Mad Engineer and Automaton Hold

When our community pointed out some great models from Foxcraft by Neil Billings we got talking about how great they would be for Torch & Shield. After some day dreaming I got carried away and wrote up these rules to allow you to play against them!

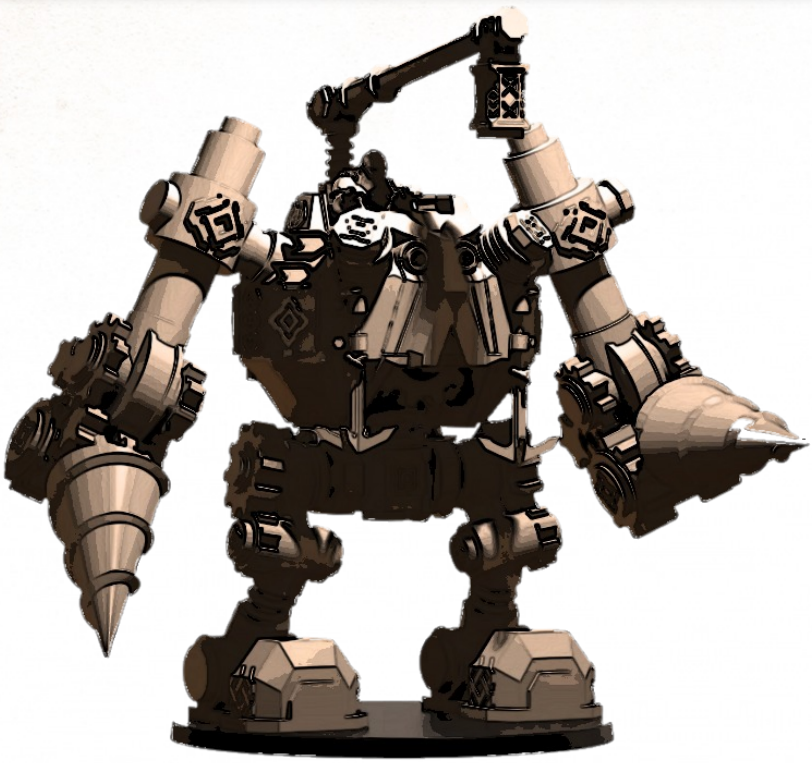
The miniature pictured are from the Bastion of Stone IV - Dwarven Automatons kickstarter. You can find the Models here: https://www.kickstarter.com/projects/corridorsoffate/bastion-of-stone-iv-dwarven-automatons

The concept is simple. A Mad Engineer from the Kazarin Clan has holed up in one of the ancient Dwarf holds and using his Automatons, has beat the tar out of all the monsters. Unfortunately he is as mad as a badger and refuses to let any other Dwarves in to claim their birthright. After some challenging conversations in which oaths were sworn and curses were thrown, the Great Clans decided to take the Mad Engineer down.

To use these rules just replace the Monsters you usually play against with the following profiles. I have also regigged the Event and Danger in the Dark tables as below. This is all untested and could be completely wild!

Card	Mad Engineer Event Table
Joker	**Gas Leak -** All Models with Light Sources must roll a D6. If the result is a Success the gas explodes. Resolve a Runespark Trap effect on all Warriors in the Area of Play unless they can pass an Agility Test. Automatons are unaffected.
A	**Trap! -** ♥ Bolt Trap, ♦ Spike Trap, ♣ Explosive Trap, ♠ Stone Block Trap - see page 50-51
K	**Juggernaut -** Place a Beast on the Monster Entrance.
J-Q	**Clockwork Hulks -** Places Brute monsters on the Monster Entrance. ♥ & ♦ x 1 ♣ & ♠ x 2
9-10	**Cog Crawlers -** Places Brood monsters on the Monster Entrance. ♥ x 1 ♦ & ♣ x 2 ♠ x 3
7-8	**Botniks -** Places Swarm Monsters on the Monster Entrance. ♥ x 2 ♦ x 3 ♣ & ♠ x 4
6	**Time is Running Out -** Reduce the Fuel Counter by one. If Fuel is at zero, one Light Source goes out. If no Light Sources, all Models take Danger in the Dark.
5	**Clockwork Trap -** Randomly determine a Warrior to have triggered the Trap. If the Model does not pass a Craft Test, they are hooked up to the ceiling and Suspended. Suspended Models can only try to Interact with the hook. When they do so, they must make a Delving Test. If Passed they drop to the floor but their Activation is over. If failed they remain Suspended. No Models can Engage a Suspended Model, but they may be the target of Ranged or Reach Attacks. Automatons and Monsters ignor Suspended Models entirely.
4	**Gout of Steam -** Randomly determine a room. A huge gout of steam from the clockworks fills the room. Models must pass a Craft Test or suffer a Flesh Wound. Place some cotton wool to mark the room is full of steam. Until the next Event Phase, every space in that room counts as blocking Line of Sight.
3	**Portcullis** - drops down on door closest to random Warrior
2	**Promise of Loot** - Crew gets +1 action card next phase and +1 to any Search Table results.

Roll	Danger in the Dark
2	**"I wonder where that chute goes..."** Remove the Warrior from the game as a Casualty.
3	**"Steam!"** Warrior suffers a Flesh Wound from a sudden steam vent.
4-9	**"It's quiet, too quiet.."** Nothing happens to the Warrior.
10	**"Beep boop"** Place a Botnik Monster Engaged with this Warrior.
11	**"Tick toc"** Place a Cog Crawler Monster Engaged with this Warrior.
12	**"Oops, I think I pressed a button"** Pick up the largenst Monster in the Area of Play, and place it adjacent to this Model.



THE CONSTRUCT - Hellion, Monster, Large.

Mv	MS	S	R	A	N	D	C
5	6/3	6	10	2	X	2	1

Traits:

Brutal - *These drills were made for breaking stone.*

When a Hit by a Brutal weapon causes Damage, it inflicts one additional Damage.

ShieldBreaker: Enemies automatically fail one of their Save Rolls against Hits from this Model/weapon.

Dangerous - *Dare to get close.*

This Model does not lose its Combat Zone when Engaged.

Fearless - *Nothing scares this mad engineer, least of all death.*

This Model automatically passes any Nerve Tests it is required to take.

Light Source: This Model is a Light Source, providing Light to all spaces within the current room, or within Line of Sight and up to eight spaces away.

Construct: When the Construct is destroyed, the Mad Engineer gets out and keeps fighting! The Engineer has the Characteristics of a Greyshield with a Craft of 8. He is armed with a Hammer and Shield.

The Engineer has special Night Sight Goggles that mean he retains the Monster benefits when Shrouded. He Moves and Engages the nearest Warrior each turn in the Monster Phase.

Actions:

Draw a card at the start of each Monster Phase to determine what The Construct does that turn*:

♥ **Drill Smash:** The Construct Moves toward the nearest Enemy Model and Engages. This Fight Phase, the Construct's Hits are Lethal and have Piercing.

♦ **Sweeping Drills:** The Construct swings around wildly trying to catch any enemy too close. All Warriors in the Constructs Combat Zone must pass a Agility test or be Hit.

♣ **Furious Attack:** The Construct will Move toward the nearest Enemy Warrior and Engage it if possible. The Construct gains +1 MS.

♠ **Batten Down:** The Construct does not do anything this turn, however until the next time it Activates, it has the Hardened Trait. Models with the Hardened Trait can only be Damaged by Hits from attacks with the Bludgeon, Piercing or Blast Trait, or Hits by Large Models. Hardened Models can never Burn.

Joker **Quick Repairs:** Roll a D3. The Construct removes Damage suffered equal to the result. The Construct does not do anything else this turn.

*If it is ever impossible for the Construct to complete an Engage Action, the Mad Engineer will fire the Constructs Eye Guns. Counst as making Ranged Attacks with two Firelocks.

Fighting the Construct

To fight against the Construct, play the Lair Scenario as normal. Using the Mad Engineer Event Table. The Scheduled Events work well with only minimal modification - *The Earth Shudders* represents all the Damage the Construct is doing to the underhalls.

For *Coming From Below,* instead of a Floor Collapse place a trapdoor or hidden staircase to represent the Mad Engineer's secret tunnels, and shift any Warriors aside when it opens.

Automaton Monster Profiles

These are the profiles for the Automatons. They all count as Monsters as far as the rules are concerned. All Automatons have the Fearless Trait. Automatons only get the benefit of +1 MS and winning Draws in when Shrouded.

BOTNIKS - Swarm Monster.

Mv	MS	S	R	A	N	D	C
4	3	3	1	1	4	1	1

Traits

Swarm: This Model also increases the Strength of the Attacker by 1 when supporting in an Outnumbered Contest. When a Swarm Monster Moves, it may Move through Friendly Models that are Engaged to get to its target.

Drag: If this Monster wins the Contest it will Drag.

Actions:

❶ **Grabby Claws:** Botniks that start their activation Engaged will try to latch on with their grabby claws. Any successful Drag will Move Models three spaces instead of two.

❷ Botniks will Move toward the nearest Warrior and Engage them if possible.

COG CRAWLERS - Brood Monster.

Mv	MS	S	R	A	N	D	C
4	3	4	2	1	4	2	1

Traits

Exploding Hits: If the Cog Crawler is Enaged with a Knocked Down Model and scores any Hits, roll another D6. If it is a Success, the Cog Crawler scores another Hit and will roll another D6, and may score an additional Hit.

Continue to roll a D6 until the Cog Crawler fails to score a Success. There is no limit to the number of Hits a Cog Crawler can inflict this way, but all must be assigned to the Knocked Down Model.

Actions:

❶ **Scuttle:** If the Cog Crawler has any Warrior in Line of Sight will increase its Mv by +2 and try to Engage the Enemy Warrior that is Engaged with the fewest Monsters.

❷ **Move:** The Cog Crawler will Move toward the nearest Warrior, and Engage them if possible.

CLOCKWORK HULKS - Brute Monster.

Mv	MS	S	R	A	N	D	C
3	4	5	4	1	4	1	1

Traits

Immovable: This Model can never be Driven Back, or Dragged.

Save Roll: Clockwork Hulks have one Save Roll.

ShieldBreaker: Enemies automatically fail one of their Save Rolls against Hits from this Model/weapon.

Actions:

❶ **Amble:** Clockwork Hulks will Move toward the Warrior Engaged with the fewest Monsters in Line of Sight and Engage that Warrior if it reaches them.

❷ Clockwork Hulks will Move toward the nearest Warrior and Engage it if possible.

JUGGERNAUT - Beast, Monster, Large.

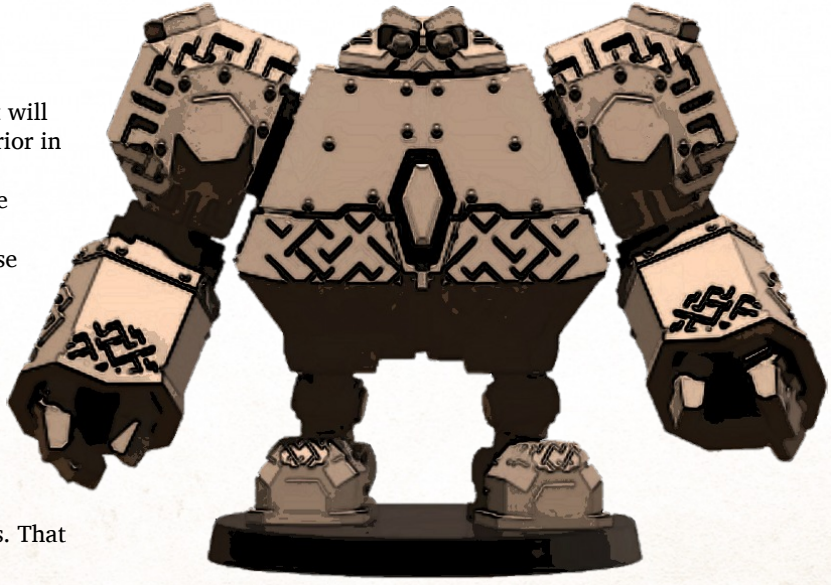
Mv	MS	S	R	A	N	D	C
4	5	6	6	2	4	2	1

Traits

Stunning Blows: If this Model scores a Hit against an opponent in the Fight Phase, the Enemy is Knocked Down and Stunned even if they suffer no Damage.

Save Roll: Juggernaughts have one Save Roll.

ShieldBreaker: Enemies automatically fail one of their Save Rolls against Hits from this Model/weapon.



Actions:

❶ **Pulverise:** The Juggernaut will Move toward the nearest Warrior in Line of Sight and Engage that Warrior if it reaches them. The Warrior is Driven Back immediately. In the Fight Phase the Juggernaut gains the Piercing Trait.

❷ The Juggernaut will Move toward the nearest Warrior and Engage it if possible. If the Juggernaut does not Engage anyone it shoots its Flamethrower at the nearest Enemy within 3 spaces. That Model starts Burning.