EXPEDITION!

A Game of Tactics and Skirmishes FROM THE DEPTHS
With Rules Playable by Pencil, Paper, Dice and Miniature Figures

INTRODUCTION

Two players assemble opposing Expeditions by the purchase of miniature fighting units with Silver.

The standard Expedition size is 25 Silver, to be deployed on a hexagonal grid 20 or so tiles long. Larger armies and maps are allowable, if all is kept fair.

DEPLOYMENT

Players alternate deploying one unit each within their nearest three rows of hexes on opposite sides of the Battlefield, starting with the winner of a coin toss. If one player exhausts their units, the other deploys their remaining.

BATTLEFIELD

The battlefield may be shaped to player preferences. It must be a contiguous area, interspersed by terrain but never partitioned by Walls and Pits.

TERRAIN
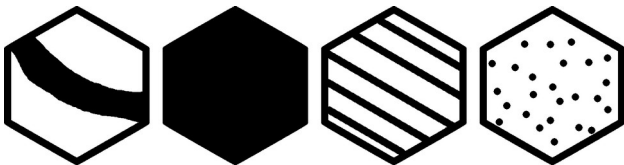
A single thick-lined hex is a wall, blocking movement and vision.

A full blackened hex is a pit, blocking movement but not vision.

A parallel lined hex is smoke, shrubbery or profane shadow that blocks vision but not movement.

A dotted hex is shallow water or rough terrain, requiring two points of movement to travel into.

MOVEMENT

Points of Movement are spent to travel into adjacent tiles.

HEALTH

Each Unit has a number of Health checkboxes. Attacks fill these boxes with damage symbols that represent severity. In order from least to most severe:

☐

Graze – A slash through the box.

☐

Hit – An X in the box.

☐

Wound – The box is filled in.

if no empty space remains, more severe wounds simply overwrite the least severe ones. Damage of equal severity is upgraded instead. Damage severity upgrades can cascade.

When any damage upgrades past a Wound, mortal injury slays that Unit. It is removed from play.

ARMOUR

Triangles △ represent Armour durability, filled triangles ▲ are thus damaged Armour.

When attacked, if at least 1 durability remains, the defender rolls its listed Armour dice, opposed by the attacker's *PENETRATION* (or "*PEN*") stat.

ATTACKS

To Attack, declare the attacking unit and its Target, then roll the attacking weapon's listed damage dice, opposed by the defender's *EVASION* (or "*EVADE*").

RANGE

The number of moves away an attacker can declare its target. A target must be in vision of the attacker. "*Range*" can not target adjacent hexes. "*Melee*" can only target adjacent hexes.

DAMAGE SEVERITY

A roll result equal or under the opposing stat is a Success. A result of 1 is a Critical Success.

A Successful Attack inflicts a Hit □. A Critical, a Wound □. Either result also damages Armour ▲. Each attack dice rolled inflicts its own damage.

Each successful Defence roll reduces any single incoming damage by one degree, from Wound □ to Hit □ to Graze □ to no damage at all. A Defensive Critical also negates one damage to Armour.

| ATTACK	DEFENCE	HIT	ARMOUR
Fail	Fail	–	Safe
Fail	Success	–	Safe
Fail	Critical	–	Safe
Success	Fail	□	Damaged
Success	Success	□	Damaged
Success	Critical	□	Safe
Critical	Fail	□	Damaged
Critical	Success	□	Damaged
Critical	Critical	□	Safe

The Lemurian missionary experiences a friendly Gorg's Critical greeting!

– Art by Hruk

EXPLOSIVES

Some Abilities target Hexes, using a different system for success.

Declare your target hex and which angle 1 represents, then roll the weapon's accuracy dice. On a result of 1 to 6, counting clockwise from 1, the target hex drifts in that direction. Starting from the new target hex, repeat this process.
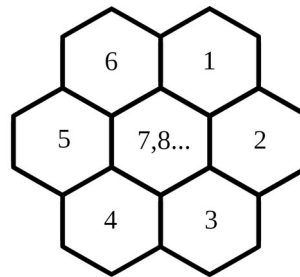
Drift that travels into a Wall is treated as a roll of 7+. Drift that ends in a Pit negates the explosion.

Any unit occupying the target hex is dealt a Wound. Any unit within the radius but not on the target hex is dealt a Hit, or a Graze if the target hex has only partial vision to that unit. Armour applies to explosives.

"Radius" sets how far from the target hex an explosion hits. Explosions deal no damage to targets behind Walls.
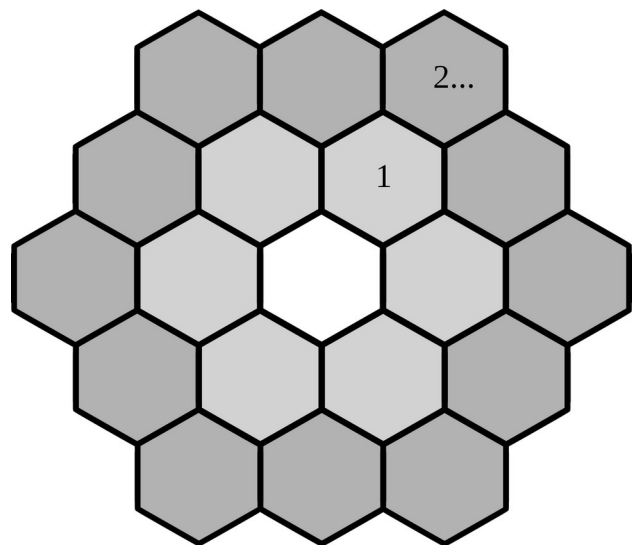
ADVANTAGE AND PENALTY

For each Advantage or Penalty present for a check, roll an additional dice of matching type. One Advantage negates a Penalty, and vice versa.

For Bonuses, a number of worst results are removed equal to the extra dice added. The remaining results are used for calculations.

Likewise, for Penalties, rolls of 1, then nearest to 1, are removed.

MORALE

Each Unit has a Discipline (*"DIS"*) score.

Unit death incurs points of Dread upon your army equal to that unit's Silver value. Leader death incurs 7 Dread. At each turn's start, one point of Dread is restored.

A Unit with Discipline less than or equal to your Dread is *Shaken*, suffering one penalty dice to all its rolls. When Dread doubles Discipline, the unit becomes *Panicked* and can take NO Actions (It can still move. Movement is not an Action.) When your full army suffers from Panic, excluding your Leader, you are Routed and have lost.

LINE OF SIGHT

A straight line drawn between the centres of two hexes, not intersected by unit-occupied or vision-blocked hexes, indicates full visibility.

Barring that, a line from any corner of one hex to any corner of another indicates partial visibility. Attacks against targets in partial visibility incur one penalty dice.

ORDER OF PLAY

The earlier coin toss winner begins each phase during the first turn. Afterward, the initiator of phases alternates each turn.

MOVEMENT - Players alternate moving one unit at a time until each unit has been moved once. A player may opt out of moving when prompted. If both players opt out in succession, the movement phase ends. If one Player runs out of Units to move, the other may move the rest theirs.

ACTIONS - Players then alternate declaring Attacks and Abilities until each Unit has taken one Action.

Ranged attacks suffer one penalty dice if the attacker moved earlier this turn.

After this, any Units that did not act during this phase may take an additional Movement.

A rest well earned...

– Art by Hruk

VICTORY

Rout your opponent's army, or slay them to the last, to win.

UNIT STATISTICS

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jump man (example) - 2 Silver

HEALTH - ☐☐
ARMOUR **-** *Fly Plate*
    (∇△∇△ ∇ / Evade3 / 1d8)
WEAPON - Hop Gun
    (Range4 / Pen3 / 1d6)
MOVE - 3 / MORALE - 7 (Panic14)

JUMP (ability) - Can move onto and over Pits. Ending movement on a Pit slays the unit.

LEADERS

Each Army has one Leader. In addition to the regular statistics, they have Leadership Points (Henceforth, *"LP"*) represented as circles ○, and a special Lifeline power. Leaders cost no Silver, and ignore the effects of Morale. They are the ones employing their armies, after all!

Any amount of LP may be spent as an Action to restore that many points of Dread. LP is also spent to activate Leader abilities. Spent LP ● does not recover.

Each Lifeline power can only be employed once in a game.

ARMIES

Beyond Silver costs, your Army must consist of only units from a single Faction, unless otherwise noted.

The Factions are: Epigea, Atlantis, Lemuria, Mu and the Skypeople.

La Ombre is not a faction.

In the face of superior Deep Lemur technology, the Frenchman discovers his war bicycle isn't so effective after all!

- Art by Hruk

EPIGEA

Lady Guinevere of Cornwall - LEADER

LEADERSHIP: ○ ○ ○ ○   ○ ○ ○ ○   ○
HEALTH - ☐☐☐☐
ARMOUR - *Antique Plate*
    (▽△▽△ ▽ / Evade3 / 2d6)
WEAPON - *Gilded Great Sword*
    (Melee / Pen3 / 3d6)
Move3

DEMANDING - (1 LP)
Another friendly unit may take an extra Movement.

GRAND CHARGE - (Lifeline)
Guinevere moves up to 7 hexes, provided she ends her movement adjacent to an enemy Unit. She then immediately Attacks that unit.

The Tyrant of Naples - LEADER

LEADERSHIP: ○ ○ ○ ○   ○ ○
HEALTH - ☐☐☐
ARMOUR - *Regalia*
    (▽△▽ / Evade4 / 1d8)
WEAPON - *Pistol*
    (Range 9 / Pen3 / 1d6)
Move2

LAVA BLOOD - (1 LP)
Any other friendly unit explodes, receiving 13 Wounds.
Result is a Radius2 Explosion, with target hex at that Unit's location.
This explosion suffers no Drift.

GRAND PRESENCE - (Lifeline)
Your army recovers ALL Dread.

Sergeant Major - 5 SILVER

HEALTH - ☐☐
ARMOUR - *Officer Uniform*
  (▽△ / Evade5 / 1d8)
WEAPONS -
    Revolver
  (Range8 / Pen3 / 1d6)
    Sabre
  (Melee / Pen4 / 2d6)
Move2 / Discipline10 (Panic20)

COMMANDING PRESENCE - Other friendly units in Range2 attack with one dice of Advantage. Does not compound with another Sergeant Major's influence.

Army Private - 2 SILVER

HEALTH - ☐☐
ARMOUR - *Army Uniform*
  (▽ / Evade4 / 1d10)
WEAPON - *Long Rifle*
  (Range14 / Pen2 / 1d4)
Move2 / Discipline9 (Panic18)

FIRING LINE - While adjacent to at least one other Army Private, gains one dice of advantage on Attacks.

Expeditionary Force - 3 SILVER

HEALTH - ☐☐☐☐
ARMOUR - *Rugged Gear*
  (▽△ / Evade4 / 1d6)
WEAPONS -
    Rifle
  (Range10 / Pen2 / 2d6)
    Bayonet
  (Melee/ Pen3 / 2d4)
Move3 / Discipline10 (Panic20)

Tribal Auxiliary - 2 SILVER

HEALTH - ☐☐☐
ARMOUR - *Thick Hides*
  (▽△▽ / Evade3 / 1d4)
WEAPONS -
    Obsidian Javelin - 1 USE
  (Range6 / Pen3 / 2d4)
    Flint Knife
  (Melee / Pen4 / 2d8)
Move4 / *Discipline6* (Panic18)

ATLANTIS

KING PERSEUS II - LEADER

LEADERSHIP: ○○○○ ○○○○ ○○○
HEALTH - ☐☐☐
ARMOUR - *Cave-Silk Toga*
  (▽△▽ / Evade3 / 1d6)
WEAPON - *Fists*
  (Melee / Pen5 / 2d6)
Move2

INSPIRING - (3 LP) -
Used when a friendly unit is slain. It
remains to fight, invincible, for one
additional turn, and is removed from
play after that instead.

GRAND STRATAGEM - (Lifeline) -
Every other friendly Unit may
immediately and freely move 1 Hex. One
such unit may move up to 2 Hexes.

THE METAL REBEL — LEADER

LEADERSHIP: ○○○○
HEALTH - ☐☐☐☐ ☐
ARMOUR - *Glorious Titanium*
  (▽△▽△ ▽△▽△ / Evade3 / 3d4)
WEAPON - *Divine Labrys*
     (Melee / Pen2 / 4d4)
Move3

MASSACRE - (Constant)
When The Metal Rebel slays an enemy,
the opponent suffers 1 additional
Dread.

GLORIOUS CALL - (1 LP)
Target friendly unit gets a bonus
Movement of up to 5 Hexes, provided
its ends this Movement next to The
Metal Rebel.

Immortal - 5 SILVER

HEALTH - ☐☐☐
ARMOUR - *Heavy Titanium Plate*
  (▽△▽△ ▽△▽ / Evade7 / 3d4)
WEAPON - *Greek Fire*
  (Melee / Pen2 / 4d6)
MOVE - 2 / MORALE - 7 (Panic14)

Spring Gunner - 4 SILVER

HEALTH - ☐☐
ARMOUR - *Titanium Brigandine*
  (▽△▽△ / Evade5 / 2d6)
WEAPON - *Spring Gun*
  (Range10 / Pen2 / 3d8)
MOVE - 3 / MORALE - 6 (Panic12)

SMOKER - 1 USE – 5 Range - This
Explosive deals no damage. Instead, it
leaves a Radius1 area of vision-
blocking Smoke, lasting 3 turns.

Akritai — 3 SILVER

HEALTH - ☐☐☐
ARMOUR — *Titanium Scales*
  (▽△▽△ ▽ / Evade4 / 2d6)
WEAPON — *Halberd*
  (Melee / Pen4 / 2d6)
MOVE - 2 / MORALE - 8 (Panic16)

REACH – The Halberd is a melee weapon
that can strike out to Range2.

Promethean — 2 SILVER

HEALTH - ☐☐☐☐
ARMOUR — *Titanium Scales*
  (▽△▽△ ▽ / Evade4 / 2d6)
WEAPON — *Firecaster*
  (Range5 / Pen2 / 4d10)
MOVE — 2 / MORALE — 10 (Panic20)

HEAT – The Firecaster hits all hexes
touched by a triangle formed from
lines between the Promethean's hex
center, to both centers of two
adjacent target hexes within range.
Roll only once for damage, using the
one result against all afflicted
defenders.

LEMURIA

OZYMANDIAS - LEADER

LEADERSHIP: ○○○○ ○○○○
HEALTH - ☐
ARMOUR — *Ornate Robes*
  (∇ / Evade3 / 1d6)
WEAPON - *Dagger*
  (Melee / Pen4 / 1d6)
Move1

VISONARY - (Constant) -
Your Army ignores the vision-blocking influence of Smoke.

PROPHECY - (3 LP) -
Declare at the start of a turn. Your opponent must make all their movements immediately at once this turn, before you begin yours.

VRITRAVANA — LEADER

LEADERSHIP: ○○○○ ○○○○ ○
HEALTH - ☐☐☐
ARMOUR — *Ornate Armor*
  (∇△∇△ ∇△ / Evade3 / 2d4)
WEAPON - *Fire-Saur* - Explosive
  (Range5 / Radius1 / Acc8)
Move4

COMMANDING - (1 LP) -
Declared any number of times per Turn, as another friendly Unit attacks. That Unit gains one dice of Advantage on that Attack. This does not count as an Action.

GRAND TACTIC - (LIFELINE) -
Vritravana exchanges places with any friendly Unit.

VEDIC WARRIOR — 3 Silver

HEALTH - ☐☐☐
ARMOUR — *Faith*
  (∇ / Evade2 / 1d10)
WEAPON — *Axe*
  (Melee / Pen3 / 2d6)
MOVE — 2 / MORALE — 9 (Panic20)

ZEALOTRY - For each Hit or worse marked on this Unit, it gains +1 MOVE and one advantage dice on all Attacks.

CAMELBACK ARTILLERY — 4 Silver

HEALTH - ☐☐☐
ARMOUR — *Light Plates*
  (∇△∇ / Evade4 / 2d6)
WEAPONS —
    Handgonne
  (Range10 / Pen3 / 2d6)
    Deep Camel Acid Spit
  (Range4 / Pen4 / 1d8)
MOVE — 3 / MORALE — 6 (Panic12)

BEST FRIENDS - Attack with both Cannon and Spit at once, and may select separate targets with each.

FLESH CONSTRUCT – 6 Silver

HEALTH - ☐☐☐☐ ☐☐☐
ARMOUR — *Meat*
  (∇△ / Evade5 / 1d4)
WEAPON — *Spikes*
  (Melee / Pen3 / 5d4)
MOVE — 3 / MORALE — 11 (Panic22)

MONK – 2 Silver

HEALTH - ☐☐
ARMOUR — *Loose Garb*
  (∇ / Evade1 / 1d10)
WEAPONS — *Crushing Palm*
  (Melee / Pen1 / 3d6)
MOVE — 2 / MORALE — Immune

ASCETIC - A slain Monk incurs no Dread.

Mu

THE NAMELESS KHAN - LEADER

LEADERSHIP: ○ ○ ○ ○   ○
HEALTH - ☐☐☐☐
ARMOUR – *Deepmetal Plate*
 (∇∆∇∆ / Evade4 / 1d4)
WEAPON – *Recurve Short Bow*
 (Range8 / Pen2 / 1d4)
Move3

TRIUMPH - (Constant) -
The Nameless Khan restores 3 points of
Leadership when he slays an enemy, and
1 point when a friendly Unit does so.

SHADOWSTEP - (2 LP) -
The Nameless Khan immediately travels
to any hex, at any range, to which no
enemy Unit has line of sight.

MOTHER UNKNOWN – LEADER

LEADERSHIP: ○ ○ ○ ○   ○ ○ ○
HEALTH - ☐☐
ARMOUR – *Traditional Robes*
 (∇ / Evade3 / 1d10)
WEAPON - *Slap*
   (Melee / Pen6 / 1d10)
Move2

DELIRIUM - (1 LP) - Range6
Roll 1d12 against target enemy Unit's
Morale score. If you beat their
Morale, remove that Unit from play,
though it is not Slain. Your opponent
may re-deploy it after 1d4 Turns,
including the turn this ability was
used.

MADNESS - (Lifeline) -
Deploy one slain enemy unit to fight
for you.

Saur Knight - 4 SILVER

HEALTH - ☐☐☐☐
ARMOUR – *Gilded Chain*
 (∇∆∇ / Evade3 / 2d6)
WEAPON –
    Lance
 (Melee / Pen2 / 2d6)
    Bite
 (Melee / Pen3 / 2d4)
MOVE – 4 / MORALE – 11 (Panic22)

BITE – Attacks with both Lance and
Bite at the same time, and may select
different targets for each.

Phalanxman - 3 SILVER

HEALTH - ☐☐☐
ARMOUR – *Great Armour*
 (∇∆∇∆ ∇∆ / Evade3 / 3d4)
WEAPON – *Curved Sword*
 (Melee / Pen3 / 1d6)
MOVE – 2 / MORALE – 8 (Panic16)

TACTICS – You may have damage dealt to
this Unit instead be dealt to an
adjacent friendly Phalanxmen.

Priestess – 3 Silver

HEALTH - ☐☐
ARMOUR – *Long Robes*
 (∇ / Evade3 / 1d8)
WEAPON – *Staff*
 (Melee / Pen4 / 1d8)
MOVE – 2 / MORALE – 9 (Panic18)

INSPIRE – Range3 – Target friendly
Unit may immediately take an
additional Movement OR Attack.

Morlock - 1 SILVER

HEALTH - ☐
ARMOUR – *Thick Skin*
 (∇∆ / Evade2 / 1d6)
WEAPON – *Tooth & Claw*
 (Melee / Pen4 / 1d6)
MOVE – 3 / MORALE – 6 (Panic12)

Mercenaries

Mercenaries are not within the Factions. They can be bought and used by any Army. An army can only ever have up to half its Silver value worth of mercanries.

GORG - 1 SILVER

HEALTH - ☐☐
ARMOUR – *Olm Leathers*
 (∇∆∇ / Evade3 / 2d6)
WEAPON – Stallactite Shank
 (Melee / Pen3 / 1d6)
MOVE – 2 / MORALE – Immune

AMAZON – 2 Silver

HEALTH - ☐☐☐☐
ARMOUR – *Furs*
 (∇∆ / Evade3 / 1d6)
WEAPON – Bone Spear
 (Melee / Pen2 / 2d8)
MOVE – 3 / MORALE – 7 (Panic14)