The Dark Crusade

**Health lost to 0**

When your Health goes down to 0, you don’t die instantly, you get a **Wound(H)** every class and faction has a maximum of wound that can bear, and they can’t be regenerated, when u hit that maximum number, your champion is at the “Gates of death” and you use your Salvation

**Salvation and Gates of Death**

For every hit that u get while you are at 0 health-0 Wounds your role-master shall point +1 to your Death-meter, to survive, you throw a D6 (Dice 6 faces) the number of your dice + **Salvation(S)** of your character must be higher to your Death-meter, if is not the case you Die.

**Moral lost to 0**

Not all damage is physical, the mind health is also important, you character can’t heal the mind that easy, you need help of NPC or certain objects or buildings (detailed in Villages and Cities).

In that moment when your moral is lost to 0 your hero becomes crazy or Valorous, with certain advantages or disadvantages (explained in buffs and debuffs), don’t worry, they can be healed just in certain buildings, but being crazy is not enough for the grim dark future, when your moral gets to -50, your Hero has a heart attack and instantly dies.

**Some Stats Explained:**

**Level up**

You can only level up when you get kills, assists do not count to level up you need to:

Level 2: kill 2 enemies Level 11: kill 25 more enemies

Level 3: kill 5 more enemies Level 12: kill 26 more enemies

Level 4: kill 7 more enemies Level 13: kill 27 more enemies

Level 5: kill 10 more enemies Level 14: kill 28 more enemies

Level 6: kill 15 more enemies Level 15: kill 29 more enemies

Level 7: kill 21 more enemies Level 16: kill 30 more enemies

Level 8: kill 22 more enemies For each level kill the same amount +1

Level 9: kill 23 more enemies

Level 10: kill 24 more enemies

When you level up you can +1 to any stat except “H” and “S”

**Weapon Skill (HA)**

HA is the skill that your hero has with melee weapons. The damage of each Weapon type has its own damage “equation” it will be explained later in (Weaponry and Damage)

**Projectile skill (HP)**

HP is the skill that your hero has with range weapons.

**Force (F)**

Force is another Stat that is used in melee weapons and to move heavy objects or use some spells.

**Resistance(R)**

Resistance is one of the Defensive stats: your hero reduces -1 all the damage income if “R” is bigger than 14 then it becomes a percentage of the damage discount (explained in Weaponry and Damage). It is also the level of stamina that your hero has.

**Intuition (I)**

Intuition is the stat that shows the speed of a Character: this stat is used for speed events, and to decide order of turn in combat. Intuition, is used to dodge attacks or counter-attack, to do this, you throw a D6 when the enemy attack if this D6 + I is higher than the enemy’s precision dice (master D20), you will dodge his attack. To counter-attack your D6 must be equal to 6. Dodging or counter-attacking use one Action of your next turn, even if you fail. A counter attack returns 100% of the damage to the one who deals it, watch out enemies can do it too!

**Action (A)**

Action is the number of events you can do on your turn in combat, for example, if you have 4 Actions, in your combat turn you can 1:run to the enemy, 2:stab him run 3:back and 4:take cover and shoot your ranged weapon.

**Leadership (L)**

Leadership that reduces the moral damage, it works like resistance, when it gets to 15, the Reduction becomes a percentage. Leadership is also used for persuasion (explained in NPC and out of combat)

**Wounds (H)**

Every time a hit lows your hero gets to 0 or less Health, you lost a Wound H-1; you have 1hp and any poison, venom, burn, frost, electrocute disappears on your hero.

**Salvation (S)**

When your champion has run out of Wounds and you every time someone strikes a killing blow a Death meter that your master has will point+1, you need to throw a D6 to overcome that Death meter. So, S+D6>Death Meter

**Intelligence (IN)**

Intelligence is the stat that define your hero’s knowledge of the universe, with higher intelligence your hero will be able to wield exotic weapons and talk many languages, understand runes etc...

**Buffs and Debuffs**

**MORAL DEBUFFS AND BUFFS - Madness**

When moral reaches 0 u throw one or more dice(D6) and get one of the following states, IF YOU ARE THE MASTER NEVER SHOW THIS PAGE

1-Horrified: When you crit instead of making damage, your hero passes the turn and your allies get -5 moral if the lowest dice is inferior or equal to 3 you pass turn

2-Sadist: when you receive damage, your allies receive -5 moral and your non crit attacks which lowest dice is lower than 3 don’t deal dmg and you receive -1 HP and -1 Health

3-Paralyzed: u can’t attack creatures anymore, if someone engages u on combat u get: -5 moral and your allies too

4-coward: your L: -99 you can’t attack melee, HP: -7 F: -2 unable to do any L action

5-bloodadict: every time you launch an attack you receive -10hp and your allies get -5 moral

6-MAD: all your attacks deal half damage you can’t crit and your health max is halved

Additionally, you can ask your player to throw another dice, if the numbers are different you use the first dice used

1-1 Paranoid: you can be healed neither buffed every 3 rounds you use a random ability (master decide) to a random ally (D6), you can’t use any sort of items or give them to other players, max Health-10%, R: -2 damage-25%

2-2 Egoist: you can’t use any sort of abilities, you use all your allies’ items and you can’t share yours, damage-10%

3-3 Irrational: 1 out of 2 turns you harm yourself (D20 damage), you can’t get buffed or healed, you are not allowed to move in combat, damage-10%, health-10%

4-4 fearful: Can’t attack, heal, buff or get buffed.

5-5 Hopeless: 2 out of 3 turns you pass (-5 moral to your allies when you pass) can’t be healed or buffed, no one in your team can retreat once a combat starts

6-6 Abusive: if someone attacks your ally both take the blow, and both receive -10moral, if an ally crits you attack him with the same damage.

Your Player can still be asked to throw another dice

1-1-1 masochist: health max-10% 80% probability (D10>8) to harm yourself in an attack, allies -15 moral when it happens, if anyone try to heal or buff you, you deal (D20) damage to them.

5-5-5 Hero: gain 20 moral and your allies 10, you get +10 health, R: +2 A: +1 Cannot get CCD

6-6-6 Brave: gain 30 moral L+3 HP: +3 HA: +3 R: +1 S: +1 u can’t deny any challenge or u lose that state

All modifiers good modifiers disappear when u camp or relax- getting out of a mission-3 combats

Bad modifiers disappear when u contract a Sanitorium

Getting to -50 moral gives u a heart attack and your character dies instantly.

Your crits restore 5-10-15 moral depending on the dmg dealt

Enemy crits take out 5-20-25 moral aoe depending on the dmg if it gets to 0 health all team receive extra -10moral

Traps: stepping on a trap deals 5 dmg and -5 moral

Being alone in the dark in a dungeon gets -2 moral per turn

Getting cut, or poisoned by environment deal-3 damage in 3 rounds

Destroying a boss receive 20 moral

**POISON, BLEEDING, BURN, FROST, ELECTROCUTE and other On Hit Effects**

* Poison, bleeding, burn deal X damage at the beginning of the hero’s turn in Y Rounds, written like :( X, Y), they all ignore resistance, some of these debuffs can stack on top of each other, adding damage (X) but not rounds, they don’t refresh round, also they can only be applied to enemies with blood and skin
* Frost: when you get frosted any part of your body you can’t move that part, can be used against any kind of enemies(snare)
* Electrocute: when you are electrocuted you can’t use any spell, can be used against any kind of enemies(silence)
* Life steal: Some weapons or passives gives a x% of life steal, this means that all the damage that you deal in your attacks an X% will restore to your health

**Crowd Control (CC)**

You and your enemies can apply CC on each other, CCs are debuffs that incapacitate your hero.

* Stun: Your hero or enemies will not move, use abilities or do any kind of action
* Silence: your hero or enemies won’t be able to use abilities
* Snare: your character or enemies is not able to move
* Blind: your or your enemies’ attacks miss
* Horrified/Fear: you or your enemies run from who used it and can’t do anything else

**Weaponry and Combat**

**Combat**

**Range**

To destroy your enemies, they must be in range of you righteous fury, each weapon has a specified range from 1-15

|  |  |
| --- | --- |
| Range 1 | 0,5 meters |
| Range 2 | 1 meter |
| Range 3 | 2 meters |
| Range 4 | 3 meters |
| Range 5 | 4 meters |
| Range 6 | 10 meters |
| Range 7 | 20 meters |
| Range 8 | 30 meters |
| Range 9 | 50 meters |
| Range 10 | 100 meters |
| Range 11 | 500 meters |
| Range 12 | 1000 meters |
| Range 13 | 5000 meters |
| Range 14 | 10000 meters |
| Range 15 | infinite meters |

**Melee**

Some weapons are special and have their own damage equation. To strike your foes, you throw 3 dices one of them is the precision dice, the other 2 dices are the damage ones (you decide which one is the precision dice and the damage dices)

Throwing Melee weapons: Range 6, you can throw daggers if F>3, 1 Hand Axes and Swords if F>7 and can be thrown 2Hand heavy weapons if your F>13 use melee damage equation according to the kind of weapon

**Sword type weapons and whips**

Precision: HA+(precision dice D6)>6 (to deal damage your aim must be accurate)

Critical strike (crit): to crit your precision dice must be higher than 3, also your 2damage dice must be the same number, you deal extra damage, when this happens, you throw another dice(critD6), if the critiD6 is still equal than the other dice, throw another critdice keep throwing until the last critDice has a different number

**1 hand Dagger:** All daggers give the extra stats: A: +1 I: +5 Range 2

Damage: HA\*D6

critical damage: HA\*(D6+CritD6+Crit2D6...)

**1Hand Sword**: HA\*D6+2\*F - Range3

Crit: HA\*(Dice1+CritDice) +2F

HA\*(Dice1+CritDice+Critdice2 + etc...) +2F

**2Hand-heavy sword**: HA\*D6+3\*F Range 4

Crit = HA\*(D6+critd6) +3F

HA\*(Dice1+CritDice+Critdice2 + etc...) +3F

**Light weapon - whip**: HA+(D6\*D6)/2 Range 4

crit HA\*(D6\*D6\*(critD6))/2

HA\*(D6\*D6\*(critD6+crit2D6))/2

**Twin**:pair of 1 Hand sword or axes that must be wield together, they let you attack 2 different enemies with 1 action if they are close to each other (Range 1), else you can attack one single target with both swords doing 2 different attacks the second one dealing -50% damage, both can crit, poison, bleed etc...

**Axes**

Damage+50% I: -5

1 Hand axe: Range 2 1

2 Hand axes: Range 3

**Without weapon:**(F\*D6(\*D6+D6 etc if crit))/10

**Ranged attacks**

Some weapons are special and have their own damage equation, range of those attacks are specified in each weapon, the base weapon (the one that you begin the campaign with has Range 7)

To shoot you throw 3 dices, one of them being the precision and the other 2 being damage dices. (you decide which one is the precision dice and the damage dices)

Precision: HP+(Precision dice D6)>7

if the enemy is taking cover Precision >14

Damage: HP+D6num1\*D6num2

Critical strike: HP+(D6\*D6\*critD6)

HP+(D6num1\*D6num2\*(critD6+crit2D6)

**Heavy ranged weapons**

All the Heavy Weapons need 1 action to prepare the weapon, they also have infinite normal ammo and don’t need to reload

**Ammo**

There are different kinds of ammo for all the races except the necron and tyranid.

The rest of species use ammo clips, each one of 5 bullets they need to reload after using all of them, they can have a maximum of 5 clips of every kind of ammo

* Normal Ammo: The normal Ammo is the cheapest and frequently used kind of ammo, it deals damage\*1, gets its damage reduced by armoured targets
* Explosive Ammo: Explosive bullets explode in fire and fury when they hit anything, destroying cover and flesh alike, this ammo ignores all armour and deals double damage to non-armoured enemies
* Fragmentation Ammo: this ammo is designed to destroy infantry

**Leadership combat**

if you want to intimidate, negotiate etc… your use your “L” you will find success if your leadership and an additional D6 is higher than the master’s D20:

L+D6>master’s D20

**Surprise Attack**

All enemies and allies can do surprise attack, so you get the first turn if you ambush the enemy(D20=20) but if the enemy ambushes you(D20=1) you lose 5 moral each and they get the first turn. Also, the team that ambushes gets a free round of attacks (round 0)

**Combat**

The team with the highest Intuition gets the first turn except surprise attack

Heavy ranged weapon: need preparation (1 action to preparade those weapons), if perpetrated you can’t move but your next attacks deal extra D20 damage till u move again, heavy weapons deal damage in Range 1 aoe

Ignoring armour: some weapons ignore armour, this means that armoured enemies and tanks receive all damage of your weapon even if they got high resistance, if you don’t have any kind of armour penetration in your weapons you can equip special ammo

**Traps**

To disarm an enemy trap, you shall use your “I” and your “In” if you miss, then you receive a debuff like poison-bleed-burn (D6-D6) and take D10 damage

I+In+Dice>=20

Secrets:

You can discover secrets if you see a lever-button, you shall use your In and a D6 against a master’s D20

In + D6 >=D20 master

Secrets will offer random loot depending on the faction of the dungeon for example if you are in a Eldar dungeon you will obtain only Eldar loot

**Weaponry**

All weapons have their pros and cons choose the right one in every situation but be aware, some weapons take thing out from you once you equip them, such as max moral or health, taking maximum moral/health means that if your maximum health was 100 and you equip a weapon that takes out 20, your max health is 80 now.

**Eldar**

**Attack**

Melee:

* 2 Hand singing blade: L+3 Psy +3 -  Range 4
* 1 Hand Witch Sword: HA+2 Psy+2 -  Range 3
* 1Hd Twin (2 sword 1 on each hand) spectral swords: HA+4 -  Range 3
* 2Hd executioner: HA+2 F+2 -  Range 4
* 1Hd biting sword: HA+3 I: +2 - Range 2

It Requires In>7

* 1Hd Power Claw: ignores armour F: +3 Range 2
* 1Hd Power twin blades: F: +3 HA: +3 ignores armour doesn’t use inventory space Range 3
* 1Hd harlequin kiss: It is an accessory for the forearm, it has a spike shape, if you stick it into an enemy (Range 1). You use 4 D6 if all of them are higher than 4 your hero instakill a low enemy if the enemy is a boss your hero deals: HA\*D6\*D6\*D6\*D6\*D20
* 1Hd scorpion’s Claw; 100% poison per hit 5-5 Range 2
* 1Hd ghost-axe: axe freeze if an additional D20>13
* 1Hd Twin mirrorsword: throw a D12 if D12>10 parry next attack and return the damage to the enemy (do this during enemy’s turn but it counts as an action for your next turn)

Ranged:

It Requires In>7

* 2Hd Explorer rifle: Precision Dice +7 needs 1 action to prepare 1 action to shoot and 1 to reload 1 bullet for ammunition clip, ignores armour, critical strikes with this weapon don’t need equal dices, you can add 1 or subtract 1 from the second dice. Range 14
* 2Hd shuriken catapult: HA: +2 I: +2 Range 11
* 1Hd dragon’s fusion gun: ignores armour +50 damage to enemies armoured Range 9
* 2Hd heavy fire pike: ignores armour, damage x2 to armoured enemies Range 10
* 1Hd flame thrower dragon’s breath: ignores armour +50% damage to infantry Range 6
* 2Hd heavy Reaper’s Launcher: +100% damage to vehicles, ignores armour needs explosive ammo Range 11
* 2Hd heavy Tempest Launcher: 50% damage to vehicles, Range 7, deals extra 50% damage to non-armoured infantry
* 2Hd Solar rifle: shot to 4 enemies with 4 accuracy D6 and 4 damage D20
* 2Hd Grenade-launcher: Aoe attacks Range 6
* 2Hd Death spinner: Shots microfilament, throw an additional D8, if D8=8 that enemy will pass turn, if the enemy is at Range 3 it ignores armour Range 6
* 2Hd canalization spectral Canon: multiply the usual ranged damage for the number (Actions charged)/2 if your hero moves while charging the canalization resets to 0 Range 6
* 1Hd Fusion Pistol: ignores armour +D20 damage to infantry Range 5
* 2Hd D-scythe: -75max moral(if it is equipped) the weapon makes unique bullets 1 bullet day (max 2 bullets loaded) must be equipped to produce bullets, you fire to an enemy using only a D20, if D20>18 you get an instant kill your foe, use only a D6 precision Range 6

**Defence**

* 1Hd Energy Shield: R+2 health:+20 S+1
* Gravity belt: 50% chance dodge one attack
* Holo-armour: I+2 R+1 S+2
* Armor of Wraithbone plates: health:+50, R:+1 per hit, max +10
* Superior Wraithbone protection : With one SWB your hero can improve the quality of an armour R:+2
* Wraithbone Gauntlet; All attacks ignore armour while it is equipped

**CHAOS**

**Absolute Chaos:**

**Attack**

**Melee**

* 1Hd power fist: ignores armour axe rules(exterminator only)-10 moral max when equipped Range 1
* 1Hd twin Lightning Claws: 2 attacks in 1 action -10moral max Range 2
* 1Hd or 2Hd you chose demoniac claws: Damage= F\*HA\*(D6+D6) 20 max moral(when equipped) Range 2

**Ranged**

* 2Hd Combi-bolter: -10moral max Range 8

-     bolter Flamethrower (regular bolter + Flamethrower to 3 enemies      D6\*D6 in D6 rounds as a burn) Range 8 Range 5

-     bolter fusion rifle (attaches a fusion gun that ignores armour of          vehicles) Range 8-Range 4

**Defence**

* bionic implants: +50 health max H:+1 -10moral max
* exterminator armour: +200 health max A:-1  I:-5 S:+3 R:+9  -20moral max
* demonic Armor: -10health max I+2 R:+5 -50moral max

**Khorne:**

**Attack**

**Melee**

* 1Hd or 2Hd(summoning) adaptable  your hero summons a Possessed Berserker Axe: Health max-30, 10%lifesteal from your damage, -40moral max,R-6 ,I+2, A-2, HA+5, F+5 the demonic spirit of the weapon overrun a part of your soul and speaks to you: receive -10moral per use(you can ask the master any question but he can lie to you) this weapon marge with you so it doesn’t use any inventory space. Range 2-3
* 2Hd The Chaos “Mandoble” -20 moral max,F+3 ,10 health ,2 life steal on hit, R-4 ,A -1 , I:-2, HA+3 Range 3
* 1Hd Cozius corruptan:-25 moral max, F:+2, L:+2, I-2, A-2, HP+1 Range 1
* 1Hd Demonic Dagger: Throwing Dagger, it always come back to four hand using 1 action it does the same damage when you throw it and when you turn pull it back, as melee damage: moral max-20, health max-15, HA+5, F+3, I:+2, R:-9, A:+1 (this dagger incrusts to your wrist (like assassins creed)) Range 1 - Range  7 (throw)
* Demon Chip: health max-75, F:+3 I:+2 R:+1 A:+1 (a scorpion tail appears at the back of your hero with a pair of blades )(Damage= F\*D6\*D6 if  it crits Damage= F\*D6\*(D6+D6) Range 2

**Defence**

Defence is for the weak

**Tzeentch:**

**Attack**

**Melee**

* 1Hd Confusion Sceptre: You create a living shadow that will don one action in or out of combat, you can do these 5 times every day -10moral sword damage Range 2
* 1Hd Cursed banner: (if it is equipped) number of summoned creatures +1 +10%health of invocations -10moral No damage
* 1Hd Warp sword: -20 moral max, 100% spell extra damage Range 3

**Defence**

* Thousand sons Armor: spell damage+10%, health max-20 moral-10
* Warp-mage’s ropes:  spell damage +20%, summoned creatures +1, health max-50 moral max -10
* Chains of the demon summoner: summoned creatures+1; with this item equipped you can have one of your summoned creatures with you all the time

**Nurgle:**

**Attack**

* Plague grenade Area of effect infection D20-D6 )-10 moral on use Range 5
* 1Hd gut spill melee (has the damage of a 2-hand sword but is 1 Hand sword, all the enemies hit get a 9-3 poison and if they are poison, yet your hero applies also a 7-7 bleed)-30 moral max Range 2
* 1Hd Sceptre of the great contagion: all infection and bleeds deal double damage while the sceptre is equipped -20moral max, no damage
* 2Hd Plague sword: When your hero strikes the enemy that enemy gets cursed, if he dies in that round the fallen corpse will become a nugrette that deals Faith\*psy damage and have health=1 Action=1 this nugrette obey all your orders if you are lvl 20 with the Mark of Nurgle (explained in spells and powers) at the end of combat if that nugrette is still alive, he will heal you for 5% of max Health. -40moral max Range 3
* 2Hd heavy plague flamethrower: infects all enemies hit in a Range 5 Area  damage:(-20health  D6+D6 in 5 rounds) -20moral max

**Defence**

* Godfather extermination Armor : health max +300 R:+10 I:-6 A:-2 Wearing this armour you can’t be debuff in resistance (-50 moral max)
* Plague gloves: health+20 R:+2 -10 moral  touching organic matter by your gloves makes it rot. (moral-20 nurgle religion +5)
* Nurgle armour: health max+100 R:+4 moral-10 can’t be poisoned or bleed while wearing this armour(moral -30 nurgle religion +10)

**Slaanesh:**

**Attack**

* 1Hd torment whip: 100% chance of bleeding your enemy (3-5) Range 4 (-20 health max -5 moral max )
* 1Hd the nail of desire: sword that deals 50% extra to infantry, crits make enemies fall and love with you and fight by your side in 2 rounds. Range 3(-30 Health max -10 moral max)
* 2Hd heavy Sonic destructor: weapon that horrifies infantry when crit horrified infantry pass turn and if they health<10% they deal D20 to themselves Range 13
* Combat psycho-drugs: temporal buff (3 combats) damage+50% I:+7 A:+2 R:-100% health+20 moral-10 on use.

**Defence**

Suffering in excess is what pleases slaaneshes wishes

**Dark Eldar**

**-Attack:**

Melee

* 1Hd Agonizer :100% bleeding (6-3)(health max-5) Range 2
* 1Hd Twins/2Hd Demiklaives:  twin swords with 100% bleed(9-2) those blades can fusion into a big 2Hd longsword 100% bleed(13-2) (health max-25 F:+2) Range 3 Twins - Range 4 longsword
* 1Hd Djin Blade: refreshes the last bleed applied and augments its damage in 1 maximum 5, and 3 rounds refresh maximum (health max -20) Range 2
* 2Hd Hellglaive: This dark eldar weapon has a 50% bleed(7-3)(use D6>3 applies bleed) this weapon also makes the user able to double attack with the same action (if the first attack produces the bleed) the second attack deals 50% less damage but it can also apply bleed or other on hit effects like crit, poison if you poison the blade or burn if you heat the blade (health max:-15) Range 3

Requires: In>7

* 2Hd The Impaler 2M: this weapon uses pure Force “F” and has its own damage equation (Damage= F^3\*D6) crits impale the enemy  with the following stats: +5 moral to you, -15moral to allies(F:+3) Range 1, Uses Disruption Charges, you get one a day, max Load capacity 1+sadism
* 2Hd Klaive: Enormous 2Hd longsword , has a 50% of bleed 6-3 and poison 5-3, (health max: -25 F:+3 HA:+1 HP:+1) this weapon is that big that uses his own damage equation: Range 4

Damage= HA\*(D6)+4F

(Crit)= HA\*(D6+critD6)+4F

HA\*(Dice1+CritDice+Critdice2 + etc...) +4F

* 2Hd Punisher: this weapon is a halberd, it uses same damage as axes but without the Intuition debuffs, this weapon has a range 5. The Punisher also has a light ranged weapon attached to it, so you can shoot your enemies, you don’t need an action to swap positions light ranged Range 7/halberd Range 5  (health max:-10 HA:+2 HP:+2)
* 1Hd Razorflail whip-sword: this weapon can change form a sword to a whip that has a 100% bleed (1-8) without wasting an action Range 4 whip-Range 3 sword

Ranged In>7

* 2Hd Blaster: Standard weapon, Range 9, infinite normal ammo no need to reload Range 8
* 1Hd Ossefactor: This weapon makes the bones grow infinite unique ammo(produces D20,D12 bleeds) Range 5
* 2Hd heavy Dark Lance: sniper weapon, uses 4 D6 instead of the usual 3, ignores armour makes his own bullets (5 bullets day)(health max -20) Range 14:

Damage: HP+D6num1\*D6num2\*D6num3

Critical strike: HP+(D6num1\*D6num2\*D6num3\*critD6)

HP+(D6num1\*D6num2\*D6num3\*(critD6+crit2D6)

* 1Hd Destructor: acid weapon, when this weapon is shot at an armoured enemy it destroys D20 of his armour, if it is a percentage it destroys a D20 percentage during 5 rounds, uses acid as ammo (found only in dark eldar armoury (max capacity 20 acid pots)(health max-5). Range 5
* 2Hd Haywire: electromagnetic weapon, uses any metal as normal ammo, produces bleed 50% (5-4). Range 12
* 2Hd Heat Lance: fusion weapon that deals D12 extra damage every round if you focus the same enemy. Range 6
* 2Hd Hex rifle: Weapon with 100% poison chance Range 10, you chose the poison:
  + Glass plague virus: 9-2 to 2 enemies
  + Death plague virus: 5-5 to 3 enemies
  + virus potentiator: next infection (+2,+1)
  + Fire plague virus: 3-9 stackable (the damage increases when your hero applies more charges of that poison)
  + green plague virus: 8-2 if the enemy dies while infected with this virus, it will propagate to 2 enemies nearby that are not infected

(max charges of virus 15, you can avoid carrying charges of a kind of virus to have more charges of other virus that you prefer)

* 2Hd phantom Grenade Launcher: uses explosive ammo, 5 explosive bullets for each shot, deals explosive\*5 damage to 3 separate enemies but you only choose one of them, the rest are random it can hit allies too, in that case -10 moral to you -5 moral allies. Range 7
* 1Hd Shredder: monofilament weapon, throw another D8 if it is D8=8 the enemy won’t move in 2 rounds so your allies don’t need a precision dice Range 6

**Defence:**

* 1Hd Hydra gauntlet: HA:+1 F:+1 bleed damage to you and enemies (+2,+1) while it is equipped +25%damage to infantry(health max:+10, R:+1)
* 1Hd Meat Gauntlet: melee hits with this gauntlet equipped ignore armour and deal extra D20 damage(health max-5 R:+2)
* Ghost plate Armour: R:+2 I:+5 health+30  (-20 max moral)
* Blade armour: Health:+20 R:+1 If you are under attack you return “R” Damage to your enemy 5% bleed chance  (19-2) (use D10>8) (-20 max moral)
* Incubus War suit: Health:+100 R:+5  melee hits that you make and receive have a 50% bleed (7-3)
* Wraithbone Woven Battle suit: Health:+200
* Witch suit: R:-4 I:+5 A:+1 psy+2

**Out of combat**

**Out of combat**

When you finish a combat, your hero enters in an out-combat status, in out of combat your hero doesn’t use actions. Being out of combat makes your hero able to negotiate, talk to NPC(Non-Player Character) etc…

**Camping skills**

Being in a dungeon might be harassing but with 5 pieces of wood that you can that you can chop down with axes or buy, and with food you are able to set a campfire.

Depending on how much food you use you can gain moral back and health (being x the number of players)

0\*x food: -10% health -10%moral

1\*x food: -5% health -5%moral

2\*x food: +0 health +0 moral

3\*x food: +5%health + 5%moral

4\*x food: +10%health + 10%moral

You can only use those multiples all players must eat the same amount of food

After eating your hero and allies can use their camping skills to buff yourselves and augment the religion meter

**Religion**

At the beginning of the game all races have a specific, using other religion spells or using certain campfire skills can augment or decrease the others religion meter. Changing your religion makes all your level up stat points disappear even though you conserve the level, also you convert to that faction losing the passive of your old race, but you don’t get the new one, the master choses the new modifications of your character

Faction Pick

* **Chaos**

Chaos passive: “already mad” You are immune to moral attacks, basically because you are already nuts(you have no moral bar)

Chaos passive 2: “sell your soul”: if your character dies, he can revive once

- Heretic: 100 health- /// Moral

HA:5  HP:5  F:3  R:3  I:7  A:4  L:3 H:2  S:+3 In:5

The heretic is the lightest unit of the chaos forces, he might not be strong, but he is fast and versatile.

- Tactical: 150 health - /// Moral

HA:6  HP:6  F:6  R:5  I:4  A:3  L:5  H:3 S:+5 In:5

The Tactical Chaos marine is the bread and butter of the chaos, it is a standard and balanced unit always ready to kill destroy and claim massacres for the dark gods

- Annihilator: 200 health-/// moral

HA:3  HP:7  F:6  R:6  I:2  A:2  L:4 H:4  S:+6 In:5

The Chaos Annihilator is the heavy artillery that brings tons of corrupted fire, fire power and resistance to the combat but that firepower and toughness goes with a cost in mobility.

**Chaos modifications**

Choose one major god or 2 Chaos undivided modifications

**World Eaters - Khorne berserker**(heretic, tactical only)gain: health-10, gain +5%on hit melee life steal

The World Eaters are a chapter that worships khorne the Blood God they are one of the most brutal chapters that use mainly melee weapons and wherever they go they bring death, corpses and blood in honour of their God.

Gain extra passives

* Rage: when you kill an enemy: F:+1 A:1 H:+1 +5% life steal in that combat
* Need of blood: drinking blood heals D20 health and gives your allies -10moral if in 5 combats you don’t drink blood -1 all stats in 2 rounds
* Skulls for the blood god: if you kill an enemy you can get his skull to make an offer to Khorne and mutate.
* hate to slaanesh and tzeentch, your attacks have a probability to damage other Chaos space marines if they chose to become “thousand sons marine” or “noise marine” instead of  your enemy(When damage D6 are  double 1 )

Your stats get buffed HA:+5 HP:-999 F:+3 R:-1 I:+2 A:+1 S:-2

**Mutation-khorne’s blood prince**

For every mutation you get: health+10 F:+1 S:+0,5 +10%lifesteal, all your allies get -10moral

price: 5+5\*number of mutations you already have

If you get to 5 mutations(the maximum)  “sell your soul” disappears and your character becomes a blood prince hp+20 and “rage” passive stacks until you get over 60%health, as a demon prince of khorne you have some new powers:

* Khorne’s demon howl: your hero throws a massive flame from his mouth that disintegrates the first enemy it hits except bosses
* Demon blood sword: now you have a powerful blood sword, that has a 20% base life steal, it also heals the 5% of the damage that your allies do.
* increased size: now you are much bigger, ambushes are no longer an available option for you.

**Thousand sons-Tzeentch: gain health:+5, gain psy+3, faith+3**

The thousand sons are a chapter that worships the Chaos God Tzeentch, lord of change and knowledge, they are all excellent psyquers and they are all very intelligent.

New Spells in your knowledge:

* Transformation ray:( new range attack Range 15 uses ranged equation like your ranged weapon)
* Psywave (you channel during  2 rounds and levitate up the air (gets out of cover and throw a shock wave in all the room that deals psy\*(D20+D6)
* Knowledge to the god of change: offering enemies brain’s to Tzeentch bless your hero with a mutation
* hate to nurgle, your attacks have a probability to damage other Chaos space marines if they chose to become “Death Guard” instead of  your enemy(When damage D6 are  double 1 )
* HP:+5 HA:0 R:-1  S:-2 In:+3

**Mutation - Tzeentch Lord of Change**

+5 health Psy:+2 -10moral allies In:+1 for each mutation

price: 5+5\*number of mutations you already have(enemy brain)

if you get to 5 mutations (the maximum) “sell your soul” disappears, become a Prince of Change health+10 Psy:+3

Being a powerful Prince of Change gives the following stats:

* The change never misses: repeat a failed precision dice
* Lord of change: You can shape your body the way you want
* I know all: In+99
* Spell Books are unnecessary: you don’t need to carry the spell book with you any longer, you memorize it.

The Prince of Change has unique spells memorized:

* Mastermind: blow up an enemy’s head(not bosses) if a D20>15, if you don’t kill the enemy, you read his mind
* Reality Shaper: Shape the room at your will, everything you change will cause you 3 actions
* Warp portal: Open portals through walls, the distance between portals maximum is Psy\*100 meters
* Corruption Chain: D6 precision, you trap 3 enemies, they can’t move that round( your allies won’t need precision dice unless covered)

**Death Guard - Nurgle: +20health, gain H:+2, Faith+2**

Joining the Death Guard usually means immortality, the followers of the Chaos god Nurgle Lord of the decadence and pestilence are famous for their high resistance and toughness, but they are also known for their biological warfare

Joining the Death Guard offers you some abilities and passives.

* bio-plague: poison an enemy (D6-D4)
* Infected and rusty blade: all your melee attacks are 50% weaker but all of them poison the enemy (D6-D6)
* Nurgle’s chosen: your hero can’t be poisoned or suffer bleed
* Nurgle blessing spreader: killing enemies with your infected rusty blade or with bio-plague will give your hero a nurgle’s favour to mutate
* hate to slaanesh and tzeentch, your attacks have a probability to damage other Chaos space marines if they chose to become “thousand sons marine” or “noise marine” instead of  your enemy(When damage D6 are  double 1 )
* Bonus stats: HP:+1 R:+2 I:-2 S+2

**Mutation - Big pestilence of Nurgle**

health:+15 dmg:-2% S:+1 H:+1 -10moral allies

price: 5+5\*number of mutations you already have(nurgle’s favour)

if you reach the maximum of 5 mutations “sell your soul” disappears, and become a pestilence prince with the following effects

* R:+2 hp+40 S+2
* Nugrette summoning: summon 5nugrets in 2 turns with 10 health each and dealing deal 5 damage each nugrette
* Pestilence Aurea: being nearby enemies receive 3 damage points per turn
* Immortality: regenerate 10 health per 5 minutes(real life time) when your hero is out of combat
* Mass: you are much bigger now and for that reason you can’t be Crowd controlled.
* Improved infection: all your infections deal (+3-+1)

**Emperor’s children - Slaanesh noise marine( heretic annihilator only)**

The Emperor’s children are a chapter that worships the Chaos God of excess Slaanesh, they are famous for the antinatural speed  and charm of the warriors that stand under the Slaanesh flag. Being a part of the Slaanesh army comes with the following bonuses:

* demoralise them! a random enemy will pass his turn when activating this ability
* pain lover: getting own injures increases the damage in the next attack in D20 -D20moral to allies
* Self-destruction: can hurt himself and allies
* Slaanesh bitch: taking out the heart of a fallen opponent and give it to slaanesh allows your hero to mutate
* Hate to khorne, your attacks have a probability to damage other Chaos space marines if they chose to become “World Eater Khorne Berserker” instead of  your enemy(When damage D6 are double 1 )

**Mutation - Slaanesh prince of pleasure and pain**

I:+3 A:+0,5 L:+1 per mutation

price: 5+5\*number of mutation you already got (heart)

if you get to the pick of 5 mutations “sell your soul” disappears, then you become a seduction prince of slaanesh A+2 can seduce any character for 5 minutes(just one)

Players can be Charmed too but to charm them both need to throw a D20 if yours is higher than your objectives you succeed on the charm.

Demon whip: You can transform your right hand to a whip anytime, catching an objective with it will it will make him say the truth about anything you ask (but he can still attack you), else, he dies.

The best lover: fucking NPC and enemies alive heal you D20 and your allies receive -D12 on moral

**Black Legion-Chaos undivided**

Undivided Chaos Demon Prince, when you collect 5 skulls, 10 hearths, 15 brains and 20 nurgle’s favours(using regular poison) you can ascend to an Undivided Chaos Demon Prince, but it must be offered with the death of one of your allies.

Being this powerful demon gives the following passive and active abilities:

* Night Haunter: striking form the shadow(stealth) deal extra damage(\*D6)
* Son of Horus: all enemies will be horrified to see you and they will pass the first round(except bosses)
* The chosen of the 4 gods: You can’t change your Undivided Chaos religion anymore so the spells and Camping skills that affect it won’t work on you
* The New Era: all damage increased 50%
* Wings of change: you can fly
* Blood handed: Heal 10% of the enemy max health (2A)
* Pestilent: All poison and bleed effect you -D6 rounds
* Lusty: Getting hit increases your “I” +D6 and your F+D4

(get 2 of the following)

-**Rapax:** your hero gets a Chaos rocket backpack (get imaginative, uses fuel 5 gas for every time, you can carry people with you but each one uses 5 extra fuel ) I:+2, using a melee attack to the floor while falling from the sky with the Rocket Backpack deals your usual attack with double range AOE

-**Dark Apostol**: your hero becomes a dark god adept, using spell books of other Chaos religion doesn’t change your religion. Being a Dark Apostol gives your character the following stats: faith +5, you as a Dark Apostol can perform certain spells:

chaos nova: aoe 5\*faith damage

corruption zone: zone where anything can grow, deals dmg and takes sanity to all per turn (Faith))

prayer: u begin a pray to the dark gods X random NPC that hears u will follow your orders during 10min your **allies get -30 moral** if hostile hears u he get a free shot one per enemy and can crit applies on hit effects, prayer is more efficient when the “L” stat is higher, early u can only control faithless or ill/metal weak. u chose 2 paths. Doing it to a Demon will make him control you(-50 moral to allies). Tyranids and necrons are not affected

-Objective of chaos:

0-plants    1-little animals   2-general animals    3-big animals    4-faithless enemies

5-lower races(ork-rat)  6-soldiers of lower races  7-human civilians

8-human low soldiers and commandants of low races  9- middle human soldiers

10-Luck dice(D20>15) to control merch 11-human commanders without psy capacity    12-lower bosses without psy 13-big bosses without psy 14-players without psy

-Lambs for chaos:

0-0controled; 1-1controled; 2-2controled; 3-3controled; 4-5controled; 5-7controled; 6-9controled; 7-13controled; 8-16controled; 9-20controled; 10-25controled; 11-33controled; 12-40controled; 13-50controled; 14-100controled

**Iron Warrior:**

* mech augmented: gets 5 extra points to use on your stats at the beginning of your game and 1 extra point every 5 levels
* multifaced: can use any kind of weapon
* i am machine: can learn to use any machine

- Chaos camping skills:

1: chaotic: +10 damage in all your attacks -20 moral to all your allies and you (2 actions, 4 combats)

2: possession: +5%damage and +10 health -20 moral to all allies and you(2 actions, 4 combats)(to your chaos undivided religion:+10, to your allies’ chaos undivided :-5 )

3: Cursed blood: +20% resistance to poison all group(3 actions, 4 combats)(to you Chaos Undivided:-5 , to allies Chaos Undivided:+10 )

4: Wrath control: All allies+10 moral, your damage-10% (3 actions 4 combats)(You: khorne, Nurgle, Slaanesh and Tzeentch:+20, to allies +10 )

5: Pray to slaanesh: A:+2 L:+5 to all allies and you(4A 4C)-5 moral to allies(you: slaanesh+20 ,allies: slaanesh+10 )

6: Pray to Khorne: all damage:+20% HA:+3 F:+3 to you and all allies and you(4A 4C)-30 moral allies(you: khorne:+20; tzeentch and slaanesh:-10 , to allies khorne:+10 tzeentch and slaanesh:-10)

7: Pray to nurgle: heal 20% of your max health R:+5 to all allies and you(2A 4C)-5 moral allies(to you nurgle:+20 tzeentch:-10, to allies nurgle:+10 tzeentch:-10)

8: Pray to tzeentch: Spell Damage +50% In:+3 HP:+5 to all your allies and you (2A 4C)-5 moral allies(you: tzeentch:+20 nurgle:-10, to allies tzeentch:+10 nurgle:-10 )

9: Pray the chaos: heal 10 damage+5 L:+1 HP+2 to you and all your allies(2A 4C)-5 moral allies (You: All chaos religion A:+10 , To allies Religions different to chaos -10)

10: self-harm: damage+D10% harm yourself -D10% max health(3A 4C)+5 moral allies(other religions different to chaos +10)

* **Adeptus Astartes**

Passive: “for the emperor”: damage against heretics is augmented D20 each day

Passive 2: “superior gene seed”: in each action throw a D20, if D20=D20 that action is done twice.

- Explorer 120 health-100 moral

HA:4  HP:5  F:3  R:3  I:7  A:4  L:3  H: 3 S:+3 In:5

The explorer is the fastest unit in the Adeptus Astartes faction, Explorers are trained to recognise unknown land and prepare ambushes

- Tactical 160 health-100 moral

HA:5  HP:7  F:6  R:5  I:4  A:2  L:5 H:3  S:+5 In:6

The Tactical Space Marine is the standard Adeptus Astartes, a versatile unit willing to die for the emperor.

Annihilator 170 health - 100 moral

HA:4  HP:7  F:6  R:6  I:3  A:2  L:4  H:4 S:+6 In:6

This Heavy Weapon Space Marine is equipped with a heavy bolter ready to bring fire and death to the emperor’s enemies.

Assault Marine 165 health - 100 moral

HA:7 HP:3 F:6 R:5 I:7 A:3 L:2 H:2

The Assault marine charges to the enemy backline with a Rocket backpack designed to charge powerful attacks while falling from the sky(same backpack than the chaos one, same rules)

MODIFICATORS

**Blood Angel:health+30 moral:+10**

The blood Angels are a Chapter of the Sanguinius Legion, that’s the reason of their flaw in their gene seed, this flaw make them need blood and a blind Wrath possess them in battle , once the black Rage. By the Blood of Sanguinius!

Blood Thirst: F:+1 I:+1 HA:+1 moral-2 and when one ally kills a unit, ends when off combat except moral

Black Rage: chance of getting one of the previous attributes permanent throw 3 D6 and get 6 in all

- Apothecary: L:+1 HA:+1 S:+2, as an apothecary you can heal D20 and make your allies regenerate health (D6-D6) (only in combat)

- Heal 2\*D6 chance to gain/lose moral(dice up than 4 gain moral, else lose)

- Can heal a “H” once for every character except yourself

- Death company (unlocked at level 5): Blood Thirst and Black rage double, you can reroll 2 times a Madness dice.

**Ultramarine: health:+20 moral:+20**

The ultramarines are one of the most well-known chapters, they are famous for their Discipline and strategic capacity, they always follow the Codex Astartes lessons. Courage and honour and we march for Macragge.

(choose one of the following)

- Tech Priest: expert in crafts and machines, can craft Molotov (3+3\*D6 to 2 enemy, burn D6-D4 ), gets 4 fragmentation grenades(5+3\*dice 4 enemy, Bleed (D6-D6)) and 1 fusion grenade(5\*4D6 ignore armour 1 enemy)

- Marine Prime health:+10,moral:+10

- Guilliman pure seed: Extra point 5 player choose( do not put to points in a same stat, no points to S)

- Superior equipment: deal 10% extra damage with Adeptus Astartes weapon

- Codex experts: You can ask the master for a strategy against an enemy that u know about (1 time every day)

- Macragge Veteran: moral +30

- knowledge of all Tyranid forces, (enemy’s health, armour, attacks)

- 1000 battles survivor: Reroll a fail D6 on the dodge attack phase

- White helmet: R+2 Reroll a failed “S” Dice

**Black Templar: health:+5 moral:+40 HA:+1 HP:-1 F:+1 gain Faith+3**

The black templars are the most feared Astartes in all heretic worlds, Black Templar Adeptus Astartes live in a permanent crusade against the heretics and have perfected the strategies to kill them. No Pity No Remorse No Fear!

Purer: Your fire weapons deal double damage

In the name of the god emperor: The black templar has extra damage to heretics(x2), he also has an imperious need to purge the heretics in their job if not done (moral:-90)

I am the emperor chosen: immune to CC

Faith power:

Barrier of fait: blocks all dmg from the next attack

Fear me: charge unstoppably to an enemy dealing(faith\*(D6+D6)) if it gets killed 1 random enemy gets fear and restores 5 moral and gain 1A

-**Can be a Chaplain**: +20 health +10 moral

-when a Chaplain kills an enemy unit moral+1 permanent

-insidious methods: can torture anyone to get info,(moral:-15 in nearby allies and for your hero if he doesn’t get info, else he gains +5 moral)

- fight or die: can execute an enemy giving all allies extra 10% damage on next attack but also giving :-10 moral

-Purge! gets a hell blazer gun that burns enemies for every shot (7-3)

-Crozius Arcanum: power maze blessed that deals extra 10 damages on hit, if you kill an enemy with this weapon(axe like) you restore moral = last hit

**Grey Knights: moral:+60**

The Grey Knights are the elite amongst the elite, they are the Ordo Malleus they are the hammer of the emperor, specialized on killing any kind of Demons with psy powers and nemesis weaponry

HA:+1 HP:+1 F:+1 In:+1 gain faith and psy

In the name of the god emperor: killing enemies give him +1 moral

I am the emperor’s hammer: you have extra damage to demons(xD4) and imperious need to purge the heretics and the mutants in their job if not done (moral:-90)

Superior genetic: 2 extra points

Faith and psy united: your hero controls faith and psy powers, Faith +3, Psy +5

* Barrier of fait: blocks all damage inferior to D12\*faith in one round (5 rounds CD)
* I’ll bring death to his enemies: killing enemies grant (D20) valour, at 100 valour he’ll charge and impale an enemy(Range 1): D20\*D12\*D10\*D10\*D6\*D4 crit damage if it kills a unit it retours 40 valour, it is slow, so it can be dodge when the enemy intuition is higher than the highest dice you throw

**Psy-faith** powers:

Will ray: throw a thunderbolt that deal(psy\*D10) 25% chance to cost no action(D4=4)

Psy storm: summons a storm upon 2 enemies dealing( Psy+faith in D12 rounds)

They are breakable: throws a psy wave to an enemy dealing (9\*psy\*D6) once every 9 turns

Barrier of fait: blocks all dmg from the next attack

Fear me: charge to an enemy dealing(Faith\*Psy + D20) if it gets killed 1 random enemy gets fear, restores 5 moral and resets

Equipped with: **Nemesis** Weaponry

Nemesis halberd: high range (Range 5)  melee weapon that deals bonus \*D4 damage to demons

Nemesis gauntlet: this armour reduces (D6\*10)% damage from demons

Nemesis gun: little pistol that deals extra D4 damage to Demons and has infinite normal ammo.

Adeptus Astartes Camping skills

1:encourage: ally gains 15 moral (2A)+10 imperial religion to that ally

2: treat wounds: heals an ally 5 and eliminates bleed or poison (2A)

3: friendly talk: -20% moral damage receive to an ally (2A 2C) +10 imperial religion to that ally

4: pray to the emperor: moral +10; Adeptus Astartes and imperial guard damage+10%, imperial religion+10 to all the group(2A 3C)

5: advanced tactics: Ally Precision dice +5 I:+2 In:+2 (2A 4C) Imperial religion +10 to that ally

6: holly servomachine: you heal D12& of your maximum Health , religion imperial+10 all group(3A)

7: pure bullets: Extra D20 ranged attacks to heretic, +20% if critical(4A, 3C)

8: faith armour: +20 temporal moral  to all the group (2A, 6C) imperial religion +10

**(if Black templar)**

11: I am his sword: Damage augmented 300% in the following round of the 1rst combat you face (6A) +10 imperial religion to all the group, -10 other religion to you

12: He is my shield: 80% reduced damage in the next 2 rounds of the first combat you face(6A) +10 imperial religion to all the group -10 other religion to you

**(if blood angel)**

13: fury: each time they hit you, you have R+1 in the next turn until the end of combat (4A, AC) Imperial religion to you and allies + 10

14: Sanguinius blood: Regenerate 50% of the damage that you receive in the next round (4A, 4C)- 5 other religions

**(if ultramarine)**

15 Expert of the Codex Astartes: Moral +20, imperial religion to all the group+10 also -10 other religions to you (2A)

16 Exile: +100 imperial religion to you, -100 other religion, your health goes down to 1Health point(1A)

**(if Grey knight)**

17 Incorruptible: +100 imperial religion -100 resto, moral +50(6A)

18 Destructor of the emperor’s enemies: +200% extra damage to heretics (8A, 2C)