*This grimoire contains an extract of our Spoils of kadath ruleset* **and it allows you to easily play with the models contained in the kickstarter of From Kadath**.

This compact version of our ruleset is quick and intuitive and you need to play the only models of From Kadath and some model to represent the Enemy of the cult, a ruler, a handful of six - sided dice, a good table with some scenics and a friend. Now print the documents, cut the cards and enjoy the game!
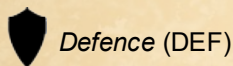

Cards and characteristics

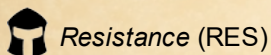Every model has an explanative card which describes it through the following characteristics:
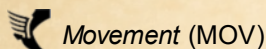
Movement (MOV)

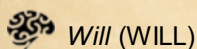describes how many inches the model can move

Defence (DEF)

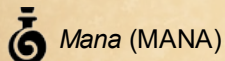describes the evading skill of the model

Resistance (RES)

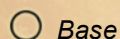describes the ability of the model to absorb hits

Will (WILL)

the collective mental skills of the model, used to resist some forms of magic, psychic effects as fear and the ability to execute orders

Mana (MANA)

it is used to cast spells and indicates the number of points the model provides to the overall Mana Pool of the expedition, used to cast spells

Base

indicates the dimension of the model base
S=30mm
M=40mm
L=50mm

On the character card are also described the model's ability and the following stats for every attack he owns:

Attack Bonus (AB): indicates the modifier the model applies to his dice roll to hit

Range (RAN): indicates, if present, the maximum distance that a model can reach attacking

Damage (DAM): indicates the value to compare the dice roll to modified by the resistance of a model that's been hit

Health levels

Each model has a different resistance to the inflicted damage based on its classification:
• a guest has 2 levels: healthy/dead
• a hero has 3 levels: healthy/wounded (- 1 to all rolls)/dead
• a monster has 4 levels: healthy/healthy/wounded (- 1 to all rolls)/dead

When the health level of a model reaches the level *dead* remove it from the field and put in its place a corpse token of the same dimension of its base.

Actions

when its card is revealed a model can execute one action, the action Is made up of a movement and a maneuver in the preferred order.

Maneuvers

• *Attack*: attacking with all the attacks of a kind (melee or ranged)
• *special attack*: special maneuver described on the card
• *spellcasting*: casting a spell. 2 different spells can be cast in the same maneuver spending one more point for the second and effecting a concentration roll (roll 3D6 and get a result that is lower than the WILL value of the model casting the spell)
• *Special maneuver*: special maneuver described on the Card.

Instead of an action the model can execute a **Special Action**. The special action occupies the whole turn and can't be combined with other movements and maneuvers.
• **Run**: the model moves with its value multiplied x2. Reaction attacks against a running model suffer a -1 to the attack rolls.
• **Charge**: the model moves at x1,5 in a straight line towards an enemy in its line of sight and attacks in melee with a +2 DAM bonus to its first attack if it moved at least 3".
• **Disengage**: the model makes one move ignoring the engagement areas of the enemy and doesn't generate opportunity strikes.
• **Climb**: the model makes one move: see the climbing rule.

Reactions

in the main phase of the game turn the model can declare a reaction instead of an action.
• *Defense reaction*: the model gets a +1 defense bonus when this action is declared; if attacked it can react after the attack moving for half its move value (no requirements).
• *Counterattack reaction*: first declare if it's a melee or ranged counterattack: the melee attack is resolved before the enemy's melee attack;the ranged attack in reaction to a movement (when the target has been in LoS with its entire base before ending the movement). The hit roll is resolved before executing the next action (if desired by the target) with a -2 penalty.
• *Counterspell (*see the counterspell spell type in the magic section*)*

Line of sight (LoS)

Every model has a line of sight which extends for 360 degrees from its base and is interrupted by obstacles, terrains and other models. A model is visible when a part of its base is in sight. obstacles and terrains block the LoS only if they are higher than the diameter of the model's base (ex. A model behind a 1" obstacles, lower than the 30mm of its base, is visible even if its base is completely covered); if 2 model are on different heights consider the base' projection (as I the model was a cylinder with a height equal to its diameter) to establish the LoS between them.

Attack

To make a melee attack the target must be in the engagement area of the attacking model. The *engagement area* is 1", 2 " for models with the Reach rule.
The attacking model makes a hit roll: 2D6 + BA against the enemy's DEF. A double 6 is always a hit
When the attack hits, the target makes a resistance roll: 2D6 + RES against the damage described in the attack. If the number is lower than the damage value, the model suffers a wound (double 1 is always a wound) and an additional wound for every 4 points of difference between the damage and the resistance roll.
To make a ranged attack the player measures the distance between the attacking model and the target: if the target is in range the model can attack but it suffers a -1 modifier every 6 " of distance beyond the first 6". If the target is a model engaged in melee it gets a +2 to defense

Opportunity strike

When an engaged model exits the engagement zone with a voluntary movement (decided by the player who controls the model) the models that were engaging it can make an immediate attack. The movement of the model ends when its base is completely out of the engagement area and starts again if the model survives the attack. This attack gets +1 to hit roll and damage roll.

Spellcasting

Every model equipped with spells has a MANA value to add to the mana pool of the expedition. Every time the model casts a spell it subtracts its cost (MC) from the expedition's pool

Spell types

Every spell has a type and can have a subtype

Baleful :

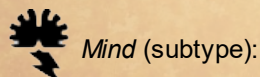attack magic; it is resolved as an attack but without applying distance penalties

Buff:

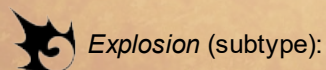a buff spell can be cast on any friendly model within range with no hit rolls

Curse:

a curse is resolved like a baleful spell but it causes a negative effect on the enemy model instead of causing damage

Mind (subtype):

a baleful or curse spell with this subtype hits if it surpasses the WILL value of the target instead of the DEF value

Explosion (subtype):

to resolve a spell with the explosion subtype the player puts the effect template (AoE) with the center on any model within range; every model, friend or enemy, even partially covered by the template is affected by the spell; the explosion subtype ignores the terrain modifiers
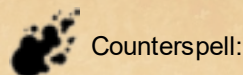
Counterspell:

Counterspell spells can be used in two manners:
Used during an action, it works as a buff spell and removes all curse token from a target model. The second manner is to declare a counterspell reaction. When a spellcaster casts a spell whithin the range of your counterspell you can activate the previously prepared reaction to effect an opposed WILL roll (both the caster roll 2d6 and add their will) if you win the spell is neutralized without any effect.

The expedition

Heroes
They are the only models that can conquer the objectives and recover the relics; they have an additional health level compared to the guests and they require the original model and card to be used.
Monsters
They have two additional health levels compared to the guests and they require the original card and model to be used; they can never conquer objectives and recover relics.
Walk-ons
The walk-on are the cannon fodder of the expedition; they can be duplicate based on the expedition type; they can never recover relics and conquer objectives;

Fate cards

In the *jokes of fate phase* the players can both play a fate card in order of initiative. The joke of fate originates in a point chosen by its user within 6" in line of sight from one of his models. Every zone or model must be placed in a stable way, with no danger of falling(ex. A danger zone or a wandering monster can never be placed on the top a thin wall or a stair). 3 kinds of fate cards exist:
• *Wandering creature*: generates one or more wandering creatures during the joke of fate phase the creature charges and attacks the nearest model in their line of sight. The creatures ignore other wanderers. If there is no model in line of sight, the creatures makes a single movement towards the nearest target outside the line of sight and attacks. If 2 models are exactly at the same distance the choice is made by the player who is moving the creature.a wandering creature use always the fastest way when it moves and it dont try to avoid dangers and terrains if it can pass over them.
• *Danger zone*: the danger zone creates an area that is evidently dangerous for anyone who traverses it or stops in it. No friendly or enemy model can be in the affected area when it is placed.
• *Stroke of luck*: A *Stroke of luck* can be played from a player who hasn't already played a fate card in that joke of fate phase (because he has decided not to play a fate card or because he's the second player of the turn, in the second case it count as the fate card of the turn then he can't play another card after that) and counter the effect of another fate card.

All the fate cards have a stats icons in the higher right box can be discarded in any moment to reroll a stat check or an attack of the same type with a +2 bonus. A card with the elder sign symbols is usable for any type of roll.

THE TURN PHASES

Turn phases

A turn is composed of 3 phases in this order

- **Tactics phase** (1 minute): Every player creates his *characters deck* stacking in his preferred order the cards relative to his models. The order of the characters deck decides the action order of the expedition for that turn

- **Main phase**: starting with the acting player every player reveals a card from his characters deck and executes the model's action as he wants or declares a reaction for that model and then draws a second card. If the model of the revealed card is no longer present on the field, the player discards the card and draws a new one. When the model's action ends or the second reaction is declared the player discards the card of the model which acted and casts aside the cards of the models which declared a reaction and then the other players does the same. this process is repeated until the player have both exhausted their characters decks if one player exhaust his deck before the other, the player with remaining cards keeps drawing one card at a time without declaring reactions.

- **Jokes of fate phase**: starting with the acting player every player can play one *joke of fate card* from his *fate deck* or pass. When both the players have played or passed everyone moves and acts with their wandering creatures starting with the acting player in the desired order,one at a time alternately and then the turn ends.

Terrains

on the game table there can be four types of terrain with special characteristics.

- *Rugged terrain*: on a rugged terrain, a model suffers a movement penalty which causes it to move only 1" every 2" of its movement.

- *Impassable terrain*: an impassable terrain is totally impervious to the movement of models. If a model can fly or climb can settle on it only if it's possible to place it safely.

- *Obstacle*: walls, fences, and hedges under 1" of thickness (if over 1" they are considered impassable and required climbing) can be passed by a model taller than the obstacle. This movement cost an additional inch of movement. No model can end it's movement on an obstacle for any reason).

Special terrains

- *lava/acid pool*: rugged terrain, if crossed (or if a model stands on it) it causes a damage of 16

Terrains and combat

- *Cover*: a model within 1" from an obstacle or an impassable element gets a +2 bonus to defense against ranged attacks if it covers at least half its silhouette (considering the LoS from the center of the enemy shooter to the center of the base of the targeted model) and a +3 bonus if it covers at least 2/3.this bonus is reduced by one in case of less solid but concealing obstacles (hedges, bushes,trees, fences). In melee the cover bonus is applied only in the turn when the enemy is charging.

- *Elevated terrain:*a model whose base is in a position at least 1" higher than the enemy's gets a +1 bonus to hit and considers all the target's covers as a grade lower (in example a model covered for 2/3 gets only a +2 bonus). In a fight on a multi-level terrain, to calculate the *engagement area* towards a model positioned on a higher zone, consider the diameter of the attacking model's base.

CLIMBING

A model that, while moving normally, encounters an impassable terrain 1" higher or lower than its base can make a climbing check (roll 2d6 with a result equal or inferior to the MOV value of the climbing model) to move vertically along the wall, expending movement with a rate that is double of the climbed height.

With the climbing action the model can expend movement with a rate of only one of the climbed height and adding a +2 bonus to the climbing check. The model must end its movement on a stable surface. In the same way a model can climb to descend or jump down (the maximum jump distance is 6") moving like it was climbing but without spending movement to descend. If it fails the check it suffers a damage of 10 plus the jumped distance.

Tokens

there are two types of tokens:

- *status*: tokens placed next to a model after an attack or a skill; they follow the model (they move with it everywhere). They don't represent physical objects and have no effect on the LoS or movement and the models can cross them or stand on them without limitations. The token can me moved around the model to help the players' view and not hamper the game flow. There can be no more than 3 status tokens of the same type on a single model.

- *Object*: the object tokens are physical items. They can be the target of skills and attacks and hamper the movement. Every token has its special rule.

The following tokens are important in the suggested scenarios:

- *relic* (object): a relic can only be collected by a hero, using a collect maneuver. When it's collected its type shifts to status type. If the model that is carrying it dies, the player puts the relic next to the model's base before removing the model and the token shifts back to object type. The relic as special rules based on the scenario.

- *Curse* (status): the curse token indicates a model affected by a curse spell and its penalties. A curse token lasts for a turn or until a special condition is achieved (i.e. charm lasts until the model's card is revealed), unless differently specified on the spell and it can be removed with a counterspell.

- *Burning* (status): see the burning rule.

- Poison (status): see the poison rule.

- Corpse (object): a corpse token does not hamper movement but can be targeted from some special abilities. A model completely over a corpse token bigger than its base gets a +1 bonus to defense against ranged attacks.

skills:

the following generic skills are used by the models in this ruleset:
- **Heroic resistance**: the model has the health level of a hero.
- **Monstrous guest:** the model has the health level of a monster, the intimidating rule and is considered a monster and a guest only during the game.
- **Furious charge:** the model has a +2 bonus to hit with a charge attack.
- **Undead:** the model has the intimidating, lifeless and fearless rules.
- **Lifeless:** the model is not subject to the healing skill, and is immune to mind, contagion and poison effects.
- **Fearless:** the model is immune to the intimidating and terrifying effects.
- **Healing:** the model can execute the healing maneuver, restoring a health level and removing all the poison/contagion and paralysis tokens from a model within 1", including itself. If the target is a monster the model with healing must succeed in a 3d6 will check to use the skill. If the test fails, all the tokens are removed anyway and the next turn it can be repeated with a +1 bonus.
- **Mighty blow:** the model can get a -1 to hit and gain a +2 to damage in this attack.
- **Magical attack:** the attack can damage ethereal creatures.
- **Intimidating:** when a model charges or is charged successfully by a model with the intimidating rule it must succeed in a 3d6 will check. If it fails it gets a -2 to def, will, and to attack rolls and damage until the end of its next action.
- **Reach:** an attack with this rule has an engagement area of 2".
- **Burning:** the model hit by this attack gets a burning token. In the next turn, at the end of the tactics phase the model suffers a damage equal to the burning attack, then remove the burning token.
- **Poison:** the model hit by this attack gets a poison token. Every turn, at the end of the tactics phase the model suffers a damage equal to the poisonous attack.
- **Towering:** a towering creature is considered as one base level higher when determining covers and LoS and it doesn't suffer the health levels penalties. (i.e. if its base Is 30mm, it is considered 40mm tall).

- **Charm:** place a charm token on the target, the next time its card is revealed you can do a movement or an attack with that model, after that the model's action ends and the owner can draw another card.
- **Reanimate (xxxx):** the model can remove any number of corpse tokens within 1''. Place the same amount of undead creatures of the specified type within 1" from the caster. All the reanimated models make immediately a movement or an attack. In the next tactic phase add to the characters deck only one card for every type on reanimated models, they will activate in you favored order when the card is revealed (they can't take reactions).
- **Craving:** if at the beginning of the action of this model there isn't a friendly hero within 5'' the model must charge the nearest enemy model or wandering creatures in line of sight.
- **Cruelwound**: injures caused by this attack cannot be regenerated.
- **Deadly Stroke:** If the attack roll includes two 6, the target automatically dies if it has a S base or takes an automatic wound in the case its base is larger.
- **Cultist:** errant creatures consider this model 1" more distant when selecting their target.
- **Abomination:** errant creatures consider this model 2" more distant when selecting their target. The model is also *intimidating*.
- **Familiar**: must be assigned to one spellcaster at the beginning of the game. A familiar uses the same movement value of it's master and If at the end of it's action it's over 2" from it's mater it's removed from the game. This model's card isn't part of characters deck and it activate before or after its master everytime the master's card is revealed.
- **Penetrating:** RES rolls against this attacks rolls 3 dice a choose the 2 lower dice.
- **Terryfing:** terryfing work like intimidating. At the end of the action of this model every enemy models within 2" must take the will test or they are forced to step away from the terrifiyng model of a distance equivalent to their MOV(the model must move to the opposite direction from the terryfing model).

Scenarios
The Ritual

Deployment
Both the players roll a die: who rolls higher deploys first and is the acting player in every odd numbered turn. The first player chooses a scenic element on the table (the chosen terrain cannot be elevated terrain or must be a completely unpassable terrain) then he must place his models in any place within 1" from the chosen terrain. after that the second player can place all of his models in any place of the table but at least at 10" from the opponent's models or in contact with a border of the table.

The table
This game is planned to be played on a square 90 cm x 90 cm surface with at least ten scenics .

End of the game
The second player wins the game if at the end of the 6th turn the first player hasn't completed the ritual or if in any moment all the heroes of the first player are dead.
The first player wins the game if he collects 4 ritual tokens on the chosen terrain.

Special rules of the scenario
Every hero of the expedition can use the special action "officiate the ritual": the model cannot make any move and must be within 1" to the ritual terrain, if at the end of the turn at least one of the officiating heroes hasn't been injured put one ritual token on the terrain (only one for turn).

THE EXPEDITIONS

The cult
The expedition of the cult is composed by 5 models : the magus, the reanimator, the ritualist, the 2 cultists (the possessed cultist represent the effect of a spell and it's not deployed with your expedition).

The expedition of the adventurers is composed by 4 heroes: the captain, the Horror hunter, the noble and the piper

The adventurers

The cult has 9 fate points usable to build its fate deck and the adventurers expedition has 10 fate point.
Every expedition can take only one copy of every fate card.

Note: if the cult wants to play the "king in yellow" wandering creature then the expedition will gain a healer guest to compensate the extra point cost of the king.

Why must you roll for the first players? Obviously because a ritual can be officiated by cultist or by enemies of the cultists: for example the adventures can officiate a rituals to close a portal for another dimension and the cult needs to stop them.

The ritual looks too difficult to complete? Reduce the winning condition to 3 ritual tokens and the adventurers will have a very hard journey!

Do you want a larger game? A classic expedition of the Spoil of kadath ruleset is composed byt 65 point and 3 extra fate point. If you need more guests for your expedition search for the demo rule of spoil of kadath and you will have a lot of reinforcements! But remember that only models without the guilds symbols accept to work for the cult.

Dont limit your imagination and take the challenge on both side!