



What you will need

As well as this book, you will need the following items to play a game of Stormclouds over Northymbra.

Miniature figures

You will need enough miniatures of the appropriate race/type to represent the heroes in your warband.

Playing surface

You will also need something to play your battles on. Any firm, level surface is best, such as a tabletop or an area of floor. You can make a gaming board from MDF, chipboard or other similar material, or printed mats are available from various suppliers. Whatever you use, we recommend using a size around 30" x 44".

Terrain

The bitter struggles of a Stormclouds over Northymbra skirmish take place in the troubled Kingdom of Northymbra; whether in a village, a ruined town, a wood, or simply in the fields and hedgerows of the open countryside. You can represent the scenery with commercially available products, or many gamers enjoy making their own. As a rule, a gaming table with lots of terrain and scenery will lead to closer and more exciting games. Some scenarios will suggest the terrain best for that game. A quick Google search on 'wargames terrain' will give a good source of ideas and practical hints on making and painting terrain. You will need some small pieces to represent Objectives in various Scenarios.

Dice

In addition to this book, you will need a number of special dice to play Stormclouds over Northymbra. The dice most people are familiar with have six sides, but Stormclouds over Northymbra uses dice with four sides, six sides, eight sides, ten sides, twelve sides, and twenty sides. Dice of this sort can be found at your local game store or online at various retailers. These dice are commonly referred to by abbreviations; a four-sided dice is known as a d4, a six-sided dice as a d6, and so on.

Tape measure

For measuring, you will need a tape measure marked in inches.

Other equipment

You will need a profile card for each Hero, and a Profile card for each Villain. You will also need a number of small markers of some kind, to use as Trauma counters.

Basic Game Concepts

Before getting into too much detail with heavier rules, we would like to go over a few conventions that all players should have in mind while playing.

Measuring distances

You measure movement in inches. The rules use the double apostrophe as a symbol for inches, so if we say that a Hero may move six inches inches, we will express that like this: 6".

It is worth mentioning at this moment that in Stormclouds over Northymbra you are allowed to measure distances at any time. Measurements are taken from and to the edge of a model's base.

'May'

When we use the word 'May' this means what is described is not compulsory.

Turns and Actions

The game of Stormclouds over Northymbra is divided into Turns. When a character does something during the Turn, it is called an Action, and once a model has acted, that model may not act again until the next Turn.

A Turn begins with all the models ready to act, and it ends when all the models have acted. The first player will act with one of their characters, and when they have carried out the action, the opposing player then gets to act with one of their characters. This continues, swapping back and forth between players, until all the models have acted. Then the Turn ends, and players will check if the game's Victory conditions are met, or if the game continues. If it does continue, a new Turn begins.

Scenarios

Stormclouds over Northymbra games are played using scenarios. Scenarios give an idea of why the battle is happening, and some objectives, which will determine how the game can be won. Scenarios can be played as one-off games, or link with one another creating Campaigns.

Base contact

One model will be in Base Contact with another model when both bases are touching each other. When a model is standing on top of a piece of terrain or similar, being up to 1" above the ground, it will still be considered to be in base contact with any model if their bases would touch if the terrain was not there.

A model is considered to be in base contact with a piece of terrain if its base edge touches the terrain piece, or if part or all of its base is on the terrain piece.

Line of Sight

During a game of Stormclouds over Northymbra you will often have to decide whether or not one character has Line of Sight to another character, either for firing missile weapons or casting spells.

You can determine this by getting your eye-level down to the tabletop, behind your character, and simply looking to see if the model you want to target is visible.

Alternatively, some people use a laser pointer, or a long thin piece of dowel.

If you can clearly see the target model, and there is nothing in the way, then you have Clear Line of Sight.

If you can see part of the target model (including its base), but some portion of it is blocked either by terrain or by other models, then you have Partial Line of Sight.

If you cannot see the model at all, then you do not have Line of Sight, and may not shoot or cast a spell at that model.

Important Note: Line of Sight extends from the front 180 degrees of the model's base. The model has no line of sight in its rear 180 degree arc.

THE RULES

Statistics

When you play Stormclouds over Northymbra each player will control their own Heroes. They will fight against Villains, who are controlled by the game's Flowcharts.

Each character is represented on the tabletop by a miniature, and the character's abilities in the game are determined by five Statistics, which are shown on the character's Profile Card. Hero's Profile Cards are double sided; whereas Villain's cards are single sided. Heroes start each game with the 'Last Ditch' side face down.

These Statistics are: Speed, Might, Dexterity, Stealth and Will. Speed is represented by a number, such as a 5 or 7, for example. All other statistics are assigned a dice value – the higher the number, the better the Statistic. So a character with a Might stat of d10 would be a better fighter than one with a Might stat of d6, for example.

Villains are slightly different; they have all the same statistics as Heroes, but rather than dice values, their stats are all represented by numbers, just like a Hero's Speed stat. Whenever a Villain performs an Action that would require a dice roll, simply use the number instead, as if that was the result of a roll.

Speed is used to determine how far in inches the character can move in a Move Action, and to decide when in a game Turn they get to Act.

The Might statistic is used during close combat, and to do anything requiring strength.

The Dexterity statistic determines how well the character shoots with missile weapons, and how well they dodge and climb.

Stealth is used when the character sneaks, ambushes, or searches for hidden things.

Will is a measure of mental strength, courage and determination, and relates to the character's influence on others.

The Core Rule Mechanic – The Roll-off

The rules of the Stormclouds over Northymbra game are based around Roll-offs. When player carries out an Action with one of their models, they will often have to take a Roll-off.

This involves one of the model's Statistics. Which one will vary depending on the type of Action being carried out. The acting player rolls the type of dice assigned to the model's Statistic. This is the acting player's Roll.

The Roll will then be compared to a Target. If the acting player's Roll is equal to or lower than the Target, the Action fails. If it is higher, the Action succeeds.

Example 1: Fleabite Hardpad is searching a ruined building for a hidden chest. His Stealth statistic is d6. So he rolls a d6, scoring a 5.

The hidden chest has a Target of 3.

5 is higher than 3, so Fleabite's Action succeeds.

Example 2: Fleabite Hardpad makes an Attack Action on a Villain. His Might statistic is d8, so he rolls a d8, scoring a Roll of 4. The Villain has a Might Target of 4. Fleabite's Roll is equal to the Target, so Fleabite's attack fails.

Blessed and Cursed rolls

Sometimes a Roll-off or a dice roll will be referred to as Blessed or Cursed. When the roll is Blessed, you may roll two dice and choose which to use (typically that would be the higher of the two rolls!). When the roll is Cursed, roll two dice and you must use the lower of the two rolls.

The Turn Sequence

Each Turn of the game is broken up into two phases; the Action phase, and the End phase.

Action Phase

During each Turn, every Villain model on the table gets to make an Action. The Villain's Actions are controlled by the game's Flowcharts, and you will have to move the models as indicated. The player's models get to make two Actions; they are Heroes, after all! All models, whether Heroes or Villains, take it in turns to Act, and when they Act is decided by their Speed statistic. The model with the highest Speed stat Acts first, then the next highest, and so on. Where two models have the same Speed stat, then you must decide which one Acts first. When it is a Villain model's turn to Act, use their Flowchart to determine what they do. When it is a player's model's turn to Act, then the player chooses two Actions to perform, and carries them out; any results of those Actions are applied immediately.

This continues until all models on the table have Acted, then the End Phase begins.

End Phase

Once all the models on the table have taken their Actions, the End Phase begins. Any Spells that have been cast will end, unless otherwise noted in the Spell description. The victory conditions for the scenario being played must be checked, to see if the players have won. Then a new Turn begins; start again at the Action phase. Each Hero must make a Trauma Test.

Actions

In the Action phase, each Hero may choose their Actions from the following list to perform:

- Move
- Attack
- Shoot
- Search
- Cast Spell
- Rally
- Help

Move

A Hero making a Move Action may move their model in any direction, horizontal and/or vertical, making as many turns as they like, a distance up to their Speed stat in inches. So for a model with a Speed of 6, a Move Action lets them move a total of 6 inches in any direction. A model may move straight over any terrain up to 1" high.

Jumping

A model may jump down from a higher level to another, or across a gap. Take a Dexterity Roll-off; the Target is the distance jumped in inches. A success means the character has landed safely and may move further, if they have any movement remaining. A failure means the character fell, and must place one Trauma counter on their Profile Card for every full 2 inches of height fallen.

Falling

If a model suffers a Trauma counter while within 1" of an edge, there is a chance they will slip and fall off. Take a Dexterity Roll-off against a Target of 3. If the roll is equal to or lower than the Target, then the character falls over the edge to the ground, and will take damage.

A character who falls must place one Trauma counter on their Profile Card for every full 2 inches of height fallen.

Attack

A model making an Attack Action must be in Base Contact with an enemy model. The Acting model makes a Roll-off using its Might statistic, against the enemy model's Might stat. If the Attack succeeds, the defending model has been wounded; place 1 Trauma counter on the model's Profile Card.

Shoot

A model making a Shoot must be able to draw at least partial Line of Sight to the target model. The acting model takes a Roll-off using their Dexterity statistic against the target model's Dexterity statistic. If the Roll-off is a success, the missile has hit, and the target is wounded; place 1 Trauma counter on the model's Profile Card.

A model may not make a Shoot Action while in base contact with an enemy.

If the shooting model only has Partial Line of Sight to the target model, treat the Roll-off as Cursed.

Searching

A model making a Search Action for a hidden item, such as searching a terrain piece for a scenario-specific object must be in base contact with the terrain piece, objective or area being searched. Make a Roll-off using their Stealth statistic against the Target of the hidden item. If the Roll-off is a success, the item is found, and the model may add it to their equipment.

Cast Spell

If the character has magical ability, they may attempt to cast a spell. Spells have varying difficulty, represented by the Target number needed to cast them successfully. A model making a Cast Spell Action must make a Will Roll-off against the Target number of the spell. If the Roll-off is successful, the spell has been cast – apply its effects as detailed in the Spell's description.

If the spell is cast upon at a particular model, then the spell caster must have clear Line of Sight to that model. If they only have partial Line of Sight, then treat the Roll-off as Cursed.

Rally

A model performing a Rally Action rolls their Will stat, and removes a number of Trauma counters from their Profile Card equal to the roll. If there are less, remove them all. If this Action is performed as a Bonus Action, then treat the Will roll as Cursed.

Help

A model performing a Help Action must be in Base Contact with another Hero. Then they roll their Will stat, and removes a number of Trauma counters from their Profile Card equal to the roll. If there are less, remove them all.

Trauma counters

There are a number of ways in which a model will end up with Trauma counters placed on their Profile Card. The effect these have will vary depending on whether the model is a Hero or a Villain.

Although we call them Trauma counters for simplicity, they represent a range of things from stress, fatigue, shock, confusion and the like, as well as physical injury. A character with Trauma counters on it's Profile Card will sometimes be referred to as Wounded.

The way Trauma counters affect Villains is very simple; if a Villain ever has a number of Trauma counters equal to their Will stat, they are considered to be Out of Action; remove the model from the tabletop. They will play no further part in the game. In addition, if a Villain has 4 or more Trauma counters, they use the 'Wounded' side of their Flowchart when determining what Actions they perform.

Heroes are different; in the End Phase of each Turn, each Hero must make a Trauma Test. Make a Will Roll-off against a Target equal to the number of Trauma counters on the Hero's Profile Card. If the Roll-off is a success, the Hero shrugs off the stress and pain; remove d6 Trauma counters from the Hero's Profile Card.

If the Roll-off is failed, then remove all Trauma counters from the Hero's Profile Card, but flip the card over to the 'Last Ditch' face. The Hero will last for one more Turn, using the statistics on the 'Last Ditch' face. At the end of that Turn, the Hero must make a Trauma Test. Make a Will Roll-off against a Target equal to the number of Trauma counters on the Hero's Profile Card. If the Roll-off is a success, the model goes Out of Action; remove the model from the tabletop. They will play no further part in the game. If the Roll-off is failed, the model goes Out of Action; remove the model from the tabletop. They will play no further part in the game, AND they must add a random 'Major Issues' card to their Profile Card for the rest of the Campaign.

Digging Deep

Sometimes, you want your Heroes to be a bit more heroic... that's where the Digging Deep options come in! You can make use of any or all of these options, whenever the opportunity arises. But there's a downside; each of these options has a cost in Trauma tokens, which must be added to your Hero's Profile card.

Bonus Action. Your Hero may make an extra Action, giving them three instead of the usual two. Each Hero can only use this Digging Deep option once per Turn. Then the Hero adds d6 Trauma counters to their Profile card.

Ambush. If your Hero is Attacking or Shooting at a Villain who does not have Line of Sight to them, they may declare an Ambush. You perform your Action as normal, and if you succeed, instead of causing 1 Trauma counter, you roll your Stealth stat, and cause that many Trauma counters instead. Then the Hero adds 2 Trauma counters to their Profile card.

Blessing. The Hero may count a dice roll or Roll-off as Blessed. Then the Hero adds 1 Trauma counter to their Profile card.

Resist Curse. The Hero may ignore a Cursed condition for a dice roll or Roll-off, and just treat it as a normal roll. Then the Hero adds 1 Trauma counter to their Profile card.

Interrupt. The Hero may take their Action early; ahead of when they should Act in the Speed order, or to Act immediately after another Hero. Then the Hero adds 2 Trauma counters to their Profile card.

Run. The Hero may add some movement to any Action; for every inch or part thereof moved, the Hero adds 1 Trauma counter to their Profile card.

Warbands

Each player starts with 450 points to spend on their band of Heroes. Each player must nominate one of their Heroes to be a 'Major Hero'. Their other Heroes are considered 'Minor Heroes', and they may take up to six Heroes altogether. Your Major Hero may spend up to 100 points of Equipment and/or Abilities. Minor Heroes may spend up to 30 points each on Equipment and/or Abilities. Any Bird or Bat model must take the 'Fly' Ability. All Heroes are assumed to have both a hand weapon, and some form of missile weapon.

You will be able to increase the number of Heroes and give them more Equipment and Abilities as you play through a campaign, and earn experience points.

When you come to play a Scenario, you will find they all have a Points level; the total Points value of all the Heroes the players use in the Scenario must be equal to or lower than this Points level. This may mean you may have to leave some Heroes behind, especially when there are several players.

Villains in three Types; Warrior, Mage, and Hunter, and each of those comes in three sizes, Small/Medium (30mm base), Large (40mm base), and Massive (50mm base). Villains are assumed to have whatever weapons and spells needed by their Flowcharts. Each profile card has a Points cost; this is used when determining how many Villains to use in a given Scenario.

A Twist of Fate...

The first time a player rolls a 1 each Turn, complete the Action they're doing, and then roll a d12 on the Twist of Fate table, which will give the Villains an unexpected lucky break. Only the first roll of 1 each Turn triggers this.

1. All Villains have a Might Stat of 8 for the rest of the Turn.
2. All Villains have a Dexterity Stat of 8 for the rest of the Turn.
3. The next time a Warrior takes an Action, they get to make a second Action immediately after.
4. All Hunters make an immediate free Shoot Action at the nearest Hero, unless they are in Base Contact with a Hero.
5. The next Attack Action made by a Villain causes 5 Trauma counters if it is successful.
6. The Villain with the most Trauma counters drinks a Healing Potion – remove all their Trauma counters.
7. Two more Small/Medium Villains arrive from their Table edge; use whatever Type you have available.
8. Any Spells the Villains cast this Turn cause 3 Trauma counters (Eldritch Dart), or heal 5 Trauma counters (Heal).
9. The next Villain to perform a Shoot Action causes 5 Trauma counters if it is successful.
10. This Turn, all Villains move 2 inches further than normal.
11. The next Villain to be Attacked counts as having Might of 7, unless their Might stat is higher than that normally.
12. All Villains currently in Base Contact with a Hero make an immediate, free Attack Action.



There are many ruined towns and villages in the Wilds of Northymbra that are unoccupied but may contain valuable loot. Often a warband will be head out to see what they can find... but bands of rogues and brigands may well have the same idea. Tread carefully!

Terrain

You should place several pieces of terrain, ideally at least one piece of terrain per square foot – more, if the pieces are small. Also place three pieces on the table as Objectives; ideally around 50mm or smaller. Place these in the half of the table closest to the Villain's Table Edge. We will call these 'Loot Objectives' in this Scenario, but for all rules and Flowchart purposes, they are exactly the same as Objectives.

Warbands and Deployment Zones

The player sets up their models, within 2" of the Table Edge of their choice.

The game-controlled warband (we will refer to them as The Villains) will be deployed next. Measure 10" in from the middle of the opposite Table Edge (which will be considered the Villain's Table Edge from here on), and place one Villain. Roll a d8, and place the next Villain a number of inches away equal to the roll of the dice, in the direction the d8 is pointing. If this would place the model in impassable terrain, or place them next to it instead. Repeat this for all the Villain characters, always starting from the first Villain placed.

Special Rules

Take & Hold: Your Warband must try and claim Loot Objectives. To claim a Loot Objective, a model must be in base contact with it, with no Villain models within 3" of the terrain piece, at the end of the Turn.

(We'll be adding random events and stuff to search for etc, but keeping it simple for this Scenario makes it easier to test the core rules.)

Starting the Game

The model with the highest Speed starts first.

Ending the Game

The game ends either when the Heroes occupy all three Loot Objectives, and at least four Turns have been played.

Experience

I haven't got this far yet... let's see if the rules work, before we worry about extra stuff! ;)