The Spirit of Novus Malum

Fun and entertainment is the priority! If players feel a rule is disrupting this, or is not working as intended, alternative solutions are allowed. If players have different interpretations of a rule, we suggest a roll off to decide which course of action is taken!

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CORE CONCEPTS

This section will cover the core concepts that underpin the mechanics of Novus Malum.

DICE

Dice introduce a level of chance to the game. Unless otherwise specified, six-sided dice (also referred to as d6) should be used whenever the roll of a dice is required. If asked to roll a *d3*, roll a *d6* and half the result (rounding up).

ROUNDING UP

Numbers are always *rounded up* in cases where rules require you to divide.

MODIFIERS

Modifiers describe the addition to *(+)* or subtraction from *(-)* an initial dice roll. They should:

- Be added or subtracted after the roll has been made
- Not reduce a roll *below 2* or increase it *above 6*
- Not be applied if a *"natural 6"* is rolled

RE-ROLLS

Some rules may require a dice to be *re-rolled*. If this happens:

- Always *re-roll* before adding any modifiers
- The second roll *must be kept* over the first roll

ROLL OFFS

When asked to *roll off,* both players should roll a single dice noting the following:

- The player with the highest roll is the winner
- In the event of a tie, players should re-roll until a winner is decided
- Never add modifiers to a roll off

MEASUREMENT

All distances in *Novus Malum* should be measured in *inches*. Always measure to/from the closest point of a model's base and to/from the centre of any objective.

ATTACKER AND DEFENDER

Some rules refer to the *attacker* and the *defender*:

- *Attacker* refers to the player or model making an attack action (i.e., melee, ranged, spell etc.)
- *Defender* refers to the player or model being targeted by an action

ALLIED AND ENEMY

Some rules refer to *allied* and *enemy* models:

- *Allied* refers to models under your control
- *Enemy* refers to models under the opposing player's control

RANGE

Range defines the maximum distance allowed for an action (i.e., spell, shooting etc.) to take place. This is measured between the attacking and defending models in question.

LINE OF SIGHT

Line of sight is determined as what can be *"seen through the model's eyes"*. The player may need to place themselves at eye-height with the model to determine this.

- A model is said to have line of sight if it can *"see"* any part of the target model's body, excluding weapons or other pieces of equipment

WOUND ROLL

When an attacker is asked to make a *wound roll*, roll a dice. A wound is inflicted if the roll is equal to or greater than the defending model's defence statistic.

RANGE

Range defines the maximum distance allowed for an action (i.e., spell, shooting etc.) to take place. This is measured between the attacking and defending models in question.

SAVE ROLL

When asked to make a *save roll*, the *defender* rolls a number of dice equal to the damage characteristic of the equipment used to make an attack. A save is made if the roll is equal to or greater than the relevant model's save statistic.

- For each failed save, deduct one wound from the model's *"wounds"* statistic. Remove the model from play if, in doing so, this statistic reaches zero
- Some rules may ask you to make a save roll where no damage characteristic is present. In this case, simply roll a single dice

Some models possess multiple "wounds". You can keep track of remaining wounds using spare dice.

TOKENS

6 x Ranged tokens: Used to determine if a ranged attack hits or misses.

8 x Priority tokens: Used to determine the priority order of the round.

6 x Combat tokens: Used to determine which side wins a clash in the combat phase.

1 x Combat priority token: Used to determine who makes key decisions in the combat phase.

MINIATURES

There is no **Novus Malum** without miniatures! In this starter set, there are 26 multipart models which are split into two warbands: **The Knomes of Knarlwood** and **The Dwarves of Anvil Keep**.

DWARVES
Dwarf Captain Kragnair
6 Dwarf Hammerers
6 Dwarf Guardians

KNOMES
Alto Mage Zizka
6 Knome Skirmishers
6 Knome Hunters

All miniatures are provided unassembled and unpainted allowing you to design your warbands as you see fit!

FORMATIONS

Individual models will rarely fight alone and instead group together into formations for greater protection.

At the start of the game, each warband is divided into a **maximum of four formations** which contain between **three** and **eight** models. A formation can comprise any combination of models.


In this formation, a player has decided to take two Knome Skirmishers alongside a three Knome Hunters for some ranged support!

FORMATION COHERENCY

Models must finish any movement phase **within 1"** of the next closest model.

• You may ignore vertical distance when working out formation coherency

• Formation coherency does not apply once a formation becomes engaged

0.5"   2"
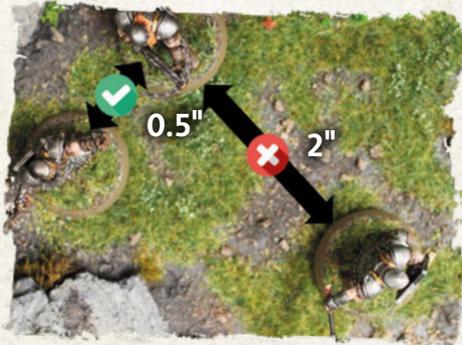
While models in a formation can act independently of one another, they must not move too far apart for fear of becoming an easy target for the enemy!

UNIT CARDS

Each type of model in your warband will have its own **unit card** listing their statistics, equipment, abilities and keywords.

STATISTICS

Statistics, otherwise referred to as stats, define a model's basic proficiencies as follows:

Move: The maximum distance a model may move in any direction.

Defence: The minimum roll required to wound a model.

Save: The minimum roll required for a model to pass a save roll.

Wounds: The number of failed save rolls a model can suffer before being removed from play.

> All relevant miniature information can be found on your unit cards.

EQUIPMENT

This section of the unit card details the weapons possessed by each model and their characteristics.

Type: If the equipment is melee, ranged or misc.

Range: The maximum measured reach of a piece of equipment.

Damage: The number of save dice rolled by an enemy model under attack.

Properties: Additional features possessed by the equipment.

KEYWORDS

Keywords are referenced by other rules and can grant special bonuses or penalties to miniatures depending on the situation.

EQUIPMENT PROPERTIES

Shieldwall: If a model is in base contact with an ally that also has equipment with the **"Shieldwall"** property, one of these models may roll may re-roll a single save roll per phase.

Deadly: When making an attack, wound rolls of a **"natural 6"** will modify this equipment's damage characteristic by **+1**.

Accurate: Wound rolls made against an **"obscured"** enemy formation are not subject to the **-1** modification.

Inaccurate: When making a ranged attack the **"precise"** discipline must not be selected.

Reload: When making an attack the **"rapid"** discipline must not be selected unless the **"hold"** order was enacted in the previous movement phase.

Reach: An attacking model may choose to be included in a clash, even if not in base contact with an enemy model, providing it is in base contact with an ally who is themselves in base contact with the enemy.

ABILITIES

Every unit card lists a distinctive **ability** which can enhance a model's actions. Refer to the unit card for details.

HEROES

Heroes, denoted by the **hero** keyword on their unit card, are arguably the most powerful models available to your warband. They have access to superior abilities, equipment and stats compared with other unit types. Heroes follow a formation of the player's choosing (in coherency) and may swap formations mid-battle.

GETTING STARTED!

"The enemy has been spotted on the horizon! Scout the battlefield, ready your troops and prepare for war!"

This section explains the basics of a game of Novus Malum.

WHAT YOU NEED

To set up a game of *Novus Malum* you will need the contents of the starter box plus:

- Two players
- A tape measure or ruler marked in inches
- One or more six sided dice
- A flat playing area (we recommend a minimum space of 36" x 36")
- A set of scale terrain*

* Understandably, not everyone has access to a set of wargaming terrain. Imagination, creativity and some common household objects can be equally as effective!

SCENARIOS

Scenarios outline how the playing area should be set up, describe any scenario-specific rules, define any core objectives and detail how players score points. The player with the most points at the end of a game of *Novus Malum* is the winner. We recommend playing the scenarios from this book in chronological order as together, they form the first campaign set within the world of *Novus Malum!*

TERRAIN

Terrain adds visual detail and texture to the scenario, as well as influencing decisions made during the game. Before starting, ensure all players are happy with what each piece of terrain represents and where it is placed.

STANDARD DEPLOYMENT

After the playing area, terrain and any objectives have been set up, deployment of models to the playing area can begin. The standard deployment sequence* is:

A) Roll Off
Players should roll off and the winner *(highest roller)* decides who deploys first.

B) Deploying Formations
Players take turns to place one formation at a time *wholly within* their deployment zone.

C) Deploying Heroes
Players then take turns to deploy their Heroes in coherency with the formation they wish it to follow initially.

D) LET BATTLE COMMENCE!
* Check the deployment sequence for each scenario before starting the battle. Some scenarios may have their own rules which override the standard deployment sequence.

LET BATTLE COMMENCE!

During the game, players will complete one or more scenarios. A standard Novus Malum scenario lasts six rounds with each round comprising six phases. Phases are completed one at a time and once all six have been resolved, a new round begins.

PHASE 1: COMMAND

"As commanders bark orders over the battlefield, soldiers draw their weapons and ready themselves to move and strike!"

In this phase, the priority order (the order in which formations activate during a phase) is determined. The priority order is maintained for the entire round so think ahead and choose wisely!

Priority Tokens
Priority tokens are a set of tokens numbered from 1-8 and define, in ascending order, when each formation can act during a round.

- Tokens are drawn blind from a container (e.g. like drawing names from a hat)
- If no container is available simply flip the token blank-side up, shuffle, and then draw directly from the playing area

To keep track of which tokens have already been used during any given phase, flip each token blank-side up.

Combat Priority Token
The *combat priority token* determines who makes key decisions in the combat phase and is also included in the priority draw.

Determining Priority Order
A) - Set Up The Draw
At the start of each command phase, players should first remove all priority tokens from the playing area. Starting with the token labelled *"1"*, and in ascending order, count out a number of priority tokens equal to the total number of formations currently left in the playing area.

- Don't forget to add the combat priority token to the draw

Be sure to give the tokens a good mix/shuffle before drawing. Place any unused tokens to one side to avoid any confusion.

B) - Draw & Assign Tokens
Starting with the player with the fewest formations (roll off in case of ties), take it in turns to draw tokens and place them face up next to an allied formation within the playing area (also referred to as *"assigning"*). The priority phase is complete once all formations have been assigned a token.

- If either player draws the combat priority token, they should hold on to it for the rest of the round and draw again
- If you are unable to assign a token, pass it to the opposing player

When assigning tokens, each player can assign up to one token to an enemy formation.

Players may also assign up to one token face down (either to themselves or their opponent), only revealing it at the end of the command phase.

PHASE 2: MOVEMENT

"The sound of quickening footsteps draws near as soldiers charge across the battlefield, striving to outmanoeuvre the enemy!"

In this phase, warbands follow orders as their formations travel across the playing area.

Engagement Zones

All models have an engagement zone of *1"* extending out from their bases.

- A formation is considered *"engaged"* if it has one or more of its models within an enemy model's engagement zone

- A formation may not move into an enemy engagement zone unless making a run/charge (see movement orders), nor may it make a regular move if it is currently engaged. Some rules (e.g. during a morale test) may override this

- When a formation enters an engagement which already contains other allied formations, both are combined and a single priority token is kept. The other token is then discarded

Regular Movement

When making a *regular move*, each model in a formation may move a number of inches up to and including its move statistic.

- During this move, a model may stop and pivot any number of times as long as the total distance moved does not exceed its move statistic

- Allied models may not move through enemy models, but may move freely through one another providing their bases do not overlap upon completing movement

Certain terrain features may modify a regular move as follows:

A) - Scramble

If a model meets a low piece of intervening terrain such as a wall, fence, or hedge, it must use an amount of movement equal to twice the height of the piece of terrain in order to pass across it.

- If a model does not have enough movement to cover the cost of a *scramble*, it should move as far as possible and then stop

B) - Climbing

If a model wishes to scale a piece of terrain, it may do so as long as both players agree the piece of terrain could theoretically be *climbed*. Models may not end their move mid-climb and must have enough movement to vertically scale the obstacle in one. A model may finish on top of a piece of terrain if it can stand freely when doing so.

C) - Difficult Terrain

Any terrain which could be *difficult* to move through on foot such as bogs, streams, or thick woodland, costs twice the amount of movement per distance gained.

D) - Dangerous Terrain

Any model that crosses or interacts with a piece of *dangerous terrain* must immediately make a save roll.

Heroic Move

Once during a formation's movement phase, a model with the *hero* keyword may change formation (maintaining coherency) if it is *within 6"* of an allied model in another formation.

- A hero may not make a heroic move if its current formation starts the turn engaged with an enemy

- If a hero is the only model in a starting formation when it makes a heroic move, that formation is dissolved. The resulting formation may then choose to swap its priority token with that of the dissolved formation. The unused priority token is then discarded

Movement Orders

The movement phase is complete once all formations, working in priority order, have enacted one of the following orders:

A) Hold

All models in the selected formation do not move and instead gain a bonus to ranged attacks when selecting the *"rapid"* discipline (see "Phase 4: Shooting").

B) Move

All models in a selected formation make a regular move.

C) Run/Charge

All models in a selected formation make a regular move but temporarily add *d3 inches* to their move characteristic. If the roll was a *"natural 1"* then the unit fumbles and temporarily halves its move stat before adding the *d3* result.

- A formation may enter an enemy engagement zone as part of this move. If it does so it is said to have made a *charge*. Otherwise it is said to have *run*

- A formation may not make any ranged attacks in the shooting phase following a *run/charge*

PHASE 3: MAGIC

"The sky begins to shift into a swirling black maelstrom and electric arcs fizz erratically through the air as words of power are uttered in ancient tongues."

In this phase, models are granted the opportunity to cast spells.

Casting a Spell

Working in priority order, eligible models may cast spells as follows:

A) – Select a Spell

Those models with magical abilities, termed the *"caster"*, will have spells denoted in the *"abilities"* section of their unit card. One spell may be selected per round unless a *"supreme cast"* is rolled.

B) – Select a Target

Select a target in accordance with the selected spells requirements.

C) – Make a Casting Roll

Roll a dice. First resolve any miscast or supreme casts before resolving the effects of the spell. The phase ends once all eligible models have had the opportunity to cast a spell.
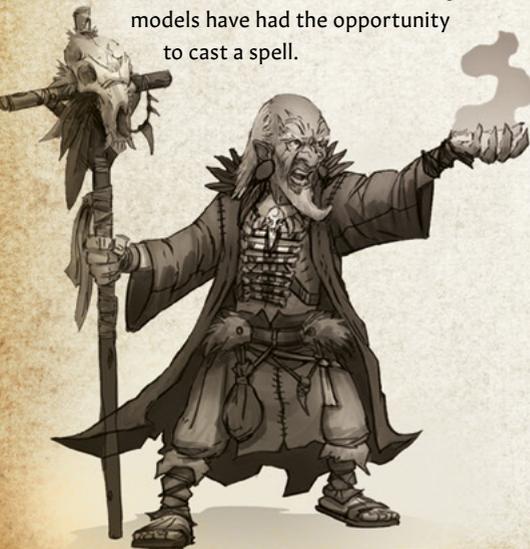
Miscast

If a *"natural 1"* is rolled when casting a spell, the effects of the spell are ignored. Instead roll a further dice and resolve as follows:

1	The caster loses d3 wounds
2-5	The caster must make a save
6	Nothing happens

Supreme Cast

If a *"natural 6"* is rolled when casting a spell, the caster may immediately cast a second spell after the effects of the first have been resolved. If a spell is cast twice, any effects are treated separately.

SPELLS & THEIR EFFECTS

Chain Lightning:
Select an enemy model *within 12"* and line of sight of the caster. The target must make a save roll. If this fails and the damage taken is sufficient to remove the model from play, the caster may target the spell towards one additional enemy model in the same formation.

Barkskin:
All models in the caster's current formation may temporarily modify their defence stat by *+1*. This modification lasts until the start of the next magic phase.

Imbue Projectiles:
All models in the caster's current formation may use two different ranged disciplines instead of one when making ranged attacks in the subsequent shooting phase.

PHASE 4: SHOOTING

"Projectiles whistle across the sky, clattering off shields and obstacles as they hunt their target."

During this phase, models may attack from afar using ranged equipment.

Obscured

A target formation is considered *obscured* if half or more of its models are partially covered by intervening terrain or other enemy models.

- Allied models can see through each other when determining if an enemy is obscured

Making Ranged Attacks

Working in priority order, the following sequence is carried out for each model with access to ranged equipment within an attacking formation:

A) – Select Equipment/Discipline

Before attacking, select which ranged equipment and discipline is to be used.

RANGED DICIPLINES

Power:	Modify the wound roll by *+1*
Precise:	The attacker may assign hits to an enemy model of its choosing
Rapid:	Failed attacks may be re-thrown but the maximum range of the selected equipment is halved (unless the *"hold"* order was followed in the preceding movement phase)

B) – Declare an Attack

An attack may be declared on an enemy formation providing it is not engaged and is within range and line of sight of the attacker.

C) – Make an Attack

The attacking model flips a ranged token (like a coin), resolving as follows:

Hit:	If the token lands icon-side up, the attack **hits**
Miss:	If the token lands icon-side down, the attack **misses**. (Remember to resolve the *"rapid"* discipline if selected.)

D) – Resolve an Attack

Once an attack has hit, it must then be assigned to a model in the defending formation within line of sight of the attacker. Typically, the defending player will choose to which model the hit is assigned. However, if the *"precise"* discipline was selected, the attacker may assign instead.

Once a hit is assigned, a wound roll should be made against the defending model. If the wound roll is successful, this model must then make a save roll.

- If the target formation is obscured, modify the wound roll by *-1*

This process repeats for each attacking model within the attacking formation.

PHASE 5: COMBAT

"As enemies collide head on, the fierce dance of hand-to-hand combat begins! Will you crush, block or stab your way to victory?"

In this phase, engaged models make melee attacks.

Fighting Over Obstacles

Two models separated by a low obstacle such as a wall, fence, or hedge are considered as being *"in contact"*.

Any wound roll made between such models is modified by *-1*.

Making Melee Attacks
A) - Manoeuvre

Working in priority order, models within an engaged formation that are not otherwise in base contact may better position themselves by moving *up to 1"* in any direction. The formation must remain engaged upon completion of a *manoeuvre*.

B) - Assigning Clashes

Opposing models in base contact with each other must be divided into *clashes* by the player who holds the combat priority token.

- Models must be grouped one-on-one where possible. Each grouping is called a clash

- If two or more models clash with a single enemy model, this is called an *"outnumbered clash"*

- Each model can be involved in only one clash

> For clarity, you may wish to separate each clash slightly (ensuring no in-game benefit is gained!)

C) - Resolving a Clash

The player with the combat priority token decides the order in which clashes are resolved. Each clash should be fully resolved before moving on to another.

> Try to do this in as logical an order as possible so as not to lose track of which clashes have and haven't already been resolved.

For each clash, players should first select melee equipment to be used by each model. Then, they should each select and conceal one combat token.

On the count of three, both players should reveal their tokens and resolve them as follows:

1 – If both tokens match, players should roll off to decide the winner. If a model is outnumbered, modify the roll by *-1*

2 – If both tokens are different, the winner is determined such that:

Crush > Block > Stab > Crush

3 – If a clash is won using a token that matches the combat specialty (i.e. crush/block/stab) of an allied model also in the clash (see unit card), modify any subsequent wound rolls by *+1*.

The winner should then select a target within the clash, rolling a number of wound rolls equal to the number of allied models present in the clash. The defender should make a save roll for every successful wound roll.

PHASE 6: MORALE

"As the sounds of war echo across the battlefield, soldiers must test their resolve or succumb to the terror of combat."

In this phase, formations make morale tests.

Morale Test

In priority order, any formation that suffered a casualty (i.e. a model which was removed from play during the round) must roll a dice to *test morale*. If the roll is equal to or greater than the number of casualties, the test is passed. Otherwise, the test is failed.

If the morale test is:

1 – Passed and the formation is un-engaged, nothing happens

2 – Passed and the formation is engaged, it may make a regular move away from the engagement zone in any direction, providing it does not enter another engagement zone. Models should finish in coherent formations of no more than eight models.

3 – Failed and the formation is engaged, nothing happens.

4 – Failed and the formation is un-engaged, it must make a regular move as far as its move statistic allows away from enemy formations.

> A "natural 1" always fails and a "natural 6" always passes regardless of the value required.
>
> Modify the roll by +1 if a hero is currently present in the formation.