

KEBRUVALON

KEBRUVALON - RIFTS OF THE VOID

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THE SACRED LAND OF KEBRUVALON

In the heart of the tinted ocean lies the fractured island of Kebrualon, once a shimmering jewel of harmony and ancient wonder. Long before mankind dared to cross the waves, the island was known as Kaeth Thalor, *"The Silver Garden"*, cradle of the Highborn Alvanians, a people of keen senses, radiant minds, and unmatched magical finesse. These noble beings, guided by their twin deities, Aelarion, the Sun Sovereign, and Lunastra, the Moon Weaver, wove silversteel into weapons of art and harnessed natural magic into graceful marvels. From the towering Palace of Ten Dawns, King Aerion Sunblade ruled with wisdom and might.

But this paradise would not remain untouched.

When mankind first came to Kebrualon, they were wanderers, explorers from the great continent seeking hope. Yet in time, they brought not only numbers, but ambition, science, and a fatal curiosity. At the height of their rise, the Kebrualon Empire, seated in Falconsearch, unleashed the Great Experiment, an effort to open mana voids

and harness raw, concentrated energy to fuel their dominion.

It was a catastrophic success.

The voids tore through the fabric of the world, flooding the land with uncontrollable mana storms. The Hearth Mages, once the Empire's greatest scholars, were the first to fall, twisted by the very magic they sought to master. Their minds shattered. Their souls unravelled. Some were banished; others vanished into the wilds, obsessed with power. But some, especially among the Free Peoples, rose again, now hollowed and deathless, becoming the first of the Legion of the Curled Flesh.

The Free City, once a haven of cooperation and peace, was the epicentre of the mana surge. In an instant, it was consumed by fire and ether. Most inhabitants died. Those few who rose again did so, not as men, but as necromancers, drawn to the endless streams of death-fueled mana. Now they command legions of bone and shadow, seeking vengeance against the Empire that shattered their world.

The Highborn Alvanians, betrayed and nearly exterminated in the early waves of mankind's expansion, endured the mana storm in their

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own way. While many of their cities were razed, they adapted, learning to bend the chaos of the voids to their will. Though diminished in number, they endure as a proud and vengeful people, wielding pure mana as both blade and shield.

In the far jungle of Kaluhazu, the magical aftershock of the Great Experiment shaped new life. Torrents of mana reshaped the land, and from it rose the Iratus Simia, sentient primates of diverse form and strength. Governed by massive gorilla kings and guided by a primal demigod named Alor the Untamed, these beastkin developed a civilization of their own, primitive to some, but deeply connected to the land. Sylvos the Halfblood, an enigmatic hybrid of man and ape, now serves as both guardian and bridge between worlds.

But not all magic brings life.

From the depths of the shattered mountains rose the Gol Hakmon, towering behemoths of stone and spirit. These ancient entities awakened to seal the mana voids, fearing that their unchecked presence would unravel reality itself. They are not enemies—but neither are they allies. They walk the land with thunderous steps, indifferent to mortal wars, acting only to preserve the fabric of the

world. Where they tread, the land changes, stabilized, scarred, or silenced.

Now, the Kebruvaton Empire, stripped of its mages, leans on the strength of its disciplined armies, trained beasts, and brutal numbers. Attempts to tame the Iratus Simia have failed time and again, but the Empire's ambition remains unbroken. It wages war not just against rebels and beasts, but against the consequences of its own hubris.

The world trembles.

The Storm of Rifts has opened once more. Nightmares pour through, gods and demons walk among mortals, and the ground itself fractures beneath the weight of past sins. Across plains and peaks, jungle and ruin, the scattered peoples of Kebruvaton must now choose:

Will they war for power, or unite to survive the end they themselves began?

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WHAT YOU NEED TO PLAY

First off, to play Kebruvallon, you will need a collection of miniatures, Kebruvallon does not have its own official miniature range, so any miniatures will work.

To make it more realistic, descriptions of the models have been made to make it easier to find models that will fit the units in the game.

Note that a lot of models in this game are multi based, this means that several models share the same base.

Next you will need a tape measure showing inches and at least ten 10 sided dice (D10 for short). Kebruvallon is played on a surface that ranges 4x4 feet or 122x122cm so you will also need space for setting up the battlefield.

Lastly you might need miniature terrain ranging between 28 and 32mm. While this is not necessary it gives a better game experience while on the table. What type of terrain is used in the game is listed later in this book.

THE BASICS

Warbands and Factions

Kebruvallon is a 2 player miniatures game where each player commands a Warband of miniatures fighting each other to earn points and gain objectives to win the game.

When creating a warband there are several factions to choose from. There are 8 factions in the game and perhaps more to come in the future of the game, these factions are:

Gol Hakmon

Spirits of ancient stone and primordial thunder, the Gol Hakmon are colossal beings shaped like giants and behemoths, forged in the heart of the world during its earliest days. When the Great Experiment tore open the mana voids, unleashing wild magic upon the land, it was the Gol Hakmon who emerged from the deep places of the earth. Their purpose was singular and solemn: to mend the wounds in reality itself.

Hearth Mages

Once before the great experiment, mages of the Kebruvallon empire. When the mages opened the mana voids and released large concentrated mana upon the world they lost control of their souls as well. This led to them

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going insane spending much of their time trying to gain more power.

Highborn (Alvanians)

The original inhabitants of Kebruvallon, before mankind came to the continent and murdered a big part of the Alvanian population. The Highborn look a lot like their human counterparts but what they lack in numbers they make up for in sharp senses and bright minds. They have found a way of harnessing the mana flowing from the voids and use it to power their armies.

Iratus Simia

Humanized primates from the jungle of Kaluhazu. These creatures are believed to have been created by the heavy mana flow landing in that area during the great experiment. Primitive but yet civilized in their own kind of way, great Gorilla beasts govern the Iratus Simia and guide their smaller monkey counterparts to battle. Humans have tried many times to tame the apes, but to no avail.

Kebruvallon Empire

Seated in Falconsearch near the base of the Highborn Mountains, Following the great experiment the Empire lost their ability to

rely on and cast magic, as the Hearth Mages lost their minds and were quickly expelled as punishment. This however does not weaken the Kebruvallon empire who rely heavily on great numbers and sturdy and well trained soldiers. The Kebruvallon Empire use trained animals in combat and several failed attempts have been made at training the Iratus Simia.

Legions of the Curled Flesh

Once a free people, living in peace with the Kebruvallon empire. Now Necromancers held together by the flowing magic of the mana voids. The free city took the biggest blow during the great experiment, the flow of fire was so strong that it took the free city and most of its inhabitants with it. The few Hearth Mages the free people had were to rise again as undead necromancers, bringing forth a legion of zombies, skeletons and other creatures of the night to avenge their death.

Sons of the Sea

Twisted creatures from the ocean depths, the Sons of the Sea first rose during the Great Experiment, drawn to the surface by the raw mana spilling into the world. It is believed that the mana mixed with something ancient beneath the waves, something older than gods or men. What emerged was a species of

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crustacean horrors: barnacle-plated monstrosities, eel-skinned warriors, and towering sea-beasts with coral-crowned heads.

Western Muroidea

Burrowed deep into the badlands and mesas of Kebruvallon's western frontier, the Western Muroidea are a hardy breed of humanized rodents, wiry, whiskered, and endlessly resourceful. Once scorned as scavengers by both Man and Highborn, the Muroidea turned exile into opportunity. Where others saw barren waste, they dug in, literally and forged burrow-towns, rail hubs, and ramshackle fortresses atop the dry earth.

Models Comprising units

A model is a miniature, Miniatures are what a unit in the game of Kebruvallon is composed of. The game is designed for being in the scale of between 28 and 32 mm in scale as this fits the base sizes listed on the unit cards. Each unit has a certain number of models in each unit, most units have multiple models usually ranging from 3-5 models per base.

This is called multibasing and gives collectors and painters a reason and the possibility of making cool looking dioramas out of their armies.

To tell how many models a unit is composed of look at the top of the unit card next to the unit rank and unit type as seen below.



As seen on the Ghoul Pack unit card, the unit is an infantry unit with 5 models on the base.

UNITS AND UNIT TYPES

Unit Characteristics

Each unit in the game has its own card with characteristics called the unit card. This card shows the stats, abilities and equipment the unit has for use in the game. This gives the players all the rules they need to play the game right at hand along with the Faction card mentioned later. A unit card has two sides, the front and the backside. The frontside gives the player all the information they need to play the game, while the backside is strictly game information as base size and what equipment and upgrades a unit might have or take when building a warband.

The two sides of the unit card will now be explained in detail starting with the Front side.

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The front side of the unit card is divided into several sections giving different information useful in the game.

1. The name of the unit. Each name is unique to the unit and referenced for some abilities and actions during the game and during Warband building.
2. The units rank and unit type, this also tells how many models a unit is composed of.
3. The base point cost of the unit, not counting upgrades and the likes.
4. The faction logo, telling which faction the unit belongs to.

5. The statline of the unit. Each circle contains a number, representing the unit's ability in that stat. The stats are:

Movement (MV): How far the unit can move on the battlefield in inches

Threshold (TH): The number an enemy unit needs to roll (D10), to get a hit when attacking the unit.

Armour (AR): How high the unit must roll (D10) to make a successful save against hits it has taken.

Health Points (HP): How much health a unit has. When it reaches 0, the unit dies and is removed from play.

Stress Level (SL): How much stress a unit can have before it starts to be negatively affected by it.

Composure (CP): How high the unit must roll (D10) to make a successful composure test. Often this is to prevent further stress.

6. Shows the different Equipment a unit possess, this can be a range of different things; Melee attacks, Ranged attacks, Magic, Actions and static actions. Each type of equipment is accompanied by an icon showing type of equipment it is. Each piece of equipment is available as an action during

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different stages of the game and is often noted as taking an action *e.g* *Melee Action*



The sword icon shows the action is the melee action and can be taken when fighting in close

combat. Either when charging or when hitting back after getting charged.



The Crossbow icon shows the action is a ranged attack action, and can be taken when making a

ranged attack against an enemy unit.



The magic portal icon shows the action is the spell casting action.

This action can be taken when a unit is attempting to cast a spell.



The gears icon shows the action is a normal action. This action can be taken when activating a

unit. Each normal action has some special rules written under the action. Follow these rules when taking the action. Some actions may have special criteria to be able to be successfully taken.



The lightning icon shows the action is the static action. This action is always active and

triggers when something happens that affects the unit directly or sometimes indirectly.

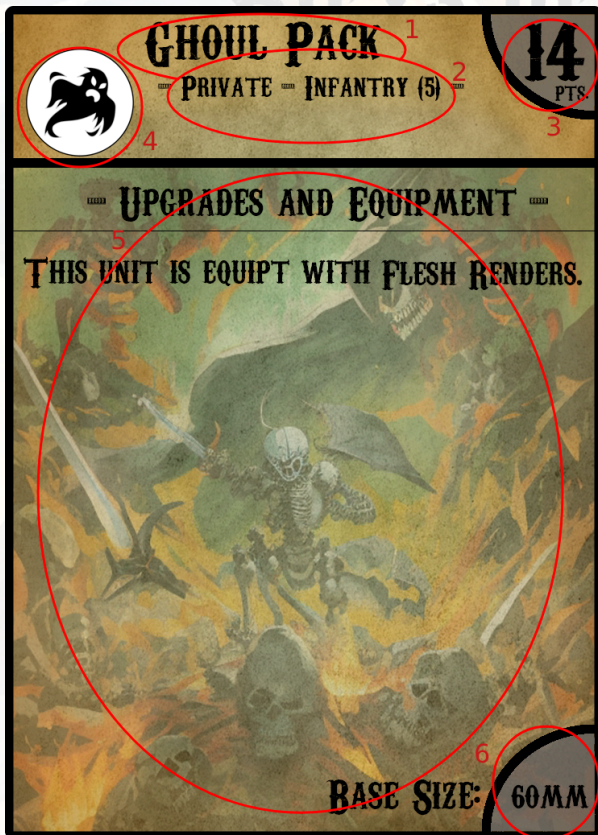
All Equipment/actions a unit can take or have is listed on the unit card. NOTE! some of these actions might not be available unless paid for with extra unit cost seen on the backside of the unit card (more of this later).

7. The abilities the unit has. The rules for these abilities are seen on the faction card. If the ability is in the colour red, it means that the ability is a common ability, these can be found on the common ability card.

8. The Activation cost for the unit. The player pays the mana posted here to activate the unit. Some units cost one mana, others two mana to activate. The Ghouls unit in the example has a choice between two different types of mana it can activate with, seen by the / separating the two mana.

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Backside



The backside of the unitcard is a lot simpler than the frontside, most of the information here is related to building warbands and upgrading the unit.

1. The name of the unit. Each name is unique to the unit and referenced for some abilities and actions during the game and during Warband building.
2. The units rank and unit type, this also tells how many models a unit is composed of.
3. The base point cost of the unit, not counting upgrades and the likes.

4. The faction logo, telling which faction the unit belongs to.

5. Here players can see the which equipment the unit are already equipped with and what upgrades and equipment is available to buy for extra points.

6. This tells the size of the round base the unit is placed on.

GAME PRINCIPLES

Scenarios

Whenever a game is played the players select what is called a scenario. The scenario tells the players the specific rules for scoring points in the game. Each scenario has different ways of scoring and victory conditions. Most of the scenarios have certain objective markers on the table that play an element in the game.

There are 5 Scenarios in this book.

Rank

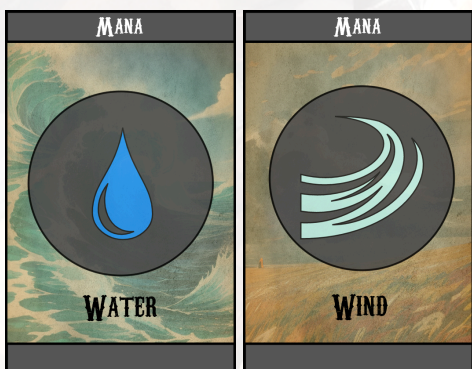
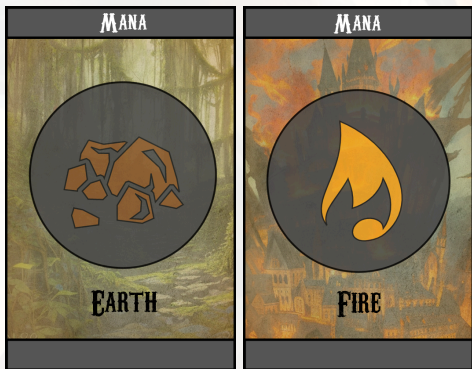
There are 4 ranks in the game: Private, Sergeant, General and Deity.

When the game speaks of highest rank they are put in the following order from lowest to highest: **Private - Sergeant - General - Deity.**

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Mana

Mana is used for activating units and casting spells. There are 4 different types of mana in the game Earth, Fire, Water and Wind.



Each round in the game, each player draws a certain amount of mana beginning with the starting player. Each player draws up to 10 cards, plus an extra amount of cards equal to certain factors in the game (more of this later). First of depending on the agreed point limit, there is a maximum number of cards a player may hold in their hand at any one time. As seen on the following table.

Game Point Limit	(Starting hand) Maximum Hand Size
100 points	(10) 12
150 points	(10) 13
200 points	(11) 14
250 points	(11) 15
300 points	(12) 16

As seen on the table above the maximum handsizes a player may have at any one time in a 100 point game is 12 while the maximum handsizes in a 300 point game is 16.

When playing mana during the game a player on their turn must play at least 1 mana and at most 5 mana.

Rounds and turns

The game is played over the course of 5 rounds, sometimes more, sometimes less depending on the scenario. Each round is divided into turns. Both players have multiple turns during a round.

On a player's turn they play between 1-5 mana (**must play 1**) to activate units on the battlefield. when playing at least one mana the player may end their turn and thereby start the opposing player's turn.

When a player however has played their 2nd mana or more the turn automatically goes to

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the opposing player, after the activation of the unit that spent the 2nd mana is over. A unit can never spend more than 5 mana.

When a player is playing their turn they are called the active player.

The starting/first player is determined by which player has the least current Victory Points (See Scenarios pg.) If players have an equal amount of Victory Points, the starting player becomes the player which did not start the previous round.

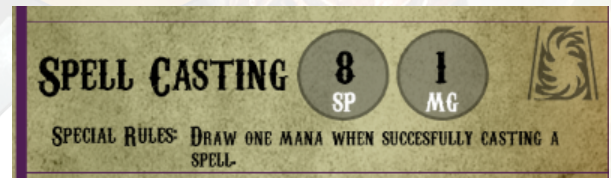
Forfeiting a round

When a player has either run out of mana to play or simply is unable to play any mana because their units AC does not match, they must forfeit the round. When this happens the other player can keep activating units until they run out of mana or themselves must forfeit. Even though they are the only player left, a unit may still only spend a maximum of 5 mana per activation.

When both players run out of mana or forfeit the round, the round ends and a new round begins. When forfeiting a round the player keeps the mana still in their hand into the next round. This mana counts towards the hand size.

Upkeep Step

Between rounds the game has what is called the upkeep step. Here the players score victory points and draw new mana starting with the first player. Some units have Manageneration (MG) which while still alive lets players draw more mana up to their maximum hand size. NOTE! Players keep mana they had in their hand at the end of the previous round and do not discard it.



As seen above on the unit card, the unit has a stat of MG1, for each of such unit, the player has which is still alive at the upkeep step. The player may draw extra cards equal to their total MG up to their hand limit.

Some other factors might grant players more mana e.g. *The Mana Rift token gives player's extra mana when units are within 2 inches of it.*

After drawing new mana some units have an ability which activates them during the upkeep step; do this now before starting the next round.

To sum up here is a list of things happening during a round:

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Upkeep: Scoring. Draw mana starting with the first player then second player. Unit upkeep activations.

The round: Take turns between players activating units, until both players Forfeit or run out of mana. *(when the 2nd mana has been spent during an activation the turn goes to the other player).*

Measurements

Measuring is done a great amount during the game. Everytime a unit moves, shoots or charges, one must measure the distance using a ruler or tape measure. The game is designed for the use of inches, so a tape with inches on it would help a great deal.

When measuring from a unit, the player must measure from any edge of the unit's base, to the closest edge of the point one is measuring to. It is therefore important to make sure each unit has the correct base size as seen on the unit card.

Here are some examples of measuring:

Correct way - Front to front:

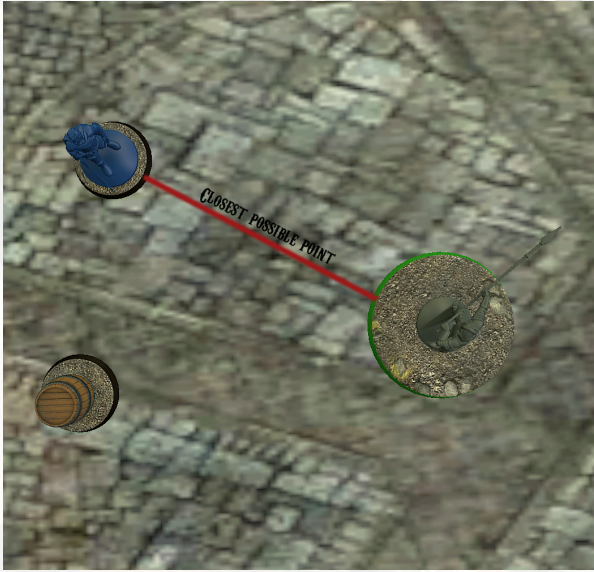


Wrong way - Front to Back:



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From unit to unit - closest possible points:



Reroll and modifiers

Sometimes during the game players are forced or given the chance to reroll one or several dice, when doing so simply roll the amount of dice stated again replacing the previous result with the new one. A die can only ever be reroll once during the same effect or action.

Some effects, actions or abilities add or subtracts to and from a dice roll.

e.g. some effect forces Karen to add -1 to a (Composure) CP roll. Karen rolls one die to make her CP roll and rolls a 7 which because of the -1 becomes a 6.

Some effects like a Armour roll (AR) can this way make a 11 or 12+ armour save possible with the right amount of positive modifiers.

Rounding Up

During the game if a result ever comes up where players must divide a number. *e.g. if a player removes an unequal amount of stress*

The rule is to always round up unless stated otherwise on the Action, Ability, spell and more.

Conditions

The game has 5 different conditions which alters the game and make for more exciting spells, weapons and skills. Each condition has a different effect on a unit. All conditions can be removed in some way by the heal action (see Heal pg.) Some units are immune to some condition; this means that the condition does not have any effect on the unit at all. NOTE! the unit still suffers the condition but it just doesn't have an effect on it.

Each condition is listed below.

Blaze

A unit inflicted by blaze, is set on fire. Blaze is a persistent ability which only disappears when removed by either an ability, spell or by taking the heal action as explained later.

At the start of every round a unit inflicted with Blaze takes 2 damage which cannot be saved by armour or reduced by any ability.

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A unit can only ever have one blaze condition at a time.

Bleed

A unit inflicted by bleed, has one or more persistent wounds which causes them to lose health. A unit may have up to 3 bleed at any one time.

At the start of a round in which a unit has one or more bleed they lose the amount of health equal to the number of bleed they have.

When taking the heal action a unit can remove one bleed for every one heal made.

Frostbite

A unit inflicted by Frostbite, has been frozen to a dangerous degree.

A unit may only ever have one frostbite condition at a time.

When a unit has Frostbite their TH is reduced by 1 and must pay one extra mana of the player's choice to activate while having Frostbite.

Frostbite disappears after the end of the current round but can be removed during the round by use of the heal action.

Poison

A unit inflicted by Poison, is sick by either venom or poison entering their body. A unit may have an endless amount of poison at any one time.

If a unit has Poison, they suffer 1 damage whenever the unit is activated. This damage may not be saved by armour or reduced.

When the unit has suffered damage because of this, 1 poison is removed from the unit.

Poison may also be removed by the heal action. 1 poison is removed for each level of healing.

Stunned

When a unit inflicted with stunned activates, they must take the rest action. When during so the Stunned action is removed.

If a stunned unit is charged or gains stunned during a combat before they have made any attacks they half their attacks (AT) rounded up.

Also if a stunned unit is forced to retreat because of losing a combat they move 1 inch away from the enemy and automatically gain one stress.

The stunned action can also be removed by the heal action.

Tokens

Tokens have an effect on the game just as well as any unit has. Each token has a certain base size written on the ability, action or spell that creates them.



Tokens changes the environment of the game and adds dangers, buffs and debuffs to units during the game. Tokens may change or clash with some of the core rules of the game. If so, always go with the Token rules to determine outcomes. Units can walk onto or over a token unless stated otherwise on the specific

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token rules. Underneath is a list of the different Tokens in the base game.

Tokens are represented by round bases of a certain mm. in size. If not noted on the ability or scenario rule, a token is always counted as a 32mm. base.

Token size may range from 25mm all the way to 120mm oval base.

Blood Token

All Units with the common ability iron will and the unit Sylvos The Half Blood gain +1 AT to a maximum of 10 when within 2 inches of this token.

Coral Token

When a Sons of the sea unit is within 2 inches of this token its gains +1TH.

Additionally this token is impassable terrain and blocks line of sight

Fire Token

When a unit comes within 1 inch of a fire token they immediately gain blaze. Also if a unit walks through or comes into base contact with a fire token they suffer 1 damage which cannot be saved.

Frost Token

When a unit comes within 1 inch of a frost token they immediately gain frostbite. Also if a unit walks through or comes into base contact with a frost token they suffer 1 damage which cannot be saved.

Quicksand Token

When a turn ends if a unit is standing on a quicksand token or within 1 inch of it. They immediately become stunned. When activating a unit within 1 inch of a quicksand token suffer 1 stress and -2MV for the activation.

Ravine Token

Ravine tokens are impassable terrain, but line of sight can be drawn over them.

Rift Token

Can in some cases teleport units. When a unit starts a turn within 3 inches of a rift token they gain +1 MG to a maximum of 3.

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Shimmering Token

Spells costs -1 mana to cast to a minimum of 1 when within 2 inches of a Shimmering token. Highborn (Alvanians) gain +1 AT as well.

Shrein Token

During upkeep if a unit is within 2 inches of this token. Remove 2 stress and one condition of choice.

Storm Token

When within 10 inches of a storm token units suffer -2 AT when making ranged attacks to a minimum of 1. Also a unit can never move within 3 inches of the token.

If a storm token is placed within 10 inches of another storm token, the original storm token is removed from play.

Track Token

Any unit starting an activation within 2 inches of this token has +3 MV.

Water Token

A water token slows units down. When walking through a water token subtract -2 MV from the unit. Also if a water token is placed within 2 inches of a fire token, the fire token is removed if the water tokens base size is larger than the fire token.

Whirlpool Token

A Whirlpool token must be placed in water terrain or within 2 inches of a water token.

Whirlpool tokens must be at least 6 inches apart.

A whirlpool token has a 4 inch whirlpool zone which draws all non Sons of the sea units towards it. Whenever a unit ends an activation within the whirlpool zone, the unit must make a Composure test. If failed, move the unit 2 inches towards the center of the whirlpool token. If a unit enters base to base with or moves over the whirlpool token they suffer 2 unsavable damage.

Unstable:

At the end of every round during upkeep roll a D10 for every Whirlpool token. On a 6+ the token is removed.

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ACTIVATING A UNIT

During the game players as mentioned takes turn to activating units during the game to activate a unit a player must choose one of their units available on the battlefield and pay its mana cost. A unit may be activated multiple times during a game round.

Paying mana

Every unit in the game has a certain amount of mana one must pay to activate them, some units have a choice of mana, while others don't. Some even require 2 mana.

If a player does not have the specific mana on hand to pay for activation, one as mentioned earlier may use two random mana for the cost of one if need be. **This still counts as having spent 2 mana!** This rule for further use is called the 2 for 1 mana rule.

e.g. Felicia needs one water to activate her unit. She has no water mana in her hand, but she has both earth and fire. She pays one fire and one earth acting as one water and can now activate her unit. After activation her turn ends as she still spent 2 mana.

Picking action

When a unit has been activated it must then choose one action, a list of actions is described later.

Ending Activation

After taking one action the activation of the unit has ended. If the active player has spent their 2nd or more (**max 5!**) mana on, or during this activation, the turn goes over to the other player, unless the other player has forfeited the round.

Friendly units and itself

Some actions or abilities mention Friendly units; it is important to note that friendly units does not count for the unit itself. In such a case the action or ability would say itself.

Placing/push/pull

Some actions and or abilities mention the word place. When **placing** a unit move it to anywhere on the battlefield with range ignoring all obstacles. When placing, a unit can never end on top of another unit or in base contact with any enemy unit.

Push refers to moving a unit straight away from the unit or spell doing the push. When being push a unit always end ½ inch away from any obstacle.

Pull works the same way as push except the target unit is moved straight towards the pulling unit or spell.

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ACTIONS

The Following section lists the actions a unit can take during its activation.

Special Rules

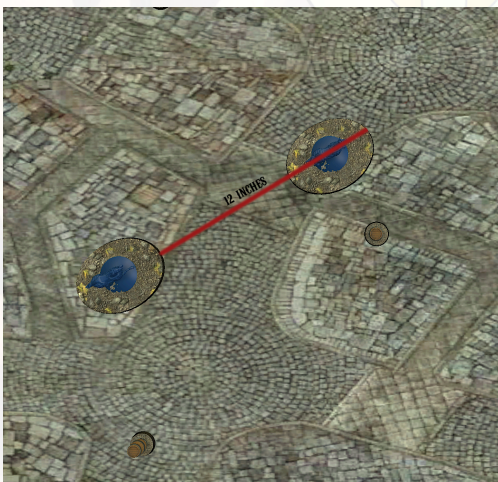
Some actions have special rules which alter the game mechanics, read the special rules carefully and take them into account when taking the action.

Movement

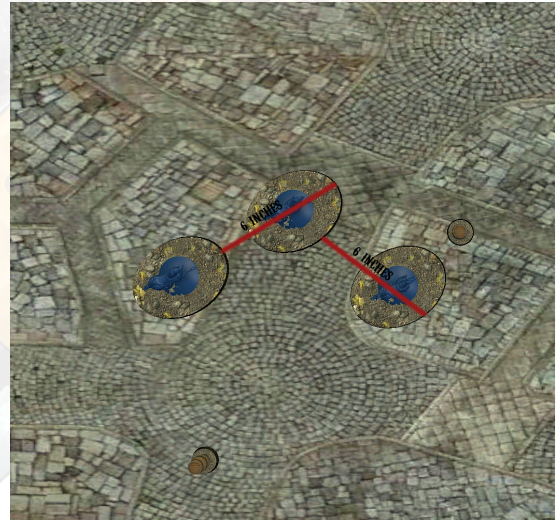
Moving is one of the most common actions taken in the game. This action as the name indicates lets the player move their units across the battlefield.

Move unit

When moving a unit simply measure from anywhere on the edge of the units base and move it along the battlefield so that the spot where you measured from, ends no more than the total MV the unit has in inches away.



A unit may split its movement and divide its total MV into several moves during the same move action. This is useful for moving around terrain and obstacles.



Limitations

When moving, units can never move over or through other units. Nor can they move through impassable terrain. (See terrain pg.)

A unit may never leave the battlefield with any part of their base. If forced moved or placement during the game forces the unit out of the battlefield, it must be placed as close to the edge as possible without being placed outside. If a situation occurs where this is impossible because of base contact with enemy units. simply move either unit as little as possible to create space.

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Dashing

Instead of doing a normal move a unit may take a Dash Action. Dashing works the same way as moving but the unit adds +5 to its MV characteristic. However when Dashing the unit gains 1 stress (See gaining stress pg.)

Shooting

If a unit has one or more ranged actions they can take the shooting action to make a shooting attack.

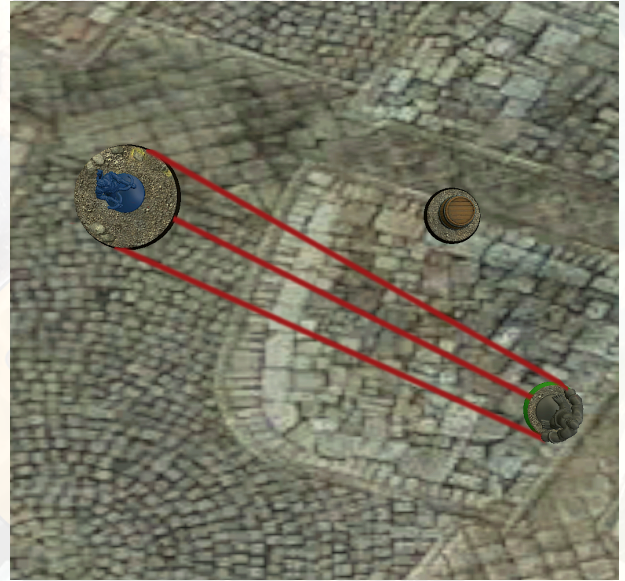
Choose target

When making a shooting attack the unit must choose a target, this target must be within the range (RG) of the weapon and the shooting unit must have Line of sight to the unit to target.

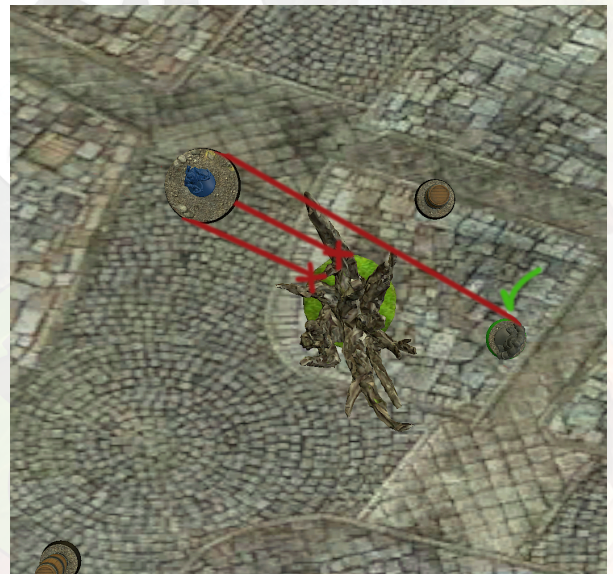
What is Line of sight!

To have Line of sight a unit must be able to draw an imaginable line between any part of its own base to any part of its targets base

Full line of sight:



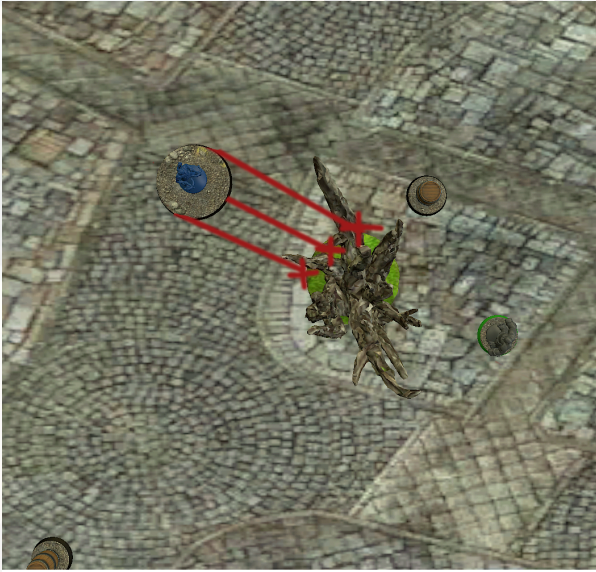
Line of sight, but grants light cover:



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NO line of sight:



If such a line can be drawn so that it does not cross any terrain, obstacles or other units the shooting unit has line of sight and can make its attack.

Shoot

To make the shooting attack simply roll as many dice as the Ranged actions attack (AT) stat. The shooting player needs a certain number or higher on the dice to make a hit. This number is seen on the target statline listed as Threshold (TH).



Save

For each hit made by the shooting unit the target can now attempt to save any hits they have suffered. They Simply roll one die for each hit they have suffered and for each number equal to or above their Armour (AR) is a successful save. For each hit they do not save, they suffer 1 HP (Health Points). Each hit not saved is called a successful hits.

Rend

Some weapons might have 1 or more Rend (RD) this stat reduces one step of AR for each rend. *e.g A target is hit with 4 successful hits with RD 2 and must make 4 save rolls. The targets AR is normally 2+ but because of the RD 2 it becomes 4+ instead. Each save must roll 4 or more in order to make the save.*

If because of RD a units AR becomes 11+ or above, it can no longer make a save roll because this is an impossible roll to make with a D10.

Multiple damage per hit.

Some hits give more damage than 1, in such a case the defending unit does not roll a save roll for each damage but instead only one die for the hit. If the hit is not saved the multiple damage is received. To make this easier during gametime, roll these multiple damage

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hits separately from the other hits so no misunderstandings occur.

Remove casualties

If a unit's HP is reduced to 0 because of a shooting attack. Remove it from the battlefield.

Composure Test

If a unit survives being shot at regardless of it taking wounds or not. It must now take a composure test. by rolling 1D10. It must hit the number on its Composure (CP) or above or suffer 1 stress.

Cover

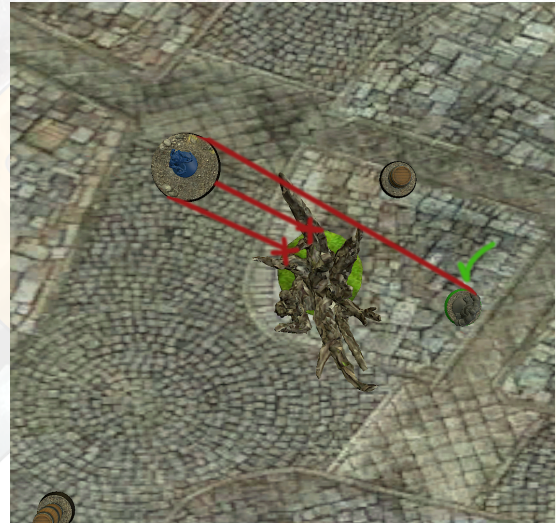
Cover represents the unit covered by trees, bushes, rocks, buildings and other pieces of terrain present on the battlefield. There are two types of cover in the game, soft cover and hard cover.

Soft cover

If a unit is only partially covered by a piece of terrain *eg. if a unit's base is partially in a forest and the other part is not.* It is in soft cover. Also if line of sight can be drawn from the attacking unit to only a small part of the defending units base *eg. if another unit or terrain piece covers the rest.* A unit is in soft

cover. Soft cover grants the defending unit +1 TH for the attack action.

The target unit gains soft cover for the attack:



Hard cover

If a unit is completely within a terrain piece *eg. a unit has the entirety of its base inside a forest* or if an indirect attack hits a unit completely behind a piece of terrain, a unit is in hard cover. Hard cover grants the defending unit +1 TH and +1 AR for the attack action.

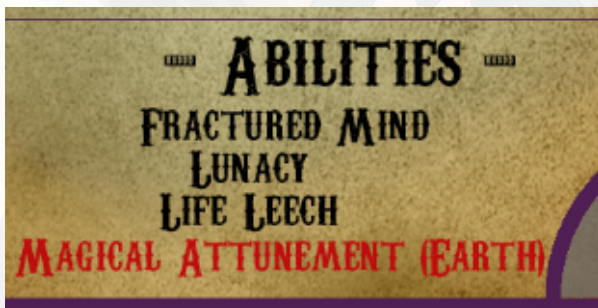
Keep in mind some other abilities and actions may grant cover to units outside of these conditions.

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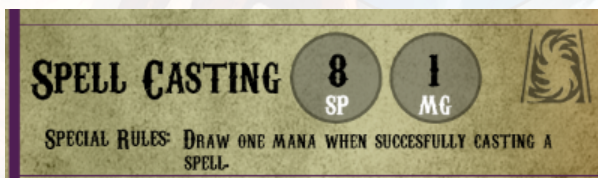
Magic

When a unit has the ability magical Attunement () it may cast a spell as an action.

The magical attunement () ability tells the player what lores of magic the unit knows and therefore what spells a unit may take.



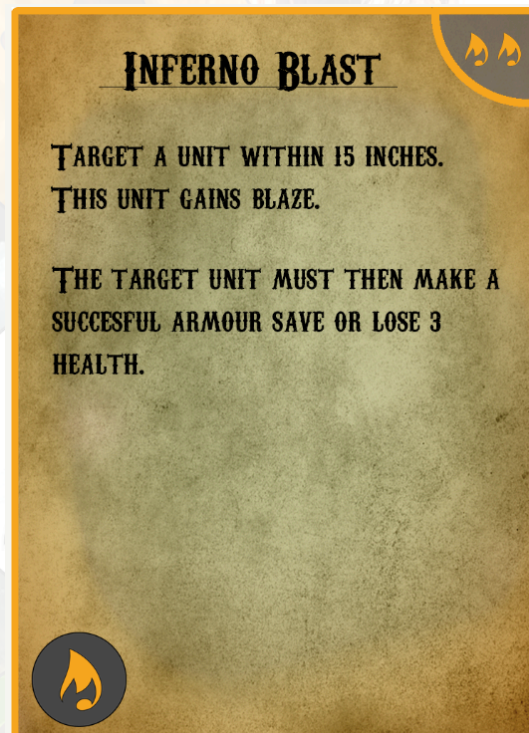
As seen above, this unit has the magical attunement (Earth) Ability and therefore knows the lore of earth. Some units know multiple lores of magic.



A unit knows as many spells as its Spells (SP) stat and may select any spells from the lores of magic it knows up to its SP. If a unit knows multiple lores of magic it may usually mix and match spells between multiple lores. If otherwise, it is stated on the backside of the unit card.

Magic Lores and Spell Cards

There are four lores of magic in the game, **Lore of Earth, Lore of Fire, Lore of Water and Lore of Wind.** Each lore has 8 different spells with different costs seen in the top right corner of the spell card.



This Inferno Blast spell costs 2 mana to play specifically 2 fire mana. When casting spells a player may also use the 2 for 1 mana rule if they do not want to use or does not have the specific mana at hand.

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Cast Spell

To cast a spell during the game take the spell casting action and select one spell to cast then pay the mana cost of the spell. If the opponent wishes they may now attempt to dispel the spell before it goes off (See Dispel)

If a dispel is not used the spell goes off. follow the instructions on the spell card.

NOTE! Some spell actions have special rules which can alter the rules.

Dispel

To dispel a spell the opposing player must pay the exact mana seen on the spell cost. *e.g. The spell cast has the cost of 2 fire. The opposing player must spend 2 fire themselves to dispel the spell.*

When the opposing player pays the right amount of mana the spell does not go off after all. NOTE! the opposing player may use the 2 for 1 mana rule for this.

Charging and melee

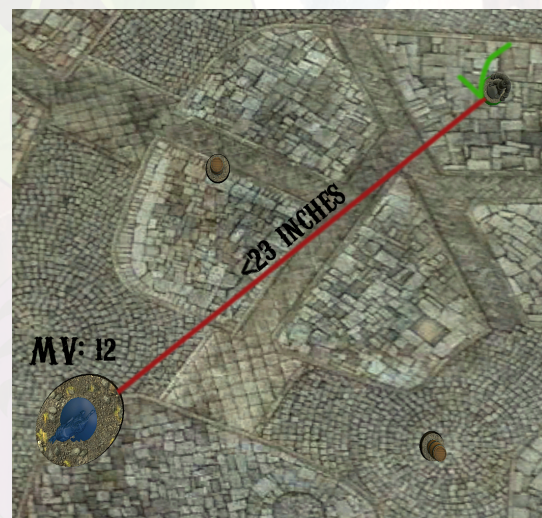
Enemy units may never ever make base to base contact with each other, unless it happens during a charge action, charge actions are taken to be able to fight other units in melee combat. Whenever a charge is

successful, and the two units have made contact. The combat is immediately resolved.

Choose target

To make a charge action, first nominate an enemy unit within the charging units charge range. The charge range is equal to the units Movement (MV) + 10. Also to be able to successfully make a charge action, the unit must be able to make a straight line move towards the target and make base contact, without crossing or hitting any other units or impassable terrain along the way. if either of these conditions are not true. The unit cannot make a charge against that target. Players may proxy in units and premeasure before deciding whether to take the Charge action or not.

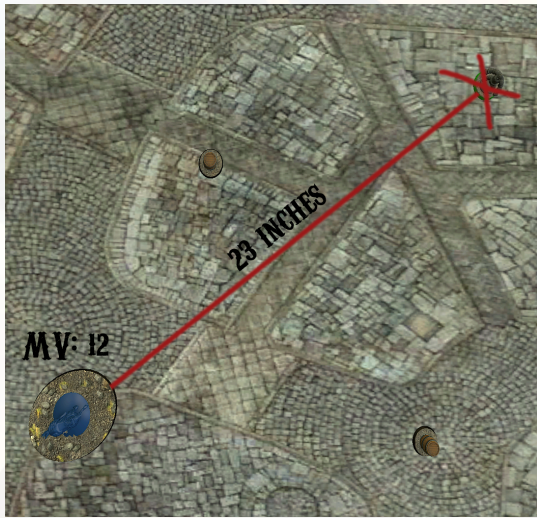
Target is within charge range of 22 inches:



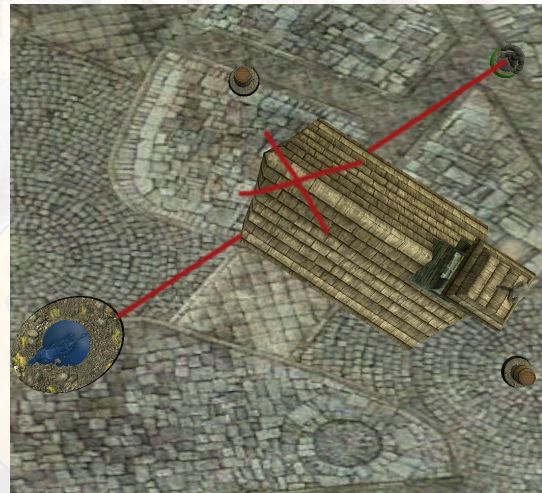
KEBRUVALON

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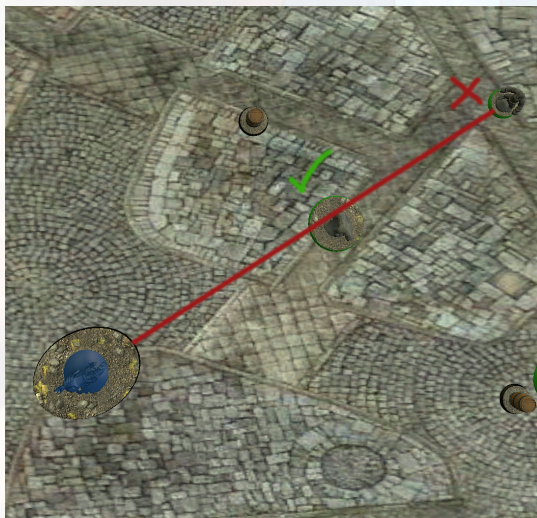
Target is further away than charge range of 22 inches:



Impossible terrain is in the way of a straight line and therefore a charge:



One target is blocked by other unit, another is not:



Roll charge

When charging a target roll a D10 and add the result to the charging units MV. This is the possible length of the charge move. If this length is enough to reach the target the charge was successful. NOTE! Sometimes the target might be within the charging units MV in such a case the charging unit does not have to roll as the charge is automatically a success.

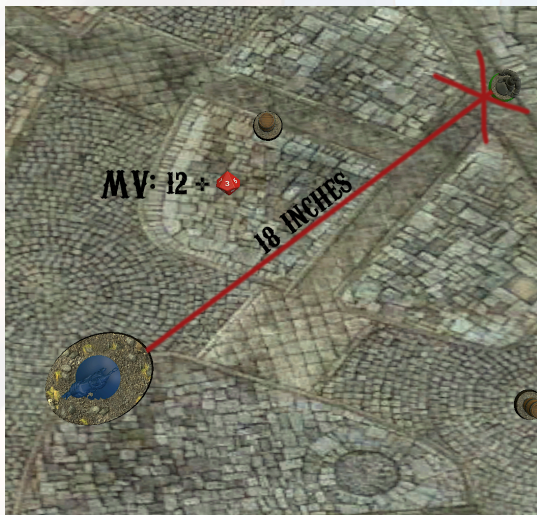
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12mv + 6 (rolled) is enough to make the charge of 18 inches:



12+ 3 (rolled) is NOT enough to make the charge of 18 inches:



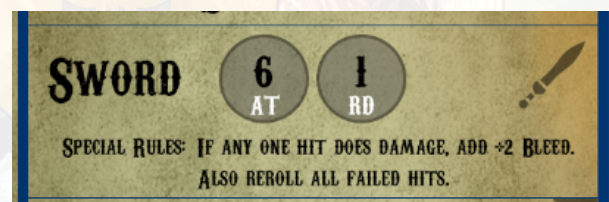
Make charge and Gain Stress

If the charge roll was successful or the charge automatically worked. Move the charging unit in a straight line into base contact with the target.

Both the charging unit and the target now gain 1 stress and combat ensues.

Combat

To start the combat the charging unit begins the fighting by picking one of its melee actions. It then takes that melee action to hit its enemy.



As seen above, this unit has Attack (AT) 6, which means it rolls 6 dice to make its melee attack action. Each dice which scores the number or higher in the enemies Threshold (TH) is a hit. After hits are resolved, the defending unit may attempt to save any hits by rolling the same number of dice which hit. Then comparing them to its Armour (AR) rolling equal to or above AR to make a save. Each save negates one hit. The remaining hits are called successful hits and give the unit damage, each giving -1 HP.

Rend

Some weapons might have 1 or more Rend (RD) this stat reduces one step of AR for each rend. *e.g A target is hit with 4 successful hits with RD 2 and must make 4 save rolls. The*

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targets AR is normally 2+ but because of the RD 2 it becomes 4+ instead. Each save must roll 4 or more in order to make the save.

If because of RD a units AR becomes 11+ or above, it can no longer make a save roll because this is an impossible roll to make with a D10.

Multiple damage per hit.

Some hits give more damage than 1, in such a case the defending unit does not roll a save roll for each damage but instead only one die for the hit. If the hit is not saved the multiple damage is received. To make this easier during gametime, roll these multiple damage hits separately from the other hits so no misunderstandings occur.

Counterattack!

After the charging unit has made their attacks, and if the defending unit survived. They immediately attack back, going through the same motions as the charging unit.

Retreat!

When both units have made their attack and if both units survived the ordeal. One of the units must retreat. The unit which made the least damage during the combat must make the retreat. If both units made the same

amount of damage the charging unit must retreat!

To retreat the unit must make its full MV away from the other unit in a as straight line as possible. This move does not have to be directly away from the other unit as long as it uses its full MV and the move is in a straight line. If moving its full MV is impossible because of intervening units or terrain simply move as much as possible. Some oddball situations might occur during this step, but try to use common sense and have an open conversation with your opponent about what is the most logical move.

More Stress!

After making the retreat move, the retreating unit must now make a Composure test (CP) if it fails the test it takes 1 stress.

Failed charge

If a unit making a charge does not roll high enough on the D10 to make a successful charge, the charge has failed. The charging unit then simply moves its MV towards the enemy it tried to charge and the activation ends immediately. This move may not move into base to base contact with any enemy units.

Using Static/Gear action and abilities

As explained earlier **Static Actions** are always active. These actions are triggered when certain things happen to or around the unit with the specific action.

Gear actions can be taken when activating a unit instead of any other action. Simply activate the unit and do what the action tells.

NOTE! Some Gear actions might have conditions which must be met before the action can be taken.

Abilities are also used during the game but at certain times explained by the ability itself. Read each unit's abilities carefully and apply them appropriately during the game.

Each Ability is explained in detail later in this book at page XX.

Interacting with objective/tokens

Most scenarios will have objective tokens present on the battlefield. Some of these objectives can be interacted with for the sake of the scenario mission. Other Tokens might also be present and some may be interacted with. Rules for the objective/token are noted under the specific token either in this book or the scenario in which it is used. Whenever a unit interacts with an objective/token they spend one action to do so.

Rest (Gol Hakmon units may never rest!)

When taking the Rest action the unit may remove some of its current stress equal to half of the current stress rounded up.

e.g. A unit of Knights of the mist have exceeded their Stress Level (SL) of 6, by receiving their 7th stress in the opponent's turn. During the Highborn Players turn they activate the unit of Knights of the mist and take the rest action. They remove 4 of the 7 stress (half 3,5 rounded up).

Heal

If a unit has not reached its Stress Level (SL) it may take the Heal action. A unit can either heal itself or another friendly unit within 2 inches of itself.

Regain HP

A unit heals 2, Remove 2 damage and restore 2 Health Points (HP)

The heal action also removes 2 single conditions of your own choice (Blaze, Bleed, Frostbite, Poison or Stunned).

e.g. The Drakknardian Knights are severely damaged, they have 2 HP left and have got the conditions of Poison x2 and Blaze. The player Chad, Activates the Knights and takes the heal action. The Knights regain 2 HP to 4,

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Chad then removes 1 Poison and Blaze. The Knights now have 4 HP and 1 Poison.

STRESS LEVEL AND STRESS

Stress is a major part of the game. Stress represents the unit's ability to handle the stressful situation the unit is put through during battle. Units have 2 stats related to stress. Stress Level (SL) and Composure (CP)



Stress Level

Stress Level (SL) tells how much stress a unit can have before becoming stressed. When reaching or exceeding the SL the unit is stressed. **When stressed a unit cannot**

heal itself or other units.

Composure

Composure (CP) is used for testing the units will in battle, when failing a composure test or sometimes called composure roll. The unit suffers 1 stress and sometimes more.

Gaining Stress

There are some situations where units suffer stress, simply note each time they gain any stress and accumulate them near the unit or the unit card to remember which unit has what.

Exceeding Stress Level

When a unit has its stress level exceeded, it starts to have other negatives other than not being able to heal.

For each level over SL the unit has, its MV gets -1 to a minimum of 1.

Enemy unit Attacks either shooting or melee against this unit gains +1 AT for each level it has over SL.

When making shooting attacks for each level over SL, The target units TH get +1 to maximum of 10+.

Dying from too much stress

When stressed, whenever a unit gains more stress it suffers 1 damage (-1 HP), which cannot be saved. NOTE! Even if the unit gains multiple stresses it still only suffers 1 stress.

Double the stress

If a unit ever gains enough stress to double its SL it is immediately removed as a casualty.

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TERRAIN

Battles in Kebruvallon are rarely fought on open, empty ground. Forests block movement, rivers slow advances, ruins provide cover, and thick mist limits vision.

The island is scarred by past wars and magical disasters, and the land itself often shapes the outcome of a battle.

Terrain is an important part of the game. It can protect units from enemy fire, make movement more difficult, or create strong defensive positions. Some factions are better suited to certain environments, while others struggle outside open ground.

Commanders who use terrain wisely gain a clear advantage. Those who ignore it will quickly find themselves outmaneuvered.

Following are rules for terrain found in the game use these rules as you would like during the game.

Forest

Represents wooded areas with moderate tree density. - Forests grant cover like stated under cover rules. Cavalry units' movement through forest is reduced by 2 to a minimum of 1.

Line of sight can be drawn through a forest but this gives the target hard cover.

Deepforest/Jungle

Represents dense forests or Kaluhazu growth, tangled roots, thick canopy. - This terrain always gives hard cover. All units movement is reduced by 2 to a minimum of 1. Also Cavalry must make a roll a CP test when moving in or from a Deepforest/Jungle, if failed they suffer 1 stress and 1 damage.

Line of Sight cannot be drawn through this terrain.

River/Lake

Rivers/Lakes reduce all movement by 2 to a minimum of 1. Charging through this terrain, reduce the charge distance with additional 2 movement.

Ruins

All Units in Ruins gain -1AT and +1TH. All units movement is reduced by 2 to a minimum of 1. Also Cavalry must make a roll a CP test when moving in or from a Ruins, if failed they suffer 1 stress and 1 damage.

Line of Sight cannot be drawn through this terrain.

Fog/mist

Units in Fog/mist have a maximum range of 10 inches to any ability or action. All units in this terrain gain +1TH

Impassible Terrain

This terrain represents Cliffs, large walls, massive rocks, chasm or buildings which a unit cannot

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pass through. This terrain cannot be moved through. A unit cannot end on top of it. This terrain block line of sight completely. Units with fly can move over this terrain but cannot land on top of it.

Traversing Terrain

This terrain represents low walls, fences, barricades or shallow trenches which a unit easily can maneuver. This terrain costs 1 inch in movement to move across but otherwise has no effect. A unit may suffer 1 damage to ignore this effect.

CREATING A WARBAND

When creating a warband, the players must first decide on a point limit for the game; this point limit can be between 100-300 points; both players choose a faction and start building their warband lists as it is called.

When building the warband list there are a few rules players must abide by:

- A warband may never have more than 6 of the same Private or Sergeant unit.

- Generals are unique, only one of each general is allowed per warband.

- Deities are unique, only one Deity is allowed per warband. Deities can only be taken if the agreed point limit is 250+ points.

- 50% of the total points must be spent on Private units.

- A warband must select a unit to be its Warband leader (Select one unit with highest rank)

To make building a warband easier to understand here is an example of building a warband list.

Chad is playing his friend Karen, they agree on a 200 point limit and Chad chooses the Legion of the curled flesh faction.

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Firstly, Chad chooses to recruit a mounted Vladrik Bloodbane (General) for 25 points.

He then makes sure at least a 100 of his 200 points are spent on private units and recruits 2 Direwolves for 30 points (15 each), 3 Zombie Hordes for 33 points (11 each), 2 Skeleton Legions for 26 points (13 each) and last but not least 2 Ghoul Packs for 28 points (14 each). This brings the private cost to 117 and a total warband cost to 142 points.

The 2 Skeleton Legion units both are upgraded from 12 points to 13 by upgrading the units with their built-in upgrade of Rusty shields which costs +1 point.

Chad now chooses to recruit 3 Dread Knights for 57 points to bring his point total to 199.

Lastly Chad chooses the feat, Keen sight for +1 points and adds the upgrade to Vladrik Bloodbane to add his total to 200 points, bringing the warband point total to 200 points. Chad's final list looks like this:

Deities (0pts):

Generals (26pts):

Vladrik Bloodbane (25)

- Feat, Keen Sight (+1)

Sergeants (57pts):

Dread Knights (19)

Dread Knights (19)

Dread Knights (19)

Privates (117pts):

Skeleton Legion (12)

- Upgrade, Rusty Shields (+1)

Skeleton Legion (12)

- Upgrade, Rusty Shields (+1)

Zombie Horde (11)

Zombie Horde (11)

Zombie Horde (11)

Dire Wolves (15)

Dire Wolves (15)

Ghoul Pack (14)

Ghoul Pack (14)

Base cost: 196

Upgrades: 3

Feats: 1

Total points: 200

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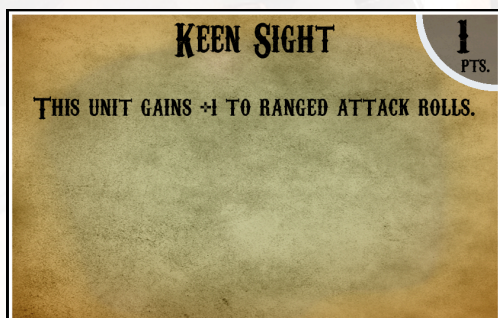
RIFTS OF THE VOID

Feats

Feats are extra abilities or actions a unit might take, for a price. When creating your warband units may be given one or more of these feats ranging from 1-3 points depending on the rank of the feat.

Units may take a certain amount of feats with a maximum cost, depending on their rank as seen below.

Feat example:



Rank	Max number of feats	Max total feat cost
Private	1	2
Sergeant	2	3
General	2	4
Deity	3	5

Feats makes the game more customizable and at the same time is a good way of creating synergies between units. Feats are also a way of getting those extra few points in

when trying to reach a certain amount of points during warband creation.

All Feats can be seen and printed on pg. XX.

ABILITIES

In the game of Kebruvallon, units have a variety of different abilities listed on the unit card. All factions have a set of Abilities unique to them. Besides the faction unique abilities all factions have access to a list of common abilities. Units can during the game make use of these abilities. Underneath is an example of the common ability sheet and that of the Legion of the curled flesh. All ability cards can be found on pg. XX.



COMMON

Abilities

CRIPPLING BLOW
When this unit charges an enemy unit, the enemy unit gains -1 MV until the end of the round. This rule stacks to a minimum of 2 MV.

FEAR (X)
Enemy units engaged with or retreating from this model gains a negative modifier to their composure roll equal to X.

FLY (X)
This unit can move X inches and may move over other units and terrain without penalty, but must move all the way through. Fly cannot be used to charge.

HAIL OF FIRE (X)
If this unit has not moved during the round, any shooting attack it makes add +X AT.

IRON WILL
This unit does not gain stress when making a charge. Additionally, they may reroll any failed composure test.

IMMUNITY ()
This unit is immune to the condition, damage type or token effects in ().

MAGICAL ATTUNEMENT ()
This unit can cast magic of one of the four lores of magic. Which lore the mage can choose from is listed in ().

OVERRUN
When this unit wins a combat it may immediately after the enemy retreats move 3 inches.

REGENERATION (X)
When activating this unit, it regains X HP.

SCOUT
When activating before taking any action move this unit up to 2 inches any direction.

TIGHT GRIP
Any enemy Unit that activates within 3 inches of this unit, start their turn with -2 movement.

VANGUARD
After both players have deployed, this unit may be deployed anywhere on the battlefield at least 9 inches from any enemy units.

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LEGION OF THE CURLED FLESH

Abilities

BLIGHTED TOUCH

When dealing any damage during a melee attack, the target suffers +1 poison

CURSED GROUND

Enemy units within 6 inches of this unit has -1 to their CP

DARK OMEN

Enemy units must reroll successful hits against this unit.

DREADFUL SCREECH

When this unit activates, enemy units within 6 inches must take a make a successful composure test or suffer one stress.

ETHEREAL PRESENCE

This unit can move through other units and terrain as if they weren't there, must end move all the way through.

GRAVE SHROUD

Friendly units within 6 inches of this unit has +1 AR against ranged attacks.

GRAVEYARD SUMMONING

(WHEN ACTIVATING - AS ACTION)

Once per game summon a Skeleton Legion unit within 6 inches of this unit.

NECROTIC EMBRACE

If a melee attack gives one or more unsaved damage to an enemy that has the bleed condition remove one bleed to heal 2 HP.

SOUL HARVEST

When this unit destroys an enemy unit, gain 1 mana.

UNHOLY RESILIENCE

At the start of each round, this unit regenerates 3 HP.

UNSTABLE CREATION

When this unit reaches it's Stress level it is immediately destroyed. Additionally this unit gains the following rule:

THAT WHICH WILL NOT DIE

At the start of each round unless a unit was summoned, roll a D10 for each Private unit with this rule which has been destroyed during the game. on a 9+, that unit rises again and is placed in your deployment zone not in base contact with any enemy unit.

SCENARIOS

Scenarios give the game a purpose, it creates a set of rules which tells the players how to win the game. There are 5 scenarios in the game each with a unique twist.

Players could simply choose a scenario or roll a D10 to determine which scenario they play.

1-2: Mana Flux

3-4: Echoes of the fallen

5-6: Storm Surge

7-8: The Heart of the mountain

9-10: Rite of Cinders

SETTING UP THE GAME

Before round 1 begins and therefore the game, the players must find out who deploys their warband and who goes first.

Both players roll a D10 the player which rolled the highest wins the initiative and must decide whether to deploy first and get the first turn of the first round or deploy second and get the second turn in the first round.

After deciding, players deploy their warband.

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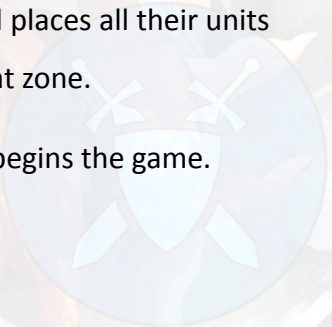
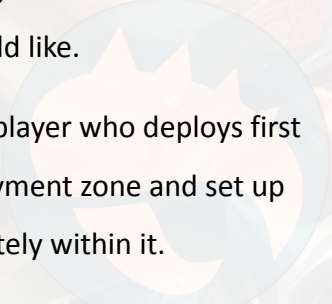
Deployment

Depending on the scenario warbands are deployed differently. There are 3 different types of deployment; Standard, Corner and split engagement. Each scenario recommends a certain deployment, but choose whatever deployment you would like.

When deploying the player who deploys first must choose a deployment zone and set up all their units completely within it.

Then the opposing player takes the other deployment zone and places all their units completely within that zone.

Then the first player begins the game.

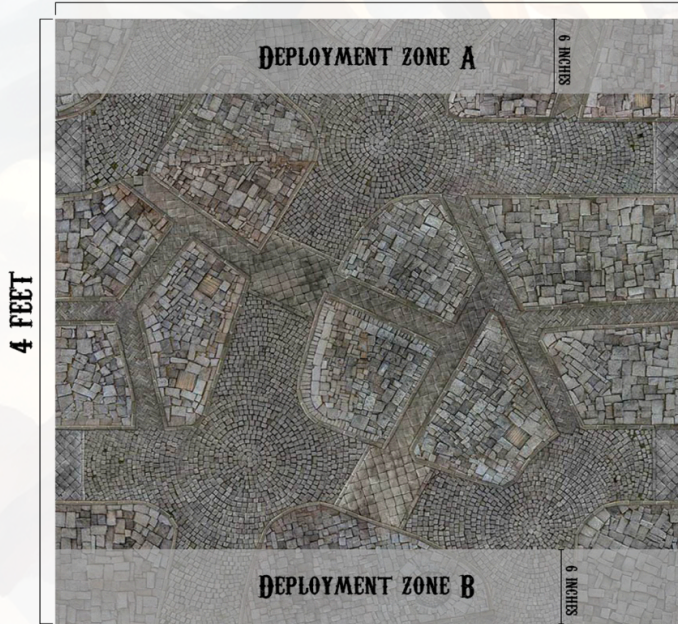


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Deployment Types

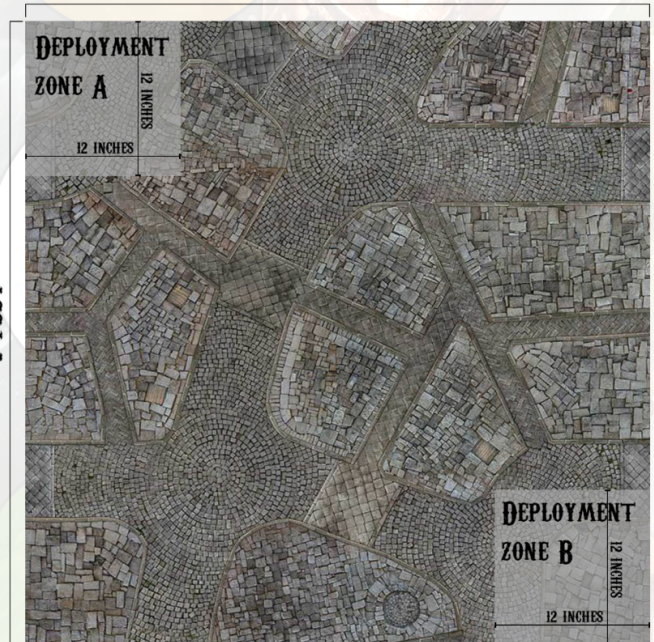
STANDARD DEPLOYMENT

4 FEET



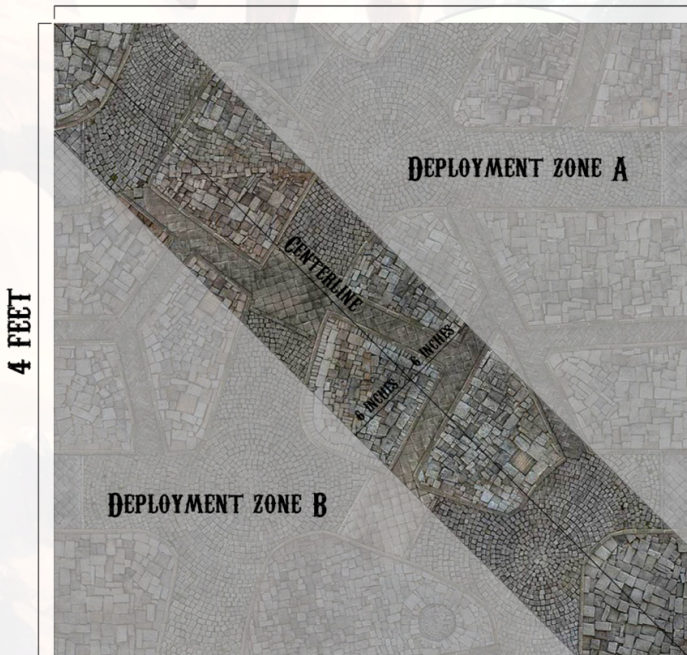
CORNER CLASH

4 FEET



SPLIT LINE ENGAGEMENT

4 FEET



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RIFTS OF THE VOID

Scenario 1 - Mana Flux

The air trembles.

Across the battlefield, the ground fractures with thin lines of blue-white light. What was once dormant now surges awake. A mana vein beneath the soil has ruptured, spilling raw arcane energy into the world in violent, unpredictable waves.

This is no stable rift.

This is a Mana Flux, a temporary but catastrophic surge of elemental power, bleeding through reality in pulsing bursts. Fire ignites without fuel. Frost forms in the heat of day. The wind howls in spirals against the natural order. Stone shifts like living flesh.

Scholars of the Empire believe these flux events are aftershocks of the Great Experiment, unstable scars in the fabric of the world that flare unpredictably. The Highborn seek to harness the surge. The Hearth Mages crave its power. The Gol Hakmon feel compelled to seal it. The Sons of the Sea are drawn to its pull like tides to the moon.

And so armies march.

Not for conquest.

Not for glory.

But for control.

For whoever claims the heart of the Mana Flux may bend the battlefield itself, or be consumed by it.

Setup: Place one Mana rift token (25mm) in the center of the battlefield and one Mana rift token 12 inches straight from each corner of the battlefield towards the center.

Deployment: Standard or Split Line engagement.

Objective: Control the unstable 5 Mana Rifts scattered across the battlefield.

A unit can control a Mana rift by standing within 2 inches of the token. If both players have units within range the control goes to the player with the most strength within range of it. Each unit rank gives a certain amount of strength as seen below.

Private - Sergeant - General - Deity

1 - 2 - 3 - 5

If both players have the same strength the rift is contested and cannot be scored this round.

At the beginning of each round except the first, roll a D10 for each rift and add the following result:

1-3: Rift becomes dormant (Cannot be controlled)

4-9: Normal behavior

10: Pulses - Deals 1 damage to all units within 3 inches. (can still be scored)

Victory: At the end of rounds 2, 3, 4 and 5 score 1 point for each rift you control. Most points after **5 rounds** wins

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Scenario 2 - Echoes of the fallen

The battlefield is not silent. It never is.

Where the Great Experiment first tore the sky and scorched the earth, the dead did not rest easily. Beneath shattered stone and blackened soil lie the remains of soldiers, mages, beasts, and kings, all caught in that first catastrophic surge of power. But the mana that soaked this ground did more than kill. It remembered.

Now the wind carries whispers.

At dusk, translucent figures flicker between ruined pillars. Broken weapons rise half-buried from the mud. Armour creaks though no living warrior wears it. These are not true revenants of the Legion, not yet. They are impressions. Arcane scars. Residual memories made manifest by unstable currents flowing through the land.

The scholars of Falconsearch call it a Resonance Event. The Highborn speak of ancestral unrest. The Legion of the Curled Flesh sees opportunity. The Gol Hakmon sense imbalance. And the Hearth Mages... they listen too closely.

Warbands now converge upon this haunted ground, seeking relics lost in the original devastation, blades of silversteel, shattered tomes, banners of forgotten houses. Yet to linger here is to risk being drawn into the past itself, where memory and reality blur.

Setup: Place one objective marker (40mm round base) at the center of the battlefield and two, 12 inches on each side of it in a straight line. These are Ancient Gravesites.

Deployment: Corner Clash.

Objective: Harvest memories and relics from the Ancient Gravesites

A unit can search a grave by taking an action when within 1 inch of a gravesite. When taking the action roll a D10 to see result:

1-2: Gain 1 victory point, gain 2 stress.

3-9: Gain 1 victory point, place the gravesite anywhere on the battlefield not within 6 inches of a unit and not in a deployment zone (if not possible as close as can be). Gain 1 stress.

10: Gain 2 victory points - The unit gains 1 memory.

Graves are Restless: Whenever a grave is searched all units within 3 must succeed a CP test or suffer 1 stress.

Memory: A unit with one or more memory suffers 1 unsavable damage each time it activates. The unit may spend this memory to decrease any damage it takes by 1 or gain +1 victory point when searching graves.

Victory: Be the first to gain 10 victory points or have the most points by the end of **round 5**.

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RIFTS OF THE VOID

Scenario 3 - Storm Surge

The sky darkens without warning.

What begins as distant thunder soon becomes a wall of writhing clouds encircling the battlefield. Lightning tears sideways across the heavens. Rain falls in sheets so dense it feels solid. The wind does not merely blow, it hunts, shrieking with a voice that chills the blood.

*Imperial scholars have long documented such phenomena since the Great Experiment. They are not natural storms. They are **mana disturbances**, vast elemental convulsions born from unstable rifts hidden somewhere beyond sight. The elements rage without harmony, wind shrieks, rain scalds, lightning strikes the same ground repeatedly, as if searching for what lies at the heart of the battlefield.*

Yet all is not lost. At the center, a column of radiant light pierces the maelstrom, a beacon of relative calm. Its glow shields those who stand beneath it from the storm's full fury, offering a fragile sanctuary amidst the chaos. But the storm grows with each passing moment, and the light is only so wide. Units must race toward this safe zone, braving the wrath of wind, rain, and lightning to survive.

Setup: Mark all edges around the battlefield in a straight line 5 inches in. This is the coming storm.

Deployment: Split Line engagement.

Objective: Survive the supernatural storm and position units in the safe zone.

At the beginning of each round, beginning from **round 2**, the storm closes in from all table edges:

All edges around the battlefield represent the storm coming in across the battlefield. Each round, the storm moves 5 inches from each edge towards the center, to a maximum of 25 inches. *(The storm gets bigger)*

Round 1: 5 inches, **Round 2:** 10 inches, **Round 3:** 15 inches, **round 4:** 20 inches **round 5:** 25 inches

If a unit enters the storm and if they end the round there, they suffer 10 unsavable damage and 5 stress.

If at any time a unit finds itself in the storm: After activating the unit must roll a CP test for a successful activation. (still uses mana)

Victory: At the end of each round beginning in round 2, gain 1 victory point per unit in the safe zone. Also gain one victory point for each enemy that died this round. Most after **5 rounds** win.

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Scenario 4 - The Heart of the mountain

Deep within the Highborn Mountains, beyond jagged passes and wind-scoured cliffs, something ancient stirs. The Gol Hakmon have awakened.

At the mountain's core lies a vast cavern of living stone, a cathedral carved not by tools, but by pressure, time, and will. Rivers of molten crystal pulse through its walls like veins, carrying the tremor of distant mana voids. This is no mere cavern. This is the Heart of the Mountain, the place where the world's bones knit themselves together.

When the Great Experiment tore open the sky, fractures spread beneath the earth as well. Mana seeped downward, poisoning bedrock and disturbing the slumber of the mountain spirits. Now, titanic forms of granite and thunder gather in solemn purpose. The Gol Hakmon do not march for conquest. They come to seal what has been broken.

The Highborn believe ancient relics lie hidden in its depths, remnants of their earliest reign. The Empire sees strategic dominance in controlling the mountain passes. The Hearth Mages hunger for the concentrated mana coursing through its core. Even the Legion of

the Curled Flesh senses power in the convergence of life and stone.

Yet the mountain does not yield easily.

The ground quakes without warning.

Crystalline growths erupt from the floor.

Stone shifts like muscle beneath the skin of the world. And at the center, something vast begins to form, a living colossus shaped by the will of the earth itself - The Heart!

Setup: Place the Heart at the center of the table. (32mm token)

Deployment: Standard

Objective: Fight over the single powerful artifact - The Heart!

A unit within ½ inch, can pick up the Heart by taking an interact action.

A unit carrying the Heart gains +1 AT but moves at -2 inches. Also at the end of each round the bearer gains 1 stress.

If the carrier dies, or loses 2 or more health while carrying the Heart, the owning player places the Heart exactly 3 inches away from the bearer. If this is not possible, place it as close as possible.

Victory: The player holding the Heart at the end of **round 5** is the winner.

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RIFTS OF THE

Scenario 5 - Rite of cinders

Ash falls like snow.

In the charred ruins of an old Imperial outpost, the ground still bears the scars of elemental fire. Here, the Hearth Mages gather in secret, drawing sigils in soot and blood, preparing a ritual long forbidden by decree of Falconsearch.

They call it the Rite of Cinders.

At its center burns a brazier fed not by wood, but by raw mana, unstable, volatile, hungry. If completed, the ritual will bind that power into flesh and will. If disrupted... the explosion could swallow the battlefield whole.

Word spreads quickly. The Empire seeks to stamp it out. The Highborn watch with cold interest. The Legion sees opportunity in flame and death.

As sparks rise into the darkened sky, warbands close in.

For whoever controls the Rite may command the fire — or be reduced to cinders by it.

Setup: Place a Sacred Pyre (40mm round base) at the center of the battlefield. Divide the battlefield into 4 quadrants then place a Sacred Pyre (40mm round base) at the center of each quadrant.

Deployment: Corner Clash

Objective: Burn Sacred Pyres before your opponent does.

A unit within 1 inch of a pyre may spend an action to either: Douse or Light a Sacred Pyre

When lighting a pyre it comes under that player's control until it is doused.

Each lit pyre at the end of the round gives its controller 1 point.

Victory: First player to 10 points or most points after **round 5**.



KEBRUVALON

THE WORLD OF KEBRUVALON

“The Chronicles of a Broken Realm”

**By Archivist-General Meron Valdari, Royal
Scriptorium of Falconsearch**

"We are not the first to call this island home, nor, I fear, will we be the last to bury our dead in its soil."

Nestled like a jeweled dagger in the heart of the Tinted Ocean, the island of **Kebruvallon** bears a beauty that has always belied its danger. To many, it is a land of fertile plains, radiant skies, and glittering coasts. To those of us in the **Kebruvallon Empire**, it is home, bastion, and burden. But it was not always ours.

The Age of the Highborn

Long before the Empire's banners rose above the silver fields, **Kaeth Thalor** "The Silver Garden" in the tongue of its first masters, was ruled by the **Highborn Alvanians**. These luminous beings claimed descent from twin celestial deities: **Aelarion**, the Sun Sovereign, and **Lunastra**, the Moon Weaver. Whether god-born or merely ancient, they shaped the land in their image. They built tall towers of singing stone, tended forests of luminous crystal, and studied the flows of raw mana that pulsed beneath the earth.

Their pride was their undoing.

When mankind first arrived, we came as supplicants, refugees fleeing a dying continent. The Highborn, wary but curious, let us settle at the fringes of their domain. It was an uneasy peace. Over generations,

tensions rose. Our hunger for expansion, and theirs for control, clashed. War followed, and much of the Highborn culture was buried beneath fire and steel.

Today, the Highborn remain, fewer, wiser, and far more dangerous. They have learned to bend the ambient mana to their will, binding it into gleaming constructs and brilliant warforms. Their leaders still speak in riddles, cloaked in twilight and prophecy, ever watching from the mountain palaces.

The Great Experiment

It is said that progress requires risk. Perhaps that is true. But what of hubris?

Centuries after our arrival, the **Circle of Thirteen Hearth Mages**, our greatest arcanists, convened in secret. They sought to pierce the veil of magic, to understand the very roots of reality. Each represented one of the four elemental lores: fire, water, wind, and earth. Three masters of each, plus one who stood apart, an unnamed mage who claimed to see the "unity beneath division."

Their experiment fractured the world.

Mana burst forth from hidden seams. The sky screamed. Mountains shattered. And in that moment, the world changed. These ruptures, now called **mana voids**, spilled their unstable energies across the land. The Hearth Mages were never seen again, at least, not as they were.

Some say their souls were unbound. Others say they walk still, changed by something they summoned but could not contain. I have read accounts that speak of a "synthesis," a fifth form of magic. But such writings are sealed, restricted, and, if truth be told, burned.

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The Rise of the Empires

In the wake of the Great Experiment, the **Kebruvallon Empire** reformed itself. Magic, once our pillar, became a curse. The surviving Hearth Mages were exiled, their minds fractured and their loyalties unclear. Instead, we turned to discipline, numbers, and invention. Our armies grew strong, steel-forged, animal-trained, and alchemically hardened. The wilds were tamed, and steam engines thundered along rail lines to the borders. But not all lands could be held.

The Iratus Simia

From the verdant depths of **Kaluhazu Jungle** came the **Iratus Simia**, the beastkin of vine and fang. Great apes and cunning monkeys, their minds awakened by mana storms that reshaped their very souls. Civilized in their own strange ways, they worship a demigod of wild order: **Alor the Untamed**. Our soldiers have tried to tame them. None have succeeded. Many have died.

They are not beasts. They are a nation, primal and proud, guided by warlords and mystics in equal measure. Our maps mark Kaluhazu red for a reason.

The Western Muroidea

To the arid west rise the towns of the **Western Muroidea**, rodent-folk of gunpowder and grit. Once thought pests, they have formed a culture as strange as it is efficient. Wearing broad-brimmed hats and wielding rusted revolvers, they bring their brand of frontier justice wherever rails reach.

They speak in twang, barter in bullets, and treat honour like currency. Our relations remain... unpredictable. They are not to be

underestimated. Beneath those twitching noses lie minds sharper than any dagger.

Sons of the Sea

More chilling still are the **Sons of the Sea**, crustacean horrors spawned from the deeps. They came when the voids opened under the ocean, dragging horrors from lightless trenches. With clacking limbs and barnacle-shelled warlords, they enslave, devour, and multiply.

None speak their tongue. Few survive their raids. And yet, something commands them. Something old. Something we do not yet understand.

The Legion of the Curled Flesh

Worst of all, perhaps, are those we once called brothers.

The **Legion of the Curled Flesh** rose from the ashes of the Free City, obliterated during the Experiment by a surge of burning mana. In that fire, something twisted. Hearth Mages reawakened as necromancers. Their bones still burn with unspent power. They walk now as corpses given voice, and lead hosts of deathless things across the land. We once traded with them. Now, we salt the earth where they tread.

There is a darkness coiling beneath the mana, a whisper just beyond comprehension. We have glimpsed the storm, but not its eye. Something old stirs—older than gods, deeper than mana. I do not know if we can stop it.

But we must try.

— *Archivist-General Valdari*

KEBRUVALON

RIFTS OF THE VOID

UNIT CARDS

ABILITY CARDS

FEATS

LORES OF MAGIC

CONDITION/ACTION CARD

EXAMPLE MINIATURES

