

# ARCWORLDE

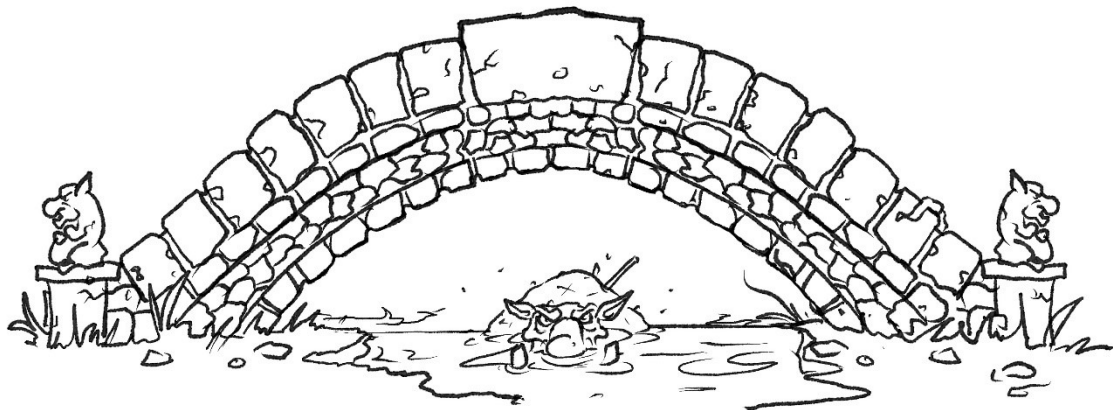
## BATTLE FOR TROLL BRIDGE

SECOND EDITION: VERSION 1.2 (APRIL 2023)

“The Halfling town of Milwood, deep in the heart of the Mildaark Forest, musters its militia for a foray into the woods after news of a commotion nearby. Upon reaching the infamous Troll Bridge they discover a clan of Ourks and an Imperial platoon already clashing swords. However, with a mighty roar Old Grogg, the resident River Troll, arises from his slumber beneath the bridge to devour those who woke him. Choose your allies wisely, for a battle is afoot!”

### DOCUMENT CONTENTS

This document contains all the stats for miniatures included in the **ArcWorlde: Battle for Troll Bridge** box and is to be used alongside the ArcWorlde Core Rules. You may find them and the complete Faction Rulesets for the Halflings, Imperials and Ourks on the Warp Miniatures website.



## COMMON ARMOURY LIST

When constructing your ArcWorlde Warband, you will want to equip your Characters with Items and Equipment (see Items and Equipment in the ArcWorlde Core Rules). As well as a Faction's own Armoury, which contains special artefacts only they have access to, there are several Items and Equipment accessible to all Characters in the game.



### COMMON ARMOURY

#### **ARCANITE TOKEN (ITEM) – 10GP**

A glittering nugget of Arcanite. One use only. When used, choose one effect: grant +1AP to the Character for their Activation, add an extra D6 to any roll, allow another Spell to be cast or allow a D6 to be re-rolled.

#### **SHIELD (EQUIPMENT) – 15GP**

Shields can take many forms, from sheets of wood and metal to even magical amulets, warpaint and charms. If equipped, a Character may re-roll one failed Defence Roll per Round.

#### **SPEAR (EQUIPMENT) – 10GP**

A pointed weapon on the end of a long wooden haft. Excellent for keeping ne'er-do-wells at bay. If equipped, a Character may make Melee Attacks against targets up to 2" away, even if they aren't in base contact. Attacks may still be made if there is a friendly Character between the Character and the target.

#### **TORCH (ITEM) – 10GP**

Carrying a lit torch can have its uses in a land so filled with dangers as ArcWorlde. If equipped, a Character counts as Fearsome to Beasts and Monsters. In addition, the Character counts as Fearsome, and has +1 Power on all Melee Attacks against Characters who are Flammable. However, enemy Characters may re-roll Failures when attempting Feat rolls for Ranged Attacks against them.

#### **TWO-HANDED WEAPON (EQUIPMENT) – 10GP**

A large and heavy weapon. Difficult to use, but powerful in the right hands. If equipped, a Character gets +2 Power for all Melee Attacks. However, any of their own Critical Defends are discarded as if they were Failures.

#### **DUAL WEAPONS (EQUIPMENT) – 10GP**

A set of two weapons that the user has trained to use in each hand. If equipped, a Character may re-roll every 1 when making a Melee Attack.

#### **LIGHT ARMOUR (EQUIPMENT) – 20GP**

A garment of leather, thick cloth or metal, or even a protective spell placed upon the wearer. If equipped, a Character gains +1 Armour. This does not stack.

#### **HEAVY ARMOUR (EQUIPMENT) – 35GP**

A suit of thick steel plate, or a particularly powerful protective incantation placed upon the wearer. If equipped, a Character gains +2 Armour. This does not stack. In addition, any Leg It rolls are at +1 difficulty.

## HALFLING FACTION RULES

To the northwest of the continent of Upper ArcWorlde lies the Halfling nation of Hobbleshire, a country of rolling green fields and fertile farmland. Since the Halfling Civil War, a conflict which tore the nation over allegiance to the Empire, the Halflings of Hobbleshire have cut all treaties and loyalties to any other nation state.

Their expansionist ways have pushed the borders of the Mildaark back further than ever before, and their frontier towns and fortified villages can be found peppering the fringes of the forest. The new expanded lands of Greater Hobbleshire are tempting beacons for monsters and ne'er-do-wells, and the militias of these new settlements must defend their homes, as well as pushing ever further into the unforgiving Mildaark forest.

### FACTION SPECIFIC RULES:

#### Settler Nation

Halflings are generally distrustful of outsiders, especially within the dangerous lands of the Mildaark. Regardless, they will begrudgingly ally with other settlers if they know to keep their thieving mitts to themselves. When constructing your Warband, you may also use Characters from the Imperial and Njorsvald (Coming Soon!) Factions.

#### Make/Take Orders

If a Character has the Make Orders Trait, on an Easy Feat one of the following commands can be issued to friendly Characters with the Take Orders Trait within 12". Upon issuing a command this Character's Activation ends and Activation passes to the Characters taking orders:

- **As One!**  
Up to three Characters of the same Class may Activate together. Any Attacks made must be against the same target and are rolled one after another.
- **Stand Firm!**  
Up to three Characters of the same Class automatically pass all Bravery Tests until the end of the Round.





## HALFLING ARMOURY



### **PACKED LUNCH (ITEM) – 10GP**

A lovingly packed parcel of treats – perfect for a hungry Halfling in need.

One use only. If consumed, a Character regains D6HP. A Character can use a Packed Lunch to heal a friendly Character in base contact.

### **HALFLING RANGED WEAPON (EQUIPMENT) – 15GP**

The Halflings use all manner of ranged weapons, from simple slings to bows and crossbows.

If equipped, a Character may make this Attack:

- **(Ranged) Shot: Power 5**

**Special Rules:** 12” range.

### **TOWN BANNER (ITEM) – 15GP**

A well-loved banner adorned with the crest of the town or village the Warband calls home.

Whilst held by a friendly Character, friendly Characters within 12” may re-roll failed Bravery Tests.

### **HALFLING MOUNT (EQUIPMENT) – 30GP**

Halflings are famous for their hardy Ironwool sheep, which they also use to ride into battle, alongside other weird and wonderful creatures they have tamed.

May only be used by Sheriffs, Militia and Town Guard. If mounted, a Character gains +5HP and +4 Movement. They are Agile (see Bestiary rules) and now have a 40mm base size.

### **POTBELLY CAULDRON (EQUIPMENT) – 30GP**


An enchanted cauldron that carries a Battle Cook into the fray. They do the walking, so the Cook can do the cooking.

May only be equipped to a Battle Cook. The Battle Cook gains +1 Armour. At the start of the Round, roll a D6. On a success, the Cauldron generates one Arcanite Token (generated Arcanite Tokens do not count towards scenario objectives). The Battle Cook will also have a 40mm base size.

### **RANGER CLOAK (EQUIPMENT) – 10GP**

A true Halfling Ranger of Mildaark is marked by their cloaks, which they use to blend into the background out of sight.

If equipped, whilst within 2” of a terrain feature any Ranged Attacks targeted at this Character are at +1 Feat difficulty.



HALFLING SHERIFF – 80GP				
CLASS	AP	MOVEMENT	BRAVERY	HP
COMMANDER	4	4	9	10

**ATTACKS:**


- (2AP) **Furious Wallop: Power 8**  
**Special Rules:** If a Critical Hit is rolled, reduce the target Character's AP by 1 for their next Activation. This does not stack.
- (1AP) **Hearty Stab: Power 5**  
**Special Rules:** Critical Hits ignore Armour

**Traits & Equipment – Light Armour, Make Orders**

**Rousing Cheer**

Sheriffs are brave leaders of the militia, ready to rally their troops with rousing words. All Characters with the 'Take Orders Trait within 8" of the Sheriff use the Sheriff's Bravery stat.

“At the head of any Halfling Warband is the Sheriff, appointed by the mayor of the town to keep the peace. It is the job of the Sheriff to assemble and maintain the militia, making sure they are appropriately armed and trained for combat. Any good Sheriff leads from the front, and it is common to see them marching towards any threats at the head of their militia. Usually grizzled old veterans themselves, they are proud to serve their town, and show the young’uns how it’s done.”




HALFLING MILITIA – 40GP				
CLASS	AP	MOVEMENT	BRAVERY	HP
UNIT	2	4	7	6

**ATTACKS:**

- (2AP) **Twhack: Power 6**  
**Special Rules:** A Critical Hit allows the player to re-roll 1 failed Hit.
- (1AP) **Thrust: Power 4**

**Traits & Equipment –Take Orders**

“As Halflings settlements are often isolated, especially those in the newer territories of Greater Hobbleshire or within the Mildaark, it is vital that every Halfling knows how to defend themselves and their property from danger. As such, each town has a militia comprised of working folk who are ready to drop their tools and pick up their weapons at a moment’s notice.”



CLASS	AP	MOVEMENT	BRAVERY	HP
BEAST	2	6	7	6

### ATTACKS:

- (1AP) Bite: Power 5

### Traits & Equipment –

#### Agile

A Character with this Trait may re-roll a single failed Leg It roll per Round.

#### Pack Hunter

Up to three Characters of the same Type with this Trait may Activate together. Any Attacks made must be against the same target and are rolled one after another.

#### Cling On

If a successful Attack has been made on a Monster or Titan, and the Trollhound is in base contact, the Monster suffers a Bite Attack every time it is Activated, which is defended as normal. When the Trollhound is the target of an Attack, roll a D6. On a Failure, this effect is dismissed as the Trollhound loses its grip!

**“Trollhounds are a breed of dog famed for their strength and immense size, with some individuals reaching the height of small ponies. Originally bred in Hobbleshire, they are mainly kept by farmers to protect their herds from roaming monsters, who would think nothing of devouring an entire flock if they had the chance.**

**Although playful and affectionate beasts, Trollhounds are fiercely protective and will savagely attack anything they deem a threat to their masters. It is common for Trollhounds to accompany Halfling Warbands into battle as their powerful bite is a great help against larger foes.”**

## IMPERIAL FACTION RULES

Most powerful of the civilisations of Upper ArcWorlde (or so they would have you believe) is the island nation of Albionnica. Separated from the mainland, the peoples of Albionnica cut down their forests and slew their monsters many years ago. This has led to an unfettered industrial advancement, and now their fragile Empire stretches across the various continents of ArcWorlde.

Equipped with the finest weapons and armour both the stretched coffers of the military and the fevered minds of the Tinkerers' Guild can muster; the soldiers of the Empire can be found widely marching throughout the mainland of Upper ArcWorlde. The Empire's fevered search for Arcanite takes them ever deeper into the unknown reaches of the Mildaark forest, where the 'superior' equipment and training of the Imperial Armies are truly put to the test.

### FACTION SPECIFIC RULES:

#### Settler Nation

Imperial outposts dot the Mildaark, and their garrisons have been known to ally with other settlers within the forest if they do not impede them in their duties. When constructing your Warband, you may use Characters from the Halflings and Njorsvald (Coming Soon!) Factions.

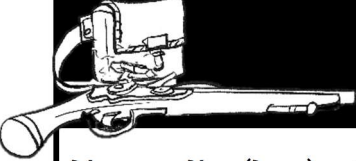
#### Make/Take Orders

If a Character has the Make Orders Trait, on an Easy Feat one of the following commands can be issued to friendly Characters with the Take Orders Trait within 12". Upon issuing a command this Character's Activation ends and Activation passes to the Characters taking orders:


- **Together!**  
Up to four Characters of the same Class may Activate together. If their Attacks are against the same target, they gain +1 Power.
- **Hold!**  
Up to four Characters of the same Class automatically pass all Bravery Tests until the end of the Round.
- **Volley!**  
Up to four Characters of the same Class may Activate together. Any failed Feat rolls for Ranged Attacks may be re-rolled.
- **Form Up!**  
Even if they have already Activated, up to four Characters of the same Class may make single movements of 2" if they are not in base contact with an enemy Character.



In addition to the Items and Equipment found in the Common Armoury (see the Common Armoury list), the Imperials have their own unique supplies:



## IMPERIAL ARMOURY



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**MEDICAL KIT (ITEM) – 10GP**  
 A small packet of ointments and bandages to wrap up wounds. Though paraffin oil and best brown paper will do in a pinch. One use only. If used, a Character regains D6HP. A Character can use a Medical Kit to heal a friendly Character in base contact.

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**IMPERIAL CROSSBOW (EQUIPMENT) – 15GP**  
 Before the Arcloque rifles were introduced to the rank and file, most Troopers were armed with crossbows. Some older veterans still prefer to use these trusty weapons.  
 If equipped, a Character may make this Attack:

- **(Ranged) Shot: Power 5**

**Special Rules:** 16” range.

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**IMPERIAL GRYPHON (ITEM) – 15GP**  
 A figure of a Gryphon on a staff carried into battle as a standard by the armies of the Empire. Polished so well you can see your face in it. Whilst held by a friendly Character, friendly Characters within 12” may re-roll failed Bravery Tests.

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**IMPERIAL MOUNT (EQUIPMENT) – 30GP**  
 The Imperial cavalry is famed throughout ArcWorlde, mounted upon beasts bred from captured Unicorns from the days when Albionnica had such creatures. However, it isn’t uncommon for troops to utilise the native fauna in the lands they traverse as mounts as well. May only be used by Captains, Troopers and Dragoons. If mounted, a Character gains +5HP and +4 Movement. They are Agile (see Bestiary rules) and now have a 50mm base size.

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**ARCLOQUE RIFLE (EQUIPMENT) – 20GP**  
 A brand-new invention from the Tinkerers’ Guild, these majestic weapons ignite powdered Arcanite to send forth a lead ball with more power than any crossbow bolt. They take careful loading and preparing before each shot, and Troopers are drilled for hours to get the firing technique just right.  
 If equipped, a Character may make this Attack:

- **(Ranged) Shot: Power 8**

**Special Rules:** 18” range. This Attack may only be made once per Activation. If there are more Failures than Successes when rolling to Hit, the wielder takes 1 Hit that ignores Armour.


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**ARCLOQUE PISTOL (EQUIPMENT) – 15GP**  
 A scaled-down version of the Arcloque rifle that can be held in one hand. A delicate weapon reserved for Imperial soldiers of the higher ranks. May only be given to Captains, Tinkerers and Dragoons. If equipped, a Character may make this Attack:

- **(Ranged) Shot: Power 7**

**Special Rules:** 8” range. This Attack may only be made once per Arcloque Pistol per Activation. If there are more Failures than Successes when rolling to Hit, the wielder takes 1 Hit that ignores Armour.





CLASS	AP	MOVEMENT	BRAVERY	HP
COMMANDER	4	4	9	10

**ATTACKS:**

- **(2AP) Riposte: Power 8**  
**Special Rules:** If this Attack removes HP, the next Character who attempts to Attack the Captain must pass an Easy Feat or lose 1HP.
- **(1AP) Slash: Power 5**  
**Special Rules:** Critical Hits ignore Armour

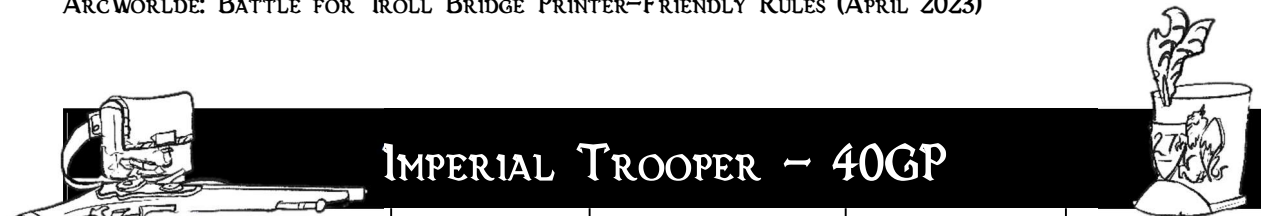
**Traits & Equipment – Light Armour, Make Orders**

**Leaders of Men**

Captains are brave leaders of men, ready to rally their troops with rousing words in dangerous times. All Characters with the 'Take Orders' Trait within 8" of the Captain use the Captain's Bravery stat.

**“At the head of an Imperial Warband sits the Captain. Although many come from families rich enough to pay for their officer training, some Captains are veteran soldiers promoted through the ranks.**

**As well as a keen tactical mind, Imperial Captains are expected to lead by example and be highly proficient with both sword and shot. The best Captains are loved and respected by their men, who will follow them into the midst of any of the many untold dangers of ArcWorldde.”**



**IMPERIAL TROOPER – 40GP**


CLASS	AP	MOVEMENT	BRAVERY	HP
UNIT	2	4	7	6

**ATTACKS:**

- (2AP) Heavy Strike: Power 6  
Special Rules: A Critical Hit allows the player to re-roll 1 failed Hit.
- (1AP) Thrust: Power 4

**Traits & Equipment –Take Orders**

“The common soldiers of the Empire are drafted (or shanghaied) from the multitudinous masses of its working class. The Army is often the only way for a low-born to escape the grinding poverty of the cities, and many opt to ‘take the Crimson’ over a life of toiling in mills or factories.”



**AMMO MONKEY – 35GP**

CLASS	AP	MOVEMENT	BRAVERY	HP
BEAST	2	5	5	4

**ATTACKS:**

- (1AP) Bite: Power 3

**Traits & Equipment –**

**Reloader**

If the Ammo Monkey is in base contact with a friendly Character armed with an Arcloque weapon, that Character may fire their weapon twice in an Activation. An Ammo Monkey may only assist one Character per Round.

“Ammo Monkeys are primates who have been trained to assist a soldier in the complicated loading and reloading of their Arcloque weapons.

Although monkeys are naturally found in the jungles of Chaq-Itza and Raajalan, they have been kept as pets in Albionica for centuries. The nimble fingers and keen brains of an Ammo Monkey make them perfect for this task, even if they do tend to cause simian mischief around the camp.

## OURK FACTION RULES

Hailing from the dank swamps to the south of Upper ArcWorlde, Ourk clans often roam north into the Mildaark. Large, lumbering beings with greenish skins, a single Ourk has the strength of at least two men and uses it to great effect when in battle.

Led by the powerful and devious Dreameaters, who are said to be able to communicate with the spirits of their world, the Ourk Clans loot and pillage any settlements they come across on their travels throughout Upper ArcWorlde and brew any ingredients they find into weird and wonderful intoxicants. Accompanied by the diminutive Boglins, as well as a whole host of creatures from the swamps of their homelands, they are a threat to all who find themselves on the fringes of Mildaark.

### FACTION SPECIFIC RULES:

#### Nomads

The Ourks live a roaming, nomadic life in the wilds of ArcWorlde and have been known to ally with those who do the same. When constructing your Warband, you may use Characters from the Beastfolk and Gremlins (Coming Soon!) Factions.

#### Power Struggle

It is common in an Ourk clan for the Chieftains and the Dreameaters to be in constant competition for leadership. If you take a Chieftain and a Dreameater as part of your Warband, they must each roll a Bravery Test at the start of each Round. The Character with the highest roll receives certain bonuses stated in their stat profile. The loser receives certain negative effects also stated in their profile. If the roll-off is a draw, re-roll until there is a winner.

#### Diminutive

When Characters with this Trait are Knocked Out, Characters with the Intimidating Trait do not take Bravery Tests. They are too puny to care about! Also, they may be Hurlled.

#### Intimidating

Any Characters with the Diminutive Trait that are within 6" of an Intimidating Character may re-roll one Failure when Attacking per Round.

#### Hurl

A Character with the Hurl Trait may pick up and throw Diminutive Characters in base contact by rolling a Feat:

- To throw the Diminutive Character D6", roll an Easy Feat.
- To throw the Diminutive Character 2D6", roll a Medium Feat.

If successful, the Diminutive Character is placed the distance away and may Activate as normal. If these rolls are failed, the Diminutive Character is thrown anyway, but takes D3 Hits.

In addition to the Items and Equipment found in the Common Armoury (see the Common Armoury list), the Ourks have their own stockpiles of plunder:



## OURK ARMOURY



### HEALING BREW (ITEM) – 10GP

The Ourks are masters of brewing, and this nourishing broth can soothe even the most grievous injuries. One use only. If consumed, a Character regains D6HP. A Character can use some Healing Brew to heal a friendly Character in base contact.

### OURK/BOGLIN RANGED WEAPON (EQUIPMENT) – 15GP

Ourks and Boblins use all manner of ranged weapons, from simple hide slings to crossbows and even crude blunderbusses.

If equipped, a Character may make this Attack:

- **(Ranged) Shot: Power 5**

**Special Rules:** 15” range.

### SWAMP SCRUMPY (ITEM) – 10GP

Swamp Scrumpy is a famously potent drink brewed by Ourks for centuries. It’s effects, and ingredients, differ from batch to batch.

One use only. When consumed, roll a D6:

- **1 – Gutrot!** The batch was a dud, and the drinker spews up all over the floor. The Character loses 2AP for this Activation.
- **2-5 – Good Stuff.** The drinker re-rolls all failed Hit rolls until the end of the Activation.
- **6 – Booze Fury.** This batch must have been extra potent! The drinker re-rolls all failed Hit rolls, and if not in base contact with an enemy must move and Leg It until they do or become Prone. The effects last until the end of the Activation.

### PET DROGGO (EQUIPMENT) – 20GP

Droggos are small dragon-like creatures that dwell in the swamps of the Ourks’ homelands. They can be encouraged, with a tickle, to spit forth gouts of flame!

Characters with a Pet Droggo can make this Attack:

- **(2AP) Living Flamethrower: Power 5**

**Special Rules:** Draw a 4” line from the front base edge of the Character. All Characters within 2” of the line are targeted by the Attack.

### MUSICAL INSTRUMENT (ITEM) – 10GP

Some Boblins have a real knack for playing a good tune and rouse their kin with toe-tappingly good fighting songs. May only be given to a Boblin. All Friendly Characters within 3” increase their Movement stat by 1.

### MAGICAL MUSHROOM (ITEM) – 10GP

A glowing mushroom from the back of a Swamp Wyvern. Those who consume it feel they can do anything...

One use only. If consumed, re-roll all failed Feat rolls for the rest of the Character’s Activation.

**GOADING FORK (EQUIPMENT) – 15GP**

A pronged implement adorned with a tasty treat. Just the right thing to ‘encourage’ a beast in the right direction.

Counts as a Spear. In addition, any friendly Beasts, Monsters or Titans within 1” gain 1AP.

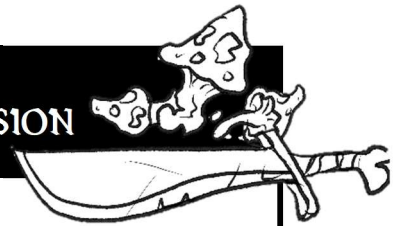
**OURK/BOGLIN MOUNT (EQUIPMENT) – 30GP**

Ourks and Boglins use all manner of creatures to ride into combat, hooting and hollering all the way.

If mounted, a Character gains +5HP and +4 Movement. They may also re-roll one failed Leg It roll a Round. A mounted Ourk will now have a 50mm base size, and a mounted Boglin will now have a 40mm base size.



**SPELL LIST – THE LORE OF DELUSION**



Ourk Dreameaters are potent Mages who are said to be able to warp the mind and channel the power of nightmares. Enveloped in cloying tendrils of smoke and with eyes glowing with an unknown vigour, they cackle wickedly as they weave their devious magics.

**FALSE FOE – 14**

A sickly mist envelops the target, and they see enemies that may not truly be there. Range 8”. For the rest of the Round the target must pass an Easy Feat before they are able to make any Attacks

**STUPOR – 17**

The Dreameater summons a heavy miasma around them, and those who breathe it quickly succumb to its soporific influence. All Characters within 3” of the caster fall into a deep sleep. They count as being Prone until they are either the target of an Attack or Spell or have passed a Medium Feat in their next Activation. Once they have woken up, they may Activate as normal.

**DREAM EATER – 19**

This Dreameater feasts upon the dreams of others, consuming their power with gluttonous abandon. Range 2”. This Spell may only be targeted against those under the effects of the Stupor Spell. The target loses D3 AP for their next Activation, and they are given to the caster to spend in their current Activation. In addition, the target is not woken up by this Spell.

**INSIDE YOUR MIND – 21**

The tendrils of green mist seep into the minds of the target, and the caster can control them like a living puppet. Choose a target on a 30mm or 40mm base within 4” of the caster. The caster’s Activation immediately ends, and the target is Activated, even if they have already Activated this Round. The Ourk player can spend 3AP controlling the target however they wish. Once the 3AP is spent, the game continues as normal.



## OURK DREAMEATER – 90GP



CLASS	AP	MOVEMENT	BRAVERY	HP
MAGE/COMMANDER	5	4	8	13

### ATTACKS:

- **(2AP) Devious Slash: Power 6**  
Special Rules: Ignores Armour and Shields.
- **(Ranged) Choking Mists: Power 3**  
Special Rules: 8” range. Ignores Armour and Shields.

### Traits & Equipment – Intimidating.

#### Power Struggle

If a Dreameater wins the Power Struggle this Round, any Brutes within 3” count as having consumed Swamp Scrumpy (see Armoury). If a Dreameater loses the Power Struggle this Round, they lose 1AP for this Activation.

#### Familiars

It is common for Dreameaters to rope in a Boglin or two to assist them with their spellcasting. Although usually overburdened with carrying the many pots, jars and mysterious accoutrements needed for the spells, it’s always good to be in the good graces of the often-malicious Dreameaters.

For 10GP, a Boglin can be assigned as a Familiar. They may not carry any Items or Equipment, but any Spells cast by the Dreameater can be measured from the Familiar’s position as if they were the caster. If a Familiar is Knocked Out, place an Arcanite Token on the board where they fell.

**“Dreameaters are the de-facto leaders of the Ourk clans. Masters of devious magics passed down through the generations, their skills in trickery and illusion are second to none. Dreameaters scour the lands for magical herbs, fungi and other powerful substances to assist them in their sorcery. They can tap into the dreams of others, warping their minds and feeding on their nightmares.”**



## BOGLIN – 20GP



CLASS	AP	MOVEMENT	BRAVERY	HP
UNIT	2	5	5	4

### ATTACKS:

- (2AP) **Scrap: Power 4**  
**Special Rules:** Each Critical Hit allows one more D6 to be rolled.
- (1AP) **Shank: Power 3**

### Traits & Equipment – Diminutive

#### Sticky Fingers

Boglins have an aptitude for relieving folk of their possessions. When attempting to take a Prone Character's Items, they do so without having to roll an Easy Feat. They may also attempt to take Equipment on a Medium Feat.

**“Boglins are small, cowardly creatures that live within Ourk society as servants, slaves or pets. Mischievous and cunning, they play many roles within the clan, and often accompany the Ourks on their raids.**

Boglins relish the chance to play tricks on others, and love nothing more than to steal precious items from fallen foes. Many a Boglin has come to a violent end by playing a prank on the wrong Ourk on the wrong day!



## OURK BRUTE – 85GP



CLASS	AP	MOVEMENT	BRAVERY	HP
ELITE	4	4	7	11

### ATTACKS:

- (2AP) **Brawl: Power 7**  
**Special Rules:** Each Critical Hit allows one more Hit to be rolled.
- (1AP) **Smack: Power 5**  
**Special Rules:** Critical Hits cause the next Attack to have +1 Power. This does not stack.

### Traits & Equipment – Intimidating, Hurl.

**“Strong, burly and often under the influence, Brutes are the large Ourks that make up the core of any raiding party. Ourks grow constantly throughout their lives, the oldest and meanest of them being many times larger than a human.**

Brutes respect only strength and strong brew, and any leader found lacking in either will quickly find themselves challenged for control of the clan. The wily Dreameaters delight in their constant bickering and encourage these brawls for leadership so they may rule from the shadows in peace.



## EXAMPLE WARBANDS

To get you started with the game, here are some example 400GP Warbands that fit the miniatures included in the Battle for Troll Bridge box. You aren't limited to using the Items and Equipment that the models are sculpted with, so feel free to play with different combinations in your games!

There is also an ArcWorlde Army Builder app on the Warp Miniatures website to help you with making your Warbands, kindly created by a member of our community.

### OURKS – 395GP

Ourk Dreameater with Magical Mushroom, Arcanite Token and Light Armour – 160GP

Ourk Brute with Two-Handed Weapon and 2 x Swamp Scrumpy – 115GP

Boglin Familiar with Healing Brew – 40GP

2 x Boglin with Slings – 70GP

Boglin with Torch and Healing Brew – 40GP

### IMPERIALS – 395GP

Imperial Captain with Arcloque Pistol and two Arcanite Tokens (115GP)

2 x Imperial Troopers with Arcloque Rifles (120GP)

1 x Imperial Trooper with Shield and Medic Kit (70GP)

1 x Imperial Trooper with Spear (55GP)

Ammo Monkey (35GP)

### HALFLINGS – 400GP

Halfling Sheriff (80GP)

2 x Halfling Militia with Crossbows (110GP)

1 x Halfling Militia with Shield (55GP)

3 x Halfling Militia (80GP)

Trollhound (35GP)





## OLD GROGG THE RIVER TROLL – 400GP

CLASS	AP	MOVEMENT	BRAVERY	HP
MONSTER	10	5	9	30

### ATTACKS:

- (1AP) Weighty Smash: Power 5**  
**Special Rules:** If a Crit is rolled and the target is on a smaller base size than Old Grogg they become Prone after the Attack has been made.
- (2AP) Launch: Power 5**  
**Special Rules:** If a Critical Hit is rolled and the target is on a smaller base size than Old Grogg, they be thrown D6 inches in a direction of the Troll player's choosing. Afterwards, this Character is Prone.
- (2AP) Ravenous Chomp: Power 6**  
**Special Rules:** If a Crit is rolled, Old Grogg may make a single attempt to Gobble the target for only an Easy Feat.

### Traits & Equipment –

#### Leader of the Pack

Some larger monsters hold a natural sway over their smaller kin. Old Grogg may allow Beasts within 8" to use his Bravery stat.

#### Split Activation

The player can spend Old Grogg's AP across multiple Activations, choosing to end Old Grogg's Activation and Activate him again after any of their opponent's Activations. This may happen multiple times within a Round until all of Old Grogg's AP for the Round has been spent.

However, Old Grogg may only make his free movement once per Round. In subsequent Activations he may only move by using Leg It rolls. Each Leg It roll difficulty progression starts afresh each Activation.

#### Dwindling Strength

Old Grogg is a gnarly fellow, but eventually wounds take their toll.

If Old Grogg loses half of his original HP, he also loses D3 of his total AP for the rest of the game. If he is healed and is no longer at half HP or less, the lost AP is regained.

#### Death Throes

A creature is at its most dangerous when it is mortally wounded. When Old Grogg is at 20% of his starting HP or less, he may re-roll one dice per Activation.

#### Fearsome

Any enemy Character on a smaller base size within 3" of Old Grogg must take an automatic Bravery Test.

## Gobble

Many creatures in ArcWorlde are carnivorous and relish an easy meal, and Old Grogg is no exception. This hungry lad can attempt to gobble up any Character on a 30mm base that is in base contact!

To attempt to Gobble is a Medium Feat. If successful, the Gobbled Character takes 6 Hits and is temporarily removed from the game board.

When the Gobbled Character is next Activated, they must immediately attempt a Medium Feat to try to escape.

On a success, the Gobbled Character is coughed back up onto the battlefield. They may continue their Activation as normal, even if they are a little shaken.

If failed, the Gobbled Character takes an additional 3 Hits and their Activation ends. The next time they are Activated they can try again, but each time the Feat difficulty is increased by 1.

If a Gobbled Character is Knocked Out or fails a Legendary Feat to escape, they are fully digested, removed from the game, and Old Grogg regains 1D6 HP. Delicious!

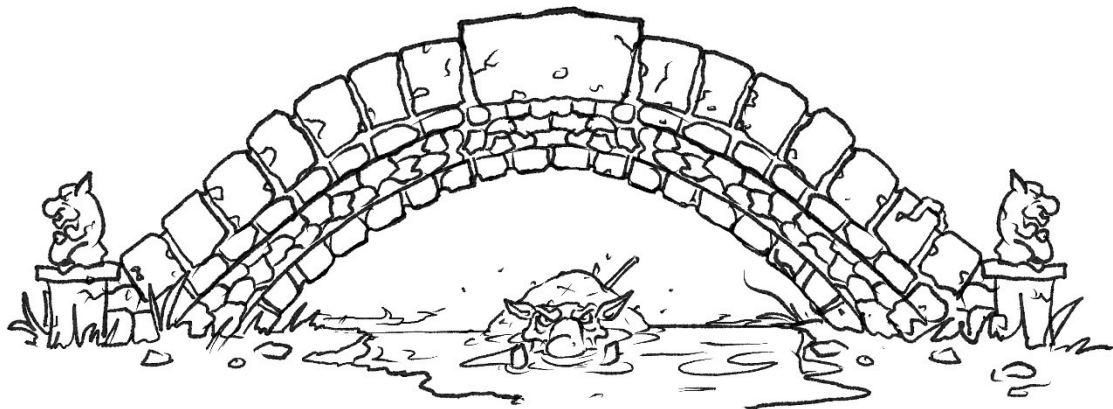
## Aquatic

Old Grogg may move through water-based terrain as if it were Open Terrain. In addition, whilst in water-based terrain he gains +1” on all Movement (including Leg It rolls), and may re-roll a single dice for any Feat attempt.

## Grizzled Hide

Old Grogg is an ancient Troll whose hide is as thick as tanned leather. He has +1 Armour that cannot be broken.

**“Beneath the infamous Troll Bridge dwells the infamous Old Grogg. A River Troll of such size and aggressiveness, his bellows are known and feared for miles around. He is incredibly territorial of his lair, and many unfortunate travellers have fallen victim to his crushing jaws.”**



## SCENARIO: BATTLE FOR TROLL BRIDGE

This scenario pits each player against each other to seize and defend Troll Bridge.

There are four available forces in the box set – the Halflings, Imperials, Ourks and Old Grogg. You may allocate two forces to two players, one force each to two teams of two players, or have an almighty free-for all.

### SETTING UP THE BOARD

Place a river down the centre of a game board of any size (3'x3' recommended). Spanning this board is the titular Troll Bridge. You may use the paper version included in the box or any other terrain you have to hand. However, it must be at least 60mm wide so that Old Grogg himself may cross!

### DEPLOYMENT

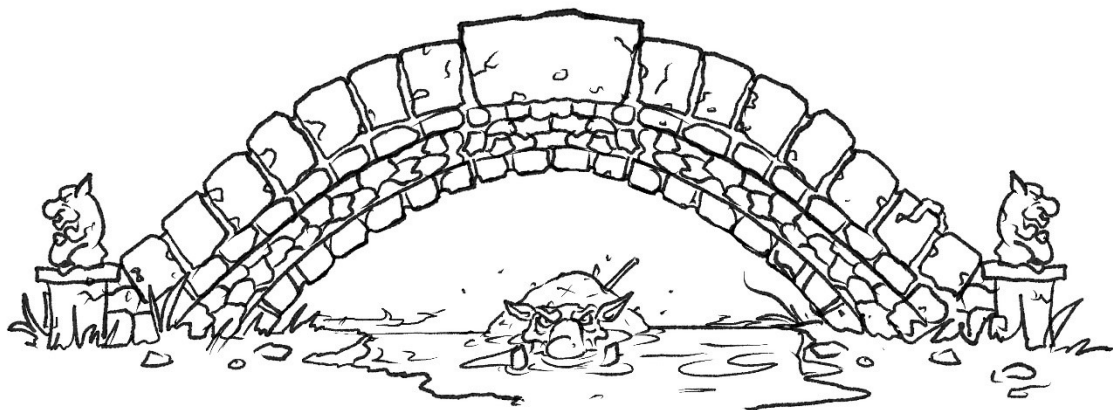
The Halfling player deploys within 6" of any table edge. The Imperial and Ourk players deploy within 6" of Troll Bridge, but on either side of the river. Old Grogg is deployed beneath Troll Bridge in the river, but if you are using the paper version, he is deployed in contact with it.

### SCENARIO SPECIAL RULES

The only safe way across the river is over Troll Bridge. The river counts as Difficult Terrain to all Characters without the Aquatic Trait.

### VICTORY CONDITIONS

After six Rounds, the player/team with the highest total HP on Troll Bridge wins the game and earns 5 Victory Points (VP). Old Grogg's HP counts to this total if he is in the river underneath Troll Bridge. If there are no Characters on Troll Bridge and Old Grogg is still in play, he wins by default.



## SOLO PLAY

In ArcWorlde there is always a chance you may encounter dangerous Warbands or monsters. These rules will allow you to play games of ArcWorlde against Warbands controlled by the roll of dice, allowing you to battle them on your own or introduce an additional antagonist for games with your friends. These forces are called Feral Warbands.

### CONSTRUCTING A FERAL WARBAND

A Feral Warband is the same GP value as those controlled by the players.

### FACTION-BASED FERAL WARBANDS

The easiest way to construct a Feral Warband is to use the miniatures you have available. If you'd like to create a randomly generated force to battle against, you may use this system to work out its constitution.

Once a Commander has been bought, keep rolling 2D6 to determine additional Characters until all the GP has been spent:

- 2 - 4: Beast
- 7 - 8: Unit
- 9: Elite
- 10: Irregular
- 11: Mage
- 12: Heavy

### ADDING ITEMS AND EQUIPMENT

If you would like to keep things simple, purchase the Items and Equipment that your miniatures are sculpted with. If you would like to get more creative, equip the enemy Characters as you see fit.

### BESTIARY-BASED FERAL WARBANDS

As there are many more options within the Bestiary, use whatever miniatures you have in your collection, or the specific Beasts/Monsters/Titans described in the scenario.



## STARTING THE GAME

If the scenario you are playing has specific deployment rules, follow them. If not, deploy any Feral Warband within 6" of the opposite table edge to the player controlled Warbands. If you would like the Feral Warband to arrive on the board at an undetermined moment, roll a D6 at the start of every Round. On a 4+, deploy the Feral Warband as desired.

## INITIATIVE

When the players roll for Initiative at the start of the Round, roll an additional die for the Feral Warbands.

## ACTIVATING FERAL CHARACTERS

There are many potential ways to determine the order that Feral Characters are Activated during a Round.

You could assign each Feral Character a number and use a random number generator or the Tarot Deck to choose which are Activated. You may use a D10/12 or 20 to decide, depending on the size of the Warband. Or you may Activate the Feral Character nearest to a player-controlled Character that hasn't already been Activated. Alternatively, you may simply choose the Feral Characters in an order that you see fit, depending on the flow of the game.

## SPLIT ACTIVATION

Before a Character with the Split Activation Trait is Activated, roll a D6. This is the maximum number of AP they can spend, if able, in this Activation. Once the AP is spent, their Activation is over and the game moves on to the next player.

## BEHAVIOUR ROLLS

When a Feral Character is Activated, roll a D6 to determine how they will behave in the Activation.

If the Feral Character is already in Melee, they fight as normal (see Fighting in Melee). If the Feral Character has a Ranged Attack and AP left to spend, they will always attempt to make a Shot at the nearest player-controlled Character after the actions described in the Behaviour roll have taken place (see Making Ranged Attacks).

**1 – Timid.** The Feral Character spends their free movement to move away from the nearest player-controlled Character towards the closest area with no other player-controlled Characters within 3". If this is not possible, they do not move.

**2 – Territorial.** The Feral Character does not move, unless a player-controlled Character is within 3". If so, they must immediately spend their free movement towards them and engage them in Melee combat.

**3 – Greedy.** The Feral Character uses their free movement, as well as up to two Leg It rolls, to move towards the nearest Objective or Arcanite Token. If they have the AP left to do so they must attempt to engage with the objective (as described in the scenario) or attempt to pick up the Arcanite Token.

**4 – Rampage.** The Feral Character spends their free movement, as well as up to two Leg It rolls, to move towards the nearest player-controlled Character and engage them in Melee combat.

**5 – Bully.** The Feral Character spends their full movement, as well as up to two Leg It rolls, to move towards the player-controlled Character with the lowest HP and engage them in Melee combat. If at any point they move close enough to use their Ranged Attack, they stop their Movement and Shoot if possible.

**6 – Glory Hunter.** The Feral Character spends their full movement, as well as up to two Leg It rolls, to move towards the player-controlled Character with the highest GP cost (including Items and Equipment) and engage them in Melee combat.

## MAKING RANGED ATTACKS

After they have fulfilled their Behaviour Roll, if a Feral Character has a Ranged Attack, isn't in Melee and is in range they spend their remaining AP Shooting at the nearest player-controlled Character. When making a Shot, the Feral Character attempts the lowest possible Feat required to make the Attack. If they have any remaining AP, they continue to make Shots until it has been spent.

## FIGHTING IN MELEE

If a Feral Character is in base contact with a player-controlled Character, they spend their remaining AP making Attacks against them.

If a Feral Character has three Attack possibilities, roll a D3 to determine which one they use. If a Feral Character has two Attack possibilities, roll a D6. On 1-3 they use the first, and 4-6 they use the second. Continue until all of their AP has been spent.

If a Feral Character doesn't have enough AP to make the Attack, or if the Attack can otherwise not be made, they use their Attack with the lowest AP cost instead. If a Feral Character is in Melee with more than one player-controlled Character, they target the one with the lowest amount of HP.

## FEATS

Some Feral Characters may have to attempt Feat rolls. If so, they spend 1AP per level of difficulty to attempt the Feat.

## TRAITS

If a Feral Character has a Trait that requires AP to be spent to occur, after they have achieved the objectives in their Behaviour Roll they roll a D6 for each Trait. On a Success they activate the Trait, if it is possible or feasible to do so. Some Traits will require a little bit of common sense, so use your discretion. If it doesn't seem like a right time to use a Trait, then they wouldn't use it.

## MAGIC

Each Mage casts one Spell per Activation. To determine which is cast, allocate each Spell a number and roll a D6 until one of the numbers is rolled. When casting the Spell, the Feral Mage will always attempt to spend AP to draw more cards if they have AP to spend.

Spells that are required to deploy Characters on the board, such as the Wizard Spell 'Summon Sprites', will always be used if there are currently undeployed Characters of that type.