Shattered Souls

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They have sat on the edge of reality for an eternity, some cast out by beings of the light for rebelling against the truth, others the victims of ancient wars long forgotten by mortal minds. But in their ancient prisons they have known that the time of their awakening would once again draw near. Once known as demons and gods they begin to amass their power again. But this time the mortals and lesser beings of the world know of them, and they fight to control the destinies of the gods who once controlled them. The sacred conquistadors of the Order of St. Vriel quest to ensure the demonic creatures never get the chance to return to our world. The mystical creatures of the Onyx Horde seek to learn from the beings that were once their leaders. While the arcane scientists of the Tabernacle of Rust use their technologies to claim the powers of the gods for themselves. As ideologies war, the gods awaken and ancient wars threaten to engulf the mortal world again.

Requirements

1 x 25mm figurine for each player
At least 2 six sided dice for each player, and one extra for the centre of the table.
Each player needs a photocopy of the three rules pages and a photocopy of one of leader sheets, describing the team members and equipment available to that leader.
At least 70 poker chips of 4 colours

Recommended number of poker chips

Colour 1 (20 + 5 per player) – Open terrain (white): 1 MP to cross
Colour 2 (10 + 5 per player) – Difficult terrain (green): 2 MP to cross
Colour 3 (5 + 3 per player) – Treacherous terrain (black): 4 MP to cross (and teams risk a pitfall if they stop on such a chip).
Colour 4 (5 + 2 per player) – Objectives (red): 1 MP to enter, but cause movement to stop when they are encountered (an encounter is instantly faced).

Some groups may choose to add extra colours of poker chips for added diversity. Possible options could include yellow chips representing desert or wasteland which might cost one point to cross, but reduce all attributes and damage by 1 until the end of the turn due to the heat or toxins in the air).

Team Design
1. Choosing the Team Leader

Each team begins with a leader and there are three types to choose from. The Iron Conquistadors hold the virtues of the Order first and foremost, but within the Order there are beings with their own agendas, including the Shadow Dancers who retain links to the Onyx Horde and the Gnostic Slayers who secretly pursue the goals of the Tabernacle of Rust.

2. Buying the Team and Equipment

Once a leader is chosen, they are able to draw on the resources of their faction to call up a team who will assist them as they explore the darkest corners of the earth. To do this, they are given 15 Squad Points which may be used to buy team members. Each type of troop has a specific point cost which is deducted from the pool, and each troop type may be purchased multiple times. Once points have been spent on troops, the remainder may be used as experience points to boost the strength of the leader as per the Leader Improvement rules at the end of page 2. If playing a series of games, spending points in this way to improve the leader may only be done before any games are played.

3. Determine Secondary Objectives

The Primary objective for teams in this game is to be the team who neutralises the Shattered avatar who is trying to break back into our reality. But teams are often given secondary objectives by the elders of the Order. These missions may bring them into conflict, or may bring new dangers, but accomplishing them will always bring higher rewards to those who please their elders. At the start of the game, roll a die to see what the secondary objective is (up to 2 reward points may be gained this way during the game).

1-2: +1 objective point per opposing team completely taken out of action during a conflict.
3-4: +1 objective point for every objective reached after the first.
5-6: +1 objective point for being the first to the Nexus (whether active or not).

Laying out the map

The first part of this game requires laying out a shattered zone, these are the realms on the edge of reality where ancient gods have been slumbering and where ancient demons have been imprisoned by beings of the light. The core of the shattered zone is a single objective chip marked with a die that shows at least twice the number of players (for games with more than 3 players, an additional die may be required). This is the Nexus where a great beings waits, a place of power that cannot be breached until many encounters and pitfalls have been faced by the adventurers who seek it's cosmic energy.

Each player then takes turns selecting five chips from the communal pool and laying them down on the table. If possible, a player must choose at least two open terrain chips and they may choose no more than 1 objective chip. When placing these on the table, no objective may be placed next to another objective, but otherwise there are no restrictions on placement. The last chip that each player places will be a team starting point: once placed, each team randomly starts at one of these.

Aim of the Game

There are dozens of secretive groups within the Order of the St. Uriel, each of which tries to gain prestige by destroying the Shattered Avatars and returning with proof of their hunts and exploits. The aim of this game is to show the adventures of these groups as they reach objectives, face pitfalls, accumulate experience and earn treasures along the way. This is done through claiming objective points. Each time an objective is overcome, a team claims an objective point from the Nexus and the die value shown on the nexus is reduced by one. Once the Nexus reaches zero, the die is removed, and it become available as the final objective.

Overcoming the encounter at the Nexus counts for five objective points. Once the nexus is available, players may choose to face it or return to their starting points. The first player to return to their starting point once the Nexus has been opened gains an additional two additional objective points.

The winner of the game is the player who ends up with the most objective points.

Turn Sequence
Movement Phase

Roll d6 and add the value of the lowest movement rate in the team, this gives the Movement Point (MP) result. Teams with the lowest MP moves first, where ties are resolved using the Cunning attribute for each team leader (with lowest moving first).

A team may move until they have expended all of their MP, or until they do not have enough points to cross into a specific terrain type. Crossing into open terrain or onto an objective costs a single movement point, while difficult terrain costs two points. Moving into treacherous terrain costs 4 points.

At any stage in the movement phase, a faster team may interrupt a slower team by using the difference of their movement points. For example, a team with 4 Move is in the middle of travelling across the

island, and a team with 7 Move wants to get out of their way. The team with 7 Move could use (7 – 4 =) 3 of their Move points to do this.

Conflict Phase
Does a Conflict occur?
If two teams end their turn at the same location, there is a chance of potential conflict. Each team that wants a conflict rolls a d6; if the total of the dice is 4 or greater then a conflict occurs. If more than 2 teams end their movement on the same chip, then the first two risk facing one another. The next team to arrive may then choose to engage in conflict against the victor once the first conflict has been resolved. This process continues until all teams have had the chance to engage in conflict.

Determining the Strategic Advantage
The troops of each team have a Strategic Value number; each team combines these values then adds the result of die roll to give a team score. The team with the higher result is considered to have the strategic advantage.

Order of Actions
Once the Strategic advantage has been determined, troops within the conflict may act in order of their initiative scores from highest to lowest. If there are multiple troops with the same initiative score then each side takes turns performing the actions of their members, with the player whose team holds the strategic advantage acting first. Once all actions have been performed by troops with one value, proceed to the next until all troops have had the chance to act (if they are able to).

Action Resolution
The most common form of action resolution is dealing damage to members of the opposing team. Troops on the team with the strategic advantage deal an amount of damage equal to their damage value plus one. Those without the strategic advantage deal their damage value minus one. When dealing this damage, a troop compares their damage score to their victims armour score. If the armour score is greater than or equal to the damage then nothing happens. While if the armour score is less than the damage, then excess damage is removed from the victim's hit points.

Some troops have the ability to perform other actions instead of dealing damage. Such abilities usually require rolling a die and comparing the result to an attribute of the victim. If a troop using such an ability is on a team with the strategic advantage they gain +1 to their die result, and conversely if they are using such an ability without the strategic advantage they lose –1 to their die result.

Being Put Out of Action
There are two ways a troop can be removed from a conflict, the first is if they ever run out of Hit Points or Essence Points, in such a case they are rendered inactive and will need to make a recovery test once

the conflict is over. Secondly, there are some combat tactics possessed by troops capable of rendering their targets inactive for the remainder of the round or the remainder of the conflict.

Continuing Conflict
As long as both teams still have troops alive in a conflict, the conflict may continue for another round. Begin the conflict sequence again with "Does a Conflict Occur?" If there is only one team with active members, then they are immediately declared the victor and the conflict is over.

Encounter Phase
The dangers faced by teams aren't only confined to conflicts, teams must also face encounters on their way to final objective. Teams ending their movement alone on a Treacherous Terrain chip must roll a d6, if the result is a 4 or higher they face an encounter (if multiple teams are on the same treacherous terrain, they risk a potential conflict but do not risk other encounters). Teams ending their turn alone on an Objective chip automatically face an encounter; if two teams end their movement on the same objective chip they must face each other in a conflict first, after which the winner gets the chance to face the encounter.

Roll a two dice to determine which encounter is faced. The lower of the two die results determines the type of encounter faced, while the higher of the two dice indicates the specific encounter. If the result is doubles, there is no encounter (unless this is the Nexus, in which case, roll again). When rolling an encounter at the Nexus, add 2 to the result of both dice: a Shattered Avatar will also be present during such an encounter.

Low Die Result = 1 – Pitfall
High Die Result = 2–Body, 3–Morale, 4–Cunning, 5–Resonance, 6–Strategic Value.
The High die indicates an attribute; the troop with the lowest value in this attribute is the victim (choose randomly in the case of a tie). Roll a d6 and add the attribute noted: on a 3 or less the victim is rendered inactive, on a 4 or higher the pitfall is overcome.

Low Die Result = 2 – Ancient Trap
High Die Result = 3–Body, 4–Morale, 5–Cunning, 6–Resonance.
The High die indicates an attribute; a random troop is the victim. The victim must roll a d6 and add the attribute noted: on a roll of 5 or lower the victim is rendered inactive, on a 6 or higher, the ancient trap is overcome.

Low Die Result = 3 – Roaming Cultists
High Die Result = Number of Degenerated Cultists encountered.
A group of cultists must be faced in conflict. The player sitting to the right plays the part of the cultists for the purposes of this conflict.

Low Die Result = 4 – Hunting Party
High Die Result = Number of Mutated Guardian Beasts.

A Priest of Corruption is hunting the wilderness with a pack of Mutated Guardian Beasts. They must be faced in a conflict. The player sitting to the left plays the part of the hunting party for this conflict.

Low Die Result = 5+ – Tainted Temple
High Die Result = Number of Degenerated Cultists encountered.
Two priests of corruption are conducting a ritual with a number of their Degenerated Cultists. They must be faced in a conflict. The player sitting to the right plays the part of the cultists for this conflict.

Recovery Phase
Once all conflict and encounters have been completed for the turn, troops with evasion return to the team (as do those who have been scared away), while a die is rolled for each troop rendered inactive. On a 4 or higher the troop returns to the team with full health. On a 3 or lower, the troop is dead. Note that certain troop abilities (such as medic or toxin) modify this roll.

Back to Movement
Once all Recovery rolls have been completed, each team rolls again for movement and the game cycle starts again.

Campaign Play
It is easily possible to play a sequence of games that combine to form an ongoing storyline. Perhaps a pantheon of gods are all trying to return home, and each needs to be stopped. Or perhaps a very determined god sends a succession of avatars to break through in various parts of the world. Over the course of such missions, teams will gain knowledge and skill, and will improve their standing within their factions. The following rules give a quick method to reflect such improvements over the course of a few games.

Gaining Experience and Improving the Team
If a group is using these rules, make a note of every time they cross onto an encounter chip, or face another team in conflict. Each time they do this, the leader gains an experience point. Also note the number of objective points claimed by the team at the end of the game.

Leader Improvement
As long as the leader has survived the mission, they may spend team experience points to improve their attributes, or other skills and statistics.
Between each game, a leader may improve in each of the following ways:

- A single attribute point may be increased by one, by spending an experience point.
- Either Movement or Strategic Value may be increased by one, by spending two experience points.
- Either Hit Points or Essence Points may be improved by one, by spending three experience points.

- A single skill may be purchased by spending the number of experience points listed in parentheses by its name on the skill chart.
- A single experience point may be converted to an objective point to help improve the team.

Any unspent experience points may be retained for later use.

Team Improvement

At the end of a game, once objective points have been determined, these may be spent to improve the team as a whole. By spending three objective points, the Squad points for the next game may be increased by 1. (This is considered a permanent increase for the rest of the campaign.)

Raising the Stakes

As the teams get more powerful over the course of multiple games, so too do the risks need to get higher. This keeps the game interesting and the story more complex. Determine the average Squad Points used to make teams, for every five points above 15 (ie, 20, 25, 30, etc.) the stakes are raised on any random encounters that end up as confrontations with cultists (results 3, 4, 5 or 6). Each time the stakes are raised, an extra degenerated cultist and an extra guardian beast is faced in the confrontation.

Skills

Ambush (4): Roll d6 and distribute the points among victims, as long as a victim has more points than their Body score, they may not act for the remainder of the turn. If they have already acted, they instantly lose a hit point instead.

Berserk (1): May sacrifice up to 2 points from Strategic Value (before die roll), to boost both initiative and damage by an equal number of points.

Bodyguard (1): May take the damage that would have been dealt to another team member.

Bombing (4): When dealing damage, May distribute damage between two or more victims rather than dealing it all against the one target.

Chi Strike (2): Damage may target Essence rather than Hit Points.

Confusion (4): Roll d6 and distribute the points among victims, as long as a victim has more points than their Morale score, they may not act for the remainder of the turn. If they have already acted, they instantly lose an essence point instead.

Defensive Wall (4): Gains +1 armour for every additional team member with "Defensive Wall".

Evasive (4): May choose to disappear from combat altogether instead of performing action.

Faction Tactics (2): +2 strategic value when facing an opponent with a specific trait (eg. "Fey", "Fanatic", "Shadow" or "Mercenary")

Fearful Presence (2): Roll d6, if die roll is higher than Victim's Morale, they flee from combat (returning after the conflict)

Martyr (2): Opponents must deal enough damage to remove this team member before others may be targeted.

Medic (4): All team mates gain +1 to healing rolls at end of combat.

Mystic Strike (2): Roll d6, if the die roll is higher than target's Resonance, they instantly lose both a hit point and an essence.

Pathfinder (3): May roll an extra die when determining movement distance (choose the better result).

Psychic Storm (4): Roll d6 and distribute the points among victims, as long as a victim has more points than their Resonance score, they may not act for the remainder of the turn. If they have already acted, they instantly lose an essence point instead.

Ranged Attack (x) (4): As long as this troop isn't involved in a conflict, they may deal the indicated damage value into another conflict up to 2 chips away. This shot is the first action resolved at this character's initiative rating.

Stacks-On (4): Gains +1 damage for every additional team member with "Stacks-On".

Tactical Mind (2): Roll d6, if the die roll is higher than victim's Cunning, they have been distracted and leave the conflict.

Teamwork (2): Gains +1 Strategic Value for every additional team member with "Teamwork"

Toxin (4): If a victim is "killed" by this attack they only return to play on the roll of a 6 during recovery.

Trap Setting (4): Roll d6 and distribute the points among victims, as long as a victim has more points than their Cunning score, they may not act for the remainder of the turn. If they have already acted, they instantly lose a hit point instead.

Wrestling (2): Roll d6, if die roll is higher than Victim's Body, they pass out (returning on a 3+ during the recovery phase).
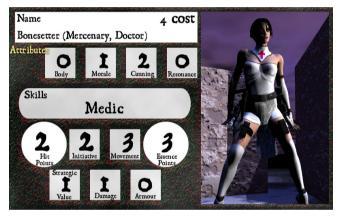

Statistic Cards for Deranged Cult Members and the Shattered Avatar

Leaders of the Order

Leader's Name
Iron Conquistador (Zealot, Leader)

Attributes

Body	Morale	Cunning	Resonance
1	3	2	1

Skills: Fearful Presence, Defensive Wall

Hit Points	Initiative	Movement	Essence Points
2	1	2	3

Strategic Value	Damage	Armour
4	2	2

Name
Nephilim of St. Vriel (Fey, Zealot, Leader)

Attributes

Body	Morale	Cunning	Resonance
3	2	1	1

Skills: Defensive Wall, Wrestling, Bodyguard

Hit Points	Initiative	Movement	Essence Points
3	1	2	2

Strategic Value	Damage	Armour
3	3	1

Name
Shadow Dancer (Fey, Shadow, Leader)

Attributes

Body	Morale	Cunning	Resonance
1	1	3	2

Skills: Chi Strike

Hit Points	Initiative	Movement	Essence Points
2	3	4	2

Strategic Value	Damage	Armour
3	4	0

Leaders of the Order

Troops of the Order

Name — 3 COST
Brother of the Order (Zealot, Guard)

Attributes

Body	Morale	Cunning	Resonance
0	2	1	0

Skills: Defensive Wall

Hit Points	Initiative	Movement	Essence Points
1	1	1	3

Strategic Value	Damage	Armour
2	1	1

Name — 5 COST
Inquisitor of St. Vriel (Zealot, Explorer)

Attributes

Body	Morale	Cunning	Resonance
1	2	1	0

Skills: Bodyguard, Defensive Wall

Hit Points	Initiative	Movement	Essence Points
3	2	1	3

Strategic Value	Damage	Armour
2	1	1

Name — 8 COST
Patriarch Mystic (Zealot, Mystic)

Attributes

Body	Morale	Cunning	Resonance
1	3	1	1

Skills: Psychic Storm

Hit Points	Initiative	Movement	Essence Points
4	3	2	3

Strategic Value	Damage	Armour
3	2	2

Troops of the Order

Mercenaries

Name — 2 COST
Outland Mercenary (Mercenary)

Attributes

Body	Morale	Cunning	Resonance
1	0	0	0

Skills: Bodyguard

Hit Points	Initiative	Movement	Essence Points
1	2	2	1

Strategic Value	Damage	Armour
1	2	1

Name — 4 COST
Bonesetter (Mercenary, Doctor)

Attributes

Body	Morale	Cunning	Resonance
0	1	2	0

Skills: Medic

Hit Points	Initiative	Movement	Essence Points
2	2	3	3

Strategic Value	Damage	Armour
1	1	0

Name — 6 COST
Bombardier (Mercenary, Military)

Attributes

Body	Morale	Cunning	Resonance
2	0	1	0

Skills: Bombing, Ranged Attack (2)

Hit Points	Initiative	Movement	Essence Points
2	2	3	3

Strategic Value	Damage	Armour
2	6	1

Mercenaries