

LABORS OF THE GODS

Goalsystem Mythic Skirmish In The Age Of Heroes



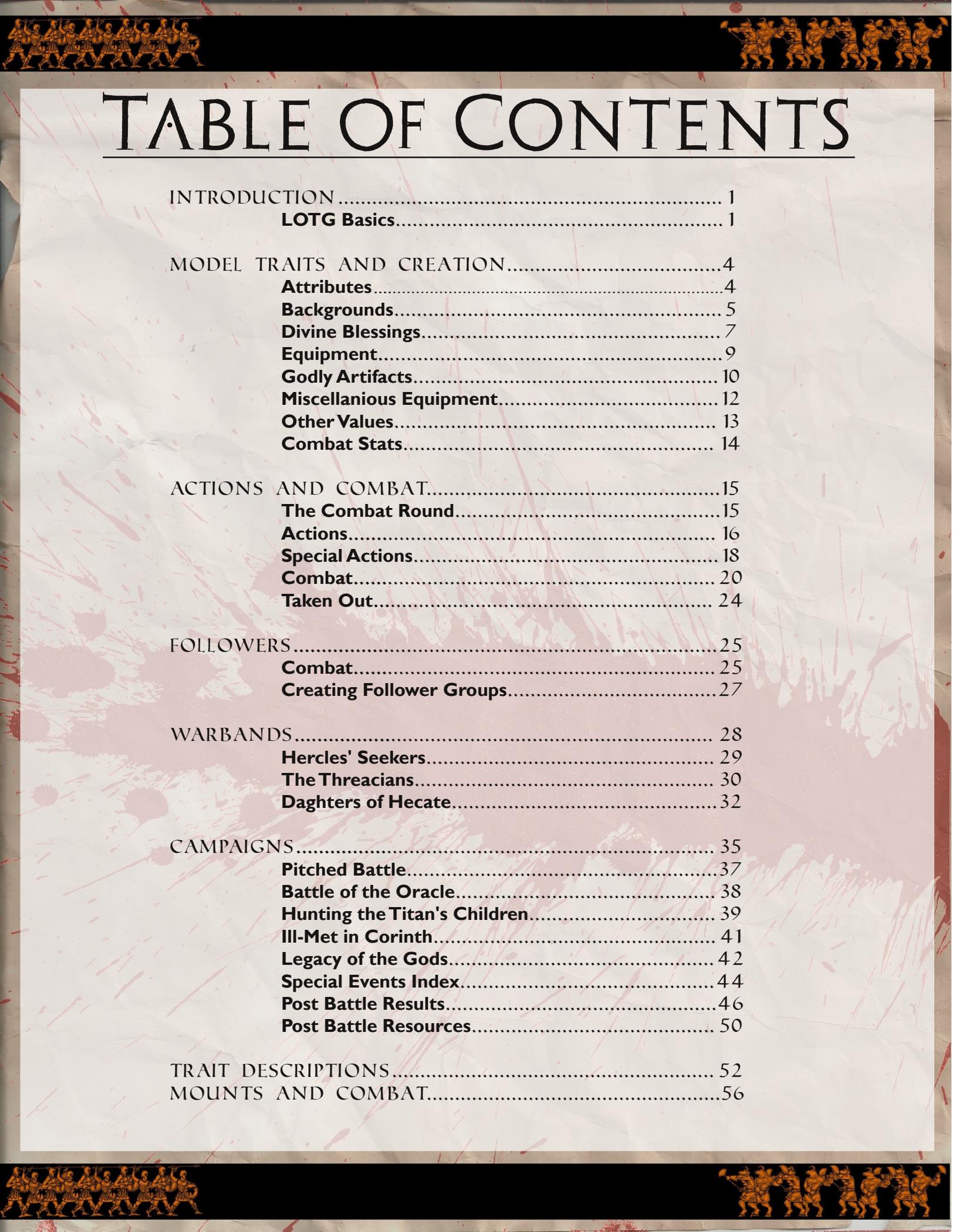


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or other traits may be used on each throw of the relevant dice pool. Re-rolls resulting from campaign events or circumstances are expendable, and once used, may not be used again.

Re-rolls from different sources may be added together, but a model may never benefit from more than four re-rolls on any dice pool throw.

Example: Dion possesses two re-rolls in her 3D pool, so her player notes this on her roster as 3D[2]. If Dion rolls this pool and gets 1, 3, and 4, her player can pick up the 1 and the 3 and roll them again. If on a later throw she gets a 2, 4, and 4, she could pick up the 2 and throw it again, but if it fails she cannot re-roll it a second time, because the same die may never be re-rolled more than once.

Example: Achilles is a follower of Ares and gains 2 re-rolls on his damage dice throws in combat. He later comes into possession of a magic sword forged by the god Hephaestus, giving him an additional 2 re-rolls on damage throws when using the blade. He now has a total of 4 re-rolls when striking with his enchanted blade, and he can benefit from no more on this dice pool.

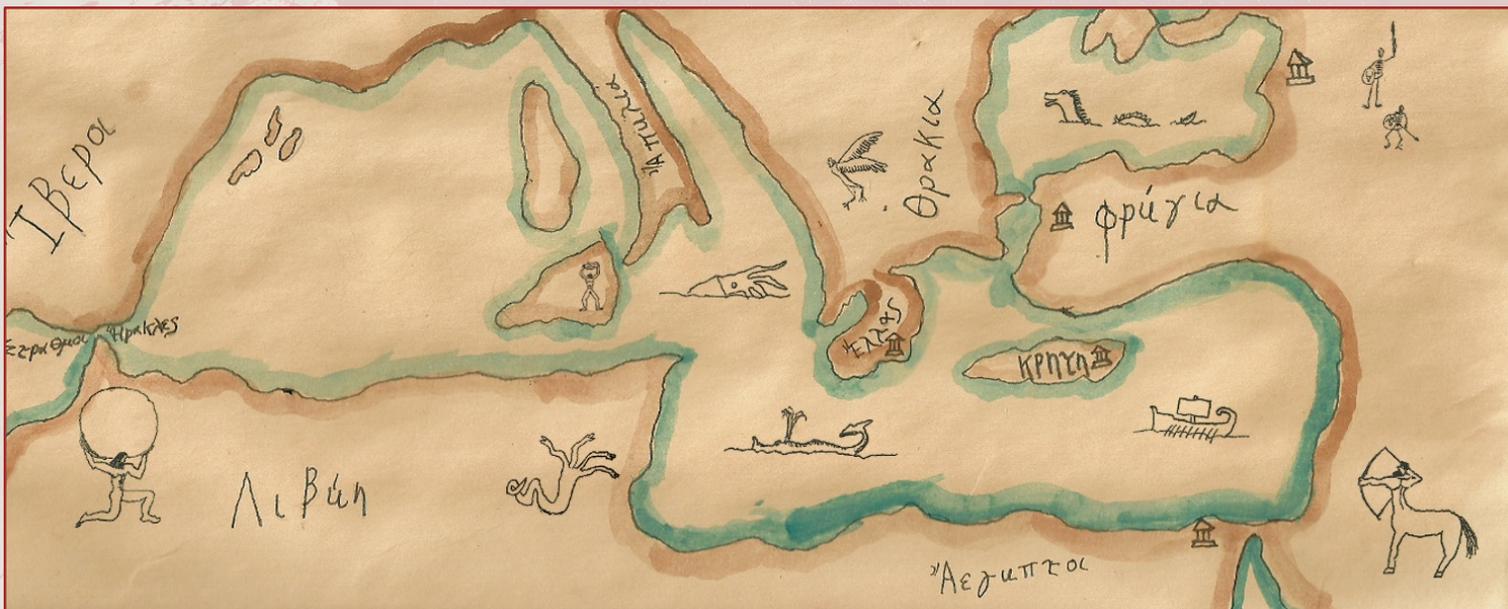
MOVEMENT

Every character in LotG moves 6". Certain characters may possess traits that increase or decrease their movement. Models can charge an enemy, covering extra ground by adding a value equal to their Prowess Attribute (see below) in inches to their base movement value. Various types of terrain and other special scenario factors can also affect movement. This will be covered in greater detail in Chapter III: Action and Combat.

MOVEMENT AND SCALE

Movement rates in the rules were written with 28mm models in mind. However, LotG has been written to just as easily conform to using 15mm scale models. If using the smaller scale models, simply halve all movement and range values, rounding up to the nearest inch when necessary.

The characters and followers of LotG possess a number of characteristics collectively referred to as Traits. Players create characters by buying these traits with points. Each player receives a certain number of points to outfit his warband. Traits fall into the following categories: Attributes, Backgrounds, Divine Blessings, and Equipment. Each trait is described below. After the descriptions of traits, players will also find explanations of certain figured and set stats like Fate, Vitality, and Move value.



Example: Atalanta's bow normally does 5D damage, but her attack on the Thracian earned her +1D to damage, for a total of 6D, and she scores only 3 goals on the roll. The Thracian scores 2 goals on his damage resistance roll, and suffers the loss of 1 Vitality as a result.

RANGED ATTACKS IN CLOSE COMBAT

Ranged Attacks may not be made in close combat. Models in base contact with enemy models must leave combat in order to make ranged attacks. See *Breaking From Close Combat* above for more information on this.

SEEING TARGETS

A model must be able to see at least some part of its target to hit it with a ranged attack. If the attacking model cannot draw a straight, uninterrupted line to its target, it may not fire. Friendly models do not block line of site, but enemy models do.

COVER

There are two types of cover in LotG, hard and soft. Hard cover is any substance with stopping power like a ship's bulkhead, cave wall, or hoffbrau table. Soft cover is a less durable form of cover that still might spoil an attacker's aim or deflect a shot. Examples of soft cover include hedges, bystanders, or drapery.

Models in hard cover receive +2D to their defense rolls.

Models in soft cover receive +1D to their defense rolls.

As models in LotG are thought to be in constant motion, a model need only be partially obscured by the cover to receive its full benefits. If even just a leg or arm is obscured, the model is in cover!

FIRING INTO CLOSE COMBAT

Models can fire ranged attacks into close combat. Their targets make an opposed Prowess roll just as in a normal ranged attack, but add +1D to their defense due to the swirling nature of the action. If the firing model misses, there is a chance that the other models in the close combat could be hit by the attack.

Assign each additional model in the close combat a number between one and six, and then roll a D6. If a model's number is rolled, it is hit by the errant attack, and must make an opposed damage resistance goal roll versus the basic damage dice of the attack. If no model's number is rolled, the shot simply misses as normal.

MAGICAL ATTACKS

Certain characters and creatures possess the ability to attack with their Spirit attribute, and their targets oppose this attack with their own Spirit attribute. Any attack of this nature counts as a magical attack. Whether it is described as a Siren's song, a magical bolt, or any other exotic effect, it is generally resolved in the same fashion. Some magical attacks will occur at range, while others might require the attacker to be in base contact with the defender.

The attacking model in a magical attack rolls its Spirit attribute (plus any dice from Background traits, Divine Blessings, and situational modifiers) vs. the defender's Spirit attribute (plus any dice from Background traits, Divine Blessings, and situational modifiers). If the attacker gets more goals than the defender, he has hit, and every 2 additional goals add +1D damage dice pool of his attack (rolled in the next phase of combat resolution).

If the defender ties or gets more goals than the attacker, she has evaded the attack.



REVENANT POST-BATTLE TABLE

| Roll | Result |
|-----------|---|
| 1 or less | Dead! |
| 2 | Force of Will disrupted -1D Endurance next battle |
| 3 | Slow recovery -2" Move next battle |
| 4-6 | Minor Damage: No ill-effects |
| 7+ | Implacable Dead: +2D to attacks against model that took model out during the next battle they face each other |

MYTHICAL CREATURE POST-BATTLE

| Roll | Result |
|-----------|--|
| 1 or less | Dead! |
| 2 | Hunters Arrive!: See text below |
| 3 | Slow recovery -2" Move next battle |
| 4-6 | Minor Damage: No ill-effects |
| 7+ | Creature's Vengeance: +2D to attacks against model that took model out during the next battle they face each other |



Hunters Arrive

News of the creature's weakness attracts hunters eager to claim glory or riches by slaying the beast! The next warband that battles the band with this creature gains 2 Hunters with the following profiles:

Attributes

Prowess 2D
Endurance 2D
Spirit 2D

Background

Warriors (Archers)

Move: 6" Fate: 0 Vitality: 3

Equipment: Bows & arrows, Knives

Combat Stats

ATT 3D[1]
DAM 5D
DEF 3D
DR 2D

A NOTE ON CAPTURED MODELS

When a model is captured, the players involved should work out a time when a scenario with the Captive special event can be run. This can be a normal Pitched Battle, or the Ill-Met In Corinth city fight scenario. If the captive model is freed, he may join the battle, or speed off of the table as per the rules of the Captive special event. He will not have his full gear back until after the battle, at which time it is replaced at no cost to the warband.

Should the warband fail to rescue the captive, he or she may be sold into slavery by the opposing player. This garners the seller 10 GP. Of course, the players can always arrange a ransom in lieu of this unfortunate event.

GODLY ARTIFACTS

Instead of working to earn money for the band, a model may spend its time between battles searching for rare items or weapons. In addition to paying the item's normal cost, the model must make a TN4 Spirit goal roll to successfully find the item.

The model only gets one chance between battles to attempt this roll, and failure indicates that the model was unable to find the desired item. If a model does succeed in finding an item, he or she may select and purchase it from the list of available items in the Equipment section in Chapter II. Godly Artifacts must be bound to a specific character model within the warband. Doing so requires the character model to permanently burn one of its Fate dice--the die is gone for the remainder of the campaign. Only the model who burns the Fate die may make use of this artifact in play. If the model perishes in a later battle, its artifact may be taken by another band member, but that member must permanently burn Fate to bind that item to it.

PAYING THE PIPER

If a warband does not generate enough income to cover its costs it suffers a shortfall. This manifests itself in decreased performance during the next battle. This decrease in performance could come from lack of ammunition, lack of provisions, or generally low morale due to the band's dire straits.

When a warband suffers a shortfall its player randomly selects two models to bear the brunt of it. The player then rolls at random for the effects of the privation on the models.

SHORTFALL TABLE

| Roll | Result |
|------|-------------------------------|
| 1-3 | -2" movement |
| 4-6 | Must activate last each round |

Once the player determines the result for on model, the other model must suffer the remaining result.



Ioanas battles for his life! Figures by Mega Miniatures and Foundry.