# TWISTED

## A STEAMPUNK SKIRMISH GAME

Version 1.0

## CORE RULEBOOK

DEMENTED GAMES

# TWISTED
### A STEAMPUNK SKIRMISH GAME

**by Sebastian Archer and Peter Overton**

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*We thank them for the provision of the mats and permission to reproduce their designs in this book.*
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# A word from the creators

It's amazing to think of all of the people who have contributed to Twisted over the past few years – it's quite a list! Seeing it printed here in the Twisted Rulebook is a good indication of how much work has gone into producing this wonderful game. Sincere thanks to everyone who has contributed to Twisted and had a hand in making our world a success!

There are some people who deserve special mention:

Craig Clark's incredibly creative work designing the terrain came largely from his own enthusiasm for the Twisted world, and his creations have enriched Twisted more than he knows. I don't think we could have achieved the same success without Craig's input. Craig has also been the source of many a kooky concept with some very imaginative sketches – keep it up, Craig!

Wade Dyer and James Griffiths were very generous with their advice on launching our Kickstarter, both of them having run very successful campaigns with Fragged Empire and Infamy respectively. Thanks for giving us your time, guys.

Nicolas Amoroso, Owen Aurelio and Mitchell Nolte have been the three key artists responsible for truly developing and enriching the visual world of Twisted, taking our ideas and turning them into something really special. Thanks for putting up with all our tweaks and corrections – your hard work has turned Twisted into something visually stunning!

When we started out creating Twisted we wanted to produce exactly the game we'd like to play.

This simple statement has formed the basis of everything we have done and has informed every decision we have made along the way.

From the detail and fun built into the rules to the incredible miniatures Sebastian and our team of artists and sculptors have created it is just exactly what I'd hoped we'd end up with.

It's been a long road, and at times hard and fraught, but every moment has been worth it if we have produced something that brings fun and excitement to gaming tables around the world.

There are so many people who deserve my thanks and I'm rather afraid there isn't room to name everyone who has helped and supported me in some way through the creation of Twisted.

The simple smile and a few words of approval from a fellow hobbyist when I showed a sneak peek at a sculpt or concept were invaluable. The sense I got from everyone who I spoke to about Twisted was of support and offers of help, if required, were never in short supply. The advice of Derek Osborne during the Kickstarter was particularly appreciated.

Sebastian has already named many people who I feel are well deserving of the credit he has given but I shall single out Craig Clark again. Craig's work has been amazing and there will be many a character who will come to inhabit the world of Twisted that has sprung from his insanely creative mind.

To Jake Thornton - you helped enormously and I cannot express my gratitude sufficiently. Your sage advice and most perceptive comments have truly made Twisted the game it is today. Our chats were always a highlight.
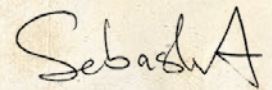
My special appreciation also goes to Alan Graham without whose help this book would be filled with rather more typographical errors and mistakes than it really should be.

I've also got to thank all who helped me playtest Twisted. There are so many of you that I ran through games at various shows, conventions and stores - many of you whose names I'm afraid I neglected to note down. Be assured though if you played Twisted with me I will always value your contribution.

My great friends Seb TR and Sarah L did a marvellous job filming and editing our little Kickstarter video, purely from the goodness of their own hearts. I'll always be grateful for Seb's incisive and intelligent advice which continues to be very valuable and has helped me remain focussed. I want to sincerely thank him for being such a generous and good friend.

My wife Erika deserves a special thank you for the unwavering encouragement she's given me over the past few years. There have been times when I felt like I wanted to throw in the towel, but Erika has always been there to help keep me motivated with her belief in me and her unquestioning support.

Finally, the most important person I want to thank is my partner in Twisted, Peter Overton. Twisted has been quite a (steam-powered?) voyage of discovery, and one of the best parts has been getting to know Peter. Peter is scrupulously honest, resolutely good-natured and generous to a fault, and his unwavering sense of calm has kept me sane through some of the difficult times. Peter is the true creative mind behind the Twisted universe, and none of this would have been possible without his enduring passion and enthusiasm for Twisted (not to mention his immense amounts of hard work!). Heartfelt thanks to you Peter as the best partner one could hope for, and for being such a true friend.

*Sebastian Archer*

I have really enjoyed my time working with all our artists. You guys, as Sebastian said, bring Twisted to life and without your contribution it would be a much less interesting world.

I will also pass on my congratulations to our esteemed sculptors. The thrill I get when I first handle a real miniature I had a hand in designing is one of the great pleasures in a hobbyists life. You all do fantastic work.

To Robert and Melissa at Maroondah Printing. I cannot thank you enough for your generosity of spirit and support. You guys, not to put to fine a point on it, rock.

To all our backers in the Kickstarter - you have my eternal thanks and appreciation. To me the people who play Twisted make the game and, be assured, I will always work to please you.

One person who deserves my thanks more than anyone is my lovely wife, Jenny. She has supported me throughout this project and has put up with me being sequestered in my study for days on end.
Her constant creativity amazes me and it is her drive to create wonderful and beautiful things that has inspired me to constantly do my best.

I thank you Jenny and love you dearly.

Finally thanks to my partner in Demented Games - Sebastian. Never has a man had a partner in business that is so easy to work with and such a delight to spend time with. Your ability to push every ounce of creativity out of an idea is astounding. Without you Twisted would be much less of a glowing and lively world.

It's rare to find someone with whom one shares a set of values so closely and I am always grateful for the fact we seem, so often, to be precisely on the same wavelength. You, Sir, are a gentleman and a scholar.

*Peter Overton*

# Table of Contents

It is the late 19th century, and the world is changed. This is an alternative reality; a world that may have been. Here, the rules have been broken, and things that should not be possible are now reality. This world is Twisted...

The world of Twisted is one of steam-powered machines, driven by forces beyond our knowledge; a clockwork world where the mysteries of Alchemancy and the forces of nature are used in mysterious ways. There is a force behind this world: one driven by its own goals and desires. It strives to create the ideal world it wishes - a world it sees as harmonious, equitable and immaculate. But the world it wants is not the world of man.

This entity is known by many names: The Difference Engine, the Serenity Engine, the Engine of the Gods... to us, it is simply – The Engine.

Quite what The Engine wants is obscure to human minds, even to those few who know of its existence. Part machine, part flesh and part god, The Engine melds the world to its own inscrutable desires. Precisely where those desires may lead is not certain. What is certain, is that its power over all things is supreme and unchallenged for now.

The Engine tirelessly works out possibilities and probabilities of things to come, and uses these results – or 'premonitions' – to steer mankind down the path it believes is best. The vast majority of the populace know naught of The Engine and its machinations, content to work at their lives in the world it has built around them. In recent times, learned scholars have found hidden references to The Engine and have discerned its influence. The location of the actual Engine itself is a complete mystery; what is known, is that a network of Nodes exist all over the world. Each major populous city has grown up around one of these Engine Nodes, but the main body of the entity is carefully concealed, hidden away from prying eyes.

This knowledge has not come without cost. As rumour spread of its existence, a whisper through dark halls and great libraries, other groups less intent on knowledge and more bent on power have become aware of The Engine. Whilst the learned alchemancers and scholars wish to study The Engine and divine the arcane method of its processes, interlopers wish only to use the great powers of The Engine for nefarious ends. It was believed that following clues secretly hidden at each Node would uncover the vast network and lead to The Engine itself. But no one knew where to begin.

No one had any idea where to search for the much-revered 'starting' Node, the first Node in the sequence that would unlock the mystery of the journey to the Engine. But its location has now been discovered: it is located in London – or more precisely, the grimy, filth-laden underworld most commonly known as The Den of Thieves.

The Engine itself has become aware that these factions have laid plans to locate the source of its power; it knows they are getting closer and closer to solving the mystery of its location. The Engine knows it is in danger – but it will protect itself. It will do what it must to preserve its integrity, regardless of cost. To that end, The Engine has drawn together a group of Servants to stave off the attentions of the factions that seek it. These people, drawn from the past, present, and future and even from alternative realities are pawns in The Engine's great master plan.

The massive strain of drawing together these beings from throughout space and time is weakening The Engine's power, twisting the fabric of the world around it. Mostly this effect is impossible to discern; however, the closer one gets to a Node, the more pronounced these effects become, time can dilate and shift whilst strange and unnatural effects become more common.

The Servants of The Engine are brought together by The Engine's will but the great demand on its powers means they are not fully under its thrall and, whilst they work to achieve its ends, some rail against the control it wishes to have over them.

One thing is certain - The Engine is under threat and it will do what it must to defend itself...

*Twisted is a skirmish miniatures wargame where you control a small band of characters who are bent on either controlling or defending The Engine. Build your Company and take to the streets of London in a detailed and immersive game that will determine which Faction will emerge victorious!*

The cunning Dickensians seek the power of The Engine for their own ends whilst The Servants of The Engine work to defend their secretive and omnipotent master.

Other Factions are also at play and these mysterious and sometimes deadly groups will be detailed in future expansions to this, the base game of Twisted.

## Number of Players

Twisted is designed for two or more players. Some rules change slightly if more than two players are involved.

## The Game

Twisted is a game that uses detailed miniatures and wonderful terrain to simulate the fight taking place to determine the fate of the world.

Each group, or Company as it is known in Twisted, consists of around 6-10 Characters of various power.

Some of these are mighty warriors or skilled Alchemancers, some are great and monstrous opponents, and some are mere fodder for the fight.

There are a myriad of options that can be played out using these rules. You can build a Company to suit your play style and take advantage of the abilities of these Characters to develop new and deadly tactics to confound your opponent.

You might choose to focus your Company on savage hand to hand combat or build a more ranged combat focussed group.

The mysteries of Alchemancy should not be discounted and these powerful, magic like abilities, can be immensely powerful in both bolstering your own Characters or hampering your foes.

The ever present Eye of The Engine is central to Twisted. The Engine has great interest in the battles that currently flow through the streets of London and it will aid those it favours whilst working against those it perceives as a threat to its plans.

The Engine always has a plan but its machinations can appear strange to the observer. Its schemes span centuries and it will sometimes aid those who threaten it so they rise, only to be brought low when The Engine wishes it to happen.

Even if you work for The Engine you are not guaranteed to be in its favour at any moment in time.

"This is...it?"

Bill Psyches glanced at Feygin menacingly, hefting his cudgel with the implicit menace of a painful reproach.

"Yes, Bill my darling, this is the device — the Engine Node, if you will." The decrepit pickpocket crept back a pace, just beyond Bill's reach. "The book I pilfered says it 'as great power. Imagine what we could do with such power, Bill... just imagine it!"

Behind Feygin, Ollyver, Dodger and the lads chattered excitedly, keen to explore the uncharted tunnels they had passed on the way. Beside them Nancy, as ever, kept a solicitous eye on Ollyver. The lad was delicate, without the stomach for Feygin's shady endeavours, let alone the more visceral work in which Bill delighted.

"But 'ow does it work, you old fool?"

Feygin's small manipulator arms twitched nervously. The mechanical harness had been very handy: the arms were stronger, faster than his own, responding deftly to his slightest thought. He was almost the skilful cutpurse he'd been in his youth. When he'd found the harness and the tome he somehow knew his life would never be the same. And now he hoped desperately that he'd read the instructions properly and that the change would be for the better.

"It's this knob 'ere, Bill!" Feygin indicated a large filigreed dial surrounded by intricate markings. "I'm sure it's just a matter of getting a good 'ead of steam up an' 'aving a fiddle."

"If this don't work, Feygin, I'll be givin' you a bloody good fiddle." Bill moved closer to the Node, peering suspiciously at its arcane markings. At a nod from Feygin, Dodger moved to the boiler and shut the furnace door. He released the main valve and a steady rising note emanated from the assembly. The room started rattling as pipes and valves began opening and closing. With a hiss and a sputter, a small green light blinked to life on what Feygin took to be the main control panel. The old man approached the machine and, for a chilling moment, had the feeling the contraption was... watching him.

"It's just a machine." he told himself, but he couldn't shake the uneasy sense of silent vigilance. With a hand that shook a little more than the pickpocket was accustomed to, Feygin reached for the dial he hoped was the control. "Gawd — let me be right", he thought. "Bill will 'ave me 'ide if I'm wrong."

But before he could touch the control his mechanical arms took on a life of their own, turning dials and pushing buttons faster than Feygin could follow. The chamber filled with an indescribable noise as the Node seemed to grow and fill the room, and yet simultaneously — somehow — remain precisely the size it had started. Feygin staggered back, diving behind a brickwork bastion as rays streamed from hidden portals around the chamber, great slashes of piercing light cutting through the shadows.

Abruptly silence and darkness returned to the room, broken only by a sputtering lantern Dodger had dropped in the chaos. Feygin tentatively emerged from his hiding place, stepping over his fallen lads to recover the lamp. He held it up and surveyed the room, the narrow yellow beam falling on a familiar face — that of young Ollyver.

"Yer alive, me boy! Thank 'eavens!" Feygin exclaimed. But the words died in his mouth as his relief turned to horror. What had once been Ollyver — meek, delicate Ollyver — reared itself up on two huge arms, roaring an inhuman cry. The mild young boy had been transfigured, transformed, into a misshapen terror which now stormed towards Feygin with murderous rage!

The old man stumbled backwards, madly scrambling over the wet stone. He noticed, almost idly, that one of his manipulator arms waved a hitherto unknown knife at the thundering Ollyver, almost of its own volition. But Feygin had no time to muse over whence the knife had come, as the berserk monstrosity leaped, smashing aside stone and iron pipework in its fury.

Just as he closed his eyes, expecting a swift, bloody demise, there came a great shout. A monstrous cudgel crashed into Ollyver's chest, knocking him into the far wall. "'e's not dying 'less I kill 'im!" hissed Bill, his voice lower, even more diabolical, than it had been before. He stalked across the chamber in two great strides of what appeared to be metal, hoofed legs. Bill had been dangerous before: now he looked like an incarnation of the devil himself.

Feygin knew something had gone wrong. Terribly wrong.

All around Feygin the lads were recovering from the blast. But they were different, somehow... twisted. "Nancy," Feygin thought. "Nancy'll know what to do." His old eyes found her form slowly rising from a darkened recess. A metallic tentacle made a chilling sound as it rasped in a gentle, almost loving, caress across a fallen lad's face... but only cold emanated from the shadows. Feygin's eyes widened in fear as her sinister new form was revealed by the lantern's light. "Nancy....!"

## Gaming Supplies

### Dice

There are a number of different dice used to play Twisted:

Twenty Sided Dice (D20) Twelve Sided Dice (D12)
Ten Sided Dice (D10) Eight Sided Dice (D8)
Six Sided Dice (D6) Four Sided Dice (D4)

This aligns with most common dice sets available for RPG games. This box comes with a set per player, some additional small D6 can be very useful for marking the duration of ongoing effects by either placing them by the miniatures Play Card or (if they are tiny enough) on, or near, the miniatures base.

Where a D2 or D3 result is called for simply use a D6. For a D2 read 1-3 as 1 and 4-6 as 2. For a D3 read 1-2 as 1, 3-4 as 2 and 5-6 as 3.

Here's a quick rundown on these dice if you aren't familiar with them.

### D20

*This large dice is a D20. The number rolled is always the topmost face of the dice. 9 and 6 are often denoted by a small dot or line near the bottom of the number.*

### D12

*Once again the number rolled is the topmost face of the dice. 9 and 6 are often denoted by a small dot as with the D20. You can see a 9 shown here although the number rolled would be a 12!*
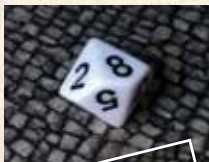
### D10

*The topmost number is the one achieved when rolling. You often get two D10 in a standard RPG set of dice. One numbered 1-0 with 0 being a 10. The other can be 10-00 and is used when rolling a %. Simply discount the second digit for the purposes of Twisted. See notes on 6 and 9 above.*
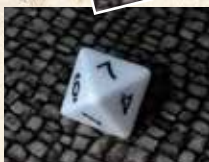
### D8

*The topmost number is the one achieved when rolling. This is otherwise a normal dice with no funkiness.*

### D6

*The most common dice in all games. As usual the top face is the number you roll.*

### D4

*This pyramid shaped dice is a D4. The number rolled is the number at the bottom of the dice that is common on all three faces showing. The dice shown here has rolled a 3.*

*There are variations available on a D4 where the number rolled is at the pointy end. In both cases the number that is common to all faces of the dice is the one rolled.*

### Tape Measure

You will need a tape measure with inches marked on it for checking ranges and measuring movement.

You can use a hard ruler but a tape measure allows you to bend it for measuring around corners!

When inches are referred to throughout this book the short form is normally used. 2" should be read as 2 inches.

### Templates & Counters

Sheets of counters and templates are included in the box with this game

There is a circular 2" and 4" diameter Blast Template as well as 6" and 9" Cone Templates and a single Grenade Scatter Template.

Other counters for effects such as *Stunned* are also included on the sheets. There are also tokens representing Priority and Favour of The Engine along with other effects.

Other markers for certain rules may be handy. You can use small dice to keep track of multiple turn effects or coloured beads to mark objectives or deployment areas on the tabletop. As long as these makers make sense to you and your opponent almost anything will do.

In addition all these templates are downloadable from our website so you can print extra sets yourself.

### Card Sleeves

We recommend that you purchase commercially available card sleeves for the cards in Twisted. This protects the Activation Cards which get used a lot and allows you to note damage and other changes on the Play Cards as the game progresses using a fine point erasable marker.

Simply purchase a set of standard card sleeves as used for most collectible card games. Ideally they should be clear ones as the Character Cards in Twisted have information on both sides so sleeves with a black or coloured back are not really suitable.

### Miniatures & Character Cards

We have developed Twisted as a small scale skirmish Miniatures Game. There are a large number of Miniatures available for Twisted on our Webstore or in the store where you purchased this game.

The Gamers Edition miniatures come with the Character Cards needed to play but the cards are available to download or purchase if you prefer the resin Collectors Edition models.

Miniatures should be based on the 30mm round bases they are supplied with.

Some Characters have larger, 40mm bases (Ollyver for example).

These base sizes do have a bearing on the game so try to get bases the right size if you aren't using our miniatures for some reason.

## Basic Concepts

### Dice Rolls

Most rolls in Twisted are D20 checks of one kind or another.

This might be to see whether Launcelot can land a blow on a lowly Urkin or whether Dodger can steal an item as he zips past Tesla.

In some cases there is a set target number, or Difficulty. In these checks this number **needs to be equalled or beaten**. Some checks are Opposed Rolls where both players roll a dice and add modifiers (as noted in the appropriate rules) and the highest roll wins. In the case of a tie the player who holds the Favour of The Engine becomes the winner (see page 17)

*Bill and Launcelot are involved in Close Combat, the Dickensians hold the Favour of The Engine.*

*Bill has attacked and so rolls a D20 plus his Close Combat Attack Bonus of 6. He rolls a 14 so his Attack score is 20 (14+6). Launcelot tries to defend himself. He rolls a 14 and his Close Combat Defence Bonus is 6. He also ends up with a Defence score of 20.*

*As the result of the Opposed Roll is a draw the Favour of The Engine means Bill's blow strikes home!*

In the case of numbers to be divided **any fractional result is always rounded down** unless specified otherwise.

When rolling a D20 based check a **roll of 1 is always a miss or failure** regardless of bonuses and a **20 is always a success or a hit** regardless of penalties.

### Measurement

Where a distance between two miniatures must be determined it is always measured from the edge of the attacker's base to the nearest edge of the defender's base. Where the target is a point on the table simply measure from the edge of your base to the desired point.

You may pre-measure before you decide on a particular course of action.



2.5 inches

*In this instance Nouveau is 2.5 inches from the Urkin he wishes to shoot at. He is within the 5" short range of his Controller Riot Pistol so suffers no penalty to his shot.*

*He would only need 2.5" of movement to engage in Close Combat, simply move the required distance and bring him into base to base contact.*

### The Engine

The Engine is a mysterious and secretive intellect, a device that wishes to control the world over which it has mastery.

Some Engine Scholars suggest that The Engine is the work of an ancient culture, long since gone from the world, some suggest that it has always been present whilst others posit that it is a link to the deities that mankind has long worshipped.

What is sure is that The Engine has a great deal of influence on the world. It is capable of great changes in the very fabric of reality should it desire but its power is not without limit.

It can bring people into being who previously never existed or it can snuff out life in an instant. These kinds of great alterations take a toll on it however so it does not call on these powers lightly.

It tends to favour more focussed changes, small shifts in time or the careful guidance of the actions of a person it feels is of use to its overall plans.

The Engine can, to some extent, foresee the future and it uses this knowledge to guide humanity on the path it sees as best. What it perceives as best may not align with the interests of the populace of any given region and it is not beyond starting wars and causing strife in order to cleanse an area of an influence it sees as malign.

The main body of The Engine is concealed beyond the reach of those it controls both warded by physical and Alchemantic barriers. Its location is not known by even the greatest of Engine Scholars.

Wherever a large population springs up The Engine will create a Node, a kind of extension of itself that it can use to better discern the goings on in the area. It uses these Nodes and the Tendrils they create to both spread its influence and gather information for its cogitations.

Strange things sometimes happen close to the Nodes of The Engine. The Engine has many things to consider and sometimes its focus is elsewhere but sometimes it focusses on the efforts of one or other of the factions currently engaging each other.

The view it takes of events can sometimes appear odd at first glance but always remember The Engine has a plan, sometimes you fit into its plan and sometimes you don't!

The Engine is represented in Twisted by the *Eye of the Engine* deck and the important *Favour of The Engine*. See Page 17

You can strategise all you like but if The Engine is against you then your schemes may come to naught or you may be favoured and your plans may succeed beyond your wildest expectations!

A good rule of thumb is to plan for the worst and hope it doesn't come to pass!

# Standard Terms

There are a few terms that are used frequently in the rules for Twisted. These are listed below with notes on how they are to be defined in the game.

## Action

Each Character in Twisted has two Actions per turn. Any mention of a particular event requiring the use of an Action will use one of these two Actions up.

Sometimes the term Action will be combined with a description of the type of Action (e.g. a Move Action or Ranged Attack Action). This is simply a note as to the type of Action to which the rule refers.

For example when a Character shoots his or her weapon it is a Ranged Attack Action, when a Character travels any distance using an Action it becomes a Move Action. More examples are provided on page 26.

Some areas of gameplay, such as Close Combat, are not Actions but the result of Actions. When a Character moves into base to base contact (see page 38) Close Combat is fought but it is not an Action to do so.

The rules will note whether a particular event does, or does not, require an Action to be used.

See page 26 for more information on Actions and their use.

## Activation

This term refers to a Character in Twisted beginning his or her set of two Actions. In each turn there will likely be multiple Activations of Characters by each player (unless things are going very poorly for you!)

## Area Effect

Area Effect refers to the Blast and Cone templates representing the area affected by explosions, invocations or some ranged attacks.

This means that Characters completely within the area are affected and may not avoid the effect but those partially covered have a chance to leap clear and avoid whatever nastiness the effect may bring into being. See page 37.

## Character

Individual models in a game of Twisted are referred to as Characters. It does not matter whether they are a named Character, such as Nightingale, or a lowly unnamed Urkin. They are still referred to as Characters.

## Characteristic

Characteristic refers to the numbers that define the Character. Speed, Strength, Finesse, Attack and Defence values, Armour and Alchemancy are all Characteristics. Various effects can alter some or all of these.

## <Characteristic> Check

Throughout these rules you will find mentions of Finesse Checks, Strength Checks and other checks based on one Characteristic or another.

The Characteristic mentioned in the check is used as a bonus to a D20 roll. A Finesse Check for example, would be a D20 roll plus the Finesse Characteristic of the relevant Character.

This bonus to a roll is always the current value of the Characteristic. If a Characteristic is affected by the Character being Wounded, under the influence of an Alchemantic Invocation or any other effect the modified value is used for the check.

In some cases these are Opposed Checks where both players roll a D20 and add the relevant Characteristic and in other cases there may be a set number, or Difficulty, that need to be achieved.

*Gretel wishes to jump a 4" gap between two buildings.*

*This is a Difficulty 12 Finesse Check. Gretel must roll a D20 and add her Finesse of 7.*

*Should she roll a 5 or more she will succeed and clear the gap. If she rolls below a 5 she will fall and it may end poorly for her...*

When a Characteristic is altered by one effect or another it is a good idea to use a fine erasable marker to note the change on the card sleeve so it is easy to remember what has altered. Don't write directly on the card however.

## Close Combat Round

Once a Character enters Close Combat the attack and defence rolls are made immediately for the two combatants.

This series of rolls is known as a Close Combat Round. It is possible for a Character to be involved in more than one Close Combat Round a turn.

*Sowerberry moves into base to base contact with Gretel and his attack, combined with her defence forms a Close Combat Round.*

*Should Gretel choose to remain in base to base contact a further Close Combat Round is fought in her Activation.*

*If an Urkin then joins the Melee then his movement into base to base contact with Gretel will trigger a third Close Combat Round for the beleaguered Servant of The Engine.*

## Company

A Company in Twisted is the group of Characters you have decided to take to fight an individual skirmish (see Building your Company on page 55).

This is a subset of the Faction unless you are fighting a very large pitched battle!

## Damage

This term is used to describe any effect that causes a loss of Life from a Character.

*Dodger shoots Nightingale and causes 10 damage. Taking her Armour of 6 into account she then loses 4 Life.*

## End of Turn

An event that occurs at the End of a Turn comes into effect after all phases have been resolved but before the start of a new turn.

All events during the Maintenance Phase should be applied before any "End of Turn" events.

## Faction

This term refers to the overall grouping of like-minded Characters. For example "The Servants of The Engine" is a Faction dedicated to keeping the Nodes of The Engine from prying eyes.

"The Dickensians" on the other hand are generally concerned with controlling the Nodes for their own power and the accumulation of vast wealth by nefarious means!

## Immediate

Any rule or effect that is noted as being Immediate is applied as soon as the event is triggered.

It is applied along with all its effects before any other event can come into force.

It is possible to have one Immediate event trigger another Immediate event. If the two Immediate effects are in opposition they will simply cancel one another out.

*For example Bill Psyches lands a solid blow on Nightingale and stuns her (which is an Immediate effect). She holds a Charm of the Stout Servant which activates Immediately when a Character is hurt. Nightingale Immediately is Stunned but the effect is then Immediately nullified so the net result is a cancellation of the stunned effect.*

## Melee

This term is used to describe a situation in Close Combat where a number of Characters are engaged in one larger fight. See page 39 for more details.

## Opposed Roll

Any reference to an Opposed Roll refers to the fact that both players roll a Dice and the player with the highest score wins.

These are most often a roll of a D20 plus modifiers as noted in the particular rule.

These rolls are generally based on one Characteristic or another. Where this is called for, you always use the current value of the Characteristic at hand - not the base one printed on the card. Any bonuses or penalties from damage taken, being Wounded, Alchemantic Invocations, Eye of The Engine Cards or other effects are taken into account.

*For example Nouveau wishes to engage Nancy in Close Combat. Nancy has the Disturbing ability which calls for an Opposed Life check.*

*Nouveau is currently on 15 Life and Nancy is on 10, both having been wounded earlier.*

*Each rolls a D20 and adds their current Life.*

*Nouveau rolls a 12, ending up with a total of 27 and Nancy rolls a 15 giving a total for her of 25.*

*Nouveau has won the check and is not bothered by the vile aura of death that follows the evil Alchemancer.*

Any tie in an Opposed Roll will be won (or determined) by the player who currently holds The Favour of The Engine so it is important to gain or keep this if you can! See Page 17 for more details.

## Out of Action

A Character is Out of Action when they are reduced to 0 Life. They may not act and are removed from the table.

This does not necessarily mean they are dead - just unable to fight on in any way.

Their card remains in the Activation Deck of the relevant player if they have not yet Activated. It is removed during the Maintenance Phase.

## Threatened Area

An area 1" all around the base of a Character that is considered to be Threatened by that Character. Movement through this area may cause Close Combat to ensue! See page 30.

## Start of Turn

Any reference to an event happening at the Start of the Turn means that the effect comes into play before any of the Phases as noted in *The Turn Sequence* on page 11.

## Size

Occasionally the size of a particular Character becomes important.

Any Character whose miniature is on a 30mm base is considered Regular size unless otherwise noted.

Characters who are on a 40mm base are considered Large and this affects attempts to Squeeze Past them and has a bearing on the results of some Special Abilities.

## Wounded

This refers to a Character losing sufficient Life to place him or her in the boxes shown in red on the Character Card.

A Character is not considered Wounded until the first of the boxes shown in red on the card is marked off.

Being Wounded reduces all Characteristics by 2 with the exception of Armour.

Being Wounded can reduce a Characteristic to less than 0 so, in effect, it is a penalty to the base D20 roll.

## X Number of Turns

When an effect is noted as lasting for multiple turns it ends in the Maintenance Phase the specified number of turns later. Each Maintenance Phase after the effect's generation it will lose one turn of duration.

This duration *includes* the turn in which it was generated.

*Nancy calls the Alchemantic Invocation "Deaths Door" upon Dodger who is involved in a dire fight with Nouveau. The Invocation has a duration of 3 turns.*

*It therefore ends in the third Maintenance Phase after the Invocation was called.*

*It is a good idea to place a small dice near the affected model or its Character Card with the number appropriate to the number of Maintenance Phases required facing up. Simply turn the die each Maintenance Phase to reflect the duration.*

# Setting up a Game

## Number of Players

Twisted can be played by 2 or more players.

If you have more players than Factions divide the Characters up as you wish but one player should never control Characters from more than one of the Factions.

Where more than 2 players are involved some changes are made to the way some rules are handled but in general the game is played the same as it is with 2 players. These changes are noted with the relevant rules later in this book.

There are also some changes to rules when 3 or more Factions are present on the table.

## Preparing for a Game

There are a few basic steps you need to follow to set up a game of Twisted. Full guidelines are given for these on page 54 in *Madame Moon's Grimoire of Goals*. A basic rundown is presented below for your information.

### Build your Company

The first step in setting up a game is to decide which Faction you wish to control and the Characters you will bring to the skirmish at hand. See page 55 for more information.

### Determine a Mission

You can either choose the Campaign, a single mission from the Campaign or generate a unique Mission using the guidelines provided in *Madame Moon's Mission Matrix* from page 63 for your Companies to fight over.

### Set up Terrain

Follow the rules for setting up terrain and buildings as shown on page 62 or as given in the specific Mission you wish to play.

### Draw Tarot of Taxing Tasks Objectives

Draw Tarot of Taxing Tasks cards to give your Company unique objectives for the game. See page 67.

### Determine Favour of The Engine and Priority

One Faction will be in The Engine's good graces at the start of the game, the other will act first. See Page 17 on the great benefits you gain from holding *Favour of The Engine*.

### Deploy your Characters

Place the miniatures representing your Characters on the table following the rules given in the mission setup rules on page 63.

### Start the Game

Once you have your Company selected, the Mission parameters determined and your miniatures on the table you are ready to start the first turn of the game.

Each turn follows the sequence of events as shown on this page.

# The Turn Sequence

Each turn in Twisted runs along the same series of events as shown below. Sometimes The Eye of The Engine Cards may alter these but in general this is how the turn plays out.

More information on these Phases can be found later in this book.

1   **Sorting Phase**
    *Sort your Character Activation cards into the order in which you wish them to be played. (see page 15)*
    *Also sort out Pass Cards if required and place them on the table. See Page 15 for more details on this.*

2   **The Eye of The Engine Draw**
    *Each player draws 1 Eye of The Engine Card and keeps it for later use during the turn. The player who has the Favour of the Engine may draw an extra card and choose which to keep.*
    *See page 19 for more details.*

3   **Activation Phase**
    *The player whose Company has Priority activates his or her first Character. Once that Character's actions are complete then the Activation passes to their opponent who activates their first Character. Activation passes back and forth in this manner until all Characters on the table have activated.*
    *See page 26 for more information on Activation and how it is handled with more than two players.*

4   **Maintenance Phase**
    *All effects that expire this turn finish now, remove any tokens or markers for the effects that end this turn from the table. Effects that last multiple turns have their duration marked off. Out of Action Characters have their cards removed from the Activation decks, the Eye of The Engine deck is shuffled and you may try and Break an Invocation or Invocation Backfire.*

Once all these phases have been played the turn is over and a new turn starts with the Sorting Phase and Activation Decks being rebuilt afresh.

A game of Twisted ends when either a set number of turns expires or when certain Mission conditions are met. *Madame Moon's Mission Matrix* lists these conditions for each mission, both in the mission generator and the campaign missions.

When the game ends add up the Victory Points earned and the player with the highest total is the winner unless other conditions are specified.

Should this be a draw then a Sudden Death turn may be played. See *Madame Moon's Mission Matrix* for more information.

A single guttering lantern lit the dilapidated room with a sickly light. Bill Psyches sat on a ragged armchair, which bowed and groaned under his monstrous weight. His eyes were fixed on the strange device on the far side of the chamber. He glared at it and, if his impression was correct, the machine stared back. At the back of his mind the voices whispered.

The voices had been there ever since the fateful day Feygin had triggered the device. Quiet voices, that suggested dark deeds. Bill saw dim figures in the smoke of the burners that drove his new legs — he hated them, and he was sure they hated him, too. He'd always been filled with grim determination to do whatever benefited him; but now he no longer cared about anything, with the exception of this infernal device. He would beat it into submission, as he had beaten everything in his hard, cold life. He would control it and then he'd show London what real power was.

The door creaked open and the hunched figure of an Urkin – one of Feygin's twisted young pickpockets – entered the dank chamber. Bill glowered and the ragged form cowered away from him, seeking refuge just out of his reach.

"Feygin said ye' wanted summink?" the Urkin croaked.

"Go topside an' fetch me beer from The Grey Goose," Bill growled darkly, "an' tell that fool Reilly I want 'is best stuff, mind - not the rot 'e sells to the 'arlots." Bill's every word carried a threat of imminent violence. Even the simplest instruction could chill the soul.

Bullseye lay dormant by Bill's chair. What had been a simple dog was now the size of a wild boar, paws sporting razor talons, tongue long and sinuous. It growled and shifted, making the Urkin flinch sideways, almost out the door.

"'Ow should I... pay 'im?" the Urkin asked haltingly, expecting pain at any moment.

"'Is payment is not getting' a visit from Nance - tell 'im that!" barked Bill.

Relieved to have escaped physical harm the lad scuttled off to find some help on his errand; he'd need assistance in case the Bobbies or Peelers were about up top. If he was lucky he'd be accompanied by a Tall Boy - it was a job for Bill after all, so Feygin would have to send his best.

Bill settled back moodily in the chair, considering the little creature as it scurried off. There'd been a number of strange losses of Urkin lately. Only the day before, Feygin had sent a scavenging party down the east tunnel; none but Dodger had returned, spinning tales of a group of punters with weapons - he'd have to look into that. But first there was the matter of this Node, Bill mused, as he continued his silent contemplation of the device.

Before long the Urkin returned, bearing a leather flagon and a brass plate piled with golden pastry.

"'Ere it is, Bill," the small figure squeaked, proffering the goods.

Bill upended the flagon a took deep draught, then with a enraged roar sprayed the room with beer. The Urkin cowered, knowing his end was mere moments away should Bill turn on him.

"'E calls this 'is best? This unadulterated Shite!" he bellowed. "Get back up top an' bring 'im 'ere - take Ollyver if you 'ave to, but I want that fool 'ere quicksharp!"

The voices whispered to Bill as the Urkin left. They whispered things Bill wished they wouldn't, but these things, they assured him, were necessary. Bill sat unmoving, listening, as time passed until the sounds of struggle heralded the arrival of Reilly, innkeeper of The Grey Goose, in the company of four Urkin and Feygin.

"My Lads 'ave brought 'im as you asked, Bill," wheedled the old man. "No need to 'urt them, eh?"

"No, Feygin. No need..." Bill's voice trailed off darkly, leaving Feygin desperately wishing he'd not come to plead their case. Still, if he hadn't come, he'd like as not be short four lads.

"Bill..." Reilly snivelled haltingly, "I'm sorry Bill..."

"Sorry be buggered!" Bill glowered, leaning forwards and looming over the man before him. Even seated Bill was taller than the portly merchant. "Since when did Old Brickery become your best ale, eh?"

Reilly shuffled and stammered.

"It's not yer best, is it?" Bill continued, talking over the terrified innkeeper. He reached into his overcoat and drew forth his great pistol. The barkeep staggered back as the immense muzzle swung up, pleading fearfully for his life. The bore of the gun, fully an inch and a half across, seemed cavernous.

"IT'S NOT YER BEST!" Bill roared again. In his mind a whispering voice gave the command, and Bill pulled the trigger at point-blank range, a hideous grin spreading across his scarred face.

When the smoke cleared, the chamber resembled a charnel-house, every surface – including the terrified Urkin – dappled with deep red drops. What remained of the unfortunate Reilly lay unrecognisable on the floor.

Bill leant forward to pick up the flagon, a thin veil of Mr Reilly now floating on the brew's surface. With a smirk, Bill took a swig. "Now that's improved the flavour," he muttered to himself. Then, "Feygin!" he said sharply, without looking up. "Send Dodger up top to explain our arrangement to the new owner of The Goose..."

## Character Play Cards

*Each character in a game of Twisted is represented by a miniature, a Character Play Card which gives you their statistics and an Activation Card which is used when deciding what order the Characters act in.*

The Character Play Card is double sided. The front details the various physical characteristics and notes special abilities (if any) and weapons whilst the rear gives notes on these abilities. Notes on each Character may be found in this book from page 100. In addition see *Professor Pridham's Portfolio of Powers* on page 127 for a list of all Special Abilities and Weapon Properties used in Twisted.

Shown to the right is the card for Bill Psyches - the leader of the Dickensians, the Faction who currently seek the power of the Engine Node. He's an evil fellow, quite strong and dangerous but not terribly fast or clever.

The abilities of every model in the game are:

| | |
|---|---|
| **Speed (Spd)** | How quickly the Character moves and how fast the Character is at reacting to situations. This number determines how far in inches a model may move and is used in a few other areas of the game such as terrain placement. |
| **Strength (Str)** | How strong the character is. The value is added to close combat damage and for various tasks such as breaking open doors. It is also used to break the effect of some Alchemantic Invocations. |
| **Finesse (Fin)** | How nimble and skilled the character is. This is used when trying to unlock doors or chests. It is also used for interacting with other devices. Finesse is also used to break or avoid the area of effect of some Alchemantic Invocations. |
| **Attack (Att)** | These two numbers represent the characters ability to attack in combat. The first is Close Combat, the second is Ranged Combat. See The *Biggin & Weller Manual of Gainful Gunplay* and *Captain Kopf's Techniques of Discrete Bloodletting*. |
| **Defence (Def)** | These two numbers represent the characters ability to avoid attacks. The first is Close Combat, the second is Ranged Combat. See The *Biggin & Weller Manual of Gainful Gunplay* and *Captain Kopf's Techniques of Discrete Bloodletting*. |
| **Armour (Arm)** | This shows how much armour the character is wearing or how tough they are to wound. This figure is subtracted from damage taken in most circumstances. It can't always be relied upon though... |
| **Alchemancy (Alc)** | This figure shows how talented the individual is at harnessing the powers of the elements to bring forth various effects. These are detailed in the Alchemancy Section from page 44. |
| **Life** | This shows how much damage the character can take. The red area shows when the Wounded state kicks in. See page 27 for details. |

Some Characters have a second number in brackets after a Characteristic. This is normally a conditional modifier for the Characteristic. The effect of this is noted on the back of their card. Bullseye's Finesse of 5 (-) is an example.

If an Characteristic is noted as "–" on the card then that ability may not be used except as noted.

**POINTS:**

A relative measure of how powerful the Character is. This is used when building Companies for Twisted.

**CHARACTERISTICS:**

All the statistics needed to play Bill in the game. These detail how strong, fast or clever Bill is. How good he is in a fight and how hard he is to hurt.

**LIFE:**

Here we see how tough Bill is. He has 28 Life but when he gets down to the red markers he is considered Wounded.

When all the squares are marked off he is Out of Action and is removed from the game.

**ELEMENTS:**

This area shows how many Elemental Essences the character starts with. In this case Bill has none.

**UNIQUE CHARACTER EYECON:**

This symbol denotes a Character that may only be taken once in any Company.

### BILL PSYCHES

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| | |
|---|---|
| Spd | 4 |
| Str | 6 |
| Fin | 3 |
| Att | 6/4 |
| Def | 6/3 |
| Arm | 8 |
| Alc | 0 |

Life: 28

**Weapons**
**Cudgel:** D10+2+Str (Stun)
**Large Bore Pistol:** D12+5
Range: 6 / 8 / 10 / 12
**Special Abilities:**
Lumber
*Ammunition*
*Threaten*

**WEAPONS & SPECIAL ABILITIES:**

Weapons show basic damage plus any special effects.

Close Combat weapons are listed first followed by ranged weapons.

Special Abilities are listed here but detailed on the back of the card (and in this book). Abilities are marked Green for a Passive Ability or Red for an Active Ability (see page 27)

**WEAPON PROPERTIES & SPECIAL ABILITIES:**

The back of the card gives you a reminder of these rules. Full rules are contained in *Professor Pridham's Portfolio of Powers* on page 127.

### BILL PSYCHES

**Weapon Properties**
**Stun:**
- 6 or more final damage
- Target makes Finesse check v 5 + final Damage.
- If Check fails target stunned until next Maintenance Phase

*Ammunition:*
- Action to change ammo.
- *Regular Ammo:* as card
- *Incendiary:* D4 Range: 5 / 7 / 9 / 13 Bypasses armour. Burns for 2 turns. Target subtracts damage taken from D20 rolls.
- *Wall Breaker:* D8+6 Range: 4 / 6 / 8 / 12 Target may not claim cover from this attack.

**Special Abilities**
**Lumber:**
- Must be combined with a Move or Charge Action
- Difficulty 13 Strength check to move through an opposing Character.
- Difficulty 17 if model is large (40mm base)
- Opponent scattered 1" using grenade template.
- If check fails Close Combat ensues.

*Threaten:*
- Range 6 inches
- Opposed Strength Check
- If Bill wins target must make a run move away from Bill.

We recommend putting your cards in commercially available card sleeves. That way you can mark off damage and note any temporary changes to statistics with a fine tip erasable marker.

# Character Activation Cards

*The Activation Card for Characters in Twisted simply shows the Character's name and picture of the relevant character. This card is used when determining in which order your Characters act during the turn.*

### Sorting Your Cards

At the start of each new Turn in Twisted you must sort your Activation Cards into the order in which you wish to play your Characters and place the deck face down on the table.

The Activation Cards are the ones that have a picture of the Character on the front and the Twisted Engine "Eyecon" on the rear.

*When sorting your cards remember that they are played from the deck placed FACE DOWN. This means that the Character you wish to play first should be at the back of the deck when it's facing you whilst you sort the cards.*

Once you have sorted your cards and placed them on the table they are Activated strictly in that order. No changes may be made unless an effect calls for a change of Activation order.

You may refer to your Activation order during the turn but you may not change it unless it is changed for you (perhaps by an Eye of The Engine card) or some effect allows you to change it.

*You may want to consider what you think your opponent or opponents may want to do first when building your deck!*

### Sorting Activation Cards with more than two players

If more than one player is controlling a Company of Characters then you still sort your cards into a single deck and the player in control of the relevant Character activates when a card is turned.

You can, of course, discuss what order you wish to play the characters in but it might be best if your opponents don't hear your plans!
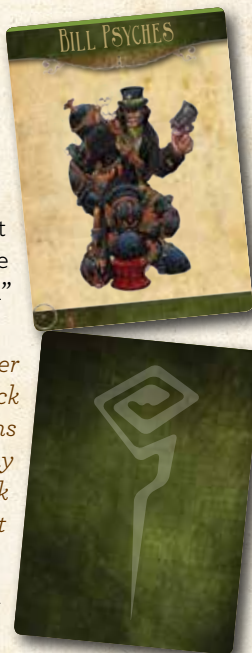
# Pass Cards

The Pass Cards have the Eyecon on the back and an image of part of The Engine on the front.

Pass cards may be played in place of any Character that is due to activate. You may refer to your Activation card before deciding whether to pass your Activation.

If, at the start of a turn, one player has less Characters to activate than his or her opponent they receive Pass Cards equal to half the difference, rounded down.

The Pass Card simply skips the activation of a character and play immediately moves on with the next player who is due to activate a Character. After a Pass you may not Pass again on your next activation so you must then Activate.

*The Servants of the Engine have been fighting hard and are down to 4 members against 8 Dickensians. They therefore get 2 pass cards (4 ÷ 2 = 2).*

*If, during the battle, The Servants kill one Urkin they lose a Pass Card in the Maintenance Phase of the turn as the difference in cards drops to 3. (3 ÷ 2 = 1.5 - rounded down to 1).*

Pass Cards are placed on the table and are not sorted into your Activation Decks - they may be played at any time to skip an Activation.

### Pass Cards with more than two players

All players of any given Company have their total Cards added up to determine how many Pass Cards they receive. The passes may be used by any player from the same Company of Characters. You decide who is best to use it and when.

Where more than two Factions are on the table, Pass Cards are given out based on the number of Characters in the Company with the highest number of Characters in play.

*Bill's gang is controlled by one player whilst The Servants of the Engine have been split between two players.*

*The player running Bill's Gang holds a total of 7 cards. The Servants of the Engine number 6 of them between the two players. This means that neither group receives a Pass Card.*

*If one of The Servants falls or another Urkin arrives then The Servants will get 1 Pass Card.*
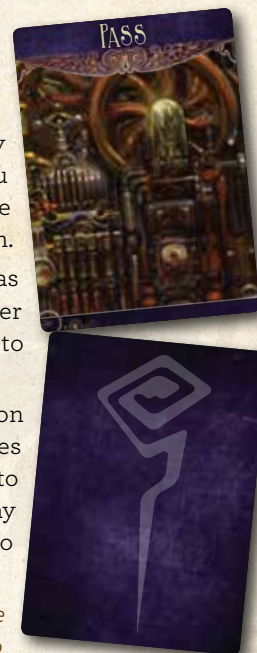
## What is The Engine?

*The Engine is an ancient entity that controls and influences the world of Twisted. Some scholars posit that it has always been whilst others suggest it is the creation of a civilisation that ruled the world many aeons ago.*

*What is sure however is that The Engine has great power to affect change in the world. It has an intellect both great and capricious. Its intentions and designs are difficult to determine - it can appear to favour those who work against it at times only to have a grand, overarching plan whereby they rise only to fall at a later time as The Engine's schemes come to fruition.*

*The Engine remained hidden for millennia, carefully shaping the world to its designs. Only in recent times have those people, learned in both the arcane and the sciences, discerned its presence and its influence on the world.*

*The first discovery was a tome in the Great Library of London which alluded to a hidden power in the universe. This lead to a series of linked texts that, to those with the desire to follow the obscure and elusive clues, allowed access to the mysteries of Alchemancy.*

*This is a kind of magic that draws on the latent power of The Engine combined with base elements of creation to invoke strange and powerful effects.*

*Few can truly master this art and even fewer survive when The Engine determines that their influence has become too great.*

*The Engine's tendrils spread wide, it has Nodes in almost every major city throughout the world and through these Nodes it spreads its influence. The main body of The Engine is hidden beyond the reach of men but it knows the Nodes can lead those who discover them back to its location.*

*In recent times Feygin, master of a gang of street thieves accidentally stumbled across a Node of The Engine and sought to use its power to his benefit. This wrought great and ruinous changes amongst his companions and, more importantly, alerted The Engine to the fact it had been discovered.*

*The Engine now works to stop further intrusion into its secrets and has summoned its Servants to defend it. What it could not foresee is that the influence of the Node would give the Dickensian thieves great power of their own.*

*The Engine has a plan however and for those that can gain its favour it can be an important ally. For those out of favour with The Engine things can go very poorly indeed...*

The Engine is represented in Twisted by The Favour of The Engine rules and The Eye of The Engine cards. These cards represent The Engine taking an interest in events that unfold on your gaming table.

The Favour of The Engine is a useful and sometimes powerful ally in the desperate struggles through the streets and alleys of London. If you can gain and hold The Favour of The Engine you will find that your plans are somewhat easier to achieve.

The Engine can appear to be fickle however and its favour can change in an instant. You may swiftly find yourself on the receiving end of its ire if you fail in its service or Tempt Fate once too often...

## The Favour of The Engine

The Engine always has a plan! It is constantly considering all the possible futures it can perceive and acting in a way that it feels will best achieve its ends.

It is not beyond intervening to assist one faction or another in order to facilitate the results it desires. The Engine might favour them momentarily, only to have them fail at a crucial moment when The Engine feels they have outlived their usefulness to it.

*The Favour of The Engine counter*

This is represented in part by the Favour of The Engine and in part by the Eye of The Engine cards (and the rather risky Tempting Fate).

The Favour of The Engine is represented by the counter with the image of The Engine Eyecon on it. This should be taken by the player who currently holds Favour and possibly brandished in a haughty and slightly annoying manner at your opponent!

### Determining the Favour of The Engine at the start of a game.

When you start a game of Twisted, the Favour of The Engine is determined by each player rolling a D20 and subtracting the number of Characters in their Company from the roll.

The player who ends up with the higher result begins the game with the Favour of The Engine. The player who rolled lower is given Priority for the first turn and may choose which deployment zone to use.

More information on Priority can be found on page 24. Deployment rules are given on page 63 in *Madame Moon's Mission Matrix*.

In the event of a tied roll the player with less Characters may choose whether to take the Favour of The Engine or Priority. If this should also be a tie simply roll again.

### The Engine's Blessing

*The Engine assists those it Favours. Do not fail it however...*

Once per turn a Character in the Company who holds the Favour of The Engine may re-roll ***any*** one dice at any time, even after you have seen the results of the first roll.

You may not re-roll a dice once any subsequent dice has been rolled. You cannot, for example, re-roll your Defence Check once damage has been determined.

You may use this effect to re-roll a dice that has already been re-rolled due an ability or effect. The results of this new roll must be taken however and may not be re-rolled by any means.

*Gretel is firing a shot from her Duelling Pistol at Bill Psyches. She rolls a 12 and adds her Ranged Attack value of 5 and, as she is 8" from Bill subtracts 2 for range. The final figure is therefore 15.*

*Bill rolls a 16 and adds his Ranged Defence value of 3 for a total of 19 and avoids the shot.*

*Gretel decides to re-roll using The Engine's Blessing and rolls a 14. Adding her modifiers this comes up to 17. Although her new roll was better than the original one she still missed and has now lost The Favour of The Engine for her Company! (See Losing the Favour of The Engine)*

Should the Favour of The Engine change mid turn this re-roll may be used a second time by the new owner of the Favour of The Engine. It may only be used once per turn by any one Company regardless of how many times the Favour of The Engine might change hands.

### The Engine's Aid

*The Engine will help those it Favours more reliably than those it does not.*

When drawing Eye of The Engine cards the Company who holds the Favour of The Engine may draw a second card and choose which card to keep for the turn.

This does not include Tempting Fate where only a single card may be drawn unless other special rules affect the draw.

### The Engine's Intervention

*Small adjustments to the world by The Engine can sometimes tip events in your favour!*

Any tied results in Opposed Rolls will be resolved as a win for the Character from the Company that holds the Favour of The Engine.

*The Favour of The Engine is unpredictable however and is liable to change at any moment!*

## Losing the Favour of The Engine

The Engine is a powerful ally but it does not stay on your side forever! It might decide that you no longer suit its purposes. There are a number of ways you can lose the Favour of The Engine...

### Failed Re-roll

*The Engine does not look favourably upon those to fail it when it has given them great power.*

When you use the Favour of The Engine to re-roll a dice you risk losing Favour.

Should the result of the second roll be worse than the first or not result in you succeeding at the task you attempted you immediately lose the Favour of The Engine.

Hand the Favour Counter over to your opponent and they now have The Engine's blessing!

### Tempting Fate once to often!

*When you attract the attention of The Engine you risk it viewing your use of its power poorly.*

The Eye of The Engine cards are also used when Tempting Fate (see page 21). On each card is printed a green or red Engine Eyecon.

If you Tempt Fate and the card drawn has a red Eyecon on it you immediately lose Favour with The Engine and the results of the Tempt Fate draw come into play. If the Card has a green Eyecon the results of the card still come into play but you retain the Favour of The Engine.

If you have a redraw of the Tempt Fate Card available for some reason you may redraw before losing Favour of The Engine.

These icons are only used when Tempting Fate. They do not apply when playing Eye of The Engine cards drawn at the start of the turn.

### The Eye is Elsewhere

If your opponent plays *The Eye is Elsewhere* Eye of The Engine Card, which cancels out an Eye of The Engine Card you have played then the Favour of the Engine changes hands immediately.

*The Eye is Elsewhere* Eye of The Engine card can be played to change the Favour of The Engine even if your opponent does not play their Eye of The Engine card.

You can play a *The Eye is Elsewhere* card in response to the same card being played by your opponent to swap the Favour back.

## Favour of The Engine with multiple players

The Engine will only ever Favour a Company as a whole.

If one Company is split between two players then the effects of The Favour may be used by either player but *The Engine's Blessing* and *The Engines Aid* may still only be used once per turn. You may choose who uses *The Engine's Blessing* or *The Engine's Aid* and when.

Should there be three or more Companies on the table then any loss of Favour by one Company causes the Favour of The Engine to be held over until the next turn and reassigned at that time to the player who wins priority.

Should this loss be caused by another player (e.g. playing a *The Eye is Elsewhere* card) then that player claims the Favour of The Engine immediately.

### The Engine's Intervention and multiple Companies.

Should the game at hand have more than two Companies present then the player with Favour of The Engine determines the winner should the other players achieve a drawn result.

*A game of Twisted is taking place with The Servants of The Engine fighting against two separate Companies of Dickensians, each controlled by a different player.*

*One of the two Dickensians Companies holds the Favour of The Engine.*

*Gretel, of the Servants of The Engine, is attacked by Bill Psyches and neither player involved in the combat holds the Favour of The Engine.*

*Should their Opposed Close Combat Attack and Defence Scores be a draw then the player who holds the Favour of The Engine chooses the winner.*

*In this case it would likely be the other Dickensian Company but betrayal amongst the Dickensians is not uncommon...*

### Favour of the Engine and Priority with multiple players

The player who holds the Favour of The Engine has a hand in determining Activation order in games with more than 2 players (see page 24).
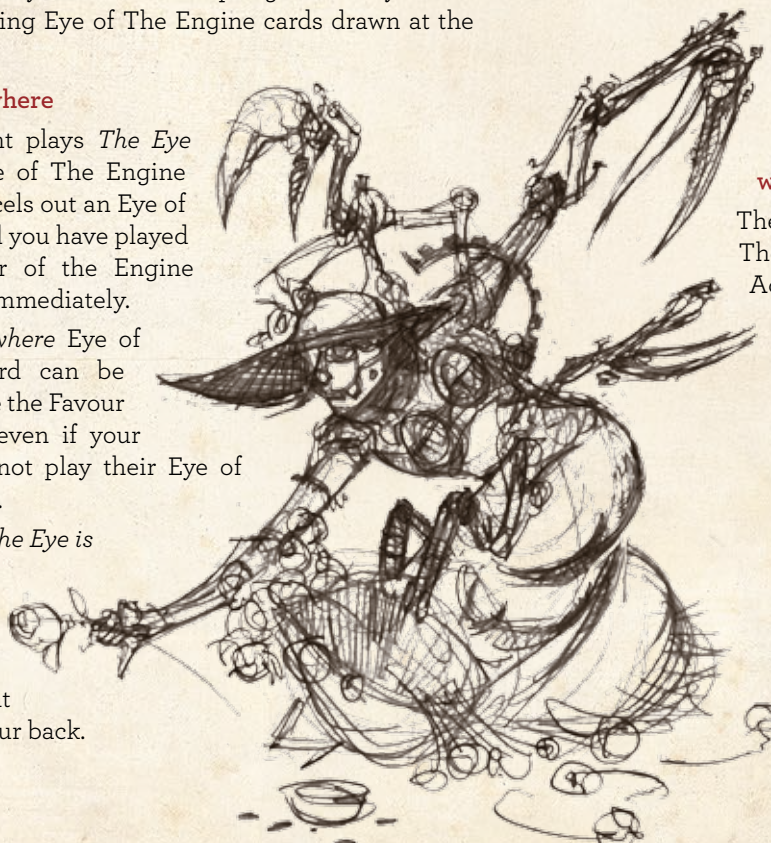
# The Eye of The Engine

These cards detail the strange and sometimes malicious power of The Engine and can be used to benefit your Characters or hamper your foes. A well played Eye of The Engine card can be the making or breaking of your plans!

## The Eye of The Engine Draw

Each Turn, during this phase of Twisted, each Faction draws one Eye of The Engine card. You may look at the card and then place it face down on the table.

The Faction who has the Favour of The Engine may draw one additional Eye of The Engine card and choose which one to keep for the turn.

Some Characters in Twisted can affect the drawing of Eye of The Engine Cards. This is noted on their card under Special Abilities.

### Drawing Eye of The Engine cards with multiple players

In the event that a single Company is controlled by more than one player then only a single Eye of The Engine card is drawn for the Company overall. Either player may use it when allowed by the rules on the card. If the Company holds the Favour of The Engine then the second card may be drawn as noted above but only a single card is still available for the Company to use overall.

Where more than two Factions, or separate Companies of the same Faction, are involved in a game of Twisted then each draws an Eye of The Engine card.

*When a Character is affected by an Eye of The Engine card it's wise to place the Eye of The Engine card under the Character's play card so you know easily who is affected. Try and leave the name of the card poking out to remind you what the effect is.*



EYE OF THE ENGINE

*Leaden Feet*

| | |
|---|---|
| 31 | **GRETEL & HANSEL** |

| | |
|---|---|
| Spd | 6 |
| Str | 4 |
| Fin | 7 |
| Att | 5/5 |
| Def | 5/6 |
| Arm | 6 |
| Alc | 0 (6) |

Life: 20

Wands:

**Weapons**
**Hand of Hansel:** D8+3+Str (Thrust) Range: 4
**Dueling Pistol:** D8+6 Range: 5 / 8 / 10 / 15
**Special Abilities:**
Linked Finesse
Witch Hunter
Nimble
*Wands*

## Using Eye of The Engine Cards

When you have drawn your Eye of The Engine cards you may play them as you wish (or indeed not at all!).

Each card gives the effects of the attention of The Engine and also shows when it may be played.

There are a number of different play phases listed:

*Pre-Activation:* The card is played before any Activations take place but after the phases before the Activation phase.

*Activation:* The card is played during the Activation phase. It can be played at any time one of your Characters or one of your Opponents Characters Activates and the subject of the effect will be the Character that caused the card to be played unless otherwise listed.

The Card must be played at the start of the Character's Activation before any Actions are taken.

*Maintenance:* The card may only be played in the Maintenance phase. Its effects and duration are listed on the card.

*Special:* Some Eye of The Engine Cards are played as noted on the card. "The Eye is Elsewhere" is an example of this in that it can be played at any time, even in response to another Eye of The Engine card being played.

The effects, as noted on the Eye of The Engine card, are immediately applied and are applied separately to any other effect.

In the case of an effect where a bonus or penalty from an existing Alchemantic Invocation or other source is in play the effects of the Eye of The Engine card may either add to or subtract from this effect. Take all pre-existing effects into account before adding or subtracting the effects of an Eye of The Engine Card.

*Gretel is currently affected by a "Quagmire" Invocation from Nancy which halves her movement.*

*She Activates and plays the "Elegant Movement" card. This gives her +2 to her Speed.*

*Simply halve Gretel's normal movement, rounding down and then add 2 inches to it.*

As mentioned any effects noted on the Eye of the Engine card come into play immediately and supersede any other rules.

*The card drawn notes that a model must move D6 inches in a random direction. This is a mystical effect of The Engine and allows movement that would normally be against the rules. See "The Gentleman's Guide to Elegant Movement" from page 30. The model is simply moved the distance indicated.*

Once a card is played leave it face up so it may be referred to during the turn. It's a good idea to place the card under the affected Character's play card so you know who is under the influence of The Engine.

Most Eye of The Engine cards remain in effect for the current turn only. Unless otherwise noted they are placed back in the deck during the Maintenance Phase of each turn.

A few of the Eye of The Engine cards remain in play until used. This is noted on the card when appropriate. A Character under the effects of one of these "persistent" Eye of the Engine cards cannot be affected by another Eye of The Engine card used by the player who controls him or her until the first card is used.

They may be affected by an Eye of The Engine card played by an opponent however and additionally he or she may still Tempt Fate (see page 21).

You may not discard an unused persistent card. It remains in effect until used. The Engine's will is supreme!

Persistent Eye of The Engine cards can be cancelled by your opponent playing "The Eye is Elsewhere" card on the relevant Character.

*Bill Psyches is controlled by player A and has had the "Deadly Destiny" Eye of The Engine card played upon him. Player A Tempts Fate with Bill and draws "The Engine's Hammer" this may effect Bill whilst he is affected by the earlier card.*

*Player B plays "Wither and Die" and is lucky enough to have Bill selected as the target. Even though Bill is under the influence of an Eye of The Engine card, this card, played by the opposing player, may affect him too.*

## Shuffling the Deck

Unless otherwise noted all cards, used or unused, are placed back in the deck during the Maintenance Phase and the deck is shuffled. This happens every turn so there is always a chance of the same card being drawn again!

Persistent Cards remain on the table until used or cancelled by some means.

## Choosing a Random Character

Some Eye of The Engine cards affect a random Character in a Company. When this is called for simply count the number of Characters in the relevant Company and choose a dice that most closely matches that number.

If a Dickensians Company is to be affected by a *Wither and Die* Eye of the Engine card and they have 7 Characters on the table simply use a D8 and disregard a roll of 8.

*You should always count out the Characters and nominate which is number each is given before you roll so your opponent knows before you roll who is affected by each number.*

# Tempting Fate

*All Characters in Twisted are somehow closely linked to The Engine. They either serve it directly or seek its power and have knowledge of its presence.*

*The Engine has great interest in their deeds and their actions feature prominently in its plans.*

*The Tempt Fate mechanic represents the Character attracting the attention of The Engine deliberately.*

*The Engine, being capricious, inscrutable and possibly malicious cannot be guaranteed to favour those who attract its gaze. Sometimes you fit into its plans and sometimes you don't. If you do then The Engine may assist you greatly but woe betide those it currently has no use for.*

A Character may Tempt Fate at any time when they are affected in the game. For example you may Tempt Fate during your Activation, when you are attacked by an opponent's Character or affected by an Alchemantic Invocation - as long as the Character is somehow involved in the turn at that point in the game they may Tempt Fate.

When you Tempt Fate simply draw the top card from the deck of Eye of The Engine cards and its effects come into play immediately. Each card shows how the effect of the card is altered when Tempting Fate.

You must declare your intention to Tempt Fate as soon as the event that triggers the opportunity occurs. You may not Tempt Fate after an event has been resolved.

You may only draw one Tempt Fate card at a time. You may not keep drawing cards for the same event.

*An unfortunate Urkin finds himself charged by Nouveau. He realises he has little chance of survival and so decides to Tempt Fate to see if his odds improve.*

*He declares that he will attempt this as soon as Nouveau moves into base to base contact. Once an attack roll is made it is too late to Tempt Fate!*

*The Urkin is lucky enough to draw "Might of The Engine" and gains +3 to his Strength for this turn. He still may not survive the fight but if he gets the chance to attack he might be able to inflict a nasty wound on The Engine's Servant!*

Unless otherwise noted all Tempt Fate effects end in the Maintenance Phase following their generation.

Some Characters can affect the Tempt Fate draw. This is noted on their cards under Special Abilities.

In the case of effects that are opposite to one another a card drawn due to Tempting Fate card will always take precedence, even over other Eye of The Engine cards. The Engine's will is indomitable and it is likely to change its plans at any moment!

You may also Tempt Fate whilst under the influence of a Persistent Eye of The Engine card.

You should take care when Tempting Fate if you hold the Favour of The Engine. Remember if you draw a card that has a red Eyecon on it you will immediately lose the Favour of The Engine!

Once an Eye of The Engine card has been used in Tempting Fate then it is placed back in the Eye of The Engine deck and the deck is shuffled immediately.

*You can see two Eye of The Engine cards shown to the right.*

*The first one illustrates the difference between the card when drawn as a standard Eye of The Engine card or when drawn as a Tempt Fate card.*

*The second card is what is known as a "persistent" Eye of The Engine card in that it remains in play until used unless it is drawn as a Tempt Fate card.*

*You can also see the red and green Eyecons in the top right hand corner of these two cards.*

### EYE OF THE ENGINE

#### All Is Dark

*A great shudder runs through the earth, lights flicker and dim as great steam powered generators grind to a halt. All lighting sputters and dies as an unnatural darkness descends.*

**Phase: Pre-Activation**

The immediate vicinity of the skirmish is thrown into darkness.

For the next turn no ranged attacks may be made and line of sight is limited to 6 inches.

**Tempt Fate:**

Your vision dims and becomes blurry. All attack and defence rolls are made at -4 and you may not run until the next maintenance phase.

### EYE OF THE ENGINE

#### Elemental Healing

*Your hand glows blue with the power of the Water Element. Your touch heals.*

**Phase: Activation**

Choose a Character to gain the Elemental Healing effect, this card is persistent. Whilst this card is in play, treat any roll for the effect of a healing Invocation called to be the maximum value, e.g. a D6 roll will be a 6. The Character can choose to use an Action to heal 2D6 Life on themselves or another Character they are in contact with. Discard this card when either effect is used.

**Tempt Fate:**

The Character who draws this card is healed of 2D6 Life immediately.

*Tesla, the brilliant scientist and engineer responsible for the development of the Gentlefolk.*

The sewer grate lifted an inch or two and a long, leathery snout poked out, gingerly sniffing at the foggy night air. Below, in the foetid tunnels, stood a small group of short, ragged figures, each clutching a wickedly-shaped knife or axe. Some held short, crudely made guns which they waved about carelessly, to the consternation of their companions.

At the base of the sewer shaft stood Dodger, his engine humming gently as he anxiously rocked back and forth on his mono-wheel lower half. He was always a touch jittery before a big job, and the task ahead of him was of some significance.

Dodger hadn't been there when Bill had blasted Reilly the barkeep back to his maker. But he'd seen the urkin come back, shaking with terror and covered in gore. "Best not to ponder too much," Dodger muttered to himself "'Ow Bill 'andles 'imself haint none of my business."

At Bill's command, Dodger was going up top to speak to whoever was now in charge of their local watering hole and make sure Reilly's replacement understood the "arrangements" Bill had put in place, and maintained a steady flow of victuals and ale.

Deep down, when push came to shove and things turned nasty, the truth was that Dodger wasn't entirely comfortable with violence. Sure, it had its place; but he never enjoyed it – certainly never delighted in it like Bill or the urkin. "Besides," he thought to himself, "the punters up top need to be frightened, but not so terrified they's willin' to call the Peelers."

There was a hiss of steam as long, telescoped stilts retracted, bringing the Urkin, who had been peeking out of the opening above back to Dodger's level. "No sign o' Rozzers, Dodge," the Urkin said, his voice muffled by the leather mask with its beak-like snout. "Couldn't smell a one of 'em - an' you knows 'ow good I smells 'em, Dodge"

"Right then," Dodger called, "let's get going, lads." There was a flurry of activity as half a dozen urkin clambered up the shaft into the foggy alley above. With practised skill they erected a makeshift gantry, and within minutes Dodger was hauled up to street level.

This was Dodger's sole regret about his new "legs": since his transformation during the Twisting, he could barely climb an inch. He could whip in and out of a crowd and be gone with a sack full of wallets before anyone knew he was there, and in a chase the Peelers stood no chance; but his wheeled lower-half meant there were some things he could no longer manage, climbing a ladder amongst them.

The Grey Goose was only two doors down from the sewer entrance. Feygin and Dodger had painstakingly mapped every tunnel and exit in the Den of Thieves, and they knew the area like the back of their hands. You always knew the best way out when you were a pickpocket; at least you did, if you were smart... and wanted to live to see the next sunrise.

Dodger trundled over to the door of the pub and pushed it open, allowing greasy light and raucous laughter to spill out into the dark alley. At this time of night the place was crowded, full of harlots, smoke and the reek of cheap gin. Few patrons threw the strangely agile, semi-mechanical form of Dodger more than a glance – most of them knew Dodger from before the Twisting, and they all knew that Dodger worked for Bill...

Weaving through the crowd, Dodger drew up to the bar and shouted for the barmaid. "'Ere, wench!" he piped loudly, "Fetch the guv'nor!" But instead the woman shot Dodger a meaningful glance, motioning to the door with the slightest nod of her head. Dodger, catching the subtle message, was immediately on high alert. "Must be Rozzers," he thought in dismay. "Damn that Ratcatcha - 'e was wrong this time!"

A disturbance at the back of the room drew Dodger's attention. Angry cries and the sound of breaking glass pierced the smoky haze, as tables overturned and tankards smashed. Rising from the chaos of fallen revellers and fleeing strumpets was a figure: a very tall, very dangerous-looking figure. At first glance, Dodger thought he was looking at a toff – but instead of expensive cloth, his topcoat and elegant hat appeared to be wrought from fine steel. Yet there was less a clank than a whisper as he moved, his every motion fluid and full of deadly intent.

"Time to scarper," Dodger thought as, from the corner of his eye he saw a long weapon come to bear. The muzzle of the rifle was fully six foot from the stock, its lines long, graceful and deadly. The mixture of straw and beer on the cobbled floor caused Dodger's wheel to spin and slip as he wildly accelerated, tipping him forwards abruptly. A deafening report rang out, and as Dodger slid sideways a great shell ripped through the room, roaring with blue flame before thudding into a wooden beam that exploded in a shower of splinters. As Dodger glanced back he noted that the smoking hole in the oak support was just where his head had been, only moments before. He looked towards the steel-clad gentleman and saw, to his horror, a trail of red ruin cut through those unfortunate patrons unlucky enough to have been in the shell's path. Everywhere people screamed and moaned, clutching at bloody stumps or great, penetrating wounds.

Hastily Dodger found his balance and roared towards the door, oblivious to anyone who lay in his path. The mysterious armoured figure leapt through the crowd, drawing an imposing sword. The door was mere feet away when Dodger risked another furtive glance: McGuigan, the blacksmith, had risen up to throw a huge, anvil like fist towards the sword-wielding nightmare. But the blow never landed; with a whip-like movement the cold, courtly figure brought up his sword and, with a smug grin, drove the blade firmly through the wide chest of the smith.

As he sped out the door, Dodger grabbed the two urkin standing watch outside and shoved them into the room behind him. "That oughter slow 'im up a touch," Dodger thought. But as he motored away down the alley the steel gentleman emerged from The Grey Goose, smoke and carnage in his wake.

"'oo'ever you are," Dodger shrieked back over his shoulder, "Bill will 'ave yer 'ide for this!"

The gentleman replied in a condescending voice, which cut the air like a blade: "I am Launcelot. Inform Bill he is on my list."

With that Dodger dropped into the shaft and the safety of the sewer. Bill was not going to be happy... not happy at all...
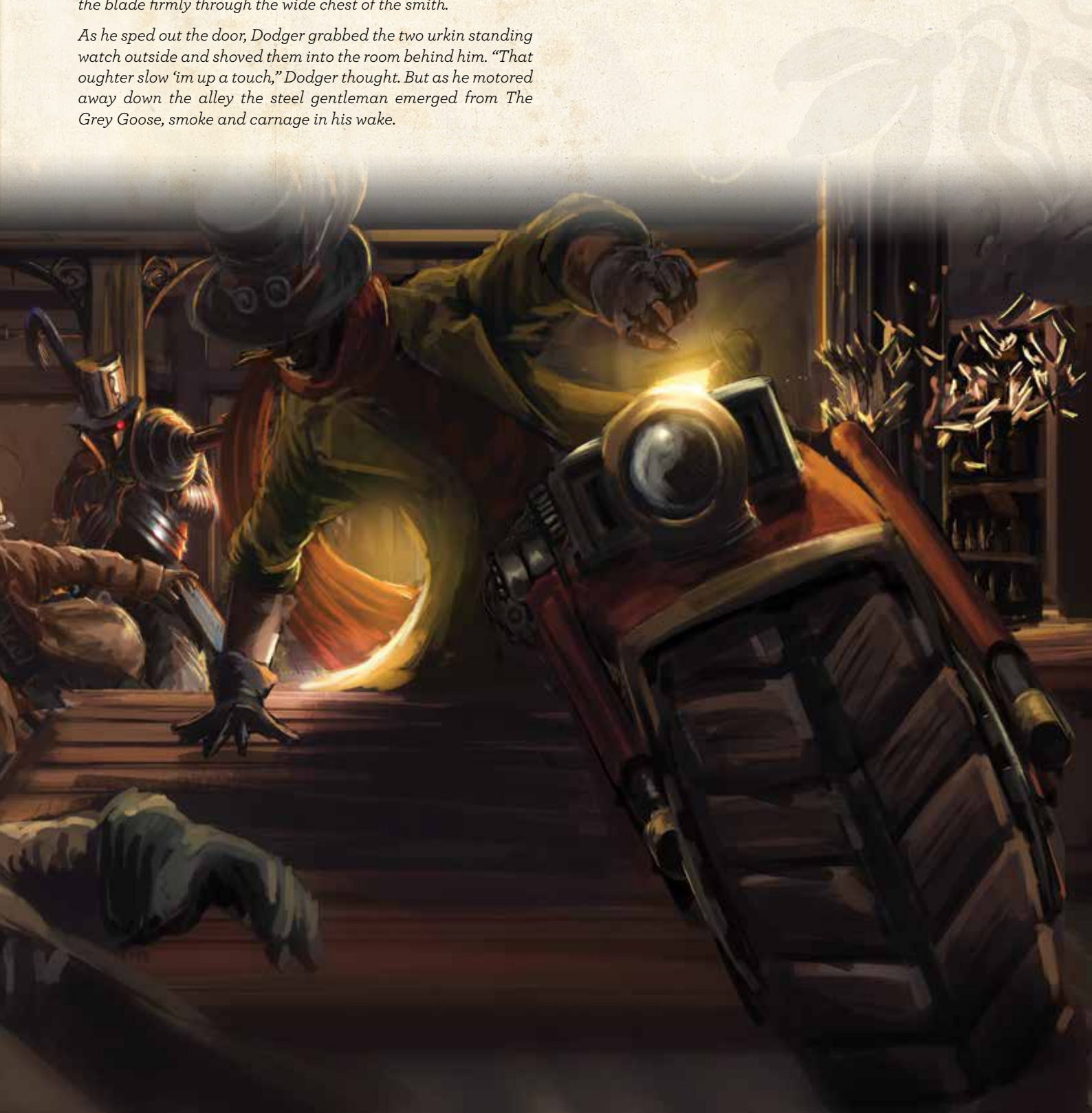
## Determining Priority

*In any conflict the initiative tends to fall to the side having the greater measure of success. The more you wrong foot and damage your opponent the more likely you are to be able to drive home your advantages!*

### Priority for the first turn of the game

Included on the sheet of counters in this box is a *Priority Token*. This sits in front of the player that currently has the upper hand in the skirmish.

Priority for the first turn of the game is given to the player that **doesn't** start with the Favour of The Engine (see page 17).

Which side has Priority at the start of the game also affects deployment (see page 63).

*The Priority Token*

### Determining Priority during the game

After the first turn of the game, Priority is determined by how well you are doing. If a player achieves one of the following conditions, they take the Priority Token (if they don't have it already).

| Achievement | Description |
|---|---|
| Wounding | Reduce an opposing Character to the Wounded state. See page 27 |
| Taking a foe Out of Action | Take an opposing Character out of Action by reducing them to 0 Life. See Page 27. |
| Achieving an Objective | Achieve a mission objective or one of the Tarot of Taxing Tasks objectives. See *Madame Moon's Mission Matrix* |

If you currently hold the Priority Token and manage one of these feats then there are no additional effects (other than earning some bragging rights... ).

The Priority Token can change hands several times during the turn. This has no immediate effect. All that matters is who holds it at the start of the new turn.

The player that holds the Priority Token at the start of a turn has Priority for that turn and is the first to Activate one of his or her Characters.

### Priority with more than two players and/or Factions

Should you be playing a game of Twisted where a Company is split between two players then Priority is won for the Company overall. It operates in the same way as with a single player controlling the Company.

If your game has more than two Factions then initial Priority goes to the player with least Characters from the remaining Factions other than the one that holds the Favour of The Engine.

Should this number be tied the player who holds Favour of the Engine may determine which Faction gets first turn Priority other than him or herself.

The Priority Token changes hands in the same way as normal, and works in the same way to define which Faction takes the first Activation in each turn following the first.

The Faction with Priority always has the first Activation in any turn. Player order after that is chosen by the player who has the Favour of The Engine. This is decided at the start of each turn, and applies throughout that turn. It may change from turn to turn, but not within a single turn.

*A game of Twisted is taking place where three Factions are present on the table. Faction A has won Priority due to some success during the turn but Faction B holds the Favour of The Engine.*

*The player controlling Faction B who holds the Favour of The Engine may determine in which order he and player C activate.*

For the purposes of these rules *separate* Companies from the same Faction count as different Factions. If, for example, there is a three player game in progress with three separate 200 point companies engaged and two of these are Dickensians then each Dickensian Company counts as different Faction for the purposes of determining Priority.

*Sowerberry, the foul result of Nancy's experimentation with the powers of The Engine.*

## Activation Phase

### Activation Basics

Characters Activate in an alternating manner during the Activation Phase of the turn. The player who holds Priority turns the top card of his or her Activation Deck face up and the Character as shown begins his or her two Actions.

Activation of Characters switches between Companies on a Character by Character basis. Once the player who holds Priority has completed the two Actions for his or her first Character then the first Character of the opposing Company is Activated.

If more than two Companies are involved all must Activate one Character before Activation returns to the first player in Activation order.

Once the last player to Activate has activated his or her first Character then activation returns to the player who holds Priority who Activates the *second* Character in his or her Activation Deck.

Character Activations continue in this manner until all Characters on the table have been Activated for the turn.

*Example: Player A Activates the first Character from their deck and runs through the two actions for that model. The turn then passes to player B who Activates the first Character from their deck and so on until all cards are played.*

When you Activate a Character you should give your opponent a moment to play any Eye of The Engine cards before proceeding with your first Action.

Each Character in Twisted may perform **two actions** per Turn. These actions might be:

**Move:** You may move up to your Speed value in inches as a single action or you may choose to charge or run by using both Actions for the turn. You may also climb or jump as a Move Action (see the *Gentleman's Guide to Elegant Movement* from page 30).

**Ranged Attack:** Fire your weapon at your foe (see *The Biggin and Weller Manual of Gainful Gunplay* - page 34). You may make two Ranged Attacks per turn by using both Actions to shoot unless your weapon specifies otherwise.

**Interact:** You may interact with a person or object. This includes things such as opening doors, searching barrels, passing an item to an ally or using one of Dr Disraeli's Delights that requires an Action to be spent. Some missions require you to Interact with objects or other Characters. More information on this can be found in *Madam Moon's Grimoire of Goals.*

**Use Ability:** You can use an Active ability (see page 27).

**Alchemancy:** You may choose to channel an Alchemantic Invocation, break a Backfire or restore some of your Alchemantic Essences. You may call two Alchemantic Invocations per turn if you have sufficient Essences available to you! See *Magister McTavish's Tome of Alchemantic Mysteries* - page 44.

### Actions and Eye of The Engine Cards

Using an Eye of The Engine card or Tempting Fate is not considered an action and does not use up one of a Characters two actions. If the Eye of The Engine card affects another action the action is used up as normal.

*If Dodger draws "The Engine Guides My Aim" Eye of The Engine card he gets a bonus on a ranged attack. He must, however, make the attack as normal, using up one of his actions.*

Some Eye of The Engine cards may give Characters extra Actions or cause an action to be carried out immediately. Whether this uses one of the Character's actions or is in addition to it is noted on the card in question.

### Actions and Close Combat

Close Combat is not an Action but ensues as the result of Actions. As soon as two opposing Characters come into base to base contact a Round of Close Combat (an exchange of attack and defence rolls) is fought.

Close Combat is always considered to be fought after all Actions for the turn have been taken by the relevant Character. You cannot fight a round of Close Combat and then take your two Actions.

Trying to move past an opponent within 1" of them can also trigger a Close Combat attack but even in this case the attack is not counted against the Characters two Action allotment for the turn.

You may never make more than one Close Combat attack per turn unless an Alchemantic Invocation, Special Ability or Eye of The Engine card specifies otherwise!

If your Character is engaged in Close Combat before he or she activates then your options when your turn comes around become somewhat limited. See *Captain Kopf's Techniques of Discrete Bloodletting* on page 39.

### Out of Action Before Activation

In the event that a Character is reduced to 0 Life and taken Out of Action or removed from the game in some other manner before he or she Activates then his or her Activation Card remains in the Activation Deck and is turned over as normal.

This causes the player who has suffered the unfortunate loss to effectively miss an Activation. The Activation Card is turned over and immediately discarded with play then passing to the next player to Activate a Character.
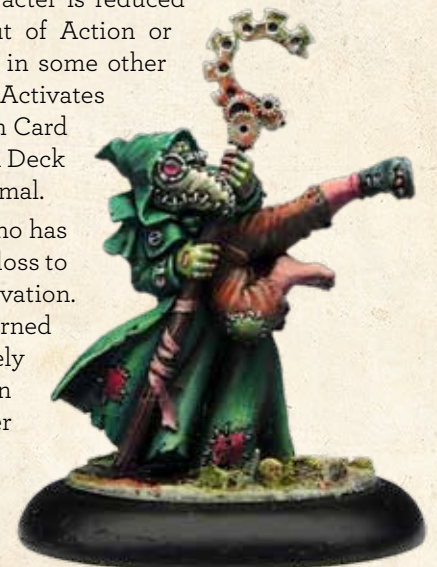
# Character Special Abilities

Each Character in Twisted has a number of Special Abilities that he or she may use during their Activation.

These Abilities fit into one of two categories. *Active* and *Passive* Abilities.

## Active Abilities

Active Abilities are marked on a Characters play card in Red.

These are ones that must be used as part of a Character's two action turn. They take the place of one of the two actions that a Character may perform.

They cannot be used if the Character has already performed two actions and may not be used twice in the same turn.

You may, however, use two Active Abilities in sequence, one after the other in place of your two normal actions for the turn.

*Bill, for example, may move and use his Threaten ability on an opponent. Alternatively he could stay put, change the ammunition in his pistol using the Ammunition ability and then Threaten a foe.*

Some Active Abilities may require the use of both of a Characters Actions for the turn. This is noted in the ability's description.

## Passive Abilities

Passive Abilities are marked on a Character's Play card in Green.

These Abilities may be combined with another action as noted in their rules or may simply be constantly active. They do not count towards a Characters two action allotment for a turn.

Not all Passive abilities may be combined with all actions. Some must be performed alongside certain actions.

*Due to his huge bulk Bill may combine his Lumber ability with a Move Action. He may not, however, combine it with a ranged attack - it may only be used during his movement.*

*His Stun weapon property is constantly active and simply comes into play any time Bill does sufficient damage to an opponent with his cudgel!*

### BILL PSYCHES

**Weapon Properties**
**Stun:**
- 6 or more final damage
- Target makes Finesse check v 5 + final Damage.
- If Check fails target stunned until next Maintenance Phase.

*Ammunition:*
- Action to change ammo.
- *Regular Ammo:* as card
- *Incendiary:* D4
  Range: 5 / 7 / 9 / 13
  Bypasses armour.
  Burns for 2 turns. Target subtracts damage taken from D20 rolls.
- *Wall Breaker:* D8+6
  Range: 4 / 6 / 8 / 12
  Target may not claim cover from this attack.

**Special Abilities**
**Lumber:**
- Must be combined with a Move or Charge Action.
- Difficulty 13 Strength check to move through an opposing Character.
- Difficulty 17 if model is large (40mm base).
- Opponent scattered 1" using grenade template.
- If check fails Close Combat ensues.

*Threaten:*
- Range 6 inches
- Opposed Strength Check
- If Bill wins target must make a run move away from Bill.

# Character Conditions

There are a number of Conditions that can affect a Character in Twisted. These affect the way they move, fight and interact with objects.

## Stunned

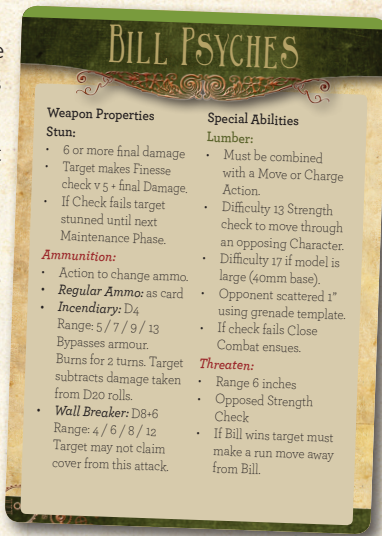When a Character becomes Stunned their movement is halved and they may not attack. They may defend themselves but may not attempt to attack and wound an opponent. In addition any Finesse checks taken to avoid area affects are at -2.

Any attempt to disengage from Combat is also at -2 on the D20 roll and a Stunned Character does not threaten the area around their base (see page 30).

Stunned Alchemancers are at -4 to call any Invocations and may not focus to regain Essences.

Stunned Characters recover in the Maintenance Phase of the turn in which they were stunned unless otherwise noted.

## Prone

A Prone Character may use a move Action to rise. You may fire ranged weapons from the prone position or call Alchemantic Invocations. You may also move at half speed whilst Prone or change facing as usual.

If a Character is engaged in Close Combat whilst Prone they are at -2 to any Defence Roll and at -2 to Attack.

In addition if they try to rise whilst engaged their opponent gets an immediate free attack against them. The Character attempting to rise may defend as normal with no penalty.

If the Character is the subject of an effect that requires a Finesse check to avoid it the check is taken at -4.

## Wounded & Out of Action

When a Character reaches the Life marked in red on their card they are considered Wounded. All Characteristics, with the exception of Armour are reduced by 2 until the Character is healed to above the Wounded state.

This can reduce a Characteristic to less than 0 so, in effect, it becomes a penalty to the base D20 roll.

Any Character that is brought to 0 Life is Out of Action and removed from the game.

## Incapacitated

Certain effects render a Character Incapacitated and unable to act. The duration of the Incapacitation is noted in the rules of the effect that caused it.

The Character may take no actions but is placed in the activation deck as normal. If attacked whilst Incapacitated make an unopposed attack against a Difficulty of 11.

Any Finesse check to avoid an effect will always be considered to fail if a Character is Incapacitated.

An Incapacitated Character does not threaten the area around their base and can be moved past freely.

Some effects render a Character both Incapacitated and Prone in which case, even when the Incapacitation ends the Character enters active play in the Prone condition.

The heavy chain pulled taut as the stonework groaned and cracked, splinters of rock falling from the ceiling of the dank chamber. Ollyver was stirring.

On the other side of the rusted cell door, the urkin wrenched open the small hatch and chanced a glance inside, knowing that if the brute spied him it would almost certainly end in blood. Reassured that Ollyver was still shackled within his cell, the urkin scuttled away to fetch Feygin.

Within a minute – so far as time can be measured near a Node of The Engine – the ragged form of the urkin returned, trailed by the rat-faced old pickpocket, and the disturbingly sensual metallic slither that heralded the approach of the Alchemancer, Nancy.

"'Ave you 'ad any luck controlling young Ollyver?" Feygin asked.

"Not as yet, Feygin. I've tried a number of formulations and nothing has had a marked effect," replied the witch in her strange, disembodied voice. Since the incident at the Node, Nancy had changed, perhaps more than anyone else. Her gentle, caring nature had been replaced by something ice-sharp and frigid. Her desire to help Feygin's boys had vanished, replaced by a penchant for the mysteries of Alchemancy and the seeking of dark things best left undiscovered.

Feygin opened the hatch in the cell door and peered into the gloom. At the slight creak of the hinges there was a great sound: what should have been a human cry was instead a bestial howl, coming from a throat far too young to emit such noises. The old rogue took an involuntary step back as the great iron fetters holding Ollyver strained and creaked. Corded shoulder muscles heaved against the relentless metal. Incredibly, the links held and, after a short while, Ollyver settled back, scowling at the faces intruding on his insanity.

"'Ello there, Ollie," Feygin cooed soothingly. "Ol' Feygin is a comin' in to 'ave a squiz at ya. Be a good lad an' all." With that, he carefully slid back the bolts and entered the room.

At the doorway a group of urkin gathered, one or two carrying pots of steaming gruel earmarked for their evening repast. Feygin motioned one forward and handed him a ring of keys.

"Unlock 'is legs. 'E looks like 'e need a stretch, poor lad."

The urkin crept forwards, taking the rusted keys from the old man's hand. Fearfully, the small creature – once one of Feygin's thieving children, but now twisted by The Engine into a gutter-running urkin – approached Ollyver, taking care to stay low and quiet.

Feygin turned to another of his Twisted boys. "What 'as you been a-feedin' 'im, lad?" he asked. Nancy's chilling gaze also turned to the nervously shuffling group. The urkin looked quickly at his companions. "We's bin feedin' 'im rats - big uns."

"Rats - just rats?" queried Feygin.

"Yes, Boss!" piped up another. "We bin takin' bets on 'ow long they survive – an' besides, once we opens the 'atch they just scurries in. Samuel lost 'is 'and last week when we tried cheese with Ollie."

Nancy smiled slightly, a cold smile that suggested she enjoyed the idea of the carnage. Feygin frowned. The pickpocketing children, of whom he had once been quite fond, had become something that worried him more than he cared to admit. "Still," he mused, "they're better thieves than ever." The loot was certainly flowing in.

Meanwhile, the terrified urkin gingerly reached for the locks on the Ollyver's small, boyish legs. With a speed that – to Feygin's trained eye – surpassed even Dodger's, Ollyver reacted. With a metallic shriek and clatter of broken masonry, the chain restraining his left arm gave way, and with a squeal the urkin was snatched off his feet. The great block of stone connected to the chain pulled free and swung like a flail, smashing brickwork from the doorframe and taking the great iron portal off its hinges, along with the head of an urkin who'd strayed too close. Nancy laughed and clapped, her tentacled lower-half turning her on the spot like a devilish ballerina.

The urkin in Ollyver's great metal fist struggled and begged. He'd always been a friend to young Ollyver, before the change – that was why Feygin had chosen him to watch over the berserk monster. But it mattered not; there was no room for sentiment in the mind of the twisted Ollyver, and with a flick of his wrist the great steel fingers closed...

The urkin scattered, fleeing headlong into the darkness as Ollyver took hold of his remaining restraint with both hands. The wall stood no chance and gave like chalk: Ollyver was free! Feygin's eyes widened in dismay as the hulking form stalked towards him, growling like an angered beast. There was malice, there was intent, there would be payback and, if Ollyver had his way, there would be blood. Nancy licked her lips in anticipation.

As he stepped backward despairingly, Feygin's foot ran into something warm and hard. Glancing down, he saw a fallen pot of gruel at his feet. Before he even had time to think, one of his mechanical arms scooped up the bowl of grey, lumpy broth and deftly spun it across the floor where it twirled to a halt at Ollyver's feet.

As suddenly as he had sprung to life, the monstrous figure stopped dead, staring at the steaming bowl. With a grunt he sat, lifted the bowl, and began to slurp noisily at the gruel. Panting with relief, Feygin leant on the door, keeping a wary eye on Ollyver who now emitting a strange guttural purr.

"Well, Nance," he offered breathlessly, "that seems to 'ave done the trick."

"Indeed Feygin, it has," she replied, slithering forwards as she studied both Ollyver and the old man with her penetrating glance. "It seems you are something of an Alchemancer yourself." With that, she turned her back and in her strange, sinuous manner, moved away down the corridor. Her voice floated back to Feygin. "One day, you may even be great enough to challenge me."

Feygin smiled wanly in the dim light, unsure whether to take Nancy's parting comment as a compliment or a veiled threat. He'd need to be careful – more careful than in the past...more careful than ever before.

## The Basics

All movement in Twisted is measured in Inches.

A model with a Speed value of 4 may move 4" in a single Move Action.

### Facing

The Miniatures in Twisted have a line of sight that is 180 degrees from the front of the Miniature.

Generally the front of a miniature is considered to be the direction in which its face is focussed.

During a Move Action a model may change its facing freely. At any other time with the exception of Close Combat you must take a Move Action to turn around.

Consider your facing carefully when you end your move as it affects what Ranged Attacks you can make and has a bearing on Close Combat. The *Biggin & Weller Manual of Gainful Gunplay and Captain Kopf's Techniques of Discrete Bloodletting* explain these effects in more detail.

*It is a good idea to paint small markers to show Line of Sight on the base of your miniatures to save confusion during the game.*

LINE OF SIGHT ARC

### Running

You may use two move actions one after the other in order to move more quickly. Any Character who does this is considered to be running. There are certain Alchemantic Invocations, Eye of the Engine or Tempt Fate cards that may affect a Character's ability to run.

You may not run and engage in Close Combat. You must Charge.

Characters who are running can claim a +1 on their Defence checks against Ranged Attacks.

A Character is considered to have stopped running immediately when he or she spends an Action on anything other than movement or engages in Close Combat.

A number of Run tokens are provided on the sheet in this box. Simply place one next to a Character who has run and remove it when the Character stops running.

### Charging

A model may make a double move and enter Combat only as a charge move. This movement must be in a straight line and must bring you into Contact with another model (see page 38).

A successful charge means you are at +1 to hit and damage but suffer a -1 to your Close Combat Defence until the next Maintenance Phase.

A number of Charge tokens are provided on the sheet in this box. Simply place one next to a Character who has charged and remove it during the Maintenance Phase.

### Going Prone

A Character may choose to go Prone as an Action. This means they are considered to occupy the area of their base both in height and area. This can affect line of sight for Ranged Attacks but woe betide you if an opponent manages to engage you in Close Combat whilst you aren't on your feet! Just use the base provided with the model - don't consider any added scenic elements that may be modelled onto it.

### Close Combat

Once a Character has ended his or her Activation in base to base contact with another Character then a round of Close Combat is fought immediately. Should the Character that has been attacked survive they may either attempt to move away in their Activation or fight another round of Combat (see page 39).

### Moving Past Foes - "Threatened Areas"

Characters in Twisted may try to move past Characters from the opposing Company providing there is sufficient room for their base to pass by without touching the base of their foe.

If you wish to move past an opponent and your base comes within an inch of their base then you must make an Opposed Finesse roll or suffer an immediate Close Combat attack from them. This 1" area is known as a Threatened Area.

Should this attack cause any damage to your Character they are immediately engaged in Close Combat but a round of Close Combat is *not* fought until either Character's next Activation.

Move the two Characters into base to base contact, using the shortest possible route.

If the Opposed Finesse roll is won by the moving Character or no damage is caused by the attack he or she passes by freely and continues with the move as normal.

The player of the Character being moved past may elect to allow the opponent to pass by without the attack occurring. In this instance no Finesse Check is required.

If, for some reason, a Character is Stunned or Incapacitated he or she no longer threatens this space and movement around them is allowed.

Some characters have abilities that create exceptions to these rules. There are also some of Alchemantic Invocations that may override these rules.

*An Urkin blocks a narrow walkway. Model A wishes to pass by but cannot make the move without his or her base coming within an inch of the Urkin's base.*

*If the player controlling Model B wishes to attack, Model A must make an Opposed Finesse roll or be attacked!*

## Moving Past Friendly Models

Characters that are on the same side do not Threaten one another (well... Bill would but that's another story).

They may move freely past one another given sufficient space.

You may also *Squeeze Past* a friendly Character - see below!

## Squeezing Past

Whilst a static miniature will block the passage of another it is reasonable to assume that two human sized people could squeeze past one another with some shuffling and general awkwardness.

To represent this a Character may move through a friendly Character only if there is no other viable means of getting around him or her and neither model is in the threatened area of a opponent at the start or end of the move.

This "squeeze past" move uses two inches of movement and may only occur between two Characters that have 30mm bases.

Large Characters on 40mm bases or bigger may not be squeezed past and they may not squeeze past another model.

## Characters Occupying The Same Space

In no circumstances may two models occupy the same area - even if one is flying, insubstantial or otherwise logically able to do so.

Any movement or effect that would see this event occurring will end at the point where contact begins in the case of a deliberate move.

If the movement is unwilling, by some Alchemantic Effect or other ability (even falling onto them!) then the final area a model comes to rest in is determined randomly using a D8 (see Grenade Scatter Effects on page 36). The Character's new position is in base to base contact with the Character whose space they would otherwise occupy.

This can initiate Close Combat.

## Handing Off

If, for some reason, you wish to give another Character an item you hold it is counted as one of your actions for the turn.

You may not hand off an object to another Character if **either** you or the other Character are engaged in Close Combat.

There are no dice rolls involved, simply transfer the item from one Character to the other. The new owner may make use of the item in the usual fashion during his or her turn.

Characters may not hand off the weapons printed on their cards.

You must be in base to base contact with the relevant Character to Hand Off an item to them.

## Climbing

Characters may climb walls or other terrain elements. Climbing is considered a Move Action.

A Character climbs at half the rate at which they move. You may not end your move halfway up a wall or terrain element.

You may use a double move to Climb a tall object, making a single Climb Check for both Actions.

Simply measure the height and make a Finesse or Strength check (you choose which to use) versus a Difficulty of 12. If you make the check you succeed and the Character is placed atop the surface climbed.

If you fail the check by up to 5 you simply make no progress but use the appropriate number of actions you decided to use in the attempt.

If you fail by more than 5 you fall and suffer the effects of Falling (see below). The height of your fall is equal to half the height you attempted to climb.

If the climb is only a single action in height (e.g. less than 3 inches for a Character with a Speed of 6) you may use a second action to attempt the climb again if you have one available.

Ladders or similar modelled onto the terrain require no check - you may simply ascend them at half your Speed value.

Any movement left over after a successful climb has been made may be taken as normal.

*An Urkin is trying to climb a building to a walkway 4" above. This will require both Actions to be used as the Urkin's Speed is 4 so he climbs 2" in a single Action. He fails his Climb Check and so is considered to have fallen at the 2" midpoint of his ascent.*

*He must now make a Difficulty 12 Finesse Check (10 + 2) or land heavily, suffering some damage.*

## Falling

If you fall from any height you must make a Finesse check against a Difficulty of 10 plus the height of the fall.

*Dodger is unlucky enough to be pushed from a walkway by Gretel's "Thrust" Ability. The walkway is 4" tall so the Difficulty of the Finesse check would be 14.*

If you fail this check you take 1D4 damage +1 damage for every inch of the fall over 3", bypassing armour and in addition you are considered Prone.

If you pass the check then you suffer no ill effects but end up standing in a position directly below where the fall was initiated.

If another Character is in the position onto which you fall you scatter 1" using the Grenade template and in addition the Character onto which you fell must make a Finesse check with the same Difficulty as that of your fall. Failure of this check means that he or she will suffer 1D4 Damage, bypassing armour as you land heavily upon them.

## Jumping

A Character may attempt to jump gaps, drop off walkways, leap nimbly from building to building or dive down to attack a foe.

Jumping is considered part of a Move Action and the distance of the jump is taken into account as part of the Action. Should the distance jumped be less than the Speed of the Character then further movement is possible after a successful Jump and a second Action may then be taken.

If the distance jumped is greater than the Speed of the Character in question then the Jump is considered to be a Run Action and no further Actions may be taken. Any excess movement available to your Character may be taken.

You may not attempt a horizontal jump should you not have sufficient movement available to you to clear the gap.

You may attempt to jump down a greater distance than you can move as long as the horizontal distance covered is no greater than you could move in normal circumstances. In these instances no further movement is possible.

*Gretel, whose Speed is 6, moves 7" to the edge of a building and jumps down 6" to the ground. This means the total distance moved is 13" so she may move no further or take any Actions should she land safely.*

Measure the distance to be jumped including any vertical distances and compare it to the table below and make a Finesse check. You need to equal or beat the listed difficulty.

| Distance | Difficulty | Distance | Difficulty |
|----------|-----------|----------|-----------|
| **Up to 2"** | 6 | **Up to 3"** | 10 |
| **Up to 4"** | 12 | **Up to 6"** | 15 |
| **You may not jump any further than 6"** | | | |

As part of a jump you may leap upwards no more than 2" as long as you cover some horizontal distance in the jump.

You may not make directly vertical jumps upwards. These are considered to be Climb Checks.

*An Urkin Slasher wishes to jump a 5" gap to a nearby rooftop which is 1" higher than his current location. He rolls a D20 and adds his Finesse of 3. He rolls a 12 and as the Difficulty of the check is 15 he just makes it safely.*

*As the distance Jumped is greater than the Urkin's Speed of 4 he may not take a second Action but he can continue with the remaining 3" of his 8" run move.*

*Had Dodger attempted the same jump and succeeded he could have then moved an extra 2" and taken a shot with his gun as the 5" jump was less than his Speed of 7.*

A failure of the Finesse check indicates a fall. In the case of a vertical jump the fall height is the same as the vertical distance of the attempted jump.

If you are attempting a horizontal jump (between two buildings for example) you fall at the midpoint of the jump if you fail and the height of the fall is calculated to the nearest solid surface beneath you.

## Jumping into Close Combat

If you successfully jump into Close Combat you are considered to have Charged but you gain an additional +1 to your Attack roll.

## Movement and Terrain

You may not move through terrain under most circumstances. Walls and other solid objects are impassable and must be moved around or climbed over.

Buildings are generally impassable but in certain cases you may move through them although it can be dangerous...

### Walls & Low Terrain

To climb over a wall or any other terrain over an inch in height simply make a climb check as noted earlier and then make a jump check to get down safely.

You include both vertical and horizontal distances in your movement for the Action used.

*A wall which is 1 ½" high and ½" deep will require 3 ½" inches of movement to negotiate.*

Any remaining movement may be taken once you have successfully negotiated the obstacle.

Lower terrain such as barrels and boxes up to 1" in height may be clambered over without a check they are simply designated as Difficult Terrain (see page 33).

You may end your move on top of these kinds of obstacles (assuming the model can balance there safely). In this case you may not claim cover from them against any Ranged Attacks.

### Buildings

*When a fight breaks out in the streets of London the locals take cover and lock their doors and windows, leaving the streets to the opposing factions.*

In most cases buildings are impassable and must be moved around or climbed.

If a building has doors modelled on more than one side you may attempt to break into the building and move through it

To break into a building you must first either pick the lock or simply bash in the door.

To open most doors in Twisted is a Difficulty 15 check using either Strength or Finesse. It is an Action to attempt this.

Some missions may specify other Difficulties to open certain doors.

Once the door is open you may attempt to move through the building. You must have sufficient movement available to you to clear the entire building in one Activation.

You may not end your Activation partway through a building.

The move is measured in a direct line from one door to the other including any vertical distance.

Once inside the building the doors leading out may be opened freely and do not require the use of an Action to pass through them.

In any attempt to move through a building a Difficulty 14 Finesse check is required to avoid the indignant and rather defensive owners of the property. If you fail this check you take D4 damage bypassing armour as you receive a rather nasty wound from an angry householder wielding a carving knife or well aimed pan.

Once a door has been opened it is considered to be immediately locked again or otherwise barred by the residents of the property once any Character has moved through. Any subsequent Character wishing to enter the building must again attempt to break in.

It is possible for one Character to open a door and have another Character move through it in their Activation.

The residents of the property take a rather dim view of random folk holding their doors open and all doors will automatically be considered shut and locked in the Maintenance Phase after which they are opened.

*Gretel wishes to make a rather sneaky move through a shop in order to foil an Urkin's plans.*

*She spends one Action and breaks in successfully. The distance to the door on an upper balcony is 5".*

**5"**

*As her Speed is 6 she can now use a second Action to move through the building.*

*She attempts the move but rolls poorly getting a D20 result of 3 on her Finesse check. She adds her Finesse of 7 for a total of 10.*

*There is a loud thump as a heavy cooking pot is lobbed at her and she takes 2 damage in the attempt.*

## Difficult Terrain

Some areas of the tabletop may be denoted as Difficult Terrain.

Areas such as marshy ground, rubble and other hindrances can affect your ability to move freely.

Cover such as barrels, crates and low walls, less than 1" in height also count as Difficult Terrain.

Movement through such areas, or over low cover, requires 2" of movement for every 1" travelled.

*Gretel wishes to move over a low stack of crates 1½" deep and 2" from her. Her Speed is 6 so she moves 2" to the crates then spends 3" of movement to clamber over them. She has 1" of movement remaining once she has cleared the crates.*

*If she entered an area of Difficult Terrain with only 3" of movement left she would move 1 ½" and stop.*

Some Missions or *Fascinating Features* will specify areas of Difficult Terrain. You can, or course, decide with your opponent if any terrain elements on your table count as Difficult Terrain.

See page 76 for more information on *Fascinating Features*.

## Ranged Combat

*If a Character is free of Close Combat he or she may choose to fire a ranged weapon to wound or kill a foe from afar.*

Ranged combat involves any weapon that is fired, shot, thrown or generally lobbed from a distance at the enemy.

You may only fire a single weapon per Action unless otherwise noted on the Character's Card or you are under the effect of an Alchemantic Invocation that allows more than one shot per Action.

A Character may not use their ranged weapon when engaged in Close Combat unless otherwise noted.

There are a few simple steps to follow to resolve a ranged attack.

1. Determine Range, Line of Sight and potential Cover
2. Attacker rolls to hit using D20 plus attack modifiers
3. Target Rolls a D20 plus defence modifiers to avoid the shot
4. Apply Damage and any effects.

### Range

To determine the range of the attack simply measure the distance between you and your target, from base edge to base edge. **You may measure the range before deciding whether or not to take the shot.**

Once you have the range compare this to the range bands of the weapon as printed on the Character's Play Card.

There are 4 range bands printed in this order: Short / Medium / Long / Extreme. Once you measure the range and compare it to the values printed on your Character's card the penalty for range is given on the table below.

| Range Band | Penalty |
|---|---|
| Short Range | 0 |
| Medium Range | -2 |
| Long Range | -4 |
| Extreme Range | -6 |

Some weapons have a value printed as "–" in the Extreme Range band. This means they are ineffective at ranges any further than Long Range.

No weapon is effective beyond its extreme range.

*An Urkin wants to fire his Dodgy Gun at Launcelot. The Knight is 5 inches from the twisted wee lad. The first printed range band of a Dodgy Gun is 4 so the Urkin must take a -2 penalty on the shot as the shot is now within the second range band.*

**Weapons**
**Pointy Things:** D6+2+Str
**Dodgy Gun:** D8+5 (Ramshackle)
Range: 4 / 7 / 9 / –

## Line of Sight

To shoot at an opponent you need to be able to see them.

You may fire at any target that you can see within the 180 degree front arc of your Character. In order to fire at a target behind your Character the model must turn around which counts as a move action for the turn.

It is wise to consider which enemy Characters you wish to shoot at when you move your Character.

If you cannot see an opposing Character due to terrain or other obstructions you may not shoot at them.

A Character on the table does not block Line of Sight to another Character but does provide cover. You may fire through the occupied area.

## Cover

If any terrain element, Character Model, other obstruction is between you and your target, yet you can draw a line of sight to part of the model they are considered to have cover from you.

The Character is partially concealed and the Ranged Attack is more difficult than normal. Cover gives the target of the attack a +2 bonus on their Defence roll.

There are some exceptions to this rule (see Launcelot's Rifle "The Lance" for example which has the *Penetrating* property).



*Character A is the target of Ranged Attacks from Characters B, C & D.*

*B cannot draw a Line of Sight due to the terrain and so may not take a shot.*

*C can draw a Line of Sight however A can claim Cover from the terrain.*

*D has a clear shot to A with no Cover.*

Line of sight should be drawn to the main body of the miniature, not to any extended guns, swords or other objects (wings etc.).

A Character may choose to go prone to hide themselves behind cover. When in this state Characters are considered to occupy the height and area of their base. In this state you need to be able to draw line of sight to the Character's base or some portion of it.

When drawing line of sight to a Prone Character only consider the base with which the model was provided - not any scenic elements that may have been added to it.

## Running Characters

Characters who are running can claim an additional +1 to their Ranged Defence roll on top of any cover or other bonuses.

See *The Gentleman's Guide to Elegant Movement* for more information.

## Rolling to Hit

Once you have determined the Range, Line of Sight and Cover you then Resolve the Shot. This is an Opposed roll.

Your Character's Card shows two numbers next to your Attack Characteristic and two next to your Defence Characteristic. The second of these numbers are your Ranged Attack Bonus and your Ranged Defence Bonus.

*An Urkin Shooter has an Attack Characteristic of 2/4. The 2 is his Close Combat Bonus, the 4 is Ranged Attack Bonus. Launcelot has a Defence Characteristic of 6/4. The 6 is his Defence Bonus for Close Combat, the 4 is his Ranged Defence Bonus.*

Roll a D20 and add your Ranged Attack Bonus along with any other bonuses applicable. Bonuses to your attack might come from Special Abilities, Alchemantic Invocations, Eye of The Engine Cards, Weapon Features or even one of Dr Disraeli's mysterious Delights. These are detailed later in this book.

From this number subtract modifiers for Range. The Final number is your *Ranged Attack Score*.

The target of your attack now has the chance to dodge the shot or duck into cover (if they have any).

They roll a D20 and add their Ranged Defence Bonus plus any other bonuses they may be able to claim from sources such as those listed above, Cover or Running as mentioned earlier. This total is the Ranged Defence Score.

If the Ranged Attack Score is higher than the Defence Score then the shot hits home. If the Ranged Defence Score is higher then the Character has ducked or moved aside in a nimble and spectacular fashion and the shot misses. Should the result be a draw then the Character from the Company that holds the Favour of The Engine becomes the winner.

If there are more than two Companies involved in the game and neither of the two involved in the drawn shot hold Favour of The Engine then the player that holds the Favour of The Engine decides who is the winner.

*An Urkin Shooter fires his Dodgy Gun at Launcelot. He's within 4 inches at Short Range but Launcelot has cover from a large barrel.*

*The D20 Roll is a 15. The Urkin ends up with a Ranged Attack score of 19*

$$15 \boxed{+4} = 19$$

Ranged Attack Bonus
D20 Roll

*Launcelot now rolls a D20 and adds +6 (his Ranged Defence Bonus plus cover). He gets a 12 + 6 = 18 and the shot from the sneaky wee lad has hit home.*

$$12 \boxed{+4} \boxed{+2} = 18$$

Ranged Defence Bonus
Cover
D20 Roll

## Damage

If the shot hits the target then damage must be applied.

All ranged weapons have a Damage Value printed on the Characters Card. Roll the appropriate dice and add modifiers as shown. This gives you the Damage the shot has caused.

The Target then subtracts his Armour Value from the Damage. Any points left over are applied as actual harm to the Character.

*The Urkin's Dodgy Gun causes D8+5 Damage. The roll is a 4 so the total Damage caused is 9 points.*

*Launcelot is heavily protected by his steel coat and has an Armour Value of 9. If we take 9 from 9 we end up with 0 so, although the shot hit Launcelot, it was deflected by his armour.*

Damage taken is marked off on the character's card, starting from the top of the card down. If your Life reaches the red area you are considered Wounded.

> **Ranged Combat Damage**
> Weapon dice + modifiers - Armour

## Becoming Wounded & Out of Action

When a Character has taken sufficient damage to have a mark placed in the area marked in red on the Life section of the Character Card he or she is considered Wounded and takes a -2 penalty on all Characteristics with the exception of Armour. When a Character's Life is reduced to 0 he or she is Out of Action and removed from the game.

## Attack Special Effects

Any special effects that a given attack may have are applied immediately after Damage is done unless otherwise noted in the effect's rule.

## Critical Hits

If the Attack roll is a 20 before modification then it is an automatic hit, regardless of modifiers and a critical hit has occurred. The target may not roll a Defence Check to avoid the shot and their Armour Characteristic is halved (rounded down).



**URKIN SHOOTER** 14

| | |
|---|---|
| Spd | 4 |
| Str | 3 |
| Fin | 3 |
| Att | 2/4 |
| Def | 3/3 |
| Arm | 5 |
| Alc | 0 |

Life: 10

**Weapons**
Pointy Things: D6+2+Str
Dodgy Gun: D8+5 (Ramshackle)
Range: 4 / 7 / 9 / –

**Special Abilities**
*Lurk*
Reinforce
Insignificant

**LAUNCELOT** 47

| | |
|---|---|
| Spd | 4 |
| Str | 6 |
| Fin | 4 |
| Att | 7/5 |
| Def | 6/4 |
| Arm | 9 |
| Alc | 0 |

Life: 25

**Weapons**
Sword: D8+3+Str (Bleed)
The Lance: D10+5 (Penetrating, Slow)
Range: 6 / 9 / 12 / 22

**Special Abilities:**
By The Engine's Will
Determined
*Challenge*

## Firing into Close Combat

Sometimes you may wish to fire on a character who is locked in combat with an ally. Perhaps you are wounded and don't want to get into the fight or you are just rubbish at Close Combat.

You have two choices when doing this.

**1. Err on the side of caution.** You take the shot but you are being very careful not to hit your ally. You take a -4 penalty on your attack but you stand no chance of hitting anyone other than your target.

**2. Blaze Away.** You fire wildly into the fight. Roll a D6, on a 1-3 you end up targeting a random Character in the Melee, on a 4-6 you fire at your intended target. Resolve the shot against whichever model ends up being the target in the normal way.

What constitutes a Melee is covered in *Captain Kopf's Techniques of Discrete Bloodletting* on page 39.

## Grenades and the Grenade Scatter Template

Grenades can be thrown at a foe or at a point on the table. They are handled like any other ranged attack but unlike most ranged attacks you can aim at an empty area rather than an opponent!

If a foe is the target then all the usual rules apply - the foe may dodge the shot and cover applies.

If the target is a point on the table the Difficulty for hitting the desired point is 15. If your attack roll equals or beats 15 then the grenade lands where you intended.

You may lob a grenade over tall obstructions such as walls. In this case the range is measured including any vertical distances. If you cannot draw line of sight to the end point of your throw there is an additional -2 on the roll to hit the desired point.

If you miss the desired point or the target of your throw dodges the attack then the grenade scatters in a random direction.

Place the Grenade Scatter Template over the target with the arrow pointing in the direction of the throw. Roll a D8 - the grenade scatters 1D6 inches in the direction indicated.



*Tesla (marked A) throws a grenade at a point on the table. He needs a 15 for it to be accurate. He rolls a 4 plus his ranged attack value of 5 for a total of 9.*

*The throw misses his desired point and scatters. The D8 is rolled to determine the direction of the scatter and comes up a 6.*

*His D6 roll is a 4 and so the grenade lands 4 inches away in the direction the D8 indicated - with any luck no allies are in the area!*

Most Grenade like weapons have an Area Effect, either Splash Damage around the Target or they use one of the two Blast Templates. See the rules following for a description of these kinds of effects.

*The Grenade Scatter Template is also used in a number of other effects in Twisted where a random direction of movement must be determined. Its use in these circumstances will be detailed in the relevant rules.*

## Explosions and Area Effects

Alchemantic Invocations, Grenades or other weapons that use the Blast or Cone Templates also follow these rules.

**Splash Damage:** Any Character within an inch of the spot where Splash Damage effect is generated must make a Finesse Check to avoid taking damage from the effect. The Difficulty for this check is 12.

Splash Damage is a secondary effect to the main damage the weapon or Invocation causes. A Character at the point where the effect lands takes full damage as listed for the weapon. Those who are adjacent and fail their Finesse Checks take half the damage rolled, rounded down.

**Explosive Damage:** Grenades and Alchemantic Invocations that have a more powerful explosive effect use either the 2" or 4" Blast Template or the 6" or 9" Cone Template supplied. This will be noted in the Weapon or Alchemantic Invocation's rules.

The template is placed with the central marker over the final point where the blast occurs. Any Character completely under the template takes full damage from the attack with no chance to avoid the effect.

Characters that are partially under the template must make a Finesse check against a Difficulty of 15. If they pass this check they have leaped clear and suffer no damage. They are immediately moved to a clear space outside the area of effect. This move is restricted to a single inch of movement.



*Model A is targeted with an Alchemantic Invocation with a 4" diameter. Models A and B are completely within the Effect and cannot escape.*

*Models C and D are only partially covered and so, if they make their Finesse Checks, may move one inch to get clear.*
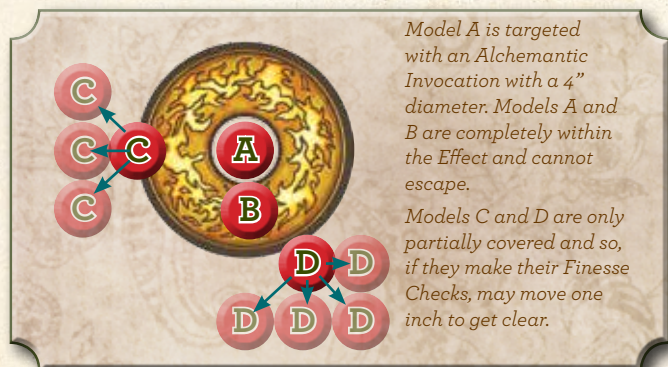
Characters with cover between them and the source of the explosion can claim +2 on their Finesse Check and don't need to move back a inch. It is assumed they duck behind the cover.

If a Character passes the check but is unable to move the required inch due to terrain or other Characters then they remain within the blast and are affected as if they had failed the check.

Conditions such as Stunned, Prone or Incapacitated can also affect the ability of a Character to get clear of the area of an explosion or Alchemantic Invocation. See page 27 for more details.

Damage from template attacks should be rolled separately for each character affected.

## Close Combat

*Combat in the Twisted world is brutal and rather bloody. Fights can last moments as an expert sword blow beheads a lowly Urkin or two mighty warriors might battle on for what seems an eternity...*

### Entering Close Combat

In order to enter Close Combat with another character your model must move into base to base contact with your foe.

This movement must be the result of a regular move action or a charge. You may not Run into Close Combat.

Once contact is made during the Activation Phase of the turn a Round of Close Combat is then fought immediately.

It is not an Action to fight in Close Combat.

A Close Combat round uses the following steps:

1. **Attacker rolls a D20 plus their Close Combat Attack Characteristic and any other situational modifiers**
2. **Defender rolls a D20 plus their Close Combat Defence Characteristic**
3. **If the Attacker beats the Defender's total score then a blow is landed**
4. **Apply Damage and any effects**

### Base to Base Contact

A Character is considered in base to base contact with an opponent when his or her movement allows the outer edge of the base supplied with the miniature to touch that of the opposing miniature.

You are not in base to base contact if you simply touch an outstretched sword, tail, wing or other extended part of the miniature.

You may rotate the opposing miniature slightly if any of these extended portions of your foe are preventing you making base to base contact. This rotation should be as slight as possible to allow base to base contact to be made.

If these extended portions of a miniature make Flanking difficult simply place the miniature as close as possible to the position in which it should be placed. In the chaos of Close Combat nothing is perfect.

See page 40 for more details on Flanking a foe.

### Charging & Jumping into Close Combat

You may enter Close Combat on a Run Move Action only as a special Charge Action.

This movement must be in a straight line and must end in base to base contact with an opponent.

When you Charge you gain a +1 bonus to both your Attack roll and your Damage roll representing the ferocity of the attack. You also suffer a -1 penalty to your Defence until the following Maintenance Phase as your Charge leaves you a little more open to the attacks of your foes.

You may also Jump into Close Combat which is considered a Charge with an extra +1 to hit.

### Rolling to Hit

Your Close Combat Characteristics are the first of the two numbers listed next to Attack and Defence on your Character card.

To strike your opponent in Close Combat you roll a D20 and add your Close Combat Attack Bonus as printed on the Character Card. This is an Opposed roll.

In addition there may be modifiers as listed below.

| Situation | Bonus or Penalty |
|---|---|
| Charging | +1 to Hit<br>+1 Damage<br>-1 Defence [1] |
| Jumping into Combat | +2 to Hit<br>+1 Damage<br>-1 Defence [1] |
| Opponent is Outnumbered | +1 to Hit |
| Opponent is Flanked | +1 to Hit |
| Attacking from the rear | +1 to Hit [2] |

[1]  The -1 penalty applies to the attacker's Defence until the next Maintenance Phase

[2]  Initial round of Close Combat only

Other things, such as some Special Abilities, Alchemantic Invocations, Eye of The Engine Cards, Dr Disraeli's Delights or Weapon Features may also affect the roll.

The final total of the D20 and all relevant modifiers is your *Close Combat Score*. Modifiers are cumulative so if, for example you manage to Charge, Outnumber, Flank and attack from the rear at the same time you receive +4 to hit.

Your opponent then rolls a D20 and adds his or her Close Combat Defence Bonus and any modifiers applicable.

If you beat your opponent's Score then you have landed a blow.

In the event that the totals of the Close Combat Attack and Close Combat Defence rolls are equal then the Character from the Company that currently holds the Favour of The Engine is considered the winner!

If there are more than two Companies involved in the game and neither of the two involved in the drawn combat hold Favour of The Engine then the player that does hold the Favour decides who is the winner.

*Two Urkin are attacking Launcelot. One activates and strikes.*

*His D20 roll is a 12 and adds his Close Combat Bonus of 3 for a total of 15. As the two Urkin are both in combat Launcelot is outnumbered so a further +1 is added bringing the total to 16.*

*Launcelot rolls a 9 and, as his Close Combat Defence is 6 the total is 15. The Urkin has beaten Launcelot's Score and landed a blow. Whether the blow is powerful enough to hurt Launcelot is another matter...*

## Attacking from the Rear

If you attack an opponent from the rear, outside of their 180 degree line of sight arc then you gain a +1 to your attack in the first round of Combat. The opposing Character is turned to face you during that round of Combat.

The Character may then be attacked from the rear again by another Character later in the turn and this bonus may then stack with the Flanking bonus as shown on this page.

You do not retain the +1 bonus for attacking in the rear for any other round of combat other than the initial contact.

If you are already engaged in Close Combat when attacked from the rear you turn but your initial opponent is not then considered to be attacking from the rear should they activate after this has occurred.

## Being Engaged Before you Activate

If your Character is engaged in Close Combat and has not yet acted they retain their two actions but the options available to you are somewhat limited.

You can simply choose to fight another round of Close Combat if you wish, forgoing other Actions.

You may also try and call an Alchemantic Invocation although this is more difficult than normal unless the Invocation is designed for Close Combat (See page 46).

Additionally some Special Abilities are usable in Close Combat so Actions can be spent on these too.

You may not make a Ranged Attack against a foe or attempt to interact with any object whilst engaged.

You can, however use one of Dr Disraeli's Delights if desired. Details of these are given in *Madame Moon's Grimoire of Goals* on page 57.

You may spend both Actions and still attack in Close Combat.

Should you decide to stay in Close Combat and fight a round of combat you only get a single attack, even if you have more Actions available to you.

You may choose which of the opponents in base to base contact you wish to strike should there be more than one engaging you.

Alternatively you may try and Disengage from the Close Combat Melee using a single Move Action - see opposite.

Close Combat is always considered to happen after your Actions are spent. Should you choose to fight the round of Close Combat and you take your foe Out of Action you do not then get to use any Actions afterwards.

Any unused Actions are considered used at this point.
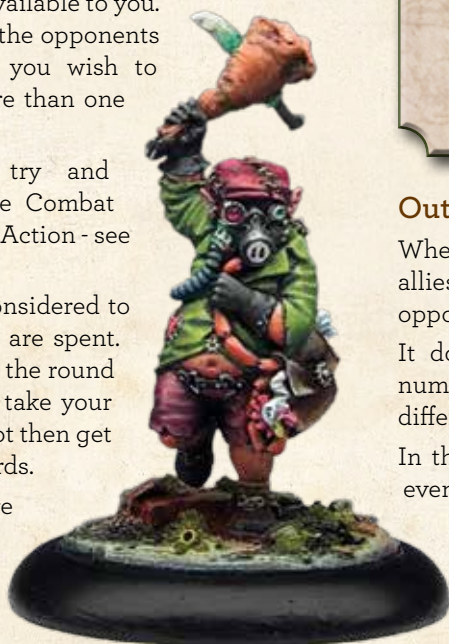
## Disengaging

To Disengage from Close Combat roll a Finesse Check using a Difficulty of 10 plus the Close Combat Attack value of the foe you are in base to base contact with. If you beat the value then you may make a move action away from the combat.

You must move away from the Character who engaged you and may not move past them. All the normal rules of movement apply.

If you fail to disengage you stay engaged in Close Combat and your opponent gains an immediate free attack against you. You defend yourself normally against this free attack.

Having failed to Disengage you may then choose to attack the opponent normally or spend your remaining Action in some manner and then attack.

You may not, however, attempt to Disengage twice in the same turn.

If you are in a Melee with multiple foes in base to base contact with you then the Disengagement check is taken against the highest Close Combat value with an additional +1 for each opponent other than the first.

## Melee Situations

When more than two Characters are in base to base contact this is known as a Melee. It doesn't matter who is attacking who - if the base to base contact is continuous then a Melee is formed.

Each individual in the Melee still attacks in Close Combat when they Activate but for some effects such as Outnumbering (see below) and *Blaze Away* firing into Close Combat (see page 36) who is involved in a Melee can be important.

*Here is a Melee situation of 5 Characters. Although B, C2 and C3 are on the edge of the Melee they are still involved as a continuous line of base to base contact can be drawn.*

*Further to this A and B are considered Outnumbered as they have more opponents in the Melee than allies!*

## Outnumbering

Whenever you are in a Melee with more opponents than allies then you are considered Outnumbered and each opponent gains a +1 to hit.

It doesn't matter who's actually attacking who. It's the number of opponents in the overall Melee that makes the difference.

In the example above models A and B are Outnumbered even if the only Character actually attacking model B is model C1.

## Flanking

You can flank an opponent by getting models directly opposite one another.

You must be able to trace a line that passes through the centre of the opponent's base in order to claim the flanking bonus of +1 to your attack.

Once again it doesn't matter who your ally attacks. If they are on the opposite side of a foe you are considered to be flanking them.



*Here is a differently configured Melee.*

*In this example both model A and B are considered Outnumbered so their foes get +1 to hit them.*

*In addition model A is Flanked by models C1 and C2 so they gain an extra +1 to attack.*

*Models A and B Flank model C1 and can claim +1 to attack him or her only.*

## Stunned, Prone and Incapacitated

See Page 27 for details on how these affect Close Combat.

## Damage

Once you have landed a blow in Close Combat it is time to determine the damage caused.

Each Close Combat Weapon has a damage value printed on the Character's Card. Roll the appropriate dice and add the basic bonus as printed on the card.

To this figure also add the current Strength of the Character, adding or subtracting points for Alchemantic Invocations, being Wounded or Eye of The Engine effects.

The final number then has the Armour value of the target subtracted from it. Any points left are applied as actual damage to the character.

Mark off the squares under Life on the relevant Character's card starting from the top down. Should sufficient damage be caused to mark off one of the squares indicated in red then the Character is considered Wounded (see page 27).

*In the earlier example the Urkin managed to hit Launcelot in Close Combat.*

*An Urkin Slasher's pointy weapon does D6+3+Str damage. The Strength of an Urkin is normally 3 but, as this one was Wounded earlier he is -2 to Strength.*

*The Roll comes up a 6 The final damage is therefore 6+3+1 = 10. Launcelot's armour is 9 so 1 point of damage is caused.*

### Close Combat Damage
**Weapon dice + modifiers + Strength - Armour**

## Becoming Wounded

When a Character has taken sufficient damage to have a mark placed in the area marked in red on the Life section of the Character Card he or she is considered Wounded and takes a -2 penalty on all Characteristics with the exception of Armour. When a Character's Life is reduced to 0 he or she is Out of Action and removed from the game.

## Attack Special Effects

Any special effects that a given attack may have are applied immediately after Damage is done unless otherwise noted in the effect's rule

## Critical Hits

If the Attack roll is a 20 before modification then it is an automatic hit, regardless of modifiers and a critical hit has occurred.

When a critical hit occurs in Close Combat no Defence Check is made by the target of the attack and their Armour Characteristic is halved (rounded down).

In addition the unfortunate Character must make a Finesse Check with a Difficulty equal to 10 plus the final Damage dealt or be Stunned.

*Launcelot strikes back at the Urkin who had the temerity to hit him. He is lucky enough to roll a 20 and score a Critical Hit.*

*The Iron Gentleman's Sword does D8+3+Str Damage and his Strength is 6. He rolls a 3 for a total Damage of 12 (3+3+6=12).*

*The Urkin's Armour Value is normally 5.*
*As it is a Critical Hit the Armour Value is halved and is rounded down to 2.*

*This means the Urkin takes 10 points of damage, enough to kill him outright. Whether or not he becomes stunned is now immaterial... had he survived the attack he would have needed to roll above a 20 using a D20 plus his Finesse Characteristic (Final damage of 10 plus 10) or have been Stunned until the Maintenance Phase.*

*A Gentlefolk Blacksmith.*

*Built incredibly tough these automata can withstand powerful attacks before sustaining damage.*

Bess sat quietly in her bedroom window watching the street below. She idly plucked the stray leaves from a bunch of flowers - they were always worth a few coppers more if the stems were tidy.

She liked to sit in the window. For one thing the air was fresher, especially later at night when the cacophony of merchants and the clanking of those infernal steam coaches had died down. Secondly, it made her privy to the entertainment provided by the constant stream of punters and harlots leaving The Grey Goose tavern nearby.

Down the street, Bess could see Samuel Munn lurking in a darkened alley. Sam was known locally as 'Sam the Slasher', an evil-tempered and vicious scoundrel if ever there was one. Sam's latest routine was to wait for a nicely-sozzled gentleman to leave The Goose and then dart out to drag his victim back into the shadows, taking his measure of the toff's purse at knife-point. Were there to be resistance then, at best, the toff could expect to leave with a jagged scar to remind him not to mess with 'Sam the Slasher'; but in all likelihood the fellow would never be seen again and Sam would be sporting a new, expensive-looking coat.

Tonight Sam seemed even more furtive than usual. Bess had seen several of those strange wee lads that served Bill skulking about earlier. That usually meant one of Bill's unsettling visits was imminent, or perhaps that Dodger was making a trip to the surface. Bess liked Dodger: he always smiled and waved and, on occasion, would toss her a coin from his latest filch.

Bess glanced back along the darkening street towards the tavern and noticed a well-dressed gentleman alighting clumsily from an ostentatious steam carriage, paying the driver with coins groggily fumbled from a bulging purse. She glanced back to the alleyway and saw Sam moving furtively into position. "This is about to get dicey," she thought.

———— ✿ ————

M'Dusa floated gently down the murky alley, making sure she kept to the darkest shadows. She had sent out both her Seeker snakes to find a new host; the last one had just fallen foul of that accursed steam carriage. M'Dusa was still surprised at the speed those hulking, cacophonous transports could reach.

Something in M'Dusa's mind insisted she find a host and get to The Grey Goose. She wasn't sure why but she knew it had to happen soon.

A Seeker returned, slithering fluidly along the cobblestones and nestling itself back into the portal from whence it came. M'Dusa's metallic, hood-like body settled to the ground as the information from the Seeker assimilated.

There was a potential host nearby.

M'Dusa reactivated and drifted silently down the alley. The new hosts were always twitchy to begin with, until she had fully subdued their will. It was much easier to assume control when the host didn't expect you; that first moment of surprise left a weak mind open for easy assault.

The Seeker was right. Lurking in the shadows just around a corner there stood a tall, malicious-looking man in an ill-fitting coat. He stared intently at the street beyond, careful not to be seen as he kept watch on a well dressed man disembarking drunkenly from one of those damnable carriages.

———— ✿ ————
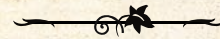
Bess looked on as the gentleman staggered away from the carriage. With a hiss and a cloud of acrid steam the driver moved off, leaving the toff to his fumbling attempts at re-fastening his purse. With morbid fascination, Bess watched Sam burst from his hiding spot like a trapdoor spider and take the man around the throat, pulling him roughly back into the shadows. The street was deathly quiet and she could just make out the startled cry of shock as Sam produced Gurty, his favourite blade, from beneath his heavy overcoat.

"Give us yer cash," she heard him hiss savagely, "lest Gurty here takes a drink o' yer guts."

"You shall havth no suzch thing!" the gentleman slurred back in defiance, wobbling unsteadily as he drew himself up, puffed out his chest and raised his fists in what could only be described as a parody of a true boxer's stance.

There was a brief flurry of action and within moments the toff was lying flat with his back against the cobbles, clutching his stomach and moaning as Sam stood astride him brandishing a bloodied blade in his rough hand. "Now I'll 'ave yer cash and them posh boots," Sam glowered triumphantly at the feebly twitching man.

———— ✿ ————
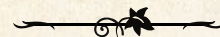
M'Dusa accelerated. Now, whilst the potential host was distracted, was her best chance. She cannoned into the man's broad back, throwing him sharply into the wall. His head hit the brickwork with a crack and his knees buckled slightly. M'Dusa raised herself up and dropped squarely over the man's head, her cowl-shaped body settling down around his skull.

Her feeder lines drove into his neck and spine causing him to cry out, as her claws encircled his neck and torso locking her into position. She could immediately discern his panicked mind as it desperately tried to make sense of what was happening.

"This one will be simple," she thought to herself as she brushed aside any resistance from his feeble self-consciousness. He wasn't clever, and for all his aggression and violence his will was surprisingly weak. Within moments M'Dusa had complete control.

———— ✿ ————
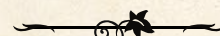
Bess heard strange noises coming from the alley and, straining her eyes to peer into the murk, could just make out something very odd happening. In just a few short moments Samuel had gone from having the gentleman at his mercy (of which there was very little, it had to be said), to abruptly tumbling into the shadows as though struck by a prize fighter. Then all at once – right from where Sam had fallen – a woman arose, clad in strange yet beautiful clothes. "How very curious – even for this town!" Bess thought, peering ever harder into the gloom.
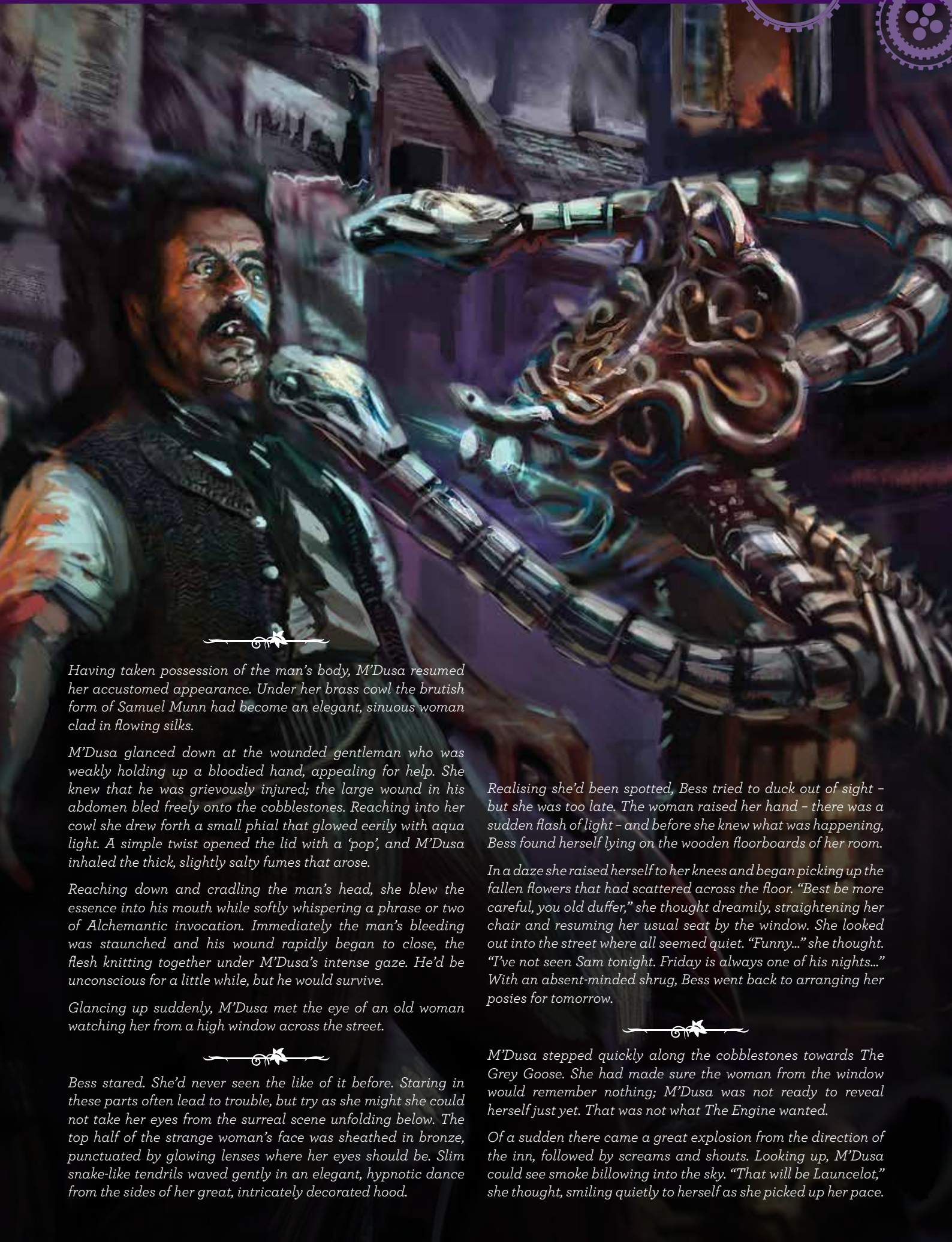
Having taken possession of the man's body, M'Dusa resumed her accustomed appearance. Under her brass cowl the brutish form of Samuel Munn had become an elegant, sinuous woman clad in flowing silks.

M'Dusa glanced down at the wounded gentleman who was weakly holding up a bloodied hand, appealing for help. She knew that he was grievously injured; the large wound in his abdomen bled freely onto the cobblestones. Reaching into her cowl she drew forth a small phial that glowed eerily with aqua light. A simple twist opened the lid with a 'pop', and M'Dusa inhaled the thick, slightly salty fumes that arose.

Reaching down and cradling the man's head, she blew the essence into his mouth while softly whispering a phrase or two of Alchemantic invocation. Immediately the man's bleeding was staunched and his wound rapidly began to close, the flesh knitting together under M'Dusa's intense gaze. He'd be unconscious for a little while, but he would survive.

Glancing up suddenly, M'Dusa met the eye of an old woman watching her from a high window across the street.

❦

Bess stared. She'd never seen the like of it before. Staring in these parts often lead to trouble, but try as she might she could not take her eyes from the surreal scene unfolding below. The top half of the strange woman's face was sheathed in bronze, punctuated by glowing lenses where her eyes should be. Slim snake-like tendrils waved gently in an elegant, hypnotic dance from the sides of her great, intricately decorated hood.

Realising she'd been spotted, Bess tried to duck out of sight – but she was too late. The woman raised her hand – there was a sudden flash of light – and before she knew what was happening, Bess found herself lying on the wooden floorboards of her room.

In a daze she raised herself to her knees and began picking up the fallen flowers that had scattered across the floor. "Best be more careful, you old duffer," she thought dreamily, straightening her chair and resuming her usual seat by the window. She looked out into the street where all seemed quiet. "Funny..." she thought. "I've not seen Sam tonight. Friday is always one of his nights..." With an absent-minded shrug, Bess went back to arranging her posies for tomorrow.

❦

M'Dusa stepped quickly along the cobblestones towards The Grey Goose. She had made sure the woman from the window would remember nothing; M'Dusa was not ready to reveal herself just yet. That was not what The Engine wanted.

Of a sudden there came a great explosion from the direction of the inn, followed by screams and shouts. Looking up, M'Dusa could see smoke billowing into the sky. "That will be Launcelot," she thought, smiling quietly to herself as she picked up her pace.

## Alchemancy

*The mysteries of Alchemancy are known to only a few in the Twisted world. These few have an inkling into how The Engine controls the world and can tap into a small measure of its power. The Engine does not take such interference lightly and will, on occasion, take a special interest in the activities of an Alchemancer. This can have dire consequences indeed...*

Alchemancers in the Twisted World are individuals who have learned to tap into the energies of the world in a similar way to The Engine itself.

Their powers, whilst sometimes great are but feeble efforts compared to the world altering abilities of even the weakest of The Engine's Nodes.

There are four Schools of Alchemancy:

**Fire:** Alchemancers who have this School are able to cause great destruction and on the counter it allows the Alchemancer to make others more powerful by enhancing their abilities.

**Earth:** Proponents of the Earth School are said to have power over life and death. They can also call forth beings from Elemental Regions beyond the reality of the Twisted World.

**Air:** Typically the Air based Alchemancer works to protect others, sometimes at his or her own expense. They are also known for being able to travel where others cannot, flying, passing through walls or moving at great speed.

**Water:** These Alchemancers specialise in Healing and can take the most seriously wounded person from Death's very doorstep. They also have the ability to weaken and confound their foes. The phrase "gone to water" has never been quite so appropriate...

Some Alchemancers can draw on all four Schools to varying degrees. Many only have one or two areas of specialty however and are yet to master the more powerful Invocations.

### Alchemancy Bonus

Characters who can use Alchemantic Invocations have an Alchemancy Characteristic of more than 0 printed on their Character Card.

A Character with a 0 in Alchemancy can never call an Alchemantic Invocation, even if they posses an Essence that they may have found.

The Alchemancy Characteristic is used when generating and selecting Alchemantic Invocations as explained later.

A Character whose Alchemancy Characteristic is reduced below 1 due to injury or any other effect may not call any Alchemantic Invocations until the ability recovers.

### Selecting Invocations

When you build your Company for a game of Twisted each Alchemancer you control should select the Invocations you wish to have available for the skirmish before the start of the game. See *Power* on the following page and *Building Your Company* on page 55.

### Alchemantic Essences

On the Character Card of someone with Alchemantic ability you will see a series of small boxes next to the name of the Schools of Alchemancy they posses.

These represent the number of Essences of each element that the Alchemancer starts the game with.

Essences can take the form of small vials of liquid or gas, small crystals or even intricate metal containers that glow with the powers of the Elements trapped within.



| 34 | NANCY |
|---|---|
| Spd | 4 |
| Str | 3 |
| Fin | 4 |
| Att | 4/4 |
| Def | 4/5 |
| Arm | 6 |
| Alc | 7 |

**Life: 19**

**Elements:**
Fire
Earth
Air
Water

**Weapons**
**Whip Shawl:** D6+3+Str (Entangle)
**Throwing Knife:** D6+6 Range 2 / 4 / 6 / 9 (Razor Sharp)
**Special Abilities:** Disturbing Engine Linked Murderous

*Nancy is a powerful Alchemancer with access to all four Schools.*

These Essences are used up when generating Alchemantic Invocations and may be replenished when the Alchemancer recovers from his or her efforts.

### Recovering Essences

As an Alchemancer calls Invocations he or she uses the Essences they started the game with.

In order to replenish these Essences the Alchemancer must take a moment to concentrate and generate more of them.

You may choose which types of Essence you recover.

You have two options available to you to recover Essences.

#### Partial Recovery

As a single Action you may recover half of the Essences you have used so far. **This number is rounded up.**

*Nancy has called Fire Burst and Bolster over previous turns and so has used 4 Fire Essences, 2 Air Essences and 1 Water Essence.*

*As she has used 7 Essences she can restore 4 of them. She may choose to restore all 4 Fire Essences, all the Water and Air Essences plus 1 Fire Essence or any other combination. It is up to her.*

*Which element you choose affects what Alchemantic Invocations you will be able to generate next turn so think carefully!*

#### Full Recovery

By using both of his or her Actions for a turn the Character may restore all Essences used so far.

In order to restore Essences the Alchemancer must not be engaged in Close Combat or otherwise under the influence of any adverse effect. It does take concentration so any distraction will cause it to fail.

# Alchemantic Invocations

An Alchemantic Invocation occurs when an Alchemancer attempts to tap into the latent power of The Engine to change the very essence of the World around him or her.

This is difficult to master and is not without risk.

Each time an Alchemancer generates an Invocation they use up the Alchemantic Essences they possess to help fuel the changes.

The description of each Alchemantic Invocation follows the same format as detailed below:

| Name and School | What the Effect is commonly called by Alchemancers and to which School of Alchemancy it is tied most strongly. The School of each Invocation is indicated by the symbol on the card as noted below. |
|---|---|
| Power | This is the value used when selecting which Alchemantic Invocations to take at the start of each game. |
| Action | How many actions the Invocation uses up. |
| Range | How far away from the Alchemancer the Invocation may be called into being. |
| Difficulty | How difficult the Invocation is to bring into being. This number is the target the Alchemancer must achieve on a D20+Alchemancy Bonus roll. |
| Breaking | The target number that needs to be achieved and the relevant bonus to be applied in order to end the effect of the Invocation. |
| Elements | Which Essences are required and how many of each are consumed to generate the Invocation. |
| Area | Details the area affected by the Invocation. |
| Duration | How long the Invocation lasts and when any ongoing effects are applied |
| Effect | What the Alchemantic Invocation actually does. |
| Backfire | What happens if you fail your Alchemancy check badly. |
| See pages 45-48 for more details | |

There are 40 Invocations detailed in this book and on the cards in the Alchemancy Deck in the box.

Each of these has a an icon shown which denotes the dominant Element (or School) for the Invocation. This is used in certain circumstances where Invocations of one general kind or another are affected.

These icons are:

**Fire**    **Earth**    **Air**    **Water**

Some of the very powerful ones will require so many Elements that only the most adept Alchemancers can successfully call them into being.

## The Cards

Each Invocation has a few areas that define how it works and how difficult it is to generate.

Shown here is an example of one of the more standard Invocations:
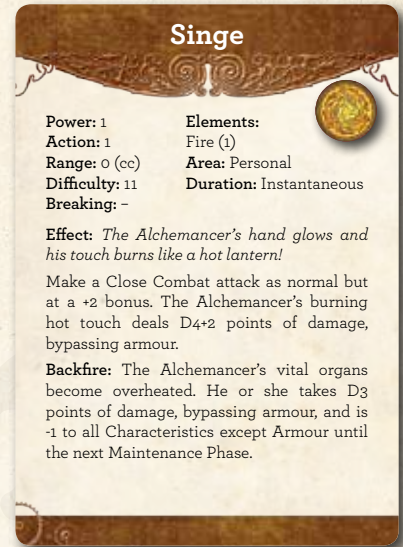
## School

All Alchemantic Invocations are shown as one of the four Schools of Alchemantic expertise. This symbol is used to define the type of Element that the Effect is most closely aligned with.

Some effects protect from certain Elements and some beings are resistant to certain forms of damage.

*A Sewer Slime is a slippery, oozy creature that is by nature damp and cold. It has a special defence of Resist Fire. This means that it takes 4 less points of damage from, and has a +4 bonus to break, a Fire based Effect.*

## Power

Each Alchemantic Invocation has a Power rating. This represents the relative power of the Invocation and the level of knowledge of Alchemancy the caster must have to be able to call the effect.

Each Alchemancer selects the Invocations he or she wishes to have access to at the start of the game. These may not be changed during the game although certain Eye of the Engine cards or other effects may alter this rule.

The Alchemancer may take Invocations where the total Power of the Invocations adds up to one and a half times the value of his or her Alchemancy Bonus, rounded up. Once selected these may be used as desired, they are not sorted and drawn randomly.

*M'Dusa has an Alchemancy Bonus of 7. She may therefore take Alchemantic Invocations to a Power value of 11 (7 x 1.5 = 10.5 rounded up to 11).*
*She chooses the following Invocations:*

| | |
|---|---|
| *Air Step:* | *Power 1* |
| *Fire Brand:* | *Power 1* |
| *Desiccate:* | *Power 2* |
| *Elegant Movement:* | *Power 2* |
| *Rejuvenate:* | *Power 2* |
| *Confound:* | *Power 3* |
| *TOTAL* | *Power 11* |

### Singe

**Power:** 1    **Elements:** Fire (1)
**Action:** 1
**Range:** 0 (cc)    **Area:** Personal
**Difficulty:** 11    **Duration:** Instantaneous
**Breaking:** –

**Effect:** *The Alchemancer's hand glows and his touch burns like a hot lantern!*

Make a Close Combat attack as normal but at a +2 bonus. The Alchemancer's burning hot touch deals D4+2 points of damage, bypassing armour.

**Backfire:** The Alchemancer's vital organs become overheated. He or she takes D3 points of damage, bypassing armour, and is -1 to all Characteristics except Armour until the next Maintenance Phase.

## Actions

Once an Alchemancer has mastered the art of Alchemancy it takes but a word or a simple gesture to generate most Invocations. It takes very little time but does use up a lot of the Alchemancer's concentration for a few moments.

Some Invocation can take quite a bit longer to generate and require some sustained effort on behalf of the Alchemancer.

Alchemantic Invocations are all generated during the Alchemancer's Activation. Each Invocation uses up a number of Actions as noted in its description.

*Nancy wishes to generate "Elegant Movement" to speed up her movement. The Invocation is noted as using a single Action. She now has one Action left so she may choose to now zoom quickly across the table or, if she desires, take some other Action.*

There is no roll to hit with Invocations unless noted.

## Difficulty

A Difficulty is listed for each Alchemantic Invocation, an Alchemancy Check must equal or exceed this number to successfully call the effect into being.

If the roll is a success the Invocation is generated and all the Invocation's effects come into play.

If the roll fails the Invocation is not generated and the Alchemancer loses half the number of Essences the Invocation would normally require, rounded down, with a minimum of 1. These losses come off the Essence which is the School of the Invocation first then alternate through the remaining Elements.

*Nancy wants to generate a Bone Wrack Invocation - it is a Difficulty 14 Invocation.*

*She rolls a D20, getting a 6. She adds her Alchemancy Bonus of 7 getting a total of 13 which means the Invocation has failed.*

*Bone Wrack requires 3 Earth and 2 Water Essences. This means that Nancy now loses 2 Essences (5 x .5 = 2.5 rounded down to 2). The first loss MUST come from Earth as the Invocation is from the Earth School. There is only one other loss so Nancy also loses 1 Water Essence.*

*Had Nancy lost a third Essence it would have again been Earth.*

Should the D20 roll be a 1 before modification then a Backfire has occurred. If the roll, before modification, is a 20 then you have achieved a Perfect Invocation.

See page 48 for more information on these effects.

## Alchemancy in Close Combat

You can spend an Action to call an Invocation whilst in Close Combat but being involved in a fight can make concentrating on calling an Invocation more difficult.

Unless the range of the Invocation is listed as "0 (cc)" then the Alchemancer suffers a -2 penalty when attempting to call an Invocation whilst engaged in Close Combat.

## Focussed Invocations

By using both Actions for a turn an Alchemancer can apply much more concentration and effort to any given Invocation.

Focussing an Invocation in this way gives the Alchemancer a +4 bonus on the Alchemancy roll to see if the effect is called into being successfully.

You may not Focus an Invocation that already consumes 2 Actions to call.

## Breaking

Whilst Alchemantic Invocations can be deadly the strong willed or strong of body can sometimes break free of their effects.

When a Character is affected by an Invocation with a duration he or she may try to Break the effect in the Maintenance Phase of each turn. Invocations which can be broken have a target number listed next to the Breaking entry in their description. In brackets after the number is the relevant ability which has its bonus applied to the D20 roll.

An Invocation with a dash shown in the Breaking entry may not be broken (or is a positive effect so you'd not want to end it!).

Any damage, movement or other immediate effect caused by the Invocation cannot be reversed by a successful Breaking roll.

Attempting to break an Invocation is not an Action so Characters can have used their two Actions during the turn and still attempt to break an Invocation.

*Launcelot has been affected by "Bone Wrack" called by Nancy earlier in the current turn. This Invocation has a duration of 3 turns, if not broken the effect would end in the Maintenance Phase 2 turns after the current turn.*

*This would effectively leave Launcelot seriously disabled for three of his activations (the current one plus 2 more).*

*He is wounded by the Invocation and may not act this turn but in the Maintenance Phase he may try and Break the effect.*

*The Bone Wrack Invocation has a Breaking Difficulty shown as 16 (Str). This means he will need to make a Strength Check against a Difficulty of 16 and as Launcelot's Strength is 6 he will need to roll a 10 or more on a D20 to end the effect early.*

*He rolls a 12 in the Maintenance Phase and the Invocation is broken. He may act normally next turn however the damage he took earlier in the turn remains.*

An Alchemancer who fails spectacularly when calling an Invocation suffers a Backfire. There are slightly different rules for Breaking the effects of an Invocation when it is the result of a Backfire. See page 48 for more information.

## Elemental Essences

All Alchemantic Invocations use Elemental Essences in their generation.

These are listed in the Invocation's description. The number in brackets after the Element name is the number of Essences consumed in generating the Invocation.

If an Alchemancer has insufficient Essences the Invocation cannot successfully be brought into being.

## Found Essences

In some missions you may be able to find additional Essences for your Alchemancers to use.

An Alchemancer or other Character may carry as many of these found Essences as they desire and they may be carried in addition to any of *Dr Disraeli's Delights*. See page 57 for more information on *Dr Disraeli's Delights*.

These "Found Essences" are always consumed first when calling an Invocation whether it succeeds or fails but cannot be lost to any effect that drains Essences from an Alchemancer.

## Range

The number shown here is the maximum number of inches away from the Alchemancer the Invocation may be centred. Its effects may exceed this distance but the central point or target of the Invocation must be within this Range.

In the case of Invocations that affect Characters directly the target must be visible to the Alchemancer who is calling the effect. Invocations that have area effects may be called into being at any point on the table.

There is no roll to Hit with an Alchemantic Invocation unless otherwise specified. It is assumed that the Alchemancer simply wills the Invocation into being where he or she wishes.

*A Elemental Explosion Invocation has a 4" Diameter and a range of 12". If aimed at a point 11" away from the Alchemancer the final edge of the area of effect will be 13" from the caster. This is fine as long as the central point of the Effect is within 12".*

Effects that call for a roll to hit obey all the usual rules for Ranged Attacks including those for cover unless otherwise noted.

Invocations with a printed range of 0 may only be used by the Alchemancer who calls them and cannot be used on any other Character. Additionally any Alchemantic Invocation with its range printed as 0 (cc) may be used in Close Combat without penalty.

## Area

This part of an Invocation's description notes the size of the area which is affected.

This is sometimes one of the templates provided and sometimes the area is noted in inches.

Wall of Air, for example, is denoted as an area effect 6" long and 1" wide. This is not a template. Simply measure out the relevant distances and mark the area with small dice or counters so both you and your opponent understand what area is affected.

When using either the 2" or 4" Blast Templates place the central marker over the point at which you wish the Invocation to come into being.

The Cone Templates are positioned with the narrow end touching the base of the Alchemancer unless otherwise specified.

Effects do not expand to fill areas they don't fit into. The excess area is simply lost.

*Elemental Explosion uses the 4" Blast Template. If cast into a 3" wide alley the excess that lies outside the 3" is lost. The fire does not flow into other areas.*

See *Explosions and Area Effects* on page 37 for more information.

**Personal:** Invocations listed as Personal only affect the Character upon which they are called.

## Duration

This description notes how long an Effect is in play. There are a few variations:

**Instantaneous:** The Effect flashes into existence and then disappears again immediately after its damage or effect has been done.

**X Turns:** The Effect lasts through the number listed in turns. The Invocation ends the number Maintenance Phases later equal to the listed duration.

*Nightingale calls "Confound" upon an Urkin. The Invocation lasts 2 turns. Nightingale was activated before the Urkin and therefore the Urkin is affected by the Invocation for the current turn and until the Maintenance Phase of the following turn. He may be lucky to survive this...*

It is a good idea to keep a small 6 sided dice by a model affected by a multi turn Effect. Simply leave the dice with the number matching the number of turns the effect has to run facing up. Change it each Maintenance Phase

Where an Invocation has an effect each turn, such as causing damage for example, this effect is applied in the Maintenance Phase of each turn. The initial turn's effect is applied when the Invocation is first called however.

An Alchemancer may always choose to end an Alchemantic Effect they have generated early should they so desire. It does not require the use of an Action to end an Invocation the Alchemancer has called.

## Effect

This part of the description lists all the Effects damage and other properties.

Properties listed here **override all other rules.** Alchemantic Invocations can break the rules of nature and shatter time if done properly.

In the case of two conflicting properties from different Alchemantic Invocations they simply cancel one another out. Any other effects of the Invocation come into play as normal.

If an Invocation does not apply a penalty to an ability but instead causes a certain roll to "always fail" or stop one action or another completely then this effect will always override an Alchemantic Effect that simply alters a roll.

Apply bonuses and penalties in the order in which they occur, noting them on the relevant Character's card as the Invocations are called.

*In her turn Nancy generates an Air Step Effect which increases an Urkin's Move Action by 2".*

*When she activates M'Dusa calls Iron Manacles which halves the Speed of the Urkin.*

*The net effect of the two Alchemantic Effects is that the Urkin ends up with a move for this Action of 3. (4+ 2 = 6 ÷ 2 = 3)*

*Had M'Dusa however generated a "Earthbound" Effect that stopped all movement then the Urkin would not be able to move at all and the Air Step would be wasted.*

## Perfect Invocation

If the Alchemancy Roll to generate an Invocation is a 20 before modification then the Invocation has been called very easily by the Alchemancer.

The number of Essences used is halved, rounded down to a minimum of one and any dice roll the Invocation calls for is considered to be at its maximum value.

The first Essence used up in this case is always from the Element which is the School of the Invocation. Any extra Essences that are required may be chosen freely by the Alchemancer

*Nancy calls "Bolster" Invocation and rolls a 20. She would normally use 2 Fire, 1 Air and 1 Water to call this Invocation.*

*The Perfect Invocation means she only uses 2 Essences the first of which must be Fire as the Invocation is from the Fire School. Additionally the Invocation also adds the full 4 points of Strength and restores the maximum 6 Life to the target.*

## Backfire

If the Alchemancy Roll to generate an Effect is a 1 before modification then the Effect has gone critically wrong! Apply the effects listed under Backfire for the Effect immediately.

A backfire will also remove the full quota of Essences from the Alchemancer.

In addition a backfire will nearly always attract the attention of the Engine. Draw an Eye of the Engine Card and immediately apply its effects as if the Alchemancer had tempted fate.

## Breaking the effects of a Backfire

In the event that a Backfire affects an Alchemancer he or she may try and Break the Invocation in the following Maintenance Phase, using the initial difficulty of the Invocation as the target number for success in shrugging off the effect.

Make an Alchemancy Check as if you were trying to call the Invocation normally however this time, should you succeed, the Invocation ends.

Trying to break a Backfire in the Maintenance Phase is not an Action.

It is also possible for an Alchemancer to try to break the effects of a Backfire during their activation. This counts as an Action.

You may not break an Invocation you have called in the same Activation Phase as it was initially attempted. You must wait until the Maintenance Phase of the turn or your next Activation.

*Nightingale, the finest healer available to The Servants of The Engine.*

# Table of Alchemantic Invocations

Presented here is a complete list of all Invocations and brief notes on their effects.
See the cards for more complete descriptions.

To randomise simply roll a D4 to select the school of the Invocation and then roll a D10 to select the individual Invocation to be used.

## 1: Fire School Invocations

| D10 | Invocation | Power | Action | Range | Difficulty | Breaking | Duration | Elements | Effect |
|---|---|---|---|---|---|---|---|---|---|
| 1 | Enhance | 1 | 1 | 12 | 11 | – | 2 turns | Fire (1) Other (1) *See Card* | A single Characteristic of the target is increased by 1. |
| 2 | Fire Brand | 1 | 1 | Template | 11 | – | Instant | Fire (2) | 6" Cone of flame doing D4+1 Damage bypassing armour. |
| 3 | Forge Heat | 1 | 1 | 10 | 11 | – | 2 turns | Fire (1) Earth (1) | Adds 2 damage to a Close Combat attack. |
| 4 | Singe | 1 | 1 | Close Combat | 11 | – | Instant | Fire (1) | Close Combat attack at +2 doing D4+2 damage bypassing armour. |
| 5 | Enliven | 2 | 1 | 12 | 13 | – | 2 turns | Fire (2) Water (1) | Removes Stunned, Prone or Incapacitated immediately. Removes Wounded penalties for duration. |
| 6 | Fire Burst | 2 | 1 | 14 | 12 | – | Instant | Fire (2) Air (1) | 2" Blast Template. D10+4 damage |
| 7 | Wrath of Fire | 2 | 1 | 10 | 13 | – | 2 turns | Fire (2) Earth (1) | The effected Character causes D4 damage to foe, bypassing armour, if he or she is wounded in Close Combat. |
| 8 | Bolster | 3 | 1 | 10 | 13 | – | 2 turns | Fire (2) Air (1) Water (1) | Adds D4 Strength and heals D4+2 Life to target. |
| 9 | Rage | 3 | 1 | 8 | 14 | – | 2 turns | Fire (3) Earth (1) Air (1) | Adds 3 Strength and +2 to attack and damage in Close Combat. Reduces Close Combat Defence by 2. |
| 10 | Elemental Explosion | 4 | 2 | 12 | 14 | – | Instant | Fire (4) Earth (1) Air (2) | 4" Blast Template. D10+5 damage. Targets knocked prone if 5 or more damage caused. |

## 2: Earth School Invocations

| D10 | Invocation | Power | Action | Range | Difficulty | Breaking | Duration | Elements | Effect |
|---|---|---|---|---|---|---|---|---|---|
| 1 | Elemental Possession | 1 | 1 | 10 | 11 | – | 2 turns | Earth (1) Water (1) | If taken Out of Action the affected Character may fight on. |
| 2 | Instant Imp | 1 | 1 | 8 | 10 | – | 2 turns | Earth (1) Air (1) | Summons Imp through which Invocations may be channelled. |
| 3 | Quagmire | 1 | 1 | 12 | 12 | 14 (Fin) | Instant | Earth (1) Water (1) | Halves target's movement |
| 4 | Stone Sheath | 1 | 1 | 8 | 12 | – | 2 turns | Fire (1) Earth (1) | Increases target's Armour by 2. Reduces Speed and Finesse by 1. |
| 5 | Earth Bound | 2 | 1 | 12 | 14 | 15 (Fin) | 2 turns | Earth (2) Water (1) | Prevents all movement for the target. |
| 6 | Energy Drain | 2 | 1 | 10 | 14 | 14 (Str) | 3 turns | Earth (2) Water (2) | Target loses D4 life each turn. If more than 6 in total are caused the target is Stunned. |
| 7 | Desiccate | 2 | 1 | 12 | 13 | 14 (Str) | 2 turns | Fire (1) Earth (2) Water (1) | Target is drained of 25% of remaining Life temporarily. |
| 8 | Death's Door | 3 | 1 | 12 | 14 | – | 3 turns | Fire (1) Earth (2) Water (2) | Instantly heals target if taken Out of Action. |
| 9 | Elemental Spirit | 3 | 1 | 12 | 13 | – | Instant | Earth (2) Air (2) | Summons Elemental Spirit to attack target. |
| 10 | Bone Wrack | 4 | 2 | 8 | 14 | 16 (Str) | 3 turns | Earth (3) Water (2) | Turn 1: Causes D6+2 damage bypassing armour and loss of all Actions for 1 turn. Turns 2 & 3: Target counts as Wounded. |

## 3: Air School Invocations

| D10 | Invocation | Power | Action | Range | Difficulty | Breaking | Duration | Elements | Effect |
|-----|-----------|-------|--------|-------|-----------|----------|----------|----------|--------|
| 1 | Air Step | 1 | 1 | 12 | 11 | – | 2 turns | Air (1) | Extra 2" to a move action. +1 to Finesse Checks to avoid effects. |
| 2 | Conduit | 1 | 1 | 12 | 11 | – | 2 turns | Air (2) | Damage taken by target is reduced by 3. 1 point of that damage is transferred to the Alchemancer. |
| 3 | Deflect | 1 | 1 | 10 | 12 | – | 2 turns | Earth (1) Air (1) | +2 to Ranged Defence for the target. |
| 4 | Float | 1 | 1 | 12 | 10 | – | Instant | Fire (1) Air (1) | Free 6" leap in any direction. |
| 5 | Elegant Movement | 2 | 1 | 12 | 13 | – | 2 turns | Air (2) | Increases target's Speed by 2 |
| 6 | Force Shield | 2 | 1 | 6 | 13 | – | See Card | Earth (1) Air (2) | Adds 2 to Defence Scores and Armour of the target. |
| 7 | Windwalker | 2 | 1 | 10 | 13 | – | 3 turns | Fire (1) Air (2) | Target may move three times Speed as a run Action. |
| 8 | Mist Move | 3 | 1 | 8 | 14 | – | 2 turns | Earth (2) Air (2) | Target may move through terrain. 50% chance to be unaffected by attacks. |
| 9 | Wall of Air | 3 | 1 | 10 | 15 | 15 (Str) | 3 turns | Earth (1) Air (3) | Wall prevents movement and makes ranged attacks more difficult. |
| 10 | Cyclone | 4 | 2 | 15 | 16 | – | Instant | Earth (3) Air (3) | 4" Blast Template. Scatters Characters and small terrain. |

## 4: Water School Invocations

| D10 | Invocation | Power | Action | Range | Difficulty | Breaking | Duration | Elements | Effect |
|-----|-----------|-------|--------|-------|-----------|----------|----------|----------|--------|
| 1 | Assuage | 1 | 1 | 8 | 12 | – | 2 turns | Earth (1) Water (1) | Heals 2 damage when any damage is caused to the target. |
| 2 | Confuse | 1 | 1 | 10 | 11 | 13 (Fin) | 2 turns | Air (1) Water (1) | Target loses 1 Action. |
| 3 | Salve | 1 | 1 | 8 | 10 | – | Instant | Water (1) | Heals D4+2 damage. |
| 4 | Weaken | 1 | 1 | 10 | 12 | 14 (see Card) | 2 turns | Water (2) | Target is -2 to any one Characteristic. Breaking Characteristic is linked to the one Weakened. |
| 5 | Atrophy | 2 | 1 | 10 | 14 | 15 (Str) | 2 turns | Earth (1) Water (2) | Target is -2 to Speed. If Str Check fails additional -1 to Str & Fin. |
| 6 | Rejuvenate | 2 | 1 | 8 | 14 | – | Instant | Water (3) | Target is healed of D8+4 damage. Stunned and Incapacitated are removed immediately. |
| 7 | Transposition | 2 | 1 | Close Combat | 14 | – | Instant | Fire (1) Water (2) | Close Combat Attack and Defence Characteristics of Alchemancer and Target are swapped for a single round of Close Combat. |
| 8 | Confound | 3 | 1 | 10 | 15 | 16 (Fin) | 2 turns | Earth (1) Air (1) Water (3) | Target is -2 to all Attack & Defence Characteristics and any movement taken must be random. |
| 9 | Iron Manacles | 3 | 1 | 12 | 14 | 15 (Fin) | 3 turns | Earth (2) Water (3) | Target's Speed is halved and he or she is -2 to Finesse as well as Close Combat and Ranged Defence Characteristics. |
| 10 | Revivify | 4 | 2 | 8 | 15 | – | Instant | Fire (2), Earth (1) Water (4) | Heals D10+10 damage to the target and restores all Essences if he or she has any that are used. |

The street filled with an acrid smoke. Amidst the panic of fleeing customers the staff of The Grey Goose doused small fires with damp bar cloths along with pitchers of beer and water. The ruin Launcelot's great rifle "The Lance" had left was clear, not least of which was the shattered oaken beam and the enormous hole in the front wall of the inn.

The floor, slick with gore, was strewn with moaning people all of whom clutched and grasped at great, penetrating wounds from the shell's wicked flight in a futile attempt to stop their lives leaking away. In some cases they were assisted by friends and acquaintances but a great many of them had fled when the weapon had been fired, leaving their companions to an uncertain and probably rather painful fate.

In the doorway leading to the street stood Launcelot, casually, almost mechanically, wiping blood from the blade of his sword using a scrap of cloth. By his feet lay two Urkin, their wounds indicating a quick, almost clinical end. The fleeing patrons pushed past him with a curse, the Iron Gentleman swaying slightly at the collisions from their headlong flight. His countenance remained impassive, barely registering the throng.

At his waist fluttered a long strip of parchment. It emanated from a device on his hip, printed upon it, in a strange, almost spidery script was a list of sorts. Launcelot glanced down as the device sprung to life with a gentle whir. The list drew back into the machine and emerged again moments later, a red mark across two of the entries. "Will and Arthur" Launcelot thought. The list was a string of names, each of whom Launcelot knew he must kill. How he knew this even he was unsure of but he was certain of it nonetheless. The two fallen Urkin were apparently Will and Arthur - now marked off his list.

Launcelot hated the device. He hated the way it seemed to whisper to him, he hated the way it controlled him and he hated the killing of innocents. He had no qualms in slaughtering those who deserved it but the device gave him no choice. Anyone who stood in the way of him getting to his target was expendable and, as much as it pained him, he slew them without mercy. The regret always came later.

The device went quiet. Launcelot staggered slightly as his own thoughts flooded back into his mind. The Blacksmith he had slain lay in the bar along with the score of patrons who'd not been quick enough to get out of the line of fire when he took aim at Dodger. He was sure the Smith had been a decent man, just in the wrong place and too brave for his own good.

Apart from the expletives and cries from within the tavern the street went quiet. Launcelot sheathed his sword. He was not certain where to start looking for Bill, the highest priority target on his list but knew Dodger had vanished very quickly so the bolt hole couldn't be far, even with the lad's remarkable turn of speed.

A figure emerged from the low pall of smoke. Instinctively Launcelot's hand snapped to the hilt of his sword but the knight was now in control of himself and the motion was more for his own protection. M'Dusa stepped into the pale yellow illumination of a gas lamp and held her hands up in front of her, showing no intent for harm. In Launcelot's mind something whispered and he knew this strangely garbed woman was an ally in his quest.

"Dodger escaped" he said plainly

"He did?" M'Dusa replied, slightly confused. Somehow she knew who the Iron Gentleman was talking about despite having spoken to no-one about this Dodger. "We'll have to track him down then" she continued. "First though, we need to get away from this Inn, I think you may have left rather a mess"

"Indeed". Launcelot hefted The Lance onto his shoulder and turned. As he did so there was the shrill cry of a whistle and the clatter of hobnailed boots on cobbles. Two figures ran down the street, shouting and gesturing, their heavy blue coats flying behind them. Peelers!

M'Dusa drew back into the smoke as Launcelot laid The Lance down carefully and drew his sword in one fluid motion. The two Peelers drew themselves up at the sight of the blade, one tugging a large, heavy looking firearm from beneath his coat.

"Come on now Sir" said the larger of the two. His sleeve bore the stripes of a watch Sergeant. "Put that away, there's a good chap" Despite the steady deep tone of the man's voice there was uncertainty in his stance, he kept his distance and seemed ready to move away rapidly should the situation require it.

Launcelot lowered his blade.

The other Policeman took aim, stepping up and covering Launcelot with the great, greasy muzzle of his blunt firearm. "Move a muscle matey and it will go the poorer for ya!" he called.

There was a faint clatter and Launcelot stiffened slightly. The List shuddered as two new names emerged.
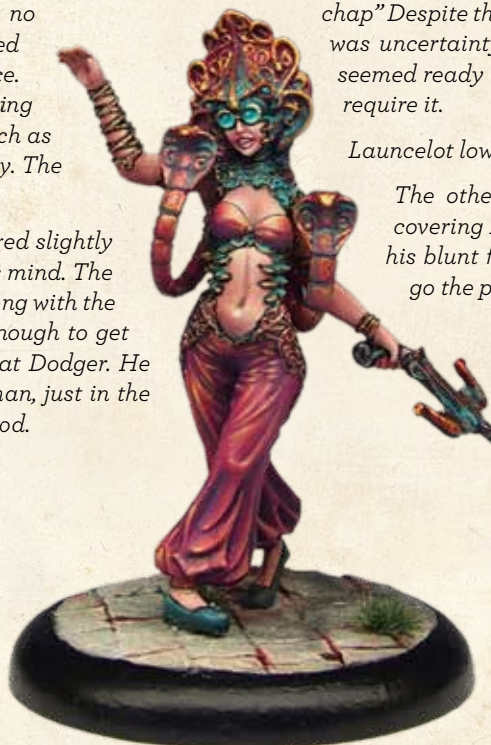
*M'Dusa whose powerful Alchemantic abilities can support The Servants of The Engine or befoul her foes.*

A mental fog seemed to grow from the base of Launcelot's skull, masking his own thoughts and replacing them with the instructions of The Engine. Launcelot raised his sword and took a step forwards, a low growl emerging from his lips. The Engine was to brook no threat to its plan.

"Harry!" the Sergeant cried "Get back you idiot!" He reached forwards and tugged at the PC's wide collar. The man tripped, his boot catching on an uneven cobblestone. He fell, his gun clattering across the wet street.

As he tried to assist the unfortunate PC the older man brought his truncheon up in a futile defensive gesture. Launcelot advanced in an deliberate and deadly manner, The List chattering like a mad Jackdaw. Both Peelers knew things were about to get very, very unpleasant for them.

Seemingly from out of nowhere M'Dusa appeared. She stood, facing Launcelot, her hand raised and clutching a filigree golden egg that seemed filled with a red mist. "Now now Lance" she said "These folk have caused you no harm. Don't make me hurt you"

The List went quiet for a moment. Launcelot stopped.

"Flee!" hissed M'Dusa over her shoulder "These matters do not concern you. I have held him, I cannot stop him if you should remain!" The two policemen needed no encouragement and hurriedly gaining their feet and some of their composure they beat a very hasty, and somewhat unedifying, retreat.

As the figures retreated The List sprang back to life. The two names vanished back into the device and then reappeared, marked in green.

Launcelot sagged. It very nearly happened again. He cursed the device - he could feel parts of his consciousness becoming ragged each time The List took him.

"That's most interesting" M'Dusa remarked bending in to inspect the device "I'll have to try and find a way to stop that - can't have you slaughtering the good folk of London now can we"

She looked up and smiled slightly. The Iron Gentleman looked back and felt hope for the first time in days. He was sure that he had to stop Bill, he just wanted to do it his way.

*Dodger moved quickly. Bill had sent him to gather up the payments from those who were under his "protection". It was wise to pay when Bill asked. He always took a dim view of those who refused and to be in Bill's bad books would likely lead to a painful and rather short life.*

*When Bill demanded a task be done Dodger had learned that it was best to do it quickly and efficiently. Recently this new group of punters calling themselves The Servants of The Engine had been abroad and the young pickpocket desperately hoped he would not run into them on this dark London night.*

*On top of that challenge there was the ever present risk of the Bobbies, the small Gentlefolk policemen that could give a lad such as Dodger a perfectly valid reason to leave the area very quickly indeed.*

*As he scooted along the alley Dodger hoped things would go smoothly. After the events at The Grey Goose, Bill was displeased and Dodger knew it was best not to annoy Bill further...*

Twisted can be played in a number of different ways. You can choose to use the Mission Generator to play a quick pick-up "points match" or you can choose to play the Mission Campaign as a linked, narrative adventure.

You can play the entire Campaign (or some portion of it) for an immersive Twisted gaming experience where your successes and failures have an impact on how the missions play out.

You can also simply select one of the Campaign missions and play it as a pick-up game should you desire.

## Setting up a Game of Twisted

### 1. Build your Company

The first thing to do when setting up to play Twisted is to build the Company of Characters you will take for the skirmish to come. Follow the rules on page 55 or as listed in the Campaign Mission you may have chosen.

### 2. Select a Mission

For a pick-up game of Twisted start by determining the mission objectives using *Madame Moon's Mission Matrix* as shown on page 63.

This will give you the areas you can deploy your Characters in and will tell you what the opposing Factions are fighting over. You will have an overall mission objective which both Companies are trying to achieve and, using the *Tarot of Taxing Tasks*, you will generate some objectives that are unique to your Company for the battle at hand later in the set up process.

If you choose to play one of the campaigns or a single mission from a campaign simply follow the instructions given in that Mission.

Victory is determined by Victory Points you get for achieving objectives that *Madame Moon's Mission Matrix* or the Campaign Mission will specify and by Wounding and defeating foes. The game normally lasts a fixed number of turns that are again specified in the campaign mission description or determined in *Madame Moon's Mission Matrix*.

You can also choose to generate some special features from *Master Kirkwood's Fascinating Features* on page 76 for the Mission that add interest and intrigue to the game.

### 3. Set up Terrain

Follow the rules given on page 62 for setting up the scenery for your Mission. This will give you the world in which your Characters will fight.

At this point you may also choose to generate a number of *Fascinating Features* to add more interest and chaos to your game.

### 4. Draw Tarot of Taxing Tasks Objectives

At this point you and your opponent draw two cards each from the Tarot of Taxing Tasks and keep these sub objectives secret. See page 67 for more information.

### 5. Determine Favour of The Engine and Priority

With your table set up and Characters selected for the game you should determine Favour of The Engine and Priority for the first turn of the game following the rules on page 17.

This initial Priority will determine who deploys their models first, which deployment zones are used by each Company and who is the first to Activate.

### 6. Deploy your Characters

When you have determined your Mission parameters and you are ready to start the game.

The player who holds Priority deploys first and may choose which deployment zone he wishes to use.

Characters are deployed one at a time, alternating between players. If more than two players are present deployment for players other than the player who holds *Priority* is determined by the player who has *The Favour of The Engine*.

You may deploy your Characters anywhere in the deployment zones following the rules given in the Mission parameters. Their starting position other than that is entirely up to you.

It is wise to consider your plans before you deploy so you can more easily achieve your objectives. Poor deployment choices can leave you badly wrong footed at the start of the game.

Once all Characters are deployed sort your Activation Decks, draw Eye of The Engine Cards and the first Activation Phase begins.

Battle is joined!

# Building your Company

*Before starting a game of Twisted you need to select the Characters who will take part in the mission. In some of the missions, particularly those in the linked Campaign, there will be some Characters who need to be taken.*

*For single games or generated missions you may select Characters freely with a few general restrictions.*

## Points Values

Each Character in Twisted has been assigned a Points Value. This is printed on each Character's card in the top left hand corner.

This is a guide to the relative power of each Character. It factors in their characteristics, access to Alchemancy and any special abilities they may have.

For a quick game simply select Characters up to a predetermined total of points and get started on a game. This will help ensure that both you and your opponent have Companies that are approximately equal in power.

We suggest Companies of approximately 200 points for a game that should last a couple of hours. You can, of course, choose to run larger or smaller games should you wish.

In some of the campaign scenarios or other missions there may be pre-determined Company lists or a deliberate imbalance to make the game more interesting.

## Character Selection

Certain Characters in Twisted have an Engine Eyecon on their Character Card. This indicates they are particularly closely linked to The Engine and may only be taken once in any Company you might choose to build.

If the card of a Character does not have this Eyecon then you may select multiple instances of them in your Company freely.

If two Companies are opposing one another and they are the same Faction, a Dickensians vs Dickensians fight for instance, it can be assumed that where the same Character is in both Companies one or the other of them is actually an impostor trying to "muscle in" on the action.

In any case their abilities do not change - simply play the game as normal. The victor may decide whether or not he is the impostor...



*Ollyver's Character Card showing the Engine Eyecon in white in the top right hand corner.*

## Alchemantic Invocations

Before you start a game of Twisted you must select the Alchemantic Invocations your Alchemancers wish to take for the game.

Follow the guidelines as given on page 45 under *Power*.

Once you have selected the Invocations for a game you may not change them unless an Eye of The Engine card or other effect specifies otherwise.

## Extra Equipment

When you have built your Company after deciding a points value for the game you may have a few points left that cannot be used to take a Character without going over the set points limit.

In this case you may select a few of the items from *Dr Disraeli's Directory of Diverse Delights* (see page 57).

This section lists a selection of small add-on items of equipment you may give to your Characters for the game.

Simply take items to the value of the spare points you have and distribute them to your Characters following the rules given.



A Most Illuminating Selection of Dr Disraeli's Delights

*Engine Charm*

*Burning Bullet*

*Potion of Pain Relief*

*Seeker Round*

*Wallbreaker Rounds*

*Hades Amulet*

*Eyeglasses of Accuracy*

*Gorget of Grace*

*Vile Vial*

*Feather of Finesse*

You can download a Company Record Sheet from our website to help you in building your Company. It's also very useful for making notes on during the game.

## Example Company Selections

Shown below are a pair of around 200 point Companies. As you can see The Dickensians have selected 2 Urkin Shooters. This is allowed as these Characters do not have the Engine Eyecon on their Cards.

As The Servants of The Engine are at 203 points and the Dickensians are under 200 they have a number of *Dr Disraeli's Delights* available to them.

## The Dickensians

| Character | Points | Dr Disraeli's Delights | Points |
|---|---|---|---|
| Bill Psyches | 46 | Manacles of Misery | 3 |
| Bullseye | 16 | | |
| Dodger | 29 | Wall Breaker Round | 1 |
| Nancy | 34 | | |
| Feygin | 33 | Lucky Rabbit's Foot | 1 |
| Urkin Slasher | 12 | | |
| Urkin Shooter | 14 | | |
| Urkin Shooter | 14 | | |
| **Total Points** | **198** | | **5** |
| **GRAND TOTAL** | **203** | | |

## The Servants of The Engine

| Character | Points | Dr Disraeli's Delights | Points |
|---|---|---|---|
| Nouveau | 45 | | |
| M'Dusa | 33 | | |
| Gretel & Hansel | 31 | | |
| Gentlefolk Gamekeeper | 26 | | |
| Gentlefolk Blacksmith | 26 | | |
| Gentlefolk Flower Seller | 23 | | |
| Gentlefolk Teacher | 19 | | |
| **Total Points** | **203** | | |
| **GRAND TOTAL** | **203** | | |

Throughout the Twisted world there are a number of purveyors of strange and wonderful items that can be used to enhance one's abilities or keep one safe on a dark night in a less than salubrious neighbourhood.

In London, Dr Disraeli, is famed for having the best selection available at prices that keep the riff-raff at bay. In his crowded shop you can find all sorts of interesting and useful items, some of which may save your life in the right circumstances!

## Dr Disraeli's Delights!

When you and your opponent have decided on a points value for a game of Twisted you then select the Characters you each wish to play.

More often than not you won't reach precisely the value nominated so you may then select items from Dr Disraeli's shop to fill up the required value in points.

When buying items from Dr Disraeli you must assign them to Characters at the start of the game. Each Character can hold only one item at a time but you can swap them between Characters during the game.

*Player A is building a Company of Dickensians for a game. The game is 200 points and she selects the following Characters:*

| | |
|---|---|
| *Bill Psyches:* | *46 points* |
| *Bullseye:* | *16 points* |
| *Dodger:* | *29 points* |
| *Nancy:* | *34 points* |
| *Feygin:* | *33 points* |
| *2 x Urkin Shooter:* | *28 points* |
| *1 x Urkin Slasher:* | *12 points* |
| *TOTAL:* | *198 points* |

*In this case the force has fallen 2 points short of 200 so 2 points may be spent on items from Dr Disraeli. This could be any mix of items up to 2 points in value.*

Some missions may require you to generate a random Delight. First roll a D4 to determine the points value of the Delight then roll a D20 to determine which particular Delight has been located.

## Using the Delights

Once you have decided on which items you wish to take from Dr Disraeli you must assign the items to Characters in your Company.

No Character may hold more than one item from Dr Disraeli's shop at any time

Many of the Delights are simply active all the time, some must be used and whether this is an Action in itself or part of another Action is noted in the item's description.

*As an optional rule you might like to have the items left on the table when a Character falls in battle. Simply place a marker on the table and then any Character can pick the item up by moving over it and expending an Action.*

When you have distributed the items you will need to note who is carrying which item. We have a record sheet available for download on our website which may help or you can simply use a notepad of your own.

If your dry erase marker is fine enough you may even be able to simply note it on the relevant Character's play card in a spare bit of space.

Delights are listed in the following pages by the Points Value they have, their name, their effect and how and when they are used.

The use of a Delight must be declared BEFORE any rolls are made.

The conditions of their use are as follows:

| | |
|---|---|
| **Action** | The item requires an Action to use. Some items may require more than one Action. These can only be activated during a Character's Activation - not in response to another Character's actions. Where a particular action is noted, such as "Ranged Attack" for instance, the item is used as part of that action and no separate Action is required to use it. |
| **Constant** | The item is constantly active. No Action is required to use it and it may be used in response to the actions of opposing Character. |
| **Conditional** | The item activates under certain conditions as listed in the description. The Character holding the item may decide not to use it if desired. |

## Duration

All of the Delights have a duration. Unless otherwise noted the effect ends in the Maintenance Phase following its activation. If a Duration is noted the Delight's effects end the listed number of Maintenance Phases later after its use.

*The "Vest of Vaulting" must be Activated to be used and has a duration of 2 turns. Gretel wants to leap a large gap and so activates the Vest prior to attempting her jump. She remains affected by the Vest until the Maintenance Phase of the following turn, should she be required to make a Finesse based Check during the following turn she would still have the +2 to her Finesse.*

Unless otherwise specified a Delight is expended once used and may not be used a second time.

Where a Delight used as part of a Ranged Attack shows the note of "1 shot" it applies to a single Ranged Attack only.

If a Character has an ability that allows more than one shot to be combined in an Action (e.g. *Dual Fire*) then the Delight may not be used to affect that attack.

Weapons capable of *Penetrating* attacks may also not be affected by Delights if they are being fired in that mode.

## Handing Off

You may transfer a Delight from Character to Character by using a single *Handing Off* Action. See page 31 for more information.

# 1 Point Delights

These are the cheapest items Dr Disraeli offers. They have a good effect when used well but may not save you in the direst of circumstances.

| D20 | Item Name | Item Effect | Usage & Duration |
|---|---|---|---|
| 1 | Charm of Warding | +1 Armour | Action |
| 2 | Armband of Power | +1 Strength | Action |
| 3 | Feather of Finesse | +1 Finesse | Constant - 1 Finesse Check |
| 4 | Bootstraps of Speed | +2 Speed | Move Action |
| 5 | Alchemancer's Stone | +2 Alchemancy | Alchemancy Action |
| 6 | Gorget of Grace | + 1 Close Combat Defence | Conditional when attacked in Close Combat - 1 round of combat only |
| 7 | Lucky Rabbit's Foot | +1 to any 1 roll. May be used after your opponent has rolled | Constant - 1 use |
| 8 | Staunching Powder | Recover 1D4+1 Life | Action |
| 9 | Potion of Pain Relief | Ignore the Wounded State penalties | Action |
| 10 | Automatic Whetstone | +1 damage in Close Combat | Close Combat Attack - 1 round only |
| 11 | Tracer Round | +1 Ranged Attack Bonus | Ranged Attack 1 shot |
| 12 | Hollowpoint Round | +2 Damage | Ranged Attack 1 shot |
| 13 | Wall Breaker Round | Physical Cover is negated (walls etc) | Ranged Attack 1 shot |
| 14 | Bauble of Breaking | Re-roll Breaking Check | Constant |
| 15 | Crampons of Clambering | +2 to Climb Checks | Move Action 2 turns |
| 16 | Stink Bomb | A Difficulty 12 Str Check must be made to engage Character in Close Combat | Action |
| 17 | Hobbler Round | Target hit loses 1 Action | Ranged Attack - 1 shot |
| 18 | Remarkable Rebounder | Stand up from Prone for free | Conditional - immediate when knocked prone |
| 19 | Fleetfoot Spats | Provides the *Bow Out* Ability | Constant - 1 use |
| 20 | Clockwork Alerter | May change facing for free at any time | Constant - 1 use |

# 2 Point Delights

The items in the small black cabinet to the back of Dr Disraeli's counter contain items that are of more utility and greater power. This does come at a price of course...

| D20 | Item Name | Item Effect | Usage & Duration |
|---|---|---|---|
| 1 | Bracelet of Brandishment | +2 to Close Combat Attack | All Close Combat Attacks - 1 round |
| 2 | Nullifying Neckerchief | +3 to Break an Alchemantic Effect | Constant - 1 use |
| 3 | Vest of Vaulting | +2 Finesse | Action - 2 turns |
| 4 | Burning Bullet | +1D4 damage to ranged attack (bypassing armour) | Ranged Attack 1 shot |
| 5 | Vile Vial | Stuns Target | Ranged Attack 4 / – / – / – |
| 6 | Sheffield's Pronouncement | +1 Armour | Action - 2 turns |
| 7 | Kleinnebelgranate | Creates 2" diameter area of thick smoke that blocks line of sight | Ranged Attack 4 / 6 / 8 / – Clears in Maintenance Phase following use. |
| 8 | Sebastian's Superior Sights | May ignore all cover including other Characters | Ranged Attack 1 shot |
| 9 | Wyrd Rope | Creates a 6" ladder up any terrain | Action - 2 turns |
| 10 | Mysterious Overcoat | May move through foes Threatened Area without a Check | Constant - 1 use |
| 11 | Influential Stopwatch | Immediately take the Priority Counter | Action |
| 12 | Glue Trap | Creates 2" Blast Template that prevents all movement | Ranged Attack 4 / 6 / 8 / – 1 turn |
| 13 | Fletcher Automatic Lockpick | Allows a door to be opened without need for a check or Action | Constant - 1 use |
| 14 | Smelling Salts | Recover from Stunned effect immediately | Action |
| 15 | Monocle of Momentary Marksmanship | May shoot in any direction without turning | Ranged Attack - 1 use |
| 16 | Guarding Gorget | +2 Armour | Action |
| 17 | Pre-emptive Parachute | No Finesse Check to land safely from a fall | Constant - 1 use |
| 18 | Ingenious Obscurer | May not be targeted with Ranged Attacks | Action |
| 19 | Timmerson's Trip Trap | If target hit make a Fin or Str Check (Diff 14) or knocked Prone | Ranged Attack 4 / 6 / 8 / – |
| 20 | Elemental Discharger Round | Removes D6 Essences from a targeted Alchemancer if hit | Ranged Attack - 1 shot |

## 3 Point Delights

These wondrous pieces are kept, squirrelled away in a locked trunk behind a heavy curtain. Dr Disraeli will only offer these to trusted clientele...

| D20 | Item Name | Item Effect | Usage & Duration |
|-----|-----------|-------------|------------------|
| 1 | Fast Gait Gaiters | May triple move as a Run Action | Move Action |
| 2 | Young Duckro's Fistwraps | +3 to Close Combat Attack | Conditional - when Charging only |
| 3 | Großhandgranate | 2" Explosion D10+2 Damage | Ranged Attack 4 / 8 / – / – |
| 4 | Tumbler Round | +1D6 Damage | Ranged Attack - 1 shot |
| 5 | Chain of Cancellation | Cancels out 1 Alchemantic Backfire | Conditional - when Backfire occurs |
| 6 | Small Steam Surgeon | Heals 2D4+2 Life | Action |
| 7 | Engine Charm | Redraw of a single Eye of The Engine or Tempt Fate Card | Conditional - immediate when Eye of The Engine or Tempt Fate is drawn |
| 8 | The Marvellous Averager | Treat any one D20 roll as an 11 | Constant Use must be declared BEFORE rolling any dice and before either roll in an Opposed Roll. |
| 9 | Charm of the Stout Servant | Cancels Stunned effect & removes Wounded state for 1 turn | Conditional - immediate when stunned or brought to Wounded state |
| 10 | Hades Amulet | Immunity to Fire based invocations | Constant - 1 use |
| 11 | Manacles of Misery | Foes may not leave Close Combat | Action - 2 turns |
| 12 | Streetfighter's Braces | May Charge on any Run Move | Constant - 1 charge |
| 13 | Terra Firma Tatting | Immunity to Earth based Invocations | Constant - 1 use |
| 14 | Automatic Kickstarter | Allows an additional Move Action | Constant - 1 use Takes place *after* normal Actions |
| 15 | Armour Piercing Round | Target's Armour is lowered by 3 points | Ranged Attack 1 shot only |
| 16 | Hermetic Hat | Immunity to Water based Invocations | Constant - 1 use |
| 17 | Neckerchief of Immediacy | Immediate Activation of Character who has not Activated | Constant - 1 use May Activate in place of any ally due to Activate |
| 18 | Grounding Gaiters | Immunity to Air based Invocations | Constant - 1 use |
| 19 | Großenebelgranate | Creates 4" diameter area of thick smoke that blocks line of sight | Ranged Attack 4 / 6 / 8 / – Clears in Maintenance Phase following use. |
| 20 | Incendiary Round | +1D4 *Burning* damage | Ranged Attack 1 shot |

## 4 Point Delights

Kept tucked in a strongroom in Dr Disraeli's cellar these beauties are reserved for only the best and richest customers. These items are more than capable of saving you should trouble be afoot...

| D20 | Item Name | Item Effect | Usage & Duration |
|-----|-----------|-------------|------------------|
| 1 | Blacksmith's Gauntlets | +3 Strength | Action |
| 2 | Iverson's Improved Invocator | +4 on Alchemancy check | Alchemancy 1 Invocation |
| 3 | Dr Disraeli's Special | +2 to any one ability | Action |
| 4 | Kaiser-Handgranate | 2" Explosion 2D8+4 Damage | Ranged Attack 4 / 8 / – / – |
| 5 | Eyeglasses of Accuracy | Reduces range penalties by 2 | Constant |
| 6 | Hatband of the High Achiever | +4 to any one roll | Constant. May be used AFTER rolling. |
| 7 | Seeker Round | Allows a Ranged Attack around corners | Ranged Attack 1 shot Target must be in line of sight of an ally |
| 8 | Cornish Combat Cummerbund | Allows a single immediate free Close Combat attack | Conditional - when attacked in Close Combat |
| 9 | Vengeful Visor | Allows a single free Close Combat attack when taken Out of Action | Constant - 1 use |
| 10 | Expeditious Ensemble | +1 Speed | Constant |
| 11 | Cane of Authority | May change the order of your Activation Deck at any time | Constant - 1 use |
| 12 | Spectral Sextant | May move through terrain | Move Action |
| 13 | Explosive Round | +1D10 damage | Ranged Attack - 1 shot |
| 14 | Inestimable Elemental Energiser | Restores 6 Elemental Essences used | Constant - 1 use |
| 15 | Sureshot Scope | Negates any effect that blocks line of sight. +4 bonus to Ranged Attack | Ranged Attack - 1 shot |
| 16 | Anatomical Estimator | Treat any attack roll of 17-20 as a Critical Hit | Constant - 1 use Use after rolling |
| 17 | The Alcock Emergency Physician | Heals D8+5 life if taken Out of Action | Conditional - immediate when taken Out of Action |
| 18 | Rapid Reloader | Additional free Ranged Attack Action | Constant - 1 use |
| 19 | Ablative Cuirass | Negates 10 damage from 1 attack | Constant - 1 use |
| 20 | Ms White's Perfector | Treat any 1 roll as a 20 | Constant - 1 use |

Feygin halted abruptly and listened, head cocked to one side, the sound of his footsteps echoing away through the dank, dreary corridor. He had begun to dread these visits to Nancy. Not only did he find her sinister presence unsettling, but he was appalled at what went on inside her subterranean chamber. Her Alchemantic experiments were unnatural and disconcerting and, as much as Feygin enjoyed the new-found wealth the Engine Node and its changes had brought, at moments like these he still wondered if he might not have been better off just entombing the chthonic device underground, forever out of temptation's reach.

Nancy, once delicate and kind-hearted, was now a source of great concern to Feygin. She seemed to be made of ice these days, her heart frozen against any notion of compassion. The Engine Node seemed to have twisted her into a cruel parody of her former, tender self. Ever since the twisting she had spent hours, days, weeks studying the enigmatic Node. Just recently she had discovered how its arcane power could be harnessed to create the Urkin, and she delighted in the dreadful process.

Before the Twisting, Feygin had cared for his rag-tag band of pickpocket boys, in his way. They were surely expendable when arrested – it was their own fault and lack of skill if they got themselves caught – but he still wouldn't have wished this fate on even the worst of them. Nor would he have wished it on the many other lads, street urchins and merchant children alike, who Nancy had transmogrified into the vile little slaves they now knew as Urkin. Still...since the attacks that had started of late the number of Urkin needed to be kept up, and they did make excellent robbers; it was hard to argue with such piles of loot.

Eerie noises from Nancy's chamber suggested she was already at work. The faint hissing of steam lines and staccato bubbling of alchemical vials provided a chaotic counterpoint to the uncanny, deeply sibilant mechanical thrumming that indicated Nancy was harnessing some level of power from the Node.

Feygin paused with his hand on the door, summoning a modicum of confidence and self-possession to his tired façade; taking a deep breath, he entered.

As always, the chamber was rank with odours, both indescribable and grotesque, emanating from myriad steaming and bubbling flasks. The centre of the room was dominated by a large surgical table, to which was strapped the weakly struggling form of a young street lad. Nancy stood over the prone form, gently stroking the boy's hair and whispering faint words that couldn't be heard clearly by Feygin.

The wizened old pickpocket cleared his throat and Nancy turned, languidly. Her malevolent expression shifted into a slightly sardonic smile as she saw Feygin standing in the doorway.

"Come to see the changing have you, Feygin?" she enquired darkly.

"Nance..." Feygin began, the small amount of self-confidence he had summoned rapidly evaporating as he surveyed the macabre chamber, "do you think this is right? I mean, turning these lads n' all."

"Right...?" Nancy glowered dismissively. "Are you still labouring under such delusions of morality? We need these Urkin. Have you not seen how their numbers diminish, lately? We are under attack, Feygin, in case you haven't noticed."

"I 'ave noticed, Nance," the old man continued persistently, "but I still think we could sod off and leave 'em to it, like what we always done." Feygin wished that the old days would return. Somehow, even with all its complications, hardships and frequent run-ins with the law, the past had seemed simpler; and it certainly felt better than the protean, dream-like world in which they now found themselves.

"I have had enough of running and hiding," Nancy hissed fiercely. "The Engine has granted me a new perspective: my eyes have been opened; my true self awakens, and I see now that I no longer need to run and hide. But enough: there is, at present, work to be done."

Nancy turned back to the table and, dipping her sensual finger into a vial of inky black fluid, drew a small rune on the child's clammy forehead. "Your time has come, young one," she murmured softly. "Time to unlock that which sleeps within; that which has been ordained..." With that, she stepped back a pace and flipped open her notebook. Her voice became a monotonous drone as she read from the occult pages.

Feygin moved to the side, to allow himself a clear view of proceedings. As much as he loathed this process, he found it strangely fascinating and hypnotic. The lad, strapped firmly to the steel bench, struggled feebly against his bonds in a last, desperate effort to get free as he sensed the impending procedure. There was a rising, whirring noise: a white noise that hinted at a thousand voices; a noise that sent shudders through Feygin and seemed to resonate within the very stone of the walls. From beneath the table a series of mechanical clockwork arms emerged, each tipped with ominously hooked blades and glinting syringes filled with various bubbling substances.
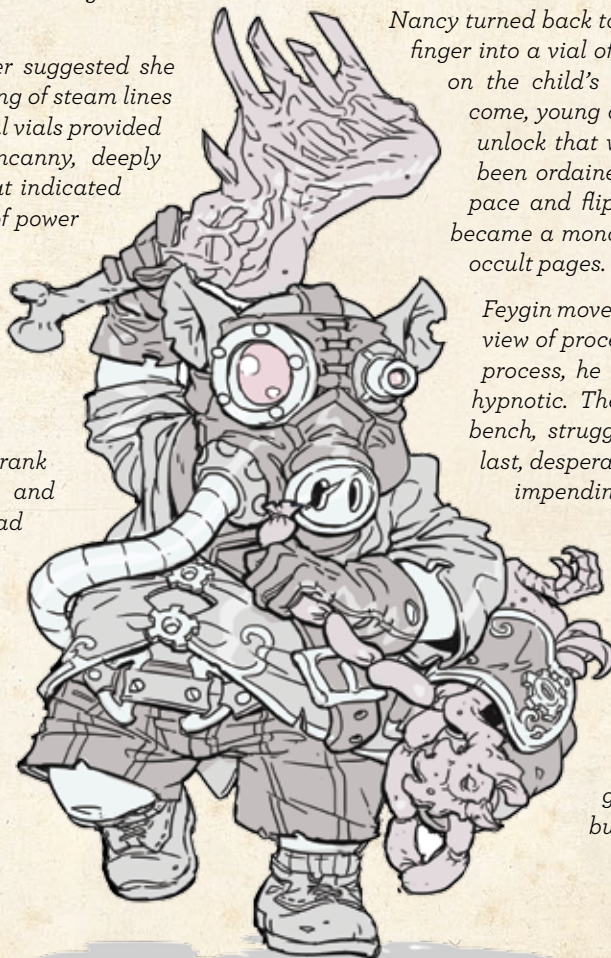
A cry of terror died on the boy's lips. Then he sagged, and the arms began their grisly work. With a speed unnatural and unnerving the arms moved like a spider over its prey, injecting and slicing at the now limp form.

"To have the power to mould and re-model... intoxicating – isn't it, Feygin?" Nancy said effusively, leaning in close to carefully study the procedure with a delight that could only be described as both psychopathic and despicable. Once the gruesome operation was complete and the spidery arms had retracted, what remained was no longer a boy, but a cruel parody of the former self. Eyes had been replaced with a series of lenses, cogs and gears whirred somewhere deep inside, and limbs had taken on a slightly unsettling lack of proportion. It was an Urkin.

Nancy smirked and loosened the straps. "Another success – more grist for your mill, Feygin," she simpered. "Another soul to be ground to dust, in exchange for more time." Nancy turned to face the aged thief. "And we need more time. We cannot afford any more interruptions. I have nearly broken the third code," she continued triumphantly. "Soon I will be in control, and the power of this Node will be mine to do with as I will."

Feygin suppressed a grimace; he wasn't entirely sure this was something he wanted. He knew it wouldn't be good for him once Nancy had command of such power.... it wouldn't be good for anyone.

Suddenly, the newly-created Urkin leapt from the bench, hissing, and took up a long, glinting surgical knife to slash at Nancy's back. With a lissome, almost effortless movement Nancy swept clear of the blow; her hand rose, palm outwards, and the Urkin was blasted squarely in the chest by a spectral orb of inky blackness. He was lifted clear off his feet, slamming into the far wall in a shower of broken glass and spraying liquid, writhing as his body dissolved into ash, a charred skeleton falling to the floor.

"I thought you knew what you was doin', Nance," Feygin offered smugly.

"I did," she replied darkly, turning back to Feygin with a bitter gaze. "He didn't."

Feygin felt a sudden chill to his core. He decided he had some other place he needed to be. Somewhere; anywhere that wasn't here.

## Table Size

Twisted is designed to be played on a 36" x 36" table area.

Certain missions may use a smaller area or an oddly shaped area but this is the default size you should use for any games you may play.

Missions will specify the size of the play area and any particular terrain or other features you might need.

## Terrain

Twisted is a detailed skirmish game. It is designed to be played on a table with a fairly heavy coverage of terrain.

You should aim for about 50% of the table area to be covered in terrain. This can be buildings, trees, walls, boxes, barrels or other obstructions.

As the rules for Twisted allow for climbing, jumping and even falling it is best if you have plenty of walkways, balconies and raised areas for the characters to move around. The more levels and cool nooks and crannies your terrain has the more fun the game will be!

Some missions may specify how terrain is laid out for a game whether it's a particular shape of streets or simply a specification of how the players should handle placing terrain in that instance.

## General Terrain rules

Certain Missions in Twisted may specify the placement of some terrain elements. For most terrain placement though follow the rules as outlined below.

Roll a D20 and add the highest speed value in your group of characters. The player who achieves the highest number places a piece of terrain first.

If more than two players are involved in the game simply place terrain in the order of your rolls from highest to lowest. Re-roll any drawn results.

Start with buildings and other large pieces of terrain, working from the largest down to the smallest. Once the player who won the initial roll has placed the first piece of terrain the next player then places a piece. This continues with players taking turns to place terrain until all the available terrain is used up.

You can use buildings to divide up the table and create streets and squares. These large pieces of terrain block line of sight for ranged combat and allow the characters to move about in relative safety.

## Scatter Terrain

After you have placed all the buildings, walkways and other large terrain start placing smaller pieces of "Scatter Terrain".

Scatter terrain consists of smaller objects like piles of barrels or boxes, bushes, trees, even vehicles, carts, hedges or low walls.

*Here is a small Twisted layout. You can see it has plenty of small hiding places and a lot of levels to make game play more interesting. It also has a large open area that is broken up by smaller pieces of "scatter terrain".*

This Scatter Terrain adds a lot of character to your table and serves to give characters some measure of cover in open areas of the table. It allows characters somewhere to take cover when under fire and can help to impede free movement through larger open areas.

Place this in the same alternating manner as the larger pieces.

Once you have used up all the terrain you have (or wish to use) then it's time to finish the remaining steps to setup the game. See page 54.

## Where to get Terrain

There are lots of options available to you to source terrain for your Twisted Table.

You can make your own terrain if you have the skills and determination. There is also a range of laser cut MDF terrain available on our webstore that is specially designed for Twisted! Some of these kits come as basic buildings to which you can add detail to make them your own or you can purchase the kits with all the details necessary to make a truly spectacular gaming table!

There are also a number of other manufacturers of MDF kits and some who make kits from plastic or resin. To keep in theme with Twisted the buildings should be in the style of Victorian England - even medieval buildings will suit if you add a few Steampunk details.

If you don't have terrain that suits you can use whatever you have, it may require a bit more imagination but as long as it works that's the main thing.

Some players have even resorted to piles of books or other objects in order to get going quickly - this requires a fair suspension of disbelief but it can be quite effective.

TWSTED
A STEAMPUNK SKIRMISH GAME

## Generating a Mission

### Basic Guidelines

In order to generate a pick-up Mission for Twisted follow these rules which will give you a unique set of Objectives and goals for your Characters to achieve.

There are up to 4 basic steps to build a Mission.

1. *Roll for Deployment Zones*
2. *Determine the Primary Mission Objective*
3. *Generate Fascinating Features for the table if desired after setting up terrain*
4. *Draw objectives from The Tarot of Taxing Tasks*

Step 3 is optional. Both you and your opponent should agree whether or not to use Special Features on the table. They aren't necessary at all but they do rather add to the fun!

### Deployment Zones

The first step to generating a mission is to roll on the table below to determine the deployment for each Company.

It is a good idea to mark the zones on your table with small dice or other markers before beginning to place Characters so that you don't accidentally deploy outside of the zones.

| D10 | Deployment Type | D10 | Deployment Type |
|-----|-----------------|-----|-----------------|
| 1 | Opposite Corners | 6 | Pushing Out |
| 2 | Surrounded! | 7 | Ambush |
| 3 | Territory Borders | 8 | Incursion |
| 4 | Pitched Battle | 9 | Base Assault |
| 5 | Toe to Toe | 10 | Reinforcements |

The player who holds *Priority* may pick which deployment zone he or she wishes to use. In a two player game the remaining zone goes to his or her opponent.

Zones are Company based. If two players share a Company they may deploy freely in any of the areas marked as theirs.

The images shown assume you are using a standard 36" x 36" table. If your table is smaller or larger just adjust the measurements given appropriately.

The deployment zones are marked on the graphics shown in orange and green for two player games and you then add in one or more of the purple zones for extra players if needed.

Deploy Characters one at a time starting with the player who holds Priority and alternating from Faction to Faction until all Characters are on the table.

Where a zone overlaps or touches no Character may be deployed in base to base contact with a foe.

### Deployment with more than 2 Companies

With more than two Companies on the table the player with Priority picks his or her zone first. The player with Favour of the Engine may then decide in what order remaining players pick their deployment zones and deploy.

Where more than two Companies are involved the Deployment Type will give you guidelines on how the deployment rules are changed.

## Deployment Types

### 1. Opposite Corners

*Nouveau knew the Dickensians were close. He arrayed his servants in preparation for the fight to come…*



In this deployment configuration all Characters from your Company must deploy in a 12" x 12" square in one of the four corners of the table. Your opponent must deploy in the opposite corner to you in a second 12" x 12" square.

The player who deploys first may choose which corners are used.

### 2. Surrounded!

*Nancy ducked into the alley motioning the Urkin to follow her. The Servants had taken the bait and she now had them where she wanted them…*
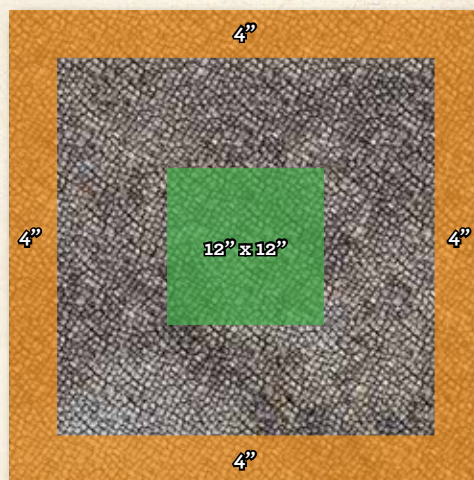


In this configuration one Company is deployed in the centre of the table and their foes deploy around the edges.

If more than two players are involved the outer area becomes narrow strips on opposite sides of the table. If more zones are needed add strips on the sides.

## 3. Territory Borders

*The Urkin fell back. Two of their number had fallen to the accurate fire from Gretel. It seemed they had found the edge of the area the Servants claimed as their own...*

6" x 36"

6" x 12"

6" x 12"

6" x 36"
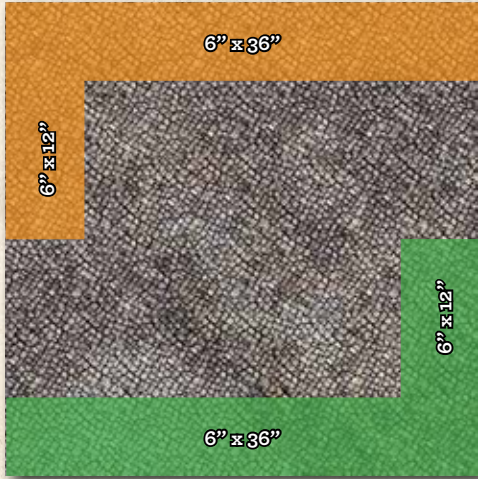
Characters deploy in narrow L shaped bands opposite to one another. If more than two players are involved deployment zones become shortened to allow for up to 4 separate zones.

One Character from each Company may deploy in the central area of the table representing a scout from the main force.
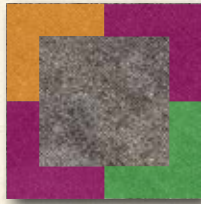
## 4. Pitched Battle

*Launcelot peered down the scope of The Lance. The Dickensians appeared just as Nouveau said they would. As much as Launcelot distrusted his commander he recognised that sometimes he just seemed to know what was to transpire...*

6" x 18"

6" x 18"
(up to three Characters)

6" x 18"
(up to three Characters)
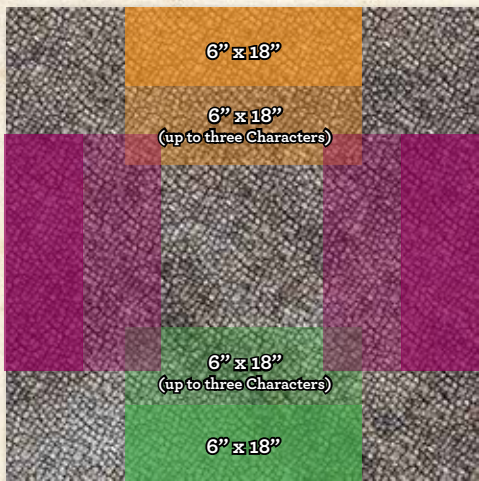
6" x 18"

You deploy the bulk of your Company in a 6" x 18" band. Up to 3 Characters may be deployed in advance of your main group in a further 6" x 18" area. With more than two Factions add deployment zones on the other edges. These overlap with the initial deployment zones!

## 5. Toe to Toe

*Bill strode into the square. If the Servants wanted a fight he'd give them one and that was a certainty. Out of the shadows stepped Nouveau, drawing his sabre. Things would get bloody very fast...*

18" x 18"

9" x 36"

9" x 36"
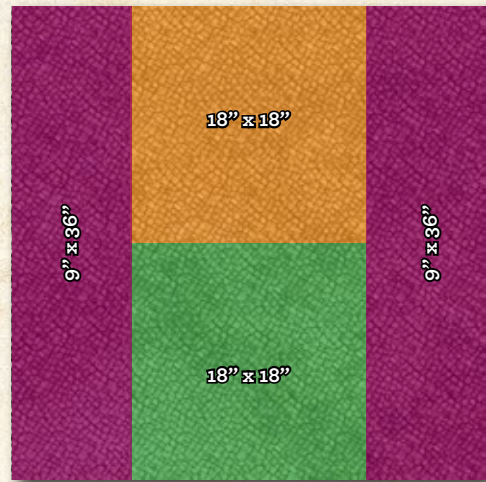
18" x 18"

This deployment configuration gives two 18" x 18" squares that meet in the centre of the table. You may deploy anywhere in the square but may not deploy touching the base of any opposing Character.

In the event you have more than two Factions utilise one or more of the sides of the table.

## 6. Pushing Out

*Tesla stood on the balcony. Below him stood several Gentlefolk Lancers, their uniforms clean and bright. There was territory to be gained today and these steel soldiers would be just the thing to force the Dickensians onto the back foot...*

12"

12"

12"
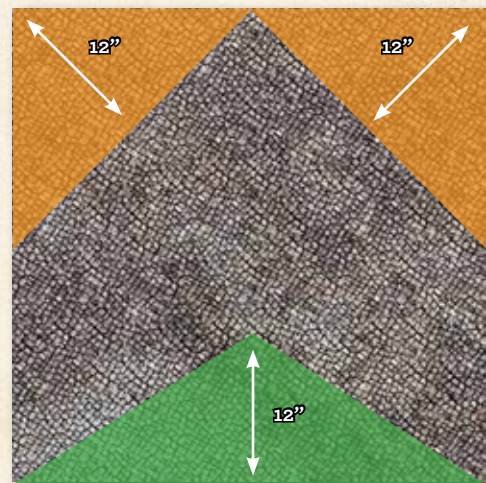
Mark out areas as shown and deploy within them. If more than two Factions are present change the configuration as shown into four equal areas, each 12" deep.

## 7. Ambush

*Feygin moved quickly, behind him trailed a small band of Urkin, ushering the hulking form of Ollyver along. The old man knew where the Servants were heading and once he set Olly on them things would get "unpleasant"...*
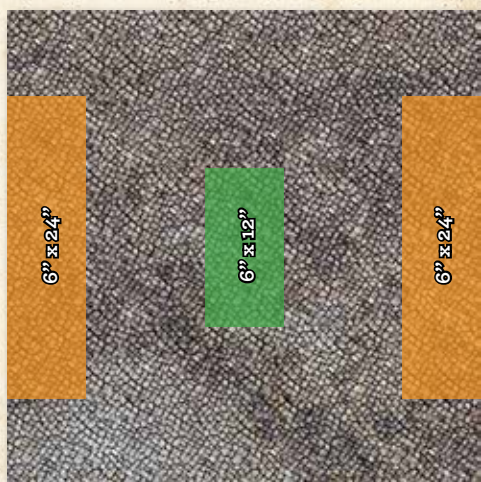


One Faction is deployed in a narrow 6" x 12" strip in the centre of the table. Their foes may deploy in two narrow bands on either side of the table.

Where more zones are needed add two zones at the top and bottom of the table and shorten the existing zones to be 6" x 24". Once again where zones touch you may not deploy a Character in base to base contact with any other Character
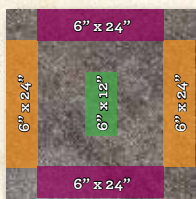


## 8. Incursion

*With a gentle flap of her wings Nightingale flew up to the rooftop. She could see the Urkin moving below her, searching for her companions. They were in the heart of Bill's territory and well prepared for battle...*
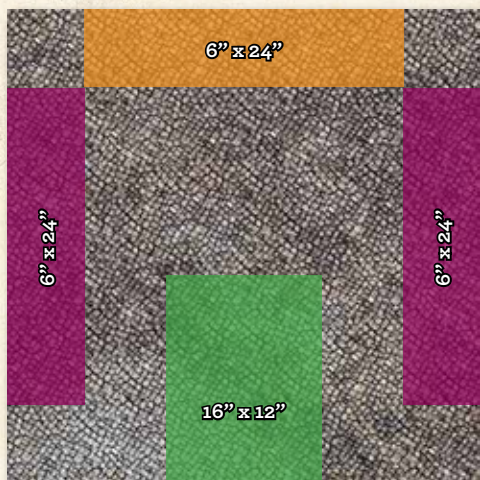


Deploy one Faction in a 16" x 12" square. The other in a rectangle 6" x 24". Additional Factions deploy in 6" x 24" rectangles along the sides of the table.

## 9. Base Assault

*Bill was pleased. The Urkin, useless as they might be, were excellent spies. Feygin had reported that he knew where The Servants were based. Time to end this...*
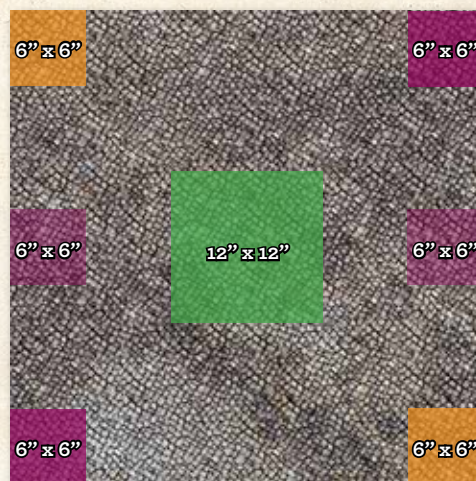


Place a building roughly in the centre of the table. One Faction deploys all Characters within 6" of the building in an area no more than 12" x 12". The other Faction may deploy in two 6" x 6" squares on opposite corners of the table. Add more squares to accommodate additional Factions if needed.

## 10. Reinforcements

*Events had moved fast. No sooner than Gretel had seen Nancy battle was joined. Neither side had time to organise their plans this would be close...*
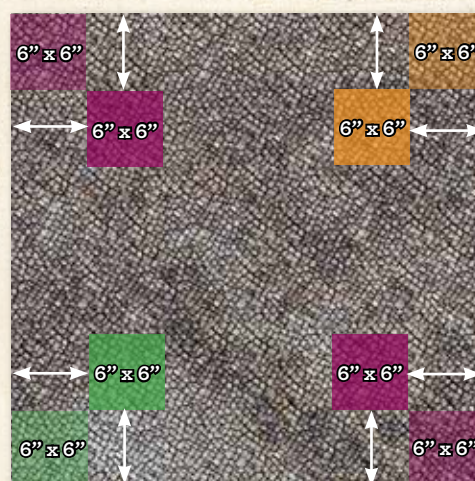


Each Faction deploys 3 Characters in a 6" x 6" zone that is 6" from all edges of the table. Remaining Characters start the game off the table. They arrive over the following turns. Each turn, during the Maintenance Phase, roll a D6. On a 1-2 one additional Character arrives, on a 3-5 two arrive and on a 6 three arrive. You may choose freely which Characters are deployed initially and which are your reinforcements.

Reinforcements arrive in the second 6" x 6" shown area but must be placed touching a table edge.

# Primary Mission Objectives

*In a game of Twisted that doesn't use one of the Campaign Missions you can use this section of the rulebook to decide what it is the Factions are fighting about and how long the battle will go!*

For a regular pick up game of Twisted both Companies share a common Primary Objective. There is some overarching task that both sides wish to achieve. The Primary Objective will also give you the length of the game in turns and include any special options for ending the game early or extending it if needed.

In addition to the Primary Objective you also have two Tasks that are drawn from the *Tarot of Taxing Tasks* deck and kept secret from your opponent. They won't know quite what you are up to but you won't be aware of their Tasks either!

In all cases as you achieve Objectives you gain Victory Points. These are used to determine the winner of the game. See the Victory Points rules for more information.

## Primary Objectives

To generate a Primary Objective for your game of Twisted roll a D20 and consult the table below.

| D20 | Primary Objective | D20 | Primary Objective |
|-----|-------------------|-----|-------------------|
| 1 | Assassinate | 11 | Engine Tendrils |
| 2 | No Mercy | 12 | Search & Destroy |
| 3 | Territorial Dispute | 13 | The Engine's Presence |
| 4 | Kill or be killed | 14 | Scouting Mission |
| 5 | The Boxes | 15 | VIP |
| 6 | Streetsweeper | 16 | Raiding Party |
| 7 | Vengeance | 17 | Defence |
| 8 | Take & Hold | 18 | Burn it down |
| 9 | Passing through | 19 | Capture |
| 10 | Rumble | 20 | Blood on the streets |

When you have your result simply consult the description of the missions over the following pages and then move on to drawing from the *Tarot of Taxing Tasks*.

You can also simply agree which mission to play with your opponent should you desire.

## Game Length

The length of the game is determined by the mission.

This is noted under the Objective you generate. Some missions may also have options to extend the mission during play if no result has been forthcoming during the game.

## Victory Points

As you play Twisted your Company will earn Victory Points. These are used to decide the winner of the game.

At the end of the game add up your Victory Points and the player with the highest total is considered the winner.

Should all your opponent's Characters be Out of Action then you will win regardless of the Victory Point totals.

You gain Victory Points by achieving your Primary Objectives or Taxing Tasks. You also get Victory Points by taking your foes Out of Action or reducing them to the Wounded state.

| Achievement | Victory Points Earned |
|-------------|----------------------|
| **Reducing a foe to the Wounded State** | 1 Victory Point |
| **Taking an opposing Character Out of Action** | 2 Victory Points |
| **Achieving a Primary Objective or Taxing Task** | Varies - see Objective or Task Card |

It is a good idea to note your Victory Points on a piece of paper or the Company Record Sheet that is available on our website.

### Wounded State:

You get 1 Victory Point when you do sufficient damage to an opposing Character to cause them to be Wounded for the first time. This means you must cause them to lose enough Life to be in the red marked area on their Character card.

You retain your Victory Point even if the Character is later healed. You do not get an additional Victory Point for reducing them to the Wounded State a second or subsequent time. It is wise to note when a Character has been Wounded and then healed on their card in some manner.

### Out of Action:

You get 2 Victory Points should an opposing Character be taken Out of Action or otherwise permanently removed from the game.

A Character that voluntarily leaves the table does not give Victory Points to the opposition.

### Achieving Objectives or Tasks:

Each Primary Objective or Taxing Task will list a set of conditions under which you receive Victory Points. These may be single Victory Points or multiple points depending on the difficulty of the job at hand.

## Sudden Death Turns

If, at the end of a game, after the specified number of turns have been played, the total of Victory points is a draw then you can choose to play a Sudden Death turn.

In this special extra turn of the game the player who scores the next Victory Point is considered the winner of the game.

## More than two Companies present

Not all Primary Objectives are suitable for more than two opposing Companies.

Use the table below should you have 3 or more Companies present. There may be some alterations to some of the Primary Objectives - these are indicated in italics - see the mission description for more information.

| D12 | Primary Objective | Original Objective Number |
|---|---|---|
| 1 | No Mercy | 2 |
| 2 | Territorial Dispute | 3 |
| 3 | The Boxes | 5 |
| 4 | *Streetsweeper* | 6 |
| 5 | Vengeance | 7 |
| 6 | Take & Hold | 8 |
| 7 | *Passing Through* | 9 |
| 8 | Rumble | 10 |
| 9 | Engine Tendrils | 11 |
| 10 | The Engine's Presence | 13 |
| 11 | Raiding Party | 16 |
| 12 | Blood on the streets | 20 |

In games that have more than two Companies involved cards are drawn from the *Tarot of Taxing Tasks* as usual.

## The Tarot of Taxing Tasks

*For each game of Twisted, even those in the linked Campaign cards are drawn from the Tarot of Taxing Tasks. These represent smaller objectives your Company is trying to achieve for some reason or another. Whilst they will generally give you less Victory Points than the main Primary Objectives they can nonetheless lead to Victory.*

At the start of a game of Twisted the Tarot of Taxing Tasks should be shuffled and placed face down on the table.

Each Company draws one card from the deck in the order in which they are due to Activate during the first turn of the game.

Once all Companies have drawn one card, each Company then draws a second card in the same order as the initial draw. Read the cards carefully and place them face down on the table.

These cards will give you tasks that you can perform during the game that will give you additional Victory Points.

You won't know what your opponent has in his or her Tasks and neither will he or she know yours.

Once you achieve a Task you must reveal the card to your opponent to claim the Victory Points associated with it.

Should your Task, as drawn, be unachievable for you (e.g. You draw *Hunt the Alchemancer* and your opponent has no Characters applicable to this) then you may show the card to your opponent, discard it and draw a replacement card.

You may need to consult your opponent's Character Cards to determine the object of your Taxing Tasks. You may do this freely at this stage of the game but try not to give away your Taxing Task objective.

### The Tarot and Games with more than two Companies

Some Tarot of Taxing Tasks cards will specify that a particular Character from your opponent's Company is the subject of your mission.

Should more than two Companies be on the table then you may select whichever of them you wish as the object of your Taxing Task.

# Twisted
### A STEAMPUNK SKIRMISH GAME

## 1. Assassinate

*"Feygin has been causing us too much trouble lately. See to it that he is removed from any of our future plans..."*

**Mission Details:**

Consult your opponent's Company of Characters and select the 4 most expensive Characters in terms of points (not including any of Dr Disraeli's Delights).

Roll a D4 to randomly select one of them as the target of your Assassination attempt.

If you manage to take this Character out of the game you receive 4 bonus Victory Points. You receive an extra Victory Point if the Character is Out of Action by the third turn of the game.

**Game Length: 6 Turns**

If, at the end of 6 turns, neither Character nominated to be Assassinated has met an untimely end then the game is extended until one or the other is eliminated.

## 2. No Mercy

*Bill Psyches chuckled as he wiped the blood off of his cudgel. "Nuthin' persn'al, y'understand," he said, kneeling close to the bleeding man's face. "Now, y'just gotta tells me where yer friends are, see?"*

**Mission Details:**

Sometimes it is best to despatch your opponents quickly. In this mission you gain bonus Victory Points by Wounding and taking your foes Out of Action quickly.

See the table below for the Victory points earned.

| Turn | Wounded Foe | Out of Action |
|------|-------------|---------------|
| 1 | +3 Victory Points | +4 Victory Points |
| 2 | +2 Victory Points | +3 Victory Points |
| 3 | +1 Victory Points | +2 Victory Points |
| 4 | No Bonus | +1 Victory Point |
| 5 | No Bonus | No Bonus |
| 6 | No Bonus | No Bonus |

*Note: By Wounded we refer to them being reduced to the Wounded state. Not simply having suffered damage.*

Characters who are *Insignificant* only gain you half the stated number of Victory Points, rounded down.

*An Urkin Slasher who is Out of Action by turn 2 will only gain you 1 bonus Victory Point (3 ÷ 2 = 1.5, rounds down to 1).*

**Game Length: 6 Turns**

## 3. Territorial Dispute

*Nouveau's unmoving gaze stared across the city's slum district. It was only a matter of time. Things would change. The Engine's will would be done.*

**Mission Details:**

Divide the table into six 12" x 12" squares.

Each of these areas represents an area of the city that can be controlled by one or other of the Companies involved in the skirmish to come.

At the end of the game count the Characters from each Company in each area and you receive 1 Victory Point should you have more of your Characters in a given area than your opponent or opponents. Separate Victory points are awarded for each area.

You must have 2 Characters who are *Insignificant* for every opponent in an area to claim the Victory Point.

**Game Length: 6 Turns**

## 4. Kill or be killed

*The List chattered into life and Launcelot stiffened. A name emerged from the device - Nancy. The knight turned - tonight the witch would die...*

**Mission Details:**

Both players shuffle their Activation Cards and place them face down on the table. Each player then turns the first card over to reveal which two Characters are holding a grudge for this mission.

To earn Victory Points one of the Characters selected must take the other Out of Action. The relevant Character must deliver the final blow that takes their foe out to gain the points. Compare the points value of the two Characters and consult the table below for the bonus earned.

| Difference in Points Value | Victory Points Earned |
|---------------------------|----------------------|
| +26 or more | 2 Victory Points |
| +11 to +25 | 3 Victory Points |
| -10 to +10 | 4 Victory Points |
| -11 to -25 | 5 Victory Points |
| -26 or more | 6 Victory Points |

*The two cards turned up for the current game are Nouveau and Dodger. Nouveau is 45 points whilst Dodger is 29. This gives a difference of 16 points. If Nouveau takes Dodger Out of Action then the Servants player is awarded 3 Victory Points but if Dodger manages to take out Nouveau then the Dickensians player would receive 5 Victory Points*

**Game Length: 6 Turns**

## 5. The Boxes

*"I tells ya it's there - in them crates" The Urkin pointed down the alley at a large stack of wooden boxes outside the shop. "It'd better be" Bill growled and, with a wave of his hand, the Dickensians moved quickly towards the stash, unaware that Launcelot was watching...*

### Mission Details:

Place 6 items of scatter terrain around the table following the rules for placing these items as given on page 62. Where possible these items should be placed outside of any deployment zone. In any event no Character may deploy within 6" of these terrain elements.

These represent 6 stashes of valuable goods. Each one contains a random item of use to the Characters. For each item gained by a Company and taken from the table they receive 3 Victory Points.

In order to take an item a Character must use two Actions to search the stash. This is a Finesse check with a difficulty of 12. If the check is failed it may be taken again by spending a further 2 Actions.

You may not make this check if you are engaged in Close Combat.

Once a stash has been successfully searched place a marker on it and it may not then be searched again.

Items, once taken, may be transferred from Character to Character using a Handing Off Action (see page 31). The item may not be dropped willingly, it must be Handed Off.

If a Character is taken Out of Action whilst in possession of an item it scatters 1" using the grenade template and may be picked up by any Character who moves over it. This does not require an Action other than the move.

If an item is usable, such as one of Dr Disraeli's Delights or an Elemental Essence, then only 1 Victory Point is gained from it exiting the table if it is used up.

Use the table below to determine what item is discovered in each stash. Any Dr Disraeli's Delight discovered should be generated randomly from the tables given on page 58.

| D8 | Item | D8 | Item |
|----|------|----|------|
| 1 | D4 Fire Essences | 5 | D4 Air Essences |
| 2 | 1 point Delight | 6 | 3 point Delight |
| 3 | D4 Earth Essences | 7 | D4 Water Essences |
| 4 | 2 point Delight | 8 | 4 point Delight |

### Game Length: 8 Turns

This mission will run for 8 turns unless all items exit the table prior to this in which case the game ends immediately.

## 6. Streetsweeper

*There were spies in the area, Nouveau was certain of it. The Dickensians had a tendency, via bribes or threats, to make the locals serve them and prying eyes were to avoided.*

*He would find the spy and remove the threat to the plans of The Engine...*

### Mission Details:

For this mission you must decide which Company has the spy on the table and which is hunting for him or her.

Ideally you should represent the Spy with a miniature but a counter is provided that will do nicely.

When you have determined Favour of The Engine and Priority the Company that ends up with Priority is the one that has a spy secreted somewhere on the table.

During the game the hunting Company must try and find the Spy and stop him or her getting off the table.

Any Character from the hunting Company within 2" of any building can spend an Action to try and spot the hiding Spy. This is a Difficulty 15 Finesse Check.

Once the Spy is spotted he or she is placed in contact with the building by the player who is not hunting and this new Character acts as described below.

As soon as the Spy is discovered he will immediately make a single move Action away from the Character who discovered him. The Spy must now attempt to get off the table, through the deployment zone of his allies, unmolested.

If multiple deployment zones are applicable it will be the most distant one from the Spy's initial location.

A Character Card representing the Spy is included in this box - it gives all the statistics necessary to play him.

After this initial move the spy is activated in a unique manner. The only actions the spy can take are Move Actions, one of these is used at the start of the Activation phase and one is used at the end of the Activation Phase. The distance and direction of these moves are decided by the player that controls the Spy.

Should the Spy leave the table then the Company that is in control of the Spy gains 3 Victory Points. If the Spy is taken Out of Action then the hunting Company gains 3 Victory Points.

If the Spy ends the game on the table but out of the Wounded state then the Company that controls him or her gains 1 Victory Point. Should he or she be on the table and Wounded then 1 Victory Point is gained the by the hunting Company.

### Multi Company Variation

In games with more than two Companies the Spy is still controlled by the Company with Priority but the Victory Points are won by whichever company manages to Wound or take the Spy Out of Action.

### Game Length: 6 Turns

## 7. Vengeance

*Blood had been spilled and Bill understood perfectly that a response was required. It had always been Bill's theory that any offence committed against him should be repaid tenfold and this was no different. The slower they died the better...*

### Mission Details:

At the start of the game each player randomly selects one Character in the opposing Company with a value of at least 25 points. This Character has done something that has greatly offended you and must be punished.

For each instance in which you cause damage this Character you receive 1 bonus Victory Point. If they are taken Out of Action in a single attack you receive 6 Victory Points!

### Game Length: 8 Turns

Should both selected Characters have fallen the player who holds Priority may try and end the game early by sacrificing 2 Victory Points.

Roll an Opposed D20 with both you and your opponent subtracting the number of Characters you currently have on the table.

The player with the highest result may choose whether or not the game is to continue.

## 8. Take and Hold

*The library contained some very valuable and interesting tomes on the mysteries of The Engine. M'Dusa desperately wanted to know what was said in Professor Stinger-Bates' treatise on the nodes. The information would allow her to better understand what Nancy was attempting. She needed some time alone in the building but the Dickensians were abroad tonight...*

### Mission Details:

Before deployment of Characters the player who does not hold Priority must nominate a single building on the table. This is the objective of both Factions. It should be outside of both deployment zones if possible.

In the event this is not possible simply place it as close to the edge of the offending zone as possible. No Character may deploy within 6" of this building in any circumstance.

For each Character from either Company that is within 2" of the building at the end of the game 2 Victory Points are awarded.

### Game Length: 8 Turns

## 9. Passing Through

*Dodger gunned the engine of his wheel. He would need all his speed to get out of this alive. He had to get the rum Bill wanted but The Servants had seen him and he was now cut off...*

### Mission Details:

Divide the table into four 18" squares. Place a piece of scatter terrain such as a barrel, crate or chest in the centre of each quarter to serve as the objectives. A simple marker or dice will do if you don't have any appropriate terrain elements.

Nominate each element placed with a number 1 through 4. If you are using dice simply place the dice with the appropriate number facing up or you can use the *Fascinating Feature* counters provided assuming they aren't being used otherwise for this game.

The aim of this game is to have Characters touch these objectives. A Character may not touch the same objective twice. It is wise to note which objectives Characters have touched on their cards with your erasable marker.

Characters may not touch the objectives nearest to their deployment zone until they have touched at least one that is further away. If all are equidistant then any may be touched.

At the end of the game add up the number of touches you have achieved and consult the table below.

| Touches | Bonus Victory Points Earned |
|---|---|
| 1-5 | 1 Victory Point |
| 5-10 | 2 Victory Points |
| 11-15 | 3 Victory Points |
| 15-20 | 4 Victory Points |
| 20 or more | 5 Victory Points |

*Insignificant* Characters have their touches halved and rounded down for the purposes of this mission.

### Game Length: 8 Turns

## 10. Rumble

*Launcelot knew that the Dickensians were a fearsome foe if underestimated. He was also supremely confident he had their measure. He would show them they should fear him and it was getting up close and personal that this would best be achieved...*

### Mission Details:

For each opposing character brought to the Wounded state in Close Combat you receive 1 bonus Victory Point. For each opposing Character taken Out of Action in Close Combat you receive 2 bonus Victory Points.

### Game Length: 6 Turns

## 11. Engine Tendrils

*The brickwork was split and beneath the surface could be seen a brassy shape that writhed slightly, seemingly searching for something. Nancy knew this was one of The Engine's tendrils and that it was through these it both perceived and controlled the world.*

### Mission Details:

Place 4 markers around the table. The markers are placed adjacent to a building or significant piece of terrain in the same manner as scatter terrain but should be placed outside of any deployment zone.

In the event this is not possible simply place it as close to the edge of the offending zone as possible. No Character may deploy within 6" of one of the markers in any circumstance.

These markers represent exposed tendrils of The Engine.

A Character may try and gain control of a Tendril by moving into contact with it and spending two Actions. A Finesse check with a difficulty of 15 is required to control a Tendril.

You may not make this check if you are in Close Combat.

For each Tendril controlled Characters receive a small insight into the machinations of The Engine. This allows the relevant Company a +2 bonus to any one roll of their choosing each turn. You should declare the use of the bonus prior to making the roll.

Once control of a Tendril is achieved the Character is free to move away and take other Actions and retain the benefits of the control.

Characters from an Opposing Faction may try and wrest control of the Tendrils by moving into contact and spending two Actions as above.

Once they seize control then they gain the benefits of the Tendril and these benefits are lost by their foe.

In addition you gain 2 Victory Points for each Tendril you control at the end of the game.

### Game Length: 8 Turns

## 12. Search and Destroy

*Gretel's eyes glowed with the cherry-red fire from her wand. The tongue of flame quickly burned and began to eat away at the armoury. The witch hunter smiled with glee; Nancy would pay for her misuse of Alchemancy.*

### Mission Details:

In an area of contested city there are often objectives, documents or people that are important to the opposing Factions.

A Character may spend a single Action when in contact with any building outside of a deployment zone to search it and see if it contains information or assets that are important to your foe. You may only search one building a turn.

For each building searched roll a D6, adding +1 for every building searched previously.

On a 1-5 nothing is found. Place a marker near the building to indicate that it has been searched and your Company may not search that building again. It may be searched by your opponent however.

On a roll of 6 it proves to contain something of great value to your opponent and is a prime target for arson!

Once this building has been located no further buildings may be searched by your Company.

You may set the building alight by spending 2 Actions whilst in contact with it. You may not set light to the building if you are engaged in Close Combat.

For each turn the building burns after the turn it is set alight you receive 1 Victory Point. Place a dice near the building with the appropriate number facing up to mark how many turns the building has burned for.

After 3 turns you may roll a D6 and add the number of turns the building has burned for. Should this number add up to more than 8 then the building collapses and is removed from the table. Replace it with an area marker that represents smoking rubble. This area may not be moved through.

Should the building you have lit collapse you receive 3 additional Victory Points!

Models from the opposing company may attempt to extinguish the fire. A Character in contact with the burning building may spend a single Action to make a Finesse check with a difficulty of 12 to turn the dice back one number. Should this reduce the total to less than 1 the fire is extinguished and must be relit.

### Game Length: 8 Turns

*The Urkin Alchemancer.*

*Twisted by Nancy's work this small, deranged figure, can transform into the powerful Bloodrage form when under threat.*

## 13. The Engine's Presence

*Nouveau's unmoving gaze stared across the city's slum district. It was only a matter of time. Things would change. The Engine's will would be done.*

**Mission Details:**

This mission brings The Engine to the fore. It has focussed its attention on this fight and is paying special heed to the results.

At the start of the game, when the initial draw of Eye of The Engine cards is to occur each player draws a hand of 4 Eye of The Engine cards.

These extra cards are drawn by each player, one card at a time starting with the player who holds Favour of The Engine. He or she may choose in what order other Factions draw should there be more than two Factions on the table.

Once the additional Eye of The Engine cards are drawn players may inspect them and place them face down on the table.

Each player then draws one additional Eye of The Engine card as normal. The Eye of The Engine draw proceeds as normal each turn with the deck of 4 cards being used as noted below.

At any time during the game, when an Eye of The Engine card is due to be played, a player may discard the Eye of The Engine card drawn for the turn and take one of the 4 cards from the special draw in its place. Once used this card is returned to the deck as normal.

Once all 4 cards have been used in this manner the player is restricted to the single card that is drawn normally for each turn.

During the game when Victory Points are earned bonus Victory Points are awarded should the Character be affected by an Eye of The Engine card when the points are awarded.

Should the Eye of The Engine card be a negative affect on the Character then 2 additional Victory Points are earned. Should the effect be a positive effect then 1 additional point is earned.

*Ollyver is under the influence of The Engine's Displeasure Eye of The Engine card which has lowered some of his Characteristics by 2. He manages to take a Gentlefolk Out of Action whilst in this state and so The Dickensians get 4 Victory Points (2 standard & 2 bonus).*

If an Eye of The Engine card affects the game overall, such as All is Dark which hampers Ranged Attacks table wide, then all Characters are considered affected until the card is no longer in effect.

**Game Length: 6 Turns**

## 14. Scouting Mission

*Feygin had spies - these spies told him there was an item of great importance to The Servants of The Engine nearby. Strangely it seemed to have been left in the open and this was tempting - maybe too tempting. "This may well be trap" he thought but the opportunity could not be passed up...*

**Mission Details:**

For this mission each Company rolls a D6. The player with the higher result is the defender and the lower result is the attacker. Place a piece of scatter terrain in the centre of the defender's deployment zone.

This represents a stash of some kind that is important - perhaps an experimental weapon or a tome of Engine Lore.

The attacker must try and reach this stash, take the item and escape the table through their own deployment zone.

To take the item a single Action must be spent whilst in base contact with the stash. No roll is required but the Character must be free of Close Combat.

The item can be transferred from one Character to another using the usual rules for Handing Off (see page 31). The item may not be dropped willingly, it must be Handed Off.

If a Character is taken Out of Action whilst in possession of the item it scatters 1" using the grenade template and may be picked up by any Character who moves over it. This does not require an Action other than the move.

Any Character from the defending Company who picks up the item must try and return it to its starting position as quickly as possible. No movement that takes the Character further away from the item's starting position is possible and any Activation the Character has must include at least 1 Move Action towards the starting position of the object.

If the item is in the possession of the attackers but not off the table at the end of the game 2 Victory Points are earned. If they manage to get the item off the table 4 Victory Points are earned.

If the item is in the possession of the defenders but not in its starting position at the end of the game 2 Victory Points are earned. If it is in its starting position 4 Victory Points are earned.

These Victory Points are not cumulative - you do not get 6 Victory Points for being in possession of the item and getting it off the table for example.

**Game Length: 8 Turns**

## 15. VIP

*Lord Cain-Pruis was frightened. That damnable Bill Psyches had sent word that he was to pay his gambling debt or suffer the consequences. Luckily he possessed one of the few remaining copies of "Le machine et ses mystères" and could use this to his advantage. These impertinent Servants wanted the book and he would give it to them should they get him safely out of London...*

### Mission Details:

For this mission you will need an additional miniature or counter to represent Lord Cain-Pruis (or some other notable figure of your choice).

This VIP is of importance to both Factions and may not be attacked in any way. He or she is considered to have a Speed of 4 for purposes of movement.

The player who has Priority for the first turn is the one who is escorting the VIP. The VIP must leave the table from the edge opposite to where they started. In the case that this could be multiple edges simply roll a dice to determine which edge is the objective.

Place the VIP in base to base contact with one of your Characters no closer than 4" to the leading edge of your deployment zone. When this Character moves the VIP will move with them, remaining in base contact but the VIP may not exceed his or her Speed of 4. The VIP may run however if the Escort is faster. The escorting Character may not willingly break base to base contact with the VIP.

For example if the VIP is being escorted by Dodger with his Speed of 7 Dodger may make a single Move Action of 7" and the VIP will run 7" to keep up. Dodger may not, however, make a double move of 14" as the VIP could not keep up.

If, for any reason, this base to base contact is lost the VIP will immediately make a single move action towards the nearest Character from the escorting Company in an attempt to make base to base contact. If base to base contact is not made by the next Maintenance Phase then the VIP is moved into the nearest cover and cowers until one Company or other makes base to base contact.

Should one of the Characters from the attacking Company manage to get into base to base contact whilst the VIP is free of his or her escorts then they may try and force the VIP to move with them by making a Strength check with a difficulty of 12. This check must be made each turn. If it fails then the VIP will break contact and immediately run towards the nearest of his or her escorting Characters.

Should the VIP be in contact with one of his escorts but not off the table at the end of the game 2 Victory Points are earned. Should he or she leave the table 4 Victory Points are earned.

Should the VIP be in the possession of the attackers at the end of the game 4 Victory Points are earned. If he or she is not in the possession of either side then the attackers earn 2 Victory Points.

### Multi Company Variation

In a game with more than two Companies the 4 Victory Points for possessing the VIP goes to the Company that holds him should this not be the escorting Company.

Should he be in the possession of no Company then 1 Victory Point is earned by all Companies other than the one whose job it was to escort him safely away.

### Game Length: 8 Turns

## 16. Raiding Party

*Ollyver pulled at the chains around his great shoulders, dragging the seven Urkin who restrained him along the alley. Bill wanted Olly in on this fight - he wanted to cause damage to The Servants - serious damage. The trick would be getting away unharmed...*

### Mission Details:

For this mission your objective is to reduce as many opponents to Wounded or Out of Action as possible whilst keeping your own Company in good condition and escaping the scene.

For each opposing Character reduced to the Wounded State or Out of Action by turn 5 you receive 1 bonus Victory Point

After turn 6 you get an additional bonus Victory Point for each of your Characters who leaves the table whilst not in the Wounded State.

If you or your opponent have Characters with the Insignificant ability then 2 such characters must be Wounded, Out of Action or leave the table to claim the bonus Victory Points.

### Game Length: 8 Turns

This mission will end early should the entirety of any one Company leave the table..

## 17. Defence

*Launcelot knew the Dickensians were coming. He was ready for them. None should pass the defences he had initiated and if they did get through they would not survive long...*

### Mission Details:

Roll a D6 at the start of this mission. The player who rolls higher is the attacker and the player who rolls lower is the defender.

The defender nominates an area of the table 12" x 12" that includes at least part of his or her deployment zone. Mark this area with small dice or other counters

The attacker receives 2 Victory Points for every Character that is in this zone at the end of the game.

The defender gets 1 bonus Victory Point for each opponent in the zone who is in the Wounded State at the end of the game and 1 bonus Victory Point for each Character taken Out of Action whilst in the zone at any time during the game.

### Game Length: 8 Turns

## 18. Carriage of Justice

*Nancy had been arrested. This was a problem Bill wanted solved - she knew too much and was too valuable to lose. The Catch Wagon would have to be stopped and Nancy freed before it left his patch...*

### Mission Details:

For this mission you will need a model or counter to represent the Catch Wagon. This should be 2" x 3" approximately.

A counter is provided in this box that will do the job.

Roll a D6 at the start of this mission. The player who rolls higher is the defender of the wagon and the player who rolls lower is the attacker whose companion has been arrested.

The Catch Wagon is driven by a bonded Gentlefolk Bobby who may not leave it.

A Character card is provided that gives the statistics of the Catch Wagon and allows you to track damage to it. It is treated as a large Character.

The Catch Wagon starts at a table edge in the deployment zone of the defender and must exit by a table edge opposite. In the case that more than one table edge is applicable randomly choose an edge using an appropriate dice.

The Catch Wagon may not double move. It is considered to Activate last in the defending players turn at all times and may move as desired by that player. It may move freely through Threatened Areas and additionally cannot be locked in Close Combat due to its *Retreat* ability.

Any Character the Catch Wagon moves into or over is moved immediately to be 1" clear of it by the shortest possible route. If, for some reason, they cannot get clear then they take D4 damage, bypassing armour, and are placed Prone.

The attackers may temporarily stop the Catch Wagon by causing it damage. Any effect that causes more than 6 damage in a single attack will cause the Catch Wagon to halt for the current turn while the Gentlefolk Bobby goes into auto-repair mode.

It will act as normal in the following turn if it is not damaged further.

The Catch Wagon will be disabled permanently if it loses all 35 of its Life.

For each turn that the Wagon makes progress the defenders gain 1 Victory Point. For each turn that it does not the attackers gain 1 Victory Point.

Should it leave the table the defenders gain 3 Victory Points. Should the Wagon lose all its Life and be disabled the attackers gain 3 Victory Points. In any other result no bonus points are gained.

### Game Length: 8 Turns

This mission will end as soon as the Catch Wagon leaves the table or is disabled.

## 19. Capture

*Feygin knew everything about Bill and his plans. Gretel was keen to see the old man caught as the intelligence he could give would be invaluable. Nouveau knew all sorts of ways to make him talk - most of them rather unsavoury...*

**Mission Details:**

At the start of this mission each player shuffles his or her Activation Cards and places them face down on the table. The top card is turned over and this Character as shown is the target of a capture attempt by your opponent.

In order to capture the Character he or she must be taken Out of Action and a friendly Character must move into base to base contact and a single Action spent to pick them up.

When the relevant Character is taken Out of Action replace the model with a small dice or marker that is more easily moved should he or she be picked up.

In order to pick up the Character no opposing Character may be in Close Combat with the Character attempting to lift the limp form of his or her foe.

The unconscious foe must then be picked up and taken from the table by any table edge.

It is an Action to pick up the unconscious Character.

The carrying Character may only make a single Move Action whilst carrying the limp form. Should two Characters be in base to base contact the move may be 1½ times the Speed of the slowest Character. Should three be in contact a Run Action may be taken at the Speed of the slowest Character.

All Characters carrying a captured foe are considered to Activate at the same time as the Character who first picked up the unconscious Character.

Should any Character carrying the captured foe be taken Out of Action then the captured Character is dropped and an Action must be spent as above in order to continue movement.

Should either captured Character leave the table the Company that managed this feat receives 4 Victory Points.

If the captured character is in the possession of your opponent but on the table they receive 2 Victory Points.

In any other result no Victory points are awarded.

**Game Length: 8 Turns**

## 20. Blood on the Streets

*There was a clatter of mechanisms as the Urkin loaded and readied their guns, such as they were. They crouched in doorways and behind bins and waited for The Servants to arrive. Tonight there would be blood and for every drop spilled they knew Feygin would reward them in tasty, tasty rats...*

**Mission Details:**

This mission is all about doing damage to your opponent, plain and simple.

Use the table below for bonus Victory Points awarded in addition to the normal ones for Wounding and taking foes Out of Action. These bonus Victory Points are cumulative. For example if you manage to cause 11 damage to a foe and take them Out of Action you will get 6 Victory Points (1 for 5-9 damage, 1 for over 10 damage, 2 for taking a foe out in a single attack and 2 for taking them Out of Action as per the general Victory Points)

| Achievement | Victory Points Earned |
| --- | --- |
| Causing over 5 damage in a single attack | 1 Victory Point |
| Incapacitating a foe by any means | 1 Victory Point |
| Causing over 10 damage in a single attack | 1 Victory Point |
| Causing a Critical Hit | 1 Victory Point |
| Taking a foe Out of Action in a single Attack (see below) | 2 Victory Points |
| Having the highest number of Characters on the table at the end of the game. | 3 Victory Points |

In order to claim the Victory Points for taking a foe Out of Action in a single attack the attack must have taken them from outside the Wounded state to Out of Action.

**Game Length: 8 Turns**

# Master Kirkwood's
# Fascinating Features

*Wherever The Engine's influence is present in the world strange things tend to happen. Its efforts to control the world can sometimes result in unexpected effects arising and these are often rather deadly to those that stumble across them.*

*The streets of London are also full of barrels or crates of goods that have been left out for collection or have simply fallen from the back of an inattentive wagon driver's load. Searching this street detritus can sometimes lead to lucky and rather useful finds...*

To further enhance your games of Twisted you and your opponent may like to include some interesting features or effects to your tabletop.

Some of these are representations of The Engine's failure to completely control the world which it has created. With so many things to consider sometimes even an entity as powerful as The Engine will allow unexpected effects to be brought into being.

In may cases these are fleeting effects and last no more than a few hours but in that time they can wreak great havoc on the unwary folk of London.

The streets are also littered with the materials that make up the mercantile lifeblood of the city. Piles of barrels and crates dot the streets, often empty and left out for collection but sometimes these contain rather valuable goods that have been accidentally left behind or that have perhaps fallen from the load of a fast moving Steam Charabanc.

Of course a third option is merely that these effects are mundane such as areas of loose cobblestones or detritus in the street or perhaps collapsing sewers.

All of these interesting and possibly dangerous features can make the skirmish you are about to play more interesting and fun, adding to the chaos of the battle by aiding or foiling your plans.

## Placing the Fascinating Features

The Fascinating Features are used only if all players involved in a game of Twisted desire to use them.

They are not integral to playing Twisted but they do add a further element of fun to the game.

To determine how many Fascinating Features are to be used roll a D6 and consult the following table:

| D6 Result | Number of Fascinating Features |
|---|---|
| 1-4 | 1 |
| 5 | 2 |
| 6 | 3 |

Once you have the number of Fascinating Features determined generate them using the table on page 77 and place them on the table following the rules as given in the text for each one. You may also agree on a number of *Fascinating Features* with your opponent rather than rolling.

In general the Fascinating Features are generated and placed on the table after all other terrain is placed but before the mission for the game at hand is decided. Some Fascinating Features may change this and it will be noted in their rules when this is the case.

Some of the Fascinating Features are not placed on the table but may appear under certain circumstances. Rules for their appearance are given in the full description of each one.

When placing the Fascinating Features generate the first one and place it on the table if required before generating the second or subsequent ones.

Players take turns placing the Fascinating Features. Simply follow the same sequence as used for placing terrain as noted under *The Twisted Table*.

Where a Fascinating Feature has more than one element to be placed each player places one element of it before moving onto the next Fascinating Feature in the same order as noted above.

## The Fascinating Features on the table

There are a number of Fascinating Feature counters and templates provided in this box.

The Fascinating Features can be noted on the table using these counters or templates when appropriate.

Some of the Fascinating Features simply affect terrain that will have already been placed on the table. Just place a counter on the terrain or some other marker should you run out of counters.

Additionally some of the Fascinating Features are placed and then may move or become part of the action of the game. Follow the rules for these as given in their full descriptions.

As long as you and your opponent can clearly tell what is a Fascinating Feature and what is not then it will work just fine.

Once all the Fascinating Features have been placed you can continue with the first turn and they become part of the game, following the rules as given for each Fascinating Feature.

*You might like to create some terrain pieces to represent the Fascinating Features yourself to give the table some more life and interest.*

## Generating Fascinating Features

When you have the number of Fascinating Features determined you simply roll a D20 and the type of Feature that comes into play is given on the table below.

Full rules for each Fascinating Feature are given on the following pages.

| D20 Result | Fascinating Feature |
|---|---|
| 1 | Rough Ground |
| 2 | Guy's Gunpowder |
| 3 | Errant Essences |
| 4 | Sewer Slime! |
| 5 | Sinkholes |
| 6 | Twisted Trees |
| 7 | Leaking Gas Lamp |
| 8 | Dropped Delights |
| 9 | Crumbling Architecture |
| 10 | Rats in the Ranks |
| 11 | Ungodly Stench |
| 12 | Angry Locals |
| 13 | Lesser Engine Tendrils |
| 14 | Demolition Crew |
| 15 | Slippery When Wet |
| 16 | Alchemantic Null Fields |
| 17 | Billowing Steam |
| 18 | Resistance! |
| 19 | Loose Carriage! |
| 20 | Timeskip Bubble |

## 1. Rough Ground

*Through hard wear or poor maintenance there are sometimes areas of the streets and alleys of London that have loose, uneven cobblestones or piles of dumped refuse. This makes safe navigation of these areas difficult...*

When placing this Fascinating Feature roll a D6 and consult the following table:

| D6 Result | Areas of Loose Cobblestones |
|-----------|------------------------------|
| 1-2 | 1 |
| 3-4 | 2 |
| 5-6 | 3 |

For each area of Loose Cobblestones place a 2" x 2" square marker on the table. Place these markers after all other terrain has been placed but before generating the missions for the game.

Each of these areas represents Difficult Terrain and Characters may not run or charge through it.

The Loose Cobblestones may be placed anywhere on the table.

## 2. Guy's Gunpowder

*A local lad with grand plans to unseat the Government has stashed large amounts of gunpowder in barrels, crates and other hiding spots in the area.*

This Fascinating Feature affects all scatter terrain such as barrels, boxes, carts or other non-architectural elements.

Any Character who is claiming cover from such terrain on the table may be subject to a rather nasty surprise as one of Guy's stashes detonates from a stray bullet.

This Fascinating Feature only affects loose scatter terrain and not buildings, walls or trees.

If a Character is subject to a Ranged Attack whilst in cover from any such items and is missed roll a D6. On a 6 there is a hidden stash of Guy's gunpowder present and it is detonated by the attack.

The unfortunate Character takes D4 damage, bypassing armour as he or she is engulfed in flame and shrapnel.

This Feature can be triggered multiple times for any such terrain as the cunning Guy has often hidden more than one such stash in each terrain element.

You and your opponent should mark terrain that you denote as possibly containing some of Guy's gunpowder before starting the game.

## 3. Errant Essences

*Dr Disraeli's latest shipment of Apprentice Alchemantic Accoutrements has come adrift from the Steam Charabanc that was transporting them through the streets. They are now scattered about and may be discovered by those with sharp eyes...*

When this Fascinating Feature is in effect any Character may try to locate one of the lost sets of Accoutrements. These small but elegant boxes generally contain a few Alchemantic Essences, some appropriately arcane goggles and, perhaps most importantly the instructions on how to call an Alchemantic Invocation. Each kit is hand made so the Invocation and Essences contained within are nearly always unique.

These kits are small and difficult to spot amongst the detritus and straw that litter the streets and they rather tend to tuck themselves in awkward corners as lost things so often do.

When in base to base contact with any terrain element a Character may spend a single Action to search for fallen set.

To find one is a Finesse Check against a Difficulty of 12.

When an Essence is located roll on the table below to determine what general kind of kit has been found:

| D4 | School of kit | D4 | School of kit |
|----|---------------|----|---------------|
| 1 | Fire | 3 | Air |
| 2 | Earth | 4 | Water |

Once you have determined the School of the kit roll an single Alchemantic Invocation using the tables on pages 50-51. The kit contains enough Essences to power the invocation.

These kits are designed for those interested in Alchemancy so the instructions to call the Invocation are simplified and easy to understand. This allows the Invocation found to be called by any Character, even those with an Alchemancy score of 0. This does not increase the Alchemancy score of the Character however so it is just a straight D20 roll to call the Invocation for such Characters.

Should the Character who finds the kit be an Alchemancer already he or she may immediately change one of the Invocations selected for the game to the one he or she located, obeying all usual rules about how many he or she may take.

The kit also contains enough Essences to power the Invocation.

Each character may carry as many as these found Essences as desired and may carry them in addition to any of Dr Disraeli's Delights he or she may hold.

These Elemental Essences can be used to power other Alchemantic Invocations if the relevant Character has such abilities. Follow the rules given on page 47 for this.

The found Essences may be transferred from Character to Character using the rules for Handing Off as noted on page 31.

## 4. Sewer Slime!

*The sewers around London are home to many foul creatures. The rats are reputed to be as big as a small dog and well able to take your hand off. By far the strangest of the denizens of this reeking abode however are the Sewer Slimes.*

*These unearthly creatures are composed of a slimy, semi liquid body, sporting sharp teeth and large bloodshot eyes. Some posit that they are natural developments of algae whilst others maintain they have come from the foul Alchemantic labs in the cellars of some of London's less welcoming quarters. Some Engine Scholars also suggest that the Sewer Slimes are brought into existence by proximity to the Nodes and Tendrils of the Engine.*

*Whatever their source these dangerous creatures will occasionally be seen in the alleys and streets above their natural hunting grounds in search of larger prey than rats...*

When this Fascinating Feature is rolled you must then place the four Sewer Grate Counters (numbered 1-4) provided in this box around the table.

Place these in the same manner as other terrain using the same order in which players placed the terrain earlier. They can be placed anywhere on the table but must touch another piece of terrain.

You cannot place a Sewer Grate in the open or in the centre of a street or alley.

Once the Sewer Grates are placed they have no effect on their own but the following rules apply to the game.

When a D20 is rolled during the game and the roll, unmodified, is a 1 then a Sewer Slime emerges from the depths below and begins hunting for food.

Roll a D4 and the number rolled is the Grate at which the Sewer Slime appears. Take the Sewer Slime Token provided and place it atop the appropriately numbered Sewer Grate.

A Character Card for the Sewer Slime is provided in this box.

The Slime acts in the Maintenance Phase of every turn, including the one in which it appeared.

The Sewer Slime has two Actions like any other Character. It is controlled by neither player but will move towards the nearest Character and attempt to attack him or her. If it cannot attack it will simply use both its Actions moving.

The Sewer Slime can be attacked in the normal way by either player in their Activation.

If the Sewer Slime manages to take a Character Out of Action it will retreat to the Sewers to digest its meal and is removed from the table if it is not engaged in Close Combat.

There may only be one Sewer Slime on the table at any given time but a second one may arrive if the first is taken Out of Action or retreats.

## 5. Sinkholes

*Poor maintenance or a leaking drain can cause the ground to become unstable and collapse into the maze of tunnels and drains below.*

*Entire carriages have been known to fall into the depths of London's underground network of sewers and drains in the more extreme cases.*

*No one can predict with any certainty where these might appear but the quick witted and agile can sometimes detect the sound of one forming as cobblestones grind and crack...*

There are a number of Sinkhole counters provided with this game, both 1" and 2" diameter. These are not placed on the table but rather appear on the table during the game as the battle proceeds.

Whenever Close combat ensues during the game there is a chance that the combined weight of the combatants and their frantic activity may cause the ground to collapse.

Roll a D20 when the initial Close Combat round finishes. Take the Strength Characteristic of the strongest Character in the Melee and add 1 for each Character involved.

Should the result of the D20 roll be less than this number then the ground collapses and a Sinkhole is formed.

Randomly determine under which Character in the Melee the Sinkhole forms using an appropriate dice. Only one Sinkhole will form for any single Melee.

The unfortunate Character must make a Finesse Check with a Difficulty of 10 or fall into the Sinkhole taking D4 damage, bypassing Armour. The Character is removed from the table and replaced with a 1" Sinkhole counter.

Whilst in the Sinkhole the Character may not be attacked in any way unless a Character manages to target the Sinkhole with a grenade attack of some kind. Characters adjacent to the Sinkhole can simply drop a grenade down it should they have one - no attack roll is required.

No Finesse Check may be made to avoid the grenade's effects by the poor soul down the hole.

To get out of a Sinkhole a single successful Climb Check is needed with a Difficulty of 12. The Character is then placed standing next to the Sinkhole.

Should an opposing Character be in Base to Base contact with the Sinkhole then he or she gets a single free attack against the Character emerging which may be Defended against as normal.

Any movement within 1" of a Sinkhole may cause it to collapse further. Make a Finesse Check for the moving Character with a Difficulty of 12. Should this check fail then replace the 1" Sinkhole counter with the 2" one and any Character touched by the new counter must make a Finesse Check as above or tumble in as the ground gives way.

Sinkholes cannot get larger than 2" diameter.

Any Character who ends up touching a Sinkhole counter for whatever reason is also subject to the same Finesse Check to avoid falling in.

## 6. Twisted Trees

*Nature is not immune to the twisting power of The Engine. When it becomes active The Engine will begin to influence the world around it and not all of the results of its handiwork are safe to be around...*

This Fascinating Feature affects all trees, hedges or other plants on the table. If you have none place D3+1 markers to represent plants. To get a D3 use a D6 and read 1-2 as 1, 3-4 as 2 and 5-6 as 3.

Follow the same order as used when setting up the table if you need to place the Twisted Trees. If there are plants already on the table discuss with your opponent which might not be included (e.g. you may exclude the decorative flowerbed outside a pub)

These trees, hedges and other plants have become twisted, infused with semi sentience by The Engine and they will defend themselves if approached.

Any Character who moves within 2" of any plant or marker on the table may be subjected to a wildly lashing branch or vine.

Make a Finesse Check with a Difficulty of 14. If this Fails then the plant in question makes a single Close Combat attack with an Attack Characteristic of 2.

Should this attack hit then D8+4 damage is caused and the affected Character's Activation ends immediately as he or she become ensnared briefly.

Should the Finesse Check succeed then the plant ignores the Character until he or she leaves and then re-enters the 2" area around it.

A Finesse Check must be made each turn a Character moves or remains within the 2" reach of the plant. If a Character Activates and chooses to move directly away from the plant then the plant will not attack and they may move freely.

Should this movement take them through the 2" zone and not directly away from the plant then a further Finesse Check is required to avoid further attacks.

Plants cannot be attacked.



*The Marvellous Averager - one of the wondrous Delights sold by Dr Disraeli!*

## 7. Leaking Gas Lamps

*A careless, or perhaps somewhat drunken lamplighter has failed to close the No. 4 Safety Valve on a whole section of gas lamps in the area.*

*This has created small pockets of gas that can burst into flames given the right circumstances.*

When this Fascinating Feature is generated note any lamps or lamp like structures on the table in consultation with your opponent.

If none are present place D3+1 markers on the table to represent gas lamps.

These lamps are leaking flammable gas and are dangerous to be near. Should any Ranged Attack be made against a Character within 2" of a lamp and the attack misses roll a D6.

On a 1-4 nothing happens on a 5-6 the errant shot strikes something creating a spark and a fireball ensues.

Place the 4" Blast Template over the lamp and each Character affected takes D4 damage bypassing armour as the flames and shards of flying cast iron engulf them. Any Character who takes 4 damage is also placed Prone.

The usual rules for template based attacks apply to these explosions.

Once a lamp has exploded the auto shut off valves kick in below the street and the lamp is removed from the table. It will not explode a second time,

*An Urkin Dragoon, one of the specialised Urkin who are both tougher and more useful than their demented kin.*
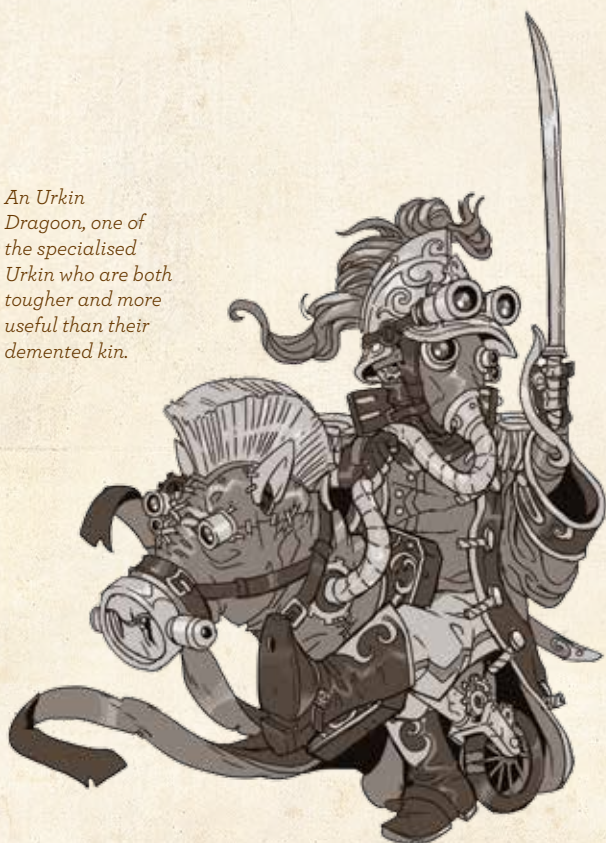


## 8. Dropped Delights

*A robbery has occurred at Dr Disraeli's shop. The thief, fleeing through the streets chased by Bobbies and the rather "persuasive" stock guards Dr Disraeli employs has dumped his ill-gotten gain in order to escape more quickly and throw off his pursuers.*

When this Fascinating Feature is in effect then, at any time a Character may spend 1 Action to search for one of the Dropped Delights.

Make a Finesse Check and consult the table below:

| Check Result | Delight Discovered |
|---|---|
| 10 or less | No Delight found |
| 11-17 | 1 Point Delight found |
| 18-20 | 2 Point Delight Found |
| 21-23 | 3 Point Delight Found |
| 23 or above | 4 Point Delight Found |

The Delights discovered in this way may be used as normal. Simply roll a D20 and consult the appropriate table to determine which exact Delight is found when one is discovered.

The rule regarding Characters carrying no more than one of Dr Disraeli's delights remains in force so a Character already holding one may not search for another.

## 9. Crumbling Architecture

*The buildings of London are ancient in places, some hundreds of years old. The often damp climate and the effects of the rumbling machinery of the great factories can lead to pieces of masonry falling into the streets and alleys below, often with somewhat bloody and painful results...*

If this Fascinating Feature is rolled some of the buildings in the area the skirmish is to take place have become a little the worse for wear.

Any time a Character starts his or her Activation within 1" of any building or other significant piece of terrain roll a D6.

On a result of a 1 a piece of masonry or heavy timber falls from the structure onto the unfortunate Character below.

Make a Finesse Check with a Difficulty of 12. If the check fails the Character is struck by the tumbling material and takes D4 damage, bypassing armour.

Should the Character take 4 damage he or she is also knocked Prone immediately. The Character affected retains his or her two normal Actions should they not have Activated yet.

## 10. Rats in the Ranks

*Whether the result of a gas leak in the Sewers or the release of outflow from one of London's great effluent plants great swarms of angry, and rather ferocious rats can sometimes emerge from the dank lower reaches of the undercity into the streets.*

*They swarm through the streets, attacking all those who happen to fall foul of their heaving mass...*

When the game begins, and this Feature is in effect take the 2" Rat Swarm counter provided and place the it as centrally on the table as you can after terrain has been placed.

The Rat Swarm then acts in the Maintenance Phase of each turn. A Character Card is provided in this box to represent the roiling horde of rats.

The Rat Swarm moves randomly. Use the Grenade Scatter template, placed centrally over the swarm, aligning the 1 with the small arrow on the Rat Swarm counter.

The Rat Swarm has two Actions which may only be move Actions. Roll separately using the Grenade Scatter template for each Action. Both Actions will be taken unless the Rat Swarm comes into base to base contact with any Character.

When the Rat Swarm comes into base to base contact with any Character that Character suffers an immediate Close Combat Attack from the swarm. This attack may be Defended against as normal.

The Rat Swarm does not stay engaged in Combat when it Activates. It will move as normal in the Maintenance Phase and may leave Close Combat without the usual Finesse Checks. The random movement may take it into Close Combat with the same Character a second time.

The Rat Swarm can be attacked as normal by any Character. Should it be taken Out of action it is removed from the table and takes no further part in the game.

Should the Rat Swarm's random movement take it off the table it is removed from play and takes no further part in the game.

## 11. Ungodly Stench

*The #14 Vat at Gill's Tannery has upended, spilling hundreds of gallons of Bating Liquid into the streets. The reek of this vile liquid permeates the area.*

*Doors are shut and windows closed but the malodorous reek cannot be so easily kept out...*

The entire area of the table is shrouded in a miasma of evil smelling air during a mission affected by this Fascinating Feature. The noisome aroma is dispersed occasionally by light breezes but settles into the enclosed areas and alleys like a blanket of rotting fish.

When any Character Activates roll a D6. On a roll of 1 they are briefly overcome by the stench and are affected as though they are *Wounded* for the period of their Activation only.

The effect ends when the Character finishes their Activation.

## 12. Angry Locals

*Mrs Lemke stood on the rickety balcony of her home.*

*She could see the two factions moving through the streets below and she knew that something dire was about to occur.*

*However it was washing day and should anyone get her good linen dirty they would feel her ire and quite possibly a good whack from a well aimed iron skillet...*

There is one thing that can be said about the residents of the rougher areas of London - they are tough. Even an accomplished street fighter can come a cropper at the hands of a disgruntled fishwife or miffed blacksmith should they cause upset of significant enough nature.

During a mission effected by Angry Locals any Character who makes a Ranged Attack from within 1" of any building is subjected to the resident's wrath as a heavy, and possibly pointed object is lobbed from a window or door to discourage further intrusion.

A single Ranged Attack is made by the indignant resident with a no bonus to the D20 roll. This may be Defended against as normal.

Should the attack hit 2 damage is caused, bypassing armour. In addition make a Finesse Check vs a Difficulty of 10. Should this check fail the Character is immediately Stunned.

## 13. Lesser Engine Tendrils

*The Engine is constantly sending out Tendrils to perceive the world it has created in order to see that its plans are coming to fruition.*

*The strong of will and sharp of eye can sometimes detect these Tendrils and, by dominating them harness a small measure of The Engine's power for their own ends...*

When this Fascinating Feature is in effect Characters may try to locate the Lesser Engine Tendrils and dominate them to gain the benefits they provide.

Unlike the Greater Tendrils these tend to be hard to spot so they are not marked on the table like the Tendrils in the "Engine Tendrils" mission on page 71.

A Finesse Check may be made as a single Action to try and locate one when any character is in base to base contact with any building. The Difficulty of this check is 16.

Should it succeed the Tendril is automatically dominated by the Character and the Company to which they belong is allowed one re-roll of any one dice during the current turn only.

The Engine will detect the intrusion shortly after the Tendril is dominated and withdraw it so the re-roll expires in the Maintenance Phase of the turn if not used.

Failure of the re-roll gained in this way will **not** lose a Company Favour of the Engine unlike failing a re-roll gained due to *The Engine's Blessing* (see page 17).

## 14. Demolition Crew

*Sometime Her Majesty's Government sees fit to level certain of the less salubrious areas of London in order to make may for the "New Model City". As often as not the crews that are tasked with this work are seen off by locals who are less than keen to see their somewhat ramshackle, but much loved homes destroyed.*

*In their haste to escape the attentions of a rather sharp carving knife or skilfully wielded shovel in the hands of a disgruntled resident they sometimes leave behind caches of their explosive supplies.*

Place 4 Fascinating Features counters on the table on top of, or touching, pieces of scatter terrain such as barrels or boxes.

Place these in the same manner, and following the same order you placed the main elements of terrain for the game. There is no restriction on where they must be placed other than that they be on or near scatter terrain.

These represent stashes of explosives left behind when the workers fled from the locals who did not wish to be displaced by the "pressure of progress" as proposed by their rulers.

Any Character in base to base contact with these scatter terrain elements is considered to have an unlimited supply of grenades which he or she can fling at their foes.

These grenades, either sticks of dynamite or satchels of other explosives can be thrown as a Ranged Attack with the following statistics:

**Demolition Bomb**
Range: 4 / 6 / 8 / –
2" Blast Template
Damage: D10+6

Once a Character moves away from the stash of explosives he or she no longer has access to these grenades and may not throw them.

Characters cannot take the grenades away from the stashes for later use, contact must be maintained with the stash in order to use them.

## 15. Slippery When Wet

*London, particularly in Winter, is a cold and damp place. Even on the brightest of Summer days there can be constant trickles of water or other effluent coming from leaking drains or cess pits.*

*Locals know to keep an eye out for the slicks that form where moss or algae thrive on damp cobblestones and where icy patches exist in Winter. In the heat of battle these areas can become a real impediment to safe and swift movement and an unwary combatant can "come a cropper" if due care is not taken.*

When this Fascinating Feature is rolled each player marks out two areas 3" x 3" with small dice or other counters.

These represent areas of cobblestones or other ground that are particularly slick and slippery.

The areas may be placed wherever either player desires and are placed in the same order as was used to place the other terrain elements when setting up the table.

These areas count as Difficult Terrain so all movement through them costs 2" of Speed for every 1" travelled. See page 33 for more information on Difficult Terrain.

In addition any attempt to run through these areas will require a Finesse Check to be made with a Difficulty of 12.

A Character is considered to be running when they spend more than one Action on movement in any given Activation.

Should the Finesse Check fail then the Character is placed Prone at the midpoint of the Action that triggered the check as he or she slips over and slides through the muck.

The midpoint of the move will be considered to be in a straight line from the point at which the move started and in the direction of travel at the time the check was failed.

It is possible that this can engage the sliding Character in Close Combat and, in all likelihood, this will end poorly for them

See page 27 for more information on what being Prone means for your Characters.
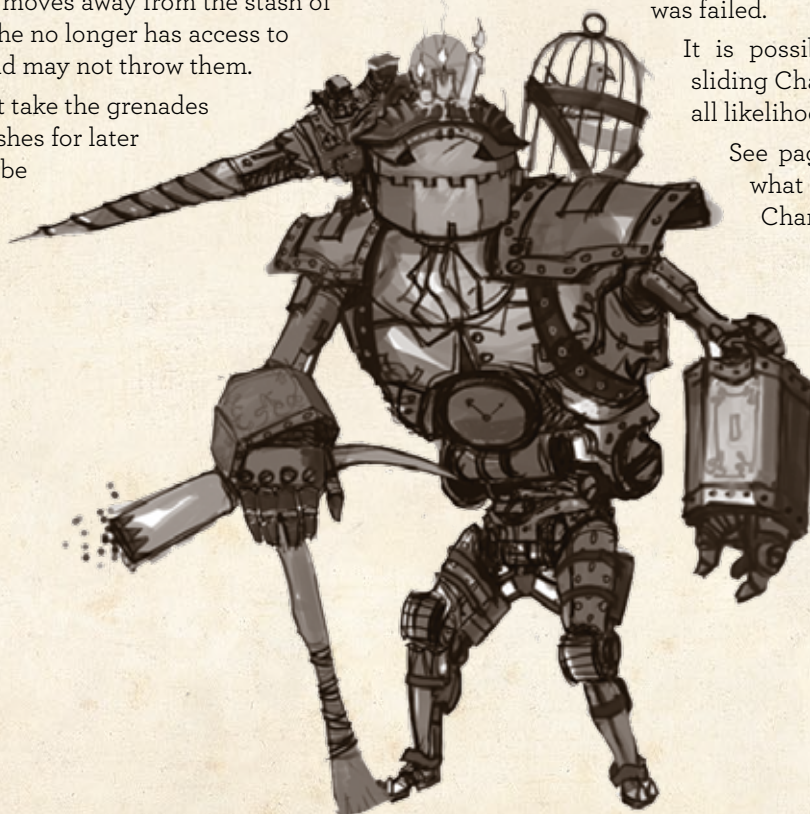


*An older pattern #16 model Gentlefolk Miner. Now largely supplanted by the newer #53 model from the Stahlwerke Reichenbach.*

## 16. Alchemantic Null Fields

*With the rise of Alchemancy it has become necessary for certain organisations such as banks and jewellers to devise methods of stopping wayward Alchemancers from simply walking into their vaults.*

*The most common of these devices is the Webb & Toomey Alchemantic Abstractor. It is a small, discrete device that can be fitted easily to a building and protects it, and its immediate surrounds, from any Alchemantic effect.*

After terrain for the game has been placed but before the first turn of the game each player denotes one building or structure each on the table as being fitted with a Webb & Toomey Alchemantic Abstractor.

These buildings or structures should have a footprint of no more than 7" in any one dimension.

The Alchemantic Null Field created by the Abstractor affects an area 2" wide from all sides of the building and includes the building itself.

It may be wise to mark the boundary of the Null Field with small dice or other counters.

A Character inside the Null Field may not call any Alchemantic Invocation, nor may any Alchemantic Invocation be called upon them.

Any Invocation which has its line of sight drawn through the Null Field but its endpoint beyond it may still be called but at a -2 penalty on the Alchemancy Check to successfully bring it into being.

Any Alchemantic effect that enters the Null Field ends at its edge and may resume when the Character leaves the field. Area effect Invocations (e.g. Elemental Explosion) will have their effects ended at the edge of the Null Field.

*Dodger is affected by the Confound Invocation. He moves randomly under its effect and ends up in the Alchemantic Null Field. The Confound Invocation ends immediately and he may act normally.*

*He may choose to remain in the Null Field until the Invocation expires.*

*Had he been the subject of a Bolster Invocation he would lose the bonus Strength on entering the Null Field but not the damage that was healed by the Invocation when first called.*

The Alchemantic Abstractor may be located as an Action with a Difficulty 17 Finesse Check by any Character within the Null Field. They are generally fitted in a very strong steel box or beneath the bricks of the building itself so are hard to locate and difficult to damage.

The Abstractor may be attacked in Close Combat by any Character in contact with the building or by a Character with a Ranged Attack once it has been found by a member of his or her Company.

The Abstractor has the following Characteristics:
Defence: 5/5
Armour: 6
Life: 10

Once enough damage is done to remove all the Abstractor's Life it is disabled and the field dissipates immediately.

## 17. Billowing Steam

*From time to time the great plants that generate the power for local generators on each street need to let out excess steam from their cavernous brass boilers.*

*This can wreathe the streets in an impenetrable mist that obscures vision and makes picking out foes difficult at any distance.*

When this Fascinating Feature is in play any Ranged Attack that is made at an longer than short range suffers an additional -2 to hit.

In addition line of sight for any effect, including Alchemancy cannot be drawn any further than 12".

Before each Activation Phase roll a D6 starting on turn 2, adding the turn number to the roll. On a result of 8 the great valves slam shut and the steam clears by the following Maintenance Phase.

For example on turn 3 you will roll a D6 and add 3 to the roll. This means you will need a 5 or 6 for the Steam to clear in the Maintenance Phase.

## 18. Resistance!

*Whilst the locals are a testy bunch and likely to take affront at the skirmishes happening in their streets there are sometimes organised bands of well armed folk who take it into their hands to try and see off the interlopers who choose their neighbourhood as a battlefield.*

*One such group known as Kelly's Lads are a small band of local criminals who take umbrage at any activity in their streets that might attract the attentions of the authorities…*

This Fascinating Feature represents a small group of skilled fighters who have taken up positions in windows and on rooftops around the area over which the Companies are due to fight.

They are perhaps soldiers who have retired and still hold onto their guns or local lads who have traded coin or favours to get hold of firearms.

Each turn, at the start of the Activation Phase, randomly select a Character on the table from either Faction.

This unfortunate soul has become the target of a sniper and is subjected to a single Ranged Attack.

This attack is made with a bonus of +2 to the D20 roll with no penalties for range. The sniper will wait for a good, clean shot before firing!

A Defence Check is made as normal for the target with an assumption that no cover is applied.

Should the shot hit D10+1 damage is caused. Often as not the firearms are older model muskets with a large bore. Capable of great damage but often unable to penetrate stout protection.

The Resistance Fighters continue to fire every turn of the game.

## 19. Loose Carriage!

*Throughout the streets of London many carriages and carts can be seen transporting good and people from place to place.*

*Whether due to panicked horses or a malfunctioning Gentlefolk driver sometimes these vehicles can career wildly through the streets.*

*The Steam Carriages and Charabancs that are also commonplace are capable of surprising speeds and, in the hands of a poor (or drunken) driver they can be dangerous to the unaware pedestrian.*

For this Fascinating Feature place the counter that is used to represent the Catch Wagon in the *Carriage of Justice* mission (see page 74) centrally on a randomly determined table edge. Simply roll a D4 to select an edge, nominating which edge is which number before rolling.

This represents an out of control wagon or carriage that will make its way across the table during the game.

The Loose Carriage will move 9" in the Maintenance Phase of each turn. It will move in the most direct route possible, aiming to leave the table by the opposite table edge.

Roll a D6 each Maintenance Phase. On a 1-3 the Player with Favour of The Engine moves the Loose Carriage, on a 4-6 it is moved by the player that holds Priority.

It must move in such a way that takes it closer to the opposite table edge should a route be available. If it cannot get closer it will move in such a way that will allow it to move towards its goal in subsequent turns using the shortest route possible.

It may not move less than 9" and must always move every turn.

Any Character that the Loose Carriage moves into base to base contact with must make a Finesse Check with a Difficulty of 12.

Should this check fail then D8+4 damage is taken as the Loose Carriage thunders into him or her. Should the Carriage's movement take it over his or her base completely the unfortunate Character is also placed Prone after the damage is taken.

Should the Finesse Check be passed move the Character out of the way of the Carriage, making a special 2" move. The Loose Carriage continues with its move after this event.

The final placement of the moved Character is up to the player who controls him or her but the Character's base must be clear of the counter representing the Loose Carriage or damage will be taken as above.

Should there be no clear area the Character can move into within 2" then he or she is considered to fail the Finesse Check in much the same way as the rules for Explosions are handled (see page 37).

The Loose Carriage may not be stopped or attacked in any way and is removed from play should it exit the table.

## 20. Timeskip Bubble

*The Engine is able to manipulate all things and time itself is not immune to its will.*

*Sometimes The Engine's interference in the world will bring forth effects that it cannot control completely and for a brief while some remarkably odd things can come to the fore. Time can speed up or slow down in some areas and people can find that they are suddenly transported some distance away from where they stood mere moments before...*

When this Fascinating Feature is rolled place a marker on the table. This represents one of the more unusual of The Engine's stray effects - a *Timeskip Bubble*.

This marker can be one of the small Fascinating Features counters or a dice. You may even like to model your own special *Timeskip Bubble* marker.

These rents in reality appear as shimmering areas of air that show misty hints of alternate realities within them. Ghostly forms can be seen within, representing people whose timelines are long gone or yet to be.

Should one come into contact with a *Timeskip Bubble* the results are unpredictable but always interesting.

When placing the *Timeskip Bubble* divide the table into quarters and roll a D4, nominating before the roll which quarter is represented by which number.

The *Timeskip Bubble* marker is then placed as close the centre of the table quarter as possible.

During the Maintenance Phase of each turn the *Timeskip Bubble* will move 6" randomly. Place the Grenade Scatter Template over the marker and roll a D8.

The *Timeskip Bubble* will then immediately move 2". After this initial move place the marker over the *Timeskip Bubble* again with the arrow pointing in the direction it last travelled and roll the D8 again, moving the Bubble a further 2". Repeat this a third time for the final 2" of its move.

The Bubble may move through terrain and may end its move in the middle of a piece of terrain. Simply place the marker as close as possible to the final position indicated as possible. It will not leave the ground however.

The marker is considered to be a dome 2" high and 2" in diameter. You can use the 2" Blast Template to estimate its footprint when needed.

Should the marker for the *Timeskip Bubble* come into contact with any Character roll a D8 and consult the following table:

| D8 Result | Effect |
|---|---|
| 1 | The Character phases out of existence briefly and may not act in the following turn. Nor is he or she placed in the Activation Deck |
| 2 | The Character acts as normal but is restricted to 1 Action |
| 3 | The Character is immediately moved D4" in a random direction. Use the Grenade Scatter template to indicate direction. This does not change the elevation of the Character and may initiate a fall. |
| 4 | As above but the move is D8". |
| 5 | 1 is added to the Speed Characteristic of the Character for the following turn. |
| 6 | 1 is subtracted from the Speed Characteristic of the Character for the following turn. |
| 7 | The Character gains 1 free Action which must be taken immediately. |
| 8 | The Character gains 2 free Actions which must be used immediately. |

Should the *Timeskip Bubble* leave the table at any time it pops out of existence and is removed from play.

*This Section of the rulebook details a 10 mission campaign that you can play as a narrative storyline to get a more immersive Twisted experience. You can also simply select one of these missions to play as a single pickup game or play one of the 3 mission sub sections of the campaign should you desire.*

❦

*From down the long tunnel Feygin could hear Nancy shouting. Her words were interspersed with expletives, blasts of Alchemantic energy and shattering glass.*

*He could not make sense of what she was exclaiming, the echoes of the dank sewers turning the sounds into a reverberating mess of anger and noise.*

*Looking up from his work, he saw a small gaggle of Urkin run past his door, most of them liberally spattered with both liquids of uncertain origin and glass.*

*Carefully he laid the pocket watch down and removed the intricate loupe from his eye. Oddly Dodger had broken this watch, a Sayer & Saynor Court Chronograph no less, when he lifted it from its previous owner. The lad claimed the mark was armed with a pistol but to Feygin that was no excuse - he had trained Dodger to take more care than that.*

*The repairs must wait however. Feygin stood and stretched, his old joints cracking as he rose. Once he was moving the old man was as nimble as ever but those first few steps always gave him jip - especially in the damp and foetid sewers that had now become his home.*

*He knew that Nancy, once angered, was a force to behold and he also knew that should she find a reason to involve Bill in the affair things might get hairy indeed.*

*Separately the two of them could be managed, even bent to Feygin's will with careful manipulation but once they banded together the old man stood no chance against their combined bloody mindedness and pure ferocity of spirit.*

*He needed to get to Nancy and placate her quickly before whatever the source of her upset became too big an issue to be forestalled.*

*Moving quickly down the wide corridor Feygin noted the Urkin barracks were empty - Bill had sent many of them up top last night. The cursed Servants of The Engine were about.*

*Feygin had lost many lads to them. As demented as the Urkin were they were still his lads and he wished them no harm if it could be avoided. Nancy's work was becoming a definite problem as she wrought ever more vile and loathsome changes on each new batch of children that came under her "care". He knew that he must try to keep Nancy unaware of his concerns - if she was to be foiled he would need to make it seem as though he was her obedient servant.*

Whilst Feygin hoped to stop, or at least slow, the progression of her research he also needed to try and find ways to reverse the effects of it. Should he be detected in this work he knew that he would very quickly find himself on the receiving end of Bill's ire (and more importantly the business end of his gun) or perhaps worse still the attentions of Nancy would be brought to bear and he has seen where that ended up for Sowerberry the undertaker.

The quiet hum of Dodger's motor broke Feygin's train of thought as the young pickpocket idled up beside him.

"What's up Guv?" he asked in his typically jaunty manner.

"Nance is 'avin a rough day by the sound of it me luv" Feygin replied, nodding his head towards the large brass portal a short distance on, the door that lead into Nancy's laboratories.

"Lawd - not again. I remembers last time…" Dodger's voice trailed off as Feygin nodded. The trail of carnage that laid waste to the west end of Carver Lane was still the subject of investigation by the Peelers and if there was one thing Feygin liked even less than trouble with Nancy it was trouble with the Peelers.

They were like a pack of foxhounds and, once they caught the scent of an old rogue like Feygin, he knew that they'd not stop until he was well and truly run to ground. All this fuss up top of late was certainly attracting them along with those damnably annoying steel Bobbies.

Arriving at the doorway Feygin peered carefully inside to see Nancy leaning over her workbench, a pile of books, each open and in a seeming jumble, were the focus of her attention.

She seemed calmer somehow and was quickly reading passages from one volume before flinging it aside to leaf through another all the time muttering to herself.

At her feet lay an Urkin, too terrified to move as the elegant brass tentacles emanating from under Nancy's skirts gently caressed him in a strangely tender yet threatening fashion.

" 'Scuse me Nance" started Feygin, clearing his throat slightly "can I assist you in some fashion or other? I 'appened to note you was in a state of upset just before."

"Ah Feygin." The voice of the Alchemancer was smooth and sweet, belying the malice behind her eyes as she turned and regarded the ragged figure at her door. "I seem to have reached an impasse of sorts," she continued, "I need certain information to continue my work and I am afraid the volumes your lads gathered last night do not contain the tome I am most in need of."

Every word Nancy spoke contained behind it a threat like a dagger. She moved, gliding closer, moving strangely silently over the broken glass and shattered Alchemantic vessels that had been the subject of her frustration and rage moments earlier.

Her hard, cold countenance focussed on Feygin who felt any courage he had begin to melt away like horse muck in a rainstorm.

"Be a dear and find me a copy of Howman's Alchemantic Index, would you?" she said, hiding a threat behind the merest veil of politeness. "I'm sure Bill would be most displeased to hear you failed me twice in one week…"

A SELECTION OF PAINTED TWISTED MINIATURES.

# General Campaign Rules

The Campaign missions are designed to be played in sequence and are best when played that way.

They can, however, be played as standalone missions should you desire. You can also choose one of the three mission sub-campaigns to play as a short campaign. Some of the Campaign missions have a deliberate imbalance to make them more interesting so please be aware that these games are not always designed to be won as easily by both sides.

When playing a Campaign mission as a standalone game ignore the bonuses for winning or losing the previous mission.

The missions are listed on the table to the right. There are three sub-campaigns of three missions each and one final mission that helps determine the winner of the Campaign overall.

## Terrain

Terrain is placed according to the rules given on page 62. Some missions specify that a particular piece of terrain be placed in a particular position. In this instance place this terrain before placing all other terrain for the game.

## Character Deployment

In some missions Characters must be placed in certain deployment zones or positions. Other than the restrictions on where the Character must be placed the Characters in question deploy as normal.

If a Mission is being played as a stand alone game and requires an attacker and a defender then simply roll a D20 and add the highest Speed Characteristic in your Company with player who achieves the higher roll choosing which Company is attacking and which is defending.

## Character Substitution

Some missions will specify that particular Characters should be used. Ideally you should run the mission using the specified Characters but should you not own the particular models noted you can substitute them with ones that you own.

Try and get the points value roughly the same as the mission specifies and bear in mind that some of the early missions have limited Alchemancy in play and using a more powerful Alchemancer will change the way the mission plays to some extent.

Of course you are free to use whichever Characters you wish with the permission of your opponent. We encourage experimentation in Twisted and if you want to change things up that is entirely your decision.

## Dr Disraeli's Delights

When the points values of the two Companies are different you may select Dr Disraeli's Delights to fill up the difference in points.

## Campaign Missions

| Sub-campaign | Mission | Page |
|---|---|---|
| 1 | 1: First Fetching | 90 |
| | 2: Transport | 91 |
| | 3: Transfer | 92 |
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| | 6: Explosive Violence | 95 |
| 3 | 7: Seize the Alchemancer | 96 |
| | 8: Rescue Mission | 97 |
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| | 10: Battle Royale | 99 |

## Winning the Missions

Each mission will specify either bonus Victory Points gained for achieving certain goals or conditions under which the mission is automatically won by one Company or another.

Bonus Victory Points are sometimes noted down as either (Att) or (Def) Victory Points. This refers to whether the bonus points are given to the attacking (Att) or defending (Def) Company.

## Winning the Sub-campaigns

When playing the Sub-campaigns as shorter standalone sessions or as part of the full Campaign the winner of the Sub-campaign is the Faction that wins the greater number of the three missions.

These wins have an effect on the final mission *Battle Royale* with a bonus for the Faction that has won the greater number of the earlier Sub-campaigns.

See the descriptions of *Mission 4: Essence of Vengeance* and *Mission 7: Seize the Alchemancer* for how winning the earlier Sub-campaign affects the first mission of the new sequence.

## Campaign Missions and more than two Factions

The Campaign missions are designed to be played by two Companies only. You can use them as inspiration for missions of your own design should you wish to play a similar skirmish using more than two Companies.

> *A note on backstories:*
>
> **All of the campaign missions have a short narrative passage with them. These assume a certain sequence of events has occurred. Your games may well have a very different result to these tales.**
>
> **We provide them to give flavour to the missions and further flesh out the Twisted world.**
>
> **Feel free to make up your own stories to support the campaign if you wish.**

# Mission 1: First Fetching

### Duration: 6 turns

*Dodger lurked in the shadows. He could see the tall form of Launcelot standing in the street. The knight was speaking to one of those infernal Gentlefolk, apparently instructing it on guarding the doorway.*

*That door, Dodger knew, was the only entry into the Money Lenders Office. It was well locked and warded but that was no concern to Dodger whose skilful fingers could have the lock open in moments and there were always the windows.*

*The hulking Gentlefolk Blacksmith on the other hand caused a larger problem. It was a problem that needed to be solved however if Dodger were to gain access to the safe that held the information Feygin wanted. He'd be needing some Urkin at least.*

*He waited until Launcelot moved off. "No time like the present" he thought as he gunned his engine lightly...*

**In this mission Dodger and his accompanying Urkin must try and get into Abbott & Gillard, Moneylenders to recover a cache of Alchemantic items given as surety on a loan. This is rumoured to contain a copy of Howman's Alchemantic Index and Feygin is rather keen to see the book in Nancy's possession before things get too out of hand.**

### Characters Involved:

| Servants of The Engine | | Dickensians | |
|---|---|---|---|
| Launcelot | 47 pts | Dodger | 29 pts |
| Blacksmith | 26 pts | Urkin Slasher x 2 | 24 pts |
| | | Urkin Shooter x 1 | 14 pts |
| *Total* | *73 pts* | | *67 pts* |

### Set Up:

Use a 24" x 24" table for this mission. Divide the table into three 24" x 8" areas.

Take a single building with a footprint of around 4" square and place it in one of the two zones at either end of the table. It should be placed centrally on the table and 2" from the edge of the table.

The Blacksmith should be set up within 1" of this building. Launcelot begins the game in either area marked A which is 2" wide by 8" deep.

Dodger and all Urkin begin play within 4" of the rearmost edge of table third opposite to the Moneylender's building.

For this mission no *Tarot of Taxing Tasks* cards should be used.
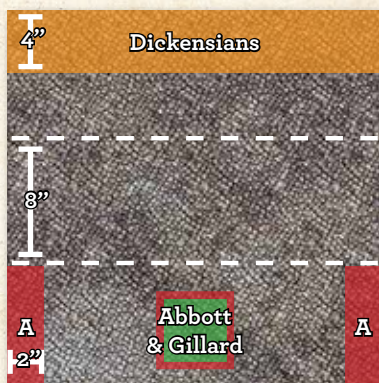
### The Mission:

Dodger and the Urkin must try and break into Abbott & Gillard the Moneylenders and retrieve the cache of Alchemantic items. Once they have the cache they must try and exit the table through their own deployment zone.

The Servants must either prevent the break in or stop the item from leaving the table.

### Breaking in & the robbery:

To break in to the Abbott & Gillard building a Dickensians Character must be in contact with the building and spend a single Action, making a Finesse Check with a Difficulty of 15.

He or she must not be engaged in Close Combat or otherwise under the influence of any adverse effect.

Once a Character has broken in remove the relevant Character from play until the next Maintenance Phase - they are now inside and searching the building.

At the start of the following turn place the relevant Character back on the table in contact with the same point on the building through which he or she entered. The robber is considered to Activate last in this initial turn of placement only.

Place a marker on the Character's base or play card to indicate who is carrying the cache. The cache may be transferred from Character to Character using the normal rules for Handing off (see page 31).

Should a Character carrying the cache be taken Out of Action the cache is dropped and scatters 1" using the grenade scatter template. It may then be picked up by any Character moving over it and expending a single Action.

### Winning the Game:

In addition to the normal Victory Points awarded for Twisted, bonus points are given at the end of the game as detailed in the table below:

| Achievement | Bonus VP |
|---|---|
| **Dickensians exit the table with the cache** | Auto Win |
| **The game ends with the cache in possession of the Dickensians but on the table** | 4 |
| **The cache is on the table but in neither Companies possession** | NIL |
| **The game ends with the cache in possession of the Servants but on the table** | 3 |
| **The Servants prevent the cache leaving Abbott & Gillard** | Auto Win |

At the end of the Mission add up the Victory Points earned for each side. The Company with the highest total is the winner of the game. If either of the Auto Win conditions are met then that company is considered to have won regardless of Victory Point totals.

See the Mission description for *Mission 2: Transport* for the changes that are made to the following mission depending on the Victory Point totals of this mission.

# Mission 2: Transport

### Duration: 6 turns

*The robbery had gone smoothly and Dodger now cradled the elaborate brass box that contained the Alchemantic cache.*

*It had been a near run thing though and he only just escaped with his life, a brand new hole in his hat proved how close the shell from the knight's rifle had come to ending him.*

*He felt a little guilty that the Urkin had come to rather messy ends but a few of them managed to slink away into the smog. Feygin had heard of his success and had come to assist, bringing more Urkin, the cunning old man would be very useful indeed - he knew these streets well.*

*The problem now was how to escape the area. The Servants had them cut off and, as fast as he was, Dodger knew that bullets were faster. Care would have to be taken...*

**The cache is now in the possession of either the Dickensians or The Servants of The Engine. Both Factions wish to get it clear of the area but have to find a way to negotiate the streets and alleys of London whilst their opponents try to stop them.**

### Characters Involved:

| Servants of The Engine | | Dickensians | |
|---|---|---|---|
| Launcelot | 47 pts | Dodger | 29 pts |
| Gretel & Hansel | 31 pts | Feygin | 33 pts |
| Blacksmith | 26 pts | Urkin Slasher x 2 | 24 pts |
| Gamekeeper | 26 pts | Urkin Shooter x 3 | 42 pts |
| *Total* | *130 pts* | | *128 pts* |

### Set Up:

Use a 36" x 36" table for this mission. Mark off deployment zones as shown on the map.

The Attacker is the Company that won the previous mission. The Defender is the Company that lost.

All Attacker Characters must deploy in the marked area. In addition one of them must be noted as carrying the Alchemantic Cache.

The Defender can deploy Characters freely in any or all of the three areas marked A that are 4" x 4" each.

You may use the *Tarot of Taxing Tasks* for this mission.
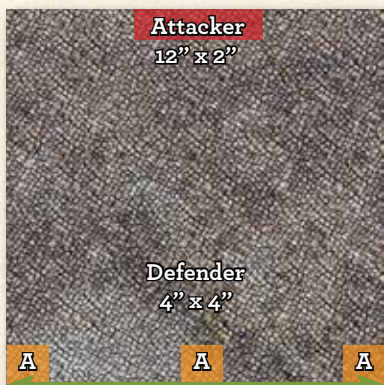
### The Mission:

The Attacker must try to escape with the Alchemantic cache by moving off the table via the edge on which the defender deployed. You must exit off the table edge marked in green on the map.

### Mission 1 Winner's Bonuses:

The Company that won Mission 1 may select any mixture of Dr Disraeli's Delights to the value of 3 points. These are in addition to any that can be taken due to differences in points.

These bonus Delights are purchased separately to any other Delights and the 3 bonus points may not be combined with the points from any other source.

*If the Dickensians won Mission 1 and are using the Company shown opposite they will have 5 points to spend on Delights, 3 from the win and 2 from the difference in points. They may not purchase a 4 point Delight however as the two lots of points must be spent separately.*

*If The Servants won the previous Mission they get 3 points to spend but this does not add to their overall points cost so the Dickensians do not gain 3 points as well.*

### The Cache:

Place a marker on the Character's base or play card to indicate who is carrying the cache. The cache may be transferred from Character to Character using the normal rules for Handing off (see page 31).

Should a Character carrying the cache be taken Out of Action the cache is dropped and scatters 1" using the grenade scatter template. It may then be picked up by any Character moving over it and expending a single Action.

Should the cache scatter directly onto another Character he or she may try and pick it up immediately without using an Action. Should the attempt fail the cache scatters again.

The Defender may not exit the table carrying the cache.

### Winning the Game:

In addition to the normal Victory Points awarded for Twisted bonus points are given at the end of the game as detailed in the table below.:

| Achievement | Bonus VP |
|---|---|
| Attacker exits the table with the cache | 4 (Att) |
| The game ends with the cache in possession of the Attacker but on the table | 2 (Att) |
| The cache is on the table but in neither Companies possession | 2 (Def) |
| The game ends with the cache in possession of the Defender | 4 (Def) |

See the Mission description for *Mission 3: Transfer* for the changes that are made to the following mission depending on the Victory Point totals of this mission.

# Mission 3: Transfer

### Duration: 8 turns

*In the darkened alley Dodger worked at the lock on the box. It was a tricky one and was proving rather a challenge.*

*Finally, with a click and a whir the lock activated and the latches holding the cache shut flicked open. Dodger lifted the lid and there was a slight hiss as the pressure within the container equalised with the foetid air in the alley.*

*Inside there were a number of books, each quite obviously decades old but perfectly preserved. Some strange glowing vials and brass containers were also nestled in the box, carefully cradled in velvet holders.*

*Even to his trained thieve's eye he couldn't assess the value of these items. He flicked through one of the tomes and he could make no sense of the text. His reading was never good but he could generally understand of the written word however the scrawlings in these books eluded him.*

*He carefully lifted one of the brass containers. Its cage like form protecting a glass globe that glowed with a greenish light. He could feel its power but had not one clue about what to do with it.*

*He'd need to get this loot to Nancy but he was sure Feygin would like a peek first...*

**With the cache now open the contents need to be evaluated for their importance. It is up to those carrying the box to reach their allies and have the items within assessed by one skilled in the art of Alchemancy.**

### Characters Involved:

| *Servants of The Engine* | | *Dickensians* | |
|---|---|---|---|
| Launcelot | 47 pts | Dodger | 29 pts |
| Gretel & Hansel | 31 pts | Feygin | 33 pts |
| Nightingale | 31 pts | Nancy | 34 pts |
| Blacksmith | 26 pts | Urkin Slasher x 3 | 36 pts |
| Gamekeeper | 26pts | Urkin Shooter x 2 | 28 pts |
| *Total* | *161 pts* | | *160 pts* |

### Set Up:

Use a 36" x 36" table for this mission. Mark off deployment zones as shown on the map.

The Attacker is the Company that ended Mission 2 in possession of the Alchemantic cache.

A Character carrying the cache must be deployed in the zone marked in green - you may assign the cache to a Character after all other Characters have deployed for the game.
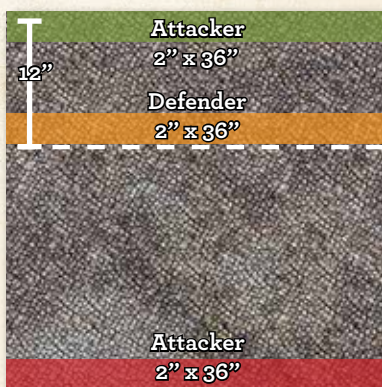
The powerful Alchemancers Nancy or Nightingale must deploy in the red zone depending on which Faction is the Attacker. The deployment of the remaining Characters is up to the Attacker and they may be positioned anywhere within either zone.

The Defender sets up all Characters in the zone marked in orange.

You may use the *Tarot of Taxing Tasks* for this mission.

### The Mission:

The Attacker is attempting to get the cache into the hands of their Alchemancer who can assess its contents properly. The Defender is trying to prevent this.

Once the cache is handed over the Alchemancer must attempt to escape by the table edge marked in red. Should the Alchemancer be taken Out of Action then any other Character from the attacking Company may exit the table through the red deployment zone carrying it.

### Mission 2 Winner's Bonuses:

The Company that won Mission 2 may choose to begin the game with *Favour of The Engine* or *Priority*.

### The Cache:

Again place a marker on the Character's base or play card to indicate who is carrying the cache. The cache may be transferred from Character to Character using the normal rules for Handing off (see page 31).

Should a Character carrying the cache be taken Out of Action the cache is dropped and scatters 1" using the grenade scatter template. It may then be picked up by any Character moving over it and expending a single Action.

The Defender may not exit the table carrying the cache.

If the cache is transferred to either Nancy or Nightingale the Alchemancer may immediately choose to change their selection of Alchemantic Invocations for the game. This change may only occur once when the cache is handed over.

### Winning the Game:

In addition to the normal Victory Points awarded for Twisted, bonus points are given at the end of the game as detailed in the table below:

| Achievement | Bonus VP |
|---|---|
| **Cache leaves the table in possession of Nancy or Nightingale** | Auto Win |
| **Cache leaves the table in possession of another Attacker** | 2 (Att) |
| **Cache does not leave the table** | 1 (Def) |
| **Cache is in the possession of any Character from the defending Company** | 3 (Def) |

See the Mission description for *Mission 4: Essence of Vengeance* for the changes that are made to the following mission depending on the Victory Point totals of this mission and the overall winner of this sub-section of the Campaign.

# Mission 4: Essence of Vengeance

### Duration: 8 turns

*Nouveau glared at Launcelot. The Dickensians, despite his best efforts, now had the Alchemantic Index and he assumed Nancy was now in possession of the book.*

*The Engine wanted Nancy dead. He knew this as surely as he knew anything. He wondered slightly why if this were the case that she was allowed to come into contact with a tome such as Howman's Index with all the secrets it contained. As ever though he assumed The Engine had a plan and he must act in accordance with its desires.*

*The increase in power that the Index would allow Nancy to achieve was great but even the most powerful Alchemancer could do nothing without essences...*

**This mission focusses on the efforts of one of the Factions to destroy a stash of Alchemantic Essences held by the other. It will be no easy task and the race to the warehouse is on!**

### Characters Involved:

For this mission there are no pre-determined Characters to be used. You may freely select Characters up to around 200 points for the game.

### Set Up:

Use a 36" x 36" table for this mission.

Place a single building with approximately a 4" x 4" footprint in the centre of the table. This represents a warehouse or safehouse in which the Defender has secreted a large stash of Alchemantic Essences.

The Attacker is the Company that lost sub-campaign 1 consisting of missions 1, 2 & 3.

Should you be playing this Sub-campaign or Mission on its own then simply roll a D6 to determine which Faction is the attacker and which is the defender. On a 1-3 the Dickensians are the Attacker on a 4-6 they are the Defender.

The Attacker must deploy all of his or her Characters in the 4" x 36" area marked in red. The Defender also deploys in a similarly sized area however he or she may deploy up to 50 points of Characters within 1" of the building marked A on the map above.

You may use the *Tarot of Taxing Tasks* for this mission.
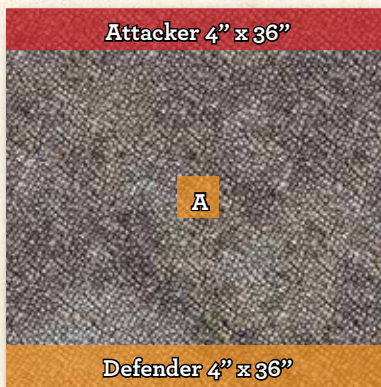
### The Mission:

The Attacker in this Mission is attempting to reach the building marked A and detonate the stash of Alchemantic Essences within.

The Defender is trying to stop this occurring.

### Sub-Campaign 1 Winner's Bonuses:

The Company that won the first series of three Missions begins this mission with *Favour of The Engine* and three 2 point Delights from Dr Disraeli's shop.

### The Stash:

The stash of Essences is secured in a building with a strong door and a couple of guards. It is deep within the territory of the Defender so it's less protected than might be ideal.

Any Character from the Attacking Company can set a bomb against the building by expending a single Action and making a Finesse Check with a Difficulty of 10.

This represents the bomb being placed correctly and the timer set or fuse lit. Characters may attempt to set a bomb again should their first attempt fail and they have sufficient Actions available. Only one bomb may be set by any Character in a single turn however.

Once set place a marker touching the building in the appropriate spot. Each Maintenance Phase roll a D10 and add the current turn number. Should the result be 10 or higher the bomb detonates. For example the roll in turn 3 would be D10+3.

When a bomb detonates it does 2D8+5 damage in a 2" blast template centred on the bomb's location. The building is considered to have 10 Armour. Should more than 12 damage be caused in total during the game the building collapses and the stash is destroyed.

Characters from the Defending Company may try and defuse the bombs by spending an Action when in base contact with a marker and making a Finesse Check with a Difficulty of 14.

No Character may place or defuse a bomb if he or she is engaged in Close Combat.

### Winning the Game:

In addition to the normal Victory Points awarded for Twisted bonus points are given at the end of the game as detailed in the table below:

| Achievement | Bonus VP |
|---|---|
| Building survives undamaged | 4 (Def) |
| Building damaged but not collapsed | NIL |
| Building destroyed | 4 (Att) |

See the Mission description for *Mission 5: Build Up* for the changes that are made to the following mission depending on the Victory Point totals of this mission and whether or not the stash of Essences survived.

## Mission 5: Build Up

**Duration: 6 turns**

*The blast had shaken the streets, shattering windows and knocking loose great slabs of brickwork. As the smoke cleared there remained bursts of Alchemantic energy as the containers holding the essences burned and gave way.*

*Nouveau smiled. The plan had worked and Nancy was now hobbled by a distinct lack of that which she needed to power her vile work.*

*The Engine whispered to him and he knew what must now transpire. Battle should be brought to the Dickensians while they were weakened.*

*He motioned to Gretel and she walked to his side.*

*"Gather the Gentlefolk" he instructed "Time has come to attack."*

*With that Gretel nodded and quickly clambered up the frontage of a nearby shop. She disappeared over the roof to find more allies...*

**In this mission the two Factions are probing one another in preparation for the battle to come. Both are gathering their forces in order to win the day.**

### Characters Involved:

For this mission freely select up to around 200 points of Characters. You must divide your Company into two groups of approximately 100 points. This need not be an exact division, just as close as you can get.

### Set Up:

Use a 36" x 36" table for this mission. Mark out two 6" x 6" deployment zones as shown on the map (A1 & B1) and divide the table into six zones as shown by the dotted lines.



Also mark four areas 2" x 2" as shown (A2, A3, B2 & B3).

As usual the Company that starts the game with Priority may choose which deployment zone he or she wishes to start the game in.

Deploy one of your two groups of Characters in the zones marked A1 or B1. If one group is larger in points than the other then the larger group should deploy first.

Your opponent should deploy his or her Characters in the opposite zone following all the usual rules for deployment.

The remaining Characters are kept off the table in reserve.

You may use the *Tarot of Taxing Tasks* for this mission.
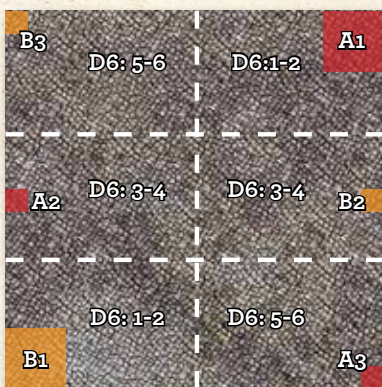
### The Mission:

The Companies are probing one another's defences, assessing the strengths and weaknesses of their foes.

You must try and end the game in control of the table areas as marked out by the dotted lines.

A zone is considered controlled when it is occupied by a greater number of your Characters than your opponent's. In the case that this is a tie then the greater points value of Characters will be considered the winner. Should this also be a tie then the zone is considered contested and no Victory Points are awarded for it.

*Insignificant* Characters follow all the usual rules in that two of them count as a single Character. Their points are added up however in the case of a tie.

*Two Urkin Slashers occupy a zone that is contested by a Gentlefolk Flower Seller. The Urkin count as one Character so the Character count in the zone is a tie.*

*The Urkin total 24 points (2 x 12 points) whilst the Flower Seller is 23 points. The Urkin therefore control the zone.*

### Mission 4 Winner's Bonuses:

The Company that won Mission 4 may re-roll a single reinforcement roll during the game. See below for more details.

### Reinforcements:

During this mission the Characters kept in reserve will enter play as the game progresses.

In the Maintenance Phase of each turn players roll a D6 each. On a 4-6 a single Character from those in reserve may be brought into play. You may add +1 to the roll if no Character arrived in the previous turn.

Roll a further D6 to determine in which zone the Character arrives. Each company has three reinforcement points as shown on the map in the relevant colour.

You may freely choose which Character you bring into play and he or she will begin play touching the table edge in the area indicated. The reinforcing Character acts normally in the following turn.

### Winning the Game:

In addition to the normal Victory Points awarded for Twisted bonus points are given to each Company based on who controls the six zones which are the subject of this skirmish.

For each zone your Company controls you gain 2 bonus Victory Points. Contested zones where both Characters and points values of Characters are equal give neither Company any bonus.

See the Mission description for *Mission 6: Explosive Violence* for the changes that are made to the following mission depending on the Victory Point totals of this mission.

# Mission 6: Explosive Violence

### Duration: 8 turns

*The Dickensians had taken a beating. Nouveau was pleased and smiled lightly even as his Servants gathered their wounded.*

*Tesla was busy repairing the damaged Gentlefolk, and there were plenty of them. Bill Psyches had proven that he was not to be trifled with and the way he took the head off that Blacksmith was quite a sight to behold.*

*Nightingale tended to Launcelot's wounds. When he went down under the roiling throng of Urkin Nouveau thought he was dead but the knight again showed his mettle and rose to remove that particular threat from the streets in great sweeping arcs of his sword.*

*The Dickensians had suffered losses. Urkin lay all about and he had seen Ollyver retreat carrying the grievously wounded Dodger. He also understood however that the advantage must be pressed home.*

*The brief pause had already given them a chance to organise defences and that just would not do. Nouveau understood that keeping the Dickensians on the run was vital if he were to be able to capture or kill Nancy. If she were given time to study the Alchemantic Index then the balance would most certainly shift...*

**One Faction now has the upper hand and is closing in on a safehouse of the other group. They outnumber their foes but the area is in the heart of enemy territory and defences have been put in place.**

### Characters Involved:

The winner of Mission 5 begins this game with around 200 points of Characters that may be selected freely. The loser of the previous mission has only 170 points of Characters as part of their force has been destroyed or dispersed.

### Set Up:

Use a 36" x 36" table for this mission. The Company that won Mission 5 is the Attacker and their opponents are the Defenders.

The Attackers deploy in the red area indicated. The Defenders deploy in the orange area.

In addition a single Character from the Attacking company may deploy within the 8" area shown above scouting ahead of the main force.

The Defender has 6 Mines, 4 of which can be placed anywhere on the table outside of the Attacker's deployment zone, 2 must be placed within his or her deployment zone. See the notes on Mines following for more details.

You may use the *Tarot of Taxing Tasks* for this mission.
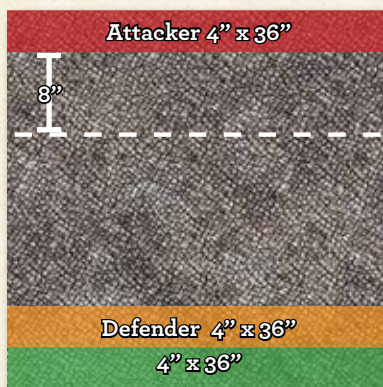
### The Mission:

In this mission the Attackers must try and get Characters into the 4" deep area opposite their deployment zone. This represents the Attacker punching through the defensive line of his or her foes and being free to move deeper into their territory. It is up to the Defenders to prevent this.

### Mission 5 Winner's Bonuses:

The Company that won Mission 5 already starts with an advantage in points. He or she may also choose whether to start the game with *Priority* or *Favour of The Engine*.

### Mines:

This area has long been held by the Defending Faction. They have seeded the area with Mines in an attempt to make Attackers progress more difficult.

Take 6 markers of some kind, each numbered 1 through 6. Small dice make good markers or you can use the counters given in this box if they are not otherwise being used. Of these 6 counters 4 are live Mines and 2 are dummies. Note on a piece of paper before the first turn which counter is a Mine and which is a dummy.

A Mine is potentially detonated when any opposing Character moves within 1" of it. These are Stahlwerke Reichenbach Schläferbombe which detonate when anyone gets too close.

When a Character moves within 1" of any mine marker reveal whether it is a real explosive mine or a dummy to your opponent.

If the mine should be a live one it explodes with a 2" blast template doing 2D8+4 damage to anyone unfortunate enough to be caught in the blast. In addition any Character that takes more than 8 damage after Armour is taken into account is considered prone.

If the mine is a dummy there is no explosion and the Character may continue his or her move freely.

Mines may not be targeted with any attack but if one is under any blast template or area effect that causes damage then it may detonate. A mine is considered to have an Armour of 8 and should it take any damage it will explode. Roll damage for the mine separately to any other damage.

### Winning the Game:

For each Character from the Attacking Company that ends the game in the green zone as marked 1 bonus Victory Point is awarded.

For each Character taken Out of Action from the Attackers whilst in either the orange or green zones marked the Defenders get 1 bonus Victory Point.

See the Mission description for *Mission 7: Seize the Alchemancer* for the changes that are made to the following mission depending on the Victory Point totals of this mission and the overall winner of this sub-section of the Campaign.

# Mission 7:
# Seize the Alchemancer

### Duration: 8 turns

*Bill raged. The tide had turned against him and if there were one thing Bill hated it was losing - at anything.*

*Nancy had the tome she so desired but she had gone up into the streets to source materials to make more Alchemantic Essences. The explosion at the warehouse had diminished her stockpile and she insisted she was in dire need of the mysterious components.*

*The time had passed in which she said she would return and now Bill was starting to get concerned. Not for the safety of the Witch but for the impact her loss might have on his efforts to utilise the power of the node.*

*Gathering the best of the Urkin and summoning Dodger he loaded his great pistol. His heavy footfalls echoed in the dark corridor as he made his way to the surface. Those Servants must not be allowed to interfere further...*

**This mission involves one Faction attempting to capture an Alchemancer from the other. It is a tricky feat and difficult to carry out successfully.**

### Characters Involved:

For this mission freely select around 200 points of Characters. The Company that lost the last Sub-Campaign is the defender in this scenario and must take at least one Alchemancer.

### Set Up:

Use a 36" x 36" table for this mission. Divide the table into three 12" deep areas horizontally.

The attackers and defenders set up in areas that a 3" deep by 36" wide on opposite sides of the table.

Take the most powerful Alchemancer in the defending Company and set him or her up in a 2" x 2" square in the centre of the board touching the edge of the central 12" zone that is closest to the attackers.

You may use the *Tarot of Taxing Tasks* for this mission.

### The Mission:

The Alchemancer that is the focus of this Mission has found him or herself cut off and alone whilst gathering Alchemantic components.

It is the objective of the attackers to try and capture the Alchemancer and leave the table. It is the defender's role to try and prevent this.

To aid in the capture attempt the attacker's Company has secured four *Hobbler Rounds* from Dr Disraeli and gotten hold of a set of *Abberline's Alchemantic Null Cuffs*.

Before the game designate which Characters in your company are carrying these items. These may be carried in addition to any other of *Dr Disraeli's Delights*.

### Sub-Campaign 2 Winner's Bonuses:

The Company that won the second series of three Missions may select up to 4 points of *Dr Disraeli's Delights* in addition to the *Hobbler Rounds* and *Cuffs*. These bonus Delights are purchased separately to any normally allowed.

In addition the winner may choose to start this Mission with either Favour of The Engine or Priority.

### Abberline's Alchemantic Null Cuffs:

Developed by the brilliant Inspector Abberline of The Yard these elaborate brass handcuffs have a built in Alchemantic Null Field and a Consciousness Inhibitor to disable the offending Alchemancer.

To apply the cuffs move into base to base contact and make a single Close Combat attack. Should this attack hit then the Cuffs are applied but no damage is caused. Once Cuffed the Alchemancer is considered Incapacitated.

The Cuffs may be removed by another Character with a Difficulty 18 Finesse Check when in base to base contact with the Alchemancer. Neither the Character attempting to remove the Cuffs or the Alchemancer may be in contact with an opponent for the attempt to be made.

### The Alchemancer:

The Alchemancer has been taken by surprise and will act last in his or her Company's turn on the first turn of the game only. After this he or she acts as normal and becomes part of the defender's regular set of Activations.

Should the Alchemancer be cuffed he or she may be carried by any Character towards a table edge. It is an Action to pick up the Alchemancer.

The Character may make a single Move Action only whilst carrying the limp form. Should two Characters be in base to base contact the move may be 1½ times the Speed of the slowest Character. Should three be in contact a Run Action may be taken at the Speed of the slowest Character.

All Characters carrying a captured foe are considered to Activate at the same time as the Character who first picked up the cuffed Alchemancer.

Should the Alchemancer's captor be Taken Out of Action or otherwise have base to base contact broken the Alchemancer may be picked up by another Character as an Action.

### Winning the Game:

In addition to the normal Victory Points awarded for Twisted the following bonus points are given:

| Achievement | Bonus VP |
|---|---|
| **Attacker escapes with Alchemancer** | Auto Win |
| **Alchemancer is Captured but on table** | 2 (Att) |
| **Alchemancer is Cuffed but not in possession of the attackers or Out of Action** | NIL |
| **Alchemancer is free** | 2 (Def) |

See the Mission description for *Mission 8: Rescue Mission* for the changes that are made to the following mission depending on the results of this mission.

# Mission 8: Rescue Mission

### Duration: 6 turns

*The plan had worked. Feygin was relieved as the mood Bill was in currently was dangerous for anyone within reach of his cudgel or range of his pistol.*

*The diversionary attack had drawn many of the Servants away from where Nancy was being held and there was now a chance that she could be freed.*

*Feygin smiled slightly at the thought of Nancy being captured. He knew that Bill was furious with her and that served his purposes rather well.*

*All he had to do now was free her himself and she would be in his debt. That was something more valuable than the lives of the Urkin that would no doubt be lost in the attempt...*

**This mission focuses on the rescue of an ally from the opposing Company. They have been wrong footed and are poorly positioned to protect their prize however.**

### Characters Involved:

Each player may select around 200 points of Characters for this game. The attacking Company must include at least one Character with Alchemantic ability.

### Set Up:

Use a 36" x 36" table for this mission. The Company that won Mission 7 are considered the defenders and their foes the attackers.

Place a single building with a footprint of approximately 4" x 4" centrally on the table with one edge touching the centre line of the table as shown.
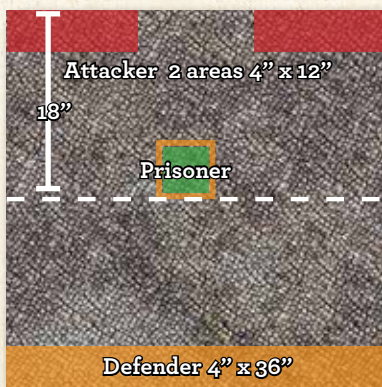
The Attackers deploy in the two red areas indicated. One Character from the Company with a value of at least 25 points and some Alchemantic ability must be designated as the prisoner that is the subject of this mission.

This Character is not deployed on the table but may come into play as the game progresses. Simply place their Character and Activation cards to one side until needed.

The Defenders deploy Characters with a total value of no more than 50 points within 1" of the building with the balance of the Company deployed in the orange area indicated.

You may use the *Tarot of Taxing Tasks* for this mission.

### The Mission:

The attacker in this mission must try to get to the building that holds their companion and free them.

The defender must try and prevent this or, if all else fails, ensure the prisoner does not survive unscathed.

### Mission 7 Winner's Bonuses:

The Company that won Mission 7 may choose whether to start the game with *Priority* or *Favour of The Engine*. In addition they may take 6 Alchemantic Essences of any kind to be distributed amongst any Alchemancers in the Company. This represents *Howman's Alchemantic Index* falling into their hands when the Alchemancer was captured.

### The Prisoner:

The Alchemancer is held in a secure building which has a built in Alchemantic Null Field. No Alchemantic effect will operate within 1" of the building. See page 84 for more information on Alchemantic Null Fields.

The prisoner may be freed by opening or breaking down the door. Designate an entrance to the building as the relevant door. Any other doors on the building will be considered impassable.

To open the door is a Difficulty 16 Finesse or Strength Check. Once the door is opened 2 Actions must be spent by any Character in contact with the door to free the prisoner inside.

The door may only be opened if no opponent is also in base to base contact with the door.

Once freed the prisoner is placed in contact with the door in the Maintenance Phase and acts as normal in the following turns.

### Winning the Game:

In addition to the normal Victory Points awarded for Twisted the following bonus points are given:

| Achievement | Bonus VP |
|---|---|
| **Prisoner is free** | 3 (Att) |
| **Prisoner is free but Wounded at end of game** | 2 (Att) |
| **Prisoner is free but Out of Action** | 1 (Def) |
| **Prisoner remains locked up** | 2 (Def) |

See the Mission description for *Mission 9: Escape* for the changes that are made to the following mission depending on the results of this mission.

# Mission 9: Escape

**Duration: 8 turns**

*They ran. The Servants were hot on their heels and Nancy knew that should she fall into their hands again Bill would have no forgiveness.*

*She could almost feel the smugness emanating from Feygin and that annoyed her greatly. The old man had saved her, that was true, but she would find a way to make him pay for undermining her status with Bill.*

*For the moment though it was of greater importance to get clear of the area.*

*For his part Feygin was revelling in Nancy's discomfort. Dodger scouted ahead and he noted the particular way the Urkin herded Nancy along. Bill must have ordered them to escort her closely.*

*Things were turning. The old man just was not sure how they might play out...*

**In this mission one Company must try and escort the freed Alchemancer from the previous mission from the area whilst avoiding the attacks of those who wish to stop their escape.**

## Characters Involved:

For this mission freely select around 200 points of Characters. The attacker is the Company who attempted to free the prisoner in Mission 8. The Alchemancer who was the subject of that mission must be selected in the Company.



Attacker 3" x 18"

Defender 8" x 36"

Exit 9" wide

Should you be playing this mission as a stand alone mission you may select any Character with a value of at least 30 points as the person the attackers are escorting.

## Set Up:

Use a 36" x 36" table for this mission.

The attacker sets up all Characters in an area 3" x 18" as marked in red. The defender sets up all Characters in an area 8" x 36" in the centre of the table as indicated in orange.

You may use the *Tarot of Taxing Tasks* for this mission.

## The Mission:

The attacking Company must try and get the Character who is the subject of this mission, either the Alchemancer from Mission 8 or another Character as noted above off the table through the 9" exit area on the opposite side of the table as marked in green on the map.

The Defenders are not unprepared however and have set a number of traps to stop the flight of their foes.

## Mission 8 Winner's Bonuses:

The winner of Mission 8 begins this mission with a choice of *Priority* or *Favour of The Engine* and each Character in their Company may take a single free Move Action before the first turn of the game after all Characters have been deployed.

## Escape:

In order to escape, the Character in question must move off the table through the 9" wide area marked in green on the map.

This can be as part of a regular Move Action, a Run Action or any other effect that would see the Character carried off the table.

## Traps:

Once all Characters have deployed but before the free move Actions as noted above the defender may place 4 trap markers on the table.

These may not be placed within 4" of the exit zone but may otherwise be placed as desired.

Any Character moving within 1" of a trap counter must make a Difficulty 17 Finesse check or trigger the trap.

When a trap is triggered roll a D6 and consult the table below:

| D6 Result | Trap |
|-----------|------|
| 1-2 | Trip Wire: Character who triggered the trap is placed prone. |
| 3-4 | Teleporter Trap: Character is moved D4+1" in a direction chosen by your opponent. |
| 5-6 | Steel Mancatcher: D8+6 damage. Character may not move until a Difficulty 15 Strength or Finesse Check is made. |

Once a trap is triggered it is removed from play.

## Winning the Game:

In addition to the normal Victory Points awarded for Twisted the following bonus points are given:

| Achievement | Bonus VP |
|-------------|----------|
| Alchemancer escapes table | 3 (Att) |
| Alchemancer is on table and not in Wounded State | 1 (Att) |
| Alchemancer is on table and in Wounded State | 1 (Def) |
| Alchemancer is taken Out of Action | 3 (Def) |

See the Mission description for *Mission 10: Battle Royale* for the changes that are made to the following mission depending on the results of this mission and the winner of this, and the other, Sub-campaigns.

# Mission 10: Battle Royale

**Duration: 8 turns**

*Bill stepped out into the empty square. The local folk had all fled or hidden themselves away as soon as the two forces appeared in the area - not that Bill cared whether they lived or died but if they were out of the way it made picking your targets easier.*

*From an alley Nouveau emerged into the yellow light of a gas lamp, drawing his long sabre.*

*Bill let out a low chuckle and cocked his pistol. He looked forward to violence in general and the coming fight held particular pleasure for him. Here ended the interference of these Servants of The Engine.*

*He'd show them who held the power, Engine or not.*

*A shot rang out and with a squeal an Urkin fell from a nearby rooftop. Bill charged and battle was joined...*

**This mission is the final confrontation between the two Factions in this campaign. It will determine the winner of the campaign overall and whichever Faction should emerge victorious will hold sway over the area - for now...**

## Characters Involved:

For this mission freely select around 200 points of Characters.

## Set Up:

Use a 36" x 36" table for this mission.

Divide the table into nine 12" x 12" squares and mark these off with counters of some kind.



Place buildings as normal but leave the central 12" x 12" area free of any large structures representing the square over which the confrontation takes place.

The player who won the greater number of the sub-campaigns uses the five red deployment areas whilst the other player uses the three orange ones.

All Characters from the Faction that deploys in the orange area must be placed in the areas marked. The Company that uses the red deployment areas may deploy a maximum of two Characters in the larger forward zones as marked. You may place both Characters in one zone or split them as desired.

You may use the *Tarot of Taxing Tasks* for this mission.

## The Mission:

This mission is a territory grab. The Companies must try and occupy as many of the zones as possible whilst keeping the opposing Characters out.

The central square is the most valuable sector as it is the focal point of the area of London.
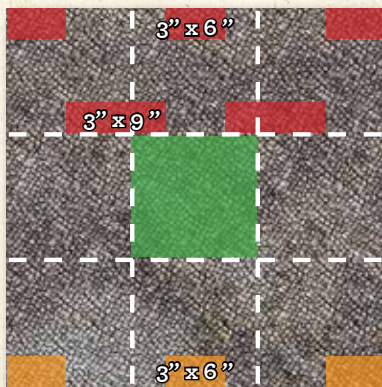
A zone is considered controlled when it is occupied by a greater number of your Characters than your opponent's. In the case that this is a tie then the greater points value of Characters will be considered the winner. Should this also be a tie then the zone is considered contested and no Victory Points are awarded for it.

*Insignificant* Characters follow all the usual rules in that two of them count as a single Character. Their points are added up however in the case of a tie.

In addition the highest points value Character in both Companies is a special "high value target" and bonus Victory Points are awarded should he or she fall in battle.

## Sub Campaign Winner Bonuses:

### Sub Campaign 1: Missions 1-3

The Company that won this sub-campaign may take 6 Alchemantic Essences of the player's choice and divide them amongst the Alchemancers on the table as desired.

In addition each Alchemancer may select two extra Invocations that are kept in reserve. These may be "hot swapped" as an Action for any Invocation that is normally taken for the game by any Alchemancer in the Company.

### Sub Campaign 2: Missions 4-6

The winner of this sub-campaign may take an extra Move Action for any one Character each turn. This special extra Move is made at the end of the turn during the Maintenance Phase.

### Sub Campaign 3: Missions 7-9

The winner of this sub-campaign may hold one Character in reserve. This Character may enter play in the Maintenance Phase of any turn. He or she may enter play from any point on any edge of the table, acting normally in the turn after his or her arrival.

The Character may not enter play within 5" of any foe.

## The Engine

The Engine is paying particular attention to this battle. Each time an Eye of The Engine or Tempt Fate Card is to be drawn take two cards and choose which to keep.

Any effect that allows extra cards to be drawn (such as *The Engine's Aid*) will only allow the drawing of a single extra card. Only one card may be kept for use during the turn.

## Winning the Game:

In addition to the normal Victory Points awarded for Twisted the following bonus points are given:

| Achievement | Bonus VP |
|---|---|
| Each Zone controlled | 2 |
| Central Square controlled | 4 |
| High value target Out of Action | 2 |

The Company that achieves the largest number of Victory Points wins the Campaign overall and is in control of this area of London. You can invent more missions to extend the campaign should you desire.

*In this section of the rulebook we shall take a look at the Characters from both the Dickensians and the Servants of The Engine in a little more detail. You will be given information on their motivations and why they have the extraordinary abilities they possess.*

*You will also be given some ideas on how to play them and their relative strengths and weaknesses.*

*Also given in this section is an overview of the two Factions and their motivations as a group - some insights into the group dynamics are also given. It is a feature of the Factions of Twisted that not all the Characters from one Faction necessarily like one another or have precisely the same ideas about how their objectives should be achieved.*

## The Dickensians

*The Dickensians, Bill Psyches' gang of street thieves and thugs are largely concerned with controlling the Node of The Engine that Feygin has discovered in the sewers under the streets and alleys that form their territory.*

*Bill views The Engine as a means to greater power and wealth, cementing his iron grip on those he wishes to dominate. Nancy, once kind and caring, is now solely concerned with cowing the Node to her will. The darker side of Alchemancy her passion and the creation of an army of demented Urkin to aid Bill her focus.*

*Feygin and Dodger represent the other side of the Dickensian coin in that, whilst they appreciate the vast trove of treasure they are accumulating, they also desire to see the young street thieves that the Urkin had once been returned to their former selves - especially the unfortunate Ollyver.*

*Whilst these two competing aims run underneath the efforts of the Dickensians they remain a united Faction in their efforts to control the Node. It's just the end result of the control that differs.*

The Dickensians as a Faction will tend to be numerous on the tabletop with swarms of the cheap and expendable Urkin appearing from every darkened corner.

In general their Characters are less hardy than those of The Servants but they make up for this with an almost constant stream of the foul young psychopaths to befoul your opponent's plans.

This is not to suggest they don't have any hard hitters. Ollyver is one of the most dangerous and powerful Characters in Twisted when it comes to Close Combat and Nancy is rivalled only by M'Dusa in terms of Alchemantic ability.

In general terms the Dickensians are less capable at range than The Servants so they will tend to want to close the distance between the two Companies quickly to allow both Bill and Ollyver to come to the fore.

It's how they manage the tactical problem this presents that makes them fun and interesting to play.

## The Servants of The Engine

*Never before has The Engine felt the threat of humanity in the way it does currently.*

*For centuries it has remained hidden, working its plans and moulding the world to become the one it perceives to be the best.*

*Since the rise of Alchemancy and the Node's discovery it has had to defend itself and has called its Servants to its side.*

*The Servants of The Engine, lead by Nouveau, are determined to foil the plans of The Dickensians and keep the great power of The Engine safe from misuse - or at least what The Engine sees as misuse.*

*This is not to suggest there is not some division in the Faction. The strict control The Engine wishes to impose on those that work for it rankles with some of its defenders. Gretel and Nightingale in particular rail against The List which is slowly driving Launcelot insane and they see Nouveau as cold and without concern for those he leads.*

*They know, however, that should Bill Psyches and Nancy gain control of the Node the results will be terrifying so they are willing to work under Nouveau's command for the moment until the threat is passed.*

The Servants of The Engine as a Faction consist of quite powerful and rather expensive Characters. Each has a special focus and they operate best when in support of one another.

The Gentlefolk who make up the fighting force of The Servants are much more costly than the Urkin and being *Mechanical* are much less expendable. Each of them is much more capable than an Urkin though and, when used wisely, can turn a skirmish in The Servants favour.

The Servants will generally be outnumbered by The Dickensians so careful use of the valuable Characters must be paramount. Every loss will count and management of your resources will be important lest you become swamped in a sea of rampaging Urkin.

Time your strike right however and The Dickensians will have a hard time managing the power of The Servants of The Engine.

# The Dickensians Characters

Bill Psyches stood up, overturning the table with a great roar.

"Damn their bleedin' hides!" he shouted as Urkin scattered in fear of his rage. The Servants of The Engine had foiled his plans again and he wanted revenge.

"Bill m' love…" started Feygin "We'll get 'em yet - we just needs more time for Nance to…" the old man was cut short by the great report of Bill's gun. Shattered portions of stonework rattled throughout the room, as the monstrous shell exploded.

The clearing haze of cordite smoke revealed Feygin standing, slightly hunched, the Urkin who previously lurked by his side disappearing rapidly down a nearby tunnel.

"No more poncin' abaht Feygin!" Bill roared "Get Olly up there and rip 'em to shreds!". Feygin quailed as the great bore of the gun swung his way.

" Was ya ta come back dahn 'ere without winnin' me old chum…" Bill continued in a lower and somehow more threatening tone "…things might go poorly and Nance might 'ave a fresh body to play with…"

Feygin backed away with a bow and silently left the room.

As soon as he cleared the doorway the old man ran. He'd make damn sure we had plenty of cash with him this time and, if indeed things went poorly, he'd be on a ship to France before you could say Artful Dodger.

Bill's mood had become worse since the Twisting. He'd never been the most reasonable of fellows but now he was possessed of a demonic rage that all but the simplest of the Urkin knew best to avoid.

He could, however, be wheedled into a certain course of action the old man had discovered. For all his power and menace he was not terribly clever and rarely thought beyond the next fight or pint of beer. The right words at just the right time could turn Bill's mind and then suddenly Feygin's plans were Bill's idea.

The trick, Feygin understood, was not letting Bill detect the subtle manipulation.

Unfortunately the attack by The Servants had caught their gang unawares and now Bill was too angry to be reasoned with. Feygin, for all his failings, was a man who knew when it was best to make himself scarce and now was most certainly just such a time.

There was still the matter of the coming fight however…

## Bill Psyches Card

| | | |
|---|---|---|
| **46** | **BILL PSYCHES** | |

| Spd | 4 |
|---|---|
| Str | 6 |
| Fin | 3 |
| Att | 6/4 |
| Def | 6/3 |
| Arm | 8 |
| Alc | 0 |

**Life: 28**

**Weapons**
Cudgel: D10+2+Str (Stun)
Large Bore Pistol: D12+5
Range: 6 / 8 / 10 / 12

**Special Abilities:**
Lumber
*Ammunition*
*Threaten*

### BILL PSYCHES (card back)

**Weapon Properties**
**Stun:**
- 6 or more final damage
  Target makes Finesse
  check v 5 + final Damage.
- If Check fails target
  stunned until next
  Maintenance Phase

*Ammunition:*
- Action to change ammo.
- *Regular Ammo:* as card
- *Incendiary:* D4
  Range: 5 / 7 / 9 / 13
  Bypasses armour.
  Burns for 2 turns. Target
  subtracts damage taken
  from D20 rolls.
- *Wall Breaker:* D8+6
  Range: 4 / 6 / 8 / 12
  Target may not claim
  cover from this attack.

**Special Abilities**
**Lumber:**
- Must be combined
  with a Move or Charge
  Action
- Difficulty 13 Strength
  check to move through
  an opposing Character.
- Difficulty 17 if model is
  large (40mm base)
- Opponent scattered 1"
  using grenade template.
- If check fails Close
  Combat ensues.

*Threaten:*
- Range 6 inches
- Opposed Strength
  Check
- If Bill wins target must
  make a run move away
  from Bill.

# Bill Psyches

*There was silence in the alley as Bill stood listening. He had instructed Samuel Munn to meet him here and he knew that, although the man was probably out robbing and killing he'd respond to the "request".*

*The iron hooves that shod Bill's new legs cracked the flagstones as he paced, his great bulk proving too much for the ancient stones.*

*Out of the darkness emerged a single Urkin, the hunched form moving cautiously forwards, taking care to stay just beyond Bill's reach.*

*"Ees not abaht Bill" the Urkin croaked "We jus' fahnd 'is coat. Some punter must 'ave dun 'im over..."*

*Bill knew that Samuel was too canny, strong and vicious for that to happen easily. "Bobbies or those damned Servants" he thought, anger rising as the voices began to whisper again.*

*With a stride he was upon the Urkin. Lifting the small form from the ground he raised him up to eye level.*

*"That was bad news" he growled "I 'ates bad news..."*

*With a flick of his wrist, a small, almost delicate movement, the Urkin's neck snapped. Bill dropped the limp form and the voices went quiet.*

*A new informant must be found. Bill couldn't have these Servants wandering around his patch unobserved...*

## Personality

Bill is a thug, plain and simple. He is concerned with nothing but the accumulation of wealth and power and he cares not how he gains one or the other. He uses threats and intimidation to keep his allies in line and control the streets above his sewer lair. Since "The Twisting" that Feygin initiated he has become convinced that he is beset by demons that guide his actions. This is simply The Engine using him as a pawn in its machinations.

Bill is prone to violence and, as often as not, the focus of this are those who displease him in some way - even allies or otherwise useful minions.

What Bill wants most is to see the Servants of The Engine defeated so he can control the streets above his sewer lair unchallenged. If the Node of The Engine is a means to this end he is willing to allow Nancy the time she needs to master it.

Bill views Feygin as perhaps more streetwise and cautious than Nancy. He knows the old man has

a fondness for Ollyver, Dodger and the Urkin and this makes him both useful and at the same time weak.

As long as these two serve Bill's purpose he is happy to let them act as they will. Should either of them fail him things may have to change in a swift, and probably rather bloody, manner.

## Characteristics

Combining great strength with plain old brutality Bill Psyches is one of the most fearsome Characters in Twisted. He can take on even the mighty Launcelot with a good chance of success and will make a fair mess of lesser Characters if he can close with them, raining mighty blows with his cudgel leaving them *Stunned* and open to further attacks.

He is not the best shot when it comes to Ranged Attacks but should his huge pistol hit then carnage will surely follow.

## Weapon Features and Special Abilities

### Stun

Bill's great cudgel can deliver mighty blows that leave the opponent staggered and shocked.

### Ammunition

Bill carries a number of special rounds for his huge pistol which he must load manually. The first of these are *Illingworth Incendiary* shells that set the target alight in a blaze of white phosphorus.

Secondly the *Hodge Hammerhead Wallbreaker* rounds he carries are high explosive with a hardened tip, specially designed to penetrate stone and brick.

### Lumber

Bill is large and heavy. His steam powered legs allow him to move with an almost unstoppable momentum, pushing those between him and his foe out of the way.

### Threaten

Bill is particularly skilled in issuing threats that carry the very real possibility of a rather painful fulfilment. Any foe he takes a dislike to is wise to move away from him at the fastest possible speed.

# Nancy

*The laneway was sheathed in darkness, a single guttering gas lamp flickered, illuminating the cobbles in a wan and uneven light.*

*From the shadows emerged four small, raggedly dressed forms. Their guttural voices were oddly high pitched and the movements of this band of wastrels were almost silent as they crept through the half light.*

*Behind them a metallic slithering could be discerned, emanating from the tall and elegant woman who followed them. From the bottom of her skirts a set of brass and iron tentacles propelled her along with a strange gliding motion, almost like she were floating.*

*Nancy and the Urkin were on the hunt tonight. There had been losses lately and the numbers of Urkin were falling. Fresh subjects must be found for the Twisting.*

*The group arrived at a doorway and one of the Urkin rapped on it quietly with a wickedly bladed axe. The door opened a crack and the face of a man peered out curiously.*

*With a movement almost too swift to see Nancy flung a small glass orb which shattered, enclosing the head of the man in a globe of green light. Nancy moved quickly and drove her knife into the belly of the householder, twisting it as she did.*

*The man's face distorted in a scream but no sound penetrated the Alchemantic globe. The Urkin took hold and dragged the man to the cobblestones, a single blow from the wicked axe stilled the struggling man as Nancy smiled lightly.*

*She knew there were children in this house - and to make Urkin she needed children...*

## Personality

Once a kind and caring woman who looked after Feygin's young gang of pickpockets Nancy has changed almost completely due to the effects of the Engine Node during the Twisting.

She is now consumed with a desire to control the Node and, whether by deep study or some kind of transference of knowledge she has become an Alchemancer of great power and is, quite rightly, to be feared.

She is a psychopath in the purest sense of the word with no thought for anyone or anything other than the acquisition of power by any means.

She is content to follow Bill's orders for the present, using his ferocity and reputation to keep her safe as she works.

Her vile research is currently centred on the creation of Urkin and the perfection of the process.

**NANCY**

| | |
|---|---|
| Spd | 4 |
| Str | 3 |
| Fin | 4 |
| Att | 4/4 |
| Def | 4/5 |
| Arm | 6 |
| Alc | 7 |

**Life: 19**

**Elements:**
Fire
Earth
Air
Water

**Weapons**

**Whip Shawl:** D6+3+Str (Entangle)

**Throwing Knife:** D6+6 Range 2 / 4 / 6 / 9 (Razor Sharp)

**Special Abilities:** Disturbing Engine Linked Murderous

**NANCY**

**Weapon Properties**
**Entangle:**
- If Close Combat base roll is 15-20 and the attack hits she may choose to try entangle the foe.
- Opposed Finesse Check. If target loses they may not move or attack and are -2 on Defence & Alchemancy rolls.
- Nancy may not move when a foe is entangled. Entangled foes take damage each turn as if Nancy had hit in Close Combat.
- To get free is a Finesse or Strength check against a difficulty of 14.

**Razor Sharp:**
- A Critical hit is scored on a 19 or 20.

**Special Abilities**
**Disturbing:**
- Opposed Life Check. If attacker fails all Close Combat attacks are at -2.
- Re-check each round

**Engine Linked:**
- When Nancy draws a Tempt Fate card she may choose to draw a second card. The second card must be then taken.

**Murderous:**
- Additional D6 Damage on a Critical Hit.

She knows the foul creatures are less than ideal and she constantly works to improve what remains of their ragged intellect after they are Twisted into their new forms.

This work is causing friction between her and Feygin who, for all his selfishness, still cares for his young charges - even in their demented new state...

## Characteristics

Nancy is one of the more powerful Alchemancers in Twisted. She has access to all four Schools but her Water and Air Essences are limited and must be carefully managed.

She is relatively weak in combat but her *Disturbing* ability can make her foes less capable when fighting against her.

She is best kept out of harms way or well supported but she can hold her own for a short while in a fight and, if she is lucky she may be able to *Entangle* an opponent, effectively disabling them to be finished off by an ally.

Care must be taken when doing this that Nancy herself doesn't find that she is locked into a position that leads to her demise!

## Weapon Features and Special Abilities

### Entangle

Nancy's shawl is a long affair with wicked blades on each end. She took this shawl from a gypsy woman whom she captured for "experimentation" and keeps it as a memento of her work as much as a weapon.

### Disturbing

Nancy has cold, hard eyes and none can look at her without fearing what might become of them should she have her way. She exudes an aura of evil that most folk find truly unsettling.

### Engine Linked

Nancy's research into the Node has given her a measure of control over the influence of The Engine. She can sometimes guide its decisions or meld its desires with her own.

### Murderous

One thing Nancy loves is causing pain. The more the better...

## Feygin (card)

| | |
|---|---|
| Spd | 4 |
| Str | 4 |
| Fin | 8 |
| Att | 5/5 |
| Def | 5/5 |
| Arm | 6 |
| Alc | 4 |

**Life: 18**

**Elements:**
Fire
Earth
Water

**Weapons**
Knife: D6+3+Str
Biggin & Weller Arc Gun:
D8+6 (Arcing)
Range 4 / 6 / 10 / –

**Special Abilities:**
*C'mere lads*
*Bow Out*
Guard

### Feygin (card reverse)

**Weapon Properties**
**Arcing:**
- Bolts can arc and hit opposing models within 2" of initial target if damage is caused.
- Roll a D6 for each model
  **1** The bolt immediately arcs again hitting the next nearest target.
  **friend or foe.**
  **2-3** The Bolt doesn't arc
  **4-6** The Bolt arcs. Apply damage as normal
- The effect ends when **any** model takes no damage.

**Special Abilities**
*C'mere lads:*
- Once per turn may attempt to call Urkin
- Difficulty 16 Finesse Check
- 1 Urkin appears on table edge closest to Feygin.
- **1-4** Urkin Slasher
  **5-6** Urkin Shooter
- Summoned Urkin Activate the turn after they arrive.

**Bow Out:**
- May make a special 1" move to disengage from Close Combat without the normal opposed roll.
- May not Charge foe in the same turn.

**Guard:**
- Feygin may not be flanked or outnumbered.

## Feygin

*The chamber, lit by a single lamp, glittered with a golden glow as the light reflected off shelves packed with gleaming silverware, gold statuettes and fine jewellery.*

*Feygin admired his treasure trove and put his hand upon the Urkin that stood by his side.*

*"Well done lad" he said quietly. The last venture had brought in some particularly fine items with a value that would see Feygin kept in the manner to which he had become accustomed for years to come.*

*Feygin knew that the Twisting he had initiated had brought great changes on his gang of young pickpockets yet he had to admit they were still possessed of all the skills they had previously.*

*The vicious and malicious edge they now had worried him but he still hoped that he could find a way to reverse that particular change. Nancy's work was focussed on creating more Urkin and increasing their psychopathic tendencies and this was of more concern to the old man.*

*He turned and saw a small band of the small forms gathered at his door. "Fetch me Dodger" he said one of the Urkin at the back turned and jogged away.*

*Keeping Dodger updated with his plans was important. He needed allies should Bill or Nancy turn on him and Dodger was as reliable as ever.*

*Once Nancy has mastered the art of creating Urkin she would be unstoppable and Feygin understood that things would then change, perhaps for the worse…*

### Personality

Feygin, as ever, is an avaricious and self centred man.

For all his failings he still holds a special, almost fatherly concern for the gang of young pickpockets, now transformed into the vile Urkin.

Of most regret to Feygin are the changes Ollyver has undergone. Along with Dodger he is determined to find a way to change the young lad back and then, taking his vast stash of ill-gotten loot, he hopes to escape the thrall of both Nancy and Bill.

Until that time he must appear to be a subservient member of their company and keep in their good graces.

He knows Nancy is suspicious but Bill is far too focussed on the acquisition of power to notice the machinations of the old thief.

Feygin hoped to take as many of his lads with him as he can when he leaves but when push comes to shove it is his own hide that he must keep in one piece and free of Nancy's attentions.

### Characteristics

Feygin is a solid Character with good combat Characteristics and a truly impressive Finesse of 8. No lock can withstand the old man's attentions and, for all his frailty he is nimble and swift, belying his age.

His Armour and relatively low Life Characteristics mean that whilst he can hold his own in combat he should not take on a tough opponent unsupported.

Feygin has a measure of Alchemantic talent, drawn from perusing Nancy's notes when she is not watching, but he cannot call the more powerful Invocations so careful selection of these at the Company Building is important.

### Weapon Features and Special Abilities

#### Arcing

The Biggin & Weller Arc gun was found by Feygin when he first discovered the Engine Node along with the harness that has the two extra arms on it that Feygin finds so useful. Being an older, experimental design it was never produced in large numbers.

It is hard to control and Feygin is yet to master its use but he finds that, on occasion, it is able to disable whole crowds of foes.

#### C'Mere Lads

Feygin's special relationship with the Urkin means that when the old man is in trouble they will rush to his aid.

#### Bow Out

One thing that Feygin has is a perfectly honed sense of self preservation. He is able to sense when things are going poorly for him and with a single swift step he can extricate himself from danger.

#### Guard

The strange, almost sentient, harness that Feygin discovered is able to act even more swiftly than the old man to fend off incoming blows. It seems to sense danger before he is even aware of it and, on more than one occasion, Feygin has discovered a stolen item on his person that the harness has pickpocketed without his knowledge!

# Dodger

*Wealth is no use if one cannot show it off. Dodger relied on this fact as he peered at the crowd of folk walking down Meander Street.*

*The street bordered Bill's turf yet had some of the best purveyors of steam devices in London, its craftsmen creating small and elegant machines that made one's life just a little simpler.*

*From the Willis Emporium of Steam emerged a tall man clad in a fine velvet jacket and top hat. On his shoulder perched a small spider like device which twitched and puffed lightly scented steam. Dodger knew what it was - a Peerless Purposeful Purificator - it kept one's coat clean and tidy in the grimy street and the scented steam it emitted shielded a sensitive nose from the more "fruity" scents that were common in the befouled lanes of London.*

*Of more import to the pickpocket was the fact that the Purificator was worth a full 10 guineas and Feygin would be rather pleased if he brought it home.*

*He gunned the motor of his wheel and shot out into the street. With a surety from years of experience in crowds the young lad wove through the throng to cries and shouts of indignation.*

*All the way to his target he lifted wallets and purses and, finally catching his mark he stretched up and, with a deft hand, purloined the Purificator, secreting its struggling form in his bag.*

*The man turned, drawing a small pistol from within his jacket. Dodger turned and accelerated, heading for the safety of a nearby alley. A shot rang out, the bullet ricocheting off a brass pipe in a gout of steam.*

*"Not a bad shot" Dodger thought. "Best make myself scarce..."*

*As he entered the alley he spied an elderly woman nearby selling flowers. She smiled lightly at Dodger, shaking her head. Dodger smiled back and, with a flick of his wrist, he tossed a gold sovereign her way.*

*"Keep the locals on your side" was his mantra and it had paid off on more than one occasion.*

## Personality

Dodger is the consummate pickpocket. Not quite as skilled as his master but possessed of much greater level of bravado.

He is fiercely loyal to Feygin and a good friend to Ollyver, sharing a special bond with the hulking brute.

Both Dodger and Feygin want to restore Ollyver to his previous form and Dodger is often employed by the old man to palm Nancy's notes on the matter to assist in Feygin's scheming.

He is careful to reward those that help him and is quite willing to distribute his loot to the locals if it means they keep him appraised of the movements of both the Peelers and indeed the other members of Bill's crew.

## Characteristics

Dodger is fast - very fast. Make use of this and his Scout Ability to keep him safe from foes. He is a much better shot than he is in close combat so he is best kept at a distance unless he needs to be up close to lift an item and make off with it.

## Weapon Features and Special Abilities

### Scope

Dodger's Archer Long Revolver is equipped with a powerful scope that allows him to aim carefully at a distant target before squeezing the trigger.

### Scout

Speed isn't everything, it's the ability to take advantage of it that makes Dodger special. He has honed his skills and can make snap shots at foes on the run. This has saved him on more than one occasion.

### Wheeled

Dodger's wheel is taken from one of the local Steam Bobbies. He has spent long hours upgrading the engine and it is now much more powerful and responsive than previously.

### Sniper

Countless hours at practising firing on the run and pickpocketing have given Dodger the ability to pick his mark from a crowd and take a shot at them with unerring accuracy.

### Pickpocket

Nothing is safe when Dodger takes a liking to it. He can lift a purse and be gone before the mark, or more importantly the Peelers, can react.

---

## Character Card

**29 — DODGER**

| | |
|---|---|
| Spd | 7 |
| Str | 4 |
| Fin | 7 |
| Att | 4/6 |
| Def | 5/5 |
| Arm | 6 |
| Alc | 0 |

Life: 19

**Weapons**
Knife: D6+3+Str
"Archer" Long Revolver:
D8+6 *(Scope)*
Range: 5 / 8 / 12 / 17

**Special Abilities:**
Scout
Sniper
Wheeled
Pickpocket

### DODGER (reverse)

**Weapon Properties**
**Scope:**
- By using both Actions for the turn Dodger may reduce all penalties due to range by 2 points.

**Special Abilities**
**Scout:**
- Dodger may fire his ranged weapon at any point during a Move.
- This attack still counts as an Action.

**Wheeled:**
- Dodger may not climb but may use stairs or jump as normal.
- An elevation of 3" may be achieved if Dodger jumps as part of a run or charge action.

**Sniper:**
- Characters cannot claim cover from other Characters against Dodger's ranged attacks.

**Pickpocket:**
- Replaces CC attack
- Opposed D20+Fin roll
- May steal one item.
- May not steal equipment printed on a Character's Card.
- May move away freely if successful and Actions remain to do so.
- Dodger will drop all **stolen** items he holds if he takes any damage.
- Use grenade template when item is dropped. Scatters 1"
- May be picked up by any model as an action.

TWISTED
STEAMPUNK SKIRMISH GAME

## Card Front

**38 OLLYVER**

| Spd | 4 (5) |
|-----|-------|
| Str | 7 (8) |
| Fin | 3 |
| Att | 5/- |
| Def | 4/3 |
| Arm | 7 |
| Alc | 0 |

Life: 30

**Weapons**
Great Fist: D10+2+Str (Rend)

**Special Abilities:**
Berserk
Unthinking
Furious Charge
Plough Through

## Card Back

**OLLYVER**

**Weapon Properties**

**Rend:**
- If Close Combat Attack score is 5 points higher than foes Defence score then an additional D6 damage is caused.

**Special Abilities**

**Berserk:**
- Bracketed Statistics apply when Ollyver is in the wounded state.
- All usual penalties apply to remaining abilities.
- When Berserk attacks the nearest Character, friend or foe.
- Will not attack Dodger.

**Unthinking:**
- May only interact with doors.

**Furious Charge**
- Must be combined with a Charge
- May move triple speed
- +3 to Attack on a charge

**Plough Through**
- Must be combined with a Charge
- Difficulty 13 Strength check to move through an opposing Character.
- Difficulty 17 if Large
- Difficulty 15 to move through terrain.
- Scatter small terrain & foes moved D4" using Grenade Template.
- Objects or Characters stop at terrain but may fall off edges.
- May not be combined with Furious Charge

# Ollyver

*The chains were drawn tight - Ollyver strained against the combined strength of ten Urkin who held him back.*

*His mind was blank, awash with barely restrained violence. Dodger idled at his side, the young pickpocket's touch calming the urges to rend and kill.*

*The bulk and looming presence of Bill came to Ollyver's notice. He registered as someone to be careful around, Olly had run up against the power of Bill previously and come off second best and he had learned not to anger the huge thug.*

*Ollyver's thoughts, such as they were, were interrupted by the arrival of a Steam Charabanc. Its door opened up and a man, dressed in a heavy coat alighted.*

*He moved to the cargo racks at the rear of the vehicle and unloaded a large, brass bound trunk. It fell to the cobbles with a heavy thud as the man dragged it from the iron racking.*

*"That's what we's after..." Ollyver heard Bill growl. "Let 'im off"*

*At that the chains fell loose and Dodger moved aside. Rage and the desire to kill overtook Ollyver and he roared, standing upright and raising his great iron fist in a hiss of steam.*

*The figure at the carriage turned, drawing a short but powerful looking firearm as Ollyver thundered towards him.*

*The gun's report was deafening and the shell hit home, taking Ollyver square in the chest. He staggered slightly at the impact but slowed not one whit.*

*A red mist descended over Ollyver's vision as he charged, the wound enraging him further.*

*His iron fist closed around the man's legs and he was lifted, screaming, bodily from the ground. Ollyver swung him, whip like, into the Charabanc's brass sheathed side and the screams ceased in a spray of gore.*

*Bill laughed as the raging Ollyver continued to flail the lifeless form around like a meat filled rag doll.*

*The contents of the trunk were now Bill's...*
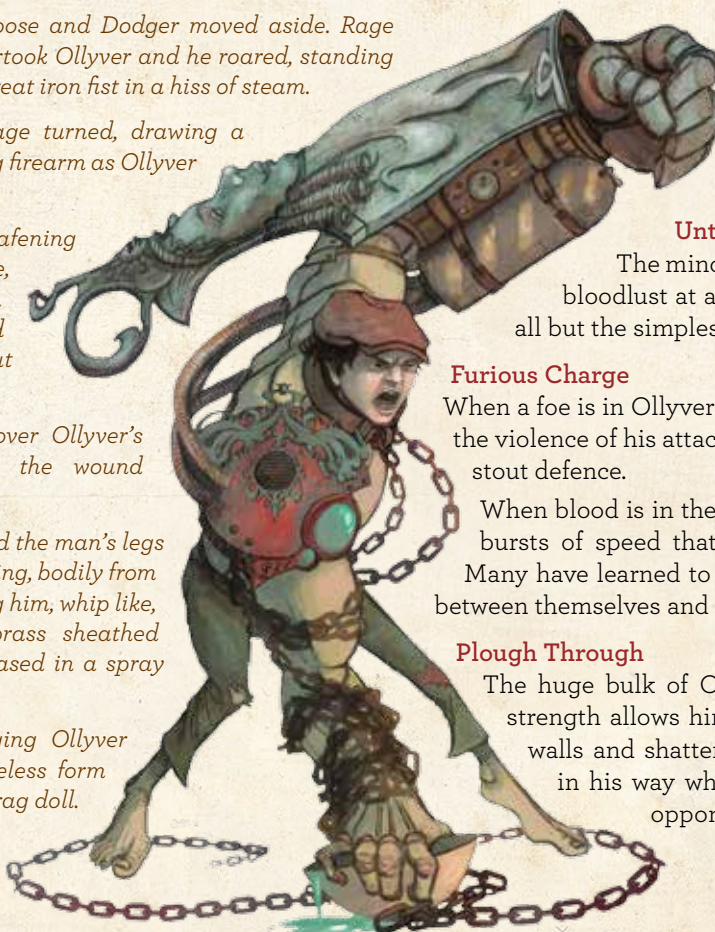
## Personality

Ollyver was once a sweet and considerate young lad, one of Feygin's favourites and ill-suited to the life of a pickpocket.

The Twisting wrought ruinous changes on Ollyver and he is now an unthinking, raging beast with no desires but to kill and maim.

He has some self awareness, enough not to harm those who feed him but when he is under stress even this breaks down and he becomes pure bloodlust and virtually no-one is safe.

He recognises Dodger and the friendship they once shared seems to make the young pickpocket immune from Ollyver's attentions - even when he is enraged.

## Characteristics

In close combat Ollyver is a true monster, able to take on the toughest opponents and cause them severe wounds.

He is rather vulnerable to ranged attacks and Alchemancy however and should be kept protected until needed.

If he should become Wounded and Berserk whilst near allies things may go poorly indeed...

## Weapon Features and Special Abilities

### Rend

The iron fist which sheathes Ollyver's left arm is capable of crushing or tearing apart foes. It can even shatter stone and bend iron like butter.

### Berserk

When Ollyver becomes hurt he loses all sense of himself and becomes a raging killing machine that is unable to distinguish friend from foe.

### Unthinking

The mind of Ollyver is clouded by rage and bloodlust at all times. He is unable to carry out all but the simplest tasks and instructions.

### Furious Charge

When a foe is in Ollyver's sight he will rush towards them, the violence of his attack breaking through even the most stout defence.

When blood is in the offing he is capable of surprising bursts of speed that can take the unwary off guard. Many have learned to keep a good measure of distance between themselves and the hulking form of Ollyver.

### Plough Through

The huge bulk of Ollyver, combined with enormous strength allows him to smash is way through stone walls and shatter iron girders. Nothing will stand in his way when he is determined to reach his opponent.

# Sowerberry

*Bert and Charlie rounded the corner. It had been a good day so far and the win at the Grey Goose in old man Scratcher's game was a rare and rather profitable bonus. Mind you - as ever that profit rarely saw the door as the barmaids were remarkably skilful at making sure your drinks got both larger and more expensive.*

*As they stepped from the yellow light of the gas lamps into the darkened alley there came a strangled, high pitched scream. The two men looked at one another and began to run. They were simple foundry workers but the scream heralded something terrible and if Bert and Charlie were lacking in any area it was most assuredly not courage.*

*In moments they arrived in a small courtyard which was shrouded in steam from one of the vents into the great power grid. On the wet cobbles lay a small, cowering form which was towered over by a tall man clad in a long black coat and top hat. " 'Ere - leave 'im alone ya mongrel!" Charlie called and the figure turned.*

*The face which now regarded them was drawn and wizened with eyes which were lit with a sickly green glow. Beneath the clothes, once fine and now apparently ragged and worn the figure's body appeared to be little more than a ghostly image.*

*Bert and Charlie stepped back. From the figure an unearthly feeling of dread emanated and his very gaze seemed to chill them to the bone. "Leave..." rasped the figure. "Be buggered!" cried Charlie and, drawing back his fist, he charged. Bill followed, picking up a length of discarded pipe as he ran.*

*As Charlie closed the apparition turned its gaze on him and he fell, skidding across the pavement to lie twitching in a pile of refuse. Bill, not one to be lightly discouraged, swung the pipe but at the last moment his will quailed and he drew the blow short.*

*The figure raised its hand and in it appeared a shovel which seemed to coalesce out of thin air. The blade of the long implement swung towards Bill and he raised the pipe to parry the blow.*

*His defence was to no avail as the weapon passed straight through the leaden bar and took Bill square in the Chest.*

*As he fell he heard the figure hiss "Nancy wants one - I shall now bring her three..."*

## Personality

Sowerberry was once an Undertaker who worked on Bill Psyches' patch. He had a particular talent for making "unwelcome" bodies disappear and was in great demand from the city's less upstanding citizens.

When one body which Bill wanted taken care of was seen to bob up again in the Thames Sowerberry's usefulness came a poor second to Bill's desire for revenge.

Nancy had been seeking an adult host to try her experiments in making more powerful Urkin on and the unfortunate man was to become the recipient of her latest research.

What resulted was not a simple servant but a strange combination of dead man and wraith - whether The Engine's power was too great for his body to contain or whether Nancy's theory was wrong is a matter for further "experimentation" by the vile Alchemancer.

Sowerberry now serves Nancy as a kind of collector, gathering young urchin to become grist for her mill...

## Characteristics

Sowerberry has rather low Characteristics but these are largely made up for in his special abilities and lack of a Wounded state. He is more than capable of taking on and possibly disabling characters much more powerful on paper than he is.

Take care however as he can be overwhelmed, particularly with ranged attacks.

## Weapon Features and Special Abilities

### Ethereal

Sowerberry's ghostly shovel can pass through armour and other protections with ease.

### Eyebite and Timestop

The very gaze of Sowerberry can make a strong man weak at the knees as the spirit drains from him. He is known to sometimes show an opponent a large clock which details the very moment of their demise!

### Aura of Death

The reek of the grave can make foes weak as their mortality is brought to the fore.

### Glide

Sowerberry moves with a strange gliding motion, his toes dragging on the ground.

### Insubstantial

Even a stout door is no protection when the wraith like form of Sowerberry comes a calling.

---

**31 SOWERBERRY**

| | |
|---|---|
| Spd | 4 |
| Str | 2 |
| Fin | 4 |
| Att | 3/- |
| Def | 5/3 |
| Arm | 3 |
| Alc | 4 |

Life: 20

**Elements:**
Earth
Air
Water

**Weapons**
Shovel: D4+Str (Ethereal)
Eyebite: D6-3 (Timestop)
Range: 4 / - / - / -

**Special Abilities:**
Aura of Death
Glide
Insubstantial

**SOWERBERRY**

**Weapon Properties**

**Ethereal:**
- Ignores a target's armour when determining damage.

**Eyebite:**
- May not be Defended against.
- The damage from the attack can be reduced to 0 by the -3 penalty. Bypasses Armour.

**Timestop:**
- If Eyebite causes damage target must make a Finesse Check. Difficulty 10 plus damage dealt. If Check fails target is incapacitated until next Maintenance Phase.

**Special Abilities**

**Aura of Death:**
- Roll a D10 BEFORE the start of each Close Combat round for all foes in base to base.
  - 1-4  No Effect
  - 5-6  -1 to foe's CC rolls
  - 7-8  -2 to foe's CC rolls
  - 9-10  1D4 damage. Bypassing Armour.

**Glide:**
- May not run or charge
- Cannot fall or jump. .
- May glide up or down at normal speed. No climb or jump check.

**Insubstantial:**
- May move through terrain.
- Must clear terrain in a single move Action.
- No Wounded state.

## BULLSEYE

16

| | |
|---|---|
| Spd | 5 |
| Str | 4 |
| Fin | 5 (-) |
| Att | 4/- |
| Def | 4/6 |
| Arm | 6 |
| Alc | 0 |

Life: 14

**Weapons**

Nasty Big Pointy Teeth:
D6+3+Str

**Special Abilities:**
Loyal
Latch On
Expendable

## BULLSEYE

**Characteristic Note:**
- Bullseye is counted as Finesse (-) when interacting with objects. This means he may not open doors, unlock chests etc.

**Special Abilities**

Loyal:
- Only Loyal to Bill Psyches
- Bullseye must move towards Bill in his Activation to assist if Bill is engaged in Close Combat.
- This does not occur if Bullseye is already in Close Combat.

Latch On:
- Opposed Finesse Check when bitten by Bullseye. If Bullseye wins he Latches On.
- Reduces target's movement by 2 points.
- Bullseye moves with target.
- 1D4 damage per turn bypassing armour in Bullseye's Activation.
- Can be removed by successful opposed Strength check by spending 2 Actions.
- May let go.

Expendable:
- May take any hit directed at Bill if base to base with a foe who attacks Bill in Close Combat.

# Bullseye

*Bullseye is Bill Psyche's ever faithful dog. He is always first to Bill's side in a fight and his steel jaws can deliver a bite that can break bone and shear through armour.*

## Personality

Bullseye, once a simple dog, has been transformed by the Twisting into a ferocious beast the size of a wild boar. When not engaged in a fight of one sort or another he spends his time sleeping by Bill's chair, occasionally letting a visitor know when they have strayed too close.

## Characteristics

Bullseye is a capable fighter in Close Combat but he is best when combined with Bill where the pair of them become dangerous indeed.

Bullseye won't survive long unsupported but his ability to bite and stay attached to a foe is really able to make a mess of any tactics your opponent might have planned.

## Weapon Features and Special Abilities

### Loyal

This ability does somewhat limit Bullseye's tactical use but it does ensure that his master is protected.

### Latch On

Bullseye's strong bite can make the life of an opponent just a little harder by limiting their movement and causing ongoing damage as his teeth tear at exposed flesh. Even the strongest foe will be hampered by having the fierce dog attached to an errant limb - at least briefly.

### Expendable

As a loyal dog Bullseye is able to take blows directed at his master, leaping into the fray to keep his master safe from harm.
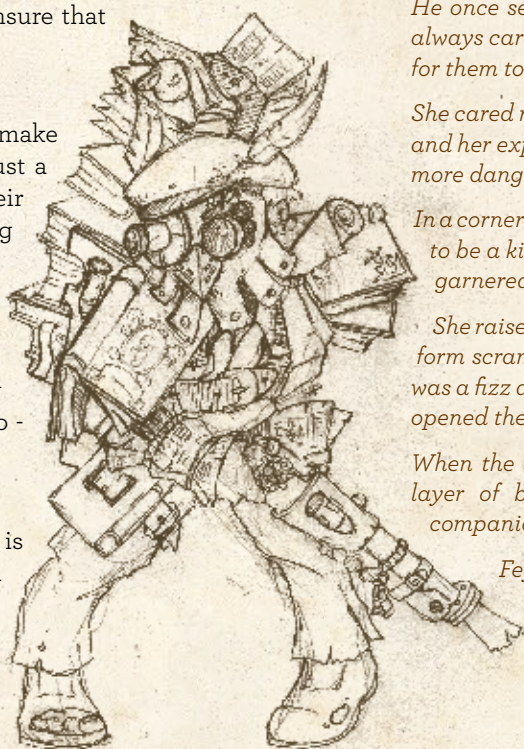
# Urkin

*The chamber smelled of rust and rot. The stone walls were encrusted with a layer of filth consisting of thrown food, blood and mildew. In the centre of the chamber, surrounded by small, scrabbling figures was a vast pile of detritus - a chaotic mixture of steel, wood and bone - garnered from the streets above.*

*The swarf of London's industry was being put to good use by the Urkin who bickered and fought over the enormous pile of scrap.*

*" 'ere that's my bit!" one called. His shrill voice muffled by the lensed mask that concealed the ruined face beneath. A short struggle ensued as his competitor for a large broken brass cog hissed a curse.*

*The contest was abruptly ended as a larger Urkin stepped in and, with sudden brutality, laid out both competitors with a heavy length of pipe. "It's mine now..." he growled and, taking the cog, he stalked off to slump in a corner and begin sharpening the shattered edges of the soon to be blade.*

*Giggles and laughter filled the room at the sight of the violence and the two fallen Urkin were quickly stripped of their possessions by their comrades. There was no allowance for weakness amongst the Urkin.*

*At the head of a flight of steps that lead from the room a door opened and Feygin stepped in. Even a nose as accustomed to the fruitier stenches in London as the old man's wrinkled at the very particular miasma that enshrouded the Urkin's chamber.*

*He surveyed the room from his elevated position. He counted twenty of the small forms scattered around the chamber. He once knew all them by name but over the last few weeks many had been lost whilst on jobs for Bill and, as they rarely removed the masks they wore now, he was no longer quite sure who was who.*

*It saddened him more than he wished to think about for too long. He once sent these boys and girls out to thieve for him but he always cared for them. More than that Nancy had always cared for them too.*

*She cared no longer. All she wanted now was control of the Node and her experiments on the young wastrels were producing ever more dangerous and psychopathic Urkin.*

*In a corner of the chamber an Urkin tinkered with what appeared to be a kind of firearm, cobbled together from scrap and parts garnered from the huge pile in the centre of the room.*

*She raised it to her shoulder and lining up the sights on a small form scrambling over the rubbish she pulled the trigger. There was a fizz and a puff of smoke as the weapon misfired. The Urkin opened the breech and peered in just as the shell exploded.*

*When the smoke cleared the wall was splattered with a fresh layer of blood and the laughter of the unfortunate girl's companions filled the room.*

*Feygin sighed and closed the door as the Urkin ran to the fallen form, fighting and arguing over the spoils. He would find a way to undo Nancy's work but in the meantime there was work to do for Bill...*

## Personality

The Urkin are the young street thieves that formed Feygin's gang of pickpockets that have been altered, twisted if you will, by the raw power of The Engine.

When Feygin triggered the Node the changes it wrought were strongest amongst the youngest in the chamber at the time. Initially the changes were comparatively moderate, the pickpockets becoming more evil tempered and prone to violence whilst physical alterations were often quite mild.

The most ruinous of the changes have been initiated by Nancy whose quest for the power of The Engine has lead her down a dark path indeed. She has embarked on a series of experiments in creating ever more dangerous Urkin and, along with an increase in violence, her attentions have lead to enormous physical changes in those subject to her attentions.

Nearly all Urkin conceal their faces behind crude masks, the strange multi lensed hoods make it difficult to determine the extent of the changes but it is certain that what remains behind the masks is but a shadow of the youthful form that the Urkin was created from.

Urkin are unpredictable and deadly. They have limited intellect and are prone to impulsive acts of violence and seem to actively enjoy chaos and disorder.

When not engaged in the work they are set to by Bill or Feygin they spend their time gathering scrap from the streets above their lair, fashioning it into vicious blades or cudgels.

The brighter amongst them, known as Shooters, build cobbled together firearms - crude yet effective weapons that are almost universally short ranged due to the lack of skill of their creators.

When drawn into combat Urkin are wont to charge in, hoping to be the first to bring down a foe, looting the bodies for ever better scrap to manufacture yet more deadly weapons. They are consummate thieves, able to hide in the shadows, striking out with sudden ferocity when a mark presents itself.

Nancy's work has produced a never ending supply of the vile young psychopaths. Those that oppose them find, more often than not, that bringing down one Urkin will simply cause more of their kin to emerge from the drains and shadows to press home the attack.

There are instances of older, cleverer Urkin who are more specialised and tougher than the norm. These Urkin, known as Tall Boys or Big 'Uns are used by Bill in more important tasks where a measure of self control is required.

There are also Urkin who are the product of Nancy's latest experiments who have greater intelligence and have developed specialised skills to be of greater use in her pursuit of power.

Individually however most Urkin pose little threat. It is when they attack en masse that they prove truly dangerous.

### Urkin Shooter

14

| Spd | 4 |
| Str | 3 |
| Fin | 3 |
| Att | 2/4 |
| Def | 3/3 |
| Arm | 5 |
| Alc | 0 |

Life: 10

**Weapons**

Pointy Things: D6+2+Str

Dodgy Gun: D8+5 (Ramshackle)
Range: 4 / 7 / 9 / –

**Special Abilities**
Lurk
Reinforce
Insignificant

### Urkin Shooter

**Weapon Properties**
Ramshackle:
- If opponents rolls a 1 on Defence then damage is doubled (roll twice).
- If a 1 is rolled when attacking the weapon backfires causing double damage to the Urkin.

**Special Abilities**
Lurk:
- Single Action. May hide and cannot not be targeted with a ranged attack more than 3 inches away.
- Must be within 1" of any terrain element.

Reinforce:
- When an Urkin is killed and at least one remains on the table roll a D6.
  1-3  No Reinforcements
  4-5  1 Urkin
  6    2 Urkin
- For each Urkin that arrives roll a further D6
  1-4  Urkin Slasher
  5-6  Urkin Shooter
- They appear at a table edge nearest to a surviving Urkin and may act normally the turn AFTER they arrive.

Insignificant:
- 2 Urkin are required to hold or take objectives.
- May affect other mission VP awards.

### Urkin Slasher

**Weapon Properties**
Dodgy Grenades:
- When thrown roll D6
  1  Squib (no effect)
  2  Smoke! 4" Template Persists for 2 turns Blocks Line of sight
  3  Pop!  D6+5 Damage Splash: D6
  4-5  Bang! 2" Template D8+6 Damage
  6  Boom!  4" Template D10+6 Damage

**Special Abilities**
Lurk:
- Single Action. May hide and cannot not be targeted with a ranged attack more than 3 inches away.
- Must be within 1" of any terrain element.

Reinforce:
- When an Urkin is killed and at least one remains on the table roll a D6.
  1-3  No Reinforcements
  4-5  1 Urkin
  6    2 Urkin
- For each Urkin that arrives roll a further D6
  1-4  Urkin Slasher
  5-6  Urkin Shooter
- They appear at a table edge nearest to a surviving Urkin and may act normally the turn AFTER they arrive.

Insignificant:
- 2 Urkin are required to hold or take objectives.
- May affect other mission VP awards.

### Urkin Slasher

12

| Spd | 4 |
| Str | 3 |
| Fin | 3 |
| Att | 3/2 |
| Def | 3/3 |
| Arm | 5 |
| Alc | 0 |

Life: 10

**Weapons**

Pointy Things: D6+3+Str

Dodgy Grenades:
Range: 4 / 6 / 8 / –

**Special Abilities**
Lurk
Reinforce
Insignificant

## Characteristics

### Urkin Slashers

These Urkin are the least intelligent of all and are restricted to Close Combat weapons with the exception of a brace of cobbled together grenades that they fling with great enthusiasm at their foes. The effectiveness of these grenades is random so you can never be quite sure of whether your Urkin is tossing a squib or an earth shattering bomb.

They have rather low characteristics but can land quite a nasty blow in Close Combat against lightly protected opponents.

Their low Ranged Attack statistic means that their grenades will rarely land where intended but that only adds to the chaos that they so enjoy.

Low Armour and Life means that they won't survive long in any melee but the *Reinforce* Ability means that you can throw them into a fight with some confidence that it won't be the last your opponent will see of them.

### Urkin Shooters

Slightly brighter than their compatriots these Urkin benefit from a reasonable Ranged Attack Characteristic.

Their Ramshackle Guns are short ranged but capable of great damage should their target defend poorly. On the contrary they are also prone to explode, in all likelihood taking their wielder Out of Action.

Once again they need to get up close and personal to be effective. A certain cavalier attitude to the survival of your Urkin should be taken to make the most of them. There is a good chance they will simply Reinforce when taken Out of Action so keeping them back and safe is not the best plan.

## Urkin Weapon Features and Special Abilities

### Lurk

Urkin are adept at concealing themselves in the shadows. They can hide almost anywhere making themselves difficult to spot - all the better to leap out and take their targets unawares.

### Reinforce

When one Urkin falls there is an unending stream of his or her comrades lurking nearby. Sometimes they find discretion is the better part of valour and they remain hidden but as often as not they emerge from the shadows or drains to both seek revenge and loot the fallen.

### Insignificant

Whilst the Urkin are useful to Bill they are essentially expendable and he will not pay much regard to their loss. Feygin feels the losses more but still regards them as a useful tool even if he is more protective of their interests.

The opponents of the Dickensians have come to learn that killing Urkin achieves little and they also pay little regard to the falling of one of the small forms.

For these reasons they are less important in most skirmishes and must be in greater numbers to be of any strategic threat.
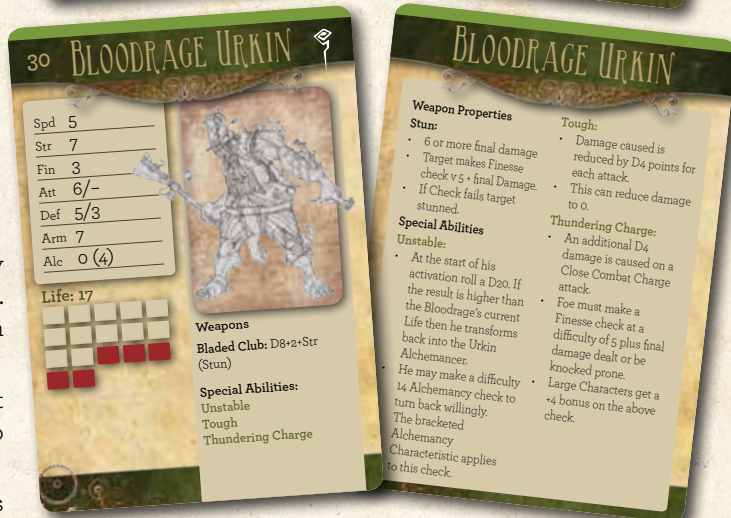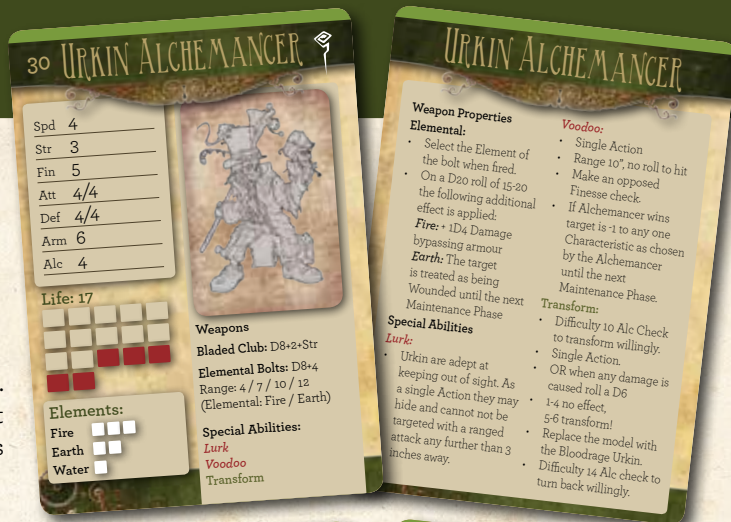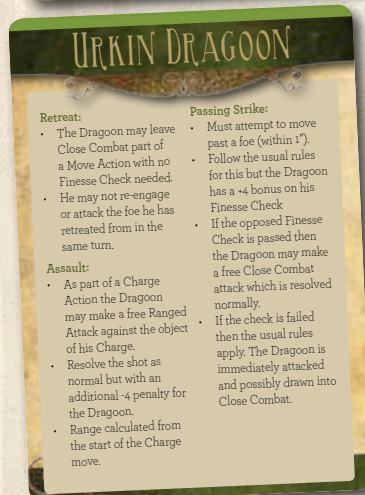
### Specialised Urkin

There are a number of Urkin available who are more specialised and should be used in a more considered manner. These Characters are higher in Points and have better Characteristics that make them much more useful than the Slashers and Shooters.

## Urkin Dragoons

*Some young lads are fascinated with the Queen's Dragoon Guards and spend hours observing them from the rooftops and alleyways of London. They learn some of their techniques and emulate them to the best of their abilities.*

An Urkin Dragoon has better Characteristics than a regular Urkin and has a moderately good Ranged Attack. They are best used in a scouting role, making use of speed to foil your opponent's plans.

They are quite mobile and impossible to lock in Close Combat due to the *Retreat* Ability. The *Assault* and *Passing Strike* Abilities make them quite dangerous when on the move.

### Urkin Dragoon card

**23 URKIN DRAGOON**

| | |
|---|---|
| Spd | 5 |
| Str | 3 |
| Fin | 4 |
| Att | 4/3 |
| Def | 4/4 |
| Arm | 6 |
| Alc | 0 |

Life: 15

**Weapons**
Sabre: D8+3+Str
Cavalry Pistol: D8+4
Range: 4 / 7 / 9 / 12

**Special Abilities:**
Retreat
Assault
Passing Strike

**URKIN DRAGOON**

**Retreat:**
- The Dragoon may leave Close Combat part of a Move Action with no Finesse Check needed.
- He may not re-engage or attack the foe he has retreated from in the same turn.

**Assault:**
- As part of a Charge Action the Dragoon may make a free Ranged Attack against the object of his Charge.
- Resolve the shot as normal but with an additional -4 penalty for the Dragoon.
- Range calculated from the start of the Charge move.

**Passing Strike:**
- Must attempt to move past the foe (within 1").
- Follow the usual rules for this but the Dragoon has a +4 bonus on his Finesse Check
- If the opposed Finesse Check is passed then the Dragoon may make a free Close Combat attack which is resolved normally.
- If the check is failed then the usual rules apply. The Dragoon is immediately attacked and possibly drawn into Close Combat.

### Urkin Alchemancer card

**30 URKIN ALCHEMANCER**

| | |
|---|---|
| Spd | 4 |
| Str | 3 |
| Fin | 5 |
| Att | 4/4 |
| Def | 4/4 |
| Arm | 6 |
| Alc | 4 |

Life: 17

Elements:
Fire
Earth
Water

**Weapons**
Bladed Club: D8+2+Str
Elemental Bolts: D8+4
Range: 4 / 7 / 10 / 12
(Elemental: Fire / Earth)

**Special Abilities:**
*Lurk*
*Voodoo*
Transform

**URKIN ALCHEMANCER**

**Weapon Properties**
**Elemental:**
- Select the Element of the bolt when fired.
- On a D20 roll of 15-20 the following additional effect is applied:
  *Fire:* + 1D4 Damage bypassing armour
  *Earth:* The target is treated as being Wounded until the next Maintenance Phase

**Special Abilities**
**Lurk:**
- Urkin are adept at keeping out of sight. As a single Action they may hide and cannot be targeted with a ranged attack any further than 3 inches away.

*Voodoo:*
- Single Action
- Range 10", no roll to hit
- Make an opposed Finesse check.
- If Alchemancer wins target is -1 to any one Characteristic as chosen by the Alchemancer until the next Maintenance Phase.

**Transform:**
- Difficulty 10 Alc Check to transform willingly.
- Single Action.
- OR when any damage is caused roll a D6
  1-4 no effect,
  5-6 transform!
- Replace the model with the Bloodrage Urkin.
- Difficulty 14 Alc check to turn back willingly.

### Bloodrage Urkin card

**30 BLOODRAGE URKIN**

| | |
|---|---|
| Spd | 5 |
| Str | 7 |
| Fin | 3 |
| Att | 6/- |
| Def | 5/3 |
| Arm | 7 |
| Alc | 0 (4) |

Life: 17

**Weapons**
Bladed Club: D8+2+Str
(Stun)

**Special Abilities:**
Unstable
Tough
Thundering Charge

**BLOODRAGE URKIN**

**Weapon Properties**
**Stun:**
- 6 or more final damage
- Target makes Finesse check v 5 + final Damage.
- If Check fails target stunned.

**Special Abilities**
**Unstable:**
- At the start of his activation roll a D20. If the result is higher than the Bloodrage's current Life then he transforms back into the Urkin Alchemancer.
- He may make a difficulty 14 Alchemancy check to turn back willingly. The bracketed Alchemancy Characteristic applies to this check.

**Tough:**
- Damage caused is reduced by D4 points for each attack.
- This can reduce damage to 0.

**Thundering Charge:**
- An additional D4 damage is caused on a Close Combat Charge attack.
- Foe must make a Finesse check at a difficulty of 5 plus final damage dealt or be knocked prone.
- Large Characters get a +4 bonus on the above check.

## Urkin Alchemancer

*This Urkin is the result of one of Nancy's experiments, attempting to create a second Ollyver to bolster the forces of the Dickensians. She imbued him with a greater measure of The Engine's power but was only partially successful.*

*The result was an unstable and Alchemantically charged form that is both useful and deadly. He now serves as Nancy's assistant in her laboratory and is often sent to the surface on missions of import to her foul works.*

*One of the effects of the changes Nancy has wrought upon him is the ability to change into a hulking brute known as the Bloodrage. This form is not stable however and he is subject to changing form at the most inopportune moments.*

The Urkin Alchemancer is a useful addition to any Dickensians Company. He has only modest Alchemantic abilities but his *Elemental Bolts* can be quite effective and his *Voodoo* ability can weaken foes for others to finish off.

It is his ability to Transform into the hulking Bloodrage Urkin that is most useful. When in this form he is a Close Combat monster but care must be taken as he is *Unstable* and can find himself transforming back into the Alchemancer who is at much greater risk in Close Combat.

Whilst in Bloodrage form he is resistant to damage and is the recipient of the *Thundering Charge* ability which makes his initial attack deadly indeed.

# Ratcatcha

*The oldest of the Urkin, Ratcatcha is both cunning and deadly.*

*As one of the Tall Boys in Bill's gang he spends much of his time hunting the sewers for interesting items washed down from above and gathering food. He sports a long pair of stilt like legs that are relatively common in those who wander the sewers. Foul things dwell in the foetid waters and if one can keep one's feet out of the dark depths then both disease and predation can be avoided.*

*When not employed in gathering rats for the Urkin cooking pots he is to be found lurking in the alleys above marking targets for the other Urkin to mug and rob.*

*Ratcatcha is both smart and wily, Feygin often making use of him in his own machinations when Dodger is not available. He serves as a scout and is well known for his ability to seemingly smell the presence of both the human Peelers and Gentlefolk Bobbies in the streets above Bill's lair.*

*He is known to be a skilled street fighter and can be relied upon to take down foes with skill, especially those that are being kept occupied by the ferocious and less precise attacks of the other Urkin.*

## Ratcatcha card

**25 RATCATCHA**

| Spd | 4 |
| Str | 3 |
| Fin | 4 |
| Att | 4/4 |
| Def | 4/4 |
| Arm | 6 |
| Alc | 0 |

Life: 17

**Weapons**
Mancatcha: D8+3+Str (Entangle)
Sewer Gun: D8+6 Range: 5 / 7 / 9 / 11

**Special Abilities:**
Backstab
*Lurk*
*Swift Step*

**RATCATCHA**

**Weapon Properties**
**Entangle**
- If Close Combat base roll is 15-20 and the attack hits he may choose to try entangle the foe.
- Opposed Finesse Check. If target loses they may not move or attack and are -2 on Defence & Alchemancy rolls.
- Ratcatcha may not move when a foe is entangled.
- To get free is a Finesse or Strength check against a difficulty of 14.

**Special Abilities**
**Backstab:**
- Close Combat attacks from outside the 180° line of sight arc of a foe deal an extra 2 damage.
*Lurk:*
- Single Action. Cannot not be targeted with a ranged attack more than 3 inches away.
- Must be within 1" of any terrain element.
*Swift Step:*
- Single Action. Move to any free area around foe in Close Combat.
- May not move through other Characters
- May move around the base of any of the opponents in base to base contact with him.

Ratcatcha is an Urkin best suited to a support role in your Companies of Dickensians.

His Characteristics are better than most Urkin but he is still vulnerable to the attentions of a skilled foe. He can hamper even the best fighter with his *Entangle* ability but it is his *Backstab* and *Swift Step* abilities that make him most useful in a fight.

*Backstab* ensures even rather heavily protected opponents will take damage from his attacks and *Swift Step* allows him to make best use of this ability in Melee situations.

His ability to *Lurk* helps keep him safe and his Sewer Gun is a reasonable weapon for ranged attacks, especially compared to his Urkin Shooter comrades.

# Shrike

*Young and eager, Shrike is one of the cleverest of the Urkin. He is known for his ability to spot trouble and is most often found skirting around the edges of a fight looking out for reinforcements or incoming Officers of the law.*

*He too has the long stilt like legs characteristic of the Tall Boys however his are cunningly crafted to allow him great busts of speed, his natural agility greatly enhanced by the long strides he can make.*

*In battle he prefers to keep his distance, stabbing at foes with his long spear but he is not averse to drawing his small pistol and shooting those he cannot quite reach.*

Shrike is mobile and can prove a pain for your opponent, making his way swiftly across the table and throwing their plans into disarray.

He is able to strike in safety from behind allies using his *Reach* ability and *Shifty* allows him to

## Shrike card

**23 SHRIKE**

| Spd | 5 |
| Str | 3 |
| Fin | 4 |
| Att | 4/3 |
| Def | 4/4 |
| Arm | 6 |
| Alc | 0 |

Life: 15

**Weapons**
Rat Spear: D8+3+Str (Reach)
Small Pistol: D8+4 Range: 4 / 7 / 9 / 11

**Special Abilities:**
Hard Target
Shifty
Sprint

**SHRIKE**

**Weapon Properties**
**Reach:**
- Shrike can make a Close Combat attack from behind an ally.
- Attack is not considered a Charge.

**Special Abilities**
**Hard Target:**
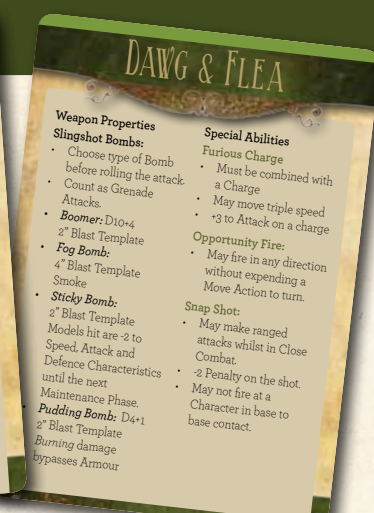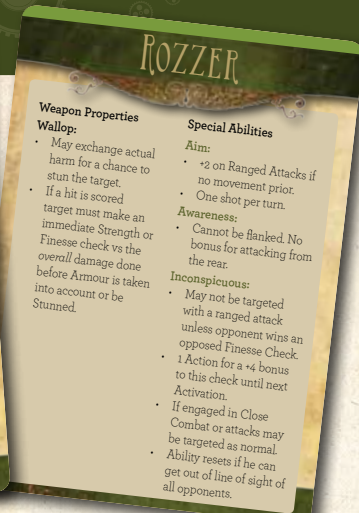- If Shrike is running then he adds an additional 2 to his Ranged Combat Defence Characteristic.

**Shifty:**
- If the Shrike is engaged in a Close Combat Melee he may freely leave the fight without a Finesse Check should he not be the only Character from his Company involved.
- May not re-enter the Melee during the same Activation.

**Sprint:**
- Should Shrike run in an Activation he may choose to add an extra D4+1" to his total move.
- This may not carry him into Close Combat.
- May not sprint through difficult terrain.

disengage from Close Combat should he desire if he has some support.

When on the move *Hard Target* makes him difficult to wound and *Sprint* will allow him to cover ground very quickly to seize objectives and generally upset your opponent.

His ranged attack is moderate but can prove useful when he cannot get into Close Combat.

An opponent who ignores Shrike may find that the fast moving and rather dangerous Urkin can cause a surprising amount of chaos behind their lines.

## ROZZER

| | |
|---|---|
| Spd | 4 |
| Str | 3 |
| Fin | 4 |
| Att | 3/4 |
| Def | 3/4 |
| Arm | 5 |
| Alc | 0 |

**Life: 15**

**Weapons**

**Truncheon:** D6+3+Str (Wallop)

**Police Revolver:** D8+6
Range: 6 / 8 / 10 / 12

**Special Abilities:**
Aim
Awareness
Inconspicuous

**Weapon Properties**
**Wallop:**
- May exchange actual harm for a chance to stun the target.
- If a hit is scored target must make an immediate Strength or Finesse check vs the *overall* damage done before Armour is taken into account or be Stunned.

**Special Abilities**
**Aim:**
- +2 on Ranged Attacks if no movement prior.
- One shot per turn.

**Awareness:**
- Cannot be flanked. No bonus for attacking from the rear.

**Inconspicuous:**
- May not be targeted with a ranged attack unless opponent wins an opposed Finesse Check.
- 1 Action for a +4 bonus to this check until next Activation.
- If engaged in Close Combat or attacks may be targeted as normal.
- Ability resets if he can get out of line of sight of all opponents.

## DAWG & FLEA

| | |
|---|---|
| Spd | 4 |
| Str | 4 |
| Fin | 3 |
| Att | 5/4 |
| Def | 4/4 |
| Arm | 6 |
| Alc | 0 |

**Life: 17**

**Weapons**

**Iron Paws:** D8+2+Str

**Slingshot Bombs:**
Range: 4 / 7 / 10 / 13

**Special Abilities:**
Furious Charge
Opportunity Fire
Snap Shot

**Weapon Properties**
**Slingshot Bombs:**
- Choose type of Bomb before rolling the attack.
- Count as Grenade Attacks.
- *Boomer:* D10+4
  2" Blast Template
- *Fog Bomb:*
  4" Blast Template Smoke
- *Sticky Bomb:*
  2" Blast Template Models hit are -2 to Speed. Attack and Defence Characteristics until the next Maintenance Phase.
- *Pudding Bomb:* D4+1
  2" Blast Template *Burning* damage bypasses Armour

**Special Abilities**
**Furious Charge**
- Must be combined with a Charge
- May move triple speed
- +3 to Attack on a charge

**Opportunity Fire:**
- May fire in any direction without expending a Move Action to turn.

**Snap Shot:**
- May make ranged attacks whilst in Close Combat.
- -2 Penalty on the shot.
- May not fire at a Character in base to base contact.

# Rozzer

*Rozzer is an example of what Feygin refers to as Two-Ups. These are Urkin that have formed a unique and special bond and rarely, if ever are seen apart.*

*Whether this is due to some quirk in Nancy's technique when creating them or a more natural affinity is yet to be determined.*

*The two Urkin that form Rozzer are both quite young and small however they have an uncanny ability to operate as one, often disguising themselves as a Peeler to walk unmolested in the streets above.*

*Rozzer, as the pair have come to be known, is often used by Feygin to carry messages to those that owe Bill money or to simply take stock of the situation above the sewer lair. The ability this pair of Urkin possess to move without undue attention in the streets above is extremely useful and can often provide valuable information on the disposition of the Dickensians foes before a skirmish begins.*

Rozzer has Characteristics slightly better than the average Urkin and is a decent shot with his Police issue revolver. If he stays still he can *Aim*, making his attacks more accurate.

Rozzer normally moves with a slightly wobbly gait and on more than one occasion passers by have assumed that the good constable he appears to be has "inspected" the Grey Goose Inn for rather too long.

However good the disguise is it does not bear close inspection and the pair have long since learned to be alert to folk getting too close from an unexpected direction. This gives them the *Awareness* ability.

The disguise does allow them to pass for a normal Peeler to the casual observer so they can get about the table in relative safety using the *Inconspicuous* ability until they choose to attack.

The *Wallop* ability is interesting in that Rozzer can exchange damage for the chance to stun an opponent. This technique has been learned by observing the way the human Peelers and Gentlefolk Bobbies wield their stout truncheons.

Stunned foes are rather more open to then being finished off by one of Rozzer's more capable allies.
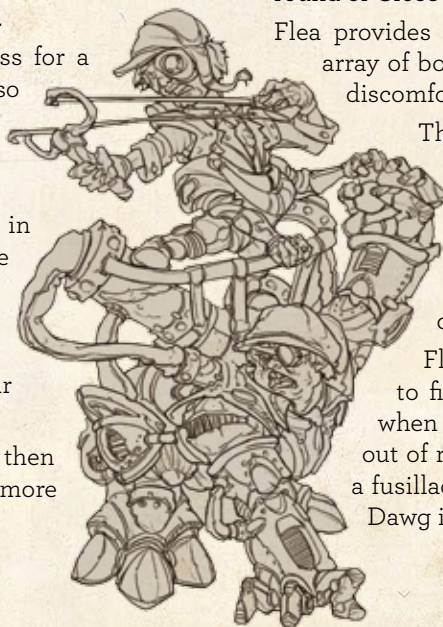
# Dawg & Flea

*This pairing of Urkin consists of Dawg, one of the largest and strongest of his kin and Flea, one of the smallest but most wily.*

*The pair are inseparable and Dawg, possessed of a somewhat limited intellect has taken to wearing a set of iron legs that Flea designed to allow him to carry the small lad swiftly and safely through the sewers. Dawg always had a special affinity with Bullseye and the two are often found curled up in a cozy pile of rags with Flea sitting nearby building more of his famous bombs.*

*Flea made bombs are a favourite with the Urkin Slashers as they are reliable, dangerous and usually quite spectacular when they detonate.*

*Dawg rarely speaks but tends to growl and communicate in a series of guttural grunts. This seems not to impede communication between him and Flea however. He is also prone to violence and is always keen to get into a fight, something that Flea tends to find uncomfortable but somehow the pair always seem to manage to find a way to operate quite effectively as a team.*

Dawg & Flea have a quite solid set of Characteristics. The Close Combat Characteristic, provided by the vicious Dawg is impressive, particularly for an Urkin and Dawg's heavy iron legs provide good protection for both of them as he moves swiftly to deflect incoming attacks.

Dawg's desire to hurt foes is reflected in the *Furious Charge* ability which makes the pair quite a threat on the initial round of Close Combat.

Flea provides the ranged attacks and he carries a wide array of bombs that he can fire with some accuracy to discomfort and foil those in his sights.

These include the dangerous *Boomer*, and his famous *Pudding Bombs* that contain a liquid form of the Fire Elemental Essence (quite possibly stolen from Nancy's lab). He can also lob *Smoke* and *Sticky Bombs* to make your opponent's life just a little more difficult.

Flea is mounted on Dawg's back and so is able to fire in any direction using *Opportunity Fire* when a target presents itself. He also tends to keep out of reach in Close Combat so he is able to keep a fusillade of bombs up using *Snap Shot* even when Dawg is engaged in more visceral work.

# The Servants of The Engine Characters

The square was dark. The gas lamps that should have illuminated it were not working and this made Nouveau suspicious.

The Engine whispered to him. He knew it perceived the situation through the series of lenses he wore and it instructed him to clear the area of Dickensian influence.

Gretel moved up quietly beside him and spoke.

"What now?" she asked in a manner that lead the servant of The Engine to shoot her a look of irritation. For all her skills Gretel was far too independent for Nouveau's liking and, whilst she had not failed him yet he kept a very close eye on her indeed.

He surveyed the square briefly and, with a slight tilt of his head, as though listening to voices only he could discern, he spoke.

"See that doorway Gretel" he said in a voice level and almost emotionless, indicating a large structure on the far side of the open plaza. "I am told the building contains information of import to the task at hand - go and see if your skills are greater than that of the locksmith who designed it."

Gretel could see the great brass door was of the Stahlwerke Reichenbach #75 type and she knew it would be a challenge. If there was one thing Gretel enjoyed it was proving to Nouveau that she was more capable than he thought. This great portal, for all its complexity, would not defy her deft touch - or perhaps that of Hansel if required.

With a small motion of her hand Hansel, her small simian companion darted away into the darkness and she stepped carefully out into the square, keeping low.

She had gone no more than ten paces when a shot rang out, the characteristic vaguely controlled explosion that heralded the fire of an Urkin Shooter. The shell hit the cobblestones near her feet and ricocheted away into a nearby barrel.

With a curse she ran for the cover of the damaged barrel, crouching and trying to spot her assailant.

Nouveau stepped out of the alleyway and with a swift motion brought up his long pistol. Two shots rang out in rapid succession and from a nearby roof fell two Urkin, their crude weapons clattering on the stonework.

"My thanks for revealing the quarry Gretel" he said as the smoke cleared. "Don't worry about that door..."

Gretel rose with a curse on her lips as Nouveau walked towards the fallen foes. He shot her a sharp glance as he passed and the curse was curtailed.

# Nouveau

*Blood spread on the cobbles in a thick red slick as the last Urkin fell. Nouveau Pulled his sabre free and turned, wiping the blade on a fine silk handkerchief.*

*Nearby Bill Psyches swung his huge iron shod cudgel, the head of a Gentlefolk Gamekeeper crumpling like gold leaf under the blow. The brass automaton folded up and fell to the street with a clatter as Bill spied Nouveau, free of combat and with his back to him.*

*He grinned and drew his revolver from its holster, the great greasy muzzle coming to bear on the form of the leader of The Servants of The Engine.*

*"Look aht ya poncy git" Bill growled to himself " this is gunna hurt". With that he pulled the trigger and in a cloud of smoke and shell shot away towards its target.*

*A single whispered word sounded in Nouveau's head and he instantly knew a threat was afoot. He twisted, ducking slightly, as the great projectile roared by, missing him by a mere inch and blasting a great hole in the door of an unfortunate resident's abode.*

*He spun to face Bill as the great gun fired again. The shell cleared the barrel of the pistol and spun towards Nouveau. He could see every detail of the great lead shot, the marks from the rifling, the flying specks of cordite and the gout of roiling smoke.*

*With almost idle interest he watched as the projectile flew towards him, heading directly for his chest. At the last moment he turned the slightest amount and regarded the shell as it flew past.*

*Bill, his face a mask of confusion, looked down at his gun and then back at Nouveau. "That's bloody ridiculous!" he snarled and, hefting his cudgel he charged, his iron hooves striking sparks from the stone.*

*Nouveau raised his pistol and fired, the shot taking Bill in the shoulder. The impact slowed the great rogue not one whit and, as the lumbering figure loomed large he raised his sabre in a salute and prepared to fight.*

## Personality

Nouveau is nominally the leader of The Servants of The Engine.

He has a direct connection to The Engine through a series of lenses and sensors around his body and it is through these that The Engine perceives the skirmishes its Servants engage in.

Nouveau is cold and almost emotionless, he obeys the instructions The Engine gives him with complete certainty that they are correct in every way.
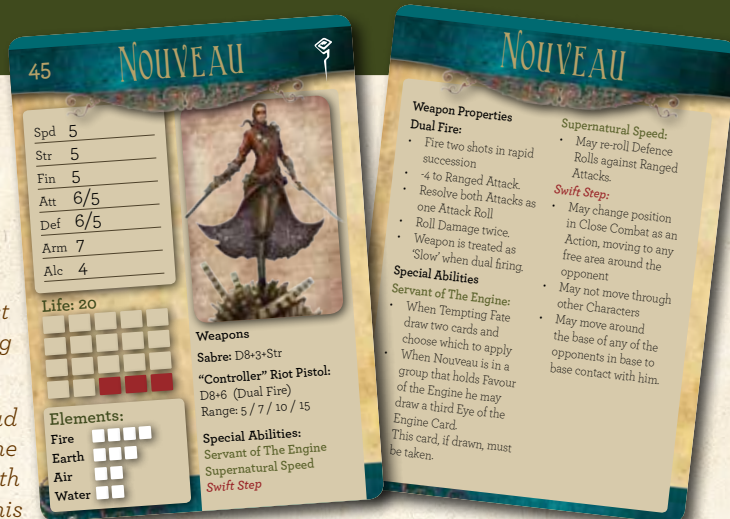
He is not beyond sacrificing allies if it means the objectives of The Engine are advanced and it is this somewhat cavalier attitude to their safety that rankles some of the other, more independent Servants of The Engine.

Nouveau knows that some of the others under his command are less than obedient and is careful to ensure that, in so far as possible, his goals align with theirs to ensure that they carry out the will of The Engine.

## Characteristics

Nouveau's characteristics are almost all above average. This makes him a capable fighter in nearly all circumstances and well able to take care of lesser foes and even challenge the greatest fighters the Dickensians can muster with some support.

He is a capable Alchemancer and can, with careful selection of Invocations play a valuable support role or deal some reasonably serious harm to his foes.

Nouveau has no real weaknesses but he should not be left unsupported if particularly dangerous opponents are close.

## Weapon Features and Special Abilities

### Dual Fire

The Controller Riot Pistol Nouveau carries is capable of firing rapidly for a devastating, if somewhat inaccurate fusillade.

### Servant of The Engine

The special link with The Engine Nouveau has means that The Engine will tend to favour him more often than not.

### Supernatural Speed

The eyes of The Engine that Nouveau wears allow him to see incoming attacks and avoid them with an unearthly grace.

### Swift Step

The Engine also aids Nouveau in melee and the same predictive ability that makes him difficult to shoot allows him to easily position himself to best effect in the chaos of close combat.

# M'Dusa

*"He must be allowed his freedom" M'Dusa stated calmly. "The thrall under which he is held is causing unwarranted harm to innocents and that is attracting attention."*

*Nouveau turned and regarded Launcelot who stood nearby, cradling The Lance in the crook of his arm.*

*"It is The Engine's will he serves" he said, returning his gaze to M'Dusa. "Its purposes are paramount in our tasks."*

*"I do not deny that Nouveau but surely he sees that our foes must not be allowed to control the Node and he is of a mind to assist us without that damnable List taking his mind"*

*M'Dusa moved closer to Nouveau, her brass cowl merely inches from his face. "It is breaking his mind" she whispered.*

*Nouveau stepped back, his head cocked slightly as though listening to an unspoken message. "They are here." he said, drawing his long sabre from its sheath.*

*At that moment there came the clatter of metal on stone as a crude grenade landed at his feet. The device fizzed and spun on the cobblestones as Nouveau spun, bringing his long pistol up to fire at the Urkin, now revealed on the balcony of a nearby shop.*

*M'Dusa raised her hand and with a single word a blue bolt shot towards the small bomb, encasing it in a sheath of Alchemantic force.*

*The explosion that followed was muffled as fire and shrapnel caused the field surrounding the grenade to expand. Nothing escaped the sheath, the blast contained harmlessly within.*

*Looking up M'Dusa saw Launcelot, now engaged by four Urkin. She knew they were no serious threat to the knight but as she watched the huge form of Ollyver thundered into view, a spray of masonry and wood raining into the street as the monstrous figure smashed through the corner of a bakery to get to his quarry.*

*A Seeker Snake dropped from her cowl as she drew forth a vial, the intense glow of a fire essence within, battle was joined, no need for restraint now.*

*"We'll discuss this matter further later Nouveau!" she called "Other issues require our attention at present!"*

## Personality

The origins of M'Dusa are indeterminate. She has been called forth by The Engine but from where none can say for sure.

She is a construct of sorts, an entity of brass and gold, animated by an intellect of great power.

The cowl like form of M'Dusa is able to possess and control the bodies of human hosts to give her a more approachable form but whatever the host's original appearance she always chooses to appear as an elegant woman clad in strange yet beautiful garb.

She has a strong sense of justice and will do what is necessary to achieve her objectives whilst causing the least harm possible to those that are not her foes.

Of great concern to her currently is the control The Engine, and by association, Nouveau, have over Launcelot. She knows it is driving the knight to the edge of madness and this is something she feels she must work against.

She will not go so far as to work against Nouveau's plans but if she can find a way to free Launcelot without endangering the task at hand she will take the opportunity.

## Characteristics

M'Dusa is a powerful Alchemancer, the equal to Nancy or perhaps even her superior in some ways. She is well able to defend herself with The Serpent, her crossbow but is in some danger if engaged in Close Combat.

When she becomes Wounded her cowl separates from the damaged host and her Characteristics change. It is important to try and get her a new host quickly but this is not without risk and must be managed carefully.

## Weapon Features and Special Abilities

### Seeker Snakes

These mechanical snakes act as M'Dusa's scouts and seek out new hosts when needed. Their bite is poisonous and can weaken those affected. She is able to perceive what they see and can direct her Invocations through them when needed.

### Awareness

The supernatural senses and the constant alertness of the Seekers means that M'Dusa is rarely taken by surprise.

### Dead Eye

M'Dusa is possessed of remarkable eyesight, even in very low light. She is well able to pick her mark even from a flurry of activity when firing The Serpent, her small but deadly crossbow.

### Card 33 — M'Dusa

| Stat | | |
|---|---|---|
| Spd | 5 | (7) |
| Str | 3 | (2) |
| Fin | 5 | (5) |
| Att | 4/5 | (4/0) |
| Def | 4/5 | (5/6) |
| Arm | 6 | (5) |
| Alc | 7 | (7) |

**Life: 19**

Elements: Fire, Earth, Air, Water

**Weapons**
Seekers: D6+3+Str (Venom)
The Serpent: D8+5
Range: 5 / 7 / 9 / 12

**Special Abilities:**
Awareness
Dead Eye
Alchemantic Proxy
Cowl Form

**Weapon Properties**
Seeker Snakes:
- Action to release Seeker.
- Speed 4, Defence 3
- May not attack, flank or outnumber.

Venom:
- Difficulty 15 Str check to avoid poisoning.
- Foe's Str & Fin are reduced by 2 points each for 1 turn.
- May not be poisoned again whilst affected.

**Special Abilities**
Awareness:
- Cannot be flanked. No bonus for attacking M'Dusa from the rear.

Dead Eye:
- Only -2 penalty to avoid hitting an ally when firing into close combat.

Alchemantic Proxy:
- Invocations can be directed through Seekers
- Range: 12"
- Range is calculated from Seeker's position.

Cowl Form:
- Use bracketed statistics when in the wounded state. Represents Cowl Form M'Dusa.
- If M'Dusa is in base to base with an opponent taken Out of Action she regains 10 Life and returns to her normal statistics.
- May not be healed whilst Wounded unless via an Eye of The Engine card.

## Launcelot

*Launcelot ran. He could hear the sounds of the fight and he knew that Ollyver was involved - the roars and shouts that filled the air were most definitely in the rough voice of the huge fiend.*

*The List whirred at his hip, producing a name. A mist descended over his consciousness and the knight knew that killing Ollyver was now his only concern.*

*Rounding a large warehouse and entering a wide alley Launcelot could see Ollyver holding a portly man up against the wall by the throat. Nearby stood, or perhaps more correctly, idled Dodger, his face locked in a grimace at what was to come.*

*"Yer didn't pay yer bill" the young rogue said quietly "Now it's time to pay up proper like - I'm sorry - Bill's orders like"*

*Ollyver raised his great iron fist as Launcelot cried out. The hulking form turned, dropping the flailing man to the street.*

*Drawing his sword Launcelot charged, his boots splashing through the film of effluent that coated the cobblestones. Ollyver raised himself up and roared, an unearthly sound that had both hints of monster and child within.*

*In an instant the knight was upon his foe, his sword slashing through the air to strike home in a spray of gore. He ducked as the huge fist swung towards him, shattering stone and showering the street in debris.*

*He stabbed again, the blade biting deeply. Throwing his weight behind the weapon Launcelot forced Ollyver to his knees. With a groan the huge form sagged slightly, blood tricking from his mouth.*

*Launcelot prepared to drive the blade home as he was cannoned into by a rapidly accelerating Dodger. He fell sideways, his grip slipping from the hilt of his weapon.*

*"Run Olly!" he heard the lad cry. "This 'aint worth it!" With a grunt of assent the monstrous figure turned fled accompanied by the roar of Dodger's engine.*

*Launcelot regained his feet and picked up his fallen blade.*

*In a pace or two he was upon the fallen owner of the warehouse. Taking a firm grip on the fine linen shirt of the man Launcelot pushed him against the wall, his blade pressed against the man's ample belly.*

*"I assume you know much of Bill Psyches" he hissed "tell me now or I shall gut you like a fish..."*

*Inside the elegant steel helm Launcelot's eyes widened. The words were not his own yet his lips spoke them. He had no desire to harm this unfortunate man yet he felt compelled to do so. With a great effort of will he released his grip and the man sagged.*

*"Flee..." Launcelot growled.*

**47 LAUNCELOT**

| | |
|---|---|
| Spd | 4 |
| Str | 6 |
| Fin | 4 |
| Att | 7/5 |
| Def | 6/4 |
| Arm | 9 |
| Alc | 0 |

**Life: 25**

**Weapons**
Sword: D8+3+Str (Bleed)
The Lance: D10+5 (Penetrating, Slow)
Range: 6 / 9 / 12 / 22

**Special Abilities**
By The Engine's Will
Determined
*Challenge*

**LAUNCELOT**

**Weapon Properties**
**Bleed:**
- Fin Check: Difficulty 5 plus final damage
- If failed 2 damage to foe in each Maintenance Phase.
- Only 1 instance of Bleed applies at a time.

**Penetrating:**
- Nominate a target point. Distance to that point is the range.
- Shot penetrates through every model in its path.
- A separate attack must be rolled for each target minus the range penalty for the **final** point. Shot ends if any target is hit but takes no damage.

**Slow:**
- May only fire once a turn.

**Special Abilities**
**By The Engine's Will:**
- At the start of game choose a random foe.
- Launcelot is +2 to attack that opponent.

**Determined:**
- If Launcelot takes an opponent Out of Action immediately make a single free attack against another foe in base to base contact.

**Challenge:**
- Range 6"
- Opposed Str Check
- Foe MUST move to attack Launcelot in Close Combat.
- Launcelot must only attack that target.
- Ends in Maintenance Phase

## Personality

Launcelot is first and foremost a knight. He has a strong sense of honour and justice and will brook no threat to his allies.

The Engine called Launcelot for his skills in combat and it is through a device attached to the knight's hip that it communicates its desires. Once a name appears on The List Launcelot will work towards the unfortunate soul's demise to the exclusion of all else. Even innocent bystanders are expendable if, in some way, they intrude upon his efforts.

This callous disregard for the lives of others is something that runs counter to every instinct Launcelot possesses and each time The List takes control of him it drives the knight into great pangs of guilt. He knows The Engine must be protected from the likes of Bill Psyches yet he wishes most fervently that he could be free to do things his way.

## Characteristics

Launcelot is one of the finest fighters in Twisted. He is strong and has excellent attack Characteristics.

His Armour of 9 means that only the most powerful attacks have much chance of seriously hurting him. As the spearhead of any attack Launcelot can be relied upon to take out almost any opposing Character.

### Weapon Features and Special Abilities

#### Bleed & Penetrating

Launcelot's wickedly sharp blade can leave great slashes that bleed freely whilst his long rife, The Lance, fires great rocket propelled shells that can rip through multiple foes with ease.
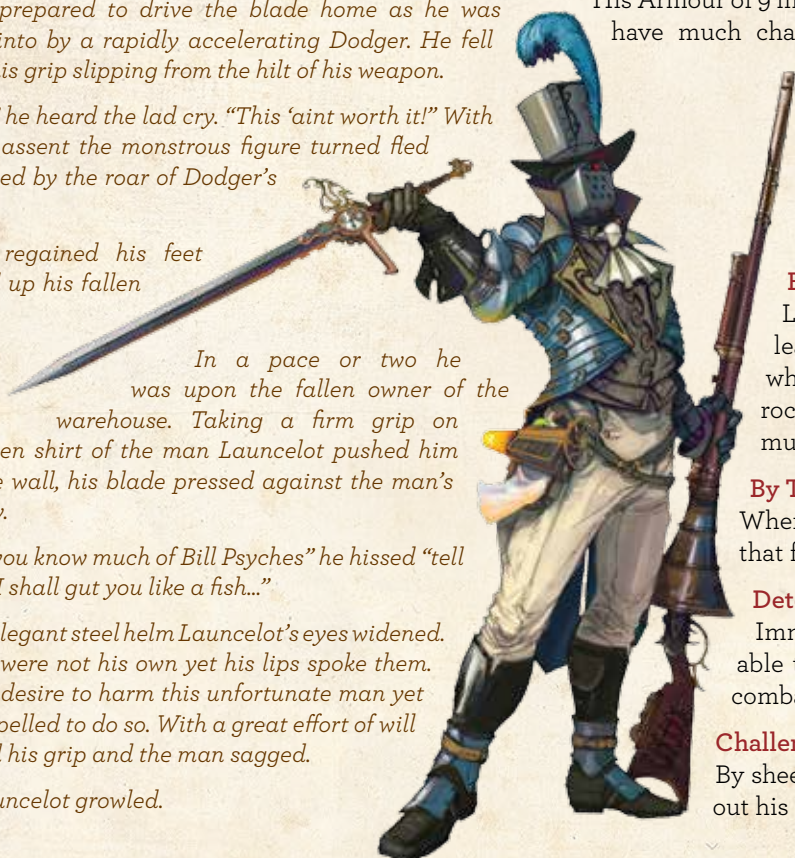
#### By The Engine's Will

When The List gives a target to Launcelot that foe is doomed.

#### Determined

Immensely skilled in battle Launcelot is able to make full use of the ebb and flow of combat to strike as foes quail.

#### Challenge

By sheer force of personality Launcelot can call out his foes and make them present for combat.

# Nightingale

*Cries and the sounds of battle filled the street. Down below Nightingale could see the fight in all its chaos. Launcelot was engaged with Bill Psyches and Nouveau stood toe to toe with Feygin, the old man somehow avoiding the skilled attacks of the leader of The Servants of The Engine.*

*Urkin lay all about, some dead, some grievously wounded. Tesla was engaged in trying to fix the motivator of a Gentlefolk Miner, seemingly unconcerned with the melee that was occurring within yards of his position.*

*A measure of sadness came over her as she watched. She never enjoyed combat and, whilst she understood that what they were engaged in was necessary she wished most heartily that there was another way.*

*Gretel dropped from a nearby walkway and, with a quick backhand swipe took an Urkin off his feet with her gauntlet, the young lad crumpling against a wall.*

*Out of the shadows stepped a tall Urkin on a set of long clawed legs. He rose up behind the Gretel and with a swift motion drove a long knife into her back. She screamed and fell, Hansel her small simian companion leaping at the masked, rat like, face of the Urkin.*

*Nightingale flapped her elegant timber wings and in a single great leap cleared the street to land on a balcony just above the fallen rogue. Gretel was in trouble and, as much as Nightingale disliked violence, she would not let a companion come to grief.*

*The Urkin now stood over Gretel, cocking a long and wicked looking pistol as she lay in the street clutching at her wound. Nightingale leaped from her perch and with an elegant glide landed softly beside the rat faced attacker.*

*Quickly drawing a slim knife from her belt she stabbed into the small gap between mask and shoulder of the Urkin. There was a squeal as blood flowed freely and the creature fell.*

*Bending quickly she produced a silver flask and poured the silvery blue contents onto Gretel's wound with a few words of Alchemantic Invocation. Gretel cried out as the wound closed - sometimes healing hurt - Nightingale knew that.*

*As Gretel rose unsteadily to her feet Nightingale turned her attention to the fallen Urkin who gurgled hopelessly.*

*She shook the vial and poured what was left in it on the Urkin's open wound. There was not enough to get him back up and fighting but at least he would not die...*

## Personality

Nightingale is kind, gentle and a consummate healer. She will always cause the least harm possible in order to achieve her ends but she is, however, not beyond killing if her friends are truly in danger.

Much like M'Dusa she is concerned about Launcelot's state of mind but is quite willing to simply remove The List, even if it means that Launcelot no longer serves The Engine. This brings her and M'Dusa into a measure of conflict with the strong willed Alchemancer taking a more pragmatic view of the problem.

Nightingale is very close to both Gretel and Tesla, sharing in Tesla's curiosity and Gretel's free spirit. Her take on the world is more light hearted than either of these two though as her tendency to always see the positives in everyone comes to the fore.

## Characteristics

Nightingale is a reasonably powerful Alchemancer. She has no access to the school of Fire at all so the most damaging Invocations are generally beyond her.

What makes her special is her ability to swap Elemental Essences in order to heal or maximise her healing. Keeping your Company fighting is where she truly excels.

## Weapon Features and Special Abilities

### Precision

Nightingale carries an extremely sharp surgical knife which she is surprisingly capable with.

### Elementalist

As a specialist in healing Nightingale has perfected the art of using the Elements at hand to heal those she tends to.

### Lamplight

Nightingale carries a large lamp with which she can see clearly in the darkest conditions to better treat the wounded. It glows with the power of the Essences trapped within and is extremely bright when the shutters are fully open.

### Flit

The elegant brass and timber wings Nightingale sports can carry her gently from place to place in long, elegant leaps but do not allow her to fully take flight.

---

**31  NIGHTINGALE**

| | |
|---|---|
| Spd | 5 |
| Str | 3 |
| Fin | 5 |
| Att | 4/5 |
| Def | 4/5 |
| Arm | 6 |
| Alc | 6 |

Life: 18

Elements:
Earth
Air
Water

**Weapons**
Surgical Knife: D6+3+Str (Precision)
Ladies Pistol: D8+4
Range: 5 / 7 / 9 / 15

**Special Abilities**
Elementalist
Lamplight
Flit

---

**NIGHTINGALE**

**Weapon Properties**
**Precision:**
- If Attack is 5 points or more higher than the Defence score then 3 extra damage is caused.

**Special Abilities**
**Elementalist:**
- May exchange any element for any other in order to generate Alchemantic Invocations that heal.
- May spend an extra 2 Water Essences to maximise any Healing Invocation.

*Lamplight:*
- May attempt to dazzle foe. Range 9"
- Opposed Finesse Check. If target loses they may not make ranged attacks until next turn.
- **Passive:** Characters within 1" to ignore effects that block line of sight or prevent ranged attacks.
- Does not include physical barriers.

*Flit:*
- Twice per game
- As a single action may make a double speed move over intervening objects or Characters.
- Measure move including vertical distances.
- Must land between Flits.

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## Tesla

"Ach" muttered Tesla, his hand deep inside the steel skin of the Gentlefolk Blacksmith. "Ze secondary motivator has blown, zis machine will not walk properly again soon"

The loud report of Launcelot's great rifle broke his concentration and he looked up towards where the sound came from. There was a haze that could either be fire or some form of Alchemancy obscuring much of the laneway ahead.

By his side stood the elegant form of a Gentlefolk housemaid although this particular unit was clad in a thick leather coat over a badly scorched uniform. Interestingly for a housemaid she also sported a pair of long, well made pistols.

Tesla had heard of these so called "free Gentlefolk" but had never had the chance to inspect one closely. The idea that one of his creations could become free of the automatic programming fascinated him and, when time allowed, he would most certainly enjoy both inspecting and talking to this unit.

For the meantime though there was a skirmish afoot and he needed to try and get this Blacksmith, damaged by a shell from Bill Psyches' great pistol, back into the fight in some fashion.

He again bent his concentration to the damaged automaton, reaching into one of the small hatches on Edison, his powered suit, he draw forth a small device.

The tool was short yet had many intricately manufactured tendril like arms. He took a moment to wind a cog at its base and, as the tendrils sprung to life, he placed it swiftly into the open panel on the Blacksmith's back.

As the device disappeared into the darkness a panel, covered in brass buttons and dials, arose from one of his armoured sleeves. Tesla's fingers worked the panel and deep within the damaged Gentlefolk unit clicking and whirring could be heard as the device did its work.

With a sudden jolt the Blacksmith straightened up and its eyes lit up with the characteristic aqua glow common to most of his kind.

Tesla closed the hatch as the blacksmith took a faltering step. Within moments the great construct was walking, albeit stiffly, towards the battle ahead. Tesla knew it was still malfunctioning and that it may not survive but even a damaged #42 model Blacksmith was not to be taken lightly in a fight.

Tesla smiled and gently stroked the intricate brass pigeon on his shoulder. "Time for me to join ze fight old girl" he said quietly. With that he flipped open a brass cover and depressed a small red button.

Edison whined as Tesla felt strength flow through him. He hoped the modifications to Edison would hold but "What is experimentation without testing ones theories" he thought as he charged towards the melee ahead.



### Tesla Stat Card

| | | |
|---|---|---|
| Spd | 4 | (5) |
| Str | 4 | (6) |
| Fin | 6 | (4) |
| Att | 5/5 | (7/4) |
| Def | 5/5 | (5/4) |
| Arm | 7 | 7 |
| Alc | 0 | |

**Life: 19**

**Weapons**
Plasma Staff: D8+3+Str
Ranged: D10+3 (Taser, Slow)
Range: 4 / 7 / 9 / 11

**Experimental Grenades:**
D8+6 (2" Template)
Range: 4 / 6 / 8 / –

**Special Abilities:**
Curious Tinkerer
Interference
*Overcharge Edison*
Overload! ☐

**Weapon Properties**
**Taser:**
- Staff is treated as a *Slow* ranged weapon.
- Finesse check vs 5 plus final Damage dealt or be incapacitated until next Maintenance Phase.

**Special Abilities**
**Curious Tinkerer:**
- May re-roll Finesse checks when interacting with items.
- +4 to Finesse Check to repair Gentlefolk.
- +2 to life restored.

**Interference:** *(Pigeons)*
Opposed Finesse Check in Close Combat foes are at -2 to their Attack or Defence if the check fails.
Check each round.

**Overcharge Edison:**
- Action to activate or deactivate
- Use bracketed Statistics
- Any roll of 1 or 2 whilst overcharged causes Overload!

**Overload!**
- All Characters within 2" of Tesla take D4 damage bypassing armour when Tesla Activates.
- If not deactivated in 2 turns suit explodes. D10+10 damage to Tesla (Splash D10+2)
- Deactivation requires a model to move up behind Tesla and spend an Action.
- Suit may not be overcharged once it has overloaded.

## Personality

Tesla was the first of its servants The Engine called forth. It recognised his intellect and talent and it planned to use his abilities to create ever more complex and efficient Gentlefolk so that it could later harness them as an army of sorts should it see the need.

He is a brilliant and curious man with a very particular talent for designing wonderful mechanical and clockwork creations. He is not fond of combat but is willing to weigh in and do his bit when required.

Recognising this possibility he designed a special armoured suit he nicknamed "Edison" that both protects him and enhances his strength. It is, however, a work in progress and it is wont to malfunction from time to time when under stress.

Telsa has genuine affection for most of the other Servants of The Engine, particularly Gretel with whom he shares an interest in devices and mechanisms.

He is happy to work in the service of The Engine and hopes, one day, to be able to inspect its workings more closely.

## Characteristics

Tesla is a moderately good fighter in his own right and quite a close combat monster when he chooses to *Overcharge* Edison. He is most useful when taken in a Company containing Gentlefolk as he can keep them fighting much longer than otherwise would be the case.

## Weapon Features and Special Abilities

### Taser
Tesla's Plasma Staff serves as both his Close Combat and Ranged weapon. It can unleash bolts of energy that cripple foes briefly.

### Overcharge Edison/Overload
When the suit is Overcharged Tesla becomes stronger and faster. Beware though should a circuit fail!

### Interference
Tesla has a special fondness for his flock of mechanical pigeons. He nearly always keeps one with him and he has them programmed to be as annoying as possible to his opponents.
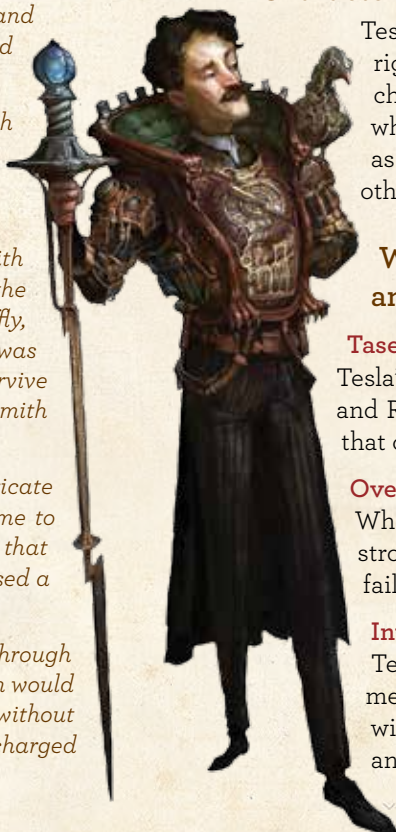
# Gretel & Hansel

*Crouching in the darkness Gretel watched as Hansel scurried away across the rooftops.*

*The small simian form leaped nimbly from gutter to gutter with a surety that made her slightly jealous. She was swift and sure footed but seemed a bumbling fool compared to the monkey.*

*Her right arm was sheathed in a long gauntlet made of brass and steel. This, named by Gretel as The Hand of Hansel, linked her with her small charge and allowed her control over his actions. It was as though his hand was an extension of hers and she could manipulate objects with the same skill from a distance as if she were in proximity to them herself.*

*She remembered her brother – that foul Alchemancer down in Salt Street had taken him – she remembered breaking into his laboratory – the vile stench in that cellar still clings to her memory – she remembered the discovery – what remained of her brother was a vaguely human homonculus – she remembered the killing – the Alchemancer, indeed all of his ilk, would not be spared.*

*The thoughts brought Gretel's hand to rest gently on the collection of wands tucked into her belt. As much as she despised Alchemancy she had to admit that it had its uses and, if nothing else it could be used to saves one's skin in dire circumstances.*

*Gretel was nothing if not practical. M'Dusa and Nightingale she knew were Alchemancers but both women had saved her on more than one occasion. She was prepared to let them practice their art.*

*Nouveau she was less certain of. He worked to the same goal as her, the defeat of Bill Psyches and, by extension the vile Alchemancer Nancy but his motivations were unclear to Gretel .*

*Hansel, some distance away now, reached a small copper covered hatch set into the rooftop of a warehouse. Through his eyes Gretel could discern the locking mechanism. The bond between them was almost perfect and although she could not see what he saw she somehow knew exactly what he was looking at down to the finest detail.*

*She raised her brass sheathed hand and Hansel did the same, she flexed the fingers of her gauntlet and, with the deft touch of a master locksmith she began to work on the portal through the small monkey's hand.*

*Within moments the lock clicked and the hatch dropped open. Gretel stood and, taking a running jump, leaped the alley way to join her small companion.*

*This warehouse held secrets that Nouveau wanted. Gretel would find them. Whether she passed them on depended on what it was she discovered...*

## Personality

Gretel is a fiercely independent young woman. She was orphaned along with her younger brother and they spent their childhood on the streets, surviving as best they could.

When her brother, Hansel, was taken by an Alchemancer for experimentation, Gretel sought out, found and killed the perpetrator. She has since spent much of her time hunting and slaying the Alchemancers who prey on the unfortunate to further their foul research.

She distrusts all Alchemancers but knows that some of them are powerful and work for more altruistic ends. She is prepared to use Alchemancy when it is to her advantage as there is one thing Gretel excels at – taking care of Gretel.

She has an active dislike of Nouveau. His need to see The Engine's will done regardless of the cost rankles both her sense of independence and justice.

She is content to work alongside him as long as it gets her closer to Nancy, her main target. If their goals no longer align then things may have to change.

## Characteristics

Gretel has a great Finesse score and is very fast with it. This makes her very mobile. Her attack and defence characteristics are fairly good too so she is a solid fighter in most circumstances.

## Weapon Features and Special Abilities

### Thrust/Linked Finesse

Gretel can direct blasts of force through her gauntlet to shove foes away from her (or off buildings). It can also be used to control the movements of Hansel allowing her to work from a safe distance.

### Nimble

Gretel's reactions have been honed over years of hunting Alchemancers. She is swift to spot danger and even swifter to get out of the way of it.

### Wands

When she slays an Alchemancer Gretel often finds a wand or two tucked into their lair. She has learned how to use these devices but does not have the skills to recharge them once expended.

**31 GRETEL & HANSEL**

Spd 6
Str 4
Fin 7
Att 5/5
Def 5/6
Arm 6
Alc 0 (6)

Life: 20

Wands:

**Weapons**
Hand of Hansel: D8+3+Str (Thrust) Range: 4

Dueling Pistol: D8+6 Range: 5 / 8 / 10 / 15

**Special Abilities:**
Linked Finesse
Witch Hunter
Nimble
*Wands*

**GRETEL & HANSEL**

**Weapon Properties**
**Thrust:**
- Action to use.
- No attack roll required.
- Opposed Finesse Check.
- If Gretel wins foe is moved D4 inches away.
- Characters stop at other Characters or intervening terrain over 1" in height but may fall off edges.

**Special Abilities**
**Linked Finesse:**
- May interact with objects through Hansel
- Allows Finesse checks for interaction up to 6 inches away from object.
- +4 to roll if foe is adjacent to object

**Witch Hunter:**
- +2 on all attacks against Characters with Alchemantic abilities
- In addition an Alchemancer loses essences equal to half the **final** damage dealt

**Nimble:**
- May re-roll Finesse Checks to avoid effects.

*Wands*
- 3 random Invocations. Each may only be used once.
- Gretel is Alc 6 when using a wand.
- Usual Alchemancy rules apply.

# Gentlefolk

First developed by the Stahlwerke Reichenbach of Prussia the "Selbstgesteuerter Dampfdiener" or Self Controlled Steam Servant was first sold to the public at the great Steam Expo in Hammersmith.

Initially the Steam Servants were simply robots who were built to serve a purpose - more animated machines than anything else.

The Engine, discerning that some scholars had found references to its nodes, decided that these new machines would make an excellent force with which to defend itself. It was concerned that if humanity could control the nodes it would begin to lose its control over the world and, to The Engine, control is everything!

The Engine's first action was to use some of its vast resources of power to bring forth a man from the future it intended - Nicolai Tesla. The Engine gave its new servant the task of improving the design of the machines to a point where they became useful servants.

Tesla set to work and within a year the simple, lumpen machines had become elegant works of art, mirroring the human form but unique and built to suit their purpose perfectly.

First adopted by the rich and powerful as household servants and a means to show their copious wealth and avoid the rather tedious matter of dealing with actual human staff, the "Gentlefolk" as they came to be called in England, were soon adopted by industry and the military where they truly began to prove their worth as a tireless and fearless force of workers.

Some Gentlefolk are simply human shaped automatons whilst others sport specially designed parts to carry out their tasks with great efficiency. Some have elongated legs, some centaur like forms and some are stocky and squat with great steam driven muscles that have many times the power of a human being. They are as varied as the tasks which they are required to perform. A perfect example of form following function.

Humans are still employed in many areas that Gentlefolk work but there are entire companies of miners and whole regiments of troops made up of the steam powered automatons.

The first generation of Gentlefolk were little more than preprogrammed machines, suited only to a dozen or so relatively simple tasks. The newer models are fully capable of learning and to some extent reasoning, better able to respond to their masters wishes and more able to operate independently.

This increase in independence has lead to some interesting and unexpected quandaries. In some cases the Gentlefolk have developed enough independence to actually leave their employment and strike out on their own.

This is rare but not so uncommon that in some areas of London you'll see the elaborate steel constructs selling flowers on street corners or working as labourers. There are even instances of Gentlefolk becoming highwaymen or robbers to make their living.

These "free" Gentlefolk are arrested and reprogrammed when they can be caught but the strength and speed of even the cheapest models makes this a difficult task for the Peelers.

Most Gentlefolk are adorned with items of normal clothing that make their owners feel more at ease with them. This is usually a simple hat, scarf or other clothing associated with their trade, sometimes the livery of a butler or other servant.

The "Free" gentlefolk tend to wear more human clothing to help conceal their true nature but remain fiercely proud of their steel heritage and will always allow some of their mechanical bodies to show.

In the years since they were first developed the Gentlefolk are now a common sight throughout England and Europe. They work in all manner of tasks and their presence in almost any situation raises barely an eyebrow these days.

Since the discovery of the Engine nodes there has been a great rise in the number of Gentlefolk "going rogue" as the Engine's plan comes to fruition and it takes control of ever increasing numbers of them.

*Gentlefolk Gamekeepers are bespoke models built to the specifications of their purchasers. Each one is different in some way.*

The Engine, knowing it has been discovered, has called its Servants but the control of these heroes has put a great burden on its resources. This would normally not be a problem but the rise, worldwide, of groups seeking to uncover and control the Nodes has meant The Engine now needs an army to defend itself. A few champions, no matter how powerful, just won't keep the never ending tide of those who seek its secrets at bay.

The Gentlefolk, developed under Tesla, proved to be just what The Engine desired. A band of fearless and tough servants who will unquestioningly do its bidding.

Controlling the Gentlefolk is much less of a drain than calling and keeping a human champion in line.

The Gentlefolk, however, cannot be healed by normal means, even most Alchemantic Invocations won't heal them. Tesla, however, has developed a special affinity for his creations and can repair even the most badly damaged ones quite quickly.

Where ever a challenger appears to be closing on a Node The Engine will take control of a number of the automata nearby and bring a Champion or two to defend itself.

This is The Engine's new plan. It must defend itself and these Gentlefolk are an integral part of its strategy. Combined with its Champions it now has a force worthy of calling itself The Servants of The Engine.

## Characteristics

### Mechanical

All Gentlefolk are mechanised automatons that have varying measures of self determination.

Some are quite independent and able to make complex decisions whilst others are programmed to do repetitive simple tasks with unyielding effort.

What is common to all Gentlefolk is their *Mechanical* nature. They are beings of brass and steel, driven by steam, electricity, cogs and engines. When damaged they must be repaired manually and they will not heal on their own and even the most powerful Invocations of Alchemantic healing will achieve nothing when applied to them.

Their mechanisms, for all their complexity, are designed to be rugged and relatively simple to maintain. Anyone with a modicum of technical skill can perform simple repairs and resets to get a Gentlefolk which has been damaged back into an operable state to some extent.

Massive damage can lead to them being rendered useless until they can be taken for major repairs but even a dismembered unit can eventually be restored to working order given sufficient time and money.

There are circumstances where the body of a Gentlefolk is shattered beyond repair but even in that case the central processing core can be transplanted into a new body keeping the training or "personality" of the original unit intact.
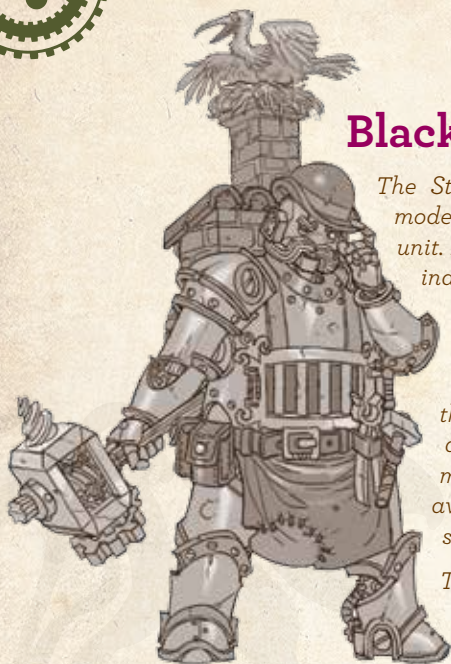
## Blacksmith

*The Stahlwerke Reichenbach #42 model is a large and very rugged unit. It is commonly used in heavy industry where great heat is involved.*

*It has a specially hardened chassis that resists all but the most devastating blows and it also sports some of the most powerful servo motors available giving it great strength.*

*The #42 can be manufactured with a number of specialised attachments or, as the case with the Blacksmith, two hands to add to its utility.*

The Gentlefolk Blacksmith is a bulwark for The Servants of The Engine. He is rather slow but incredibly difficult to damage seriously.

His Close Combat attack is good and he can deal out rather a lot of damage under the right circumstances. In terms of a Ranged Attack he can fling hot coals from his burner for a short ranged yet effective attack. The *Burning* property these coals have means that even the toughest opponent will be singed by their touch.

## Highwaywoman

*There are many models of Gentlefolk Servants. Some designed to be simple maids, some to be Footmen or Butlers whilst others exist with more specialised skills.*

*Oddly it seems that many of the "free" Gentlefolk seem to come from these models of the automatons. Whether this is due to the increased human interaction or a general design flaw in their programming has yet to be determined.*

*Most of the "free" Gentlefolk try to keep a low profile, working in menial jobs for a few coins or simply shelter but some have seen the wealth and luxury their former masters enjoyed and want more than a simple life.*

*These Gentlefolk often turn to crime and robbery, using their speed and strength to great benefit. Some become muggers or burglars but some, such as the Highwaywoman roam the countryside around London robbing rich merchants and nobles who happen to pass by.*

### BLACKSMITH — 26

| | |
|---|---|
| Spd | 3 |
| Str | 5 |
| Fin | 2 |
| Att | 4/3 |
| Def | 3/3 |
| Arm | 10 |
| Alc | 0 |

Life: 17

**Weapons**
Steam Hammer: D8+2+Str
Hot Coals: D4 (Burning) Range: (1x) 4 / 6 / 8 / –

**Special Abilities:**
Mechanical
Knockback
*Smoke*
*Shatter*

### BLACKSMITH

**Weapon Properties**
**Burning:**
- Damage bypasses armour.

**Special Abilities**
**Mechanical:**
- May not be healed by Invocations.
- Finesse check vs 7 plus current lost life to heal D4+2 damage.

**Knockback:**
- Any Close Combat Attack that causes 6 or more final damage knocks the foe back D4". Direction must be within 180° line of sight. D4 damage bypassing armour if terrain is hit and the target is also prone.

**Smoke:**
- The Blacksmith can emit smoke as an action.
- Place the 2" template over the model.
- Blocks line of sight
- Smoke is static and clears in the next maintenance phase.

**Shatter:**
- 2 Actions to attempt to Shatter an object.
- +6 to Finesse or Strength Check open any door, barrel or crate.
- If object has wounds or an Armour score he halves its Armour and adds 3 to any damage caused.

The Blacksmith can also tamp the burners in his belly to emit great plumes of smoke and steam that obscure vision and can provide a useful element of cover for his allies.

His powerful blows can *Shatter* doors or other items and his *Knockback* ability can send a foe flying (hopefully into something rather hard and a bit pointy).

All in all the Blacksmith can form a solid and reliable front line for you to build your plans around, safe in the knowledge that it will take some effort on the part of your opponent to dislodge him.

### HIGHWAYWOMAN — 28

| | |
|---|---|
| Spd | 5 |
| Str | 3 |
| Fin | 4 |
| Att | 4/4 |
| Def | 4/4 |
| Arm | 6 |
| Alc | 0 |

Life: 17

**Weapons**
Fighting Knife: D6+3+Str
Dueling Pistols: D8+6 (Dual Fire) Range: 6 / 8 / 10 / 15

**Special Abilities:**
Mechanical
Aim
Stand and Deliver
Shifty

### HIGHWAYWOMAN

**Weapon Properties**
**Dual Fire:**
- Fire two shots in rapid succession
- -4 to Ranged Attack. Resolve both Attacks as one Attack Roll
- Roll Damage twice.
- Weapon is treated as 'Slow' when dual firing.

**Special Abilities**
**Mechanical:**
- May not be healed by Invocations.
- Finesse check vs 7 plus current lost life to heal D4+2 damage.

**Aim:**
- +2 on Ranged Attacks if no movement prior. Once per turn. May not be used with Dual Fire.

**Stand and Deliver:**
- May take a single shot at -2 to Ranged Attack at any foe who attacks in Close Combat from within her line of sight.
- May not be combined with Dual Fire.

**Shifty:**
- If the Highwaywoman is engaged in a Close Combat Melee she may freely leave the fight without a Finesse Check should she not be the only Character from her Company involved.
- May not re-enter the Melee during the same Activation.

The Highwaywoman is quite fast and her Combat Characteristics are decent making her a good all-rounder for a Servants of The Engine Company.

She can snap off shots from her pistols simultaneously giving her *Dual Fire* or she can choose to *Aim* more carefully by not moving but this rather limits her tactical flexibility.

Life on the highways can be hard so she is used to coming under sudden and surprising attack. She can draw a pistol and fire in an instant when using *Stand and Deliver* so foes need to plan their attacks carefully or risk being gunned down as they attack.

She is also adept at knowing when to get out of a fight with *Shifty* allowing her to leave Close Combat at any time if an ally is involved in the melee so she can leave the bloody work to those who are better suited.

## Lancer

*Early in the development of the Gentlefolk the military commanders of a number of countries took great interest in the work of the Stahlwerke Reichenbach. They saw the potential for a force of relentless soldiers that could fight effectively and had none of the political problems that the loss of human soldiers could engender.*

*Adopted initially in small numbers as support companies they now form whole regiments in many armies throughout Europe. Britain in particular has taken to the steel soldiers with many more variants than most other forces. The 14th Lancers, known as "The Queens Own Mechanised Horse" or nicknamed "The Corgis" are but one such unit.*

*The Engine makes great use of these easily controlled troops to bolster the ranks of its Servants. It is much to the consternation of their commanders that numbers of Gentlefolk Soldiers going missing has increased of late...*

The Lancer has good Close Combat Characteristics and decent Ranged attacks. He is very fast and reasonably tough so he can withstand a fair amount of damage before failing in his duty.

## Flower Seller

*The numbers of "free" Gentlefolk are growing as The Engine takes control of ever increasing numbers of them to bolster its forces in the protection of its nodes.*

*Some are military models but most are simple factory workers or industrial units.*

*These Gentlefolk take to the streets using the tools which they were built with to make a living either working in secret for less discerning employers or finding a way to make money in the tough lanes and alleys of London.*

*They quickly become adept at blending into crowds and can sometimes fool an inattentive passer by into thinking they are human. A simple flowergirl will hardly spare a second glance from a passing Peeler and many a mugger has fallen afoul of an innocuous looking person on the street who turns out to be sporting sharp blades or a great steam driven fist.*

### LANCER (Card 29)

| | |
|---|---|
| Spd | 6 |
| Str | 4 |
| Fin | 4 |
| Att | 5/4 |
| Def | 4/3 |
| Arm | 6 |
| Alc | 0 |

Life: 19

**Weapons**
Lance: D8+3+Str (Reach)
Cavalry Pistol: D8+4
Range: 5 / 7 / 9 / 12

**Special Abilities:**
Mechanical
Hard Target
Run Through
Thundering Charge

### LANCER

**Weapon Properties**
**Reach:**
- The Lancer can make a Close Combat attack from behind an ally.
- Attack is not considered a Charge.

**Special Abilities**
**Mechanical:**
- May not be healed by Invocations.
- Finesse check vs 10 plus current lost Life to heal D4 damage.

**Hard Target:**
- If the Lancer is running then he adds an additional 2 to his Ranged Combat Defence Characteristic.

**Run Through:**
- Should the Lancer's D20 attack roll be 15-20 on a Charge he may elect to continue with his move after the initial attack and, if desired engage a second Character in Close Combat.
- The second foe is not considered to be Charged.

**Thundering Charge:**
- An additional D4 damage is caused on a Charge Attack.
- Foe must make a Finesse check at a difficulty of 5 plus final damage dealt or be knocked prone.
- Large Characters get +4 on this check.

He is best used on the move where his *Hard Target* and *Thundering Charge* abilities can be used to best effect.

*Run Through* allows him to attack one foe and then continue on to engage a second enemy, a very useful ability for denying your opponent tactical flexibility.

*Reach* allows the Lancer to engage in a Close Combat attack without becoming mired in a melee so his speed and mobility can be used to great effect.

The Lancer forms a fantastic supporting Character in any Company, lending his powerful attacks to the fight where he is most needed.

### FLOWER SELLER (Card 23)

| | |
|---|---|
| Spd | 4 |
| Str | 3 |
| Fin | 4 |
| Att | 5/- |
| Def | 4/4 |
| Arm | 6 |
| Alc | 0 |

Life: 17

**Weapons**
Pruning Blades: D8+2+Str (Razor Sharp)
Scorpion Shears: D6+2+Str (Rear Defence)

**Special Abilities:**
Mechanical
Multi Strike
Inconspicuous

### FLOWER SELLER

**Weapon Properties**
**Razor Sharp:**
- A Critical hit is scored on a 19 or 20.

**Rear Defence:**
- If she is attacked from the rear she gets 1 immediate strike against her foe at -4.

**Special Abilities**
**Mechanical:**
- May not be healed by Invocations.
- Finesse check vs 7 plus current lost life to heal D4+2 damage.

**Multi Strike:**
- May attack twice in Close Combat. One attack with each weapon.

**Inconspicuous:**
- She may not be targeted with a ranged attack unless her opponent wins an opposed Finesse Check.
- She can spend 1 Action in her turn to give herself a +4 bonus to this check until her next Activation.
- If she is engaged in Close Combat or attacks then this ability does not apply and she may be targeted as normal. Ability is triggered again if she can get out of line of sight of all opponents.

The Flower Seller is a Close Combat focussed Character. She has no ranged attack whatsoever but this is made up for by her *Inconspicuous* ability that allows her to move across the tabletop largely unmolested by fire from her enemies.

She has a number of wicked blades built into her body, a function of her previous work in a tannery. She can put these to very good use in a fight with her *Multi Strike* ability allowing her to attack twice in Close Combat.

The *Razor Sharp* main blades on her left arm can shear through flesh with ease whilst the smaller blade mounted on her back allows her to strike behind her with ease giving her a *Rear Defence* when attacked from behind.

Used carefully she can take down a much tougher opponent than her points would suggest but if she is detected before she manages to close the distance to reach Close Combat she will likely fall to a fusillade of fire before she can do any damage herself.

## Teacher

*Wealthy households and schools often employ Gentlefolk as teachers or matrons. They are easily programmed with the knowledge they are to impart to their young charges and are known to brook no misbehaviour.*

*These models are made surprisingly tough in order to withstand the attentions of recalcitrant children and even the most mischievous child will have a difficult time causing any damage whatsoever to their tutor or nanny and woe betide them should they try.*

*The stern demeanour of these Gentlefolk can cow even their masters from time to time and more than one Lord of the Manor has been subjected to a "good telling off" for having more single malt whiskey than the rather strict tutor considers a good example to her charges.*

The Teacher is best used to foil your opponent's plans. She isn't powerful in combat but can restrict the options an enemy Character has available to him or her.

## Gamekeeper

*Many of the large estates around England and Europe employ Gamekeepers to both keep watch on the hunting grounds they own and keep the borders of the estate secure in general.*

*The wealthiest of these will commission one or more bespoke Gentlefolk to act in this role. These automatons are designed from the ground up to the specific requirements of the client and are both useful servants and a mark of prestige in polite society.*

*They are tireless in their work and will not, unlike their human counterparts, take a quiet nap under a shady tree when they should be keeping their master's game safe from poachers.*

*In addition they do not respond with any sympathy to the tales of the poor locals who simply seek a meal of pheasant or deer, their powerful shotguns or cunning traps often giving a rather bloody answer to any intrusion on the Lord's land.*

### Teacher Card

**19 — TEACHER**

| | |
|---|---|
| Spd | 4 |
| Str | 3 |
| Fin | 3 |
| Att | 3/3 |
| Def | 4/3 |
| Arm | 6 |
| Alc | 0 |

**Life: 15**

**Weapons**
Switch: D6+3+Str (Pain)
Darts: D8+4
Range: 4 / 6 / 8 / –

**Special Abilities:**
Mechanical
Stop It You Naughty Boy!
Stern
*Lecture*

**TEACHER**

**Weapon Properties**
**Pain:**
- Any Character that takes any damage from the Switch must make a Str Check. Difficulty 5 plus final damage dealt or be Stunned.

**Special Abilities**
**Mechanical:**
- May not be healed by Invocations.
- Finesse check vs 7 plus current lost life to heal D4+2 damage.

**Stop It You Naughty Boy!:**
- To attack the Teacher in Close Combat Foe must make a Str Check with a Difficulty equal to her current Life.
Failure ends Activation.

**Stern:**
- When any damage is taken roll a D20.
- If the roll is lower than the current Life of the Teacher then the damage is reduced by 2.
- This can reduce the damage to 0.

*Lecture:*
- As an Action may Lecture a Character within 6"
- Opposed D20 adding the current life of the Teacher and the foe.
- If Teacher wins the opponent loses all Actions for the turn.

Her Switch doesn't do a great deal of damage but its strikes cause *Pain* which can stun a foe.

She is quite a daunting figure on the tabletop with opponents having to weather the storm of a very firm telling off in order to attack her. When she is engaged she is able to shrug off some damage using her *Stern* ability as the patented Discipline Module this model of Gentlefolk comes with as standard kicks in.

Those that are seen to be behaving badly in her sight may be the recipient of a rather unrelenting *Lecture* that may make even the most determined attacker shuffle and bow their head like a naughty schoolboy.

### Gamekeeper Card

**26 — GAMEKEEPER**

| | |
|---|---|
| Spd | 5 |
| Str | 4 |
| Fin | 4 |
| Att | 4/4 |
| Def | 4/4 |
| Arm | 6 |
| Alc | 0 |

**Life: 17**

**Weapons**
Skinning Knife: D6+3+Str
Shotgun: D6+6 (Blast)
Range: 6" Cone Template

**Special Abilities:**
Run 'Em Down
Mechanical
*Trapsetter*
*Ammunition*

**GAMEKEEPER**

**Weapon Properties**
**Blast:**
- No roll to hit.
- Follows all rules for explosions.

**Special Abilities**
**Run 'Em Down:**
- The Gamekeeper may make a special 2" move in addition to his normal move if he intends to make a ranged attack against another Character.

**Mechanical:**
- May not be healed by Invocations.
- Finesse check vs 7 plus current lost life to heal D4+2 damage.

*Trapsetter:*
- Action to lay a trap.
- Trap placed adjacent to the Gamekeeper.
- Any model moving within 1" of the trap must make a Difficulty 17 Finesse check. Roll a D6 on the table below if check fails:
1-2 Bear Trap: D10+5 damage
3-4 Snare: May not move until an Action is used to make a Finesse check with a Difficulty of 12.
5-6 Badger Bomb: 2" explosion D6+5 damage. Prone if damage taken.

*Ammunition:*
- Action to change ammo.
- Bird Shot: as card
- Deer Slugs: D10+5
Range: (1x) 5/7/10/15

The Gamekeeper is a kind of area denial Character. Using his *Trapsetter* ability he can restrict your opponent's tactical options and the *Blast* from his shotgun makes bunching up a poor option when a Gamekeeper is nearby.

His *Run 'Em Down* ability makes him more mobile and useful, especially when combined with his good base Speed.

He can swap out the *Ammunition* in his gun for more targeted ranged attacks which extend the range of his gun greatly.

The Gamekeeper has no particular weaknesses and, as such, can form a reliable and sold cornerstone for any attack by The Servants of The Engine.
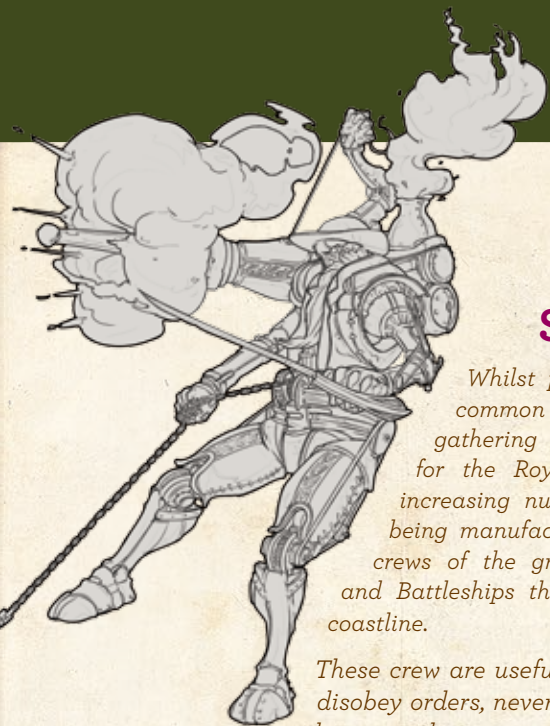
## Sailor

*Whilst press-gangs are still common throughout England, gathering human sailors for the Royal Navy there are increasing numbers of Gentlefolk being manufactured to bolster the crews of the great Steam Frigates and Battleships that secure England's coastline.*

*These crew are useful in that they never disobey orders, never get drunk on shore leave and never get restive or need feeding during long sea voyages.*

*In addition they are able to haul the heaviest of anchors with ease and can be fitted with heavy weaponry for use in boarding actions and land actions by the ship's Marine contingents.*

*The Admiralty consider them models of the Naval Crewman and whilst they do have their problems (including a propensity to sink rather than swim) the shortcomings are very much less a problem than those posed by an unruly human sailor.*

The Sailor is a mobile firebase that can bring sustained and dangerous fire upon those who he is brought to bear against.

## Miner

*Many Gentlefolk see work in dangerous industries such as Mining or other forms of excavation. It is easier and simpler for companies that control these kinds of projects to repair a badly damaged automaton than it is to send a rather distressing letter to a bereaved family.*

*Almost universally these models of Gentlefolk are tough and well made to withstand the rigours of the work they undertake. They are strong and powerful if somewhat less agile and clever than might be necessary for more complex tasks.*

*The tools they carry are incredibly effective should The Engine wish to make use of them in its forces and they can wield them with skill against an opponent just as well as a rock wall.*

*Many of them carry explosive charges to break through stubborn areas of stone and these can be used to great effect should they be lobbed towards a foe.*

The Miner is best at Close Combat. He does have the ability to throw Dynamite but his attacks in this fashion are short ranged and often inaccurate.

As is common to this kind of Gentlefolk he is *Tough* and hard to hurt but is relatively poorly made and will become damaged easily if his stout outer casing is breached.

### Sailor (card)

26 — SAILOR

| | |
|---|---|
| Spd | 3 |
| Str | 3 |
| Fin | 3 |
| Att | 3/4 |
| Def | 4/3 |
| Arm | 6 |
| Alc | 0 |

Life: 17

**Weapons**
Cutlass: D8+3+Str
Cannon: D10+6 (2" Blast) (Slow)
Range: 6 / 10 / 15 / 20

**Special Abilities:**
Mechanical
Consolidation
*Ammunition*
*Stand Firm*

**Weapon Properties**
**Slow:**
- The Cannon may only fire once a turn.

**Special Abilities**
**Mechanical:**
- May not be healed by Invocations.
- Finesse check vs 7 plus current lost life to heal D4+2 damage.

**Consolidation:**
- At the end of his Activation the Sailor may make an additional 3" move.
- He must end up closer to an ally than when he started.

**Ammunition:**
- Action to Change Ammunition
- *Shell:* As front of card. May be aimed at a point on the table. Shot then has a Difficulty of 15.
- *Cannister:* D8+6 9" Cone Template No roll to hit.

**Stand Firm:**
- As an Action the Sailor may plant his anchor.
- Reduces penalty for range by 2
- May not move and is considered to fail any Finesse Check to avoid effects.
- May not be repositioned by most effects.
- Moving will end the Stand Firm effects.

His Cannon has two types of *Ammunition* that allow him to choose different templates to suit the situation at hand. He can also choose to *Stand Firm* which makes his shots more accurate at the cost of mobility.

Designed to operate in the fluid situation of boarding actions the Sailor can *Consolidate* to keep close to his allies in battle which greatly increases his survivability.

His heavy Cutlass can inflict a nasty wound on most foes but his primary use is to bring pain and woe to your enemies with the large and dangerous cannon on his shoulder.

### Miner (card)

24 — MINER

| | |
|---|---|
| Spd | 4 |
| Str | 4 |
| Fin | 2 |
| Att | 4/3 |
| Def | 4/3 |
| Arm | 6 |
| Alc | 0 |

Life: 17

**Weapons**
Mining Gear: D8+3+Str (Piercing)
Dynamite: D8+4 (2" Blast)
Range: 4 / 6 / 8 / –

**Special Abilities:**
Mechanical
Plough Through
Tough
*Shatter*

**Weapon Properties**
**Piercing:**
- Any attack with an unmodified D20 roll of 15-20 reduces the target's armour by 2.

**Special Abilities**
**Mechanical:**
- May not be healed by Invocations.
- Finesse check vs 7 plus current lost life to heal D4+2 damage.

**Plough Through**
- Must be combined with a Charge
- Difficulty 13 Strength check to move through an opposing Character.
- Difficulty 17 if Large
- Difficulty 15 to move through terrain.

- Scatter small terrain & foes moved D4" using Grenade Template.
- Objects or Characters stop at terrain but may fall off edges.
- May not be combined with Furious Charge

**Tough:**
- Damage caused is reduced by D4 points for each attack.
- May reduce damage to 0.

**Shatter:**
- 2 Actions to attempt to Shatter an object.
- +6 to Finesse or Strength Check open any door, barrel or crate.
- If object has wounds or an [...] halves [...] adds 3 to any damage caused.

The skills he is programmed with allow the Miner to tear through buildings and doors, burrowing his way where most others cannot pass.

He can *Plough Through* terrain and *Shatter* objects that stand in his way of reaching his foes.

The Miner is a useful addition to your Company should you be taking on heavily armoured foes.

## Special Abilities & Weapon Properties

*All Characters in Twisted are possessed of remarkable abilities far beyond that of normal people. They also carry weapons of high quality or unusual design that offer some very important benefits.*

*Some of these are unique to an individual Character and some are shared between a number of different Characters.*

*In all cases they make the Characters who fight for your Companies in Twisted far beyond the powers of the normal folk who otherwise populate London!*

This section of the rulebook gives you a complete list of all abilities presented for your Characters to use in Twisted.

They are given in alphabetical order and more fully explain the rules that are given as point form reminders on the rear of each Character Card.

More information is given on why each Character has the relevant ability is given in *Sgt Clark's Notebook of Pre-eminent* Persons from page 100.

### Aim

*The Highwaywoman's eyes narrowed as she looked along the barrel of her pistol. Any moment now Bill would move into just the right position. Her finger tightened on the trigger and she awaited her moment...*

Any Character with this ability may claim a +2 bonus on Ranged attacks should they not move before the shot takes place.

An Aimed shot may only be taken once a turn and may not be combined with the *Dual Fire* ability.

### Alchemantic Proxy

*Some Alchemancers have special links with Familiars or other conduits. They can use these to channel their Invocations greatly increasing the range of their elemental powers.*

Characters with an *Alchemantic Proxy* can direct their Invocations through the nominated conduit. The relevant Character Card will specify any conditions that apply to this ability.

Line of Sight and Range are calculated from the position of the Proxy.

*Feygin, the old rogue who leads and cares for the Urkin.*

### Ammunition

*It is wise to be prepared for all eventualities and carry more than one type of ammunition for your gun. Swapping the ammunition out does take a few moments but it is often worth the effort.*

A Character with this ability may take an Action to change the ammunition before his or her ranged weapon fires.

The details of the various types of Ammunition carried are given on the relevant Character's card.

### Amorphous

*The Sewer Slime moved to the wall below the balcony on which Gretel stood. Without pausing it threw three tendrils upwards and began to ascend...*

*Amorphous* Characters have bodies that are, or can become, shapeless blobs of semi solid matter. They may also be swarms of smaller creatures that form a kind of flowing mass.

Their movement is not hampered by any terrain element 1" high or less. They simply flow over or around it. In addition they are not affected by *Difficult Terrain* of any form and can simply move through it at their normal Speed.

Characters with this ability can also climb terrain at full speed and need not make any kind of check to ascend. As usual they may not end their move partway up terrain.

Their shapeless form also means they cannot be flanked or attacked from the rear and they have no 180° line of sight. They may attack in any direction at any time.

### Arcing

*Feygin took aim at the Gentlefolk Miner. A bolt of energy shot from the globular tip of his pistol and struck the steel construct in the chest. It stiffened as the electrical charge coursed through its workings.*

*In the blink of an eye a stray bolt shot from the Miner's back and struck an Urkin lurking nearby. The foul little lad squealed and fell to the flagstones..*

Weapons with the *Arcing* property fire bolts which can arc and hit Characters within 2" of initial target. The user has some control over the arcing by careful timing of the shot but this is difficult and prone to accident.

If the initial target of the attack is hit and takes at least 1 damage then the bolt may arc.

Roll a D6 to see what effect the arc has:

1   The bolt immediately arcs again hitting the next nearest target, **friend or foe**.

2-3  The Bolt doesn't arc

4-6  The Bolt arcs to an opposing Character only.

For each instance the bolt arcs you must roll a D6 as above to see what occurs.

The arcing effect continues until any Character takes no damage from the attack.

## Assault

*If you are about to attack a foe and you have a gun handy it would be wise to shoot them as you charge...*

As part of a Charge Action a Character with this ability is able to make a single Ranged Attack against the target of the Charge.

This attack is considered part of the move and does not require the use of a separate Action.

The shot is resolved as normal, calculating range from the start of the Charge move. An additional -4 penalty applies to any penalties from the base range of the attack.

## Aura of Death

*Gretel crouched in the alley, her pistol at the ready. There was a whisper behind her and she turned to see the wizened hand of the foul undertaker Sowerberry reaching for her. She tried to bring her gun to bear on him but a strange sense of looming mortality clouded her mind and her hand began to shake uncontrollably...*

Roll a D10 BEFORE the start of each Close Combat round for each foe in base to base contact with Sowerberry and consult the table below.

| 1-4 | No Effect |
| 5-6 | -1 to foe's Close Combat Characteristics |
| 7-8 | -2 to foe's Close Combat Characteristics |
| 9-10 | 1D4 Immediate damage, bypassing Armour |

The effect of the Aura of Death is immediate and, with the exception of the damage result only lasts for the current round of Close Combat. The effect must be re-rolled each round.

## Awareness

*In combat it is wise to watch every direction at once. Attacks can come from unexpected directions at any moment.*

Characters with this ability cannot be flanked. Their opponents also receive no bonus for attacking from the rear.

They may still be Outnumbered however.

## Backstab

*Those who are skilled in street-fighting can make great use of the exposed areas of an unwary opponent.*

Characters with this ability cause an extra 2 damage should a Close Combat attack hit if they are attacking from anywhere outside the 180° line of sight arc of their opponent.

This bonus damage is in addition to damage gained from charging or from any other source.

## Berserk

*Unbridled fury is a dangerous and fickle ally...*

Characters that have this ability will normally have one or more Characteristics that change when they become Berserk. These are noted on the Character Card.

Also noted on the card will be the circumstances under which the Character may become Berserk.

Each instance of this ability is handled slightly differently so the relevant Character Card will describe the effects more fully.

## Blast

*Some weapons fire great sprays of pellets or jets of fire that can cause harm to any in the area affected.*

A weapon with this property will use a template as defined in its rules when employed in a ranged attack.

No roll to hit is necessary, simply place the template where desired and use the rules for template attacks and explosions as given on page 37 under Explosions and Area Effects.

Any Character under the template is affected, even allies of the Character making the attack.

## Bleed

*A wickedly sharp blade can bite deep and cause wounds that can prove fatal if prompt aid is not forthcoming...*

A Character who takes damage from a weapon with this property must make a Finesse check with a difficulty of 5 plus the final damage dealt.

If the check is failed then the target takes 2 damage in the Maintenance Phase of each turn until healing is applied. Any successful healing will cause *Bleed* to cease effect immediately

Additional instances of *Bleed* attacks do not increase the loss of Life but you may be made to bleed again if you have been previously healed from an earlier instance of this property.

Bleed will not affect Characters with the *Mechanical* ability.

*Launcelot strikes Bill Psyches and causes 12 damage. Bill's armour is 8 so 4 points of final damage is caused.*

*Bill must now make a Finesse check with a Difficulty of 9 (base 5 plus 4 damage) or lose 2 more Life in the Maintenance Phase.*

## Bow Out

*Knowing when to back out of a fight you cannot win is important to victory.*

Characters who have this ability may make a special 1" move as an Action that disengages them from Close Combat without the need for any opposed Finesse check.

Further Actions may be taken, however the Character who has "Bowed Out" may not then Charge the same foe they disengaged from.

## Burning

*Great heat will penetrate even the stoutest of protections.*

Weapons with the *Burning* property bypass the armour of the target.

Damage is done but the Armour of the target is not taken into account in the final total.

## By The Engine's Will

*The List clattered and a name emerged. Launcelot stiffened and drew his sword. Feygin would suffer today.*

At the start of each mission choose a random Character from your opponent's Company. Simply assign each Character a number and roll an appropriate dice.

Launcelot receives a +2 on all attack rolls against that opponent. This bonus does not apply to damage caused.

## Challenge

*Even in the hard edged streets of London it is sometimes considered cowardly to refuse a direct offer of single combat from an opponent.*

As an Action a Character with this ability may issue a *Challenge* to an opposing Character who is within 6".

Once issued an Opposed Strength check is made. Should the Challenger win the foe must immediately make a single Move Action towards him or her and attempt to enter Close Combat. This does not count towards the *Challenged* Character's two Action allotment for the turn.

If the *Challenged* Character cannot reach the challenger in a single Move Action he or she will still move towards the *Challenging* Character by the most direct route possible.

The challenger must only attack the opponent he or she has challenged and you may not *Challenge* a Character who is currently engaged in Close Combat.

This effect ends in the Maintenance Phase following the *Challenge*.

## C'mere Lads

*Feygin whistled the signal. All his Urkin knew the notes and would quickly come to his aid if they were within earshot.*

Some Characters in Twisted can call allies to their aid. This is normally an Action to perform and can generally only be used once a turn.

The Difficulty of the check and Characteristic used are given on the relevant Character's card.

The Character Card will also give the results of the successful use of the *C'mere Lads* ability.

Additional Characters summoned in this manner will always appear on a table edge closest to the Character who called them and will Activate in the turn following their summoning.

They may be attacked before they Activate if an opponent is able to get to them.

## Consolidation

*The expression "keep your friends close and your enemies closer" is not wise advice to follow in the heat of battle...*

Characters with the *Consolidation* ability may make a special move at the end of their activation.

The distance moved and any conditions on this ability will be given on the relevant Character's card.

The one condition that is common to all instances of this ability is that the *Consolidating* Character must end his or her movement closer to an ally than when he or she began the *Consolidation* move.

## Cowl Form

*The shock of the bullet hit M'Dusa like a steam train. She glanced down at the host body and saw a gaping wound. As the body gave way she separated from it and quickly moved away into the relative safety of the darkened alley.*

*A new host would make itself available soon enough and then the battle would continue...*

If M'Dusa is reduced to the Wounded state then all her Characteristics change to the ones in brackets as printed on her Character Card. These altered Characteristics represent M'Dusa in Cowl Form.

Whilst in this state M'Dusa may not be healed by any means other than an Eye of The Engine Card which is assumed to regenerate her original host body.

If, whilst in Cowl Form, M'Dusa is in base to base contact with an opponent who is Taken Out of Action she regains 10 Life and can be healed as normal.

This represents her taking the opportunity to possess a new host body and rejoin the fight proper.

## Curious Tinkerer

*Some people have a special affinity with mechanical or technological items.*

Characters with this ability may re-roll Finesse checks when interacting with objects such as doors, chests or Tendrils of the Engine. Any device or structure that requires a Finesse check to interact with it will be able to be affected by this ability. This re-roll may not be used on the Finesse check required to repair a *Mechanical* ally however.

Those with the ability can, however, take a +4 bonus to the Finesse check required to repair Characters with the *Mechanical* ability. In addition a successful check heals an extra 2 points of damage.

## Dead Eye

*Firing into the chaos of hand to hand combat can be dangerous for your allies. A skilled shooter can predict the movements of the combatants slightly and reduce the risk to much more acceptable levels.*

The Dead Eye ability reduces the penalty for *"Erring on the side of caution"* when firing into Close Combat from -4 to -2.

See page 36 for more details on firing into Close Combat.

## Determined

*A skilled fighter can take advantage of the momentary shock that is apparent when the ally of a foe falls...*

Should a Character with this ability take a foe Out of Action he or she may immediately make a single free Close Combat attack against a second foe who is also in base to base contact.

Should this second foe also be taken Out of Action then an additional attack may be made should further opponents be in base to base contact.

No movement may be taken between these attacks.

## Disturbing

*There are certain foes that are unsettling to fight. It may be the terrible aura of death that follows a stone cold killer, the sense that a being is not of this world or perhaps it is the miasma of the otherworldly stench that is common to the sewers of London that is worrisome.*

A *Disturbing* Character can cause his or her opponents to fight less effectively as they become shaken by the vile aura that surrounds them.

When engaging a Character with the *Disturbing* ability in Close Combat make an opposed Life Check. Each Character rolls a D20 and adds his or her current Life. The higher result wins.

Should this check fail then the attacker suffers a -2 to hit for the Close Combat Round at hand.

This check is remade each time an attack is attempted against the *Disturbing* Character.

## Dodgy Grenades

*Urkin take a strange pleasure in making explosive devices. They enjoy the noise, chaos and not least the carnage that the bombs sometimes create.*

*Luckily for their opponents they aren't terribly good at making the grenades and they never quite know what will happen when the pin is pulled or the fuse lit...*

When an Urkin throws a grenade roll D6 after determining where the grenade has landed.

The following table gives you the result of the Urkin's bomb making efforts:

1   *Squib* (no effect)
2   *Smoke* 4" Template
    Clears in the Maintenance Phase 1 turn after the grenade was thrown. Blocks Line of sight - see *Smoke* ability on page 141 for more information.
3   *Pop!* Splash Damage
    D6+5 Damage
    Splash: D6
4-5 *Bang!* 2" Blast Template
    D8+6 Damage
6   *Boom!* 4" Blast Template
    D10+6 Damage

## Dual Fire

*Some combatants carry more than one pistol or have a weapon capable of firing rapidly. This can ensure quite substantial damage is done quickly but the recoil can be difficult to manage.*

A Character who has a weapon with this property may fire two shots in rapid succession or two shots at the same time depending on whether they are wielding a rapid firing gun or a brace of single shot pistols.

When making this type of attack both shots are resolved as one attack roll using only a single Action.

There is a -4 penalty to the Ranged Attack in addition to any penalties for range as usual.

Should the shot hit home two lots of damage are rolled separately and the target's Armour is removed from each of the separate damage results.

Any weapon is treated as *Slow* when dual firing which means you may not *Dual Fire* and then fire again in one Activation.

You may not use one of Dr Disraeli's special bullets to affect a Dual Fire Ranged Attack.
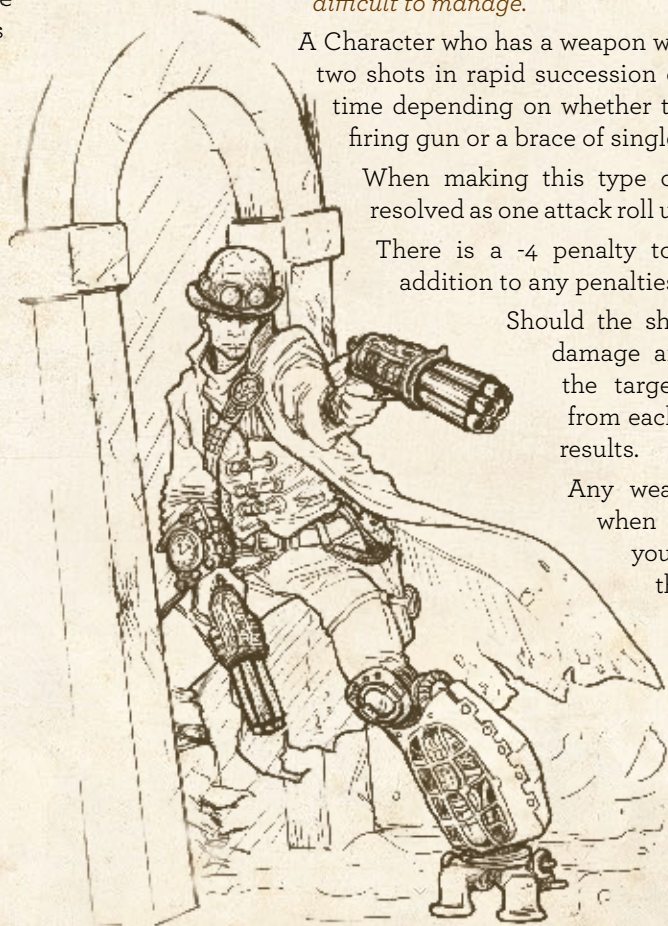
## Elemental

*A few Alchemancers have mastered the art of firing off small elemental bolts of energy. Some have also managed to find a way to imbue weapons with the very same energy.*

Some Alchemancers can generate Alchemantic Bolts of energy that they can fire much like a weapon. For these kinds of attacks you must choose the kind of elemental effect before making the attack.

The same applies to weapons that use these rules. You must select the energy of the attack before making it.

On a base D20 result of 15-20 on the attack roll one of the following effects is applied in addition to regular damage:

**Fire:** +1D4 Damage bypassing Armour. Only the bonus damage bypasses the Armour of the target. Any other damage takes Armour into account as normal.

**Earth:** The target is treated as being Wounded until the next Maintenance Phase

**Air:** The target becomes a ghostly form and may not cause or receive damage from any physical attack until the next Maintenance Phase

**Water:** *All* dice rolls made by the target are reduced by 1 until the next Maintenance Phase

Not all Alchemancers or Weapons can use all of the elemental effects. The card of the Character in question will list which may be used.

## Elementalist

*Some skilled Alchemancers are able to tap into the energies of elements not normally associated with a certain Invocation and use them to power other types of Alchemancy.*

Alchemancers with this ability can swap Elemental Essences they hold for the Essences required to power certain types of Invocations.

The type of Elements that can be generated in this manner are given on the specific Character's card.

It is also possible that Characters with this ability may be able to spend more Essences when calling an Invocation to ensure it operates at the maximum of any variable value.

*Nightingale has the Elementalist ability. In her case she is able to swap any Elemental Essence for any other in order to generate an Alchemantic Invocation that heals in any way.*

*She can also spend extra Water Essences above those required in order to maximise the dice roll for any healing Invocation.*

## Engine Linked

*Nancy ducked back into the doorway. Shots ricocheted off the stonework around her. She gathered her concentration and called the Invocation and, stepping back into the street, she trusted The Engine would keep her from harm...*

When an Engine Linked Character chooses to Tempt Fate he or she may draw a second card after having seen the first.

This second card must then be taken regardless of the result.

The first card is placed back in the Eye of The Engine deck as normal.

## Entangle

*The tentacle snaked out of the sewer grate and grabbed the Urkin. With a squeal the small lunatic was dragged from his feet...*

Any weapon or Character which has the *Entangle* property may, in the right circumstances, be able to hamper the movements of an opponent.

If the base D20 attack roll is 15-20, and the attack hits, the attacker may choose to try and entangle the foe.

Make an Opposed Finesse check. If the attacker wins the opponent is entangled and may not move or attack and all Defence rolls are at -2 if attacked.

Entangled Characters must take an additional -2 penalty on any attempt to call an Alchemantic Invocation.

If the weapon which has the *Entangle* property is a Close Combat weapon then the attacker may not move away from the Melee unless he or she chooses to end the *Entangle* effect. Additionally the weapon which has been used to *Entangle* a foe may not be used to attack a second opponent whilst the first is *Entangled*.

Ending the *Entangle* effect is not an Action. The relevant Character simply declares the effect ended.

The entangled Character may attempt to break the effect in his or her Activation my making a further Opposed check using either Strength or Finesse against a Difficulty of 14.

Some weapons or Characters also have additional affects that apply when they manage to successfully *Entangle* a foe. The relevant Character's Card will list these where necessary.
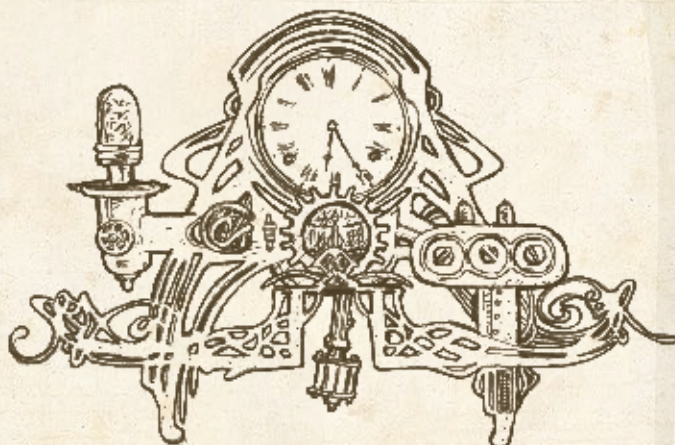
## Ethereal

*Sowerberry moved silently up behind Launcelot. He swung his shovel and the ghostly blade bit deeply, passing through the stout armour of the Knight as though it were not there...*

Close Combat attacks from a weapon with the *Ethereal* property ignore the Armour of the target. They may be Defended against as normal however.

## Expendable

*Sometimes an ally is most useful as a sort of living shield...*

This ability allows any damage from a Close Combat attack directed at an ally who is in the same Melee as *Expendable* Character to be taken by that Character.

The *Expendable* Character must be in base to base contact with the Character whose damage is to be transferred.

The attack is resolved as normal using the Combat Characteristics of the original target of the attack but damage is calculated using the Armour of the Expendable Character and he or she will suffer any damage.

Whether or not this ability is to be used must be declared before the damage from the attack is rolled.

In some cases *Expendable* applies to all allies and in some cases it is only a particular ally that may take advantage of this ability.

The *Expendable* Character's card will note which is the case.

*Bill Psyches is in Close Combat with Gretel and is attacked. Bullseye, who is Expendable, is also in base to base contact with Gretel.*

*Bill defends poorly and is struck a firm blow.*

*Damage from the attack may then be applied to Bullseye, using Bullseye's Armour Characteristic.*

## Eyebite

*Sowerberry's gaze fell upon Nouveau. The Engine's Servant felt an agonising pain tear through his body as part of his vitality was ripped away.*

Sowerberry's *Eyebite* attack is a single Action to use just like any other ranged attack. It only has a range of 4" and requires no roll to hit and may not be defended against.

It ignores the target's Armour, ripping at their very soul.

Eyebite causes D6-3 Damage and Damage from the attack may be reduced to 0 by the penalty applied on the D6 roll.

Damage from the *Eyebite* attack bypasses Armour.

In addition to the damage *Eyebite* may trigger the *Timestop* ability.

## Flit

*Nightingale brought her wings down swiftly. She shot upwards and landed gently on the roof of a nearby building. She had never quite managed to make full flight with the wings but they allowed her to make astounding leaps and this proved very handy indeed.*

As a single Action Characters that have the *Flit* ability may make a double speed move as a single Action.

Characters who have this ability may *Flit* a number of times per game as shown on their Character Card.

This move takes them airborne to some degree and they may move over intervening objects or Characters. Opposing Characters that are moved over do not require the usual opposed Finesse check for moving near to a foe.

Characters with *Flit* can also fly up to land on nearby structures.

Any move is measured including vertical distances using a straight line from the point of origin for the move.

Characters with *Flit* may not end their move airborne nor can they *Flit* twice in a row without landing between the two actions.

## Furious Charge

*Ollyver roared and thundered down the alley towards Launcelot. The knight prepared to receive him knowing that this would be painful indeed...*

This ability must be combined with a Charge Action.

The Charge range for this ability is increased to triple the Speed value of the Character. The Charge must still be in a straight line as normal.

It also increases the bonus to the Close Combat Attack from +1 to +3, representing the ferocity of the attack.

## Glide

*Some beings do not obey gravity and can move with great freedom.*

A Character with the *Glide* ability may not run or charge, they simply float where they will.

Characters with this ability cannot fall or jump.

If the Character moves off the edge of any terrain element he or she glides down to the nearest solid surface. Measure movement including the vertical distance. The Character may continue with movement should any remain.

If the vertical distance is greater than the Character's movement allowance then no further actions may be taken.

Characters with *Glide* may move upwards at normal speed. No climb check is required. They may not end their move partway up any terrain element. They must always come to rest on a solid surface.

## Guard

*A wary or cunning street-fighter knows to keep a careful watch on all opponents so as to avoid an unpleasant surprise...*

Characters with this ability may not be flanked or outnumbered. An opponent still receives the +1 to hit if attacking from the rear during the initial round of combat however.

## Hard Target

*The Lancer emerged from the fog, thundering past Dodger. The young lad raised his pistol and fired but at that very moment the Lancer jinked and the bullet ricocheted off a nearby wall rather than striking home.*

If a Character with this ability is the target of a Ranged Attack after running then he or she may claim +2 on their Ranged Defence score in addition to the normal +1 for running.

The Character is considered to have stopped running immediately that he or she spends an Action on anything other than movement or engages in Close Combat.

## Inconspicuous

*It is sometimes wise to move about the dangerous streets of London appearing to be nothing more than an innocent passer by or lurking carefully in the shadows.*

*This can fool foes into ignoring you or not noticing you until an opportune moment to strike presents itself.*

A Character with *Inconspicuous* may not be targeted with a ranged attack unless the attacker wins an opposed Finesse check. The attacker may choose a different target or engage in some other Action if the attempt fails. Some Characters may be able to take bonuses to this check by using Actions.

If the Character with this ability engages in any form of attack within line of sight of an opponent, or is engaged in Close Combat then the ability is nullified and he or she may be targeted as normal.

Should the Inconspicuous Character leave the line of sight of all opponents then the ability is re-triggered and ranged attacks may not be made without the Finesse check once again.

## Insignificant

*Weak opponents do not garner much respect. In numbers however they should be taken note of.*

A Character with this ability cannot achieve much on his or her own. Two of them are required to take or hold an objective in any mission that requires Characters to hold such things.

In addition they are not always considered to be of significance to the objectives of their foes unless two of them are involved.

See mission descriptions for more guidelines on how *Insignificant* affects the battle at hand.

## Insubstantial

*The misty form moved to the wall and continued on its way unimpeded. Gretel leaped the wall nimbly but it was too late the form had vanished...*

Characters with this ability may move through terrain as long as they can clear it in a single move Action. They must have sufficient movement to end their move with their entire base clear of the terrain.

Deeper terrain may not be moved through.

In addition Characters with the *Insubstantial* ability have no Wounded state and will fight as effectively as if they were unwounded until taken Out of Action.

## Interference

*Whether it be a particularly foul stench emanating from your foe or a flock of birds that follow him or her about there are situations where your focus in the fight may be lessened.*

When in Close Combat with a Character who has this ability an Opposed Finesse check must be made each round of Combat.

If the check is won by the Character with *Interference* then the opponent is at -2 to their Attack or Defence depending on which is appropriate.

## Knockback

*Particularly powerful blows can take even the toughest opponent off their feet, sending them flying, preferably into something solid...*

Any Close Combat Attack from a Character with this ability that causes 6 or more final damage after Armour is subtracted may knock the foe back D4".

The direction of the *Knockback* is chosen by the attacker but must be within the 180° line of sight arc. This must be nominated before the distance is measured.

If the unfortunate Character that is knocked back hits any terrain element D4 damage is taken, bypassing armour and he or she is also considered prone.

He or she may also be knocked off the edge of terrain elements which initiates a fall.

You may choose not to *Knockback* your foe should you wish.
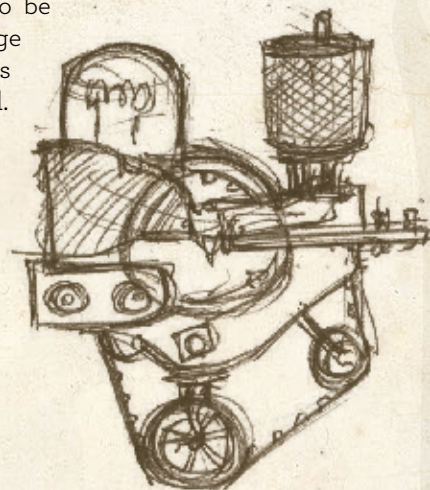
## Lamplight

*Nightingale raised her lamp, the bright light penetrating the foggy gloom. The Urkin was illuminated, lurking behind a water pipe and Launcelot took aim - the fog wouldn't save him this time...*

*Lamplight* is an unusual ability in that it may be both used as an attack by spending an Action or it may be used in a passive manner.

As an Action Nightingale may attempt to dazzle a foe. This effect has a range of 9" and there is no roll to hit.

Make an Opposed Finesse check. If target loses they may not make ranged attacks until after the next Maintenance Phase.

The passive version of *Lamplight* allows Nightingale and Characters within 1" of her to ignore effects that block line of sight or prevent ranged attacks.

This does not include physical barriers such as terrain or other Characters.

## Latch On

*Some creatures are "rather bitey" and can clamp their jaws firmly on an errant limb...*

When a Character is hit in Close Combat by a foe with the *Latch On* ability an opposed Finesse check is made.

Should the attacker win this check then he or she has latched on and has a very firm grip on some part of the defender's body.

This reduces the defender's Speed by 2 and, in addition, should the defender move the attacker moves with them, maintaining the grip.

The defender takes 1D4 damage, bypassing armour, in each subsequent Activation of the attacker.

The grip of the attacker can be broken with a successful opposed Strength check by spending 2 Actions.

*Latch On* negates any ability that allows a Character to leave Close Combat freely such as *Bow Out* or *Retreat*.

A Character who has *Latched On* may choose to let go at any time. This is not an Action. He or she may also use Actions as normal whilst in this state.
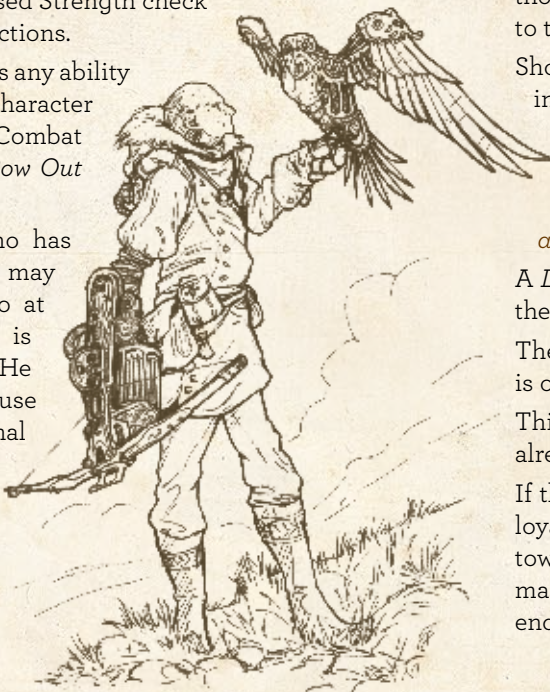
## Lecture

*Bill raised his cudgel and prepared to strike the Gentlefolk Teacher a mighty blow.*

*" And what way is that for a young man to behave!" she remonstrated. Bill paused, something in her tone made even his vicious soul quail.*

*"I shall be talking with your mother and then we shall see about you having no supper!" she continued. Bill, to his own surprise took a step back...*

As a single Action the Gentlefolk Teacher may Lecture another Character within 6" of her.

Make an Opposed D20 check adding the current Life of both the Teacher and the unfortunate soul who has earned her ire.

Should the Gentlefolk Teacher win this roll the target of her tirade loses all Actions for the turn. This effect lasts until the next Maintenance Phase.

## Linked Finesse

*The small form of Hansel skittered across the balcony and swiftly clambered up the door to where the great lock was situated. Gretel could almost see through Hansel's eyes and the small, delicate movements of her gauntleted hand were mirrored by the monkey whose arm was sheathed in the gauntlet's partner.*

*Within moments the lock clicked and the door opened.*

*Linked Finesse* allows a Character to Interact with objects such as doors, chests or Engine Nodes from up to 6" away.

The number of Actions required to interact is determined by the object at hand. This is normally a single Action but some complex devices may require more Actions to be spent.

There is no movement required, simply make the checks as though the Character making them was standing adjacent to the relevant object.

Should an opposing Character be in contact with the object in question then the check is made with a -4 penalty.

## Loyal

*Bullseye saw Launcelot charge Bill. He growled and attacked - he would brook no assault on his master...*

A *Loyal* Character must always move to assist the object of their Loyalty if he or she is engaged in Close Combat.

The relevant Character's card will note to whom the Loyalty is owed.

This movement does not occur if the *Loyal* Character is already in Close Combat.

If the *Loyal* Character cannot reach the object of his or her loyalty in a single Activation they will continue to move towards them in subsequent Activations until contact is made or the Close Combat that triggered the ability has ended.

## Lumber

*With great bulk comes great momentum...*

The *Lumber* ability must be combined with a Move or Charge Action.

It is a difficulty 13 Strength check to move through an opposing Character. The difficulty becomes 17 if model is large (on a 40mm base).

Should the check succeed the opponent is scattered 1" using the grenade template for direction and the Character with the Lumber ability may continue with his or her move.

If the check is failed then the Character attempting the Lumber move stops and is engaged in Close Combat with the Character he or she attempted to move through.

## Lurk

*Sometimes being "all sneaky like" is the best defence...*

As a single Action a Character with this ability may hide in the shadows or a convenient niche and cannot not be targeted with a ranged attack at a range any greater than 3 inches away.

Attacks from within 3 inches suffer no penalty however.

In order to *Lurk* a Character with this ability must be within 1" of any terrain element on the table.

The *Lurk* counter stays in play until the Urkin spends an Action on anything other than *Lurking*. If an Urkin who Lurked in a previous turn takes no Action he or she is still considered to be *Lurking*.

## Mechanical

*"Ach - this is serious damage" Tesla thought as he assessed the Gentlefolk Gamekeeper.*

*A shot from Dodger had hit the automaton square in the forehead and his articulation motivator had been bent badly out of shape.*

*Taking a small tool from his pouch Tesla started work and within moments the Gamekeeper twitched back to life.*

Characters with this ability may not be healed by Alchemantic Invocations unless the Invocation specifies otherwise.

They may be repaired by allies who spend 2 Actions whilst in base to base contact with the Character in question. This is a Finesse check with a Difficulty of 7 plus the current life lost. *Mechanical* Characters may not heal themselves.

A successful check will repair D4+2 damage.

Eye of The Engine and Tempt Fate cards will repair *Mechanical* Characters should they be played upon them.

Any *Mechanical* Character who is taken Out of Action may not be repaired.

Characters who have this ability are not affected by the *Bleed* Weapon Property.

## Multi Strike

*Skilled fighters may be able to wield two weapons with as much skill and surety as one.*

Characters who have Multi Strike may attack twice in Close Combat.

If the Character has more than one type of Close Combat Weapon then each attack is considered to be with a different weapon.

The two attacks may be divided between two opponents or both attacks may be directed at the same foe.

In either case each attack is resolved separately including individual Attack and Defence rolls.

## Murderous

*Nancy drove the knife home. She grinned as Nightingale screamed and twisted the blade...*

If a Character with the Murderous ability manages to achieve a Critical Hit then an additional D6 damage is caused.

## Nimble

*If you react quickly enough you can avoid the worst effects of explosions and clouds of noxious gas.*

Those who possess the *Nimble* ability may re-roll Finesse checks to avoid effects that use a template such as grenades or certain Alchemantic Invocations.

The result of the second roll must then be taken unless you have *Favour of The Engine* in which case *The Engine's Blessing* may be used.

## Opportunity Fire

*Some folk have developed a fine sense of threat and can quickly and rather skilfully change position to take advantage of targets that present themselves from an unexpected direction.*

This ability allows a Character to make a ranged attack in any direction without expending a Move Action to turn around.

The model representing the Character does not change position and remains facing the direction he or she did before the shot was taken.
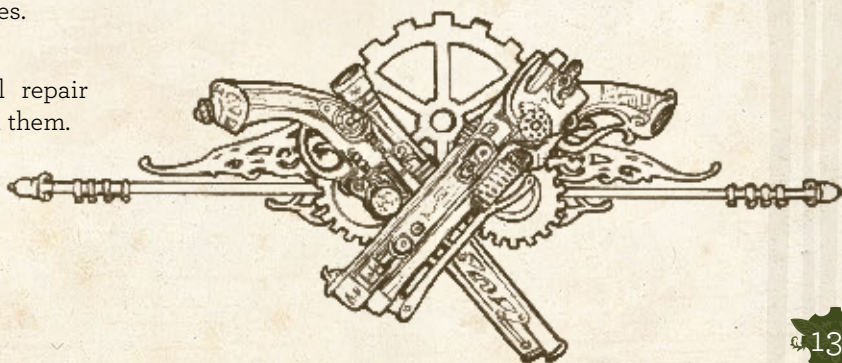
## Overcharge Edison

*Tesla's remarkable powered armour gleamed in the lamplight. He saw the swarm of Urkin around a nearby corner and touched a small enamelled button on his brass sheathed forearm.*

*Accompanied by a hum that began to build to a turbine like howl the scientist charged...*

As an Action Tesla can choose to *Overcharge Edison,* his powered suit. Once activated it is also an Action to return the suit to normal power which he may do at any time unless the suit has *Overloaded.*

Once *Overcharged* the Characteristics marked in brackets on Tesla's Character Card are used.

Whilst Edison is in the *Overcharged* state any roll of 1 or 2 on a D20 roll of any kind will cause the suit to go into *Overload!*

## Overload!

*The Urkin stabbed and bashed at Tesla yet Edison withstood their wicked blades and crude clubs. One of the foul little psychopaths had found his way onto Tesla's shoulders and he stabbed down into the vents surrounding the grounding coil.*

*The suit began to shudder and the whine of the drive unit became a howl as the limiters gave way...*

Should Tesla roll a 1 or 2 on any D20 roll of any kind whilst Edison is in the *Overcharged* state the suit will begin to *Overload!*

All Characters within 2" of Tesla take D4 damage bypassing armour when Tesla Activates as the powered drive sends out arcing bolts of uncontrolled plasma.

If Edison is not deactivated in 2 turns the suit explodes. This causes D10+10 damage to Tesla with splash damage of D10+2 to any Character standing in base to base contact with him. Armour is protection against these damage rolls, both for Tesla and the adjacent Characters.

Deactivation of Edison requires a model to move up behind Tesla and spend an action to push the emergency stop button.

This Action can be performed when base to base contact is made with any part of Tesla's base that is out of the 180° line of sight arc and does not bring the relevant Character into base to base contact with any opponent.

Once Edison has *Overloaded* the suit may not then be *Overcharged* for the remainder of the game.

## Pain

*Some attacks cause great pain and can leave an opponent shocked by the agony they inflict.*

Any Character that takes any damage from a weapon with the Pain property must make a Strength check with a Difficulty of 5 plus the final damage dealt or be Stunned.

*The Gentlefolk Teacher hits an Urkin with her Switch. The attack causes 11 points of damage. From this we take the Urkin's Armour of 5 leaving 6 final damage.*

*The Urkin therefore must make a Difficulty 11 Strength check or be stunned (5 Base + 6 Damage = 11). The wee thug will need to roll an 8 or better on a D20 to avoid the effect.*

## Passing Strike

*A swift and agile attacker can land a blow and be out of range of retribution before his opponent can respond.*

In order to perform a *Passing Strike* a Character with this ability must attempt to move past a foe within 1" of their base.

This is still subject to the *Threatened Area* rule on page 30. However the Character with Passing Strike receives a + 4 bonus on the opposed Finesse check.

If this opposed check is won by the Character with *Passing Strike* he or she may make an immediate free Close Combat attack against the Character they are moving past.

This is not an Action but is a free bonus attack.

If the check is failed then the usual rules apply. The Character is immediately attacked and possibly drawn into Close Combat.

## Penetrating

*Particularly powerful guns can fire ammunition with such velocity that it can punch through multiple foes before losing momentum.*

When firing a weapon with this property you can nominate a target point on the table. Distance to that point becomes the range of the shot.

The attack may penetrate through every model in its path.

A separate Ranged Attack is rolled for each target minus the range penalty for the final point nominated.

If any potential target is hit but takes no damage from the attack then the shot ends at that point.

You may not use one of Dr Disraeli's special bullets to affect a Penetrating Ranged Attack.

You can choose to fire weapons that have this feature normally, ignoring this weapon feature. In this instance the shot is treated as a normal ranged attack and a Delight may be used.

## Pickpocket

*Stealing an item from an opponent and quickly "doing a runner" is a skill that can take years to perfect.*

To use the Pickpocket ability a Character must move into base to base contact with an opponent.

Make an Opposed Finesse check and, should the pickpocket win he or she may take any single item of his choice that the opponent holds. This attempt is not an Action, much like a Close Combat attack.

You may not steal equipment printed on a Character's Card.

Immediately after stealing the item the Pickpocket may move away from the target of the theft should he or she have an Action left to do so. There is no Opposed Finesse roll to do this unlike a normal Close Combat disengagement.

Should the initial Finesse check fail or the Pickpocket not move away then Close Combat is initiated.

A Pickpocket will drop all **stolen** items he or she holds if any damage is taken.

When an item is dropped use the grenade scatter template and the item is placed 1" away from the Pickpocket.

This dropped item may be picked up by any model who moves over it as an Action.

## Piercing

*Some weapons or attacks are able to punch through armour and other protections with ease.*

Any attack with a weapon that has the *Piercing* property reduces the Armour Characteristic of the target by 2 if the unmodified D20 roll is 15-20.

## Plough Through

*Nothing will stop a huge and ferocious foe from getting to you. Sometimes even a stout brick wall is no protection...*

*Plough Through* must be combined with a Charge Action. It allows the Character to move through opposing Characters and some terrain to reach their target.

It is a difficulty 13 Strength check to move through an opposing Character. The difficulty becomes 17 if model is large (on a 40mm base).

Moving through terrain requires a difficulty 15 Strength check. The move must completely clear the terrain and the Character who is "Ploughing Through" may not end his or her movement partway through a terrain element.

Should the Charging Character fail either of the above checks then movement is ended at the point of contact with the opposing Character or terrain element.

This can initiate Close Combat.

Scatter terrain (less than 1" high) and foes that are successfully "Ploughed Through" are moved back D4" using Grenade Template for direction.

Objects or Characters moved in this fashion stop at terrain but may fall off the edge of a raised area if they are unlucky enough to be knocked in that direction.

Larger terrain elements such as walls and buildings do not move and remain in play. It is assumed the rubble that remains after the Character has broken through the terrain is still an impediment to movement and provides cover.

This ability may not be combined with Furious Charge.

## Precision

*It is possible, with care and training, to be able to pick the weak points in an opponent's armour.*

Precision applies when an opponent is struck by a weapon with this property.

If the Attack Score is 5 points or more higher than the Defence Score, then add 3 additional points to the damage caused.

## Ramshackle

*Some weapons are poorly made or just cobbled together from all sorts of scrap metal. They are sometimes ineffective and downright dangerous to use but on occasion even the least skilled gunsmith will happen upon a remarkably effective (and somewhat lucky) combination.*

When firing a *Ramshackle* gun if the base D20 roll is a 1 when attacking the weapon backfires. This causes double the normal amount of damage the weapon does to the shooter.

Conversely if the opponent's Defence roll before modification is a 1 the damage from the attack is doubled. In both cases roll damage twice, don't simply double the damage from a single roll.

Armour is subtracted from the overall doubled figure, not from each roll separately.

## Razor Sharp

*Some blades are wickedly sharp and will slice through flesh with ease.*

A weapon with this property will cause a Critical Hit on a base D20 roll of 19 or 20.
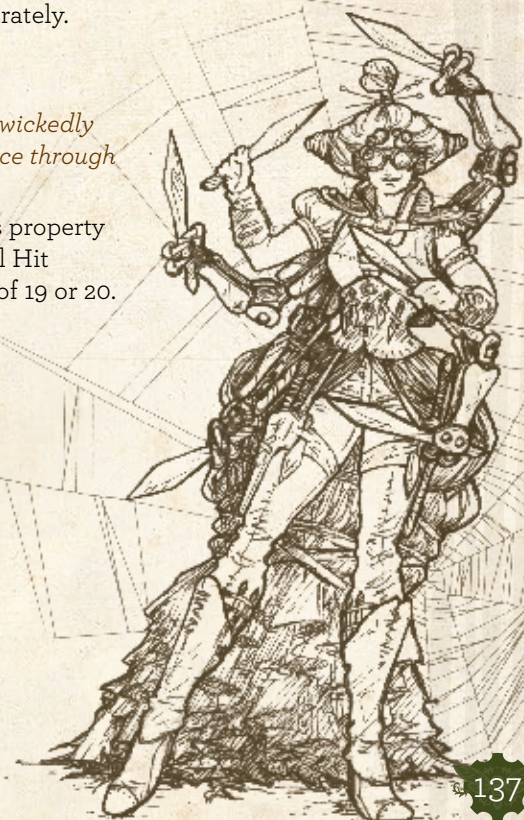
## Reach

*A long weapon or great size can allow you to attack an opponent from behind or over another combatant.*

Reach allows a Close Combat attack to be made from behind an ally who is already engaged in Close Combat.

The Character with *Reach* must be in base to base contact with the ally.

Neither the Character attacked in this manner or the attacker are considered engaged in Close Combat with each other however they are considered to be part of the same Melee.

A *Reach* attack is not considered a Charge even if the initial contact with the intervening Character is the result of a Charge Move.

## Rear Defence

*The Urkin crept up behind the flowergirl with robbery on his mind. "The should be easy" he thought as he readied his blade for the attack.*

*As he stepped up and raised his knife there was a whisper of steel on cloth as a blade on an elegant brass arm whipped out from beneath the flowergirl's bodice.*

*The Urkin fell, his life leaking into the gutter...*

If a Character with this ability is attacked from the rear he or she gets an immediate attack against the foe at -4 to the D20 roll.

The Character who is the recipient of this special attack may Defend themselves normally.

If the attack from *Rear Defence* does not take the foe Out of Action then the Close Combat proceeds as normal.

## Reinforce

*Launcelot swung his sword in a long, elegant arc. Blood spattered onto the bricks of the warehouse as three Urkin fell, their bodies collapsing to the wet cobbles.*

*Behind the knight a grating slid open and several more Urkin leaped into the gaslight, readying their wicked knives...*

Some types of Character in Twisted are numerous and no matter how many you kill more always seem to arrive.

When a Character with this ability is taken Out of Action but at least one other Character of the same general type with the ability remains on the table roll a D6 and consult the table printed on the relevant Character's card.

*An Urkin Slasher, for example, may reinforce if an Urkin Shooter remains on the table as they are both Urkin.*

This table will give you the number of reinforcing Characters that arrive and also give you any other options that may be applicable in regards to the type of Character that arrives.

Reinforcing Characters arrive on a table edge nearest to a surviving Character with the ability. If multiple Characters are on the table with the ability simply randomly determine which one the reinforcement appears nearest to.

## Rend

*Getting a good grip on a foe and tearing them limb from limb is immensely satisfying to those of a ferocious mindset...*

If a Character with this ability hits with a Close Combat Attack and the total Attack score is 5 points higher than the Defence score of their opponent then an additional D6 damage is caused as the attacker grabs hold, ripping and tearing at the defender.

## Resist Element

*The Sewer Slime oozed towards Feygin. The old man called a Fire Burst into being upon it and, after the blast cleared, the foul creature came on, completely unharmed.*

Characters with this ability take less damage and are better able to break the effects on any Alchemantic Invocation or attack that is keyed to the Elemental Schools as listed on their card.

The actual benefits vary from Character to Character but all Characters with this ability will take a certain amount less damage when subjected to an attack that causes direct harm to them. The damage reduction is taken into account before armour is removed from the total.

They will also receive a bonus to the check to break an Alchemantic Invocation that is of the School as listed on their card. Again the actual bonus varies from Character to Character.

## Retreat

*If you are outmatched it is best to leave the fight and get to a safe distance before reconsidering your options.*

Characters with this ability may leave Close Combat as part of a Move Action with no need for a check of any kind. They may simply move away from their opponent.

They may not re-enter Close Combat with, or otherwise attack the foe they have retreated from in the same turn.

Other than that they are unrestricted in the Actions they may choose to undertake.

## Run 'em Down

*Some folk who are rather keen on the hunt have learned how to take advantage of the movements of the quarry to take a shot when one would not normally be possible.*

Characters who possess the ability may make a single free 2" move in addition to a normal move Action if they intend to make a Ranged Attack against an opponent.

This special move may be taken only once per turn.

## Run Through

*If you hit hard and fast you can strike a foe and take advantage of the shock of your attack to press home your advantage.*

Should a Character with this ability Charge and the base D20 attack roll be 15-20 he may elect to continue with his move after the initial attack and, if desired engage a second Character in Close Combat.

There is no opposed Finesse check made to move past the initial foe even if the attack results in no damage.

The second Character who is engaged is not considered to have been Charged however.

## Scope

*Some guns come equipped with a powerful scope to better target foes at a distance.*

By spending 2 Actions on a single shot a Character with this ability may reduce all penalties due to range by 2 points.

This ability may not be combined with *Dual Fire*.

## Scout

*If you are quick witted and fast you can often get a shot off at your opponent as you whip nimbly between areas of cover.*

A Character with this ability may fire his or her ranged weapon at any point during a Move Action.

This attack still counts as an Action so, in effect the Move Action is interrupted by the use of a second Action but continues after the Ranged Attack is resolved.

## Seeker Snakes

*With a single thought a slim brass snake emerged from M'Dusa's cowl. There was a sibilant hiss as the construct dropped to the cobbles and slithered away.*

As an Action M'Dusa may release a single Seeker Snake from her Cowl. Place a marker in contact with her base, representing the now independent Seeker.

Seekers move during M'Dusa's Activation with a Speed of 4. They do not require an Action to be spent to move and are independent of M'Dusa's 2 Actions for the turn.

Seeker Snakes may not run or attack in any way when independent of M'Dusa, nor may they assist in Close Combat to flank or outnumber an enemy.

M'Dusa may only have one Seeker Snake free of her at any time.

A Seeker can be destroyed by any successful attack against it. Seekers have a Defence of 3 in both Ranged and Close Combat but due to their small size always count as being Prone against ranged attacks when considering cover.

Should a Seeker be destroyed M'Dusa generates a fresh one within her cowl and it must be released anew.

## Servant of The Engine

*When you are a true Servant of The Engine you are more readily blessed by its power and can reliably call on it to assist in your endeavours.*

Characters with the *Servant of The Engine* ability may draw two Eye of The Engine cards when Tempting Fate and choose which to apply.

Additionally when a Company contains a Character with *Servant of The Engine* and they hold the Favour of The Engine a third Eye of The Engine card may be drawn at the start of each turn.

This third card *must* be taken if drawn however.

## Shatter

*Some blows are particularly powerful and can break stone or bend iron with relative ease.*

This ability allows a Character who possesses it to spend 2 Actions in an attempt to Shatter an object.

This gives a +6 bonus to a Finesse or Strength check to open any door, barrel or crate.

If an object has wounds or an Armour score the Armour is halved and 3 damage is added to the total inflicted.

## Shifty

*"Discretion is the better part of valour" as they say. It is possible to quickly take yourself out of danger whilst a foe is distracted by an ally and make use of your abilities elsewhere - preferably somewhere safer...*

If involved in a Melee where other members of his or her Company are present a Character with this ability is able to leave the combat without the need for an opposed Finesse check.

Use of the Shifty ability prevents the Character who has left the Melee re-entering it during the same Activation in which he or she left the fight.

## Slow

*Some weapons hold only a single round of ammunition or are tricky to cock and prepare to fire. It is also possible that you can expend a great deal of ammunition quickly and find you need to reload.*

Weapons with this property may only fire once a turn.

No Action is required to reload them it is assumed that they are reloaded each turn.

## Smoke

*Smoke is your friend when under fire and can make even the most skilled marksman useless.*

Some Characters can make smoke in one form or another. This might be an ability they have or it may be a property of a weapon they carry.

When Smoke is an ability the Character's card will note whether or not an Action is required to generate it.

Where it is the property of a weapon the usual rules for using weapons of that type should be followed.

Smoke is normally a template of one kind or another and the relevant Character Card will give you the type of template to be used.

Smoke blocks line of sight when in place and Ranged Attacks may not be made through it.

Smoke is generally static and clears in the next Maintenance Phase unless specified otherwise.

## Snap Shot

*Sometimes in the roiling chaos of hand to hand combat opportunities present themselves to fire your gun at a nearby target.*

Characters with this ability can fire their ranged weapons whilst engaged in Close Combat.

They suffer a -2 penalty to the shot and may not fire upon any Character that is in base to base contact with them.

## Sniper

*A well timed shot allows you to pick off your desired target regardless of how well they try to lurk behind their friends.*

Cover cannot be claimed from other Characters between the target of the Ranged attack and the attacker when a Character with this ability fires his or her gun.

Cover may still be claimed from other physical terrain elements however.

## Sprint

*When push comes to shove sometimes it is best to make ones self scarce. It is also wise to move fast in battle to avoid leaving yourself exposed.*

Characters with the *Sprint* ability may choose to add an extra D4+1" to their total move when they run during their activation.

This extra movement is added after all normal movement is taken and may not be taken if the relevant Character is in an area of Difficult terrain.

Should the *Sprint* move take the Character into Difficult terrain the move will end at the edge of such an element.

A *Sprint* move may not carry a Character into Close Combat.

## Stand and Deliver

*If you hold your nerve it is possible to gun down an opponent as they charge to attack you.*

*Stand and Deliver* allows a Character to take a single shot at any foe who attacks in Close Combat from within his or her 180° line of sight.

This is not an Action and does not count against the Character's allotment of two Actions for the turn.

This shot is taken at a -2 penalty but is assumed to take place at the edge of short range for the weapon in question should it become important to know where the attack took place.

Stand and Deliver May not be combined with Dual Fire.

## Stand Firm

*The Sailor swung his anchor and it bit deeply into the stonework of the doorway in which he stood. He turned slightly and pulled the lanyard that triggered the large cannon mounted on his shoulder.*

*He rocked backwards as the ball shot away from him but his anchor held him firm...*

It is an Action for a Character with the *Stand Firm* ability to ready themselves for whatever shock is to come. This might be the concussion of firing a great gun or the charge of a mighty foe.

A Character who is *Standing Firm* reduces the range penalties for any ranged attack by 2. This can reduce the penalty to 0 but does not result in a bonus for short ranged attacks.

Once a Character has activated this ability he or she is considered to be *Standing Firm* until the Character chooses to move.

Whilst Standing Firm a Character may not be repositioned by any effect with the exception of an Eye of The Engine or Tempt Fate card and is considered to fail any Finesse check that may be required to avoid blasts or other area effects.

## Stern

*A strong willed opponent seems able to shrug off all but the most serious wounds as nothing but a minor inconvenience...*

When a Character with the Stern ability takes any damage roll a D20.

Should this roll be lower than the current life of the Character then the total of the damage is reduced by 2.

This can reduce damage from an attack to 0.

## Stop It You Naughty Boy!

*The Urkin scrambled from the sewer grate and saw the brassy form of the Gentlefolk Teacher standing in the square nearby.*

*He took a cudgel from his belt and crept towards her.*

*Without turning her falsetto, yet strong voice rang out into the night. "I see what you are doing young man - stop it immediately or there shall be consequences!"*

In order to engage the Gentlefolk Teacher in Close Combat an opponent must make a Strength check with a Difficulty equal to her current Life.

If, for example, she is currently on 10 Life, having taken some damage earlier, the Difficulty of the test is 10.

Should the attacker fail this test then the Close Combat attack is not possible and the Activation of the Character in question ends immediately at the *start* of the move that would have lead to the Close Combat occurring.

Should the Teacher initiate the Close Combat then no test is required for subsequent rounds of fighting and the opponent may attack normally.

## Stun

*A solid blow from a heavy weapon can leave one rendered senseless briefly.*

A weapon with this property has a chance to leave the target Stunned.

If the final damage after Armour is subtracted is 6 or more, the target must make a Finesse Check with a Difficulty of 5 plus the damage dealt.

If check fails target is stunned until the next Maintenance Phase.

## Supernatural Speed

*Nouveau moved like lightning, he seemed to bend and sway in response to the fusillade of bullets from the Urkin. Despite their best efforts not a shot hit home.*

A Character who has this ability may re-roll Defence Rolls against Ranged Attacks.

The result of the second roll must then be taken unless you have *Favour of The Engine* in which case *The Engine's Blessing* may be used.

## Swift Step

*A certain lightness of foot and agility is needed to survive in the close confines of battle. Those skilled enough can move quickly to wrong foot their opponents and drive their blade into a delicate area from an unexpected direction.*

A Character who has this ability may spend an Action to move around an opposing Character with whom they are in Close Combat.

They may move to any free area around the opponent but may not break base to base contact, nor may he or she move through any other Character engaged in the melee.

It is also not possible for any other Character to be moved out of the way of a *Swift Stepping* Character so an ally or opponent less than the width of your Character's base away from the fight will also prevent movement.

If the Character is in base to base contact with two opponents he or she may move to a point around the base of either opponent, breaking contact with one or the other as desired.



*Nouveau (N) is engaged in a melee with an Urkin (U), Bill Psyches (B) and two Gentlefolk(G1 & G2).*

*Using Swift Step Nouveau can shift to a new position anywhere in the green area - this would enable him to flank the Urkin if he wished.*

*He may not move into the red area as other Characters are in his way.*

## Taser

*Some weapons deliver a powerful electrical shock when they hit. This can disable those not strong enough to resist.*

Weapons that have this property can deliver a massive jolt when they strike.

The unfortunate target must make a Finesse check with a Difficulty of 5 plus the final damage dealt after Armour is accounted for. Failure renders the target Incapacitated until the next Maintenance Phase.

Any weapon with this property is treated as *Slow* when firing in this manner. It still deals regular damage but the greater charge has a chance to disable an opponent.

The weapon may be fired normally, ignoring the *Taser* property and in that case the Slow property does not apply.

## Threaten

*A fearsome or particularly dangerous looking foe can make one rather less keen to engage in combat...*

As an Action a Character with this ability may attempt to *Threaten* an opponent.

The range of this ability is noted on the relevant Character's Card.

Make an Opposed Strength check and if the target of the threat loses he or she must immediately make a run move, fleeing directly away from the *Threatening* Character.

This does not count towards the affected Characters allotment of two Actions for the turn should he or she not have Activated yet.

This movement should be in as straight a line as possible away from the *Threatening* Character but fleeing Characters will divert around terrain.

Characters do not flee off the table but will stop at a table edge and move along it if the movement does not result in them being closer to the *Threatening* Character.

If, for any reason, movement is blocked by an impassable object the fleeing Character will stop.

## Thrust

*Gretel sidestepped the blow from the Urkin, his wicked blade tearing a hole in her jerkin. "That's my favourite jacket!" she cursed and, raising her hand, she fired off a blast of elemental power.*

*The Urkin tumbled backwards over a railing and with a squeal dropped several yards to the cobblestones below...*

Weapons with the *Thrust* property can be used to generate a blast of elemental energy that is capable of forcing foes backwards.

It is an Action to use *Thrust* but no attack roll is required. As long as the opponent is within the range printed on the Character's Card the *Thrust* attack hits.

Make an Opposed Finesse check, if the attacker wins the defender is moved D4 inches in a direction chosen by the attacker.

This is a *Thrust* so the movement must be away from the attacker and the defender may not end up closer to the attacker after the movement.

Characters affected by a *Thrust* stop at any terrain over 1" in height but are forced back over lower elements. Characters will also prevent *Thrust* movement and the movement will stop should any Character be in the way.

If a Character is moved into base to base contact with a foe Close Combat is initiated but no blows are struck until either Character involved next activates.

## Thundering Charge

*Large, heavy and carrying a very sharp weapon, the charge of a Gentlefolk Lancer is to be feared...*

If Character with this ability Charges into Close Combat and hits an additional D4 damage is caused for the initial round of Close Combat only as the attack hits home with great power.

In addition the defender must make a Finesse check at a difficulty of 5 plus final damage dealt or be knocked prone.

Large Characters on a 40mm base may take a +4 bonus to this check.

*For example a Gentlefolk Lancer charges in and hits Ollyver. He does 15 damage including the bonus D4.*

*Ollyver's armour of 7 is taken from the total and 8 damage is caused. This means Ollyver must now make a Finesse check at +4 vs a difficulty of 13 or be knocked prone.*

## Timestop

*Nouveau felt his spirit drain away as Sowerberry's vile gaze took hold. His limbs grew cold and stiff and, as his vision dimmed he collapsed...*

Any target that takes any damage from Sowerberry's *Eyebite* attack must roll a Finesse check with a Difficulty of 10 plus the damage dealt or become Incapacitated until the next Maintenance Phase as their soul is temporarily pulled into the realm of death.

## Tough

*The thick iron outer skin of a Gentlefolk Miner or the corded muscles of a huge monstrosity all serve the same purpose - protection of one's vital parts...*

Damage caused is reduced by D4 points for each attack against a Character with this ability.

This can reduce damage to 0.

Attacks that cause two separate lots of damage in a single attack such as *Dual Fire* lose a D4 damage from each of the damage rolls.

Any other form of bonus damage is unaffected. For example you do not remove a D4 damage from the bonus D6 that Ollyver's *Rend* attack provides.

## Transform

*A red light emanated from the dark dead end alley. M'Dusa had seen the vile Urkin Alchemancer run in there just moments before and she stood ready to fire The Serpent, her crossbow, as soon as he emerged.*

*There came an unearthly roar from the misty darkness and what came thundering out of the narrow byway was not the same small form that entered...*

As a single Action a Character with this ability may attempt to transform into an alternate form.

The Difficulty of the check required and the Characteristic which affects the roll will be detailed on the relevant Character's card.

There may also be other circumstances under which the *Transformation* may occur. These are also detailed on the card of the Character in question.

When a Character *Transforms* replace the miniature of the Character with that of the alternate form.

If the new form has a larger base than that of the original Character any Characters that are in base to base contact are moved back to accommodate the larger base now in play. They retain their relative positions in base to base contact.

The reverse is true should the new base size be smaller than the initial form. If any Characters do not fit around the smaller base and retain base to base contact place them as close as possible to the *Transforming* Character but the Close Combat for the Characters that do not fit is broken.

The player of the Characters who must move may choose which Characters are considered in or out of base to base contact in this instance.

## Trapsetter

*The Gamekeeper stood up and backed away slowly. The trap was set with a hair trigger and any sudden movement might trigger it.*

*He had concealed it carefully beneath the straw and the unfortunate soul who triggered it would soon find out what a Gamekeeper did to those who encroached where they were not welcome.*

As an Action a Character with this ability may lay a trap.

Place a counter or marker of some kind on the table touching the base of the Character.

Once set any Character, other than the one who placed the trap, moving within 1" of the trap must make a Difficulty 17 Finesse check or trigger it.

Whilst the Character who set the trap does not trigger it he or she may be affected if the trap is triggered and they are close enough to suffer its effects.

The exact effect of the trap will depend on the specific ability of the Character who laid it. Consult their Character Card for details on the trap's effects.

Once a trap is triggered it is removed from play.

## Unstable

*The hulking Urkin prepared to charge M'Dusa. The Bloodrage was on him and he wanted to tear her limb from limb.*

*He began to run but as he did so he felt the rage slipping away. By the time he had taken a few steps he shrank and weakened, his mind clearing.*

*M'Dusa raised her crossbow, The Serpent, and smiled lightly...*

A Character that has the *Transform* ability and the *Unstable* ability has some trouble maintaining their alternate form.

At the start of his or her Activation roll a D20. If the result of this roll is higher than the current life of the Character then he or she will immediately transform back into their original form.

Some Characters may also attempt to turn back to their original form willingly. See *Transform* for further details.

## Unthinking

*It takes a measure of clear thought to work machinery and pick locks.*

Characters with this ability may not Interact with any object other than Doors.

They may not work machinery, open barrels or crates or try and activate the arcane devices associated with The Engine.

They may also not make use of any of Dr Disraeli's Delights that require an Action to use.

## Venom

*Cunning foes, or those that are simply evil, may take to smearing toxic substances on their blades to ensure victory.*

When any damage is taken from a weapon with this property a Strength check is required to avoid becoming poisoned.

The Difficulty of this check and the effects of the venom are given on the Character Card or in the full rules for the Character in question.

A poisoned Character may not be poisoned again whilst affected.
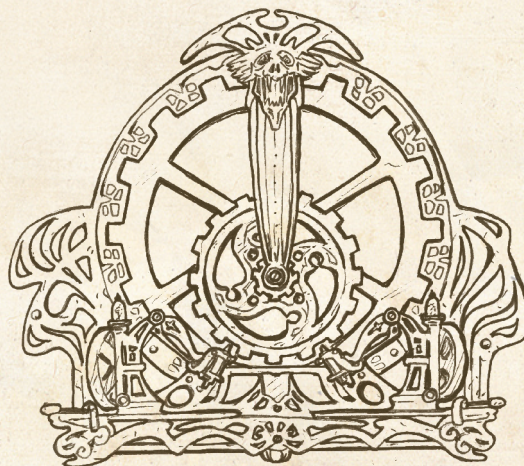
## Voodoo

*The Urkin Alchemancer held the small doll lightly in his filthy hand. He stared intently at Gretel as she leaped nimbly across the nearby rooftops.*

*Taking a long needle from his jacket he jammed the blackened steel into the doll. Gretel stumbled immediately, clutching at her thigh....*

It is a single Action for the a Character with this ability to bring it into effect.

The ability has a range of 10" and no roll to hit is required.

Make an opposed Finesse check. If the Character with *Voodoo* wins then the target is -1 to any one Characteristic as chosen by the Character bringing the effect into play.

Any loss of ability lasts until the next Maintenance Phase.

## Wallop

*There was a ruckus in the street and the shrill whistles of the small mechanical Bobbies could be heard loud and clear as they scooted to the scene.*

*The fight broke up and the various combatants fled. Long ago they had all learned the hard way that a Bobbie's truncheon was not something one wished to have applied to one's self with any force...*

Weapons that have the Wallop feature may be used to Stun foes rather than harm them. A stout blow to even a well armoured foe can leave their ears ringing and render them senseless briefly.

When a hit is scored with such a weapon then, before the damage is rolled, you must decide whether to try and cause actual harm or stun your target.

If you choose to cause normal damage then the attack proceeds as usual.

Should you choose to try and Stun the foe then roll damage, adding Strength as usual but no damage is caused. Instead your opponent must make either a Strength or Finesse check, whichever is better, against a Difficulty equal to the overall damage caused. Armour is not taken into account.

For example should a hit with a Walloping weapon cause 11 damage then the Difficulty of the Strength or Finesse check would be 11.

## Wands

*Bill charged, thundering down the alley with malice in his eyes.*

*Gretel reached for one of the wands tucked in her belt and raised it, speaking a single word of command. A bolt of Elemental Energy struck the rampaging thug and he staggered, falling against a steel gantry as his muscles weakened.*

At the start of a game of Twisted a Character with this ability may take a number of Alchemantic Invocations equal to the number of *Wands* indicated on his or her card.

In some cases these are randomly generated and in some cases the Character may choose the Invocations much like an Alchemancer does.

If the Wands are random they can either be drawn from the Alchemantic card deck or generated using the tables given in this book on pages 50-51.

Once a Wand is used the Invocation that was associated with it is discarded and may not be used again.

The Alchemancy Characteristic relevant to this ability will be noted on the Character's card. This may be the standard Alchemancy Characteristic of the Character at hand or a special one given that applies only to the use of Wands.

Using a *Wand* is an Action and all usual Alchemancy rules apply. No Elemental Essences are required to use a *Wand*.

## Wheeled

*In the world of Twisted there are many beings that possess wheels rather than legs. Some are Gentlefolk constructs, most notably the small Bobbies that patrol the less salubrious areas of London.*

*It is not all that uncommon to see wounded soldiers or those that have suffered terrible accidents being fitted with similar technology however.*

A Character noted as being *Wheeled* may not climb but may use stairs or jump as normal.

He or she may leap up a short distance given sufficient run up and an elevation of 3" may be achieved if the jump is part of a run or charge.

## Witch Hunter

*Alchemancers are often distrusted and sometimes rightly feared. There are those who have taken it upon themselves to keep the threat these powerful beings pose in check.*

Characters with this ability are at +2 on all attacks against opponents with an Alchemancy Characteristic of more than 0 and that have at least 1 Elemental Essence available to them in normal circumstances.

In addition an Alchemancer loses Elemental Essences equal to half the final damage dealt after Armour is subtracted from any damage caused.

This is rounded down so 5 damage translates into the loss of 2 Elemental Essences. The affected Alchemancer may choose which Essences are lost.
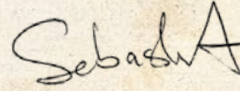
**TWISTED**
A STEAMPUNK SKIRMISH GAME

A huge thank you goes out from us to all our backers. Without your support Twisted would not be the game it is today and this rulebook would be a good long while away.

It is your faith and trust in us that had made our dream of producing what we believe to be a high quality and fun game a reality.

Words cannot express how grateful we are.
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Sebastian and Pete

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# TWISTED
## A STEAMPUNK SKIRMISH GAME

## The Engine Sees

## The Engine Knows

## The Engine Controls

## *Fight for the Power of The Engine!*

It is the late 19th century, and the world is changed. This is an alternative reality; a world that might have been. One where the rules have been broken, and things that should not be possible are now reality. This world is Twisted...

Twisted is a detailed and immersive skirmish game set in a Victorian Steampunk world dominated by the power of The Engine, a world-altering device that guides the fate of mankind.

Explore the mysteries of Alchemancy, a kind of elemental magic, to confound your foes. Bring strange and powerful weaponry to bear as you work towards gaining mastery of the streets of London. Take part in detailed and intricate skirmishes as factions vie for the unfathomable power The Engine can provide.

The game is played with miniatures on a tabletop filled with scenic terrain. This book contains all the base rules necessary to play, background stories and artwork of the world and the characters who inhabit it. Two factions are detailed within:

**The Servants of The Engine** - defenders of the mysterious device that permeates so much of the Twisted world. This coalition of extraordinary people harness the mechanical Gentlefolk to help protect The Engine and keep its secrets safe.

**The Dickensians** - lead by the brutal Bill Psyches, this group of street thieves, thugs and undesirables seek to control the power of The Engine for their own benefit. Woe betide *anyone* who gets in the way of Bill's plans.

### FEATURES OF TWISTED:

- Strategic card-based character activation system. Play is quickly transferred from player to player each turn as a pre-determined order of activation cards is revealed.

- *The Eye of the Engine.* A deck of cards representing the influence of the Engine that add an element of unpredictability, chaos and excitement to the action.

- Lots of game options for generating missions, assigning hidden tasks, deployment and terrain features to make each game unique.

- *Narrative Campaign.* A 10 mission campaign storyline to more fully immerse you in the Twisted world.

*Nouveau: the leader of The Servants of The Engine.*

*Bill Psyches: the maniac in charge of The Dickensians*

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