

*The witches are dead and we have killed them.
Now, by coincidence or consequence, we suffer a perilous burden.
Our world has become disordered from its natural and holy progressions.
The light is dim, the wind is cutting, and enemies amass from within and without.
We must not let our faith waver, especially in times of trial, but for love's sake,
how can we be expected to endure such persistent horrors?*

LOBSTERPOT^{v3}

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Lobsterpot is a 28mm narrative skirmish game, wherein players assume the roles of Witch Finders and their lackeys, who are dedicated to combating the threats of a world cursed by the crimes of their ancestors. This game examines an alternate timeline, where the persecution of the witches directly caused a withering of the world and its peoples. It is designed to be played on a small surface, with minimal miniature, terrain, and dice requirements for portability and accessibility.

Safety: The subject matter of this game is inspired by the Witch Trials of the 17th century, wherein hundreds of innocent people were persecuted for their differences. We ask that you and your playgroup discuss what subjects you are not comfortable examining in your games. Please be kind to one another. That's all

Some Terms

- Model - a miniature that you control.
- Enemy - a miniature controlled by an opponent.
- Character - a miniature that is controlled by either you or your opponent.
- Monster - a miniature neither controlled by you or an opponent.
- 1d6 - a six sided die.
- Range - the maximum distance at which a miniature can attack or affect another based on a weapon or a skill they possess.
- Line-of-Sight - a clear line can be drawn between these miniatures, where neither another miniature nor a piece of terrain would block those miniatures.

What you need to play

- Pencils and paper
- Six sided dice
- A tool that measures in inches
- Three to four miniatures for each patrol, and a handful of miniatures for monsters
- A board approximately 12" by 18" and some terrain
- A handful of counters/dice to mark Desperation, and a number of tokens



Playing Lobsterpot

A game of Lobsterpot is played over a number of shared turns, where players alternate activating their miniatures. A turn of Lobsterpot is divided into the following phases.

- **Initiative Phase** - players roll off (each roll 1d6) to determine who goes first. The player who rolls highest is the player who activates the first model each phase.
- **Fox Phase** - models with **Creeping** may be activated during this phase. The player who rolled highest in the initiative phase gets to activate the first miniature. The phase continues until neither player activates a model, either because they decline to, or because they have no more models that can activate during this phase.
- **Hound Phase** - any model who has not activated this turn may be activated during this phase. The phase continues until neither player activates a model, either because they decline to, or because they have no more models that can activate during this phase.
- **Hunter Phase** - models with **Determined** who have not activated this turn may be activated. The phase continues until neither player activates a model, either because they decline to, or because they have no more models that can activate during this phase.
- **End Phase** - any effects that would happen “at the beginning of the end phase” happen.

Models in Lobsterpot have the following characteristics

- **Actions** - each model may take 3 actions per turn, and may only be activated once per turn.
- **Weapon** - each model has a weapon that dictates the maximum distance an enemy can be from the model while being within range of its attacks. Some weapons have other characteristics that change the effectiveness of the model's attacks.
- **Shame** - each model has an incident in its past that it is ashamed of. These are mostly for narrative purposes, but occasionally are relevant to scenario rules and skills.
- **Skills** - models have access to skills based on their class. These are sometimes **triggered**, activating when certain conditions are met on the board, or **cast**, where the model can spend its actions to attempt to use its effect.

Actions

Models in Lobsterpot may make the following actions

- **Move** - spend 1 action to move 2" in any direction. The model must be able to stand wherever it is moved to. Models cannot move off the board unless a skill or scenario rule says otherwise.
- **Effort** - spend 1 action to interact with scenario-specific terrain or tokens. Make a **Knowledge Roll** (roll 1d6) and on a score of 5 or better, the roll is a success. When choosing this action, the model may spend any number of its available actions to add 1d6 to their **Knowledge Roll**.
- **Fight** - spend 1 action to pick an enemy within line-of-sight and within range of the model's weapon. Make an **Attack Roll** (roll 1d6,) and on a score of 5 or better, the enemy must make a **Defense Roll** (they roll 1d6.) If the enemy scores 4 or less, they must roll on the **Fate Table**. When choosing this action, the model may spend any number of its available actions to add 1d6 to one of their Attack Rolls this turn.
- **Cast** - spend 1 action to make a **Casting Roll** (roll 1d6,) and on a score of 5 or better, the skill is cast. When choosing this action, the model may spend any number of its available actions to add 1d6 to their roll.

Fate Table

When a model rolls on the Fate Table, roll 1d6 and add the number of Desperation Counter it has to its score.

0 or less	1-4	5-9	10 or more
Nothing happens. You are incredibly fortunate.	Model gains a Desperation Token	Model gains a Desperation Counter and moves directly away from the nearest enemy a number of inches equal to the model's Desperation.	Model becomes Broken and is removed from the board.

Broken Models - when a model becomes broken, it is removed from the game as a casualty for physical, emotional, or spiritual reasons. If it was carrying a token, leave the token on the field where the model was.

Monsters - Monsters are models that are controlled neither by you nor your opponent, but instead are operated by the game. Monsters follow these rules unless otherwise stated.

- Monsters activate during the Fox phase after all other characters that are able to/choose to activate have done so. They have 2 activations, both of which are used to make the action, "**Hunt - triggered** - when this monster activates, if it is within 2" of a character, it attacks that character. Otherwise, it moves 2" in the direction of the nearest visible character."
- Monsters activate in order of "Monster nearest a character" to "monster farthest from a character."
- Monsters are considered unarmed and unskilled unless otherwise noted

Tokens - these are representations of objects, characters that are neither models, enemies, or monsters. If a character is within 1" of a token, it may make an Effort roll to pick it up.

Terrain - Terrain is anything that represents a building, piece of scenery, natural formation that rises up from the board. Terrain can be moved around and over, so long as the model can stand once it's completed its move. It cannot be moved through however, unless the model can physically move through the terrain.

The most noteworthy thing about terrain is that it can block **line of sight**. A model for instance could "see" over a fence or a puddle, but not through a building or a tree.



Making A Patrol

Choose a configuration for your warband:

1 Witch Finder, 1 Lieutenant, 2 Volunteers
Witch Finder, 2 Lieutenants

When making your patrols, discuss with your opponent the style in which you want to build your patrols. They are as follows:

Manifest Destiny - <i>you have a purpose and a plan, your future is your own.</i> Pick your Witch Finder's skills and weapons, only rolling for shames and mutations. Roll skills, weapons, shames, and mutations for everyone else.	Stay the Course - <i>You'll make it through the night come hell or high water. The storm will take its toll, but not without a fight.</i> Count the number of rolls you would make on each table for your patrol, then distribute them according to the model limitations
Pivotal Moments - <i>few choices are truly yours in this life, but the ones you've had, you've made count.</i> Roll skills, weapons, shames and mutations for each model individually. Replace up to	Victims of Fate - <i>you do not have a say, to the cosmos you are all meaningless specks.</i> Roll skills, weapons, shames and mutations for each model individually. You get what you get. Roll for one random Boon (see

three results with choices from the appropriate tables.	Campaigning)
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The three classes of model are Witch Finder, Lieutenant, and Volunteer.

Witch Finder - *Descendants of those who purged the witches, these grim soldiers are duty bound to preserve the few wretched souls left on this not-green earth. Some of these inheritors travel from town to town, offering their protection for a season, while others set themselves up as the rulers of petty fiefdoms, propping themselves up with their family names and the occasional show of force. Occasionally, a Witch Finder will be promoted from outside of the bloodlines after serving as one's apprentice, assuming they survive the experience.*

When building your Witch Finder, they take one skill from each of the Witch Finder, Lieutenant, and Volunteer tables, one weapon, and one shame.

Lieutenant - *Witch Finders have a tendency to deputize pillars of the community members in times of strife. Veterans, doctors, foresters, and mayors are all examples of the sort of folk who a Witch Finder might find use for, either for their combat prowess or their abilities to lead and instruct.*

When building your Lieutenant, they take one skill each from the Lieutenant and Volunteer tables, one weapon, and one shame.

Volunteer - *Concerned citizens are often involved in the protection of the townships, supporting the local Witchsniffer and their Lieutenant. Most folk have used a weapon to hunt, if not to perform darker deeds, and will take up their arms to defend their families, their crops, and their secrets.*

When building your Volunteer, they take one skill from the Volunteer table, one weapon, and one shame. This model starts the game with 1 desperation Counter

Taking Shames - each model in a patrol must have a different shame.

Taking Mutations - any model may take up to 1 mutation, but they begin each game with 1 desperation Counter for each mutation they have.

Naming your Models - Give them names, so you know what to write on their headstones.

Weapons Table

1. **Knife** - range 1" - this model makes an additional attack roll whenever it fights.
2. **Sword** - range 2" - enemy adds 2 to its fate roll.
3. **Spear** - range 3" - this model gets -1 to its fate rolls.

4. **Pistol** - range 4" - enemy adds 2 to its fate roll if 3" or more away.
5. **Musket** - range 8" - enemy adds 2 to its fate roll if 7" or more away.
6. **Bow** - range 6" - if the enemy this model fights is 4" or more away, this model makes an additional attack roll.

Shame Table - Write a sentence or two about the shame that defines this character.

1. **A Betrayal** - *What motivation changed your alliance from one side to the other, and how long did you lie for, letting your former comrades think you were one of them?*
2. **A Fear** - *Why can't you sleep at night? What secret thing haunts you in your most private moments?*
3. **A Sin** - *What temptation led you down this path of debauchery, and how long did it hold you in rapture before you realized how filthy your soul had become?*
4. **A Crime** - *What drove you to such acts of violence and corruption? Were there circumstances surrounding your fall from grace, or is this who you were all along?*
5. **An Affliction** - *When did you first meet the sickness that would warp the way you live? Where did you find it, and how did it change you?*
6. **A Failure** - *Who weren't you there for in their time of need? How did you let them down when they needed you most?*

Volunteer Table

1. **Creeping** - *You slink and scuttle ahead of the pack, outpacing the rest with ease.*

This model may be activated during the Fox phase. If it is, it gets one less action this turn.

2. **Loyal Hound** - *You're accompanied by a faithful beast, who's jaws you'd trust more than your own sword.*

triggered - if this model would make an attack against an enemy within 2", that enemy gets -1 to its defense roll.

3. **Safety in Numbers** - *It's harder to sneak up on someone when they're two someones.*

triggered - if this model would make a defense roll while within 3" of another friendly model, add +1 to that roll.

4. Desensitized - *Not a lot phases you after the things you've seen.*

This model gets -1 when making fate rolls.

5. Concentration - *You can keep a cool head under fire, or while setting fires. Either, or.*

This model gets +1 when making knowledge and casting rolls.

6. Keen Senses - *"Watching those creeping bastards, thinking they're so clever skirting the perimeter. Let's see how clever they are once they're full of buckshot."*

triggered - if an enemy would move within range of this model's weapon during the Fox phase, this model may make a free attack against that enemy.

Lieutenant Table

1. Determined - *Patience may be a virtue, but your timing is impeccable.*

This model may be activated during the Hunter phase. If it is, it gets one more action this turn.

2. Duelist - *"You're more likely to catch water with a net than they are to catch me off guard."*

triggered - if an enemy within 3" attacks this model, but does not cause it to make a fate roll, this model may make a free attack against that enemy.

3. Blessed Armaments - *Holy vestments and weaponry only make the impervious soul more impenetrable to the devilry afoot.*

This model gets +1 when making attack and defense rolls.

4. Smite - *Repulsed by the Witches' taint, your zealotry is only magnified against those that bear the mark of black magics.*

triggered - if this model would make an attack roll against an enemy with a mutation, add +2 to that roll.

If this model has a mutation, when it would make a defense roll subtract -2 from that roll.

5. Absolve - *Your words can heal those ragged souls.*

cast - 5+: another friendly model within 4" loses 1 Desperation Counter/10+ a friendly model within 4" loses up to 3 desperation Counters.

6. **Providence** - *Fortune smiles on you with cracked lips and bleeding teeth. At this point, you'll take any omen you can get.*

Once per game, this model may re-roll a single die. The reroll may not be re-rolled.

Witch Finder Table

1. **Prepared** - *Thinking ahead, you've packed many odds and ends that have served you in your years of smiting the wicked.*

triggered - at the beginning of each Fox Phase, choose attack, defense, or knowledge. This turn the Witch Finder gets +1 when making a roll of that type.

2. **Inspire** - *You lead by example, and demonstrate the power of purity for your followers.*

cast - 5+: a friendly model within 4" gets +1 to the next attack roll it makes/10+: each friendly model within 4" gets +2 to the next attack roll they make.

3. **Rally** - *Orders you give are clear and concise, and are carried out with efficiency.*

cast - 5+: a friendly model within 6" may immediately make an action/10+ a friendly model within 6" may immediately make 3 actions.

4. **Shame** - *You can see the sins in the hearts of men, and use it to pick them to pieces from the inside out.*

cast - 5+: pick a shame, an enemy model within 8" that has that shame gains a desperation Counter/10+: pick a shame, remove all desperation Counters from a friendly model within 8" and move them onto an enemy within 8" who shares the friendly model's shame.

5. **Terrifyer** - *Your reputation precedes you, and it curdles the blood in your enemies' hearts.*

triggered - if this model would move within 2" of an enemy with desperation Counters on it, roll 1d6. If you roll less than the number of desperation Counters that enemy has, the enemy immediately makes a fate roll.

6. **Unfaltering** - *You are able to find strength in your lowest moments, working through the most terrible pains and fears to complete your holy mission.*

triggered - if the Witch Finder would be broken, and it is the first time this model would be broken in this game, roll 1d6. On a 3+, it isn't, and it may immediately make a free attack.

Mutations Table

1. **Tentacles** - *Long flexible limbs replace or supplement one of your appendages. They writhe anxiously, almost with a mind of their own.*

Enemies within 2" get -1 to their dice score when making an attack roll.

2. **Eye** - *Perhaps you have more than usual, or maybe they sit atop antennae that grow from your crown. All the better to see you with my dear.*

This model's weapon range is increased by 2"

3. **Claw Hand** - *A hard pinser extends from your wrist; it is an appendage made for war.*

cast - 5+: an enemy within 2" makes 2 defense rolls as though attacked/10+: an enemy within 2" makes 3 defense rolls as though attacked.

4. **Carapace** - *Your clothes fit poorly, and your posture is quite strange, but due to your chitinous hide, most wounds you would suffer are deflected with ease.*

This model gets -2 to its dice score when rolling on the fate table.

5. **Suckers** - *Small disks cover parts of your body, helping you cling to surfaces and objects. They make you an excellent thief, and a middling porter.*

triggered - if this model would be forced to move more than 1", it may move 1" instead.

6. **Latent Witchery** - *Those who wish you ill might suffer mishaps and ailments with unusual regularity, which would certainly be suspicious if you were anywhere nearby.*

Once per game, an enemy model not in this model's line of sight can be made to re-roll a single die. The reroll may not be re-rolled.

Scenarios

Purge - Verses

A neighboring village accuses you of deeds most foul, and while their declarations could never shake your faith in your holy mission, such slander cannot be tolerated.

Setup - Deploy patrols on long board edges, and place terrain to taste.

Whenever a player breaks an enemy model, that player earns one Victory Point. If that model was a Witch Finder, that player earns three points instead.

Whenever a model is broken, roll a d6. On a score of 5 or better, place a Ghoul on a short board edge.

Ghoul - *a pale figure attracted by the sounds of death, this creature subsists on flesh of the dead and dying.*

Ghouls are monsters with the **Terrifyer** skill.

At the end of the fifth turn, the game ends. The player with the most Victory Points wins.

Paranoia Bloom - Verses

The shallows fill with algae blooms this time of year, but without enough fish to eat it at bay, the blanket grows with alarming vigor. Whenever the winds blow across it, a rotting smell rolls into shore, along with clouds of spores and an air of fear. Was this its plan all along?

Setup - Deploy Patrols on short board edges and place terrain to taste. In the center of a long board edge, mark a 4" strip to be the **Algae-Choked Inlet**. Three models from each Patrol are given **Torch tokens**.

At the beginning of each fox phase, each player rolls a d6 and consults the shame table. All models with the corresponding shames count as monsters this turn. Remove any torch tokens from them.

If a model with a torch token is within 1" of the Algae-Choked Inlet, it may make an Effort action. If successful, remove the Algae-Choked Inlet from the board, and that model's player earns three Victory Points

Whenever a player breaks an enemy model, that player earns one Victory Point.

At the end of turn five, if the Algae-Choked Inlet is still on the board, both players lose. Otherwise, the player with the most Victory points wins.

Desperate Times - Verses

Supply wagons often make their way from town to town in the dead of night, so as not to entice diurnal bandits. This leaves them particularly vulnerable to nocturnal brigands however, so it's become a common practice to hire an escort or four.

Setup - place a wagon in the center of the board and then terrain to taste. One patrol (hereafter referred to as the Defenders) deploys touching the wagon, and the other (hereafter referred to as the Ambushers) deploys on the short board edges.

When an Ambusher is within 1" of the wagon, it may make an Effort action. If it is successful, that model gains a **Loot token**. Models may only carry one Loot token at a time. Models with Loot tokens may in fact move off the board (they do not come back after leaving.)

At the end of turn 5, if the Ambushers have taken two or more Loot tokens off the table, they win. Otherwise, the Defenders win.

Beak Collecting - Verses

Seagullmen are as odious as they are obnoxious, which is saying something. Occasionally, they can stop bickering amongst each other long enough to raid the harbors and stockyards of the coastal villages. Luckily, these thieves inspire such animosity that patrols from all over come to drive them out, and it almost becomes a game to see who can collect the most beaks.

Setup - Deploy patrols on short board edges, and place terrain to taste. Along the long center of the board, place crates numbering 1 through 4 2" apart from each other.

At the beginning of each Fox phase, each player rolls a d6. If the score corresponds with a number on a crate, replace the crate with a Birdman.

Birdman - a stinking, squawking brigand with a sharp beak and a penchant for shiny objects.

Birdmen are monsters with the **Duelist** skill. Birdmen can move off the table if forced to by a fate roll, but if they do, they are not counted as having been broken.

Whenever a player breaks a birdman, they earn one **Beak Point**. Replace that Birdman with the crate it initially replaced. Whenever a player breaks an enemy model, that player earns one Victory Point.

At the end of turn five, the player with the most Beak Points wins. If players are tied, the player with the most Victory points wins.

Rescue - Solo

When someone goes missing in the village and a suspect can't be found from within, a search party is formed. More often than not, the missing are young and have yet to discover how hateful and cruel the world can be. With any luck, they'll live long enough to learn.

Setup - Deploy your patrol along a short board edge, and mark the board corners with numbers 1-4. Place terrain to taste, and place a **Wayward Child** token on the short edge opposite your patrol.

At the Beginning of each Fox Phase, roll 1d6. If the score corresponds with a board edge, a Wild Beast appears on that edge. Then if the Lonesome Creature is not on the board, roll another d6, and add the number of turns to it. If the score is greater than 8, place the Lonesome Creature d6" away from the Wayward Child.

Wild Beasts - *Four legged, snarling, and likely rabid.*

Wild Beasts are monsters.

Lonesome Creature - *A towering mass of flesh and hair and stitchery, this lumbering creature cannot be described accurately, save for its baleful moans and furious howls.*

The Lonesome Creature is a monster with the **Carapace** mutation and attacks as if armed with a **Sword**. It makes 3 actions per turn instead of the usual 2. It will always move towards the model nearest the Wayward Child.

If a model is within 1" of the Wayward Child token, it may make an Effort action. If it succeeds, it gains control of the Wayward Child, and can now move off the board.

At the end of turn seven, if the Wayward Child token has been moved off the board, the Patrol wins.

Disturbing Plot - Solo

Although all the witches were purged a hundred years ago, there are occasionally individuals of strange presence who remind us of the old stories. Luckily, those stories also tell us how to bury them; in pieces and under cover of night.

Setup - Deploy your patrol along a short board edge. Three models from your patrol are given Witch Tokens. Set up 9 headstones on the opposite half of the board, with each stone being at least 3" apart. Place other terrain to taste.

At the beginning of each Fox phase, roll 1d6 and consult the table below

1-2	3-4	5-6
Place 1 Small Familiar in the center of the board edge you deployed on.	Place 2 Small Familiars on the corners of the board edge you deployed on.	Place 1 Small Familiar in the center of the board edge you deployed on, and 1 Large Familiar in the center of the edge opposite.

If a model with a Witch token is within 1" of a headstone, it may make an Effort action. If it is successful, the Witch token and the head stone are removed from the board.

Small Familiar - *Yowling and scratching and clucking and hissing, these varmints have strange goals that suspiciously conflict with yours.*

Small Familiars are monsters with the **Duelist** skill, who move towards the nearest headstone instead of the nearest model, and moves 3" instead of 2". If a Small Familiar ends its move within 1" of a headstone, remove that headstone and the familiar from the board.

Large Familiar - *From the darkness, you can see the plumes of breath it makes as it snorts and slobbers. Beady hateful eyes peer at you from behind bristles and thistles, sending shivers down your spine.*

Large Familiars are monsters with the **Tentacles** mutation and the **Loyal Hound** skill. They make 3 actions per turn instead of the usual 2.

At the end of turn seven, if all Witch tokens are removed from the board, the patrol wins.

Sniffing Season - Solo

If rumors of witchery arise, it's a Finder's duty by lineage to find them out. Sometimes, it will just be a neighbor's way of freeing up a homestead, or someone's medicinal practice being misconstrued as something darker. Woe betide the Finder though, who finds a grain of truth in these claims and accusations...

Setup - deploy your patrol on a long board edge, and place terrain to taste. Place 6 Villagers on the opposite board edge, and give each one a different shame.

Whenever you break a Villager, roll 1d6 and consult the shame table. If the shame of the Villager matches the one of the table, you have caught the Witch.

If a model is within 1" of the Villager with the shame Betrayal, you may make an Effort action. If it is successful, the rat squeals. Remove the Villager from the board and roll 1d6 until you roll the shame of a Villager who is still alive. Replace that Villager with the Witch.

Villager - *They could be you or me, if they weren't swinging a cleaver at your head. No one likes being under suspicion, but especially not when suspected by a Witch Sniffer.*

Villager is a monster with the **Safety in Numbers** skill and attacks as though armed with a **knife**.

Witch - *Backed into a corner, a witch is given no option but to reveal its true power. Protesting in mock fear, it will try to use your humanity against you. Don't let your kindness spell your doom.*

The Witch is a monster with the **Terrifyer** skill and attacks as though armed with a **Pistol**. If you kill the Witch, it counts as having caught it.

At the end of turn seven, if you have caught the Witch, and not all the Villagers are dead, the patrol wins.

The Bounty - Solo

When someone moves to town, it is almost always to escape some shameful thing in another. Sometimes, our pasts follow us, no matter how far we run. There's always a bounty man ready to track you down and make you face what you left behind.

Setup - Roll on the Shame table until you roll a shame that a member of your patrol has. Deploy that model (hereafter referred to as the Target) on a short board edge and the rest of your patrol on the opposite edge. Place the Bounty Man in the center of the board, and place terrain to taste.

The Target may move off the edge of the board, but only on the board edge opposite the one it was deployed on.

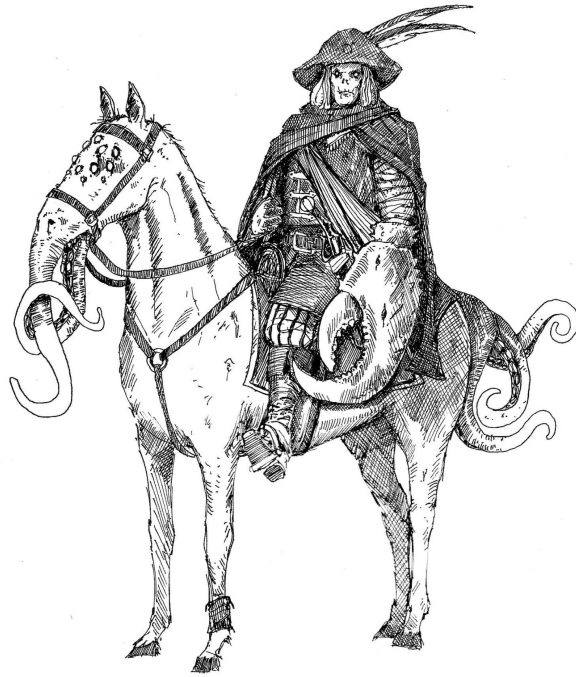
The Bounty Man - *Utterly bereft of humor, the stranger's face seems to be set in a permanent scowl. His tarnished blunderbuss swings on its strap, but not for long.*

The Bounty Man is a monster that has the **Blessed Armaments**, **Unfaltering**, and **Keen Senses** skills and attacks as though armed with a **Musket**. The Bounty man always moves towards the Target.

The Bounty man has tricks and traps laid all over the place. Whenever a model rolls a 1, roll 1d6 and consult the table below.

1-2	3-4	5-6
Put a Desperation counter on this model	Move this model 4" away from the Target	Make a Defense roll immediately

At the end of the seventh turn, if the Target is has escaped the board, or if the Bounty Man is dead, the patrol wins.



Campaigning

If you and your playgroup are interested in playing Lobsterpot as a series of linked games instead of as one-off encounters, the following rules can be used to make your games impact one another.

A campaign of Lobsterpot can be played over any number of games, but we recommend five, so as not to let any one player gain too much advantage and steamroll the other in perpetuity. The campaign here represents a year of two communities butting heads as their needs and suspicions clash with the resources available, and the encroaching threats draw nearer.

Before the campaign begins, we advise players to decide if a campaign can be won (as opposed to experienced) and what the conditions for that victory are. You could say that the winner is the player who won the most games out of the five played, or that the winner is the player who wins the final game of the campaign; the choice is up to you.

Post-Game Activities

After a game of Lobsterpot ends, the winner and the loser of that game count the number of models in their patrols who broke in the preceding game. Each player makes that many rolls on the Boon table in secret, and then sneakily writes those Boons on cards. These cards are one-use-only, and can be used in any game during the campaign.

Boon Cards come in three varieties, which determine when during a game they can be played.

- **Dreadful Revelation** - this card is played at the start of the game, and its effect takes place immediately.
- **Dirty Trick** - this card can be played at any time to instantly influence a situation.
- **Nasty Surprise** - this card behaves like a **Triggered** ability, and thus can only be played when certain conditions are met.

To roll on the Boon Table, roll 1d6 for the 10's place, and 1d6 for the 1's place. Consult Below

Boon Table

11. Pricking Needle	12. Varmint Bag	13. "Uncle Weasel's Book of Tricks"
14. Witch Bottle	15. Husk-Stuffed Decoy	16. Flask of Ichor
21. Blessing of Barnacles	22. Message from the Sea	23. The Call of Destiny
24. Mysterious Change	25. Shaky Alliance	26. Tome of Secrets
31. Hanging Tree	32. Basilisk Blade	33. Swear Vengeance
34. Duel to the Death	35. The Fermenter's Bounty	36. Frog Soup
41. "I Name Thee Coward"	42. Heirloom	43. Trusty Steed
44. Horrific Transformation	45. Haunted	46. Apprentice
51. Boot to the Chest	52. Weapons Cache	53. Reluctant Recruit
54. Antique Trap	55. Blackmail Dirt	56. Old Cowpath
61. Corruption of Flesh	62. Spooked	63. Silverfish Imposter
64. Holy Strike	65. Quicksand	66. Curse of Leeches

11. Pricking Needle - *If the needle doesn't draw blood, that's only further proof of witchery!*

Nasty Surprise - when an enemy is attacked by a model from 2" or less away, reveal this card and roll a 1d6. On a score of 3 or higher, that enemy gains the mutation, "**Witch Mark** - this model does not trigger the skill Safety in Numbers."

12. Varmint Bag - *a large burlap sack with all manner of critters stuffed inside.*

Nasty Surprise - If an enemy moves within 2" of a friendly model, you may play this card to make that enemy make a Defense roll immediately.

13. "Uncle Weasel's Book of Tricks" - *a book for children, to teach them jokes and games and pranks. Apparently it's mischief is useful for all ages.*

Dirty Trick - play this card to force an opponent to reroll any one die. The second result sticks.

14. Witch Bottle - *a small glass bottle full of nails and hair and piss. Useful for something, I suppose...*

Nasty Surprise - whenever an enemy successfully makes a cast action, reveal this card and roll 2d6. If you roll higher than that enemy, negate that cast action.

15. Husk-Stuffed Decoy - *The scarecrow kind of looks like you, if you close one eye and squint with the other.*

Nasty Surprise - When a model is attacked, reveal this card to negate that attack and move it 4" in any direction.

16. Flask of Ichor - *"No one expected the milk to be black, but they bottled it anyway. It wasn't sold as milk, but I can't quite say what it's supposed to do..."*

Dirty Trick - pick a model; it drinks the milk and rolls 1d6.

1. This model is immediately broken
2. This model gains 3 Desperation Counters
3. This model loses up to 3 of its Desperation Counters
4. Each model within 2" of this model makes a defense roll.
5. This model gets +2 to its next dice roll.
6. Nothing happens.

21. Blessing of Barnacles - *Crusty holes open up in your back and shriek. Their terrible noise echoes throughout the swamp, piercing the ears of all nearby.*

Nasty Surprise - When a model has four or more Desperation counters, you may reveal this card. That model gains the mutation "**Screaming Barnacles** - cast - 5+: each other character within x" makes a defense roll, where x is the number of Desperation counters on this model./10+: each character within x" makes a defense roll, where x is twice the number of Desperation counters on this model."

22. Message from the Sea - *it washed ashore, in a corked bottle. Clearly through the glass, you could read your name on the coiled up note.*

Dreadful Revelation - at the beginning of the game, reveal this card and name a model. That model gains the mutation "**Not of the Land** - this model rolls 1d6 at the beginning of the first Fox phase of each game. On a roll of 4 or higher, replace it with a Werewolf for the duration of this game. **Werewolf** are models with all the mutations of the replaced model, but move 3" instead of 2" and have the **Terrifyer** skill.

23. The Call of Destiny - *Your aspirations are great, and your determination to reach them greater still. Motivated to go above and beyond your duty, your hopes and dreams are closer than you think.*

Dreadful Revelation - at the beginning of the game, reveal this card and name a model. If this model breaks an enemy in this game, and is not broken itself, you may pick a skill from the Witch Finder, Lieutenant, or Volunteer table. This model gains that skill permanently.

24. Mysterious Change - *"Their hair started falling out, and their skin blanched. Maybe more happened, but at that point they were so bundled up with rags, you could hardly tell if they were the same person under there."*

Dreadful Revelation - at the beginning of the game, reveal this card and name a model. That model permanently gains the skill "**Molting** - this model gets -1 when making attack and defense rolls." If this model is not broken in this game, replace Molting with the skill "**Ascendant** - this model gets +1 when making attack and defense rolls."

25. Shaky Alliance - *For a few measly bits and bobs, you manage to convince one of those stinking seagulls to join your patrol for the night.*

Dreadful Revelation - at the beginning of the game, reveal this card to deploy a **Birdman** (see the Beak Collector scenario) as part of your patrol for this game.

26. Tome of Secrets - *A book from a lost age, with pages writ in blood. It is full of curses and plagues, and is as dangerous to its reader as it is to the reader's enemies.*

Dirty Trick - pick a model and roll 1d6. This model gets that many Desperation counters, and an enemy within 8" of that model makes that many defense rolls.

31. Hanging Tree - *It creaks in the wind, and what's left of the gibbets and nooses groan for more. These punishments haven't been used in a hundred years, and while they decay, they will not crumble to pieces. They will not let us forget what we've done.*

Dreadful Revelation - at the beginning of the game, before you place terrain, reveal this card to place a piece of terrain called **The Hanging Tree** near the center of the board. During the game, whenever a character within 4" of its base would take a Desperation counter, they take an additional Desperation counter.

32. Basilisk Blade - *The old fishwives will sometimes procure ancient jars of cloudy saltwater, in which are kept the most poisonous of deep ocean specimens. Slathering the blood of one such creature on any blade will surely spell the doom of anyone unfortunate enough to meet it.*

Nasty Surprise - When a model successfully makes an attack roll with a weapon whose maximum range is 3" or less, you may reveal this card to make the defending enemy make an additional 2 defense rolls.

33. Swear Vengeance - *The distrust a village has for another is built on many misunderstandings, underhanded dealings, and bitter rivalries, which all contribute to the overall animosity shared by the burghs. This latest injury will only add to that foundation of suspicion.*

Nasty Surprise - When a friendly model is broken by an enemy, note that enemy. The broken model gains the skill "Bitter Enemy- this model gets +1 to attack rolls made against the noted enemy." If this model breaks that enemy in the next game, the enemy also gains this skill.

34. Duel to the Death - *Some disputes can only end one way.*

Nasty Surprise - when the total Desperation of your patrol is 10 or greater, you may reveal this card to have a model and an enemy within 3" of each other fight to the death. Each rolls 1d6, and the character with lowest score is immediately broken. In case of a tie, keep rolling until there's not a tie. The broken character is permanently removed from its patrol, and a new character of the same class is rolled to replace it.

35. The Fermenter's Bounty - *Bootleggers have been known to hide their stashes in the strangest of places, buried on battlefields, or corked in hollow trees. It's said that nothing tastes better than liquor you didn't pay for.*

Dreadful Revelation - at the beginning of the game, reveal this card to add a Case of Port token to the board at least 4" from any edge. Any character that is within 1" of the token may make an Effort action. If successful, that character may remove up to 2 Desperation counters.

36. Frog Soup - *It's not a delicacy, and it's not good for what ails you. It is edible however, and sometimes that's enough.*

Dirty Trick - reveal this card to remove up to 2 Desperation Counters from a model.

41. "I Name Thee Coward" - *Accusations against one's honor are almost as damning as accusations against one's piety. Both are easy enough to disprove, but only if the claims are false to begin with.*

Dreadful Revelation - at the beginning of the game, reveal this card and name an enemy. If this enemy does not make an attack from 2" or less away during the course of this game, it gains the skill "**Coward** - when this model is attacked from 2" or less away, it gets -1 to its defense roll."

42. Heirloom - *Your ancestors knew the dark days weren't over, and so they left you what little help they could.*

Dirty Trick - Reveal this card to have one of your models immediately reroll a die.

43. Trusty Steed - *A rider can trust a steed to get him to the battle quick as you can. Getting back is another story.*

Dreadful Revelation - at the beginning of the game, reveal this card and name a model. If that model has less than 2 Desperation Counters on it, it may make a free move action whenever it activates.

44. Horrific Transformation - *Rupturing skin and rippling muscle burst out of tattered clothes. A horrible thing is happening, and it is impossible to describe.*

Nasty Surprise - If a character with three or more mutations would be broken, you may reveal this card. If that model is not a Witch Finder, that character is replaced with a Large Familiar (see Disturbing Plot scenario) for the rest of the campaign. If it is a Witch Finder, that happens but a Lieutenant from that patrol is upgraded to a Witch Finder (roll a d6, and give it the corresponding Witch Finder skill.)

45. Haunted - *A soul stained is in need of more than soap and water. Apparitions may find you in the dead of night, croaking vitriolic diatribes as you fitfully and hopelessly try to sleep.*

Nasty Surprise - If an enemy breaks a model from your patrol, you may reveal this card. Replace the model from your patrol with a Volunteer (roll for weapon, skill, shame, and mutation if you wish.) That enemy gains the new skill "**Tormented** - at the beginning of each game, roll on the shame table twice. If this character shares a shame with any of the results rolled, it gets -1 to its attack and defense rolls for the rest of the game."

46. Apprentice - *A pupil of the Witch Sniffer joins your patrol, not quite as dead-eyed as the rest of your scabby and scarred lot. They bring a bit of life to the night watch, and while this warms your heart, you can't help but feel dread. Nothing that hopeful and bright can last long in this world.*

Dreadful Revelation - Reveal this card at the beginning of the game to add an Apprentice to your patrol permanently. It has a weapon and the skill "**Quick Study** - at the end of each game, if this model isn't broken, it gains a random skill from a random skill table. If it is broken, it is removed from the patrol permanently." (Patrols may only have one Apprentice at a time.)

51. Boot to the Chest - *Kick them while they're down.*

Nasty Surprise - If an enemy would gain a Desperation Counter while within 2" of a friendly model, you may play this card to give it an additional Desperation Counter.

52. Weapons Cache - *Hidden in a hollow tree, your stash of gutbusters and throatslitters is handy in a pinch.*

Dirty Trick - play this card to replace a model's weapon with a Sword or Musket for the rest of the game.

53. Reluctant Recruit - *Begrudgingly, a commoner joins your crew after a great deal of pleading and/or bullying.*

Dreadful Revelation - at the beginning of the game, reveal this card to deploy a **Villager** (see the Sniffing Season scenario) as part of your patrol for this game. Give it a random shame.

54. Antique Trap - *It was rusted shut when you found it out in the woods, but with a little Edelwood oil, it should work just like new.*

Nasty Surprise - When an enemy rolls a 1, reveal this card and roll 1d6. That model gets that many Desperation Counters.

55. Blackmail Dirt - *rumor has it you have something to be very very ashamed of. It'd be a shame if that cat got out of that bag.*

Nasty Surprise - At the beginning of the Fox phase, reveal this card and roll 1d6. Gain control of an enemy with that shame for the rest of the turn.

56. Old Cowpath - *your uncle used to take you out this way, and it only occurred to you now that this little shortcut might come in handy.*

Dreadful Revelation - at the beginning of the game, after all the setup is done, reveal this card to move one of your models up to 4" in any direction.

61. Corruption of Flesh - *You were in such a rush that you didn't notice the wound until the next day, when it throbbed and pussied angrily. Weeks later, its mood has only festered and become more odious.*

Nasty Surprise - If an enemy would be broken while carrying a token, you may reveal this card to permanently give it the mutation "**Heap of Decay** - this model and models within 3" get -1 to their attack rolls."

62. Spooked - *every little thing sets you into a fit of jitters, a scurry here, a squeak there. It can't just be one rat, following you everywhere you go, relentlessly, right? What other explanation is there?*

Dreadful Revelation - reveal this card at the beginning of the game and name an enemy. That enemy gains the skill "**Easily Startled** - whenever this model rolls a 1, it gains a Desperation Counter." until the end of the game. If this enemy is broken during the game, it gains this skill permanently.

63. Silverfish Imposter - *"Something didn't look right about Morris, what with their coat wriggling strangely whenever they took a step. I reckoned they were just sufficiently cursed but as it turns out, one of those changelings just stole their hat and trousers! Ridiculous!"*

Nasty Surprise - If a Volunteer would be broken, you may reveal this card to instead replace it with a Silverfish. **Silverfish** are monsters who move 3" instead of 2, and attack as though armed with a **Spear**.

64. Holy Strike - *Your enemies are plentiful, but your mission is divine. None will stand against your righteousness, you will fell them no matter the cost.*

Dirty Trick - You may reveal this card and lose 1 Victory Point to add 1d6 to the next attack or defense roll a model from your patrol would make.

65. Quicksand - *Erosion and corrosion chew holes in the earth, leaving its inhabitants with a false sense of stability. Such is the way of things in the Pot.*

Nasty Surprise - reveal this card at the beginning of the Fox phase and name an enemy. That enemy rolls a d6, and on a 3 or lower, that model may only make 1 action this turn.

66. Curse of Leeches - *The marshlands are full of little poisonous beasts, who suck the vim from your vigor and replace it with dread and despair.*

Dirty Trick - You may reveal this card and lose 1 Victory Point to have any character gain 3 Desperation counters immediately.

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CO-OP

Any solo scenario can be made co-op. Each player takes only two models from their Patrols for this adventure, and all models count each other as being in the same Patrol (for now.)

Beneath the Chapel - Solo Scenario

It was under an old stone church, the dark passage that wove itself into the womb of the earth. Down it went, and dirt turned into stone, and the stone bore strange pictures of a world much like our own, but not quite. While gazing upon those macabre depictions, did we realize we were horribly lost? No, we were fascinated up until the last, when we stumbled upon a bed of straw and bones. Only then did it occur to us that we should not have come here.

Setup: Decorate your board as though it is a tunnel system, with one tunnel that forms a ring around the board's center. Make 3 offshoot tunnels that lead to board edges (hereafter called **Entrances**) and number them. Deploy your Patrol at least 4" away from a board edge..

At the beginning of the first Fox phase, roll 1d6 until you score a number that corresponds with an Entrance. Place **the Axebearer** at that Entrance.

Whenever a model is within 1" of an Entrance, they may make an Effort Action. Unlike other Knowledge rolls, that model must score a 13 or higher to succeed. If they do, that model escapes the board. During this game, add the number of Desperation counters on the Axebearer to any Knowledge rolls.

The Axebearer - *Rancid breath billows from the darkness, and the sound of dragging metal echoes through the dark stone corridor. A great hooded thing shambles into view, and it readies its terrible Axe.*

The Axebearer is a monster who cannot be killed. Instead of rolling on the fate table, whenever it rolls a 2 or 3 on its Defense roll, it gains a Desperation Counter. Whenever it rolls a 1, it moves directly away from the model that attacked it X", where X is the number of Desperation Counters the Axebearer has.

Whenever the Axebearer activates, roll 1d6 and consult below.

1-2 The Axebearer moves up to 3" towards the nearest model and then uses its Claw Hand if able, rolling 2d6.	3-4 The Axebearer moves up to 5" towards the nearest model, and then attacks as though armed with a Pistol.	5-6 The Axebearer moves up to 2" towards the nearest model, and then attacks all models within 2" as though armed with a Sword
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The game ends when there are no models on the board. If more of your models escaped the board than were broken, you win.

Gobble them Up - Verses

A stranger appears in the tavern, drenched in sweat and piss and salt. He tried to explain an event, gesturing to imply a great act of violence that had befallen a mule. We stretched our ears to hear "would have eaten me too," and "abandoned my wagon," and at that moment, a plan began to form at our table. Within minutes, we'd paid the bill and started for the watch-house. There was enough time tonight for one last patrol.

Setup: Place a wagon in the center of the board, and then take turns placing four pieces of terrain called **Dark Thicket** on the board. Deploy patrols on short board edges and then if you desire, place more terrain to taste.

Whenever a model is within 1" of the wagon, it may make an Effort action. If it is successful, that model gains a **Loot token**. Models may only carry one Loot token at a time. Models with Loot tokens may move off the board (they do not come back after leaving.)

During the game, whenever a character moves within 1" of a Dark Thicket, roll 1d6.

1-2: that character gains a Desperation token

3-4: that character immediately makes a defense roll

5-6: your opponent places a Thicket Dweller 2" away from this character

Thicket Dweller - *A long lanky thing covered in brambles and cuts, that stinks of rotten meat and unwashed hide.*

Thicket Dwellers are monsters with the **Eye** mutation and attack as though armed with a **Knife**.

At the end of the fifth turn, the player whose patrol has taken the most loot tokens off the board is the winner. In the event of a tie, the patrol with the most models remaining on the board is the winner.

A Right Stinking Mess - Solo

While returning from a hunt, the path you cut through the dunes empties out onto a moonlit shore, where a band of birdmen lie in wait. All at once, they stop picking their beaks with knives and clamshells, and turn to look at your patrol. Ragged from your last battle, perhaps they think you're a couple of dead ducks. Wouldn't that be a lark.

Setup: deploy your patrol on a short board edge. Roll on the birdman table 6 times, and deploy the resulting models on the short edge opposite. Place terrain to taste, and name one of the long board edges "**The Sea.**"

Birdman Table

1. Nothing
2. 1 Birdman (see the Beak Collecting scenario)
3. 1 Birdman
4. 2 Birdmen
5. 1 Birdman Brute
6. 1 Birdman Screecher

Birdman Brute - *Hulking, feathery things with eyes the size of buttons, but twice as cruel. They wear makeshift plate armor and curse with enough vigor to kill a vicar and a half.*

Birdman Brutes are monsters with the **Duelist** and **Blessed Armaments** skills, the **Heap of Decay** (see no.61 on the Boon Table) and **Eye** mutation, and attack as though armed with a **Knife**.

Birdman Screecher - *Instead of a beak, these birdmen have half an octopus writhing where its mouth ought to be. It screams with delight as those nearby are brought to their knees from the horrible sounds. Whoever thought the birdmen were immune to mutation has never met one of these terrible specimens.*

Birdman Screechers are monsters with the mutation **Screaming Barnacles** (see no.21 on the Boon Table.) When activated, these models move 4, and then attempt to cast screaming barnacles on 1d6 if there is an enemy model within 3". Screechers begin the game with 3 Desperation counters. Screechers also have the **Duelist** skill, but instead of making an attack roll, they will attempt to cast screaming barnacles on 2d6

At the Beginning of each **Fox phase**, roll 1d6 and add the number of completed turns. If the score is 6 or higher, **The Tide makes Trouble**, and each model is pushed d6" directly away from the sea (roll individually for each model.) If this is the 2nd, 4th, or 6th time The Tide makes Trouble, instead move those models d6+3" towards "the Sea." If this movement would take a model to the edge named "the Sea", they are removed from the board and considered broken.

At the end of the 7th turn, if there are more Patrol Models on the board than there are Birdmen, you win.

The Old Mill - Versus

One of the last functional pieces of infrastructure your village has, its maintenance is crucial to the survival of your community. Some say that it is blessed and that is why it has survived this long, after decades of devastation and despair. Others call it cursed, remembering its bloody history in the dark times. Either way, your enemies know it to be your strength, and also their best chance at plunging your little settlement into another age of desperation.

Setup; Deploy patrols on short board edges, naming one Attacker and the other Defender. Place a circular piece of terrain with a radius of 3" in the center of the board, named "**the Millstone**." Place other terrain to taste, and decorate as though inside an enormous millhouse.

The Millstone is a unique piece of terrain, as it can gain Desperation counters. Whenever an Attacker is within 1" of the Millstone, they may make an Effort action. If successful, the Millstone makes a Defense roll, and if it rolls 4 or below, it gains a Desperation counter. If at the beginning of the End phase, the Millstone has 4 or more Desperation counters on it, it is Broken and crumbles into dust.

However, if the Attacker making an Effort action rolls a 1, the Millstone will try to eat them. The same is true for when a model is forced into contact with the Millstone as result of a Fate roll. In both cases, roll on the following table.

The Hungry Millstone Table

1. Narrowly, you avoid the Millstone's gnashing jaw. Count yourself lucky.
2. The Millstone greedily licks at your cape; this model gains 1 Desperation counter.
3. The Millstone wraps its tongue around your sword; for the rest of the game, this model attacks with a range of 1" and has no weapon.
4. The Millstone remembers the taste of blood fondly; this model makes a Defense roll.
5. The Millstone devours you whole; this model is immediately Broken.
6. The Millstone chokes on your corpse; this model is immediately Broken, and the Millstone gains a Desperation counter.

At the end of turn five, if the Millstone is Broken the Attackers win. If the Millstone is not broken, the Defenders win.

Now that there are six scenarios for versus and for solo/co-op, you can roll your scenario randomly on these tables.

	Versus	Solo & Co-op
1	Purge	Rescue
2	Desperate Times	Disturbing Plot
3	Paranoia Bloom	Sniffing Season
4	Beak Collecting	The Bounty
5	Gobble Them Up	Beneath the Chapel
E	The Old Mill	A Right Stinking Mess

Things you can consider while preparing your games:

- What is the name of the village your patrol is trying to protect?
- How did that village participate in the witch purges of yore?
- What is that village known for? Is it famous, infamous, or boring? How do their neighbors treat them? What do people find suspicious about your village?
- Are there any families who have a certain degree of clout within the village bounds? Do they use their power wisely or kindly?
- What are some landmarks in your village? What makes them notable? Do they commemorate anything?
- What are the staple foods in this area? Are they bountiful, or scarce?
- Are there threats specific to your village? Do your villagers have to hide often? Do they have a system to warn each other of danger?
- What or who is the authority in your village? Are they elected, sought for guidance, or did they make themselves a leader by force?
- Who are the members of your patrol to the village? How does the village regard them? Would people like them more or less if they weren't part of the patrol?