



# Ashes

Tales from a new era

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*Our next project*
- **Nova Aetas**  
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## LMS - Services

Ludus Magnus Studio LLC was founded in 2014, quickly growing to boast a number of important collaborations and projects.

Ludus Magnus Studio specializes in the development and production of board games with miniatures and offers a number of services:

**Rulebooks** - development and playtesting of rulebooks, generally "American". On appointment, we can also work on rulebooks in accordance with specific client deadlines and requests. We have developed Nova Aetas and Sine Tempore for our own company, but have also worked on the development of other titles for other publishing houses.

**Miniatures** - our sculpture artists work with the most technologically advanced digital sculpting software, facilitating the creation of each single model and above all of any eventual changes. Experts in the production of resin miniatures, they apply a high level of professionalism to PVC models destined for mass production in the games sector. In addition to the miniatures for our own games, we have also collaborated with other publishing houses such as Grimlord Games, Minion Games and Tabula Games.

**Graphic Design** - Ludus Magnus Studio prepares all its graphic materials in-house, thus progressively increasing its level of professionalism and expertise in the games market. We manage all marketing materials, just like all board

game components, from the rulebooks to the cards, of all types and quality. Specialized in mass printing, we are able to reduce touch-ups to a minimum and subsequently avoid any production delays.

**Concept Artists** - Ludus Magnus Studio works with two leading-edge emerging artists in the games sector, able to successfully manage all creative aspects of game development, from the creation of character concepts to game boards. We also have an external team of artists with many years of experience in the sector, able to guarantee a variety of styles and the rapid completion of all projects.

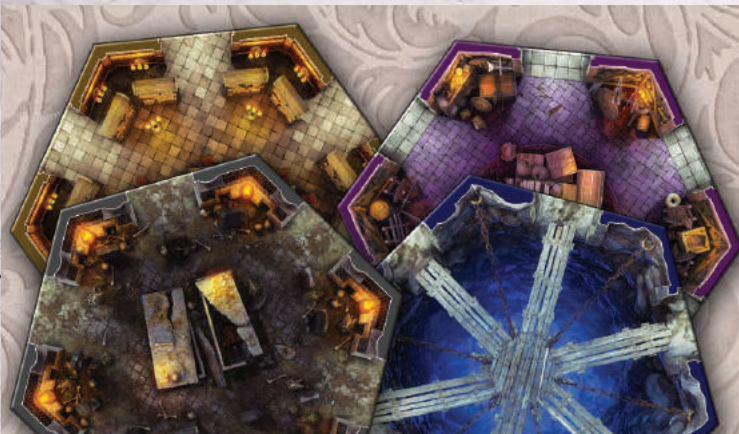
**Kickstarter Consultancy** - In past years, we have collaborated with a number of companies for Kickstarter support, for example Maki Games. Thanks to these collaborations, we have developed a high level of professionalism in the sector, allowing us to manage all aspects of crowdfunding campaigns.

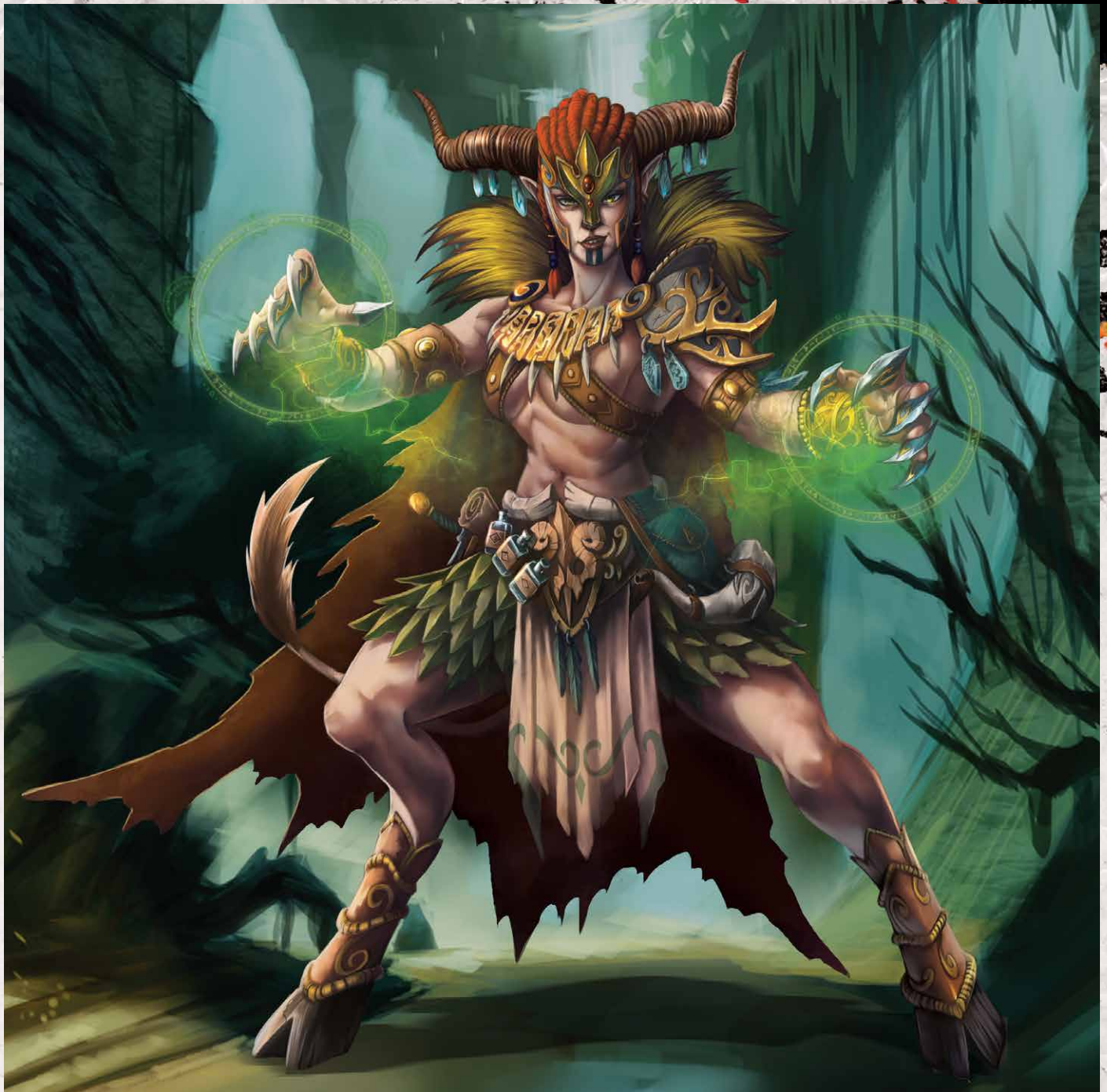
We have run two successful Kickstarter campaigns and offered our experience to new, emerging publishing houses, such as Reggie Games.

# NOVA AETAS Black Rose wars

## 1Q 2018 on Kickstarter

Black Rose Wars is a board game that will guide you into the world of Nova Aetas. The Black Rose lodge meets to determine who will be the new Magister, the keeper of forgotten magic. The most powerful mages affiliated with the lodge will confront each other in a series of epic and captivating battles, exploiting the arcane powers in their possession. The event, which determines the destiny of the lodge every ten years, will be hosted in the rooms of the Black Rose manor.





Tessa, the Faun from the Umbrian woods, will manipulate the force of nature to overpower her rivals.

Nero, a mage from Rome with noble origins, is ready to unleash his destructive magic on those game enough to challenge him.

Telmia, the wise mage from Switzerland who is able to control time, will use his skills to dominate his adversaries.

Rebecca, a mage from Salento and pinched from the world of Nova Aetas, will offer her skills to revive the dead and serve the cause of the lodge.

Black Rose Wars is the next Ludus Magnus Studio Kickstarter project. Follow us on Facebook:

[www.facebook.com/LudusMagnusStudio/](http://www.facebook.com/LudusMagnusStudio/)



[www.facebook.com/BlackRoseWars/](http://www.facebook.com/BlackRoseWars/)



1Q 2018 on Kickstarter, stay tuned!



# SINE TEMPORE

Sine Tempore is the most recent board game released by Ludus Magnus Studio on Kickstarter.

Thanks to its enormous success, it features loads of additional models with which to expand and explore this universe through 4 different expansions.

Set in the faraway past of Nova Aetas, it reveals how the human race and certain alien races first began to populate the earth. In search of a new planet to colonize, the Genesis will lead you to the discovery of Primaevus V, a world considered sacred by the Primaevi, where young and fit faun soldiers carry out their initiation rites to enter the matriarchal society of witches.

Developed using the same game engine as Nova Aetas, Sine Tempore fully exploits and enhances the mechanics, renewed in many aspects through custom dice and an innovative hero development system, without modifying the basic qualities.





**ACHAB**



**ALEXANDRA**



**ANDROMEDA 2.0**



**JUKAS**



# NOVA AETAS

Nova Aetas is the first game ever published by Ludus Magnus Studio.

Set in 1508 during the Italian Renaissance, it follows the exploits of 4 unlikely heroes, caught up in the conflict between the Vatican and the Republic of Venice.

Nova Aetas is a tactical board game where fantastic miniatures work their way through a huge campaign with an impressive 26 missions, each leading to 4 different endings.

During the campaign, you can develop your heroes by specializing in certain classes, build equipment or challenge wild and mythological animals. Nova Aetas is set in an alternative Renaissance, where history is merged with classic mythology. You will in fact meet Fauns, Centaurs, Cyclopes and other fantastic creatures.

The success of Nova Aetas is owing to its innovative game mechanics featuring activations and artificial enemy intelligence.





## Nova Aetas 79€

The core box includes 34 high-quality PVC miniatures, three-dimensional constructions, tokens and much more. The 4 heroes can choose their specialization, with a total of 12 classes playable in a campaign that leads characters through the exploration of a large part of Renaissance Italy.



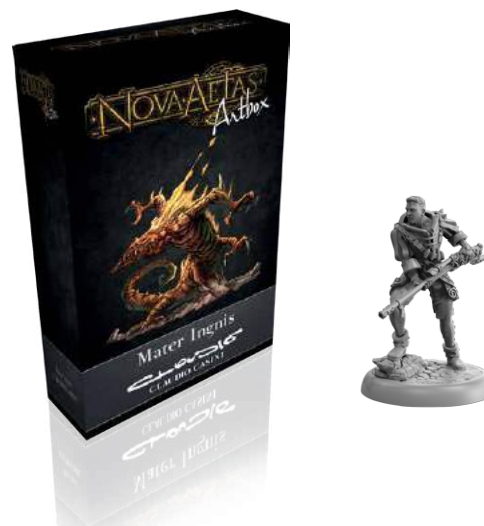
## Under Siege 49€

roughly 30 years after the events of Nova Aetas, you are called to participate in an epic and tragic historical event, the Sack of Rome, once again “contaminated” by subtle fantasy elements. Under Siege features 13 miniatures including a new Hero, the Lancer.



## Mater Ignis 35€

This expansion includes one new hero, the hunter, who will guide you along the tracks of this frightful salamander. Mater Ignis features 7 models, including the mother salamander, a 60mm model.



## Papa VS Doge 25€

Two missions that will lead you to a confrontation with two of the most powerful men of the European Renaissance. In this expansion, you'll find 2 miniatures and 9 enemy cards to increase the level of difficulty of Nova Aetas.



# The Witches' Oak

## Fair Special Mission

This secondary Mission can be selected only if the free company is in Lucca during the rest phase. (Second level of Mastery is advised)



### Prelude

"By order of the Great Council of the Republic of Lucca, we are looking for volunteers to investigate a number of sinister events, which have occurred in the area of San Martino in Colle. According to witnesses, during full moons, sacrilegious pagan rituals are being celebrated in the shadows of the great oak tree erected there. A sizeable reward will be paid to whoever puts an end to this havoc by knocking down the malevolent oak tree."

The Gonfalonier of Lucca



### History

You have travelled by night to catch the pagans red-handed. As you approach the place that had been described, you catch a faraway glimpse of an enormous oak tree at the centre of a clearing. You see a few Primaevi patrolling the area and a strange woman chanting a disturbing melody, standing in front of the tree. It seems as though she's carrying out some kind of ritual. It would appear that you've arrived at just the right time...

## Rules



Start: 00:00

End: 03:00

### Setup

Decide how to spawn the Heroes in the four deployment squares.

### Hero Objective

The Heroes **win** if Gertrude the witch has been defeated and the demonic oak tree has been knocked down within the time limit.

The Heroes **lose** if

- The Witch is not defeated before the time runs out
- The Witches' Oak has not been knocked down before the time runs out
- 3 Heroes are out of action at the same time

### Enemy Objective

#### Faun Warrior

- Protects the oak tree by engaging and attacking the Heroes (TV6)

#### Gertrude the Witch

- Until the Event is triggered, will spend her entire activation completing the ritual, without making any other actions (TV6)

#### Other Enemies

- No specific objective, follow the normal "Attack the Heroes" rule

### Special Rules

**Enemy Waves** - every Hour. For each Enemy Spawning Point, draw a card from the Enemy deck made up of cards with the Primaevi trait. If necessary, add the relative Activation Token for the enemy that has just been spawned in the next active sector on the Horologium.

**The Witches' Oak** - The sacrilegious tree has 15 wounds and a Physical Defence of 5+ and is immune to spells. If the majority of Heroes are at the second level of Mastery, the tree has 20 wounds instead of 15 and its DF is 6+.

### Event

When the Witches' Oak has suffered half of its wounds, the Heroes receive a Cursed status token.

Moreover pick a card from the Primaevi deck for every enemy spawning point.



## End of Mission

### Victory

You have defeated Gertrude and her wretched followers. All that remains of the sacrilegious oak tree is a miserable broken trunk. Upon inspection, you note that a space has been carved into the tree to store a strange object. A strange skull pierced by several nails looks at you through its empty eye sockets... if you like, you can take possession of the gruesome object.

#### Reward

5 popolini  
2 random elements  
The equipment card Memento Mori

### Defeat

The unholy energy unleashed by the Oak tree and its disciples have forced you to escape. You will not be declared the Heroes of Lucca this time and horrifying nightmares will haunt you in the days to come, but at least you have saved your own skin. Unfortunately you know that something terrible is brooding in the heart of these lands.

#### Reward

1 popolino



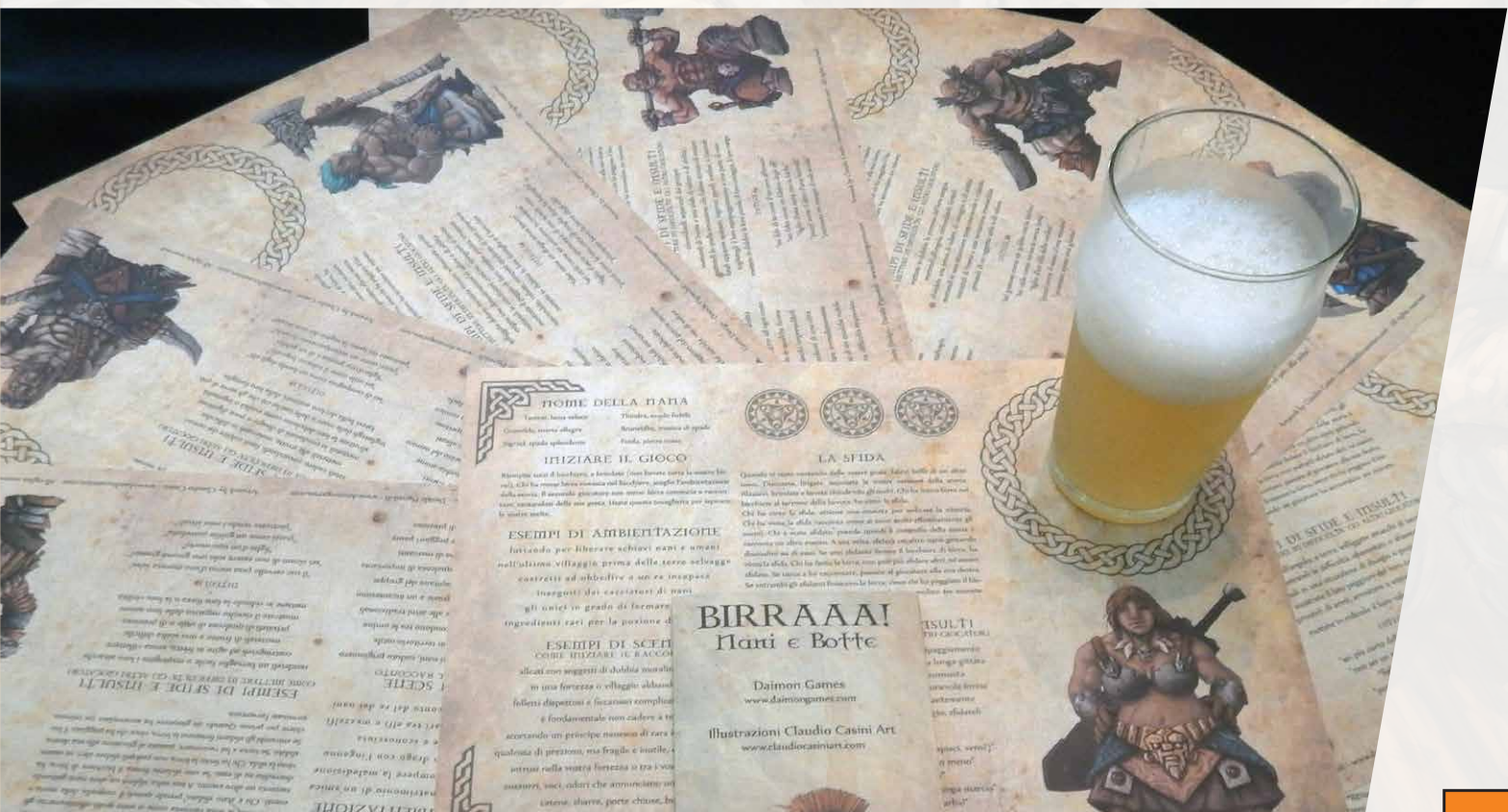
# Drunken Dwarfs



Drunken Dwarfs is to date the only Ludus Magnus Studio game to have been produced using traditional methods.

In this narrative game, you'll find yourselves challenging other dwarves through intense drinking sessions and tales of epic exploits.

Whoever talks it up the most, whoever is best at jeering their adversaries... but most of all whoever can best handle their drink, will be the winner and can gloat off the back of the losers, without footing the bill.



**BIRRA AAI**  
Nati e Botte

Daimon Games  
www.daimongames.com

Illustrazioni Claudio Casini Art  
www.claudiocasiniart.com



# LUDUS MAGNUS

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