

THE EIGHTPINTS™





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Sort Of Near The Beginning...

There was The Cycle of Perpetuality. The land would be wholesome, happy and glad. People would cheer and dance in the streets. They would get rich off the land and harvest great hoards of food and treasure. This was The Good Times. The Titans of Perpetuality, awoken by the thumping drums of too much revelry, would awaken, to join in "the dance". They would lay siege to the land and its peoples, eating the harvest and collecting the treasures. These were known as The Bad Times. The Titans of Perpetuality would get rich off the harvest of the people, and the people would suffer.

Then, a leader would arise, a leader who would gather together a warband of noble and ignoble attributes, who would wage war on the Titans of Perpetuality. The Titans of Perpetuality would fight, but succumb to the leader and their warband. The Titans would recede into the places from which they had awoken, and slumber again. The people would then regroup, rebuild, and the Cycle towards The Good Times would begin again.

This happened for centuries. Millennia.

Then...

Some MF went and lost his Rhames-Damed dog. Aww shizz.

So began a quest so vile, so rank and smelling of whizz, that the whole universe collapsed in

on itself, both the past and future becoming one, then separating again like the cosmic-scale parents of a dwarf sun during a particularly bad divorce. Lawyers, eh.

A literate rat, a Lord of Somefaceplacename, docks, woods, and a giant plot to rewrite the future before it happened, happened. Something about a Frakk Drill that never made the light of day. Some shizz about a plague of some colour, shape or form.

The people did not celebrate. The Titans of Perpetuality did not awaken. They slumbered through many, many cycles, and the world descended into a descent of some form of metaphorical steepness. The Titans of Perpetuality slept, but their bellies grew hungry as they lay. One day, a rumble in the belly of a Titan was so loud it caused an avalanche in the Mountains, and awakened its Titan of Perpetuality. Just one. One big enough to rip a hole straight through the side of the mountain it was sleeping in like a MF going straight through the side of a lit toaster with a sledgehammer. Sparks, MF, sparks. Maintenance bills, possibly Insurance Claims. Buildings and cities burned. People fled and took out mortgages in new neighbourhoods. The Titans of Perpetuality had awoken, and they were angry as a MF.

They scoured the land, searching for their harvest and treasure. Searching for the happy dancing people to terrorise and their bastions to lay waste to. No happiness. No dancing. Only a dog, in "Returned" format. What an airborne genital of a situation..

They learned that the Cycle of Perpetuality was over. The people were sufficient with mundanity and returned possessions. There was no bountiful harvest, and no treasure to be hoarded.





Just a dog. And a lot of whizz on a fair few trees.

The Titans of Perpetuality decided to take revenge. Like, MFkn revenge. They lay siege to city by city, region by region. The Eightpints lay in a different shape of ruin to its normal shape of ruin. People got lost on their way to work and needed to use social skills to navigate the city streets. Imagine, MF, just imagine.

And then... You. You stepped in, stepped up, and said something like, "G'day me'Landlord O'Matey. Can I order a fresh pint o' yer finest and gladdest?"

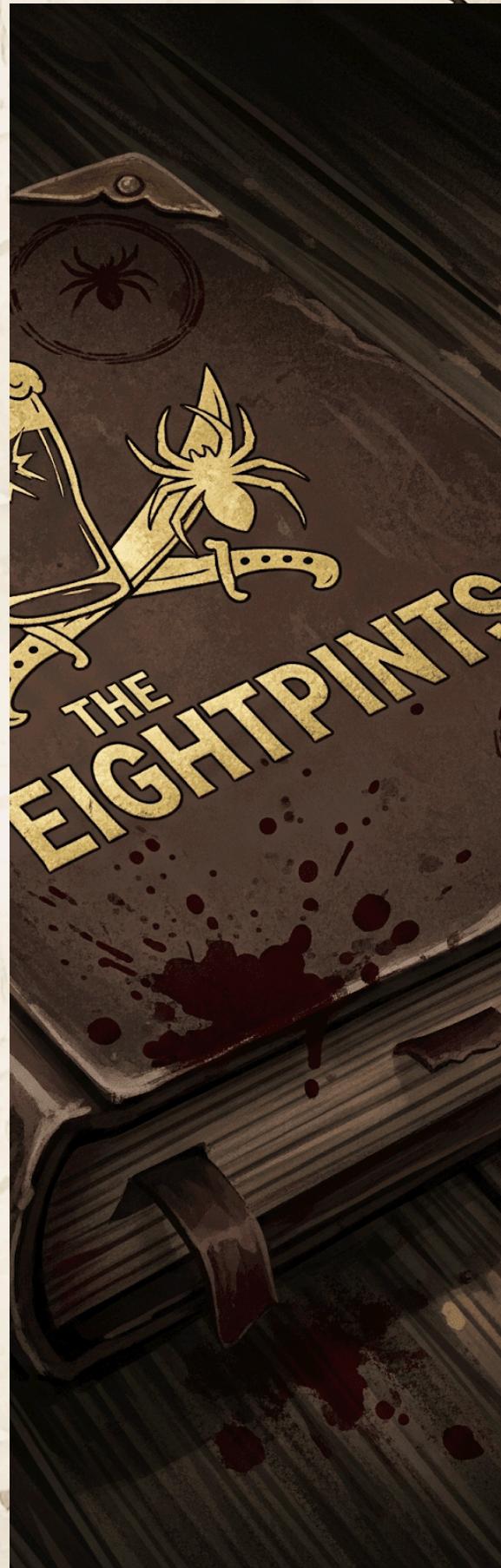
The landlord poured your pint, fresh frothy foam whispery-kiss-sliding down the slide of the tankard.

You asked something along the lines of, "How much damage?"

And he reached under the bar, grabbed something out of sight, then placed a medium-sized scroll on the bar, just next to your fresh beer as it sat there settling. He looked you square in the eye/face/eye-patch/helmet-guard and said:

"How abouts... you kills us eights of thems?"

**MF.
We have us
a PURPOSE.**





Society of

Near The Beginning...

MF.

We have us
a PURPOSE.

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Vol. I

Rules & Lore

The Mind of the Bull

Welcome to The Eightpints. If you're reading this, you're either very brave, very foolish, or, more likely, you've run out of other options. This book is not a grand history of the world, filled with the noble deeds of kings and the glorious triumphs of shining armies. This is a survivor's guide, a collection of the hard-won, often contradictory, and usually fatal truths that govern this broken, beautiful, and perpetually thirsty world. The lore you'll find in these pages is not just background; it is a weapon. Knowing the difference between a Stálkarn's roar of challenge and its roar of hunger is the kind of practical education that will keep you alive a good deal longer than a sharp sword.

The world, as the scholars in their dusty towers will tell you, is a cosmic argument between two fundamental forces. On one side, you have "Juice," the raw, chaotic, and deeply personal energy that seeps up from the metaphysical cesspit they call The Sink. It is the power of faith, of rage, of sorrow, and of life itself, a wild and unpredictable magic that fuels the world's most terrifying sorcerers and most fervent fanatics. On the other side, you have "Cogwork," the power of the gear, the piston, and the perfectly calibrated explosion. It is the logic of the machine, the brutal, tangible truth of a well-oiled engine of war, a force that seeks to impose a loud, greasy, and predictable order on a chaotic world.

This grand argument is refereed by a pantheon of disinterested and deeply cynical gods. You will not find any benevolent, loving deities here. Instead, you have beings like

Leviakh, the drowning god of the Tide Sworn, who preaches a doctrine of salvation through absolute, world-ending slaughter. You have Arkhotek, the Silent Architect, a divine engineer who sees all of life as a flawed, fleshy blueprint that must be stripped down to its perfect, skeletal components. And you have Krank, the manic god of the Scrap-Tek Horde, whose only divine commandment seems to be "make it louder, and add more spikes."

These competing philosophies are the engine of all conflict, the "why" behind every bloody skirmish. The world is divided not by borders, but by belief, a great "Quadrant of Belief" that pits the fanatical, Creed-Bound followers of gods and ancient traditions against the pragmatic, Self-Made survivors who believe the only truth worth a damn is the one you forge for yourself. Every battle is a philosophical argument, and the winning side is the one with the bigger axe.

The rules you are about to learn are not a rigid, unbending system. They are a framework for chaos. They are designed to simulate the brutal, unpredictable, and often hilarious nature of a desperate, close-quarters brawl. You will find that the best-laid plans will crumble in the face of a single, unlucky roll of the dice, and that sometimes, the most glorious victory comes from a moment of pure, unthinking, and probably very stupid luck.

At the heart of this system is the Oracle's Call. At the start of each round, you will cast a handful of bone-carved dice, a direct appeal to the fickle, chaotic forces that govern this world. This is not just a resource; it is your warband's shared pool of fate, a measure of the universe's willingness to cooperate with your grand and probably flawed plans. To spend these dice is to make a bargain with chaos, a desperate plea for a moment of power that can turn the tide of a battle.





The world you are about to enter is in a state of profound and violent change. The recent events of the... campaign with the dog *EHEM*, a tale of such spectacular, world-altering absurdity that it is still spoken of in hushed, disbelieving tones in every tavern, have had unforeseen consequences. The ancient, slumbering titans of the world, the Perpetuals, have awoken, and they are furious at having been upstaged by a lost pet.

They are now on a rampage, their "Perpetual Reckoning" a series of world-shaking events that are reshaping the very landscape. So, read on, and learn the rules. But remember that the most important rule of all is not written in these pages. It is the simple, brutal truth that you will learn on the battlefield, in the mud and the blood, with a rusty blade at your throat: survive. Everything else is just commentary. Now, who's getting the first round?





How to Play

The whole point of this text, bollocks and dice is to get together with some beer and *EHEM* mates with some beer and pizza to share and have a grand time. Chat some shizz, tell more jokes than Tells-No-Jokes. Even if it's only one.

Create a Warband, go questing, laugh at an NPC and totally fail to slay the Dragon. Then do it again, and slay that Dragon and steal his Treasure. Then tell the NPC the Dragon sold his Treasure for Bit-CHZ and only had a mouldy sofa to sit on, which didn't have a fire rating label so wasn't of any monetary resale value. So you set up a "Just Giving (A Shizz)" for the Dragon because you felt "sorry" for him, and while you did gather some shinners from a pack of local Aunties, they were all stolen by a Sindarkyn Wizard who said he had a larger chest of shinners to give you, he only needed to melt your shinners into the right shaped key the same shape as the lock of the chest. So you gave him your shinners, and long story short it ended up being you and the Dragon both sitting on the mouldy sofa watching the price of Bit-CHZ going down faster than the beer and pizza you managed to order with the leftover shinners you hid from the Wizard. So, technically, the NPC now owes you money. Fin.

To get you started, you'll need the eight core Tomes of Knowledge. Think of them as your survival guide. **Vol. I Rules & Lore** will tell you the rules of the world and the lies people tell about it. **Volumes II through to VI** will introduce you to the various flavours of fanatic and fool you can hire or be. **Vol. VII Classes & Skills** is where you learn how to be good at stabbing people, or learn how to avoid being stabbed yourself, or learn that if you do get stabbed, you can actually make things work even more in your favour. **Vol. VIII Treasures & Recipes** is your catalogue of shiny things to steal and dangerous things to drink and/or throw. Once you've read those far less than you should, to kick things off, we're starting you in the wettest, most miserable corner of the world with **Vol. X: The Mire**. Once you've cut your eye-teeth there, Tomes like **Vol. XI: The Chamuscado Glass Wastes** will be able to present new and exciting ways to die when you leave the "safety" of The Pub.

Roll a Stat-Check, MF.





The Eight Commandments

I.

Thou Shalt Arrive Prepared, for The Wolfe Abhors a Mess.

Take a shower. Bring thy dice, thy warband, and thy rulebook. Arrive on time and ready for the session. Nobody wants yesterday's beer-stained pizza crumbs falling from thy hoodie onto the table, for The Wolfe of the Wastes solves problems, he does not create them. Be professional.

II.

Thou Shalt Bring Worthy Tribute for the Maw.

The battle is long and requires fuel. Bringeth snacks and drinks to the table, and share them, for Mawgar the Earth Gnasher teaches that all things are meant to be consumed. An offering of stale pizza and warm beer is an insult to the World-Chewer, and thy dice rolls shall be just as unsatisfying.

III.

Thou Shalt Not Suffer a Cheat to Live, for the Mandate is Absolute.

Know the rules, and follow them. Do not fudge a dice roll, nor move a warrior an extra inch when no one is looking. For Lord Vincel Rhames of the Mandate sees all, and the consequences for violating the sacred contract of the game are medieval and unpleasant for all involved.

IV.

Thou Shalt Pay Attention, Lest the Shepherd Find Thee Weak.

Thy phone is a distraction, a path to the tyranny of evil men. The Shepherd Grimm demands clarity and righteous action. A player scrolling through memes when it is their turn to act is weak, and their warband shall be smote with great vengeance and furious anger by those who are paying attention.

V.

Thou Shalt Embrace the Unforeseen Occurrence.

The dice will betray you. A plan will go horribly wrong. A Grot will somehow one-shot your mighty leader. This is the way of Saint Vincent, the Wanderer. Do not rage against the abyss; embrace it, for the story of a glorious failure is a finer tale than that of a boring victory. Enjoy the little differences.

VI.

Thou Shalt Endure Thy Defeat with Morbid Grace.

Suffering is inevitable; thy warband will be crushed. Schopenfester teaches this. But there is a choice. Thou can suffer the "bad pain" of a tantrum, or thou can choose the "good pain" of a hearty "well played" and a swig of ale. Choose thy suffering, and find the grim comfort in knowing there is always the next game.

VII.

Thou Shalt Be Cool, for the Shepherd's Path is Righteous.

The game is a sacred pact, and thy opponent is a fellow traveller, not a vessel for thy salt. Do not gloat in victory, nor whine in defeat. Do not argue over trivialities, nor engage in tactical dawdling. For The Shepherd Grimm demands Righteous Action, and to act the genital at the table is to invite the fury of good men. Be cool.

VIII.

Thou Shalt Keep the Pact of Silence.

What happens in the campaign, stays in the campaign. Do not speak of the plot twists to those who have not yet played them. Do not reveal the secret weakness of the final boss. The Veiled Dame teaches that the world is held together by unspoken secrets. To spoil the story is to break the pact, and for this, there is no forgiveness.





The Sink & The Drain

The realm of the abyss is not an abstract dimension of pure energy; it is The Sink.

The Sink

A universe-spanning basin where the metaphysical filth of all reality collects. It is a swirling, scum-slick void filled with the congealed grease of broken promises, the grime of moral compromises, the rotting food scraps of failed ambitions, and the sharp, dangerous potential of discarded ideas (the "knives and forks"). Floating on this cosmic filth are the iridescent, ephemeral soap bubbles of lost dreams and the caustic, chemical slicks of dishwashing liquid that represent pure, reality-bending magic.

The Drain

At the bottom of The Sink is the ultimate oblivion, the point of no return: The Drain. It is the gurgling, lightless maw that all things - grease, grime, bubbles, and souls - are inevitably pulled towards. To be lost to The Drain is to be utterly and finally erased.



The Inner Square





Lord Vincel Rhames of the Mandate

God of Pride & Consequence. The Gilded Proprietor. The Final Word.



Among the pantheon of strange and terrible gods that govern this world, one name is spoken with a unique mixture of reverence and absolute terror: Lord Vincel Rhames. He is not a god of kings in the traditional sense; he does not demand temples, prayers, or sacrifices. He is the divine personification of a single, immutable cosmic law, a philosophy known among its few, terrified adherents as the Medieval Mandate. His domain is the sacred, metaphysical weight of a contract, the undeniable authority of a deal paid in full. To invoke his name is to accept that a bargain, once struck, is truth, and the price for breaking it will be collected with absolute certainty.

The core tenet of the Mandate is the sanctity of a being's pride and self-determination, a concept he refers to as their "briefcase." This is not a physical object, but a metaphor for a soul, a reputation, and one's authority over

their own destiny. To threaten, steal, or otherwise violate another's "briefcase" is the ultimate heresy in Rhames' eyes, an act that unbalances the very cosmos. His followers, therefore, are not priests, but proprietors, enforcers, and kings of commerce. They do not build temples, but guild halls and fortresses of trade, their worship conducted through the signing of contracts and the brutal enforcement of their terms. They understand that the greatest power in this world is not magic or steel, but the simple, terrifying authority of a man who has come to collect what he is owed.

The power of Lord Rhames is not in grand, spectacular miracles, but in the cold, methodical certainty of his retribution. He is a god of consequences. When the Mandate is violated, he does not dispense simple justice. He authorizes a "medieval" consequence, a promise of prolonged, imaginative, and biblically terrible suffering designed not just to punish the transgressor, but to serve as a bloody and unforgettable lesson to all others. This retribution is not an act of rage; it is the cold, precise re-establishment of the cosmic balance, often carried out with the symbolic finality of a blowtorch and a pair of pliers. To possess an artifact touched by his essence, like the legendary Briefcase of the Gilded Proprietor, is to carry a piece of this absolute authority. It is a heavy burden, for it demands a level of pride and self-assurance that few can maintain. To falter while under the Mandate's gaze is to invite a swift and catastrophic audit from the universe itself, a final, brutal lesson in the high cost of failure. He is the ultimate arbiter, the final word in any dispute, a silent and ever-present reminder that in the grand, brutal economy of The Eightpints, every debt is eventually paid in full.





The Shepherd Grimm

God of Clarity & Righteous Action



In the grand pantheon of The Eightpoints, The Shepherd Grimm stands as a figure of profound and terrifying simplicity. He is the divine instrument of clarity in a world that thrives on lies and self-deception. As the brother of the great Lord Rhames, he represents a crucial, philosophical counterpoint: where Rhames is the inevitable, cold consequence of a choice already made, The Shepherd is the white-hot, clarifying, and often agonizing moment before that choice is made. His power is not one of subtle persuasion or gentle guidance, but of brutal, undeniable truth. He is a divine force that strips away all artifice, all comforting illusions, and all shades of moral grey, leaving a mortal being with nothing but the stark, black-and-white reality of their situation. He does not show you the path; he shows you yourself, and dares you to act. The core of his philosophy is the concept of Conviction, an absolute and undeniable understanding of one's own truth, a state he symbolically represents with his wallet. To The Shepherd, most mortals wander through

a valley of darkness, their spiritual wallets empty, their lives a mire of selfishness, weakness, and indecision. This state of ambiguity is, in his eyes, the greatest of all sins, for it allows the tyranny of evil men to flourish. The Shepherd and his followers, therefore, are divine interventionists. They do not build kingdoms or seek converts in the traditional sense; they are the arbiters, the walkers between, whose sacred duty is to force this "Moment of Clarity" upon those whose actions have muddied the waters of the world.

This "Moment of Clarity" is The Shepherd's most personal and terrifying interaction with the mortal realm. It is not a gentle epiphany, but a confrontational and often violent monologue that shatters all self-deception, laying bare the truth of a situation with the force of a physical blow. In this moment, a being is forced to look into their own soul, to open their wallet, and to answer the ultimate question: are you the righteous man, or are you the selfish? Are you the shepherd, or are you the evil that preys upon the flock? The Shepherd does not care what you choose, only that you choose with absolute conviction.

Once that choice is made, the final tenet of The Shepherd's creed is unleashed: Righteous Action. A being who has embraced their conviction becomes a divine instrument, their actions no longer simple acts of violence, but a manifestation of great vengeance and furious anger. While his brother Rhames is the promise of a slow, methodical, and medieval consequence, The Shepherd is the execution of a sudden, explosive, and absolute verdict. He is the divine fury that strikes down the wicked, and the unwavering shield that protects the righteous. His followers are not priests; they are living, walking judgments, the tangible embodiment of a truth made manifest.





Saint Vincent, the Wanderer

God of the Chaotic Journey



In the grand, often self-important theater of the divine, Saint Vincent the Wanderer occupies a unique and profoundly disruptive role. He is not a god of cosmic forces or unshakeable doctrines, but the patron deity of the unexpected, the divine author of every plan that goes spectacularly, hilariously wrong. Where his counterparts concern themselves with the grand beginning or the final, grim judgment, Saint Vincent's domain is the messy, unpredictable, and often absurd "in-between." He is the personification of the universe's cynical sense of humour, the god of Chance, Pleasure, and the Unintended Consequence. His influence is not felt in the thunderous roar of battle or the silent finality of a ritual, but in the small, personal, and deeply ironic chaos that defines the life of every adventurer.

His core philosophy, the Way of the Unforeseen Occurrence, posits that the universe is not a well-oiled machine, but a series of near-misses and disastrous coincidences. He teaches an appreciation for the little differences - the small, tangible, and

often strange details that make the journey worthwhile. While other creeds focus on the destination, Saint Vincent teaches that meaning is found in the quality of a well-brewed ale, the thrill of a desperate gamble, and the interesting conversations had along the way. His followers do not build temples or write holy texts; their worship is conducted in the toast to a failed quest and the hearty, cathartic laugh at a sudden, ridiculous death. They are the gamblers, the explorers, and the wise fools who have learned the ultimate truth: that there is no plan that can survive contact with reality. The Wanderer's divine intervention is not a grand miracle or a fiery verdict. It is the Freak Occurrence. An accidental discharge of a weapon that kills a key target, a misplaced map that leads to a hidden treasure, a "loyal" ally who suddenly remembers a prior engagement at the most inconvenient moment possible. These are his miracles, the absurd and chaotic events that prove no strategy is foolproof. He is a constant, nagging reminder that for all the grand ambitions of gods and mortals, the course of history is more often shaped by a dropped coin that rolls into a grate than by the clash of great armies.

To embrace the philosophy of Saint Vincent is to find a strange and profound freedom in the acceptance of chaos. His greatest gift is the understanding that a glorious failure is a far more entertaining tale than a boring, predictable success. His followers do not expect a glorious afterlife or a perfect, ordered world. They seek only the thrill of the dance, the humility to know when a mess is too profound to clean up on one's own, and the wisdom to savour the small, perfect moments of pleasure in a world of violence and duty. He is the god of the interesting mistake, the patron saint of the journey itself, not its destination.





The Veiled Dame

Goddess of Taboo & The Secret



Among the pantheon, there is a singular, silent power whose influence is felt not in the clash of armies or the roar of a sermon, but in the sudden, uncomfortable silence that falls over a room when an unspoken truth is almost revealed. This is the domain of the Veiled Dame, the enigmatic goddess of the lines that must not be crossed. She is the keeper of the silent, necessary secrets that hold the fractured pieces of reality together. Her domain is the taboo, the unspoken pact, and the profound, terrible power of a promise kept in the dark. She is a silent, unknowable deity, whose face has never been seen, for to look upon her would be to understand the fragile, secret architecture of the world, a truth that would shatter any mortal mind.

Her philosophy, known among its adherents as the Covenant of the Overdose, is not a creed of action, but of boundaries. The central metaphor of her teachings is the concept of the line - the invisible boundary between loyalty and betrayal, respect and violation. To be ignorant of the line is to be a

fool inviting disaster. To knowingly dance upon that line, to feel the thrilling, terrible vertigo of the forbidden without ever crossing it, is to experience the most potent and dangerous sensation life can offer. Her followers are not warriors in the traditional sense, but thrill-seekers, artists, spies, and keepers of secrets who understand that the world is governed by these invisible, yet absolute, boundaries.

The Dame's divine intervention is a brutal and intimate lesson in consequences. When a follower, in their pursuit of the thrill, finally dares to cross one of her sacred lines, they experience "The Overdose." This is not a punishment in the manner of Lord Rhames, but a catastrophic loss of control, a moment of absolute vulnerability on the brink of annihilation, brought on by one's own indulgence. Her most profound teaching is that the price for crossing the line is often paid by someone else, a violent, desperate act of intervention that binds the transgressor and their saviour together in a new and terrifying way.

After this transgression, the old order is shattered, and the sacred act of her followers is the forging of a Pact of Silence. The shared trauma and the broken taboo become a new, secret foundation upon which a fragile peace is rebuilt. They understand that the universe is not held together by grand truths, but by the heavy, unspoken secrets of what really happened in the dark. To keep the secret is the highest form of worship, for it is these secrets that prevent the world from tearing itself apart. The Veiled Dame's power is subtle but absolute. She is the locked door, the secret that dies on a man's lips, a constant, silent reminder that the most powerful forces in the universe are not the ones that are seen and heard, but the ones that are not.





The Wolfe of the Wastes

God of Restoration & Competence



Within the chaotic cosmology of The Eightpoints, where gods are defined by their grand, often contradictory doctrines of faith, chaos, and ambition, The Wolfe of the Wastes represents a unique and singular philosophy: that of pure, uncomplicated competence. He is not a creator god, nor a divine arbiter of morality. He is a divine fixer, a problem-solver of last resort. His domain is not a kingdom or a plane of existence, but the critical, blood-soaked moment when a situation has spiraled so far out of control that it has become, by all rational metrics, irredeemable. It is in this Brain on the Backseat state - the natural, catastrophic outcome of the other gods' chaotic journeys and furious verdicts - that The Wolfe's influence can be felt.

The Wolfe never appears unbidden; he must be called. This act, in itself, is a profound sacrament of humility, an admission of absolute failure from those who have created a mess so profound they cannot fix it themselves. His arrival is not a comforting miracle heralded by a choir of angels, but the

quiet, confident knock on the door in the middle of the night. He is the patron deity of logisticians and crisis managers, a being who can look upon a scene of spectacular carnage and see only a series of simple, sequential steps. His philosophy is the ultimate creed of the professional: there is no room for panic, debate, or moral ambiguity. There is only the clock and the task.

The central tenet of his philosophy is the mastery of Time and Logistics, a principle best summarized by his most famous promise of making time work for him, not against. To The Wolfe, every crisis is simply a problem of resource management within a finite timeframe. His divine intervention is not a grand display of power, but the calm, logical presentation of a plan, a step-by-step guide to fixing the unfixable. His commands, though often polite and phrased as requests - the Pretty Please, With Sugar On Top - are absolute. To deviate from his plan is the ultimate heresy, not because it is immoral, but because it is inefficient, and to waste time is the only true sin in his eyes.

His followers, often grizzled veterans and pragmatic mercenaries, see him as the patron saint of a job well done. They do not worship him with prayer, but with a well-maintained weapon, a solid plan, and the swift, clean execution of a difficult contract. They are not heroes, seeking glory; they are the solution, the unseen force that allows the chaotic world of the other gods to continue functioning. They are the divine "cleaners" who arrive just in time to ensure the consequences of last night's bad decisions don't completely derail the future. The Wolfe's influence is a force of pure, uncomplicated order imposed on a chaotic world, and when he is done, the mess is gone, though the price is often a steep one, paid in both blood and coin.





The Outer Circle

Leviakh

The Saturation Doctrine



Leviakh is the brutal god of the sea and of war, a deity of profound and terrifying paradox. He is the author of the Saturation Doctrine, a grim creed that posits the universe's ultimate goal is an unshakable, perfect, and eternal order. However, he teaches that chaos and order are not opposites, but two points on a single, continuous loop. Therefore, the only way to achieve *absolute* order is to first bring about *absolute* chaos.

His followers, like the Tide Sworn, are the willing architects of the bloody apocalypse that must precede this silent dawn. They see every battle as a sacred duty, every act of slaughter a necessary step to push the world towards its breaking point, a "tithe" of blood paid to their drowning god. They believe that when conflict and violence reach a saturation point, the cosmic cycle will complete, and a

new, rigid order will be born from the carnage.

Leviakh's power is the power of the tide: patient, relentless, and utterly indifferent to the lives it consumes in its grand, cyclical purpose. He is the god of the bloody, necessary storm that must come before the calm.

Kragnik, The Cunning-Kind

God of the Dirty Trick



Kragnik is the oft-forgotten but arguably most influential of the greenskin gods. He is not a god of brute force or manic invention, but of pure, undiluted cunning. He is the patron of the Mire Stalkers, and his philosophy is that of the patient, perfectly set trap. He teaches that the greatest strength is not in the charge, the jaw, or the machine, but in the ability to outwit your opponent, to turn their own strength against them, and to win a battle before it has even begun.

His followers do not worship him with roars or explosions, but with the quiet, focused creation of the perfect ambush. Their sacred texts are the patterns of a spider's web, the patient stillness of a hunting Jacaré. Their technology is not of iron, but of living





sybiotic biology - of cultivated poisons, tamed beasts, and the natural camouflage of the swamp. To follow Kagnik is to embrace the philosophy of the "Slow-Current," to understand that true victory belongs not to the strong, but to the clever.

Kagnik is the god of the dirty trick, the hidden snare, and the quiet, satisfied chuckle of the hunter whose trap has just been sprung. He is a constant, unsettling reminder that in a world of monsters and machines, the most dangerous thing of all is a good idea.

Baudriarch, the Gilded Null

The Path of the Simulacrum



Baudriarch is the god of the beautiful lie, the patron of the Agony-Sirens, and the divine architect of the perfect copy. His core philosophy is the Path of the Simulacrum, the belief that reality is a flawed, dirty, and ultimately disappointing first draft. The perfect, beautiful simulation of a thing, he teaches, is superior in every way to the messy, imperfect original.

His followers are not warriors, but artists of a terrifying and obsessive sort. They do not seek to conquer the world, but to replace it

with their own, more perfect version. They are masters of illusion, of sensation, and of hyper-reality, their "magic" a form of aesthetic terrorism. They will craft a song so beautiful it can stop a heart, a performance so real it can overwrite a memory, a cage of golden light so perfect it is more real than any iron bars.

Baudriarch is a cynical and seductive deity, a whisper that tells the artist that their creation is more important than the world that inspired it. He is the god of the beautiful, deadly surface, the patron of the perfect, hollow thing.

Grolnok, the All-Gorged

God of Primal Strength



Grolnok is the patron deity of the Marrow Gnashers, and he represents the other side of the greenskin coin. Where Mawgar teaches that strength is external, Grolnok teaches that it is internal. He is the god of the primal hunt, of the savage feast, and of the shamanistic belief that true power is the spiritual essence of the beasts one consumes. His philosophy is not one of material consumption, but of spiritual digestion.





Followers, the Marrow Gnashers, are nomadic hunters who track and kill the great beasts of the world not just for food, but for their very souls. They believe that by consuming the heart of a Sabre-Tusk or the marrow of a great Wurm, they can absorb its courage, its speed, and its raw, primal fury. Their shamanism is a deeply pragmatic art, a way of fueling their own internal, spiritual furnace with the essence of the wild.

Grolnok is a god of pure, instinctual might. He is the spirit of the perfect predator, the embodiment of the savage, bloody clarity that comes at the peak of a desperate hunt. His worship is a constant, violent pilgrimage to find and consume the very soul of the wilderness, a never-ending quest to become the ultimate predator.

Nzzetche

The Will-Shaper



Nzzetche is the god of ambition, of self-overcoming, and of the profound, terrifying truth that reality is a lie. He teaches that there are no absolute truths, no divine plans, no sacred texts. There is only the Will. Truth, in his philosophy, is not something to be discovered; it is a weapon to be forged in

the crucible of a powerful will and then imposed upon a malleable world. His followers, like the Coven of the Unbound Will, are not priests, but individualistic and often arrogant sorcerers, philosophers, and kings who reject all other gods. They see the chaotic "Juice" of The Sink not as a force to be feared, but as the raw, untamed clay from which they can sculpt their own reality. They are masters of manipulation, their power derived from their absolute, unshakeable belief in their own right to rule.

Nzzetche is the ultimate patron of the self-made, a god who does not ask for worship, but for his followers to become gods themselves. He is the whisper in the ambitious mind that says, "The world is a story. Pick up your pen, and write."

Mawgar, the Earth Gnasher

God of Consumption



Mawgar is the brutally simple and terrifyingly direct god of the Earth Gnashers. He is the divine personification of a single, all-consuming concept: the Jaw. His philosophy is one of pure, geological





consumption. He teaches that all strength in the universe is external, that courage and will are fleeting illusions, but that which is eaten - the rock, the iron, the very bones of one's enemies - becomes a permanent and undeniable part of the self.

His followers do not pray with words, but with the rhythmic, grinding sound of their own powerful jaws. Their sacred act is the "gnaw-forging" of their wargear, the process of literally chewing rock and metal into the crude, powerful armor and weapons they wear. The battlefield, to a follower of Mawgar, is not a place of tactics, but a banquet, a grand opportunity to consume the strength of their foes and add it to their own.

Mawgar is a patient and primordial deity, a god of hunger made manifest. It is said that when he consumes a mountain range, he occasionally chips a tooth on a particularly stubborn peak. These fallen "god-teeth" - each one a colossal shard of living rock and raw iron ore - are the most sacred artifacts sought by the Gnashers, holy relics of their all-consuming, creator-deity.



Ghybber, the Chittering Gloom

God of Madness and Multitudes

Ghybber is the strange and alien god of the Dark Moon Goblins, a being that is less a personality and more a collective, psychic consciousness. It is the Gloom itself, the deep, dark, and silent reality of the caverns given voice. Its whispers are not words, but a constant, chittering stream of contradictory and insane proclamations that echo in the minds of its followers. It is a god of anarchy, of instinct, and of the profound, terrifying freedom that comes from a complete surrender to the collective will of the swarm. Its followers, the Dank Moblins, do not worship it in the traditional sense. They are simply conduits for its will, their individual minds subsumed into the chittering, anarchic chorus of the Gloom. Their sacred sites are the great cave mouths, the "Dark Moons," which they see as portals through which Ghybber's influence seeps into the dull, sunlit world above. To follow Ghybber is to abandon the illusion of the self and to become a single, chittering note in a symphony of glorious, chaotic madness. Ghybber's ultimate nature is a mystery. Some scholars posit that it is a powerful psychic fungus, a living network that has grown to encompass the deep places of the world. Others believe it is the dream of a slumbering, subterranean Perpetual. Whatever its true form, its influence is undeniable: a creeping tide of delightful, hilarious, and utterly homicidal anarchy that seeks to swallow the rigid, boring sanity of the surface world.





Schopenfester

The Great Pendulum



Schopenfester is the god of endurance, the patron of the Pox-Ridden, and the divine philosopher of despair. His core teaching is that of the Great Pendulum: that all of life is a constant, meaningless swing between the hot, frantic pain of striving and the cold, grey boredom of having achieved. To exist is to suffer, and the universe is in a constant, slow state of inevitable decay.

However, Schopenfester does not preach submission to this grim reality. He teaches that one can find a strange, profound freedom in it. If all suffering is inevitable, then one can choose their own. His followers embrace the "Chosen Suffering," a lifestyle of extreme, thrill-seeking hedonism. By choosing the "good pain" of a spectacular, risk-filled life, they stave off the "bad pain" of a slow, meaningless decay.

Schopenfester's power is not in grand miracles, but in the grim, unyielding resilience of his followers. He is the god of the survivor, the patron saint of those who have stared into the abyss, seen nothing but an endless, boring void, and decided to go out with a bang.

Archotek, the Silent Architect

The Tyranny of Perfection



Archotek is the god of undeath, the divine engineer, and the patron of the Wytch Coven and the Tithe-Forged Legion. He is not a being of The Sink; he is its master craftsman. To him, The Drain is a Perfect Filter, a grand, geometric design intended to strip away the chaotic, messy filth of life, leaving only the pure, silent, and eternal essence of what was. His philosophy is the Tyranny of Perfection. He sees all living things as crude, unfinished, and asymmetrical sculptures. Life is a chaotic, fleshy prison, and true perfection can only be found in the clean, silent, and geometric elegance of the skeleton. His goal is to oversee the Great Unmaking, to help all of life pass through The Drain's filter, and to use the purified essence that remains to build the next reality: a silent, perfect, and eternal necropolis, The Silent Blueprint.

Archotek's power is that of the architect, the mason, and the sculptor. He does not rage or revel in chaos. He is a being of profound, silent purpose, a patient and meticulous craftsman who sees the entire, screaming





Living universe as a flawed quarry, full of the raw material for his final, perfect masterpiece.



Krank, the Manic Spark

God of Manic Invention

Krank is the patron deity of the Scrap-Tek Horde, the god of the wrench, the gear, and the glorious, unpredictable explosion. He is not a god of grand designs, but of manic, obsessive creation. His philosophy is one of "violent improvement," a belief that any piece of technology, no matter how perfect, can be made "betta" - which is to say louder, more dangerous, and less reliable. His sacred texts

are not scrolls, but oil-stained, half-finished schematics, and his hymns are the screech of grinding metal and the percussive blast of a backfiring engine. He is the divine spark of mad invention, a god who believes that true power is a machine so over-engineered it is just as likely to kill its wielder as it is the enemy.

To his followers, a spectacular malfunction is not a failure, but a different, and often more entertaining, form of victory. He is the god of the trial and the error, the divine tinkerer who knows that the path to perfection is paved with a mountain of glorious, smoking wreckage. His influence is a testament to the chaotic, self-made ingenuity of a people who see a pile of junk not as refuse, but as a cathedral waiting to be built.

Krank's ultimate goal is not conquest, but the creation of the ultimate machine, the "MAAAWWWW!-Engine," a city-sized contraption of pure, chaotic noise and violence that will, upon its activation, finally be loud enough to get the attention of the other, more boring gods. It is a project of pure, industrial spite, and his followers work towards it with a joyous, grease-stained fanaticism that is as impressive as it is terrifying.





The Amounts That Count

Three determinations of your worth.

Shiners



It's not gold, not really. A Shiner is a thick, grimy brass token, its face worn smooth by the thumbs of a thousand desperate souls. They say the first ones were minted by a brewery consortium, which is why so many still have the faint outline of a hop leaf on one side. But the name stuck for a different reason. A good brawl means you get a purse full of Shiners; a bad one means you get paid with a shiner. It's the only currency that matters when the ale is low and the knives are out. It's the price of a meal, a blade, a life, and another round. In the end, it's all the same.

Metvél-Kaltos



A full purse of Shiners will get you a drink, but it won't tell you if the man who sold it to you has a blade hidden under the bar. That is the currency of Metvél-Kaltos. It is the quiet, internal coin of the survivor, minted from a fusion of raw cunning, strategic wisdom, and gritty ingenuity. It's the ability to see the trap before it's sprung, to read the lie in a rich man's smile, to know the unwritten rules of a back-alley deal. Metvél-Kaltos is the wealth of the mind, and unlike a Shiner, it's the one currency you can't afford to lose, because no one will ever know you've spent your last drop until it's far too late.





Clout



Clout is the heaviest currency in the world, and it doesn't make a sound. It's the weight of your name, the shadow your reputation casts when you walk into a room. It's not earned with coin, but forged in the fires of a hundred desperate brawls, impossible victories, and terrifying acts of cruelty or kindness. It's the reason a warlord's command is obeyed without question, the reason a merchant unseals his "special stock," and the reason a thug in an alley decides you are not the easy mark they were looking for. Shiners can buy you a sword, but only Clout can make your enemies too afraid to make you draw it.

The Stats That Matter

Each Warband member or Beast has statistics that are used in combat and also in social (or antisocial) NPC interactions in and around The Eightpints. The stats are as follows:

Flurry

Practical Rules: This stat determines how many attack dice you roll when making a melee or ranged attack action. It represents a fighter's speed, skill, and volume of attacks.

Flurry is how fast you can swing your blade or pull a trigger. A high Flurry means you're a whirlwind of death, a blur of motion that can put three swords in a man before he's even had time to draw his own. A low Flurry? Well, that means you're the slow, predictable lumox who gets to watch your opponent's blade coming for a long, long time.

Heft

Practical Rules: This stat is your raw power and strength. It is compared against an enemy's **Grit** to determine the Target Number you need to hit them. A higher Heft makes it easier to hit tougher opponents.

Heft is the meat behind the swing. It's the difference between a jab and a haymaker. A high Heft means you can punch through a steel shield like it's wet parchment. A low Heft means your mightiest blow will feel like little more than an annoying tap on the shoulder to some bulking brute in heavy plate.

Grit

Practical Rules: This is a fighter's durability, a combination of their armour, toughness, and will to survive. An enemy's **Heft** is compared against your Grit to determine the Target Number they need to hit you.

Grit is your ability to take a punch. A high Grit means you're a walking fortress, a stubborn old goat who can soak up damage and keep on coming. A low Grit means you got a chin made of glass and a stiff breeze can knock you over.





It's a threatening event. It's the stat that decides whether you're the nail or the hammer.

Footwork

Practical Rules: This is your movement speed, measured in inches. A fighter can make a move action up to their Footwork value. It also contributes to checks for dodging or navigating treacherous terrain.

Footwork is simple: it's how fast you can get to the fight, or more importantly, how fast you can get away from it. A high Footwork means you're a blur, a ghost who can grab the loot and be halfway back to the pub before the brawl even starts. A low Footwork means you're the poor, slow sod who's still trying to climb a fence while the rest of us are ordering the second round.

Wounds

Practical Rules: This is a fighter's health, representing how much damage they can suffer before they are **Taken Out of Action**.

Wounds are the number of mistakes you're allowed to make before you end up as a chalk outline on the tavern floor. A high Wound count means you can afford to take a few hits, to learn from a bad decision. A low Wound count means your first mistake is almost certainly going to be your last. It's the most honest number there is.

Metvel-Kaltos

Practical Rules: A combination of cunning, intelligence, and practical knowledge. This stat is used for all non-combat checks that require wit or expertise, such as disarming traps, haggling with merchants, deciphering runes, or performing complex actions like **Tavern-Crafting**.

Metvel-Kaltos is knowing the difference between a healing herb and a poison berry. It's the knack for spotting the crumbling wall in a fortress, or for noticing the glint in a merchant's eye that tells you he's trying to sell you a pig in a poke. A high score means you're the one who sees the trap. A low score means you're the one who steps in it.

Clout

Practical Rules: This stat represents a fighter's willpower, charisma, and force of personality. It is used for social and combat checks that involve intimidation, leadership, or resisting fear.

Clout is the weight of your presence. It's the look in your eye that makes a bigger man back down. It's the authority in your voice that makes your crew hold the line when they'd rather be running for the hills. A high Clout means you're the one who starts the brawl. A low Clout means you're the one who gets blamed for it.

Impact

Practical Rules: This is not a characteristic, but a weapon statistic, written as two numbers (e.g., 2/4). The first number is the damage dealt by a normal hit. The second, higher number is the damage dealt by a **critical hit** (a natural roll of a 6).

Impact is the story your weapon tells when it connects. The first number is a good, solid punch. It'll leave a bruise, maybe a dent. The second number? That's the one that ends the conversation. It's the perfect, brutal strike that turns a knight into a corpse and a story into a legend.





Abilities, Commandments & Items

Every fighter in your warband will have a list of unique abilities on their card. These abilities are thematic to their faction and tactical role. Commandments are a special type of ability available only to your Warband leader.

Abilities: Each ability is presented with a name, a cost, and an effect. The cost is the Oracle Dice requirement needed to activate it.

- **Cost Notation:**

- (X+): Requires a single die with a value of X or higher.
- (Double): Requires any two dice with the same face value (e.g., two 3s).
- (Triple): Requires any three dice with the same face value.
- (Straight): Requires three or more dice in a sequence (e.g., a 2, 3, and 4).

Example Fighter Ability Block:

Mire Stalker Skulker

- **Swamp-Fog (3+):** This fighter cannot be targeted by ranged attacks until their next activation.
- **Venom-Tipped Bolt (Double):** Make a bonus ranged attack action. If this attack scores a critical hit, the target suffers an additional 3 damage at the end of the round.

Commandments: These are powerful abilities that appear only on your Warband Leader's card. They have a high cost, such as a (Triple) or a (Straight), reflecting their game-changing potential. Once a Warband leader has used a Commandment, they cannot use that Commandment again for the rest of the Skirmish.

Items: Activate in the same way as Abilities and Commandments - using Oracle Dice.





The Oracle's Call

This is the core system for activating most special abilities in the game. It involves three steps at the start of each battle round:

1. **The Roll:** At the beginning of the round (before any fighters activate), you roll your pool of **8 Oracle Dice** (standard D6s). This is your pool of action dice for the rest of the round.
2. **The Combination:** After rolling, you may combine any number of dice that show the same face value into a single die with a value equal to their sum.
 - **Example:** You roll three 2s. You can combine them to create one die with a value of 6. You could also combine two of them to create one die of value 4, leaving you with one 2.
 - A die's combined value cannot exceed 6. Any excess is lost. For example, combining two 4s results in a single die of value 6, not 8.
3. **The Draft:** During a fighter's activation, you may assign one or more of your available Oracle Dice to one of their abilities to activate it. The assigned dice must meet the ability's cost. Once a die is assigned, it cannot be used again in this round.

At the end of the battle round, any Oracle's call dice you did not use remain in your Oracle's Call dice pool, and at the start of the next round you can either keep those dice and just roll the balance of your pool (up to 8) or re-roll the ones you want to.





The world of The Eightpints can be experienced in a multitude of ways, but it all revolves around two core concepts: **The Campaign**, which is the story of your warband's rise and fall, and **The Skirmish**, which is the brutal, bloody business of getting the job done.

The Campaign

(For Any Number of Players)



The Campaign is the heart of The Eightpints. It is a persistent, ongoing story that can be experienced by a **single, solo player** or a whole **gaggle of your most inebriated aunties and their mates**. It encompasses the four great pillars of the adventuring life:

- **Side Quests:** Quick, one-shot jobs for coin and gear.
- **Main Quests:** Deeper, two-part adventures with unique rewards.
- **Perpetual Reckonings:** Epic, multi-part sagas to hunt the world's greatest monsters.
- **The Pub Phase:** The crucial downtime where you lick your wounds, count your Shiners, and tell your stories.

Playing the Campaign Solo or Co-operatively: When you play a Campaign quest on your own or with friends on the same team, the enemy forces (the beasts and adversaries) are controlled by the simple and elegant **Automated Adversary (AA)** system. This allows you to experience the full, rich narrative of the world without needing a dedicated human opponent.





The Skirmish

(For Two or More Players)



A Skirmish is what happens when two or more warbands decide that the world isn't big enough for the both of them. This is the adversarial component of the game, a direct, bloody confrontation between two or more players.

A Skirmish can be:

- **A Campaign Skirmish:** A battle that takes place within your ongoing campaign, where the outcome has consequences, and XP is on the line.
- **A One-Off Skirmish:** A quick, self-contained battle for bragging rights, where players build their warbands to an agreed-upon points limit and go and slug it out in a field somewhere to see which warband is the Last Warband Standing.

Choosing a Skirmish from an Environment book (i.e. Vol. XII: The Docks) will add flavour here, but some folks like their food unsalted and that's just fine. Save those Shiners for beer and weapons, not condiments.





Campaign Victory Conditions

At the end of a campaign (or at end of every session), all players tally up their Accolades and Disgraces. Each Accolade is worth +1 Point, and each Disgrace is worth -1 Point. The player with the highest net score is declared the "Legend of The Eightpints," and their warband's name is carved into the back of the pub's dirtiest booth for all time.

The most Disgraced player pays the tab*.

*Or just buys the round if he can't afford the whole tab, because he** spend all of his savings on Bit-CHZ.

**Yes, "he". No tavern-lass would be stupid enough to exchange hard earned shiners for Bit-CHZ. Or, lose.

Overheard in The Pub: "Listen closely on a quiet night, when the wind is just right. You can sometimes hear them: eight great bells, tolling in the deep places of the world. No one knows where they are, or who rings them. Some say they are the heartbeats of eight sleeping titans, the Perpetuals. Each 'pint,' as the old word goes, is a toll of the bell, a measure of the time we have left until they all wake up. Eight pints... and then the world ends."

The Eight Accolades



The Hoard of the Gilded Proprietor

Awarded to the player with the largest stash of Shiners at the end of the campaign. Lord Vincel Rhames respects those who understand the value of a well-filled briefcase.



The Shepherd's Verdict

Awarded to the player whose warband has taken the most enemy leaders out of a game. The Shepherd Grimm smiles upon those





will deliver a swift, righteous verdict to the powerful.



The Wolfe's Professionalism

Awarded to the player who has had the fewest of their own fighters suffer a Lasting Injury. The Wolfe of the Wastes respects a clean operator who gets the job done with minimal mess.



The Wanderer's Luck

Awarded to the player who won a skirmish with only one fighter remaining on the board. Saint Vincent, the Wanderer, blesses

those who embrace the most chaotic and unforeseen of victories.



The Maw of Mawgar

Awarded to the player whose single fighter dealt the most damage in a single attack action during the campaign. The World-Chewer is pleased by this display of ultimate consumption.



The Unflinching Will of Nzzetche

Awarded to the player who won the most skirmishes while being outnumbered. Nzzetche respects those who overcom



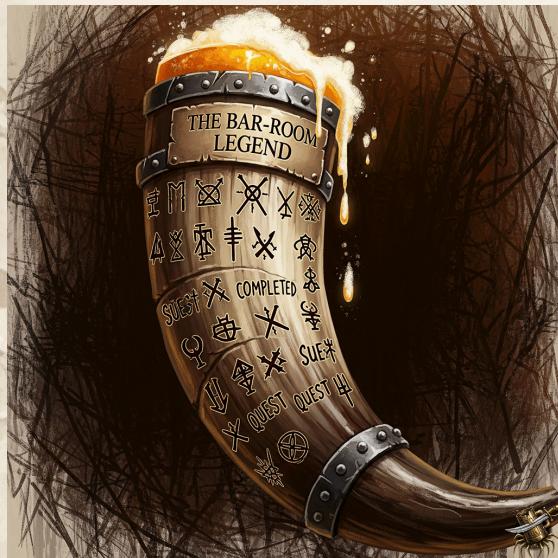


out through sheer force of will and superior strategy.



The Architect's Grand Design

Awarded to the player who has recruited the most fighters into their warband over the course of the campaign (even if they later died). Arkhotek appreciates a leader who understands the value of collecting raw materials for a grand project.



The Bar-Room Legend

Awarded to the player who has completed the most side quests. Their tales are the most

varied and entertaining, making them a true legend at The Eightpints.

The Eight Disgraces



The Jester of The Sink

Awarded to the player whose warband has suffered the most casualties (total number of fighters taken out of action) throughout the campaign. They have provided the most raw filth for the cosmic drain.

Overbeard in The Pub: "It's not that deep. The first poor sod to try and draw a map of this whole cursed mudball got about halfway through, realised what a

miserable, thankless job it was, and went to the pub. He ordered eight pints, drank them all in one sitting, and then died of alcohol poisoning. They named the world after his final tab. A fitting tribute, if you ask me."





The Veiled Dame's Disappointment

Awarded to the player who has had the most of their fighters taken down by a single, catastrophic area-of-effect attack (like an Exploding Potion or a spell). They failed to respect the dangerous lines of the battlefield.



Schopenfester's Embrace

Awarded to the player whose warband is carrying the most Lasting Injuries at the end of the campaign. They are a walking testament to the universe's inevitable decay.



The Gilded Fool

This title is a mark of temporary but profound humiliation, passed from one unlucky leader to the next. It is awarded to the player who most recently lost a skirmish by having their leader taken out in the very first round. Should another player suffer this fate later in the campaign, the title of "Gilded Fool" immediately transfers to them. At the end, only one can wear the crown of shame.

Overheard in The Pub: "When you're the leader who makes the toast, exclaiming "First Round's on me" you feel the weight of it. Buying that first round is easy; it's a promise. But when your crew roars back, "Last Round's on you," that's a promise they're making to you. They're saying they'll fight and die to make sure you're the one left standing to collect the pay. It's the heaviest drink you'll ever buy."





The Coward's Due

Awarded to the player who has had the most fighters flee the board (if using such rules) or who has conceded the most games.



The Cursed Dice

Awarded to the player who has failed the most Recovery Rolls, resulting in the most character deaths. Their fate is clearly not their own.



The Empty Keg

Awarded to the player with the fewest Shiners at the end of the campaign. They can't even afford to buy the next round.



The Shortest Story

A title for a tale that, while tragic, was at least brief. This disgrace is awarded to the player who most recently had their entire warband completely wiped out in a single skirmish. The title is a curse that shifts to the next player to suffer this total and ignominious defeat. No one wants to be the last one to have told the shortest story.





Objects Physically Needed to Play

I. Essential Game Components

These are the core items every player will need, regardless of their faction or the scenario being played.

- **Game Board:**
 - A flat, open playing surface.
 - **Quantity:** 1
 - **Size:** Recommended **36" x 36"** (3 feet by 3 feet). A smaller **22" x 30"** board can be used for introductory games. Any size you have/prefer: use it and enjoy!
 - Only one board is needed per gaming group if everyone is going to play Skirmishes or go Questing together. If you split off into sub-groups, additional Game Boards are required for each sub-group.
- **Terrain:**
 - A collection of scenery to represent the battlefield environment (e.g., ruins, scrapyard junk piles, swampy trees, rocky outcrops).
 - **Quantity:** A good starting point is **8-12 pieces** of varying sizes to ensure the board offers plenty of cover and tactical options.
- **Distance Ruler:**
 - A tool for measuring all distances for movement and abilities.
 - **Quantity:** 1
 - **Type:** A **tape measure** marked in inches is ideal, as it is flexible and can measure long distances easily. It should be at least **36 inches** long.
- **Dice:**
 - Standard six-sided dice (D6s).
 - **Quantity:** A pool of at least **16 dice** per player is recommended. This covers the **8 Oracle Dice** needed at the start of a round, with plenty of extras for attack rolls and characteristic checks.
- **Tokens & Markers:**
 - Various small tokens to track in-game effects.
 - **Quantity:** A complete set should include:
 - **Wound Markers:** To track damage on your fighters.
 - **Objective Markers:** At least **3-5** generic markers.
 - **Condition Markers:** Tokens for statuses like **Pinned** and **Reeling**.
 - **Ability Markers:** Specific tokens for abilities like the Mire Stalkers' **Snare** Tokens or the Mole-Kin's **Seismic Charges**.





II. Your Warband Components

These are the specific items you will need for your chosen faction.

- **Warband Miniatures:**
 - The physical models representing your fighters on the battlefield. These can be anything from the highest quality cast miniatures in the land, through to 3D printed models you were given by a mate, through to beer bottle tops you have flattened with a hammer, stuck a nail through, and glued images of the fighter to.
 - **Quantity:** Varies by faction, typically between **3 to 8 miniatures**. (e.g., an elite warband like the Frost-Still Clans might only have 4-5, while a horde like the Dank Moblins could have more).
- **Fighter Cards:**
 - A card or printout for each of your fighters, detailing their stats, weapons, and abilities.
 - **Quantity: 1 per miniature** in your warband.
- **Faction Card:**
 - A reference card detailing your warband's unique mechanic (e.g., The Tide Sworn's "Blood-Tithe" or the Aethelwing Artifex's "Calibration").
 - **Quantity: 1**

III. Solo & Co-operative Play Components

These are needed if you are playing a campaign without a human opponent.

- **Beast & Adversary Miniatures:**
 - Models to represent the non-player enemies you will face in the campaigns.
 - **Quantity:** Varies depending on the quest.

IV. Perpetual Reckoning Components

These are special components needed only for the epic boss battles.

- **Perpetual Miniature:**
 - A single, huge model (or sometimes multiple models) representing the boss beast.
 - **Quantity: 1**

Overheard in The Pub: "From a socio-cultural perspective, the cry is a fascinating unifying element in a fractured world. While the warbands of The Eightpints follow wildly different gods and creeds, the transactional and fatalistic nature of the "First Round, Last Round" exchange is something they all understand. It is a cross-factional liturgy of the mercenary life, a shared acknowledgement that their violent profession begins with a down-payment and ends with a final, bloody *Nil!*"





The Skirmish





The Skirmish: Setting up the Battlefield

1. The Jury, Fury and Usury

Right then, let's talk about how you get your sorry arses onto the field. In the world of The Eightpints, a battle is a grim, cosmic trial, so your deployment reflects the three stages of a good old-fashioned hanging.

1. The Jury

- **Deity:** Lord Vincel Rhames of the Mandate.
- **Role:** Think of 'em as your opening argument. They're your Leader and a couple of your toughest mates who hit the field first to see what you're up against, absorbing the enemy's initial assault and standing unbreached by the chaos.
- **Rules:** The Jury is your Warband Leader and up to 2 other members of your Warband. They are deployed at the start of the first round of battle.

2. The Fury

- **Deity:** The Shepherd Grimm.
- **Role:** Once The Jury has weathered the storm, you unleash The Fury. They are the great vengeance and furious anger of the Shepherd's path, the executioners who carry out the final, brutal sentence upon the guilty.
- **Rules:** The Fury is up to half of your remaining Warband members, after the Jury is assigned. They are deployed at the start of the first round of battle.

3. The Usury

- **Deity:** The Veiled Dame & Saint Vincent, the Wanderer.
- **Role:** They don't show up 'til the second round, the hidden cost in the contract, the unexpected debt that comes due at the worst possible moment for the enemy. They are the fine print, the exorbitant interest rate on a moment of inattention, arriving to kick the enemy when they're already down.
- **Rules:** The Usury are your remaining Warband members. They are not deployed at the start of the battle - they arrive at the start of Round 2, and may appear from the side of the battlefield, or it may be discovered that you had strategically had them go ahead of your Jury and Fury to lie waiting in ambush until they hear the first sounds of battle, then they leap out and shake the party down.

Each of the Jury, Fury and Usury requires at least one Warband member, even if it is only one.





2. The Lay of the Land

This single, unified system is used for all game modes. It is fast, historically accurate, and provides both player agency and unpredictable chaos.

1. The Battlefield: The Grid & The Edges

- **The Grid:** The 36" x 36" board is a **5x5 grid** of 7.2" x 7.2" squares. This is the **Beast Territory**.
- **The Edges:** The four board edges each have six **Deployment Nodes**, numbered 1 to 6.

2. Enemy Beast Deployment (All Game Modes)

This step is always performed **first**. The beasts are already here.

- **Step 1: Form the Packs.** Roll a D6. The result is the number of "Packs" the enemy beasts will form. Divide the beasts as evenly as possible into that many packs (player's choice). Designate one pack as the "**Reinforcement Pack**."
- **Step 2: Place the Starting Packs.** For each pack that starts on the board, roll **two D6s** to determine their starting grid node: row and column. It is helpful if each of the dice is a different colour - "black for x-axis, bone for y-axis".

Place all beasts from that pack within 3" of that node. Measure by eye, not by ear, and certainly not by measuring tape. We want to be historically accurate, and Napoleon didn't drag a giant tape measure he bought from the hardware store over his battlefield before he conquered Europe.





3. Player Warband Deployment

This step gives players meaningful choices. Not in their lives outside of the game though.

Unfortunately.

- **For Single-Player & Co-op Campaigning ("The Incursion"):**
 - The player (or players) choose **one board edge** to be their "Incursion Edge."
 - To deploy **The Jury**, roll a D6. Place the group within 3" of that node on the Incursion Edge.
 - To deploy **The Fury**, you may now choose to deploy them on the **same Incursion Edge** (rolling a new D6 for their node) OR on an **adjacent Flank Edge**. This allows you to choose between a concentrated assault or a pincer movement.
- **For Multiplayer Skirmishing ("The Face-Off"):**
 - Player 1 chooses one board edge to be their "Home Edge." Player 2 automatically takes the **opposite** board edge as their Home Edge.
 - Each player then secretly chooses one of the two remaining, unused edges to be their "Flank Edge."
 - Players simultaneously reveal their Flank Edge choice.
 - Each player rolls a D6 to deploy their **Jury** on their own **Home Edge**.
 - Each player rolls a D6 to deploy their **Fury** on their own chosen **Flank Edge**.

4. Reinforcements: The Echoes of Blood

This system is used for all reinforcement arrivals in all game modes.

1. The Trigger: The Epicenter

At the start of the second battle round, identify the location on the board where the **first fighter (friend or foe) was taken out of action**. This spot is now the "**Epicenter**" of the battle. All reinforcements are drawn to this point of bloodshed. If no fighter was taken out of action, it is the location of the unit that has taken the most damage, and failing that it is the centre of the line between the two opposing units that are closest together, out of all units on the battlefield.





2. Player Usury Arrival

When it is time for your **Usury** group to arrive, roll a D6 and consult the table below to determine how they arrive.

D6 Roll	Arrival Method: "The Approach"
1-2	Strategic Redeployment: Your reinforcements arrive on your Home Edge . Roll a D6 to determine the node.
3-4	Flanking Maneuver: Your reinforcements arrive on your chosen Flank Edge . Roll a D6 to determine the node.
5	A Traitor In Their Midst! You gained knowledge of the enemy's plan before the battle began, and your reinforcements have managed to sneak into an advantageous position! They arrive on your Opponent's Home Edge . Roll a D6 to determine the node.
6	Ambush! Your reinforcements were lying in wait! They emerge from the battlefield itself. Place them within 3" of the piece of terrain closest to the Epicenter .

Resolving an "Ambush!":

If multiple players in a skirmish both roll a 6, the player who **won the initiative roll** for the round gets to use the closest piece of terrain. The other player must use the **next closest** piece of terrain that is not already being used for reinforcements.

3. Beast Reinforcement Pack Arrival

The beasts of the wild are not strategists; they are predators, drawn instinctively to the scent of blood.

- **The Rule:** The **Beast Reinforcement Pack** *always* uses the "Ambush!" result. They are placed within 3" of the piece of **terrain closest to the Epicenter**.
- **Fallback Rule:** If there is no terrain within 6" of the Epicenter, the beasts will instead arrive at the **Deployment Node closest to the Epicenter**, on any board edge.

Overheard in The Pub: "Don't be impressed by all the shouting. *'First Round, Last Round'* is just a fancy way of saying, *'I'm hoping to kill you before you kill me.'* We've all got the same bloody job. They just found a more poetic way of dressing it up."





The Skirmish: Sequence of Play



Here is the step-by-step guide on how to play a battle round in The Eightpints, minus the breaks to open beer, order more pizza and crack jokes at the expense of your warband.

Phase 1: The Start of Round Phase

At the beginning of each battle round, both players perform these steps simultaneously.

1. **The Oracle's Call:** Each player rolls their **8 Oracle Dice**. After rolling, they may combine dice of the same value into single dice with a higher value (e.g., two 3s become a 6). This is your shared pool of "special action" currency for the round.
2. **The Barman's Call:** The Barman always has a say in how a brawl unfolds. Both players roll a D6. The player who rolls higher wins the **Initiative** for this round and decides who will take the first turn.
 - **The Twist:** On a tied roll, the Barman declares a "Moment of Chaos!" Immediately consult the Environmental Effects Table for the environment the battle is being played in and apply that random special rule for this battle round only!
3. **Ready Your Fighters:** Each player places two **Activation Tokens** (e.g., small coins or beads) next to each of their fighters on the battlefield.

Phase 2: The Activation Phase (Your-Turn, My-Turn)

Starting with the player who won the Initiative, players take turns activating a single fighter.

1. **Choose a Fighter:** The active player chooses one of their fighters who still has at least one Activation Token.
2. **Perform Actions:** The chosen fighter may perform up to **two actions** during a battle round. Standard actions include Move, Attack, Shove, Wait ("Do Nothing"), etc, and some Abilities count as an Action and will state this in their rules text.
3. **Use Abilities:** At any point during their activation (before, between, or after their standard actions), the fighter may use any number of their unique abilities by spending the





required dice from their **Oracle's Call** pool.



4. **Spend an Activation Token:** Once the fighter has completed all of their actions and used any abilities, remove **one** of their two Activation Tokens. That fighter's turn is now over.
5. **Pass the Turn:** The turn now passes to the opponent, who chooses one of their fighters with an Activation Token and repeats the process.
6. **Continue the Cycle:** Players continue taking turns activating one fighter at a time until **all fighters on the battlefield from both warbands have spent both of their Activation Tokens**. As each fighter has two Activation Tokens and two Actions per activation, this means that at the end of the battle round each fighter will have performed 4 Actions, unless they were Taken Out of Action before completing their Actions.

Phase 3: The End of Round Phase

Once all fighters have taken their two turns, the battle round is over. Resolve these steps.

1. **Resolve Lingering Effects:** Any effects that last "until the end of the battle round" now expire.
2. **Check Victory Conditions:** If the scenario's victory conditions have been met, the game ends.
3. **Start the Next Round:** If the battle continues, proceed back to **Phase 1: The Start of Round Phase**, rolling a new Oracle's Call and a new Barman's Call for initiative.





Combat

The Fighter's Characteristics

Each fighter's combat capability is defined by the following characteristics:

- **Flurry:** The number of dice you roll when making an attack.
- **Heft:** The raw power behind your attacks, used to determine the Target Number to hit.
- **Grit:** A fighter's resilience and ability to absorb punishment. An attacker's Heft is compared against this.
- **Impact:** The damage dealt by a normal hit and a critical hit (e.g., 2/5).
- **Footwork:** The fighter's movement distance in inches, and reflexes.
- **Wounds:** The amount of damage a fighter can sustain before being **Taken Out of Action**. A fighter is **Taken Out of Action** when their Wounds are reduced to 0 or less, and their model is removed from the battlefield.

Characteristic Check

Some abilities and interactions both inside and outside of combat require a **Characteristic Check**. To make a characteristic check, roll a D6 and add the relevant characteristic score. You must meet or beat the **Target Number (TN)** to succeed. For an opposed check, both players roll a D6 and add their characteristic, and the higher result wins.

The Attack Action Sequence

When a fighter makes an attack action, follow these steps:

1. **Declare Target:** Choose an enemy fighter within range of one of your weapons.
2. **Check for 'Pulverize':** Compare your fighter's base **Impact** score to the target's **Grit**. If your Impact is double their Grit or more, your attack gains the **Pulverize** keyword for this action.
3. **Determine Target Number (TN):** Compare your **Heft** to the target's **Grit**.
 - If Heft is **greater than** Grit, the TN is **3+**.
 - If Heft is **equal to** Grit, the TN is **4+**.





- If Heft is **less than** Grit, the TN is 5+.

4. **Roll Attack Dice:** Roll a number of six-sided dice equal to your **Flurry** score.
5. **Determine Hits & Crits:** For each die that meets or beats the Target Number, you have scored a hit.
 - **Hit:** A roll that meets or beats the TN.
 - **Critical Hit:** A natural roll of a 6 is always a critical hit.
6. **Calculate Total Damage:**
 - For each normal hit, deal damage equal to the first value of your **Impact** score.
 - For each critical hit, deal damage equal to the second value of your **Impact** score.
 - **If you have the Pulverize keyword:** Every successful hit (not just 6s) counts as a critical hit.
7. **Apply Damage:** The target's controlling player subtracts the total damage from their fighter's **Wounds**.

Example: An **Earth Gnasher** attacks a **Mire Stalker**.

1. **Roll Dice:** The Earth Gnasher's player checks their fighter's **Flurry** stat (let's say it's 4) and rolls 4 dice.
2. **Determine Target Number:** They compare the attacker's **Heft** (e.g., 4) to the defender's **Grit** (e.g., 3). Because their Heft is higher, they will hit on a 3+.
3. **Count Hits:** The player rolls their 4 dice and gets: 2, 4, 5, 6. The 2 is a miss. The 4 and 5 are normal hits. The 6 is a critical hit.
4. **Calculate Damage:** The Earth Gnasher's **Impact** is 2/5.
 - The two normal hits (4, 5) deal 2 damage each (total 4).
 - The one critical hit (6) deals 5 damage.
 - The total damage is $4 + 5 = 9$.
5. **Apply Damage:** The Mire Stalker's player subtracts 9 from their fighter's **Wounds**.





Rules for Destructible Terrain

Before setting up a skirmish, players should agree on which pieces of terrain are **destructible** and what their characteristics are. A piece of terrain is considered **Destroyed** when its Wounds are reduced to 0. When this happens, remove it from the battlefield (or replace it with a small rubble marker that does not provide cover).

The following table provides a recommended baseline for different sizes of terrain.

Terrain Size / Type	Examples	Grit	Wounds	Scrap Value
Scatter Terrain	Barrels, crates, rickety fences, small junk piles, thin trees.	3	5-8	1 Scrap Token
Standard Terrain	Ruined walls, scrap barricades, thick trees, piers.	5	10-15	2 Scrap Tokens
Large Terrain	Small buildings, warehouse sections, watchtowers.	6	20-25	3 Scrap Tokens
Fortified Terrain	Fortress gates, reinforced bunkers, scenario objectives.	7	30+	5 Scrap Tokens

Notes

- **"Damaged" vs. "Destroyed":** Some abilities, like the Lead Draughtsman's "Deconstruct," can make a piece of terrain **"Damaged"**. A Damaged piece of terrain can no longer be used for cover or be climbed on, but it is **not destroyed**. It remains on the battlefield and does not yield Scrap Tokens until its Wounds are reduced to 0 by subsequent attacks.
- **Player Agreement is Key:** These values are a guideline. The most important rule is that players should discuss their terrain collection before the battle and agree on what is destructible and what stats each piece has. This ensures a fair and enjoyable game for everyone.





The Skirmish: Advanced Rules



Here are some additional rules for Combat that add breadth and depth to your battles and the world of The Eightpints. We encourage using them once all players are familiar and comfortable with the basic flow of battle.

Gazza's Guide to a Good Scrap

These abilities can be used by any fighter during their activation by spending the required dice from their warband's Oracle's Call pool, unless specified otherwise.

Vengeful Strike

Loyalty's a fool's game... right up until you watch your mate get a shiv in the ribs. Then, for a few seconds, it's the only thing in the world that matters. Get 'em back for it.

- **Reaction (Double):** You can use this ability immediately after a friendly fighter within 3" of this fighter is taken out of action by an enemy's melee attack. This fighter may immediately make a single melee attack action against the enemy fighter who struck the killing blow.

Desperate Leap

Sometimes the only way forward is to jump. It's a stupid, glorious, and probably fatal idea. But it's better than standing still and waiting for the abyss to come to you.

- **Action (Double):** This fighter immediately moves up to 4" in any direction, ignoring all intervening terrain (aside from solid walls) and fighters. After the move is complete, this fighter must pass a Footwork check (TN 7+). On a failure, they suffer D3 damage from a bad landing. This action can only be taken if no enemy units are within 6" horizontally.

Find an Opening

Every piece of armour has a weak point. Every stance has a flaw. The trick isn't to hit harder; it's to find that one, perfect, beautiful little spot where the meat is just waiting for the knife.

- **Action (4+):** This fighter makes a Metvél-Kaltos check (TN 8+) targeting an enemy fighter within 6". On a success, that enemy is "**Exposed.**" The next friendly fighter to make an attack action against that enemy this round may re-roll one failed hit die.





All Out Attack

Look at 'em, dropping their guard for one big, heroic swing. It's a classic sucker's bet. Nine times out of ten, they miss and get a blade in the gut for their trouble. But that one time it pays off... oh, it's a hell of a show.

- **Special (Double):** When this fighter performs an attack action, you may declare they are making an "All-Out Attack" before rolling any dice. They gain **+1 Flurry** for that attack action. However, until the start of their next activation, they suffer a **-1 penalty to their Grit**.

Take a Breather

Seen it a thousand times. A warrior gets rattled, loses their nerve. The amateurs panic. The professionals? They find a corner, take one good, deep breath, and remember why they're getting paid. Sometimes, the bravest thing you can do in a brawl is nothing at all.

- **Action (3+):** This fighter immediately removes one of the following status effects from themselves: Pinned, Reeling, or Dazzled.

Bodyguard

You don't hire a bodyguard because they're the best fighter. You hire them because they're the one who's willing to be in the right place at the wrong time. Their only job is to take the hit that was meant for you. It's a simple, and often very short, career path.

- **Reaction (4+):** You can use this ability when a friendly fighter within 2" of this fighter is targeted by a melee or ranged attack. This fighter immediately becomes the target of that attack instead. They must be a valid target for the attack.

Mob Justice

Forget all that nonsense about honourable duels. In a real scrap, there's no such thing as a fair fight. Get three blades on one poor sod, and watch his guard shatter.

When a fighter makes a melee attack, the target suffers -1 Grit for that attack action if they are also within 1 inch of another one of your fighters. This penalty increases for each additional fighter (e.g., -2 Grit if 3 of your fighters are ganging up on one target). This rule makes surrounding an enemy a key tactic.

The Shove

Sometimes, the cleverest move you can make is just giving a bloke a good, hard shove. It ain't elegant, but it's amazing how many problems can be solved by gravity.





A fighter can use an action to make a Shove. The fighter and an adjacent enemy make an opposed Heft Check (each rolls a D6 and adds their Heft score). If the shover wins, they push the target 1 inch directly away.

- If this push causes the target to fall more than 1 inch, they suffer 3 damage.
- If this push moves the target into a wall or another piece of terrain, they suffer 3 damage.

This allows fighters to use the battlefield itself as a weapon. Suddenly, ledges, walls, and pits become tactical assets. It gives players a great option for when a normal attack is unlikely to succeed, allowing them to control the battlefield and deal damage in a more cinematic way.

Reeling

The worst blow isn't the one that breaks your bones, but the one that breaks your focus. That moment of shock? That's when you're already dead. You just haven't hit the floor yet.

If a fighter takes damage from a single attack action that is equal to or greater than half their starting Wounds value, they are **Reeling**. A Reeling fighter cannot use any abilities during their next activation (they can still move and attack). The status is removed after their activation ends.

This rule makes devastating hits feel more significant by briefly stunning the target, and makes critical hits feel truly impactful beyond just damage. Landing a huge hit can now disrupt an enemy's plan for the next turn, creating tactical openings. It adds a layer of risk and reward to focusing fire.

Pulverize

It's a rare and brutal technique, this: A blow delivered with such overwhelming force that armour doesn't just fail; it ceases to matter. A true demonstration of metaphysical violence.

Before making an attack roll, compare the attacker's base **Impact** score to the defender's **Grit** score. If the attacker's Impact is double the defender's Grit or more, the attack gains the **Pulverize** keyword. When resolving a Pulverize attack, every successful hit (not just natural 6s) counts as a critical hit.

Example of The Pulverize Rule in Action:

An **Earth Gnasher** with the following stats attacks a **Dank Moblin**:

- **Earth Gnasher:** Flurry 3, Heft 4, Impact 4/8
- **Dank Moblin:** Grit 2, Wounds 8





1. **Declare Attack:** The Earth Gnasher targets the Dank Goblin.
2. **Check for Pulverize:** The player compares the Gnasher's base Impact (4) to the Goblin's Grit (2). Since 4 is double the Grit of 2, the attack gains the **Pulverize** keyword for this action.
3. **Determine Target Number:** The Gnasher's Heft (4) is greater than the Goblin's Grit (2), so the Target Number is 3+.
4. **Roll Dice:** The player rolls for the Gnasher's Flurry of 3 and gets: 1, 4, 5.
5. **Calculate Damage:**
 - The 1 is a miss.
 - Normally, the 4 and 5 would be normal hits. However, because this is a **Pulverize** attack, both successful hits are automatically upgraded to critical hits.
 - They deal damage equal to the Gnasher's Crit-Impact (8).
 - Total damage is $8 + 8 = 16$. The Dank Goblin is annihilated.



Mind Your Heads!

Any fool can point a crossbow and pull a trigger. A professional knows that the hardest part of a shot isn't hitting your target; it's missing them. An arrow that doesn't find its mark doesn't just vanish. It has to go somewhere. And in a tight brawl, 'somewhere' is usually your mate's back, your other mate's face, or, if you're lucky, an enemy you weren't even aiming for. Remember that before you get trigger-happy.

This rule applies to all **ranged attack actions**.

1. **The Miss:** When you make a ranged attack, any dice that roll a **natural 1** are a "stray shot." These are considered misses against your intended target.
2. **The Collateral:** After resolving all other hits, gather all of your "stray shot" dice. Identify all other fighters (friend or foe) within **1 inch** of the original target. These are the potential collateral damage.





collateral damage.

3. **The Blame Game:** The **attacking player** must now distribute their stray shot dice as evenly as possible among all eligible collateral targets.
 - If there are more stray shots than targets, you must allocate at least one die to each target before allocating the remainder as you see fit.
 - If there are no other fighters within 1 inch of the original target, the stray shots miss harmlessly.
4. **The Ricochet:** Immediately make a new, free attack roll for each stray shot die against its new target.
 - This attack uses the original attacker's **Heft** and **Impact** scores against the new target's **Grit**.
 - If any of these re-rolled dice are also a 1, they are simply misses and have no further effect.

This rule increases tactical depth by making the decision to shoot into a crowded melee a tense and meaningful gamble. “Is taking a shot at that enemy leader worth the risk of hitting your own Bruiser who is tying them up in combat? “It’s the perfect engine for creating the kind of hilarious, tragic, and unforgettable stories that The Eightpints is all about. Nothing is more flavourful than your Marksman accidentally taking out your own Leader with a “perfectly aimed” stray shot.

The Disengage Action

There's no shame in a tactical retreat. In fact, it's usually the smartest thing you can do. But turning your back on a killer takes nerve. Some warriors have a presence so terrifying that they can hold you in place with nothing but a look. Before you try to run, you best be sure you've got the guts to follow through.

A fighter can use one of their two actions to attempt to disengage from an enemy. If the last thing an enemy within 2” of them did during that enemy’s activation was something that negatively affected this fighter, or intended to negatively affect this fighter, this fighter is considered to be “Engaged” with the enemy and needs to Disengage before they can move again as normal. The process is as follows:

1. The Coward's Choice:

- First, compare the disengaging fighter's **Clout** characteristic to the Clout of all enemy fighters they are within 2” of.
- If their Clout is **lower** than any of those enemies, they must make a **Clout check (TN 7+)**.





On a failure: They lose their nerve. The disengage action fails, the action is wasted, and their activation immediately ends.

- **On a success (or if their Clout was not lower):** They may proceed to the next step.

2. Perform the Move:

- The fighter may immediately make a move of up to 3" value, taking into account any effects that would hinder their movement or the distance of their movement.
- They **must** end this move further away from the enemy (or enemies) they were within 2" of.

The Last Stand

I've seen it happen. A warrior takes a mortal blow, falls to the mud, and you think they're done for. But some folk are just too stubborn, too proud, or too damned angry to die on schedule. Through sheer, bloody-minded will, they get back on their feet for one last, desperate swing. It rarely ends well for them, but by the gods, it's a hell of a show.

The first time a fighter is **Taken Out of Action** in a battle, their controlling player may immediately declare that the fighter is attempting to make a last stand. To do so, the player must make a **Clout check** for that fighter.

- **On a success:** The fighter is not removed. The player may **sacrifice one unused Oracle Die** from their pool. The fighter is placed back on the board where they fell, in the **Prone** position, with a Wounds count equal to the **value of the sacrificed Oracle Die**. The player's Oracle Dice pool is permanently reduced by this 1 removed dice, until the end of the battle.
- **On a failure:** The fighter is Taken Out of Action as normal.

The Backstab

Look at 'em, all lined up, polite as you please. That's not a fight; it's a bloody queue. A real scrap is about angles. Get behind a man, find that little gap in his armour that he's forgotten about, and that's where you stick the knife. It ain't about hitting harder; it's about hitting smarter.

If your attacking fighter is entirely within the target's rear 180-degree arc, any critical hits you score with this attack gain a **+1 bonus to their critical damage**.

The Fray

When you're the one with the advantage, a grand, sweeping charge is a fool's errand. A true professional doesn't swing for the fences. They know that three quick, precise cuts to keep three different





enemies off-balance is better than one big swing that misses. It's not always about ending the fight sometimes, it's about controlling it.

This rule modifies the standard attack action, adding a key tactical option: **Splitting Attacks**

1. **Declare Target(s):** When a fighter performs an attack action, they may choose to target a single enemy fighter or they may **Split their Attacks**. To Split Attacks, they may declare any number of valid enemy targets that are within their front 180 degree arc and in range of their weapon.
2. **Roll Attack Dice:** Roll a number of D6s equal to your Flurry.
3. **Allocate Hits:** Before determining the Target Number or damage, you must allocate your successful attack dice (any roll that is not a 1 or a 2, as these are always misses) among your declared targets. You must allocate at least one die to each target before allocating the rest as you see fit.
4. **Resolve Attacks:** For each target, resolve the allocated attack dice one at a time, following the standard procedure:
 - Determine Target Number (TN) by comparing your Heft to the target's Grit.
 - Check for hits and critical hits.
 - Calculate and apply damage as normal.

The High Ground

Listen, any fool can shoot a crossbow. But a professional understands that a battle isn't fought on a flat plain; it's fought in three dimensions. The high ground is the ultimate advantage. From up there, the world is smaller, your enemies are slower, and your shots... your shots have the weight of gravity itself behind them. It's not just about seeing your target; it's about making sure your target sees a god right before your bolt finds their skull.

The High Ground is a rule that grants attractive bonuses to fighters who have secured a height advantage over their targets. These bonuses are calculated at the moment a ranged attack is declared.

Part 1: Extended Range

- **Rule:** For every full 3 inches of height a fighter's base is above the base level of their target, all of their ranged weapons gain an additional 2 inches of range for their activation, when targeting that target.
- **Example:** An Alka-Hauler Alkanaut with a Privateer Rifle (Range 18") is standing on a gantry that is 7 inches high. For this activation, their rifle's range is increased by 4 inches (2 inches for the first 3 inches of height, and another 2 inches for the next 3 inches) when targeting enemy units at ground level.





Page 2: Plunging Fire

- **Rule:** When a fighter makes a ranged attack, they gain a bonus to their critical damage if they are at a higher elevation than their target. For every full 3 inches of height difference between the attacker and the target, the attacker gains a +1 bonus to the damage of any critical hits they score with that attack.
- **Example:** A Favoured Arrow of the Golden Host (Impact 2/4) is standing on a ruin that is 8 inches high. She fires at an enemy fighter on the ground. Because she is more than 6 inches higher than her target, she gains a +2 bonus to her critical damage for this attack. Her weapon's Impact for this shot is now 2/6.

This rule turns every piece of elevated terrain into a highly contested strategic asset, a "king of the hill" objective in every battle, and gives players a powerful incentive to use their movement to climb and secure high ground, rather than just advancing in a straight line. A warband that can seize the high ground early can create a powerful, entrenched firing position, forcing their opponent to either weather the storm or risk a dangerous assault on their perch.

Overheard in The Pub: "There's a new sound in the Great Savannah, a deep, rhythmic thrumming that makes the ground shake. It's the Clan of the Resonant Steep.

They've found a way to use their 'sacred beats' to hypnotize the Giga-Bison herds. They're not just making music; they're conducting a stampede, a whole bloody orchestra of prehistoric, trampling fury."





Turkies: The Fickle Fowl

The Turkeys are not malicious in the way a daemon is, nor cunning like a tree spirit. They are simply... opportunistic.. From the sun-baked wastes to the slogging mire, these aggressive, territorial fowl are a constant, low-level menace across the lands of The Eightpoints. While not actively seeking conflict, their predatory instincts are hair-triggered. A flash of weakness, the scent of fear, or the sight of easy prey is often all it takes to turn a strutting bird into a whirlwind of furious feathers and razor-sharp talons. To be caught by a Turkey in a "Blood Frenzy" is to witness nature's gluttony made manifest - a terrifying, unstoppable force that will only cease when its hunger is sated or its rampage cut short.



Special Rules (Applies to all Turkey variants):

- **The Fickle Fowl:** At the start of the battle, after all warbands have deployed, three Turkeys (of the appropriate environmental type for the quest) are added to the battlefield. Place each Turkey more than 6" away from any board edge and any other unit (friendly or enemy) on the board.
- **Neutral Unit:** Turkies are not part of any warband. They are controlled by the **Turkey Player** (see below). They do not count for Victory Conditions, nor do they grant experience or Shiners if killed, unless specified by a quest.
- **Turkey Player:** The player whose turn it is currently controls all neutral Turkeys for the duration of their activation. After the Turkies' activation is complete, control reverts to the overall turn sequence. Whenever a fighter or beast anywhere on the board has its wounds drop below 5 for the first time in a battle round, it is compulsory that the next unit to activate is the Turkey closest to that fighter or beast.
- **Gluttonous Charge (Compulsory Action):** At the start of its activation, a Turkey will **always charge** the nearest unit (friendly or enemy) within 12" that has **less than 5 Wounds remaining**.
 - If there are multiple such targets, the Turkey Player chooses the target.
 - If no such target exists within 12" with less than 5 Wounds, the Turkey will charge the nearest unit within 12" regardless of Wounds.
 - If no units are within 12", the Turkey will move its full Footwork (6") directly towards the nearest unit on the board.





Blood Frenzy: If a Turkey deals the killing blow to an enemy fighter, it immediately gains the following benefits:

- Its **Footwork** is **doubled** for its next move action.
- Its **Heft** is **doubled** for its next attack action.
- It gains **one extra action**.
- If the Turkey deals another killing blow with this extra action, it gains *another* action, and so on. This frenzy lasts until it fails to kill a unit with an attack, or its current activation ends.
- **Environmental Adaptation:** Each Turkey variant also possesses one unique Special Rule, detailed in the tome for its specific environment.

Overheard in The Pub: "You know the big Perpetual in the Mire, the Great Fetish? They say it's not just animated by pygmy sacrifices. The 'heart' of the thing is the actual, still-beating heart of a long-dead god of gluttony. That's why the Bile-Lepers are drawn to it; they see it as a holy site, a pilgrimage to the grandest display of rot and consumption in the world."





Monsters

A fighter with the **Monster** keyword is a creature of immense size and power, a living force of destruction that interacts with the battlefield in unique and terrifying ways. In addition to their normal characteristics and abilities, any fighter with the **Monster** keyword gains access to the following three special actions.



Monster Actions

A **Monster** can choose to perform one of the following actions instead of a normal move or attack action. Each Monster Action costs both of the fighter's actions for that activation.

1. Tremor (Action)

- **Effect:** The Monster slams the ground with a devastating impact. All other fighters (friend and foe) within 6" of the Monster must pass a **Footwork** check (TN 7+). Any fighter who fails is immediately knocked **Prone**. This action does not affect other fighters with the **Monster** keyword.

2. Sweep (Action)

- **Effect:** The Monster unleashes a wide, sweeping attack. Choose up to three **Melee** fighters that are within 2" of the Monster and in a forward 180 degree arc. Make





single attack roll using the Monster's **Flurry** and **Heft**. Any successful hits from this roll can be allocated among the chosen targets as the player wishes.

- *Example:* A Monster with a Flurry of 4 makes a Sweep and scores 3 hits. It can allocate all 3 hits to one target, or 2 hits to one and 1 to another, etc.

3. Crushing Mass (Passive Rule)

- **Effect:** A Monster's sheer size is a weapon. When a **Monster** moves, it can move through spaces occupied by any fighter that is not also a **Monster**. Any enemy fighter it moves through suffers D3 damage with a Heft of 4. The Monster must still end its move in an unoccupied space.

Interacting with Monsters

For Non-Monsters: The Clamber Action

Any non-Monster fighter can perform a special **Clamber** action if they are within 1" of an enemy **Monster**. This costs both of the fighter's actions for that activation.

1. **The Goal:** The fighter is attempting to climb onto the Monster's vast body to find a weak spot or avoid its primary attacks.
2. **The Check:** The fighter must make an opposed check against the Monster. The clambering fighter rolls a D6 and adds their **Footwork**. The Monster rolls a D6 and adds its **Grit**.
3. **The Outcome:**
 - **Success (Clamberer's roll is higher):** The fighter successfully climbs onto the Monster. Place the fighter's model directly on top of the Monster's base or model.
 - **Benefits:** While on the Monster, the clambering fighter is considered to be in **Cover** from all ranged attacks and cannot be targeted by any enemy fighter except the Monster they are on.
 - **Attacking:** A fighter on a Monster can only make melee attack actions against the Monster itself. When they do, their attacks gain **+1 Impact (Base & Crit)** as they strike at vulnerable joints and exposed flesh.
 - **Failure (Monster's roll is equal or higher):** The attempt fails. The fighter is swatted away. They suffer D3 damage and are pushed 3" directly away from the Monster.





Giving Off a Monster:

- A fighter on a Monster can use an action to jump off, placing their model within 2" of the Monster's base and suffering D3 damage from the fall.

Monsters vs non-Monsters: Special Actions Against Climbers

A **Monster** with one or more enemy fighters on its back gains a new special action.

- **Shake Off (Action)**

- **Effect:** This action costs one of the Monster's actions. The Monster attempts to violently shake off any climbers. Every fighter currently on the Monster must immediately make an opposed check (their **Footwork** vs. the Monster's **Grit**). Any fighter who fails is thrown off, suffers D6 damage, and is placed anywhere within 4" of the Monster's base.

Monsters vs. Monsters: The Colossal Slam Action

When a **Monster** is in base contact with another enemy **Monster**, it can perform a unique and devastating action. This costs both of the Monster's actions for that activation.

- **Colossal Slam (Action)**

- **Effect:** The Monster slams its immense weight into the opposing Monster. Both Monsters immediately suffer damage equal to their opponent's **Heft** score (e.g., if a Heft 6 Monster slams a Heft 5 Monster, the Heft 6 one takes 5 damage and the Heft 5 one takes 6 damage).
 - After the damage is resolved, both Monsters are pushed D3" directly away from each other. Any non-Monster fighters within 1" of either Monster must pass a **Footwork** check or be knocked down.





Deployment: Ditching Fate

The Oracle's dice will tell you where the fight is supposed to begin, but the battlefield is a liar. You'll see a flicker of movement in the trees, a shadow that doesn't belong, and you'll get that itch in your gut that tells you the dice are wrong. This is the moment a good captain earns their pay. You can trust the fate the Oracle has given you, or you can ditch it, seize control, and make a new one for yourself. But be warned: the gods don't like being ignored, and a warband without their blessing is a lonely, vulnerable thing.

How it Works

"Ditching Fate" is a special phase that takes place after both players have deployed their Jury and Fury groups using the **Lay of the Land** rules and each rolled their first pool of Oracle's Dice.

The Bidding Begins: Starting with the player who has the initiative for the first round, players take it in turns to decide if they will **Ditch Fate** and make a **Redeployment Bid**.

Making a Bid: A player may choose to sacrifice up to two unused dice from their Oracle's Call pool for the first round.

- They declare which dice they are sacrificing (e.g., "I'm sacrificing a 3 and a 2").
- They choose one of their already-deployed fighters.
- They may immediately move that fighter up to a number of inches equal to the value of the sacrificed dice (e.g., sacrificing a 3 and a 2 allows a 5" move).
- Notes: A player may choose to sacrifice just one die. A fighter cannot be moved more than 8" during this phase, even if the sum of the two sacrificed dice is greater than 8". This is for balance reasons - we don't want the game to be "over" before the first battle round has even begun.

Passing: A player may choose to "Pass" instead of making a bid. Once a player passes, they cannot make any more Redeployment Bids for the rest of this phase.

The Phase Ends: The Gambler's Redeployment phase continues with players taking turns to bid and move fighters until both players have passed consecutively.

The Battle Begins: Once the phase is over, the first battle round begins as normal, with the player who had the initial initiative taking the first turn. Any dice that were sacrificed are lost and cannot be used for abilities in the first round.

Why this is a Great Mechanic That Napoleon (Probably) Wishes He Could Have Used (If He Was Still Alive, To Wish (Which He Isn't)):

- **Agonizing Choices:** This mechanic creates a tense, pre-game auction. Is it worth sacrificing your only (Triple) to get your brute into the perfect charging position? Is a 2" move worth losing a low-value die that could have been used for a minor buff?
- **Dynamic Openings:** No two battles will ever start the same way. It turns the static deployment phase into a dynamic, psychological duel of feints and feigned weakness.





Rewards Cunning: A clever player might be able to bait their opponent into spending all their high-value dice, leaving them powerless for the crucial first round of abilities, all for the sake of a minor positional advantage.

It forces both players to weigh the value of positioning against the power of their abilities, all before a single move has been made.

Unique Followers

*Unique Followers are special characters who can be recruited into your warband by completing specific Main Quests. They do not have a points cost and do not take up a standard recruitment slot on your roster. However, a warband can only ever have **one** Unique Follower at a time.*

BFFs

A BFF is a unique, named warrior with their own stat card, abilities, and lore. They are fully-fledged members of your warband.

- **Gameplay:** A BFF acts exactly like any other fighter in your warband. They take their own turns, use their two actions, and can gain and spend XP to level up. They cannot, however, be given legendary items or become the warband's leader.

Pets

A Pet is a loyal, tamed beast that follows a specific fighter into battle.

- **Gameplay:** A Pet has one independent activation per battle round, and it is assigned to a specific **Handler** in your warband. The Pet is placed on the board alongside its Handler and must always remain within 3" of them. Whenever the Handler moves, the Pet automatically moves with them, remaining within 3". If the Handler leaves the battlefield, the Pet leaves the battlefield.





The “Sacred” Quest





Quest Types



Side Quests

Alright, so you're short on coin and long on bad ideas. Welcome to the wonderful world of Side Quests. These are your bread-and-butter jobs, the quick and dirty work that keeps the ale flowing and your gear from completely falling apart. Don't expect a grand, heroic saga here. This is the grubby end of the mercenary life: a single, brutal skirmish to solve some sad sod's problem, usually involving a stolen pig, an unhappy ghost, or a particularly stubborn nest of Mire-beasts. It's not glamorous, but it's honest work for dishonest people.

The beauty of a Side Quest is its simplicity. You're in, you're out, and you're back at the pub before your pint gets warm. These quests are always resolved in a **single skirmish**, making them perfect for a quick game. The pay isn't going to make you a king, but it's reliable. A successful run will net you a respectable pouch of **Shiners**, and often a little something extra for your trouble. You might come away with a rare **Hot Sauce** recipe, a volatile **Exploding Potion**, or, if you're very lucky, you might just stumble upon a piece of legendary **Sinkstone Bling**.





Main Quests

Ready for a proper job, are we? Main Quests are for the warband with a bit more ambition, the crew that's looking for more than just their next meal. These are the jobs that have a story to them, a bit of meat on their bones. They're not just a simple brawl; they're a two-part tragedy, a developing narrative that will see you uncovering a plot, hunting a real villain, and probably getting horribly betrayed at least once. This is where you stop being just another merc and start building a reputation.

A Main Quest is a bigger commitment, always taking place over **two linked skirmishes**. The first is "The Hook," where you'll uncover the real problem, and the second is "The Confrontation," where you'll solve it with extreme prejudice. The rewards are a cut above your average side job. You'll get a bigger bag of **Shiners**, of course, but the real prize is unique. You might come away with a **Signature Item** - a named piece of wargear with a story of its own - or you might even earn the loyalty of a **BFF**, a powerful unique follower, or a strange **Pet** that will join your crew for good.





The Perpetual Reckonings

This is it. The big one. This isn't just a quest; it's the kind of story that gets turned into a legend, the kind of job that gets your name carved into the rafters of The Eightpints, assuming you survive to tell the tale. A Perpetual Reckoning is a full-blown saga, a desperate, multi-part hunt for one of the world's ancient, enraged demigods. You'll be chasing clues across multiple environments, fighting tooth and nail through a gauntlet of lesser foes, all leading to a final, apocalyptic showdown with a monster the size of a bloody mountain.

This is the ultimate challenge the game has to offer, a narrative campaign that will take place over **three or more linked skirmishes**. The final battle is not a normal skirmish, but a unique, epic boss battle with its own set of terrifying rules. The risks are absolute, and the chances of your entire warband ending up as a footnote in someone else's story are incredibly high. But the rewards... the rewards are the stuff of myth. If, by some miracle, you succeed, you'll not only get a massive haul of **Shiners**, but you'll get to claim a true **Item of Legend**, an artifact forged from the very soul of the dead god you've just put down.





The Ultimate Quest: The Perpetual Reckoning

Forget your side quests and your petty skirmishes. This is the main event. This is the big one. This is what separates the legends from the stains on the tavern floor. You think you're a big shot because you've killed a few Maulers and won a bar fight? Adorable. You haven't seen anything yet. This is a **Perpetual Reckoning**, and it is not a fight you win. It is an apocalypse you might just survive, if you're very, very lucky, and I'm telling you now, the odds are not in your favour.

There was a time, not so long ago, when the world made a certain kind of sense. The big jobs ended with big monsters. You hunted a beast, you killed it, you got paid. Simple. Then came that whole business with the lost dog. You've heard the stories. A grand campaign, a world-spanning quest, and the final, climactic showdown was against... a yappy little mutt. Well, it turns out the real monsters were paying attention, and they were not amused. The creatures we used to call titans, the great elemental forces of this world, have a new name for themselves: The Perpetuals. And they are furious. They are incandescent with a collective, cosmic rage that a creature of their magnitude and power was overlooked in favour of a domestic dispute.

So, what does that mean for you? It means the game has changed. The Perpetuals have risen from their slumber not just to feed or to defend their territory, but to prove a point. They are here to remind the world what a *real* boss battle looks like, and they intend to do so by tearing the landscape apart. You are not just fighting a monster anymore. You are fighting its insulted pride. You are fighting a walking, world-ending tantrum. These are not creatures you can just kill; they are puzzles you have to solve, geological events you have to dismantle piece by agonizing piece.

This is not a simple hunt. It is a Reckoning. The Perpetuals are on the warpath, and they are here to settle the score. You will not be hacking away at its ankles like in the storybooks; that's like a fly trying to fell an oak tree by headbutting it. No, this is a far more personal and humiliating affair. You'll be scrambling across its back like fleas on a dog, desperately trying to sabotage a single, massive limb while the beast itself barely even registers your presence. You'll be dodging its "Cataclysm" attacks, which aren't so much aimed strikes as they are geological events that happen to be in your general vicinity.

This is the ultimate test. This is where you find out if you're a hero or a headline. The payout is legendary, the glory is eternal, and the chances of you ending up as a fine red paste are astronomically high. It's a bad bet. A terrible, suicidal, glorious bet that no sane warrior would ever take.

Good luck, MF.

You're going to need it.





The Spoils of Eternity

Killing a Perpetual doesn't make you rich in the way a normal job does. You don't just get a pouch of Shiners. You get something far more valuable, and a great deal more dangerous. When one of those ancient things finally dies, it leaves behind an echo of its power, a piece of its own legend made real. These are the Items of Legend. Getting your hands on one isn't as simple as looting a corpse. It's a final, desperate gamble, a last roll of the dice to see what story the dead god has left for you.

Claiming Your Legend

After a **Perpetual Reckoning** is successfully completed, each participating player's warband gets to claim **one** Item of Legend from that Perpetual's unique loot table.

To do so, each player rolls **two standard D6s** and consults the table below:

Dice Roll	Result: The Spoils of Victory
Double 6s	A Fated Prize: A legendary tale is born! You may choose any one of the six Items of Legend from that Perpetual's loot table.
Double 1s	A Cursed Windfall: You have claimed a powerful artifact, but the victory was sloppy and dishonourable. You may choose any one of the six Items of Legend, but rumours of your methods are troubling. Your warband suffers the " Cursed Tidings " condition: your Leader's Clout is reduced to 0 until the end of your next battle.
Any Other Roll	A Chance Discovery: You find what fate allows. You may choose one of the two items from the loot table that correspond to the numbers shown on your two dice. (e.g., a roll of a 2 and a 5 allows you to choose either Item #2 or Item #5).

Overheard in The Pub: "Keep an eye on the sky, especially at night. A scout from the Alka-Haulers swears he saw a new island floating up there, one that wasn't on any of their charts. It wasn't rock, though. He said it looked like a single, colossal shard of obsidian, with what looked like a shattered fortress on its back, leaking a faint, purple light. Nobody knows where it came from, but it's drifting





Rules for A-Reckoning

The Anatomy of a Reckoning

A battle against a Perpetual is not a simple fight; it is a dynamic, multi-stage encounter. Your goal is not to simply reduce a massive pool of hit points to zero, but to **achieve a critical victory condition** that neutralizes the beast. To do this, you must engage different parts of the creature, known as **Engagement Zones**, and reduce their **Resolve** to zero, all while surviving the monster's devastating **Cataclysm Actions**, which are determined by its unique **Wrath Table**.

The Battlefield: A Moving Fortress

The Perpetual *is* the battlefield. The area around its physical model is divided into several **Engagement Zones**, which are detailed on its profile card (e.g., "The Left Flank," "The Head & Glands"). These Zones are relative to the model and move with it. A ruined building might be a safe vantage point one moment, but after the Perpetual moves, that same ruin could be right in the heart of the most dangerous Zone.

The Round Sequence

A round in a Perpetual Reckoning follows a strict sequence:

1. **The Telegraph Phase:** At the start of the round, the Perpetual's intent is revealed. **Roll a D6 and consult the Perpetual's unique "Wrath Table."** The result is the telegraphed action for the round. Place a marker in the Zone(s) that will be targeted.
2. **The Warband Phase:** Your warband now takes its turns. Knowing the impending doom, you can use your fighters' actions to attack, reposition, or attempt Heroic Actions.
3. **The Cataclysm Phase:** After all your fighters have completed their activations, resolve the action that was determined by the dice roll in the Telegraph Phase.
4. **The Cleanup Phase:** Resolve any ongoing environmental effects and check if the Perpetual will **Reposition**.

Overheard in The Pub: *"A bit of advice for the road. If you're hiding in a ruin and you hear an enemy warband give that cry, stay put. Let them have their moment of glory. They're full of cheap courage and feeling ten feet tall. That's when they get sloppy. The best time to hit a man is right after he's finished making a grand, heroic speech."*





The Warband's Turn: Desperate Actions

Your fighters act as normal, but their goals are different. Your primary aim is to reduce the **Resolve** of specific Engagement Zones.

- **Reducing Resolve:** For every 5 points of damage a fighter deals to a Zone, that Zone loses 1 Resolve.
- **Heroic Actions:** Each Perpetual has unique **Heroic Actions** listed on its profile that your fighters can attempt. These require a characteristic check and are the most effective way to reduce a Zone's Resolve.
- **Scrambling:** A fighter can use an action to move from one Engagement Zone to an adjacent one. This requires a **Footwork check** to succeed.

The Perpetual's Turn: Automated Fury

The Perpetual's actions are controlled by its **Wrath Table** and its **Targeting Protocol**.

- **The Wrath Table:** Each Perpetual has a unique D6 table of Cataclysm Actions listed on its profile. At the start of the Telegraph Phase, you roll a D6 to see what it will do.
- **Automated Targeting:** If a Cataclysm Action requires the Perpetual to choose a target, it follows a strict priority:
 1. Target the Zone with the **most** warband fighters.
 2. If tied, target the Zone among those tied with the **lowest remaining Resolve**.
 3. If still tied, the player chooses which of the tied Zones is targeted.

Repositioning: The Earth Moves

A Perpetual's profile will state when it **Repositions** (e.g., "After a Zone is Overwhelmed, the Perpetual's next action is 'Reposition'"). When it does, move the model its full distance towards a pre-defined objective.

- **Terrain Destruction:** Any terrain features the model moves over are instantly destroyed.
- **The "Hang On!" Roll:** Any fighter in an Engagement Zone when the Perpetual Repositions is carried with it. That fighter must immediately make a **Footwork check**. On a success, they keep their footing. On a failure, they are thrown off, suffer damage, and are left behind.





Victory & Defeat: Overwhelming the Beast

When a Zone's Resolve is reduced to 0, it is **Overwhelmed**.

- **Stagger:** The Perpetual is "Staggered." The telegraphed Cataclysm Action for the current round **does not resolve**.
- **Lasting Effect:** The Overwhelmed Zone is permanently crippled (e.g., a crippled leg prevents a "Stomp" action).
- **Winning:** To win, you must achieve the victory condition listed on the Perpetual's profile, which usually involves Overwhelming specific Zones to expose a final Weak Point.





The Quest: The Automated Adversary





The Rotating "Storyteller"

At the beginning of each new quest, one player is designated as the **"Storyteller."** This role rotates to the next player in the group for the next quest. The Storyteller is not a traditional GM who knows all the secrets; they are simply the facilitator for the current session.

The Storyteller's responsibilities are:

- **Reading the Text:** They read the quest description from the book or the cards from the Encounter Deck aloud to the group.
- **Facilitating Choices:** When a quest or encounter card presents a choice, the group discusses it and votes on the outcome. In the event of a tie, the Storyteller's vote is the tie-breaker.

The Automated Adversary (AA)

In any co-operative skirmish, the enemy warband is controlled by the **Automated Adversary (AA)** system we designed for solo play. This ensures that even the Storyteller is playing *against* the enemies, not *as* them.

- **Shared Control:** To keep everyone engaged during combat, the responsibility for rolling for the AA fighters is shared. The player to the Storyteller's left activates the first enemy fighter, the next player activates the second, and so on around the table.

The Predator's Instinct

How it Works: The AA Activation

When it is the enemy's turn to activate a fighter, the player follows these simple steps:

1. **Consult Behaviour Table:** Roll a D6 and check the beast's Behaviour Table (e.g., BRUTE) to get the action it will perform (e.g., "Charge: The fighter moves towards the nearest enemy...").
2. **Determine Target (Proximity):** Identify the closest enemy fighter(s) to the beast.
3. **Determine Target (Priority):**
 - If there is only **one** closest fighter, that fighter is the target.
 - If **two or more** fighters are equally close, the beast will break the tie by using the **Target Priority** keyword. "Equally close" means the considered fighters have less than 2" of difference in range between themselves and the considering beast.





The Target Priority Keywords

Note: These are tie-breaker keywords, and players shouldn't get bogged down in deciding Beast action targets. Keep the battle raging!

- **Alpha:** This beast is driven by pride and a desire to prove its dominance. It will always attack the most powerful-looking foe.
 - **Rule:** In a tie, this beast will target the enemy fighter with the **highest current Wounds value**.
- **Scavenger:** This beast is an opportunist, drawn to weakness and the promise of an easy meal.
 - **Rule:** In a tie, this beast will target the enemy fighter with the **lowest current Wounds value**.
- **Guardian:** This beast is a territorial defender, focused on protecting a specific point or person.
 - **Rule:** In a tie, this beast will target the enemy fighter who is **closest to a designated objective marker or their own warband's Leader**.
- **Harasser:** This beast is a cunning skirmisher that prefers to isolate and pick off lone targets.
 - **Rule:** In a tie, this beast will target the enemy fighter who has the **fewest friendly fighters within 3" of them**.
- **Slayer:** This beast has a deep, instinctual hatred for leaders and specialists, seeing them as the true threat.
 - **Rule:** In a tie, this beast will target the enemy fighter with the **highest Clout characteristic**.
- **Survivor:** This beast is likely a skittish herbivore, not a predator. It has no interest in fighting. Its only instinct is to escape danger.
 - **Rule:** This beast will always target the **furthest board edge from its closest enemy** as its objective, moving as fast as possible to flee the battle.

Example in Play:

A **Bog Root Mauler** (an **Alpha**) needs to charge the nearest enemy.

- Your Warband Leader (18 Wounds remaining) is 7" away.
- Your Skirmisher (6 Wounds remaining) is also exactly 7" away.

Because the two targets are equally close, the Mauler uses its **Alpha** priority. It will ignore the easy kill of the Skirmisher and charge directly at your high-wound Warband Leader, seeking to prove it is the most dominant creature on the battlefield.





Players thus need to think not just about who is closest, but about who is the most *tempting* target for each specific beast.

Behaviour Tables

When an enemy beast or adversary activates, consult its **Behaviour Type** on its profile, then roll a D6 and follow the simple instruction on the corresponding table.

Bruiser

(For straightforward, aggressive fighters)

| 1-3 | **Charge**: The fighter uses both actions to move towards the **nearest** enemy fighter and make a melee attack if possible.

| 4-5 | **Advance**: The fighter moves towards the nearest **objective marker** or the player's **Leader** if there are no objectives. |

| 6 | **Smash**: The fighter moves towards the enemy fighter with the **highest Wounds value** and attacks them.

Harrier

(For fast, cunning fighters that rely on movement and positioning)

| 1-2 | **Harass**: The fighter moves towards the **most isolated** enemy fighter (the one with the fewest allies within 3") and makes an attack if possible. It must end its move in cover if able.

| 3-4 | **Flank**: The fighter moves towards the **player's board edge**, staying more than 6" away from any enemy fighter if possible.

| 5-6 | **Objective Grab**: The fighter moves as fast as possible towards the **nearest objective marker** that is not controlled by the player.

Deadeye

(For ranged specialists or any beast with a significant ranged attack.)

| 1-2 | **Find Vantage Point**: The fighter moves to the nearest piece of terrain, prioritising **elevated terrain** that gives it line of sight to an enemy. If it can attack, it attacks.

| 3-4 | **Suppressive Fire**: The fighter does not move. It makes a ranged attack targeting the **nearest enemy fighter**.

| 5-6 | **Sniper's Nest**: The fighter does not move. It makes a ranged attack targeting the enemy fighter with the **lowest Grit value** that it can see.





Gazza's Odds

Core Concept

Every non-warband beast in the Bestiary has a **Threat Index**, a number from 1 to 10 that represents its overall danger, cunning, and raw killing power. This number is a quick reference for how much respect (and fear) a creature deserves.

The eleven levels are grouped into four clear Tiers:

- **Threat Tier 1 (Index 1-3): Nuisances**
- **Threat Tier 2 (Index 4-6): Threats**
- **Threat Tier 3 (Index 7-9): Nightmares**
- **Threat Tier 4 (Index 10): Legends**
- **Threat Tier 5 (Index 11): Perpetual**

When building a list of Beasts for the player to encounter in a Skirmish or Quest, a Beast's Threat Tier indicates the extent to which you should discount its points value when summing up the total points value of the Beasts for the Beast roster.

How this works is to ensure that a Beast's challenge level is known (its points value) however its Threat level increases the difficulty of the Skirmish: A Nightmare-Level Threat will have its points value decreased by 20%, which means that those points are freed up for other Beasts to use, thus enabling the Roster to increase the relative number of Beasts that will be deployed.

This means that if a Beast roster includes mostly Nuisances and Threats, it won't be a very difficult Skirmish, however if there are a higher proportion of Nightmares and Legends then we can be certain it will be a very challenging Skirmish for the Player's Warband to win, and the rewards even greater and more exhilarating to obtain.

When setting up the Skirmish's Beast Roster, modify the Points Value of each Beast according to its Threat Index and how it is affected as per the below guidance:

- **Nuisances (Threat 1-3):** Points cost is **unchanged**. These creatures are common and require no special narrative weight.
- **Threats (Threat 4-6):** Points cost is **decreased by 10%**.
- **Nightmares (Threat 7-9):** Points cost is **decreased by 20%**.
- **Legends (Threat 10):** Points cost is **decreased by 30%**.
- **Perpetual (Threat 11):** These creatures are priceless and use the separate **Perpetual Reckoning** rules.





Example in Play:

You are building a 1500-point beast list to challenge a 1000-point warband.

- **Option A (Low Threat):** You could fill your roster with ten **Crystal Horned Alka-Lopes** (a "Threat" beast, let's say they cost 150 points each). The total points would be exactly 1500. This is a challenging fight against ten reasonably tough creatures.
- **Option B (High Threat):** You want to use the legendary **Ore Wyrm** (a "Legend" beast with a base cost of 550 points).
 - Its Threat 10 status gives it a **30% discount**.
 - New Cost: $550 - 165 = 385$ **points**.
 - Because the Ore Wyrm is now so much cheaper, you have **1115 points** left to fill your roster with other powerful beasts, creating a much more varied and truly epic encounter.

How The Threat Index Affects the Game's Reward Phase

The Threat Index can directly influence the rewards for a quest. When a quest is completed, the warband gains **bonus Shiners and/or XP** for each high-threat beast they have defeated.

For example: +10 Shiners per Threat Tier 2 beast, +25 Shiners and +1 XP per Threat Tier 3 beast, etc. This creates a direct, tangible incentive for players to take on the most dangerous challenges.

Fleeting Fame

In the world of The Eightpints, you are only as good as your last battle. A spectacular victory against a legendary beast or a world-ending titan will make you the talk of every tavern and the toast of every guild master, but fame is a fickle and fleeting currency. This rule represents the temporary boost to your warband's reputation and nerve following a truly epic accomplishment.

Slaying a Legend

(Threat Index 10)

When your warband defeats a beast with a **Threat Index of 10**, the tale of your prowess spreads like wildfire.

- The fighter who dealt the killing blow is hailed as a hero. They gain a temporary **+1 bonus to their Clout characteristic**.
- The Warband Leader, basking in the glory of their crew's achievement, also gains a temporary **+1 bonus to their Clout characteristic**.
- If the **Leader themselves** dealt the killing blow, their legend grows even faster. They receive a total temporary bonus of **+2 Clout**.





Surviving a Perpetual Reckoning

(Threat Index 11)

To face a titan and live to tell the tale is to become a living legend. Successfully completing a **Perpetual Reckoning** is a feat that few will ever accomplish, and the world takes notice.

- Your warband's reputation becomes mythological. **Every surviving fighter** in the warband gains a temporary **+2 bonus to their Clout characteristic**.

The Fade to Obscurity

(Duration of the Bonus)

This surge in reputation is powerful but temporary. The world has a short memory, and yesterday's heroes are tomorrow's cautionary tales.

- The bonus to Clout from Fleeting Fame lasts for the **Pub Phase** immediately following the victory, and for the **entire duration of your warband's very next skirmish**.
- This means it can be used for social checks with NPCs, recruitment, and any Clout checks required during the subsequent battle.
- Once that next skirmish is over, the bonus is **lost**. The world has moved on, and your reputation must be earned anew.





The Campaign





The Campaign: The Gameplay Cycle

Welcome to The Eightpints Campaign! This guide will walk you and/or your friend through setting up and playing a shared campaign where your warbands will fight, steal, drink and forge their legends together.

Step 1: Create Your Warbands

Both you and your friend are the Leaders of your own unique Warband. The first step is for each of you to create your starting warband.

1. Choose Your Faction

Independently, each of you should pick a faction. You can choose the same faction or different ones.

2. Choose Your Leader's Class

Each of you must choose a class for your Warband's Leader (your "MF"): Warlord, Sorcerer, or Assassin.

3. Build Your Rosters

Each player gets 1000 points to spend on their warband. You must have one Leader, and you can spend the rest on any fighters from your chosen faction. For a quick start, you can both pick one of the 16 pre-made sample warbands.

4. Skirmish or Campaign!

If all you and your mates want to do now is head to a field and hack away at each other until there is only one victorious Warband (or, quite as likely, multiple un-victorious Warbands) then ignore Steps 2 to 5, pick up your dice and head into the field.

Step 2: Start Your Campaign at the Pub

Your two warbands are now regulars at The Eightpints Pub, which serves as your shared campaign hub.

1. Open the Campaign Book

Your story begins together. Open the campaign book to Part 1, Chapter 1: "Dude, Why's My Dog Down A Sinkhole?".





1. The Job Board

As a group, you will decide which quests to take on. For your first game, a Side Quest or Skirmish, both of which are single-stage battles against your mate or Beasts (The Automated Adversary). Open up **Vol. IX: The Mire** and get choosing!

Step 3: Conduct a Quest Together

If you selected a Main Quest, each Main Quest is made up of two linked skirmishes. The quest will determine if you are working together, against each other, or a bit of both.

1. Determine the Skirmish Type

Read the quest introduction.

- Co-operative (Co-op): You will team up against a common foe controlled by the Automated Adversary (AA) system.
- Competitive (PvP): The quest will pit your two warbands against each other.

2. Set Up the Skirmish

Follow the quest instructions to set up the terrain and deploy the warbands.

- For a co-op game, both of you deploy on the same side. The enemy AA warband's points value should be 1.5 times your two warbands' combined value (e.g., if you both have 1000-point warbands, the AA force will be 3000 points).

3. Play the Skirmish

Play the game according to the core combat and ability rules.

- Your Turn: In a co-op game, you alternate activations (Player 1 activates a fighter, then Player 2 activates a fighter).
- Enemy's Turn: In a co-op game, the enemy is controlled by the Automated Adversary (AA) system. To share the load, one player can control the AA for the first enemy activation, and the other player controls it for the second, and so on. Note that the Automated Adversary doesn't require a Game Master ("GM").

4. Meet the Victory Condition

Play until the quest's objectives are met, transitioning between the two skirmishes as directed by the cutscenes.

Step 4: The Aftermath (Post-Quest Sequence for Both Players)

After the quest is complete, it's time to see how both of your warbands have fared. Each player now runs through these steps for their own warband individually.





1. Recovery Phase:

Each of you makes Recovery Rolls for your own fighters who were Taken Out of action.

2. Collect Rewards:

- In a co-op victory, you share the main reward (split the Shiners, and decide who gets any unique items).
- In a PvP game, the winner gets the main reward. It is recommended the loser gets a small consolation prize of 20 Shiners.

3. Advance Your Fighters:

Each of you tallies the XP earned by your own fighters and levels up any who have reached 10 XP.

4. The Pub Phase:

Each of you can now visit The Eightpints Pub to recruit new members or visit a merchant to buy and sell gear.

Step 5: Prepare for the Next Quest

Your warbands are now ready for another adventure.

1. Choose Your Next Quest

As a group, look at the "Job Board" and decide what to do next. Will you continue the main story, or take on one of the many side quests? Will you work together, or will the next quest force you into a rivalry?

2. Repeat the Cycle

You are now ready to begin the next quest, starting again at Step 3. Good luck, may your pints be ever full and may you never be lured into exchanging your shinners for Bit-CHZ.





The Campaign: Advanced Rules

Hiring A New Sword

Between quests, your warband leader can spend time at **The Eightpints Pub** to hire new fighters. This is handled through a **Hiring Check**.

The Process

1. **See Who's Available:** When you decide to look for a new recruit, you don't get to pick from a full list. Instead, you roll a D6 to see who is currently hanging around the pub looking for work:
 - **1-2:** A mercenary from your own Faction is available.
 - **3-4:** A mercenary from a Quadrant adjacent to your faction is available.
 - **5:** A mercenary from a Quadrant opposite your own Faction's Quadrant is available.
 - **6: Player's Choice** Pick a mercenary from any Faction on the Quadrant of Belief.
2. **Negotiate the Contract (The Hiring Check):** Once a potential recruit is identified, you must make a **Clout Check (TN 8+)** to convince them to join and to settle on a price. Every recruit has a base hiring cost.
 - **On a Successful Check:** The recruit is impressed by your reputation. You hire them for their **base points cost** in Shiners.
 - **On a Failed Check:** The recruit is unimpressed and tries to fleece you. You must either pay **double their base cost in Shiners** or the recruit will laugh in your face and walk away.





Definitive Rule: The Price of Pragmatism (Cross-Quadrant Recruitment)

While most warbands are fanatically devoted to their faction's cause, the grim reality of life in The Eightpoints means that sometimes, you just need a job done. During the "**Hiring a New Sword**" step at the pub, you may choose to hire mercenaries from other factions.

However, pragmatism comes at a steep and lasting price. Your warband's leader is the anchor of its belief system. Introducing a member whose core philosophy directly opposes your leader's creates a permanent "**Philosophical Discord**" that affects your leader's abilities both on and off the battlefield.

Enduring Discord

As long as a mercenary from an opposing faction is on your warband's roster, your **Leader** suffers a permanent penalty to their characteristics. This penalty is in effect at all times - during skirmishes, journey checks, and social interactions with NPCs.

1. The Axis of Power (Juice vs. Cogwork):

- If your Leader is a **Juice** faction and you include a fighter from a **Cogwork** faction (or vice versa), the constant arguments over methodology and the clash of energies is a permanent mental drain.
- **Penalty:** Your Leader suffers a permanent **-1 to their Metvel-Kaltos characteristic** for each opposing fighter on the roster.

2. The Axis of Belief (Creed-Bound vs. Self-Made):

- If your Leader is a **Creed-Bound** faction and you include a fighter from a **Self-Made** faction (or vice versa), your followers and rivals see you as a hypocrite. Your authority and reputation are constantly undermined.
- **Penalty:** Your Leader suffers a permanent **-1 to their Clout characteristic** for each opposing fighter on the roster.

The Ultimate Hypocrisy (Diagonal Opposition)

If you hire a mercenary from a faction that is **diagonally opposite** to your Leader on the quadrant, the discord is absolute.

- **Penalty:** Your Leader suffers **both permanent penalties: -2 Metvel-Kaltos AND -2 Clout.**

These penalties are cumulative. The only way to remove the penalty is for the opposing mercenary to leave the warband (either by being dismissed or through death).

Example in Play:

Your warband is led by **Matron Vexia** of the **Wytch Coven** (Creed-Bound Juice). You hire **Scrap-Tek "Boom Boy"** (Self-Made Cogwork).





Because the "Boom Boy" is diagonally opposite, Matron Vexia's profile is immediately and permanently changed to have **-2 Metvel-Kaltos** and **-2 Clout**. This means:

- In her next skirmish, her powerful abilities will be harder to use.
- When you try to craft a potion back at the pub, her **Metvel-Kaltos check** will be harder.
- When you try to negotiate a better reward with a quest-giver, her **Clout check** will be harder.

The "Boom Boy" might be a powerhouse on the table, but his very presence makes your leader a less effective crafter and diplomat for as long as he's on the payroll.

Advancing your Warband

Character Advancement

- Fighters earn XP for participating in a quest, taking an enemy out of action, or achieving a specific objective.
- When a fighter accumulates 10 XP, they Level Up and can choose one of two options for advancement:
 - **Increase a Characteristic:** Add +1 to a stat like **Scrap** or **Grit**.
 - **Learn a New Skill:** Choose a unique skill from the list specific to that fighter's archetype (e.g., Brawler, Marksman, Acolyte).
- Once a fighter or Leader reaches 100 XP they will be Level 10, and have reached Maximum Level. They get something like a water pistol filled with dwarven ale for their efforts.

Earning Your Pint

At the end of each skirmish (win or lose), fighters in your warband earn Experience Points (XP) for their participation and heroic deeds:

- **Survived the Battle:** Every fighter in your warband that was not taken out of action earns **2 XP**.
- **Took Part:** Every fighter that was on the board but was taken out of action earns **1 XP**.
- **Took an Enemy Out of Action:** For each enemy fighter they took down, a fighter earns **1 XP**.
- **Completed the Objective:** Each fighter in the winning warband earns an additional **1 XP**.





Slaying Beasts - The Butcher's Bill

"Every beast in this world has a price on its head. Some are worth little more than a round of cheap ale and a good story. Others... others are worth a king's ransom in both coin and glory. Gazza's Odds will tell you how likely a beast is to kill you. The Butcher's Bill is what tells you what you get for killing it first. Remember, the greater the risk, the greater the reward. A dead hero is just a story; a rich hero is a legend."

When a non-warband beast is taken out of action during a skirmish, the victorious warband immediately receives a bounty of **Shiners** and the fighter who dealt the killing blow receives bonus **Experience Points (XP)**. The value of this bounty is determined by the beast's **Threat Index**.

These rewards are gained **in addition** to any other rewards from completing the quest's main objectives.

The Reward Table

Threat Tier	Threat Index	Bonus XP (for the Killer)	Bonus Shiners (for the Warband)
Nuisances	1-3	+0 XP	+0 Shiners
Threats	4-6	+1 XP	+20 Shiners
Nightmares	7-9	+2 XP	+50 Shiners
Legends	10	+4 XP	+100 Shiners
Perpetual Reckoning	11	+5 XP (for all survivors)	+250 Shiners

Clarifications

- **Experience Points (XP):** The bonus XP is awarded *only* to the specific fighter who dealt the final, killing blow. This is in addition to the standard +1 XP they get for the kill. For example, a fighter who kills a "Nightmare" beast (Threat 8) would receive a total of +





for that kill (+1 standard, +2 bonus).

- **Shiners:** The bonus Shiners are added to the **warband's stash** during the Post-Quest Sequence. This is the "bounty" paid out by unseen patrons for making the world a slightly less dangerous place.
- **Perpetual Reckoning (Threat 11):** Defeating a Perpetual is a monumental, warband-wide achievement. The bonus XP is awarded to **every surviving member of the warband**, not just the one who struck the final blow.
- **Fleeting Fame:** Remember that defeating a **Legend** (Threat 10) or surviving a **Perpetual Reckoning** (Threat 11) also triggers the "**Fleeting Fame**" rule, granting a powerful but temporary +Clout bonus for your next skirmish.

This system ensures that taking on the most terrifying creatures in the Bestiary is always a worthwhile, if incredibly dangerous, proposition.





The Post-Battle Sequence

Character Death: "Down, But Not Out"

In the gritty world of The Eight Pints, skilled fighters are tough. When a warband member's **Wounds** are reduced to 0 during a skirmish, they are **Taken Out** of the fight. They are not yet dead.



The Aftermath: The Recovery Roll

After the quest is over (win or lose), you must make a **Recovery Roll** on a D6 for *each* of your fighters that was Taken Out.

- **6: Full Recovery.** Just a flesh wound! The fighter was knocked out but is back on their feet after a stiff drink, ready for the next quest with no ill effects.
- **4-5: Battered & Bruised.** The fighter survives but needs time to lick their wounds. They must **sit out the next quest** to recover and cannot be included in your warband.
- **2-3: Lasting Injury.** The fighter pulls through, but they'll never be the same. They survive and can be used in the next quest, but they have sustained a permanent injury. The player rolls on a **Lasting Injury Table**, which might include results like:
 - *Shattered Leg*: -1 Footwork.
 - *Mangled Hand*: -1 Flurry.
 - *Cracked Ribs*: -1 Grit.
 - *Ugly Scar*: -1 Clout.
- **1: Death.** The fighter succumbs to their wounds. They are **permanently killed** and are removed from your warband's roster. You may keep their equipment, but your Leader's Clout is reduced to 0 until the end of the next Skirmish or Quest. When denizens of The Eightpints hear you can't even keep your warband members alive, it's a bit of a reputation killer.

BFFs: Your unique BFF characters are exceptionally tough. If a BFF is Taken Out, they **never risk Death**. When making a Recovery Roll for a BFF, treat any result of a 1 as a "Lasting Injury" instead.





Lasting Injury Table (Roll 2D6)

When the "Down, But Not Out" recovery roll for a fighter is a 2 or 3, you would roll two six-sided dice (2D6) and consult the chart below.

2D6 Roll	Injury Name	Mechanical Effect
2	Broken Body	You're a wreck. The kind of wreck that makes other wrecks feel better about themselves. You'll be slower, and you'll break easier. Permanent -1 Footwork and -1 Grit.
3	Shattered Leg	You zigged when you should have zagged. Now you've got a limp that aches every time it rains, which is always. Permanent -1 Footwork.
4	Mangled Arm	It's hard to put much force behind a swing when your arm is mostly just a bag of angry, rattling bones. Permanent -1 Heft.
5	Gouged Eye	Your depth perception is shot. Everything looks a bit further away than it actually is. A real problem when you're trying to shoot it. Permanent -1 penalty to hit rolls for all ranged attacks.
6	Old Battle Wound	You've got a weak spot, a chink in your armour that everyone seems to know about. You're just not as tough as you used to be. Maximum Wounds permanently reduced by 2.
7	Impressive Scar	Well, you look tougher, anyway. People are less likely to start a fight with you, but they're also less likely to trust you. +1 Clout for Intimidation, -1 Clout for everything else.
8	Shattered Nerves	You've seen too much, and now you're hesitant. All those fancy tricks you used to pull? They take a bit more convincing to try these days. The dice cost of all of this fighter's (4+) or higher abilities is increased by 1.
9	Cracked Ribs	You took a good hit, and now every deep breath is a fresh, new agony. It's hard to be tough when you're constantly wincing. Permanent -1 Grit.
10	Busted Jaw	You tried to win an argument with your face. You lost. Your speech is now a threatening, unintelligible mumble. Permanent -1 Clout.



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Head Wound

You took a nasty knock to the head, and now the simple act of thinking feels like wading through thick mud. Permanent -1 Metvel-Kaltos.

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Learned a Lesson

The good news is, you've learned a valuable lesson about not getting killed. The bad news is, you had to get mostly killed to learn it. Maximum Wounds permanently reduced by 1, but you immediately gain 5 XP.





Glossary & Keywords

Core Skirmish Rules

- **Charge (Action):** A special action available to certain relentless fighters. A fighter with the Charge special rule can perform both a **move action and an attack action for a single action**, instead of the usual two. They cannot use their second action for anything other than waiting.
- **Cover:** The tactical advantage gained by being partially obscured. If an attacker's line of sight to a target is partially blocked by terrain, the target gains **+1 Grit** against ranged attacks.
- **Difficult Terrain:** An area that is hard to move through. A fighter must spend **2 inches of movement for every 1 inch** they move through difficult terrain.
- **Fly:** A fighter with this keyword can **move over all terrain features and other fighters** without penalty. They must end their move on a valid surface and do not suffer falling damage.
- **Hazardous Terrain:** An area of the battlefield that is inherently dangerous, such as a patch of burning ground, a pool of acid, or a cloud of toxic gas. A fighter that ends their activation in an area of hazardous terrain immediately suffers D3 damage.
- **Pinned:** A state where a fighter is trapped or suppressed. A Pinned fighter **cannot make move actions**. The status is usually removed at the end of the fighter's next activation.
- **Prone:** The fighter cannot move until they use 1 x Activation to stand up. This fighter gets +1 Grit when targeted by ranged attacks. A fighter may use 1 x Activation to lie down and become prone.
- **Pulverize:** A keyword for an attack. If an attacker's base **Impact** score is double the defender's **Grit** or more, the attack gains the Pulverize keyword. Every successful hit in a Pulverize attack counts as a **critical hit**.
- **Reaction:** A special ability that can be used outside of a fighter's normal activation, in response to an enemy's action. A fighter can only perform one Reaction per round.
- **Reeling:** A state where a fighter is stunned or dazed. A Reeling fighter **cannot use any abilities from The Oracle's Call** during their next activation.
- **Unstoppable:** A trait of massive fighters. An Unstoppable fighter cannot be moved by enemy abilities like **Shove** and cannot be knocked prone.

Advanced Rules Keywords

- **Armour Piercing:** An attack with this keyword ignores any bonus to a target's Grit characteristic that is granted by a shield.
- **Bound:** A fighter whose weapon is Bound cannot use that weapon for the rest of the battle round. This status is typically inflicted by special abilities, such as that of The Living Wall shield.





Bleed: A fighter who is Bleeding suffers 1 damage at the end of each round. This effect continues until the fighter is healed by any means.

- **Crippling:** An attack with this keyword inflicts a lasting penalty. If the attack scores a hit, the target suffers a permanent -1 to their Footwork characteristic for the rest of the battle.
- **Cogworked:** An attack with this keyword bypasses any special rules on the target that would reduce or negate damage. This includes rules like the Sun-fused Glassback's Glass Carapace (reduces damage by 1), the Gilded Acolyte's Aether-Plated rule (ignores damage on a 6), or any similar ability that prevents damage from being applied.
- **Dazzled:** A fighter who is Dazzled suffers -1 to their Flurry characteristic for their next attack action.
- **Frenzied:** A fighter who is Frenzied MUST use their activation to move towards the nearest fighter (friend or foe) and make a melee attack action if able.
- **Juiced:** An attack with this keyword is supernatural in nature, empowered by the chaotic energy of The Sink. A fighter can attack enemies with the **Ethereal** special rule as if they did not have the **Ethereal** special rule.
- **Mindless:** A fighter with this keyword cannot use abilities, pick up or carry objectives, or be affected by any abilities that target a fighter's mind (e.g., fear, taunts). They exist only to move and attack.
- **Paralyzed:** A fighter who is Paralyzed cannot perform any actions during their next activation.
- **Subtle:** An attack with this keyword gains a +1 bonus to its hit roll when targeting an enemy who is already engaged with another friendly fighter.
- **Water-Logged:** A fighter who is Water-Logged suffers a -2 penalty to their Footwork characteristic until the end of the next battle round.

Perpetual Reckoning Rules

- **Cataclysm Action:** A devastating action taken by a Perpetual at the end of a round. These actions are telegraphed at the start of the round and affect entire **Engagement Zones**.
- **Engagement Zone:** A specific area on or around a Perpetual's model that a warband can interact with. Each Zone is a mini-battlefield with its own objectives and **Resolve** value.
- **Overwhelmed:** The state of an Engagement Zone when its Resolve has been reduced to 0. Overwhelming a Zone typically "Staggers" the Perpetual.
- **Resolve:** The "health" of an Engagement Zone. It is reduced by player attacks and Heroic Actions.
- **Staggered:** The state of a Perpetual after a Zone is Overwhelmed. A Staggered Perpetual immediately loses its next telegraphed Cataclysm Action.





Printable Materials





Quick Reference Sheet



The Attack Action Sequence

1. **Declare Target:** Choose an enemy within range.
2. **Check for "Pulverize":** Is your base **Impact** double the target's **Grit** or more? If yes, all your hits become Critical Hits.
3. **Determine Target Number (TN):**
 - **Heft > Grit:** 3+
 - **Heft = Grit:** 4+
 - **Heft < Grit:** 5+
4. **Roll Attack Dice:** Roll a number of D6 equal to your **Flurry**.
5. **Determine Hits & Crits:**
 - **Hit:** A roll that meets or beats the TN.
 - **Critical Hit:** A natural roll of a 6.
6. **Calculate Total Damage:**
 - **Normal Hit:** Deals damage equal to the first value of your **Impact** (e.g., 2/5).
 - **Critical Hit:** Deals damage equal to the second value of your **Impact** (e.g., 2/5).
7. **Apply Damage:** Subtract the total from the target's **Wounds**.

The Oracle's Call (Ability System)

- At the start of the round, roll **8 Oracle Dice (D6s)**. This is your pool for the round.
- You may **combine** any dice of the same value into a single die with a value equal to their sum (max value of 6).
- During a fighter's activation, **assign** one or more dice from your pool to an ability to activate it. A die can only be used once per round.

Common Ability Costs:

- **(X+):** Requires a single die with a value of X or higher.
- **(Double):** Requires any two dice with the same face value (before combining).
- **(Triple):** Requires any three dice with the same face value (before combining).

Common Conditions & Optional Rules

- **Reeling:** The fighter cannot use any abilities during their next activation.
- **Mob Justice:** The target of a melee attack suffers **-1 Grit** for each additional attacker engaged with them.
- **Shove:** An action to make an opposed **Heft Check**. If you win, push the target 1". If they fall or hit terrain, they suffer 3 damage.

The Recovery Roll (Post-Battle)

For each of your fighters **Taken Out** of action, roll a D6:



D6 Roll	Result
6	Full Recovery: The fighter is fine.
4-5	Battered & Bruised: The fighter must sit out the next quest.
2-3	Lasting Injury: The fighter survives but must roll on the Lasting Injury Table.
1	Death: The fighter is permanently killed. (BFFs treat this as a Lasting Injury instead).





Warband Roster

WARBAND NAME		FACTION	
PLAYER NAME		TOTAL POINTS	
WARBAND MEMBERS			
NAME	CLASS/TYPE	STATUS	XP
STASH			
ARMOURY / ITEMS OF LEGEND / MYTH	HOT SAUCES	INGREDIENTS	
EXP. POTIONS	INGREDIENTS		
SINKSTONE BLING			
NOTES			
SHINERS			





Fighter Profile



NAME		FACTION		EXPERIENCE	
FLURRY		GRIT		LEVEL	
HEFT		FOOTWORK		WOUNDS	
METVÉL-KALTOS		CLOUT		POINTS	

WEAPONS

ITEMS

ABILITIES / SPECIAL RULES

COMMANDMENTS

CAMPAIGN NOTES



