

- Dungeonology the expedition
 Our next Kickstarter project
- Nova Aetas
 Promo Mission "From the Future"
- Sine Tempore Mission Promo Mission "Fast and Furious"
- Black Rose Wars Soon on your gaming tables





elcome back to the second special of Ashes for Essen 2018! It's already a consolidated tradition in which we can let our online magazine come alive. As the most attached of you will know, you will find inside a substantial in-depth analysis about our projects, unreleased missions and promo material. In fact, attached to the magazine, you will find the not to be missed cards for Nova Aetas, Sine Tempore, Black Rose and the newest project: "Dungeonology"!

Are you ready to enter a world of dungeons, discoveries and a funny yet merciless competition? If so, Dungeonology is the game for you! Eight years prior to the events of Nova Aetas, you will don the clothes of one of the candidates to the post of the prestigious university of Rocca Civetta, who will throw themselves into an expedition to discover the secrets of creatures considered myth and legend by the less cultured. In order to immerse yourself in this bizarre and captivating setting, you will find more informations and a comic strip waiting for you, together with some incredible promo cards!

We remain in the period of Italian Renaissance, with an additional mission of Nova Aetas which will let you join the fray with the new powerful epic classes. "That who has time shouldn't wait for time" and you won't have time to lose in this mission based on magical time leaps, in which your main concern won't just be about enemies lying in wait.

On the topic of time leaps, let's go way back, to the events of Sine Tempore. Our heroes, barely landed on Primaevus V, bump into a creature that show curiosity about their items. It will be upon you to prevent Rognon from getting new trophies from the wanderers arrived on its planet. A new Rognon character sheet will be available in an exclusive promo card.

Let's go back to the inside of the Black Rose Lodge, in which magical forces never cease to swirl and mages are dedicated to the rigorous study of arcane arts. For this reason, new forbidden enchantments will be revealed to the one who will prove himself worth of learning them.

Without further ado we let you continue enjoying this number, hoping that it will enrich your 2018 Essen Spiel experience!



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COMING ON KICKSTART



Welcome to the University of Rocca Civetta, the first of its kind, which aims to study the natural habitat of several cultures in Italy. Unfortunately, some professors from time to time run into atypical societies risking their neck. This is a university where even the best have a hard time!

In Dungeonology the heroes will discover different places and their inhabitants in order to discuss their thesis and become the new professor of their own field of expertise.

It is an atypical dungeon crawler, in which the goal is not to free the area from hordes of furious and terrifying monsters, collecting huge treasures or magical weapons; instead our heroes will have to study habits, take notes and stay undercover.

Whoever gather more information, or better ones, can discuss the thesis that will raise him/her to the role of professor.

With Dungeonology we inaugurate a new LMS' initiative: the comic book related to the game. The pages you find on this issue are a preview of what's to come, to test the waters and gauge your satisfaction rating. The comic should help you to immerse yourself in the setting of the game, offering you pleasant moments of reading.

That's all for now, but we will soon give you more details about this amazing new game.



History

Tessa has finally in her hands the key to her personal vendetta against Rebecca.

Through the means of powerful enchantments, she was able to make contact with her past self, informing her about everything that would become of her and her master, threatening her very existence just to get to her rival Now a young Tessa has captured our heroes with the intention to kill them.

The magic disturbance created by Tessa didn't go unnoticed by the Grand Master of the Black Rose, who, in order to answer back to the threats of the faun witch, sent Vincenzo, Rebecca, Sofia and Valerio back to the past But time flows and the powerful enchantment takes its toll on the Grand Master, for how long will he be able to mantain it?

If you play this mission as a secondary mission of Nova Aetas, you will get to perform as your epic counterparts, while the heroes of your campaign are at the mercy of Tessa and her herd.

Rules

Set-up

The heroes, now adults, in their "epic" version must save their younger counterparts To save a young hero, an epic hero must come into contact with him/her and spend 2AP to free him/her. To flee, and be removed from the dashboard, a young hero must not have enemies placed within 2 squares.

If an epic hero saves his/her young counterpart, in other words makes contact with the model and spends 2AP to free it, he/she must check with the temporal paradoxes chart below:

1-2, the hero sustains 2 injuries and is stunned

3-4, the hero is swallowed up back in his/her time. From this moment he/she uses the sheet and model of the young hero, maintains all the abilities and gets the relative objects of the selected class. Loses the epic ability.

5-6, nothing happens7-8, the hero, while looking at his/her younger counterpart, becomes galvanized: gains a re-roll token and a Strength 2 token, loses all negative statuses present on the character sheet

If a young hero dies, his/her epic counterpart will lose 4 abilities due to the temporal paradox.

Hero Objective

Victory conditions:

 The heroes win if they kill all enemies or if at least 3 young heroes are saved before time is up.

Defeat condition:

Standard defeat conditions

Enemy Objective

Faun Warriors and Faun Musician

• They will attack the epic heroes, following the standard rules.

Wolves (see the Wolf profile on the next page)

They will attack the young heroes inflicting one injury for each activation, with a result of 3+ on a D8. TV6

She will attack Rebecca inflicting one injury for each activation. TV4



Start: 2:00 pm 4:30 pm





End of mission

If the heroes win, Tessa and her herd will be routed, foiling her diabolical plan. Before the young heroes can realize who you are, you are swallowed up back

If you play this mission as a secondary mission of Nova Aetas, you gain: 3 popolini

1 pet: Brigante

Defeat

If Tessa wins, time as you know it will become distorted and upon re-entering your time, you will find yourself in an alternative future. Tessa, leading her herd, obtained the blood of Gaea and has now power over all the Black Rose Lodge. She revealed herself to the world and at the moment is reigning upon most of Italy.









Watchdog ability:

Each Enemy with the Faun trait, adjacent to a Wolf, gain +1

FAST AND FURIOUS

P&P Mission - Promo Essen Spiel '18

START MISSION: 7.3 END MISSION: 9.5





You have just landed on Primaevus V. Genesis plasma engines are still hot, while setting up a base camp from which to handle the material for future exploration missions. You have had occasion to notice movements in the bush, but you have not noticed any hostile activity, while a sound echoes in the distance. A white-coated creature with big horns, furiously charging towards you, brandishing blades surmounted by animal skulls. Welcome to Primaevus V.

VICTORY CONDITION

- Rognon is defeated before time runs out.
- .

DEFEAT CONDITION

- Rognon opens all the boxes and reaches the Red zone.
- Z
- · Standard defeat conditions.

ENEMY'S OBJECTIVES

Roanon:

- Rognon moves to open the nearest box within 5 squares (TV8); if there are no boxes within this distance, he attacks the nearest Hero with Bull Rage.
- After opening the three boxes, Rognon moves to the Red zone (TV12).

Spriggans:

· Attack the Heroes.

SPECIAL RULES

• If Rognon finishes his activation being adjacent to a Box, it is considered open.

VICTORY

Despite the fury and unorthodox fighting tactics of the beast, you manage not to succumb to the Bull-y's hungry blades. A well-placed shot of Achab's Gunblade almost threatens to end the fight abruptly, but Rognon's savage agility saves his life for the price of only one of his horns. The wounded beast seems to have changed the target and, smashing a nearby box, takes the first object on which there is the smell of the captain: his favorite cigar box. Thinking he had taken something of extreme value for Achab, Rognon intends to ask for revenge in a future fight, sure that his reckless adversary won't decline the invitation.

DEFEAT

The lucid fury of the albino Bull-y has beaten your tactics and your cautious approach to this unknown threat. While the captain's crew is kept in check by the machine guns of the spriggans participating in the conflict with sadistic fun, Achab is engaged in a close quarter combat with the big enemy. Despite the indomitable willpower, the captain falls under the sharp blades of Rognon. When Achab is ready to receive the coup de grace, the white Bull-y decides to deprive him of the cigar box from one of the boxes nearby. Looking at the captain with a defiant look, he disappears into the deepest part of the forest from which he had emerged, continuing to indicate the precious box.





One of the miniatures' mold, which ones can you recognize?



Black Rose's exclusives card sleeves



So many copies of Crono's boxes!









UNFORTUNATELY THE PREVIOUS TEACHERS HAD SOME MINOR ACCIDENTS...

















Novità Essen Spiel 2018







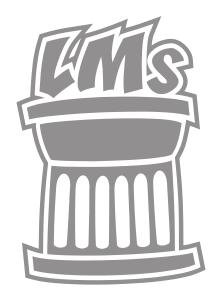




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