



Farewell to Arms

-ASHCAN VERSION-

REDUX

FAREWELL TO ARMS REDUX

The **Dying Lands** have never been peaceful.

For as long as any of us can remember, there has always existed the **threat** of being robbed on the road, gutted in the street over a petty squabble, or being mulled by black eyes in the dark forests and never seen again. As children, we were raised to believe that **Tergol** would snatch you from your bed while still in a dream, or that the **Inquisition** would discover your sins and lock you in abysmal dungeons devoid of the light.

Yet **now**, few would call that old world *violent* - not like **this**.

Hellfire rains from the skies, turning decent men wicked and malevolent, as if the part of their skull removed by the blast contained their **final** shred of goodness. A sea of green **floats** over ravaged and desolate land, turning trenches into graves as comrades die, drowning without water. Covered in mud, we wake every morning skewering whoever we **fear**, friend or foe, because it is better to be safe than sorry. And those who endure become **hollow**. As if they have lost the battle in their own minds.

New recruits **reeking** of piss and shit see more life than they ever have before... but down the length of a barrel, before it is extinguished. Indeed, these **mirages** have taught us all the *thousand league stare*, as if ardent for some faraway place where we do not use **Death's** cloak as a pillow. But it is all the same. Somewhere another bastard stares **aghast** into oblivion, seeing but not seeing, waiting for the end to stop these visions, these horrors. A morbid **jealousy**.

And all for **Slagg**.

Farewell to Arms REDUX is a sequel hack of **MÖRK BORG** using the third-party license. While we have included some of the **rules** from the base game in this document, we do not have the space here to reprint **all** relevant rules. We suggest downloading the **Bare Bones MÖRK BORG** pdf from morkborg.com, or having a physical copy of the **core book** handy while playing the **Ashcan Version** of **Farewell to Arms REDUX**. **THIS IS NOT A FINAL PRODUCT**.

Thanks for playing!

SETTING AND TONE

In the **beginning** the land was as it had always been: bleak, desolate, hopeless. That was before the *First Bloom*, before the natural resource, **Slaggvara**, was discovered in the barren **wastes** between Lake Onda and the river Mur, in the place that is now called **Newfield**. There, flowers began to grow. **Poppies**, innumerable, as far as the eye could see. What we then viewed as a **miracle** was in fact a warning of the violence to come, and the blood that would be spilled **throughout** the dying lands.

Josilfa and her **Faithspire** in **Galgenbeck**, by their proximity, were able to quickly mobilize and begin to **mine** this peculiar new resource. The earth was tilled, dug-up, picked at like an old **pustule** reinfected. Others quickly came soon after; **Anthelia**, the **Death Beggar Sigfum**, and even the late **King Fathmu IX**. All desired their claim to the **Slaggvara** in **Newfield**. Terrible *machines*, built only to sap the earth, began to grow in number. Their greed: endless. Their avarice: insatiable. Their thirst for power: unquenchable. Despite the discovery of many different **veins** of **Slaggvara** in their respective **domains**, all wanted more than the others - no matter the cost. And like starving hounds at the smell of mutton, it wasn't long until they bore fangs and **struck**.

The record of who shot first is lost to **shadow**, but in a short time the **Dying Lands** became even more divided. Long **scars** of trenches dug into the **flesh** of the earth, manned by conscripts, murderers, and meat-shields, became commonplace. **Metallic** crawlers, bombastic **siege** weapons, and deadly-accurate black-powder weaponry replaced the beasts that lurked in the dark places, as the dark places became an inhospitable *no-man's-land*. The **Slagg** that had been the **cause** of the war became its **fuel**.

Now, more than ever, many long for death. Death is not the final state, it does not excuse you from suffering. It just means you've changed sides. Death itself is a battleground, a place where fear and weapons meet. Until that last day, when all shall fade to dust. And the earth made whole.....

Until the Farewell to Arms...

go to rivetheadgames.com/farewell for more information

NEW RULES

FAREWELL + MÖRK BORG

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Thanks for playing!

FIREARMS AND AMMO

IN MELEE

Firearms **cannot** be reloaded in melee

+2DR to fire in melee

AMMO

Ammo functions similarly to **Powers** and **Omens**. At the start of each day roll **Ammo**. **Cannot** be shared with grvnts using different firearms.

AIMING

Spend a round for either a -2DR to hit or +2 damage.

COVER

Partial ±2DR wood fence, smoke/gas, $\frac{1}{2}$ covered

Full ±4DR trenches, tanks, stone walls, $\frac{3}{4}$ covered

Total cannot be targeted/damaged, except by weapon with **HEAVY** keyword

When any weapon with **HEAVY** misses a covered target, **Total** cover becomes **Full**, **Full** cover becomes **Partial**, and **Partial** cover is destroyed.

ON WATCH AND MORALE

ON WATCH

Players may choose to go **On Watch**. They gain one free **ranged** attack before **Initiative** is rolled. Forgoes rest.

MORALE

Enemy **Morale** is a standard 8, minus current **SHOCK**. Roll 2d6 versus **Morale** and d6 to see what happens.

1-3	Retreats
4-5	Surrenders
6	Switches Allegiance

WEAPON KEYWORDS

1. **SHOCK** - test Toughness DRI4. Failure; roll a d4 on the **SHOCK** table.
2. **HEAVY** - degrades **cover** on a miss. Only way to degrade **Total** cover.
3. **BURN** - deal damage and deteriorates **armor** by one **Tier** each turn.
4. **IMPACT (X)** - Ignore (X) **Tier** of armor
5. **SCOPED** - may not be used in **melee**, automatically gets **Aim**

ROLL YOUR GRVNT

d66 Name and
d20 Reason for Enlisting

d6 Class and d2 Ability
3d6 **Stats**
Weapons, Side Arms, Armor,
Omens, Powers, Ammo
War Scrolls (according to Class)
d2 Starting **SHOCK**

d6 Things to Carry Shit In
d12 Combat Readiness Shit
d12 Personal Shit and Mementos

WHAT'S YOUR NAME, GRVNT?

...AND HOW'D YOU END UP HERE?

1. You had no choice, it was that or be hung for your crimes.
2. As a prisoner, you developed a strong Stockholm Syndrome.
3. For the greater good of your god.
4. Killing is your business, and business is good!
5. You were exiled from your village and had nowhere left to go.
6. Desire for wanton, bloody, terrifying hedonism.
7. An incurable disease ails you - you are not long for this world anyway.
8. Addiction to the sound of flames and blasts of shrapnel.
9. Seduction of the morose.
10. Being the oldest, your mother signed the papers for you.
11. Dupree
12. Kish
13. Loann
14. Lurtz
15. Nikola
16. Yael
21. Jirka
22. Luca
23. Adrienn
24. Lyuan
25. Prompta
26. Froya
31. Norrin
32. Berlioz
33. Hecate
34. Tchall
35. Ulu
36. Monach
41. Che
42. Sisu
43. Astrid
44. Vera
45. Mirjam
46. Thais
51. Ines
52. Hearrod
53. Jára
54. Vlasta
55. Eka
56. Soini
61. Tallow
62. Gere
63. Ossu
64. Waite
65. Igorni
66. Janick
11. Gastly addiction to the taste of blood.
12. To earn the right to be buried among the flowers in newfield.
13. Your farmstead was destroyed and your family killed.
14. A misguided sense of justice
15. Starvation is a great motivator. They feed grvnts...mostly.
16. The land changed, wiping out your way of life. You have nothing to go back to.
17. Star-crossed lovers, fighting on two sides. You just want to be close to them... bayonet close.
18. You don't remember...
19. For glory! Your corpse will be stepped on.
20. Rising from the dead, you resume your past life.

1. GRIZZLED VETERAN

HP d10+Toughness **Omens** d2 **Silver** 1d6x10 **Ammo** d3
Shocked roll 3d6+2 Toughness **Clumsy** roll 3d6-2 Agility
 Roll d10 for **Weapon** and d6 **Armor**

1. Troll Blooded: Either due to wartime experimentation or an unfortunate lineage, you are able to force your metabolism into overdrive to heal most wounds. Spend your turn and heal d6.

2. The Tank Slicer: A foul Zweihander forged from the tusks of a Kongoose and quenched in crude **Slagg**. d10 damage **IMPACT** 2

2. RECLUSE MARKSMAN

HP d6+Toughness **Omens** d4 **Silver** 1d6x10s **Ammo** d4
Keen roll 3d6+2 Presence **Wiry** roll 3d6-2 Strength
More-Precise Rifle d10 damage, **SCOPED**, **IMPACT** 1, roll d2 **Armor**

1. Night Stalker: Years of living alone in a subterranean cave have made your eyes large and incredibly keen in the dark. -2 **DR** on Presence rolls at night. Bright lights blind you for d2 turns. You may rest while **On Watch**.

2. Pet Raven: You have a close relationship with a three-eyed Raven. Spend a **Power** - through your pet you see for miles in all directions, catch even the slightest hint of movement, and can sense the wind and weather. You also have a third eye. +2 **DR** when dealing with people.

3. ALTERED MERCENARY

HP d8+Toughness+number of the beast **Omens** d2 **Silver** 2d6x30s
Gritty roll 3d6+1 for Toughness and Strength, roll 3d6-2 for Presence
 Roll d6 on the **Mörk Borg Weapons** table and d2 **Armor**
 Cannot use firearms or **Tier 2+** armor

1. Falchon-Winged: You have four large wings and your face is more bird-like than human. You are capable of flight and have razor sharp talons at the end of your fingers (d10 slash attack). Agility tests are -2 **DR** while in the air.

2. Kongoose-Tusked: From your jaw protrude two mammoth tusks, curving to the sky and glowing white (2d6 attack amongst two creatures, **IMPACT** 1). You are covered in a dense long fur (-d6 permanent armor).

4. ARCANE MEDIC

HP d6+Toughness **Omens** d2 **Silver** 2d6x20s **Ammo** d2
Hardened roll 3d6+2 Toughness **Meek** roll 3d6-2 Strength
 Roll d6 for **Weapons** and roll d2 **Armor**
 Start with one **Field Dress Kit** and a **random War Scroll**

1. Leech Therapy: You carry d6 **Onda Leeches**. Attach to any creature. When taking damage, immediately heals d2 **HP**. If left on after healing, will cure illnesses and lower **SHOCK** after d2 days, at the cost of -1 to any **stat**. You must summon them from the marshes (spend a **Power** for d3 more) or travel to **Onda** to find more.

2. Abscission Obsession: Your interest in the interior anatomy of your comrades has made you invaluable as a surgeon. And also completely insane. You may spend a **Power** to save any creature nearby from being **broken**. **OR...**you may forgo saving them to requisition their organs. Every 4 times you do this, **Get Better**.

5. RADIANT BANNERMAN

HP d6+Toughness **Omens** d3 **Silver** 2d6x10s **Ammo** d3
Sickly roll 3d6-2 for Toughness **Commanding** roll 3d6+2 for Presence
 Roll d3 on weapons and d3 armor
 Roll +2 **Powers/day**
 Spend a **Power** to add or subtract d4 from any **Morale**, **Initiative**, or **SHOCK** test

A large, colorful **Bannerspear** (d8, **IMPACT** 1) is fused to your spine, and can be seen from a great distance:

1. Vampiric Garnet: roll d6 on the **Armor** table, but you don't wear it. Instead, when you block damage with an armor roll, the wound immediately heals, causing **fear** in the attacker. (creature must make an immediate **Morale** test).

2. Shining White: Spend a **Power**. Your siblings-in-arms within 10 ft are emboldened by your very existence. They may choose to:

- » Gain d2 **Omens** or **Powers**
- » Heal d4 **HP**
- » Gain +2 to their next d4 rolls
- » Lower **SHOCK** by 1

6. HOMESICK RIFLEMAN

HP d6+Toughness **Omens** d2 **Silver** d6x10s **Ammo** d4

Plain adjust no abilities

Roll d6-1 on the **Weapons** table and d4 **Armor**

What Rifle did you start with? d4

1. Legion, the Haunted Rifle: Found atop a pyre of fallen grvnts, their souls bound to this Malevolent Rifle and refer to themselves as Legion. Acting autonomously, Legion floats by your side, dealing d8 damage but taking a whole turn to reload as the haunted fingers of the dead fumble their ghostly ammunition. Does not require **Ammo**.

2. The Galgen Beheader: A Malevolent Rifle with an oversized bayonet at the end, perfect for heading many a poor grvnt who end up in range. Melee attacks Crit on a natural 18-20.

3. R.O.D. Grenades: Rampant-Occult Demolishers (or R.O.D. for short) mount at the end of the barrel of any firearm, making the next attack **HEAVY** with the foul energies contained within. Spend one **Power** to use.

4. Kaiserion: The weapon of choice of a cold **Kergus** warlord that he often used to keep his grvnts in line. D8+1 damage. Spend an **Ammo** to fire into the air, causing d4 **SHOCK** to all allies. Their next roll is considered a success.

What did you bring with you? d3

1. Letters from Home: Shunned by your family, they send letters doused in poison or boobytrapped with explosives. You've learned the hard way to never open their responses - in fact, they make great makeshift grenades (d6 damage, d4 random keyword). You start with d4 and slowly receive more as you write home.

2. Stop Watch: Before your grizzled veteran grandfather passed, he left you with his pocket watch. It smells like shit... Has a d4 **chance** to block a successful **non-HEAVY** attack.

3. Idiotic Locket: Your poor, dead, stupid brother's soul resides in a **heavy** but worthless jewel necklace that you have worn since the day of his interment. You hated him. Every time the soul speaks to you, you are made dumber by his ignorance, but are twice as willing to live. -2 Presence and +4 Toughness for d3 rounds.

ROLL YOUR STATS

TOUGHNESS
AGILITY
PRESENCE
STRENGTH

Resist **SHOCK**/Gas/Cold/Heat
Defend, avoid explosions
Shoot, perceive, use War Scrolls
Melee, carry Squad Equipment

	3d6 RESULT	STAT
<p>Roll 3d6 and using the table on the right generate each stat score from -3 to +3. The result is not used in the game once the character is created, only the associated stat value.</p> <p>When the character is later improved or a special effect is applied, a stat can never exceed +6 or -3.</p>	1-4	-3
	5-6	-2
	7-8	-1
	9-12	±0
	13-14	+1
	15-16	+2
	17-20	+3

d20 TESTS

Tests are made against a variable **difficulty rating (DR)**. To **test** success or failure, roll **d20 ± your relevant stat** with a result equal to or greater than the **DR** indicating a successful test. NPCs don't use **stats**, they simply **roll a d20 against DR**.

For example, fire your rifle at an enemy (test **Presence DR 12**) OR avoid incoming mortar shells (test **Agility DR 12**) OR resist **SHOCK** (test **Toughness DR14**) OR bayonet an enemy grvnt in partial cover (test **Strength DR 14**).

DIFFICULTY RATING (DR)

6	so simple people laugh at you for failing
8	routine but some chance of failure
10	pretty simple
12	normal
14	difficult
16	really hard
18	should not be possible
20	totally FUBAR

d10 WEAPONS

1. **Cult .45** d4 damage pistol, can be fired in melee, no **Ammo** requirements, can be dual wielded
2. **d3 Scream Grenades** d4 damage to d3 targets. Small grenade dealing minimal damage, packed with the shriek of the dying lands its **Slagg** was harvested from. **HEAVY, SHOCK**
3. **Vermin Maimer** d6 damage sawed-off shotgun, handheld and can be fired in melee without penalty.
4. **Fire Spear** d6 melee or d10 ranged damage once per combat, **BURN**
5. **Schleswig Sprayer** d6 damage per **Ammo** spent, two handed MG
6. **Malevolent Rifle** d8 ranged damage, two handed
7. **Malevolent Rifle** d8 ranged damage, with bayonet d6 melee, two handed
8. **Precise Rifle** d10 long ranged damage, two handed, **SCOPED**
9. **Boom Lance** d10 ranged damage to up to d3 targets, two handed, **HEAVY**
10. **Cannoneer** d12, test Strength **DRI2** to steady, two handed, **SHOCK, IMPACT 2**

d8 SIDE ARMS

1. **Knuckle Dusters** d3 melee damage, -2 **DR** to hit, **IMPACT 1**
2. **d2 Slagg Bangs** all creatures within 20 ft suffer -2 to all rolls for d2 turns, **SHOCK**
3. **Small Shield**
4. **Cult .45** d4 damage pistol, can be fired in melee, no **Ammo** requirements, can be dual wielded
5. **Punch Dagger** d4 melee damage, **SHOCK**
6. **Shorter Sword** d6 melee damage, can be fastened as a bayonet
7. **Large Shield**
8. **Barbed Wire Club** d6 melee damage, ignores helmets

d6 ARMOR

1. **Tier 0** no armor, peasant rags
2. **Tier 1** -d2 damage rat chewed gambison, thatched reed vest
3. **Tier 2** -d4 damage scrap-metal, splint mail
4. **Tier 2** -d4 damage + **helmet**
5. **Tier 3** -d6 damage crawler bodywork, howler bear pelts
6. **Tier 3** -d6 damage + **helmet**
7. **Tier 4** -d8 damage lobster armor (a misnomer, as any deep water is deadly)

Helmet		break to prevent all damage
Small Shield	-1 damage	break to prevent all damage from melee, Partial cover from ranged
Large Shield	-2 damage	break to prevent all damage from melee, Full cover from ranged

d8 WAR SCROLLS

1. **Nay-Palm** Extending your hand, you issue commands with a fiery countenance. **d3** creatures of your choice spontaneously combust and die in **d4** turns. Their flames spread to all they touch.
2. **Bite the Bullet** A target already wounded by a firearm takes that same firearm damage again. The bullet grows teeth, eating its way out. **IMPACT** 4
3. **For Whom the Bell Tolls** Fell utterances of **Necrubel** buffet the inner psyche. All within 30 ft suffer **SHOCK**.
4. **Afraid to Shoot Strangers** Raise two fingers in a "V". All firearms around you cease to work for **d4** turns.
5. **Lay of the Land** Spectral seismic activity will locate one item/object/creature without fail. Follow the glowing blue arrow.
6. **Red Badge of Courage** One creature is immune to **SHOCK** for **d4** rounds and does not require the use of **Ammo**. While active, they are the primary target of enemy grunts.
7. **Gas!** The stench of your words creates a 30 ft cloud of **Poison Gas**.
8. **Trenchfoot** The ground swallows one target. Their armor rots one **Tier** for each turn they remain trapped. **DR12** Strength test to escape.

d10 SHOCK

Test Toughness **DR14**: On a failure add **d4** to your current **SHOCK**. Can only be remedied by **days** of rest and **lots** of booze, or **maybe** there is some more **expedient** method...

1. **The Shakes** -2 to **Side Arm** roll result
2. **Primal Fear** next **SHOCK** roll is **d6**
3. **Visions of Death** -1 to all damage rolls
4. **Jammed** cannot **target** for **d2** rounds
5. **Blind Fire** immediately fire at the **nearest** enemy at **DR16**
6. **Panic** run screaming from battle to the nearest "safe" location, allies nearby roll **SHOCK**
7. **Dark Thoughts** target **self** with weakest weapon
8. **Confusion** target nearest comrade next attack
9. **Abject Sorrow** lay down **arms** and run directly at the **enemy** line
10. **Endgame** fall **dead** where they stand

d12 PERSONAL SHIT

1. Pack of smokes
2. Wire cutters
3. Compass
4. Last letter from home
5. Prayer beads
6. Foot powder

If your d6, d12, d12 SHIT rolls have a combined sum of **20** or more, you permanently roll **+1** on the **SHOCK** table. Must have seen some shit to acquire that much SHIT...most of this belonged to some other sucker until you pried it off their corpse. **Godspeed!**

d6 THINGS TO CARRY SHIT

- 1-2. Nothing, supplies were low
3. Ammo Belt (carries one unspent Ammo from the previous day)
4. Side Satchel (2 normal-sized items)
5. Ratty ol' Haversack (6 normal sized items)
6. Pack Mule, too starved to ride

If you rolled **2** or lower, don't roll any more SHIT. Roll **d6**. On a 1-4, gain a random **War Scroll** and kiss your mom goodbye. On a 5-6, gain **Tier 4 Lobster Armor** and kiss the world goodbye.

d12 COMBAT READINESS SHIT

1. Entrenching Tool (d4 damage)
2. d2 Signal Flares
3. Rust Sack carries a small camp for the squad
4. Mess Kit cooking supplies for the squad
5. Ammo Box +d4 Ammo (contains all types)
6. Field Dress Kit Presence+4 uses (stops bleeding/ infection and heals d6 HP)
7. 20 ft Barbed Wire Coil
8. Gas Mask
9. Tergol's Secret Cocktail d4 damage for d3 turns, **BURN**
10. Shinripper 3d6 damage, **HEAVY, SHOCK, IMPACT 1**, d6 chance goes off when handled
11. Helmet
12. War Scroll

7. Pocketful of bent nails
8. Tattered War Scroll (1 use)
9. Repair kit
10. Dead friend's dog tags
11. Grappling hook
12. Raw piece of Slagg

EXPANDED TABLES

d10 GENERIC LOOT TABLE

1. Nothing
2. Their femur
3. A letter from home
4. A single ration
5. d2 Ammo
6. Dog tags (worth d6 silver to the right person)
7. d2 Ammo with a random Weapon Keyword
8. War Scroll
9. Intact helmet
10. Booby Trapped (roll **GASSED**, **SHOCK**, or d6 damage **IMPACT** 2)

d6 BROKEN TABLE

1. Suffer d8 **SHOCK** and gain d4 HP.
2. A hole in your skull causes helmets to never fit right again. Heal d2 HP.
3. Hemorrhage, **death** in d2 turns, unless treated.
4. Lower Max HP by d3 permanently. If this lowers your Max HP to **0** or **below**, you haunt your squad forever.
5. All your **HEAVY** weapons go off, harming all around you.
6. Dishonorable discharge by **death**.

POISON GAS

d8 GASSED TABLE

All within the cloud roll d8 and are permanently **disfigured** according to the **GASSED** Table. If wearing a **Gas Mask**, **DR10** Toughness test to avoid the cloud. If avoiding damage, roll **SHOCK**.

Group enemies take double damage.

1. **Fractured Mind** - d4, You can't use Omens
2. **Seared Eyes** - d4, - 2 Presence
3. **Drowned Lungs** - d6, -2 Toughness
4. **Boiled Flesh** - Lose d6 **HP permanently**
5. **Melted Hands** - d6, never hold firearms again
6. **Ruined Body** - d8, roll on the **Broken** table
7. Roll 2d6 on this table
8. **Become Gas**

The following sections are for the GM's eyes only.

The **Player Guide** contains the vast majority of new or altered rules that will help you to run the **Ashcan Version of Farewell to Arms REDUX**. We strongly encourage you to read that document prior to running the mission included here.

Included here but **NOT** in the **Player Guide** are a few **Warlord Orders** handed down from the "generals" of the **Dying Lands**, rules for **SLAGG** requisitions and **Squad Equipment**, several enemies to be used in the mission, and the mission itself.

For clarity, **Farewell to Arms REDUX** will be comprised of three distinct roleplayed phases:

1. Political Intrigue and Diplomacy
2. War Room and Requisitions
3. Missions

In the **full game**, each of the phases will be played by the Players. Here, we ignore the **Political** phase and approximate the results of the **War Room** phase with the **Warlord Orders**.

In the core book and faction campaigns, **Player Squads** will accumulate **SLAGG** as a resource, and use their **SLAGG** level to requisiton **Squad Equipment**, which requires **SLAGG** to use in mission, and is non-permanent and **destructible**.

Enemies included are chosen to display the "parallel" nature of **grvnts** versus **grvnts**, and are quite similar to **enemies** that may be generated in the **full game**.

The enemy **Squads** are also very close to the final product.

Like the **missions** in the full game **Faction Campaign books**, the **mission** here is a one-page list of options with **MANY** possible branching **variants**, and each **option** can be chosen at will or randomly rolled, according to the whim of the **GM**.

WARLORD ORDERS

Powerful one-time use off-map strategies available as a result of the War Room Phase.

Players discuss and/or vote on the best strategy to employ.

Creeping Death: Powerful off-map artillery bombardment. 5d10 must be assigned evenly to all creatures in the area (HEAVY, SHOCK).

Ravenous: The objective has been slowly starved of food for a fortnight. All enemy SHOCK rolls are +2. Some may have perished, but several of the remnant behave like Hyena-Throated Mercenaries.

Burn Them Out: During the Squad Equipment Requisition phase, your Warlord surprises you with a free Firespitter (d10 ranged damage per SLAGG spent, BURN).

SLAGG AND EQUIPMENT

SLAGG level for the Ashcan Version is equal to 1 SLAGG per Player. This is used to requisition Squad Equipment, but is not "spent" in that phase.

All items cost one SLAGG per use in mission, ie to fire the Richters MG during the mission, "spend" one SLAGG from the Squad.

Skarl the Pungent (1) An Earthbound follower, arrogant, values diluted black poison (carries 2 bottles)
HP 8 Morale 7 Staff d4 Leather -d2
Repairs Armor/Items (costs 1 SLAGG)

Anachronism Cradles the Worldroot (1) A Pale One follower, introverted, speaks in riddles, values time
HP 6 Morale 6 Slagg Bangs (2)
War Scroll "Afraid to Shoot Strangers"

Richters MG (3) d10 damage to d6 targets, d2 rounds setup

Mortar (3) 3d6 damage must be assigned evenly across squads or 3 targets, SHOCK

Anti-Tank Gun (4) d12 damage, DR14 to hit grvnts, IMPACT 4, d3 turns setup/tear down

ENEMY GRVNTS

POET RIFLEMAN

HP 6 Morale 8 **Battered Gambison** -d2

Malevolent Rifle: d8, bayonet attached d6

Purple Heart Poetry Shrugs off **SHOCK**. Nearest Player tests Presence **DR12**, failure they suffer d4 **SHOCK**.

BEAR-ZERKER VETERAN

HP 10 Morale 8 **Nearly Nude** No armor

Fire Spear d6 melee or d10 ranged once per combat, **BURN** or **Zweihander** d10

Jingoistic Rage When nude, attacks twice per round.

ARTIST MEDIC

HP 5 Morale 9 **Vestments** -d2

Cult .45 d4 pistol, can be fired in melee, no **ammo** requirements, can be dual wielded

War Scroll "For Whom the Bell Tolls" Fell utterances of **Necrubel** buffet the psyche. All within **30 ft** suffer **SHOCK**.

Artist Carves healing sigils into patient's flesh. Heals **d4** per carving. Patients heal **d4** and roll **+1 SHOCK** per carving.

HYENA-THROATED MERC

HP 6 Morale 6 **Armor** -d2

Teeth, Claws, Muscles and Jaws d6

Raging Bark d2 chance casts a random **War Scroll** instead of attacking.

ENEMY ARMORED

ENEMY SQUADS

ARMORED CRAWLER "Gorgh's Anguish" and/or "Griffbane"

HP 20 Morale - Forged Slagg Plating -d10

Mounted Cannoneer d12 once per d4 rounds, ignores -d4 armor. **SHOCK**

Crushing Weight Tries to run over grvnts in between Cannoneer shots. Destroys all cover.

ARMORED GRVNT CONVEYOR (AGC)

HP 15 Morale - Iron-Slagg Alloy -d8

Top-Mounted Richters MG d10 damage to d3 targets at distance

Unload Carries d3 grvnts of any type.

RIFLEMAN SQUAD (5 grvnts)

Squad Leader: Poet Rifleman

HP 16 Morale 6 Armor -d4

Firing Squad 5d4, losing 1d4 for every 4 health.

COMBINED ARMS SQUAD (4 grvnts)

Squad Leader: Bear-Zerker Vet

HP 18 Morale 6 Armor -d6

Combined Fire 3d4 -or- d10 to one target, **HEAVY**, losing 1d4 for every 4 health

KILLGORE COMPANY (8 grvnts + 1 AGC)

Squad Leader: Hyena-Throated Merc

HP 26 Morale 8 Armor -d2

Onslaught Attacks first and last each round, **8d6** spread evenly to every targetable PC, losing 1d6 for every 4 health, **d8 chance** to cast a **War Scroll** once per round, **AGC** acts separately.

THEY SHALL NOT PASS

Exhausted Schleswig grvnts are force-marched to the crossing of Rivercrest to disrupt Galgenbeck supply of Slagg.

MISSION BRIEFING

A well-equipped **Faithspire Horde** detachment is guarding a highly valuable **Slaggvara** deposit among the ruins outside the mostly abandoned town of **Gleymtford**, south of the easternmost crossing of the **Rivercrest**. Extraction equipment rises from the fields to the east, housing an assortment of miners, engineers, and guards. A faint-blue light seeps from the mine, casting odd shadows on the ancient walls of the ruins. Raw **Slagg** is being transported north to **Galgenbeck** across a massive, floating stone bridge by a heavily guarded wagon convoy. Thin, dead trees poke up like fingers from the fields south, offering little cover for the operation. To the west, the **Onda Sea** works tirelessly to expand her marshy shores.

As a Mad Mists squad in the service of King Fathmu X, approach from the southwest and prevent the Faithspire Horde from harvesting Slagg, crossing the bridge, or reinforcing their position, at all costs.

ADVANCE

Far From Home: As you reach the fields south of the objective, you are overtaken by beauty you have never seen. Throngs of red poppies emit an intoxicating pollen. Roll **SHOCK**.

Glint of a Scope: A Poet Rifleman with **SCOPED** sits in a tall ruin overseeing the entirety of the operation. Blow your cover and he'll blow your brains out.

Watching their Flank: A small patrol squad has split from the convoy and is headed in your direction. One wears vestments of the Church (**Artistic Medic**).

ACTION

Early Reinforcement: Through the grey morning mist, a Faithspire armored crawler crosses the bridge, scanning the area. Opens fire on nearest squad equipment, charges toward everyone else.

Dogs of War: d3 Horde Hyena-Throated Mercs are loosed upon you, laughing at their ensuing carnage.

All Fun and Games: The Faithspire grvnts guarding the mine stayed up all night playing **Too Many Fingers**. Half of them can't shoot anymore and are armed with **melee** weapons.

AFTERMATH

Strength in Numbers: A Faithspire leader rallies their remaining grvnts, forcing them to take up defensive positions and close ranks, forming a **Combined Arms Squad** in Heavy cover.

Tides Have Turned: The natural world heals its own. The river claws its way to the mines, claiming all in its churn. **DR 14** Strength test or be **drowned** in the river's rage. If you are wearing **Tier 4** armor, you fail.

Munition Megidido: Seeing that all hope is lost, the Faithspire Warlord unleashes an **artillery barrage** in an attempt to level the town/ruins. **d6** chance that grvnts are struck. **d4** if they are next to an enemy with a **flare**. Test **SHOCK** every turn it misses.

OBJECTIVES

1. Paint occult symbols on extraction equipment for artillery strikes.
2. Intercept the armored detachment transporting Slagg.
3. Close (or blow) the bridge to Galgenbeck and fight your way back to friendly territory.

TWISTS

1. The enemy is distracted by the Top Brass visiting them for inspection.
2. A Beggars of Death warship is bombarding the riverfront indiscriminately.
3. A one-armed Lich is chained in one of the ruins. They want revenge.
4. A band of Eco-Warrior Pale Ones are peacefully blocking the bridge.
5. The tank escorting the convoy has heretics tied to its exterior. You recognize some.
6. The mine is gushing Slagg, covering the area. Should you avoid it? Probably.

SHLESWIG - MAD MISTS

GALGENBECK - FAITHSPIRE HORDE



INFORMATION

Official download link for this doc is rivetheadgames.com/farewell

To pre-order the full version go to our [BackerKit page](#)

For retail inquiries, please email us at info@rivetheadgames.com

Farewell to Arms REDUX will ship in September 2023

Expansion content will follow in early 2024

Follow us on [Kickstarter](#) and [everywhere else](#) to get notified when we launch our next project

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PLAYTESTING

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As you **playtest**, you could help us improve the final product by completing this [form](#). Thanks!

