One other foe in range takes 1 damage, (6+) one other foe in range takes 1 damage.</p> + Choose One More				
SOUL Abilities				
<p>Reload Slide (1 SOUL): Own or allied turn. Effect: Step 1, then you or an adjacent ally reload.</p> <p>Bullet Time (3 SOUL): Own turn. Effect: Clear one (5+) or two negative tokens. Ranged attacks automatically miss you until the end of your next turn (5+) and you are immune to splash and line damage for the duration.</p> + Choose One More				

TYRANT

NECROMANCER

Bonus Trait
<ul style="list-style-type: none">Bone Wall: You can use your units as cover. While in cover your abilities gain +2 range.Gun Kata: Ranged attacks gain a minimum range of 1 and push units 1 if they are adjacentClutch Reload: Your ranged attacks gain headshot: reload

ACT Upgrades
<ul style="list-style-type: none">Grenade jump: Self. Effect: Splash (self): 1 fire damage, then step 2 with free movement.Armor Lock: Self. Effect: Push all adjacent foes 1. Until the end of your next turn, you gain super armor, cover from all directions, and allied units can use as a cover object. You cannot MOVE, step or be pushed or pulled for the same duration.Devil Bullet: Self. Effect: Reload. Your next attack ignores armor, and automatically triggers headshot effects on hit.Superkick: Melee. Effect: Push an adjacent unit 3. Foes gain 1 vulnerable if they would be pushed into a wall or elevated space.LV4 living cannon: Attack, range 3-6, reload*. On hit: 1 fire damage and 1 vulnerable. Splash (target): 1 fire damage. Headshot: Splash (target) 1 vulnerable. *Effect: Must reload twice before this is usable.SG88 two barrel shotgun: Attack, range 2-2, reload. On hit: 1 damage, then 1 damage. Effect: push 1, then push 1. Headshot: ReloadUnholy Sixgun: Attack, Range 2-4, reload. On hit: 2 damage. Headshot: this attack deals +1 base damage on hit for the rest of combat, up to a maximum of 4.

SOUL Upgrades
<ul style="list-style-type: none">Double Tap (1 SOUL): Any turn. Trigger: you reduce a unit to exactly 1 hp. Effect: you may immediately activate this ability to deal 1 damage to it, ignoring armor.Frag Bullet: (1 SOUL): Own Turn. Trigger: You hit an attack. Effect: Target gains 3 vulnerable after the ability resolves.Bullet hustle (2 SOUL): Any turn. Trigger: After any unit MOVEs. Effect: Step 2, then deal 1 damage to a unit in range 3.Overwatch (3 SOUL): Own turn. Effect: Reload. Until the start of your next turn, enemy units entering adjacent spaces without being pushed or pulled there take 1 damage and are pushed 1, interrupting their movement. This effect can only trigger once a turn.Bullet Sonata (4 SOUL): Own turn. Effect: Every foe in range 2 takes 1 damage, ignoring armor, and is pushed 1.S.T.G. (6 SOUL): Own turn. Trigger: Headshot. Effect: Deal 6 devil damage to the targeted unit, sending them Straight to the Grave.



GOREGRINDERS

The Goregrinders are brutal, ferocious necro-warriors and speed freaks that gain their power from paying tithe to the Corpse Piler, an ancient and colossal devil that squats over the cavernous machine forges, close to the hell side of the city. By fusing their own flesh and that of their minions with black-metal blades, devil blood injectors, and infernal engines, they pay homage their machine god and are capable of wielding unbelievable power - at a steep price, as they are always teetering on the brink of igniting in their own fierce blaze.

Playstyle

Aggressive melee.

Soundtrack

Signs of the Swarm - *Tower of Torsos*
Shadow of Intent - *Intensified Genocide*
Cannibal Corpse - *I will kill you*

Special Mechanic

Blood Rage: If a unit with this trait is reduced to 0 hp, they are not slain, but instead gain 1 strength and remain at 0 hp, no matter how much damage they took. If they take any further damage at 0 hp, they are slain as normal.

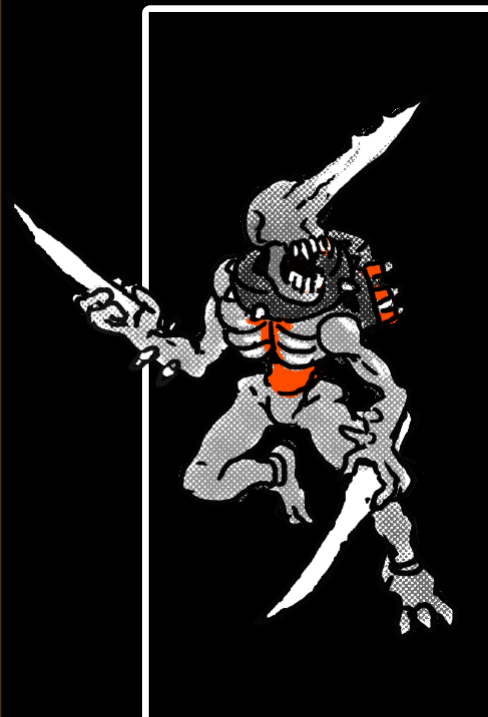
Special Tags


Berserk: After a berserk unit ACTs, it splashes (self) 1 damage, then discards a berserk token. This damage can't be increased in any way. If this effect does not damage any other characters, it deals 1 damage to itself instead, ignoring armor. Berserk counts as a positive and a negative token.

Retaliation: After any ability resolves that damages this unit, this unit deals 1 damage back to the ability's owner, even if this unit was slain.

Other mechanics:

- **Curseproof:** Immune to damage and effects from enemy Curses.
- **Line:** Affects all units in a line. Lines can only be drawn in orthogonal (compass) directions and can only be drawn from one of those spaces - in other words, no diagonals.
- **Obliterate:** A unit that is obliterated leaves neither body nor SOUL and does not trigger effects that trigger when they are slain or reduced to 0 hp.
- **Pull:** Involuntarily pull unit a number of spaces, as long as each space of the pull is closer to the pulling unit or effect than the last space. Does not count as moving.
- **Splash:** Affects all adjacent units, but not the target. Can be splash (target) or splash (self).
- **Speed (token):** MOVE +2 more space when MOVEing, discard one after MOVEing.
- **Strength (token):** +1 damage, discard one after dealing damage.





WARHEAD

Goregrinder Thrall

MU	AP	DF	ARM
4	1	3+	-

Traits

- Blood Rage
- Thrall: 2 of these units are worth 1 unit slot. Can be activated two at a time.

ACT Abilities

Charge: Self

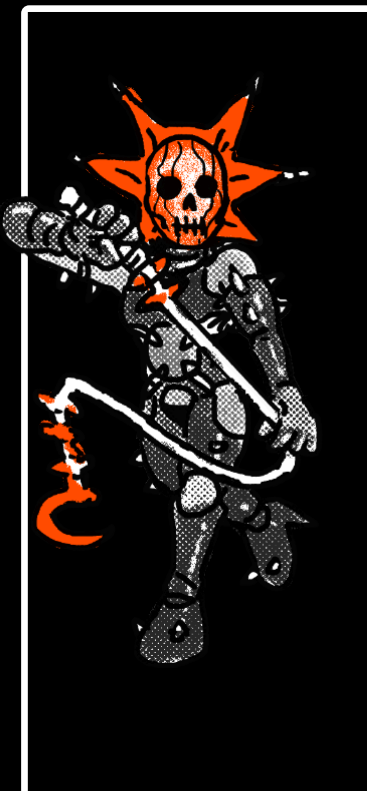
Effect: MOVE as far as possible in a straight line, passing through units. Then, units passed through during this move take 1 damage.

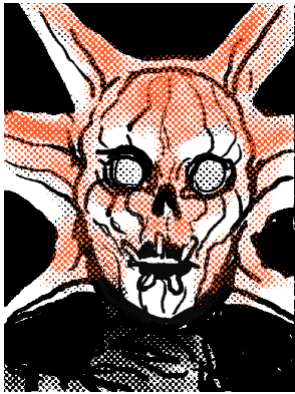
Cleave: Melee, attack

On hit: 1 damage and 1 damage to another adjacent unit.

Bladed	Overclocked	Cobotomized
Charge has a (5+) chance to grant <i>retaliation</i> until the start of its next turn.	At 1 hp or lower, gain <i>free movement</i>	Gain <i>Curseproof</i>

THRALL





PAIN GROUND

Goregrinder Freak

MU	AP	DF	ARM
4	4	3+	-

Traits

- Blood Rage

ACT Abilities

Pain Frenzy: Curse, Range 3

Effect: Unit gains 2 *berserk* or 2 *speed*.

Cauterize: Curse, Range 3


Effect: Clear all negative tokens on self or a unit, then deal 1 fire damage to them. This damage can't slay a unit.

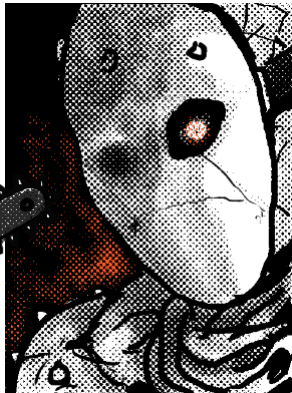
Meat Hook: Pull, Range 2-3

Effect: Pull unit 3

Stim haze	Frenzy hook	Adrenalize
At 1 hp or lower, self and adjacent allies become <i>curseproof</i>	At 1 hp or lower, Meat Hook can pull up to three units	Allies gain 1 <i>speed</i> per negative token removed from Cauterize

FREAK





CARNIFEX

Goregrinder Scion

MU	AP	DF	ARM
4	4	3+	-

Traits

- Blood Rage

ACT Abilities

Rev: Self

Effect: Gain 1 strength and speed (5+) and *retaliation* until the start of this unit's next turn.

Chainsaw: Melee, attack


On hit: 1 damage, Effect: (4+): 1 damage again, (6+): 1 damage again

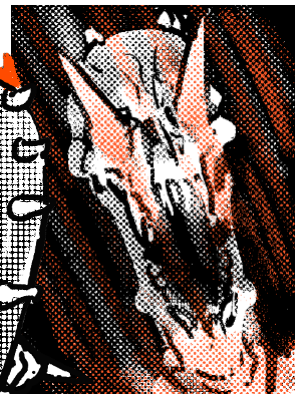
Wild Slashes: Self

Effect: MOVE as far as possible in a straight line. Then, all units adjacent to any space of this MOVE take 1 fire damage.

heavy swing	Rile	Bloody Teeth
May step 1 before and after using Chainsaw.	Rev grants one (5+) or two <i>berserk</i> .	At 0 hp, damage ignores all armor.

SCION





PAINWHEEL

Goregrinder Horror

MU	AP	DF	ARM
5	4	3+	-

Traits

- Blood Rage
- Hellwheel: This unit may spend speed tokens as strength. May pass through units but not end their turn in their spaces.

ACT Abilities

Exfoliate: Melee, Attack

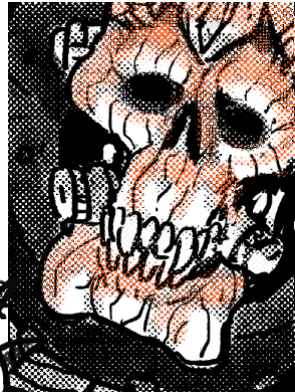
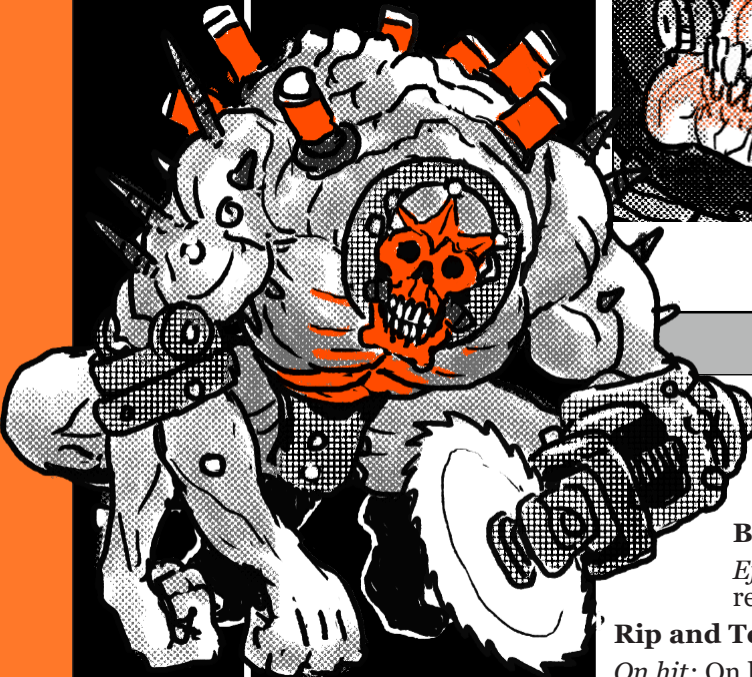
On hit: 1 damage. Effect: (4+) 1 damage again. (6+) 1 damage again.

Spin Out: Self

Effect: Unit MOVES as far as possible in a straight line. The first enemy unit this unit passes through during this MOVE takes 1 fire damage. Then this unit gains 2 *speed*.

Barbed Wheel	Endless Screaming	hurtle
Spin Out may pull a unit in range 3 one space before its MOVE	Spin out grants 1 <i>berserk</i>	At 1 hp, may MOVE again for free at any point during turn

HORROR



BERSERKER

Goregrinder Tyrant

MU	AP	DF	ARM
4	6	2+	-

Traits

- Blood Rage
- Steaming Rage: When taking damage, gain 1 berserk and 1 strength. This effect can't trigger more than one a round.
- Tyrant: 2x2 unit

ACT Abilities


Pulverize: Self
Effect: Pull all units in range 2 one space towards this unit. Then splash (self): 1 fire damage and destroy all adjacent walls.

Building Rage: Self, retaliation
Effect: Gain 1 strength and 1 berserk, (4+) then gain retaliation until end of this unit's next turn.

Rip and Tear: Melee, Attack
On hit: On hit, 2 damage. Deal 1 damage again if this unit has 3 or less hp, then deal 1 damage again if it is at 1 hp or less.

Machineheart	Fuel Injectors	Bifurcate
At 1 hp or lower, gains super armor.	May step 2 before using Pulverize	Rip and Tear obliterates units that it reduces to 0 hp.

TYRANT



WARCORD

Goregrinder Necromancer

MU	AP	DF	ARM
4	10	3+	-

Traits

- Blood Rage
- Fueled by Rage: Gain 1 berserk token at the start of your turn. You may spend berserk tokens as speed tokens.
- + Choose One More

ACT Abilities

Superheated Chainblade: Attack, Melee. On hit: 1 damage, *Effect:* (4+): 1 fire damage again, (6+): 1 fire damage again
+ Choose one more

SOUL Abilities

- Ignite (1 SOUL): Own or allied turn, Range 3: Effect:** Deal 1 fire damage to self or a unit in range, ignoring armor. That damage cannot slay them. Unit gains 1 berserk, and 1 speed.
- Glory Kill (3 SOUL): Own or allied turn: Effect:** Obliterate an adjacent unit at 1 hp or lower. Gain 2 strength, then step 2.
- + Choose One More

NECROMANCER

Bonus Trait

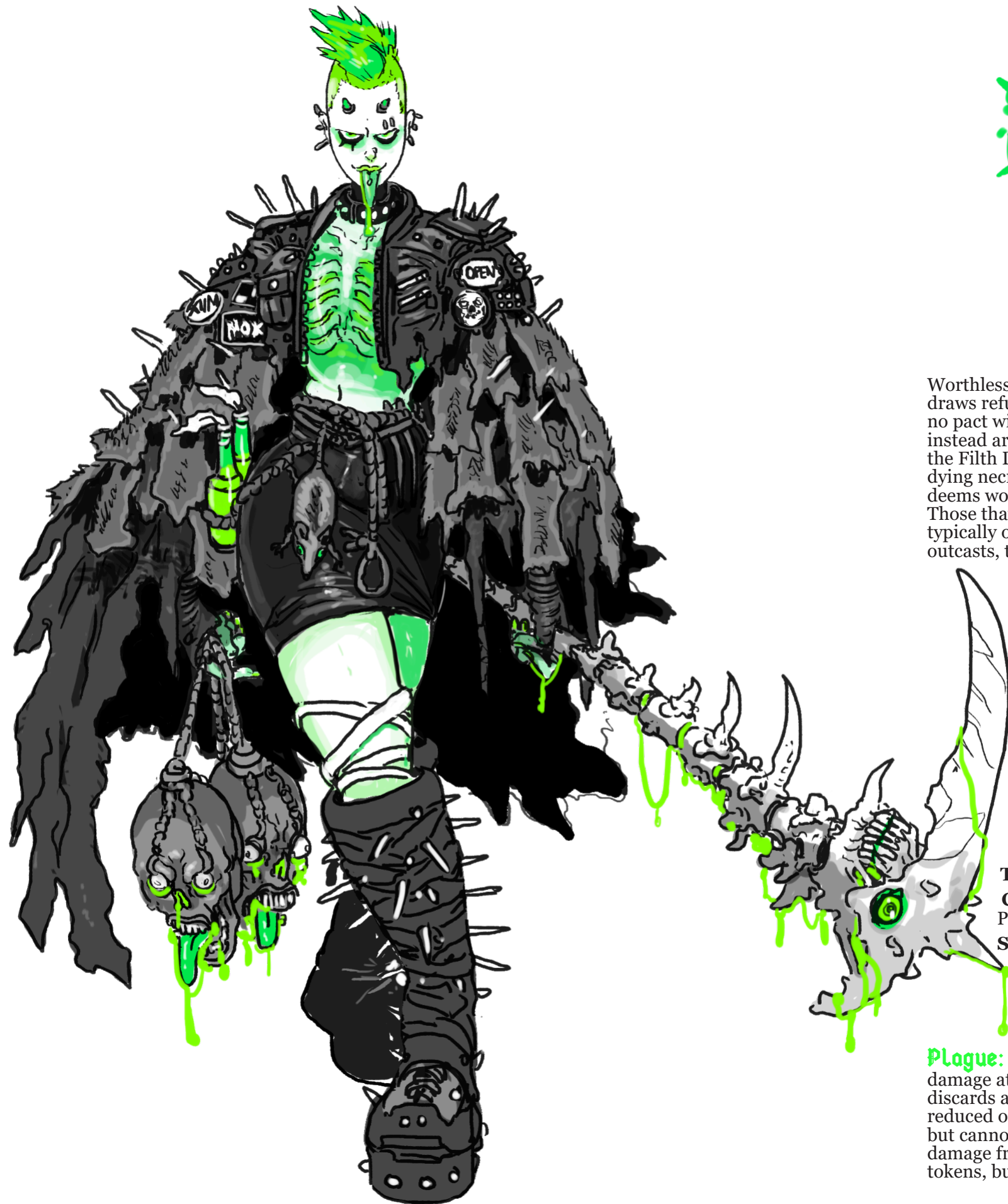
- Nerve Twitch:** At 3 hp or lower, DF increases to 5+.
- Blood Drinker:** Slaying a unit clears a negative token.
- Blood Rush:** At 3 hp or lower, gain retaliation.

ACT Upgrades

- Quench: Self. Effect:** Convert up to 3 negative tokens on self or adjacent allies to speed or strength tokens. Then this unit becomes curseproof until the start of its next turn.
- Frenzy Chain: Range 3.** Pull a unit in range 2 spaces. *Effect (3+):* Pull another unit. (5+): Pull another unit.
- Furious Roar: Self.** Destroy all adjacent walls. Then, self and two other adjacent units may step 1 and gain 1 speed.
- Apoplexy: Self.** Gain 1 strength and 1 berserk, then double all berserk and strength tokens.
- Pilebunker: Attack, melee. On hit:** 2 damage, then 1 fire damage again. *Effect:* This attack rolls -1D.
- Saw Toothed Slayer Axe: Line 4. Line:** 1 damage. If only one unit is caught in the area, increase this damage to 2 instead and this line destroys walls.
- Spine Devil Blade: Attack, melee. On hit:** 1 fire damage. *Effect:* Increase this damage by +1 on hit for every 3 hp this unit is missing. If this unit is at 0 hp, this damage obliterates its target if it slays them.

SOUL Upgrades

- Hellrider Kick (1 SOUL): Own or allied turn. Effect:** MOVE with free movement, then deal 1 fire damage to an adjacent foe.
- Overclock (1 SOUL): Own or allied turn, range 3. Effect:** Self or unit in range gains 2 speed. If the unit is at 1 hp or lower, splash (target): 1 fire damage.
- Gorebather (2 SOUL): Any turn: Trigger:** You slay a unit. *Effect:* Step 1. All allied units anywhere may step 1.
- Killing Spree (3 SOUL): Any turn. Trigger:** After a unit ACTs. *Effect:* Step 1, then deal 1 damage to an adjacent unit, ignoring armor. Speed can be spent to extend this step by +2. If that unit is slain, repeat this effect. It can repeat any number of times.
- Blood Boil (4 SOUL): Any turn: Trigger:** Unit is slain. *Effect:* Unit is not slain but remains at 0 hp and becomes immune to all damage. At the end of its next turn, it explodes, obliterating it, and dealing splash (self): 1 fire damage.
- Devil Impact (6 SOUL): Deal 6 devil damage to an adjacent unit. Then deal 6 devil damage to yourself.**



Worthless trash that draw their power as a gutter draws refuse. Unlike other necromancers, they have no pact with a powerful devil for their abilities, but instead are granted it freely and almost randomly by the Filth Devil, who siphons it away from dead and dying necromancers, and imbues it into those it deems worthy in a mockery of the Black Sacrament. Those that pray for or receive this power are typically on the underbelly of society - beggars, outcasts, the destitute, lost, and depraved.

Some say the Filth Devil created the Gargamox to cull the hubris of other necromancers and remind them of their origins. Ultimately, they are no less powerful than other necromancers, despite the defiled nature of their power, and make up a powerful House, one able to wield the Plague Winds that can scour flesh from bone.

Playstyle

Area denial and damage over time.

Soundtrack:

The Black Dahlia Murder - *Verminous*

Cattle Decapitation - *Bring Back the Plague*

Scumfuck - *Sewage*

Special Mechanic:

Plague: Units affected by plague take 1 toxic damage at the end of their turn, then that unit discards a plague token. This damage cannot be reduced or ignored in any way (by tokens or armor) but cannot slay a unit. Gargamox units don't take damage from plague and don't remove plague tokens, but can still be affected by plague.


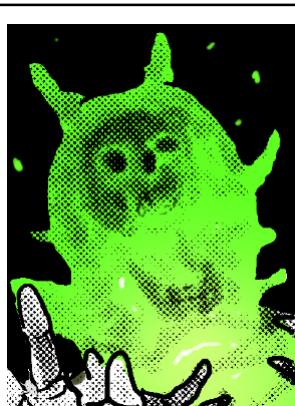
Special Tags:



Infect: Jumps from the original target up to three times to up to three different characters, as long as each new character is adjacent to the previous.

Death burst: Effect that triggers when this unit is slain.

Other Mechanics


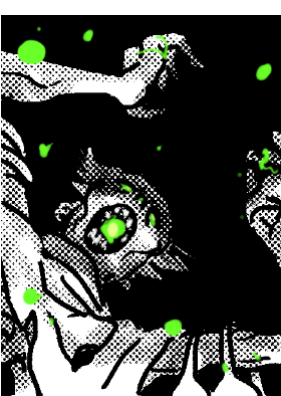

- **Hazard:** Special terrain type. A unit that starts their turn in a hazard takes 1 damage, ignoring armor, and a unit also takes this damage if they enter a hazard space during their turn. Hazards can overlap other terrain types.
- **Line:** Affects all units in a line. Lines can only be drawn in orthogonal (compass) directions and can only be drawn from one of those spaces - in other words, no diagonals.
- **Obliterate:** A unit that is obliterated leaves neither body nor SOUL and does not trigger effects that trigger when they are slain or reduced to 0 hp.
- **Pull:** Involuntarily pull unit a number of spaces, as long as each space of the pull is closer to the pulling unit or effect than the last space. Does not count as moving.
- **Splash:** Affects all adjacent units, but not the target. Can be splash (target) or splash (self).
- **Slow (token):** MOVE a max of 1 space, discard one after MOVEing
- **Strength (token):** +1 damage, discard one after dealing damage
- **Summon:** Summoned units are usually created by abilities. When summoning a unit, place it on the battlefield in a free space in range. Summoning a unit doesn't count as it moving or entering a space. Summoned units are SOULLESS and may be activated in the round after their summoning.
- **SOULless:** A soulless unit doesn't grant SOUL, doesn't leave a corpse, and cannot be used for body block.


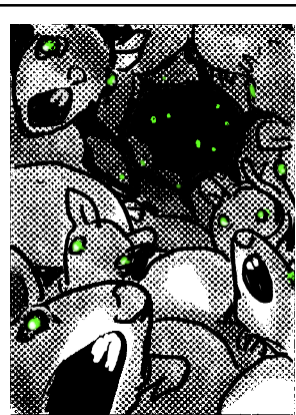
		SCUM			
		Gargamox Thrall			
		MU	AP	DF	ARM
		3	1	3+	SUPER
		Traits			
		<ul style="list-style-type: none"><i>Toxic Revenge:</i> Has <i>Deathburst: Splash (self)</i>: 1 plague, and 1 toxic damage to already plagued foes.<i>Thrall:</i> 2 of these units are worth 1 unit slot. Can be activated two at a time.			
ACT Abilities					
Pseudopod: <i>Range 2-3</i> <i>Effect:</i> Pull unit one space. This gains +1 range and pull for each plague token on this unit. Shamble: <i>Attack, melee</i> <i>On hit:</i> 1 damage and 1 plague					
Bloat		Tentacle Whip		Aftermath	
Toxic Revenge's splash effect pushes 1 if this unit is plagued.		Pseudopod inflicts 1 slow on plagued units.		Toxic Revenge leaves a hazard instead of a corpse.	

		ROTTEN			
		Gargamox Scion			
		MU	AP	DF	ARM
		4	4	3+	PHYS
		Traits			
<ul style="list-style-type: none">Plaguebearer: Immune to hazards. May treat plague tokens as strength					
ACT Abilities					
<p>Pustulate: Range 3 Effect: Create a hazard in free space in range 3 and inflict plague on an adjacent target (4+) all adjacent targets.</p> <p>Vomitous Mass: Line 4 Line: 1 plague. Already plagued foes gain 1 slow.</p> <p>Rotblade: Attack, Melee On hit: 1 toxic damage and infect: 1 toxic damage</p>					
Catalyze	Invigorating Viscera		Smog Shroud		
Vomitous mass deals 1 toxic damage to units standing in hazards	Gain death burst: splash (self): 1 plague, and allies gain 1 strength.		Curseproof and cover from all directions while standing in a hazard.		

THRALL

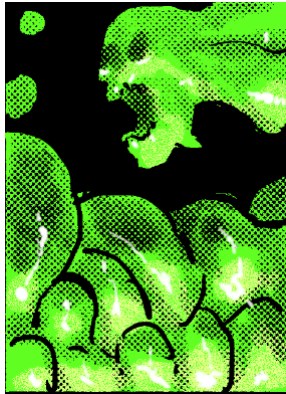
SCION

								
	Gargamox Freak							
	MV		AP		DF		ARM	
	4		4		4+		MAG	
	Traits							
<ul style="list-style-type: none">• <i>Deathwash:</i> Has <i>Deathburst: Splash (self)</i> Remove any 1 token from all units in the area.								
ACT Abilities								
Suppurate: <i>Curse, Range 3</i> <i>Effect:</i> Unit permanently gains <i>death burst: splash (self)</i> : 1 toxic damage and 1 plague. This effect cannot stack with itself but stacks with other death burst effects.								
Evolve Strain: <i>Curse, Range 3</i> <i>Effect:</i> Strip all plague tokens from a unit in range. Foes take 1 toxic damage. Then, they gain 1 <i>slow</i> per token removed. Allies gain 1 strength per token removed.								
Swell with Corruption: <i>Range 3</i> <i>Effect:</i> Unit triggers <i>deathburst</i> without being slain.								
Massive Swell		Pandemic			Acid Blood			
Swell with corruption has a 4+ effect chance to trigger twice.		Removes 1 plague from all adjacent characters instead, with the same effects.			Suppurate also grants <i>deathburst</i> : Create a <i>hazard</i> instead of a corpse			

		HUNTER			
		Gargamox Hunter			
		MU	AP	DF	ARM
		3	4	3+	-
		Traits			
		<ul style="list-style-type: none">Swarm release: Has deathburst: create a hazard under a number of units in range 2 equal to the number of plague tokens on this unit.,			
ACT Abilities					
Propagate Swarm: Range 4					
Effect: Create one, (3+) two, or (5+) three hazards in range. Inflict a plague token to a unit adjacent to each hazard when created.					
Driving Vermin: Attack, Range 2-4					
On hit: 1 damage and pull 1, and +1 damage if target is standing in a hazard. Infect: 1 damage and pull 1.					
Swarm feed		Toxic Avenger		Defiler	
May spend plague tokens on self to grant Driving Vermin +1D per token spent		Immune to hazards. While standing in a hazard, increase the range of all abilities by +2		Driving Vermin gains effect (5+) create a hazard under target.	

FREAK

HUNTER



SCIME

Gargamox Horror

MU	HP	DF	ARM
4	4	4+	-

Traits

- Vile Rupture:** This unit has *deathburst*: Remove up to three plague tokens on this unit, then *splash (self)*: 1 toxic damage, once, per plague token removed.

ACT Abilities

Percolate: Self

Effect: Inflict two, (5+) or three plague on self, then may inflict 1 slow on an adjacent unit per plague token gained.

Surge: Self

Effect: MOVE with *free movement* in a straight line. During this move, is immune to hazards and may move through walls and units. Any foe this unit passes through takes 1 toxic damage and this unit may pass off any plague tokens on this unit to affected units.

Rotten Surge

After Surge, inflict 1 plague on self for each unit passed through.

Sticky Trail

During Surge, may create a hazard in one space passed through.

The Gunk

Surge inflicts 2 slow on the first unit affected.

PLAGUECORD

Gargamox Necromancer

MU	HP	DF	ARM
4	10	4+	-

Traits

- Blessed with Filth:** Immune to hazards. At turn start, gain 1 plague, then may distribute any number of plague tokens on this unit to any other units in range 2.
+ Choose One More

ACT Abilities

Virulence. Attack, range 3.

On hit: 1 damage and inflict 1 plague. **Effect:** Then, may immediately remove a plague token on target to deal 1 toxic damage, again (3+) one more, (5+) one more.

+ Choose one more

SOUL Abilities

- Infest (1 SOUL):** Any turn, Range 3. **Trigger:** Turn start. **Effect:** Grant 2 plague tokens to a unit in range.
- Slime Form (3 SOUL):** Any Turn. **Trigger:** Turn start. **Effect:** MOVE with *free movement*. Can pass through walls and units during this movement. After the movement finishes, push or pull all units in range 2 one space.

+ Choose One More

HORROR

NECROMANCER

Bonus Trait

- Pollution shroud:** While standing in a hazard, you have cover from all directions and are *curseproof*.
- Corruptor:** After you MOVE, create a hazard in an adjacent space.
- Spreader:** Infect abilities that you use or that target you may jump an extra time.

ACT Upgrades

- Melt:** Curse, Range 4. **Effect:** Unit takes 1 toxic damage, ignoring armor. If this reduces it to 0 hp, it is *obliterated* and it melts, creating a hazard in its space.
- Corpse Explosion:** Range 4, Corpse. **Effect:** Choose a corpse in range. It explodes for a splash effect centered on it for 1 plague and push 1. Then remove it and replace it with a *hazard*.
- Vermin Form:** Range 6, Corpse. Choose a corpse or a *hazard* in range and swap places with it. You push all adjacent units 1 and become *curseproof* until the end of your next turn.
- Ceaseless Spew:** Line 6. **Effect:** 1 plague (6+) or 2 plague. Already plagued foes take 1 toxic damage. Pull all affected units 1.
- Flesh Feeder Blade:** Attack, *melee*. **On hit:** 1 damage and *Infect:* 1 plague to foes and 1 strength to self or allied units. Double this effect if it slays a foe.
- Scourge:** Attack, Range 2-4: **On hit:** 1 damage and create a *hazard* under target (3+) and *slow* them (5+) twice.
- Necrocid:** Attack, Range 2-3: **On hit:** 1 toxic damage. *Infect:* 1 toxic damage. **Effect:** After this ability resolves, gain 1 plague on self for each unit affected.

SOUL Upgrades

- Purge Guts (1 SOUL):** Self or Allied turn, Range 3. **Effect:** Remove up to three plague tokens from self or allied unit and grant them to any other adjacent unit to target. Then, remove a negative token on the target for each plague token removed.
- Insides Out (1 SOUL):** Curse, Any turn, Range 3. **Trigger:** Turn start. **Effect:** Unit gains 1 slow and creates a hazard under themselves at the end of this turn.
- Fecundity (2 SOUL):** Any turn, Range 3. **Trigger:** Turn Start. **Effect:** Double all plague tokens on a unit. If this puts them at 5 or more tokens, they also explode with splash (target): 1 toxic damage.
- Unholy Vapors: (3 SOUL):** Curse, Any turn, Range 3. **Trigger:** Target turn Start. **Effect:** At the end of the targeted unit's turn, targeted unit takes 1 toxic damage, ignoring armor, for every hazard in range 2 of them.
- Praise the Filth (4 SOUL):** Own turn, Range 2: **Effect:** Place one hazard in range for every other hazard in range.
- Mox Populi (6 SOUL):** Own turn. **Effect:** Remove up to four corpse tokens or hazards and *summon* a SCUM unit for each. Then splash (target) on all scum created this way for 1 toxic damage to foes. Characters can only be damaged once by this effect.



DEADSOULS

The dark priests of the Dead God Gormengorr, who have died a second, spiritual death in return for mastery over the soul itself. By sacrificing their souls to Gormengorr, who will devour their essence upon their eventual death and consign them to eternal oblivion, they have inured themselves against other forms of spiritual corruption and degradation, making them extremely dangerous opponents and potent in binding and forming pacts with devils. Sacrificing one's soul upon death to a soul-devouring deity is not an issue, of course, if you do not plan to die. Deadsouls are capable of wielding spine blades and ancient curses that scorch the very essence of their foes, withering them to nothingness. Their penchant for inflicting True Death upon their opponents means their very presence inspires a dread terror so powerful that it affects even the undead.

Playstyle

Attritional skirmishers

Soundtrack

Dimmu Borgir - *Progenies of the Great Apocalypse*

At the Gates - *Slaughter of the Soul*

Carpathian Forest - *Skjend Hans Lik*

Special Mechanic:

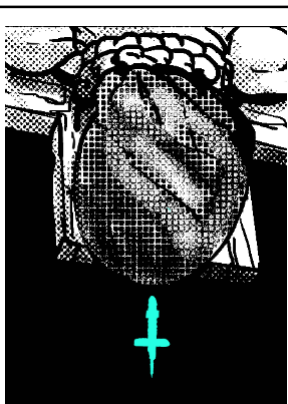
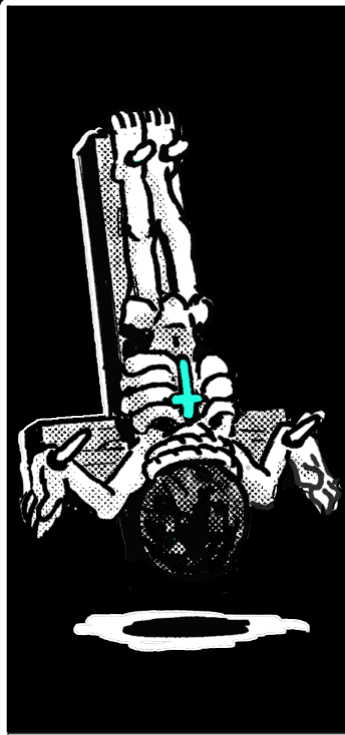
Doom: Any unit affected by at least one Doom token takes 4 devil damage at the end of round 4. A unit can only clear a Doom token by slaying another unit and they cannot be cleared in any other way.

Special Tag:

Isolation: Gains extra effects against units with no allies adjacent.

Other mechanics:

- **Adverse terrain:** Special terrain type, like mud, rubble, water, etc. Costs +1 more movement to exit.
- **Curseproof:** Immune to damage and effects from Curses.
- **Line:** Affects all units in a line. Lines can only be drawn in orthogonal (compass) directions and can only be drawn from one of those spaces - in other words, no diagonals.
- **Obliterate:** A unit that is obliterated leaves neither body nor SOUL and does not trigger effects that trigger when they are slain or reduced to 0 hp.
- **Pull:** Involuntarily pull unit a number of spaces, as long as each space of the pull is closer to the pulling unit or effect than the last space. Does not count as moving.
- **Splash:** Affects all adjacent units, but not the target. Can be splash (target) or splash (self).
- **Strength (token):** +1 damage, discard one after dealing damage
- **Wall:** Special terrain type. Blocks line of sight and movement and provides cover. Has 2 hp and can take damage or be targeted like a character but does not trigger effects.
- **Weak (token):** -1 damage, discard one after dealing damage



SACRIFICE

Deadsouls Thrall

MU	AP	DF	ARM
4	2	4+	-


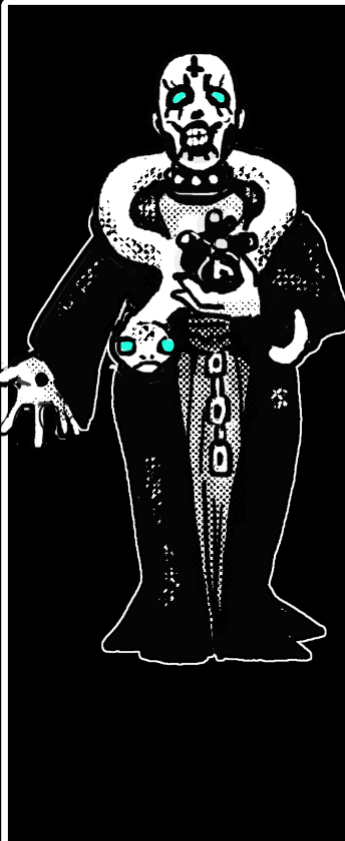
Traits

- Inverted Crucifix:* When slain, leaves a space of adverse terrain or (4+) a wall instead of a corpse
- Thrall:* 2 of these units are worth 1 unit slot. Can be activated two at a time.

ACT Abilities

Beckon: Range 2-3
Effect: Pull 1. Ignores line of sight.
Shudder: Attack, Melee
On hit: 1 damage and (4+) Dooms unit.

Squirm	Dead Grasp	Impending Death
May move through walls	Beckon has no maximum range against <i>isolated</i> units	Beckon inflicts 1 <i>weak</i> on <i>isolated</i> units.



CROSEN

Deadsouls Scion

MU	AP	DF	ARM
4	3	5+	MAG

Traits

- Slither:* Has free movement while adjacent to a wall

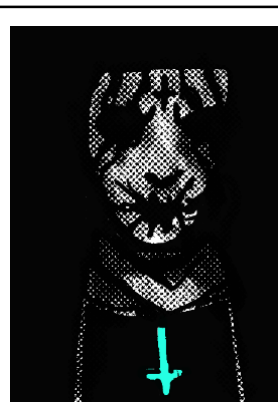

ACT Abilities

Tombraiser: Melee
Effect: Create a wall (3+) then create adverse terrain (5+) then create adverse terrain again.
Kidnap: Curse, Range 2-4
Curset: Pull 1, ignoring line of sight. If pulling a unit into a wall, pull 3 instead and the kidnapped unit can pass through walls and units during this pull.
Serpent's Kiss: Attack, melee
On hit: 1 damage. *Effect:* Inflicts 1 curse damage and 1 *weak* against *isolated* units (4+) and Dooms them.

Ivory Serpent	Leap	Foul Monuments
Serpent's Kiss also triggers its effects against units standing in adverse terrain	May step 1 before ACTing, or step 2 and clear a token if adjacent to a wall	Tombraiser gains range 3

THRALL

SCION



VIZIGACIST

Deadsouls Horror

MU	AP	DF	ARM
4	3	5+	MAG



Traits

- Teleport:* When MOVEing a second time or more in a turn, may instead remove self from the battlefield, then place anywhere in free space in range 4

ACT Abilities

Horrendous Shriek: Curse, Self
Curse: Splash (self): foes gain 1 weak. (5+): and are *Doomed*. *Doomed* units take 1 curse damage.
Urgal Blade: Attack, Melee
On hit: 2 curse damage. *Effect:* Against *isolated* units, gain 1 *strength* and may then MOVE again.

Terrorize	Soul Frost	Condemn
Gain 2 strength if Horrendous Shriek hits an <i>isolated</i> foe.	When teleporting, create a space of adverse terrain in the first space vacated.	Shriek obliterates <i>Doomed</i> units at 1 hp or lower.



BANSACE

Deadsouls Hunter

MU	AP	DF	ARM
3	3	5+	MAG

Traits

- Soul Sight:* Abilities ignore line of sight



ACT Abilities

Bale scream: Line 4
Effect: Line: 1 curse damage. *Isolated* units take 1 curse damage again. May penetrate walls and does not damage walls. *Effect:* If this line passes through a wall, this unit gains 1 *strength*.
Tombstone: Range 4
Effect: Create a wall in range and (5+) adjacent foes to the wall gain 1 *weak*.

Doom Bell	Freeze Soul	Siren
Tombstone gains effect (6+): adjacent foes are <i>Doomed</i>	If Bale Scream slays a unit, it creates a space of adverse terrain instead of a corpse.	Bale Scream pulls all units in its area 1.

HORROR

HUNTER



Bound Devil

Deadsouls Tyrant

MU	AP	DF	ARM
3	6	2+	MAG

Traits

- Labyrinth Master:* Before MOVEing, may remove and place one adjacent wall in any other free adjacent space.
- Tyrant:* 2x2 unit

ACT Abilities

Hell's Grasp: Curse, Range 4, requires isolated unit
Effect: Choose an *isolated* unit. That unit gains 1 *weak* and may no longer MOVE or step until the end of its next turn or until it's no longer isolated.

Beckon Lamb: Curse, range 2-4, requires isolated unit
Effect: Unit gains 2 weak and is pulled 3.

Horrendous End: Melee, Attack
On hit: Deals 1 damage, +1 for each of the following that is true about the target: *Doomed*, *Isolated*, *Weak*, *In adverse terrain*

To the Slaughter	Supremacy	Strong Pact
Beckon Lamb has no maximum range against Doomed units	Attacks against other Tyrants cannot have their damage reduced and obliterate their targets instead of slaying them.	This unit is <i>curseproof</i>

TYRANT

Bonus Trait

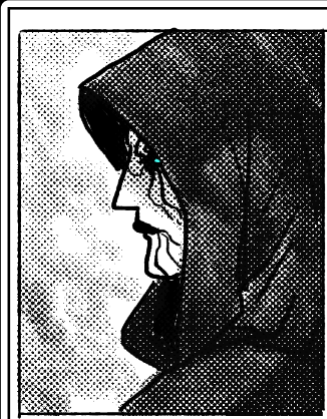
- Teleport:** When MOVEing the second time or more in a turn, can remove this unit from the battlefield and place it in any free space in range 4, then clear a token.
- Puppet Master:** May use body block from within range 2 instead of adjacent.
- Maggot Destroyer:** +1D on attacks and ignores cover against *Doomed* units

ACT Upgrades

- Unholy Summoning:** *Curse, Range 4. Effect:* Pull 2. Ignores line of sight. If the unit is an ally, may then pull another allied unit and clear a token on both allies.
- Vapor Form:** *Self. Effect:* MOVE with free movement, moving through walls and units. Units passed through gain 1 weak. *Doomed* units take 1 curse damage.
- Tear Soul:** *Curse, Range 4. Effect:* Unit takes 1 curse damage. Then, it gains 1 weak for every 1 hp it is missing.
- Frozen Hell:** *Range 2.* Create up to three spaces of adverse terrain in range. Units standing in adverse terrain in range take 1 damage.
- Great Urgal Blade:** *Melee, attack. On hit:* 1 damage. *Effect:* At round 4 or later, deals 4 curse damage on hit instead.
- Bloody Flail:** *Attack, range 2-2. On hit:* 1 damage. *Effect:* Pull all foes in range 1 space, then *splash (self):* 1 curse damage. Against doomed units, damage cannot be reduced in any way.
- Lathean Devil Whip:** *Attack, range 2-3. On hit:* 1 curse damage. *Effect:* Cannot benefit from *strength*. Instead, may remove up to three *weak* tokens from target to increase curse damage by +1 per weak token removed.

SOUL Upgrades

- Twist Sinews (1 SOUL):** *Curse, Any turn. Range 2-4. Trigger:* Start of turn. *Effect:* Pull unit 1 in any direction.
- Writhing Curse (1 SOUL):** *Foe turn, Curse, Range 4. Trigger:* Turn start. *Effect:* At the end of their turn, foe inflicts splash (self) 1 curse damage and 1 weak, only affecting their allies.
- Disincorporate (2 SOUL):** *Own or allied turn. Effect:* Remove self and an adjacent allied unit, then place self in free space in range 3, then place ally adjacent. If there is no room to place allies, return them at their original location.
- Eternal Curse (3 SOUL):** *Any Turn. Trigger:* A unit is slain. *Effect:* Transfer all negative tokens to a different unit anywhere.
- Malebolge (4 SOUL):** *Own turn. Effect:* Scour the battlefield with frozen wind, pulling all foes 1 space in the same direction. Foes that would be pulled into walls or adverse terrain take 1 damage.
- Great Satania (6 SOUL):** *Own turn, Range 2. Effect:* *Doom* all enemy units in range. All *Doomed* enemy units instead take 1 curse damage, once, per *Doom* token they have.



Dark Priest

Deadsouls Necromancer

MU	AP	DF	ARM
4	8	4+	MAG

Traits

- Dread Presence:* May move through walls. *Isolated* units gain -1D on attacks against this unit.
+ Choose One More

ACT Abilities

Doomblade: Attack, range 2
On hit: 1 curse damage, or 2 curse damage against *Doomed* foes. *Effect:* *Isolated* foes are then *Doomed*.
+ Choose One More

SOUL Abilities

Cyclopean Monolith: (1 SOUL): *Own or Allied Turn. Range 2-3. Trigger:* Start of turn. *Effect:* Create a wall in range and inflict 1 *weak* on an adjacent foe to the wall.

Soulfeed: (3 SOUL): *Self or Allied Turn. Range 2. Effect:* All isolated foes in range take 1 curse damage, gain 1 *weak*, and this unit gains 1 strength for each of these foes.
+ Choose One More

NECROMANCER



ABHORRERS

The Abhorrrers are an ancient heretic order that split off from the Holy Lance Church Knights five hundred years ago. The monk-poet Henryk the Impious, a philosopher and occultist, was the first of their order. Henryk suggested that the best way to purge and fight the scourge of necromancy was for the order itself to begin studying the dark arts - a path that eventually led to him being drawn, quartered, and burned - but not before his Schism Dogma had taken root and found many willing disciples. Abhorrrers are highly unusual necromancers that practice their own Repentant Rites and are, at least in theory, fundamentally opposed to the powers of hell, devils, and necromancy. This has caused some speculation, as the only known way to become a necromancer is through a pact with a powerful devil - something the Abhorrrers vehemently deny. They are a strict order, although in practice not all their members are as orthodox as they appear. Their specially built Starmetal Sword Arts are incredibly deadly and they are consummate monster hunters, wardens, and mercenaries.

Playstyle

Slow, building power.

Soundtrack

Mental Cruelty - *Obsessis a Daemonio*

Nile - *Utterances of the Crawling Dead*

Opeth - *The Grand Conjunction*

Special Mechanic:

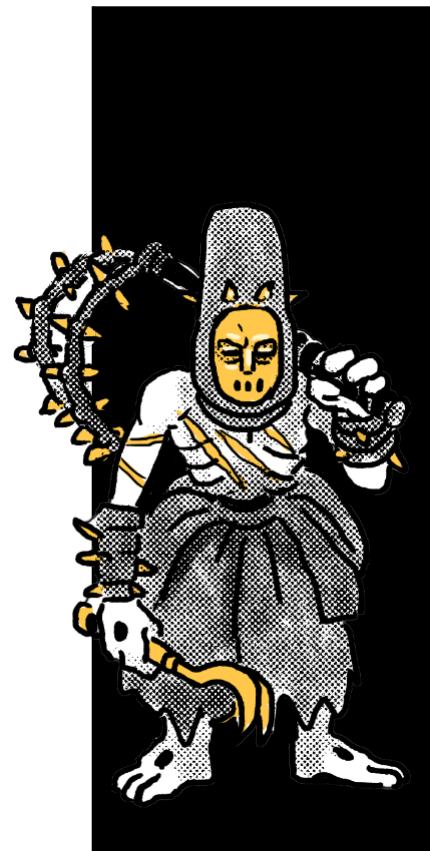
Miracle: A unit affected by a Miracle has a 5+ effect chance to instantly return to life at 1 hp at the end of any turn it is slain, clearing all tokens.


Special Tag:

Stance: An ability with stance gains different effects on odd, even, or special numbered rounds.

Other Mechanics


- **Hazard**: Special terrain type. A unit that starts their turn in a hazard takes 1 damage, ignoring armor, and a unit also takes this damage if they enter a hazard space during their turn. Hazards can overlap other terrain types.
- **Line**: Affects all units in a line. Lines can only be drawn in orthogonal (compass) directions and can only be drawn from one of those spaces - in other words, no diagonals.
- **Obliterate**: A unit that is obliterated leaves neither body nor SOUL and does not trigger effects that trigger when they are slain or reduced to 0 hp.
- **Push**: Involuntarily push unit a number of spaces, as long as each space of the push is further away from the pushing unit or effect than the last space. Does not count as moving.
- **Splash**: Affects all adjacent units, but not the target. Can be splash (target) or splash (self).
- **Strength (token)**: +1 damage, discard one after dealing damage
- **Vitality (token)**: Take -1 damage, discard one after reducing damage this way.






PENITENT				
Abhorrer Scion				
MU	AP	DF	ARM	
4	3	2+	SUPER	
Traits				
• Miracle				
ACT Abilities				
Mea Culpa: Self <i>Splash (self):</i> Remove one negative token from all allies in range and place them on this unit. Then remove one, (4+) two, or (6+) all negative tokens from this unit, and gain 1 strength for each negative token removed this way. Holy Water: Range 2-3 <i>Effect:</i> 1 holy damage and (4+) create a hazard under target. Excoriate: Attack, Melee <i>On hit:</i> 1 damage, and <i>Stance (Odd): Splash (self):</i> 1 holy damage. <i>(Even):</i> gain 1 vitality.				
holy Blood		Eager		Taste the Ash
Mea Culpa creates one or (4+) two hazards in free adjacent spaces.		May step 2 before using Mea Culpa		Stance (round 4+): Excoriate triggers both effects

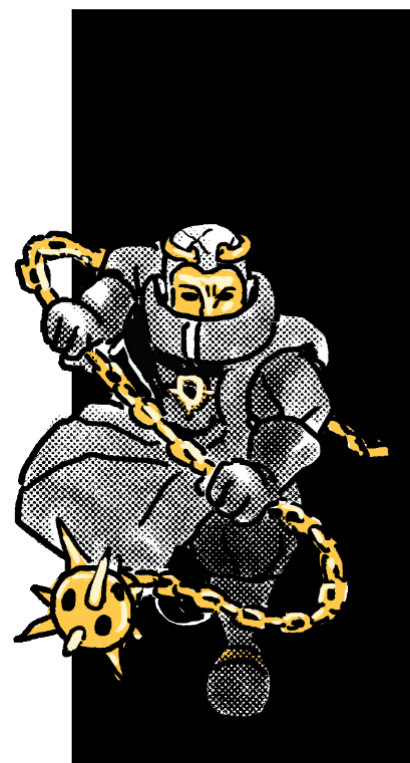
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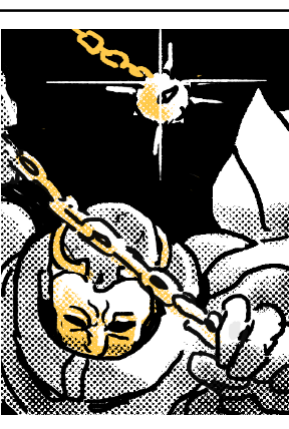




ANTIPRIEST				
Abhorrer Freak				
MU	AP	DF	ARM	
3	4	3+	MAG	
Traits				
• Miracle				
ACT Abilities				
Gentleness: Self <i>Effect:</i> Become unable to MOVE, step, or be pushed or pulled until start of this unit's next turn. At the start of that turn, allied units adjacent to this unit gain 1 vitality. Delay Judgement: Range 3 <i>Effect:</i> An allied unit in range gains <i>miracle</i> . If it already had <i>miracle</i> , <i>miracle</i> triggers on a 2+ until the end of their next turn. At the end of that unit's turn, they lose <i>miracle</i> . Blessed Censer: Self <i>Effect: Splash (self): Stance (Even):</i> Allies gain 1 vitality. <i>(Odd):</i> foes take 1 holy damage.				
Cleansing Prayer		Consecrate		Boiling Censer
Self and adjacent units are <i>curseproof</i> during gentleness.		Blessed Censer may remove corpses in range.		Stance (Round 4+): Blessed Censer's effects trigger twice

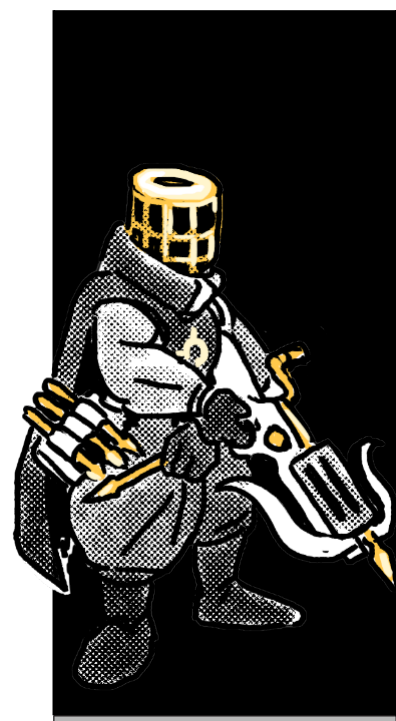
FREAK

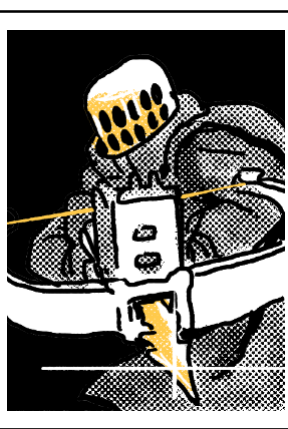




ZEALOT				
Abhorrer Horror				
MU	AP	DF	ARM	
4	4	4+	-	
Traits				
• Miracle • Zealotry: When MOVEing again, gain 1 vitality.				
ACT Abilities				
Smite: Self <i>Stance:</i> The next use of Whirling Chain deals +damage equal to half the round number, rounded up and this unit may also step that many spaces before using it. Whirling Chain: Attack, Range 2 <i>On hit:</i> 2 damage. <i>Stance (Odd):</i> and MOVE again, <i>Stance (Even):</i> and push unit 2				
Punisher		Suffuse		Fiery Chain
Stance: Whirling chain <i>Obliterates</i> foes it slays at round 3+		Whirling Chain gains effect (5+): gain 1 vitality and remove a negative token from this unit.		Whirling chain creates a <i>hazard</i> adjacent to its target after it resolves

HORROR





INQUISITOR				
Abhorrer Hunter				
MU	AP	DF	ARM	
3	4	3+	-	
Traits				
• Miracle				
ACT Abilities				
Winch: Self <i>Effect:</i> Step 1. Next attack from this unit gains +1D and +2 maximum range. This effect stacks. Requiesce en Pace: Attack, Range 2-3 <i>On hit:</i> 2 damage. <i>Stance (Round 3+):</i> ignoring armor. <i>(Round 5+):</i> 4 damage, ignoring armor.				
focus		heart destroyer		Explosive Bolts
If this unit does not move during its turn, it may remove a negative token from itself.		Stance: Requiesce en Pace <i>obliterates</i> units it slays at round 3+.		Stance: Requiesce en Pace pushes units one, (Round 3+) two, or (Round 5+) four spaces.

HUNTER



HOLY BODY

Abhorrer Tyrant

MU	HP	DF	ARM
3	3	2+	<i>SUPER</i>

Traits

- *Flight*: Ignores adverse terrain and elevation attack and movement penalties
- *Miraculous flesh*: Lacks *miracle*, but starts combat with 4 vitality tokens.
- *Tyrant*: 2x2 unit

ACT Abilities

Bolides: Range 2-6

Effect: Create one, (3+) two, (5+) or three *hazards* in range, ignoring line of sight.

Indignation: Self: Range 3-6

Effect: Remove one or two vitality tokens on this unit, then deal 1 holy damage to that many units in range, and push those units 1.

Ablutions: Self

Effect: Gain two vitality. Until the start of this unit's next turn, adjacent allies may spend vitality tokens on this unit as if they were their own.

Scathe

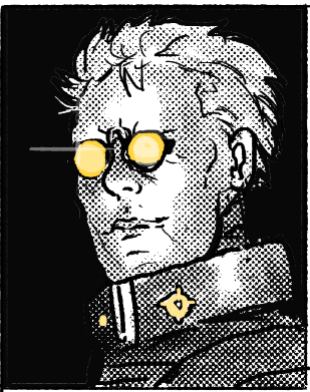
Hazards from Bolides can be created under units.

Holy Font

Ablutions gains *stance* (round 3+): gain 3 *vitality* instead, (round 5+): gain 4 vitality instead.

Witness

Indignation gains *stance* (round 4+): deal 2 holy damage instead.



EXORCIST

Abhorrer Necromancer

MU	HP	DF	ARM
4	10	4+	-

Traits

- *Holy Vessel*: Lacks *Miracle*. However, while alive, miracle triggers for adjacent allies on a 4+, and gain 1 SOUL the first time it triggers in a round.
+ Choose One More

ACT Abilities

Starmetal Godsword: *Melee, attack. On hit*: 1 damage. *Stance (Odd)*: and step 2, *Stance (Even)*: and gain 1 vitality, *Stance (Round 5+)*: Increase damage to 3

+ Choose One More

SOUL Abilities

Absolution (1 SOUL): *Any turn, Range 2-6. Trigger*: Turn start. *Effect*: Self takes 1 damage, ignoring armor. One allied unit in range gains one, (3+) two, or (5+) three vitality.

Will of God: (3 SOUL): *Own or Allied Turn, range 3. Trigger*: Turn start. *Effect*: For this turn only, self or allied unit in range may treat the current round number as either 2 or 5.

+ Choose One More

TYRANT

NECROMANCER

Bonus Trait

- **Winter Rose Stance:** *Stance: (Round 3+)*: Attacks cannot miss (all misses turn into hits).
- **Corpse Violet Stance:** *Stance: (Round 3+)*: Gain either physical or magical armor (choose).
- **Royal Chrysanthemum Stance:** *Stance (Round 3+)*: May step 2 after acting.

ACT Upgrades

- **Grand Oath:** *Self. Effect: Splash (self)*. Self and allies in the area may convert any number of vitality to strength.
- **Redempta:** *Range 4. Effect*: Remove all negative tokens on an ally, then transfer to self. That ally gains 1 *vitality* per negative token removed and becomes *curseproof* until the start of its next turn.
- **Communion:** *Self. Effect*: Until end of next turn, self and adjacent allies may spend this unit's hp as if it were vitality tokens.
- **Decree of Forbiddance:** *Curse, Self. Effect*: Until end of next turn, foes ending their turn in range 2 of this unit have a *hazard* created under them, then are pushed 1.
- **Holy Water Flail:** *Attack, range 2-3. On hit*: 1 holy damage and splash (target): 1 holy damage. *Stance (Round 3+)*: and create a hazard under target (round 5+) all targets in the area.
- **Relic Lance:** *Attack, melee. On hit*: 2 damage. *Stance*: May step spaces equal to the round number with *free movement*, in a straight line, before the attack. On hit, push target half that many spaces.
- **Starmetal Shuriken:** *Attack, range 2-5. On hit*: 1 damage. *Stance*: Roll the effect die. If you roll under the round number, deal 1 holy damage again. If you roll exactly the round number, deal 2 holy damage again instead.

SOUL Upgrades

- **Sword Art: Drifting Blossoms (1 SOUL):** *Any turn. Trigger*: A unit MOVES, and that move resolves. *Effect*: *Stance*: Step spaces equal to the round number, then push an adjacent unit 1.
- **Sword Art: Safflower cut (2 SOUL):** *Own or Allied turn. Line, Stance*: Step 1, then cut a line area with spaces equal to the round number +2, dealing 1 damage to all characters within and pushing those characters 1. *Stance (R5+)*: This damage becomes Devil Damage.
- **Grace (2 SOUL):** *Own or Allied turn, range 3. Trigger*: Turn start. *Effect*: Unit becomes *curseproof* until end of its next turn and attacks against it gain -1D for the duration.
- **Sword Art: Winter Sprout (3 SOUL):** *Any Turn. Trigger*: This unit takes damage from an ACT ability, and that ability resolves. *Effect: Splash (self)*: remove 1 negative token on self or gain 1 vitality for every foe in the splash area. *Stance (R4+)*: both effects trigger.
- **Supreme Sword Art: Merciful Snowdrop Cut (4 SOUL):** *Own Turn. Effect*: Splash (self): 1 holy damage. *Stance (R3+)*: 2 holy damage (R5+): 3 holy damage. (R6+): 4 holy damage.
- **Resurrection (6 SOUL):** *Any turn. Trigger*: Allied unit is slain. *Effect*: Return unit to life at 1 hp at the end of the turn. It becomes immune to all damage and *curseproof* until the start of its next turn. *Stance (R3+)* and it gains 1 *vitality* (R5+) 3 *vitality* instead.



IGORRI

Experimenters, scientists and traveling physicians, the Igorri are a family made up of those who have fallen into the darker sciences, whether by their own inquiries, or through accident or misfortune. The ranks of the Igorri are old and well established, and they are a tight knit and welcoming lot, the core of which originally hailed from a group of six old physician families that suffered from grotesque genetic and physical deformity, eventually resorting to a pact with the Multi-Colored Devil and falling to necromancy. They are skilled surgeons and scientists, able to meld flesh as easily as clay - always pursuing the Greater Form, but unable to find it. They frequently find work in Anzenmezzeron as surgeons, barbers, and traveling merchants.

Playstyle

Rapid adaptation

Soundtrack:

Mastodon - *Colony of Birchmen*

Revocation - *Communion*

Jinjer - *Sit Stay Roll Over*

Faction Mechanic:


Spare parts: If an ability has spare parts, the unit may absorb any number of adjacent corpses at the start of this ability to grant it additional effects, removing those corpses.

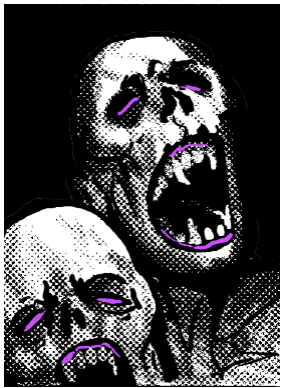
Special Tag:

Mutate: When a unit mutates, it gains a mutation token. Mutation tokens can be discarded instead of discarding any other token. (Mutation tokens can be a stand-in and act as a 'copy' for any other token, allowing you to keep the original)

Other Mechanics:

- **Corpse:** When a unit dies, it leaves a corpse marker. Multiple corpses can stack in one location. Corpses can be created by other means.
- **Curseproof:** Immune to damage and effects from Curses.
- **Line:** Affects all units in a line. Lines can only be drawn in orthogonal (compass) directions and can only be drawn from one of those spaces - in other words, no diagonals.
- **Obliterate:** A unit that is obliterated leaves neither body nor SOUL and does not trigger effects that trigger when they are slain or reduced to 0 hp.
- **Splash:** Affects all adjacent units, but not the target. Can be splash (target) or splash (self).
- **All tokens**





THRALL

Igorri Thrall

MU	HP	DF	ARM
3	2	4+	-

Traits


- Fall to Shambles:* When slain, leaves an extra corpse token in an adjacent space (two corpses total)
- Thrall:* 2 of these units are worth 1 unit slot. Can be activated two at a time.


ACT Abilities

Unstable Mutation: Self
Effect: Gain 1 *strength*, (4+) 1 *speed*, (5+) and 1 *vitality*, (6+) and explode for *splash (self)*: 1 damage. *Spare parts:* Roll +1D per corpse and pick the highest result.

Twisting Strike: Attack, Melee
On hit: 1 damage. *Effect:* Mutate

Genestealer	Spread Mutate	Warping Mutate
Twisting strike gains <i>Effect</i> (5+): steal a positive token from target.	Twisting strike also causes an adjacent ally to mutate.	May step 1 (4+) or 3 spaces before Unstable mutation





FREAK

Igorri Freak

MU	HP	DF	ARM
4	4	4+	MAG

Traits

- Leftovers:* Has a 4+ effect chance after MOVEing to drop a corpse in a free adjacent space


ACT Abilities

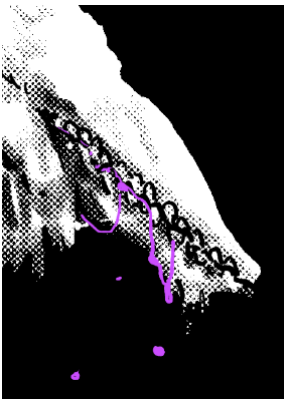
Inject Mutagen: Range 3
Effect: One or two units in range *mutate*. *Spare parts:* and also dole out 1 *strength* per corpse consumed.

Purge: Curse, Range 3
Effect: A unit in range removes one token of this unit's choice (3+): two (5+) all

Marriage: Range 2
Effect: Instantly slay self or an allied unit in range. Another allied unit in range gains 2 *speed*, *vitality*, and *strength*, or just 1 if the slain unit was a thrall.

Absorb	Scour Flesh	Conjoin
May grant one of the tokens stolen by Purge to another unit in range	Purge deals 1 toxic damage to foes	IF targeting self, Marriage also clears all negative tokens on target first





HORROR

Igorri Horror

MU	HP	DF	ARM
4	4	4+	-

Traits


- Lope:* Has *free movement* and ignores *hazards* in spaces occupied by corpses.


ACT Abilities

Bloodgorger: Self
Effect: Mutate, then gain 1 *strength*. *Spare Parts:* Then gain (3+) 1 *speed*, (5+) and 1 *vitality*, (6+) then mutate again. Roll 1D per corpse consumed for the effect.

Bloody Slashes: Melee, Attack
On hit: 1 damage. *Effect:* splash (self): 1 damage.

The Hunger	Autophagia	Hunch
If starting turn in range 2 of a corpse, may <i>step</i> 2	At turn start, may deal 1 damage to self, ignoring armor, to generate a corpse in an adjacent space	May use corpses as cover spaces





HUNTER

Igorri Hunter

MU	HP	DF	ARM
3	4	4+	-

Traits

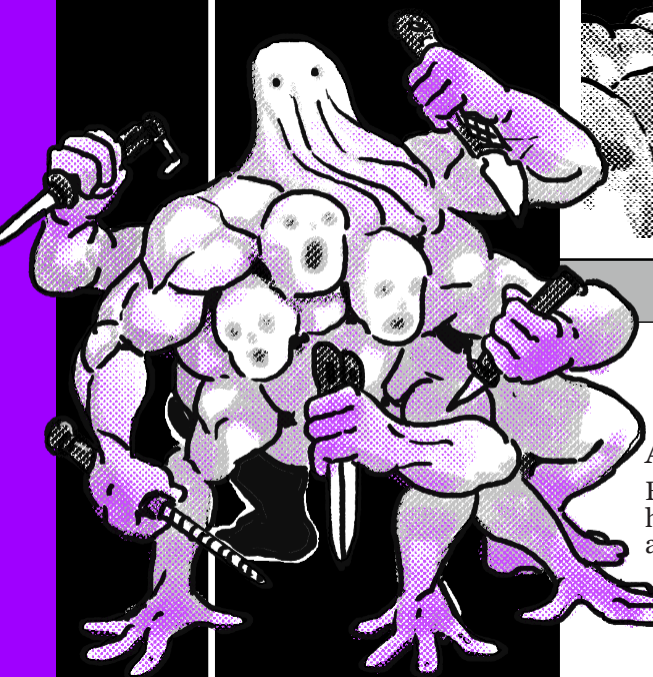
- Flight:* Ignores adverse terrain and elevation attack and movement penalties

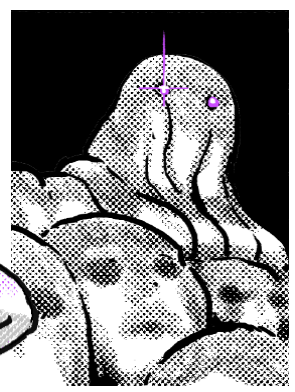
ACT Abilities

Regurgitate: Range 2-4
Effect: Splash (target): Create a corpse in the area for every unit in the area, up to three times, then mutate.

Sin Eater: Range 2-4, Attack
On hit: 1 damage. *Effect:* Steal a positive token from target. *Spare Parts:* plus one more token per corpse consumed. If target has no positive tokens, gain 1 *strength* instead of stealing a token

Drown in Viscera	Rapid Adaptation	Cleansing Wash
Regurgitate has a 5+ effect chance to strip a token of your choice from each foe in the area.	May <i>mutate</i> once for each corpse created with Regurgitate instead.	Regurgitate has a 5+ effect chance to remove a negative token from an ally caught in the area





HOMUNCULUS

Igorri Tyrant

MU	AP	DF	ARM
4	6	3+	-

Craits

- Warpflesh: Starts combat with 4 mutation tokens
- Tyrant: 2x2 unit

ACT Abilities

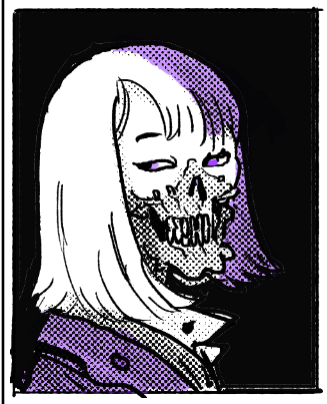
Sculpt Flesh: Self
Effect: Gain 1 strength, OR 1 speed, OR 1 vitality. Spare parts: Repeat this effect once for each corpse consumed.

Absorb: Melee
Effect: Deal 1 devil damage to an adjacent unit. If reduce to 0 hp, *obliterates* unit and the homunculus gains any tokens the absorbed unit had.

Flesh Whip: Attack, Range 1-2
On hit: 1 damage and *splash (target)*: 1 damage and (4+) create one (6+) or two corpse tokens in an adjacent space to target.

Ball of Limbs	Meld	Form Carapace
When choosing to MOVE again, destroys walls and absorbs corpses it moves over, <i>mutating</i> each time	When absorbing allies, slays instead of obliterating them, and this unit <i>mutates</i> .	If absorb destroys a unit, gains <i>physical armor</i> for the rest of combat.

TYRANT



NECROMANCER

Igorri Necromancer

MU	AP	DF	ARM
4	10	3+	MAG

Craits

- Polyglot: At turn start, may convert one of this unit's mutation tokens into *strength*, *speed*, or *vitality*. Then, *mutate*. + Choose One More

ACT Abilities

Experimental Surgery: Line 4. Line: 1 damage. *Effect:* Allies in the line *mutate* instead of taking damage.
+ Choose One More

SOUL Abilities

Wild Mutation (1 SOUL): Own or Allied Turn, Range 4. Trigger: Turn start. *Effect:* Unit gains 1 *strength*, (3-4) OR 1 *speed*, (5-6) OR 1 *vitality*. *Spare Parts:* May choose one token per corpse consumed instead of rolling.

Sample Genome (3 SOUL): Own or allied turn. Range 4. Copy all positive tokens on target unit, then grant them to another unit in range.
+ Choose One More

NECROMANCER

Bonus Trait

- Accelerate Evolution:** At turn end, may remove one token from this unit and grant to a unit in range 2.
- Rapid Move:** May remove a mutation token at start of end of own turn to step 2.
- Ancillary Limbs:** May remove a mutation token on self to grant +1D on any attack and allow it to ignore cover.

ACT Upgrades

- New Material: Self. Effect:** Create one, (3+) two, (5+) three corpses in free adjacent spaces, then *mutate* once for each corpse created.
- Clone: Range 2. Effect:** Create a perfect copy of an allied unit in range in any other free space in range. Then *obliterate* the original as it collapses into flesh and replace it with a corpse token.
- Stitch Fix: Range 3. Effect:** Remove up to three negative tokens from a unit, then it may step 1 and it *mutates*. *Spare Parts:* The unit *mutates* and steps once for each negative token removed instead.
- Inject Stimulant: Range 3. Effect:** Choose a unit in range. That unit may step 2. If it ends its turn in the space of a corpse, it *mutates*, removes the corpse, then may repeat this effect.
- Biotoxin Injector: Attack, range 2-5. On hit:** 1 toxin damage. *Effect:* At end of target's next turn, they explode for a *splash (target)* effect for 1 toxin damage. Your allies in the area *mutate* instead of taking damage.
- Mutagen Injector: Attack, Range 2-5. On hit:** May remove one positive token from target, then deal 1 toxin damage. *Spare Parts:* Repeat this effect once.
- Chaos Beam: Line 3. Effect: Line:** 1 fire damage and inflict 1 *vulnerable*, (3-4) OR 1 *toxic* damage and inflict 1 *slow*, (5-6) OR 1 *curse* damage and inflict 1 *weak*. *Spare Parts:* Roll 1D for effect per corpse consumed and choose any result.

SOUL Upgrades

- Flesh Jump (1 SOUL): Own or allied turn. Range 3. Effect:** Swap places with an allied unit, then both of you *mutate*.
- Grow Bonus Legs (2 SOUL): Own or allied turn. Range 3. Effect:** Remove any number of mutation tokens on self or target unit, then target may step 2 per token removed with *free movement*, ignoring hazards.
- Grow Bonus Limbs (2 SOUL): Own or allied turn. Range 3. Trigger:** Turn start. *Effect:* Remove any number of mutation tokens from target, then target gains +1D on attacks this turn per token removed, and their damage ignores armor.
- Recycle (3 SOUL): Curse, Any turn. Trigger:** Turn end. *Effect:* Deal 1 *toxic* damage to unit. If this reduces them to 0 hp, they are *obliterated*. Create up to 3 corpse tokens under their space or in free adjacent spaces.
- Devolve (4 SOUL): Curse, Foe turn. Range 3. Trigger:** Turn start. *Effect:* Inflict 1 *slow*, *weak*, and *vulnerable* on a foe (5+) twice.
- Final Form (6 SOUL): Own turn. Trigger:** Turn start. *Effect:* Increase MV to 6, DF to 6+, gain 6 strength, become *curseproof*, gain *free movement*, and gain *super armor*. Keep any damage taken. At the end of your next turn, your form destabilizes and you are *obliterated*.



Generic Tokens

- **Strength:** +1 damage, discard one after dealing damage. Cancels weak.
- **Weak:** -1 damage, discard one after dealing damage. Cancels Strength.
- **Vitality:** Take -1 damage, discard one after reducing damage this way. Cancels Vulnerable.
- **Vulnerability:** Take +1 more damage, discard one after damage is increased this way. Cancels Vitality.
- **Slow:** MOVE a max of 1 space, discard one after MOVEing. Cancels Speed.
- **Speed:** MOVE +2 more spaces, discard one after MOVEing. Cancels Slow.

Faction Tokens

- **Berserk:** A unit affected by Berserk deals 1 splash damage after ACTing, then discard a berserk token. This damage can't be increased in any way. If this doesn't damage any other units, they deal 1 damage to themselves instead, ignoring armor.
- **Doom:** A unit affected by at least one Doom token takes 4 devil damage at the end of round 4. A unit can clear a doom token by slaying another unit, and no other way.
- **Plague:** Units affected by plague take 1 toxic damage at the end of their turn, then that unit discards a plague token. This damage cannot be ignored or reduced by any means but cannot slay a unit. Gargamox units don't take damage from plague and don't remove plague tokens, but can still be affected by plague.
- **Mutation** A unit may discard a mutation token instead of discarding any other token.

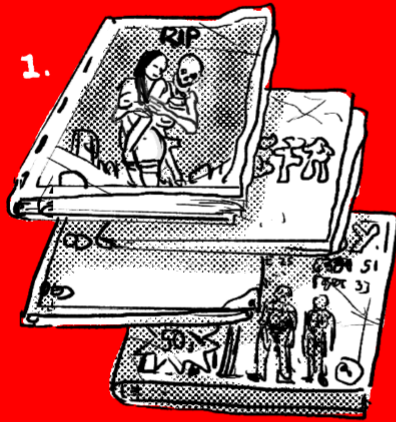
Tokens apply a static effect while a unit has at least one. Mutation tokens may be discarded in place of any other token, ie they can be a stand-in and act as a 'copy' for any other token, allowing you to keep the original.

Terms

- **Adverse terrain:** Special terrain type, like mud, rubble, water, etc. Costs +1 more movement to exit.
- **Armor:** Armor blocks 1 damage any time it is applied, depending on type.
- **Curseproof:** Immune to damage and effects of Curses from foes.
- **Damage:** All damage is physical (untyped), magical (toxic, curse, fire, holy), or devil.
- **Death burst:** Gargamox faction tag. Effect that triggers when this unit is slain.
- **Devil damage:** Cannot be reduced, increased, or ignored. Obliterates units it slays.
- **Elevation:** Special terrain type. Provides cover. Costs +1 movement to enter from a non elevated space. Units on elevation gain +1D on attacks against units not on elevation, and units gain -1D to attack units on elevation if they are on ground level.
- **Formation:** CARCASS faction trait. Gain +1D on attacks if adjacent to an allied unit.
- **Free movement:** Unit's movement cannot be reduced by any means.
- **Hazard:** Special terrain type. A unit that starts their turn in a hazard takes 1 damage, ignoring armor, and a unit also takes this damage if they enter a hazard space during their turn. Hazards can overlap other terrain types.
- **Headshot:** CARCASS special tag. Effect that triggers when rolling a 6 on the final attack roll.
- **Infect:** Gargamox faction tag. Jumps from the original target up to three times to up to three different characters, as long as each character is adjacent to the previous.
- **Line:** Affects all units in a line. Lines can only be drawn in orthogonal (compass) directions and can only be drawn from one of those spaces - in other words, no diagonals.
- **MAG:** Magical armor. Blocks 1 holy, curse, toxic, or fire damage.
- **Miracle:** Abhorrer faction tag. When a unit with miracle is slain, it has a 5+ effect chance to return to life at the end of that turn with 1 hp, clearing all tokens.
- **Obliterate:** A unit that is obliterated leaves neither body nor SOUL and does not trigger effects that trigger when they are slain or reduced to 0 hp.
- **PHYS:** Physical armor. Blocks 1 physical damage. All damage is physical by default (damage that is not holy, curse, toxic, fire, or devil damage)
- **Pull:** Involuntarily pull unit a number of spaces, as long as each space of the pull is closer to the pulling unit or effect than the last space. Does not count as a MOVE.
- **Push:** Involuntarily push unit a number of spaces, as long as each space of the push is further away from the pushing unit or effect than the last space. Does not count as a MOVE.
- **Reload:** CARCASS faction tag. This ability must be reloaded by sacrificing a MOVE before becoming usable again. Reloading refreshes all abilities with reload.
- **Retaliation:** Goreginders faction tag. Deal 1 damage after any ability resolves that damages this unit, to whichever unit damaged them, even if this unit is slain.
- **Soulless:** A soulless unit leaves no corpse, doesn't grant SOUL, and can't be used for body block.
- **Spare Parts:** Gains an additional effects if an adjacent corpse is consumed at the start of the ability. Scales per corpse consumed.
- **Splash:** Affects all adjacent units, but not the target. Can be splash (target) or splash (self).
- **Stance:** Abhorrer faction tag. This ability gains extra effects based on round number
- **Step:** Move the specified number of spaces. Does not count as a MOVE.
- **Summon:** Summoned units are usually created by abilities. When summoning a unit, place it on the battlefield in a free space in range. Summoning a unit doesn't count as it moving or entering a space. Summoned units are SOULLESS and may be activated in the round after their summoning.
- **SUPER:** Super armor, blocks 1 of any damage except devil damage.
- **Wall:** Terrain type. Blocks movement and line of sight. Can be targeted and destroyed as a character but does not trigger effects, and has 2 hp.

LOOSE ITEMS

1d20, choose a ring on a '20'.
May all be covered in a thin layer of blood, dirt, or slime.



1. "Skint Paper" (instructional leaflets, zombie catalogue, skeleton erotica)



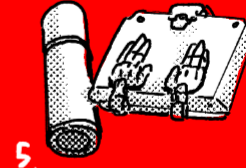
2. Black Star Eye Pendant



3. One-tined Spectacles



4. Obols, Black Gold



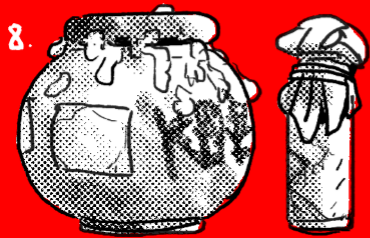
5. Lipstick, hand mirror



6. Magic Bullet



7. Gauntlet of Serpent Control



8. Potted Skin Ointment, burn cream



9. Bone Sacrificial Knives



10. Earrings of Regeneration



11. Burnt holy symbol (The Almighty)



12. Crawling hand (dead)



13. Handbill for sale of 30 Liters of blood



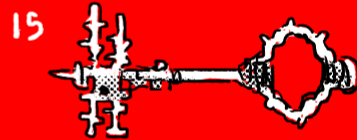
14. Idol of Zgar



20A. Bloodwell Ring



20B. Tiny Being's Ring



15. Master Key



16. Loose teeth



20C. Ring of Vigor



20D. Fleshmeld ring



17. Hammer, star-iron nails



18. grease pencil, incense



19. Gyoza (cold, foil wrapped)



DEATH IS BROKEN in Anzenmezzeron, the great necropolis of a billion souls, living and (mostly) dead. You are a necromancer, partaker of the Black Sacrament and master of the devouring dead. Fresh from the grave, you set your sights on the terrible treasure at the center of the city: the End of Death. Will you find it within your grasp, or will you lose yourself in the swirling hellscape of the city?

Magnagothica: Maleghast is a two to four player skirmish war-game designed for virtual tabletop by Tom Bloom (author of Lancer RPG and others). Take the role of a master necromancer and dive into unconscionable violence. You'll come back, even if you are torn apart.

They always do.



CHASM

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