

SϥUDARD

RULES-ADDENDUM



A RULES EXPLAINER FϥR SϥUDARD
BY ALEXANDER LENZ

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SOUDARD REGEL-ADDENDUM

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Explanation

Greetings,

mercenaries, travellers and everyone else.

This rules addendum is a free supplementary booklet containing information, clarifications and content to help with understanding the core SOUDARD rule book but didn't make it into the initial print run or were identified only later on.

Some points came to light during the revision process, while others emerged thanks to your feedback. That is a crucial part of the story, so give yourselves a pat on the back, too.

You played a vital role in this, and I want to take this opportunity to say a heartfelt "thank you."

After all, it was your enthusiasm and dedication to SOUDARD that made it possible for me to create this booklet and make it available to you.

In short, the addendum is structured to mirror the chapters of the core rule book (crb), supplementing them or rephrasing points as questions where clarity is lacking or answers are needed.

Any tables included appear twice: once within the relevant chapter and again at the end.

This addendum is intended to complement the core rule book. Wherever possible, it avoids contradicting existing rules; instead, it expands on the text and clarifies details that were sometimes missing from the original book.

In a sense, we are mixing in some errata here, but I promise it is truly for the sake of clarity.

Still with me?
Then let's get started!

Rules & Concepts

SOUDARD is a role-playing game for one (1) Game Master and up to four players.

More players are possible, though the system scales less effectively as the number of players increases; the mechanics of this are explained, along with the available options and where they are appropriate.

Dice | The game uses ten-sided dice (d10). When necessary, it uses five-sided dice (d5); this is simply a d10 where the result is halved and rounded up.

Die Result | When the rules refer to the "die result" (or "number rolled"), they mean "the value rolled", not the final, modified value, but rather exactly what is shown on the top face of the die after the roll. (Or whichever direction is up for your die)

Talent at 0 | If the number of dice for a talent or luck roll would drop to 0 or lower, it is treated as 0. Then, 2d10 are rolled, and the worse of the two results is used.

Stress Base Value | For all intents and purposes, the rule is that we cause 2 Stress; this number can then be modified. If the circumstances shown on page 14 of the CRB do not apply, the 'Basically'-entry listed below them applies instead.

Stress | We distinguish between two important points: whether a character has filled all their stress clocks, or whether a Quality receives or would receive more stress than it can absorb. The former triggers the check described in the bottom half of page 15. The latter would disanchor an Anchor if the Quality is anchored, or anchor it if it is an unanchored Non-Disadvantage-Quality.

Multiple | A "multiple" refers to a roll of at least two dice, which is not possible with a skill value of 0, where those dice show the same result. This constitutes a multiple of 2. A multiple of 3 would therefore consist of three dice showing the same result and so on. Thus, if the notation reads [Multiple-1], it means ["number of dice in the multiple" minus N]. The resulting figure is the one used for the remainder of the text. Consequently, a multiple of 2 with a cost of [Multiple-1] Stress would amount to exactly "1 Stress."

Multiple in luck rolls | Multiples rolled during luck rolls are intentionally purely narrative in nature.

Decay | A remnant of an earlier version of the rules. Decay plays no role in SOUDARD and can be ignored here.

Anchor for Qualities | The initial qualities are anchored during character creation. Later, an anchor for a previously unanchored quality must first be established, triggered by stress, or purchased using experience points (XP). An unanchored quality can become anchored if stress is assigned to it.

An unanchored Quality cannot be lost to Stress, but it can be lost to Consequences. The distinction is important. An anchored Quality only loses its anchor if it would be subjected to more Stress than it can absorb. Unanchored Qualities do not contribute their effects until they are anchored.

Unanchored Qualities can only take Stress that is explicitly inflicted upon them. They do not count toward determining whether a character incurs a Disadvantage or Weariness as per page 15 of the CRB; only anchored Qualities count for that purpose.

Anchor for Qualities - Example Loss of Anchor via Stress | *Theo's character, Jehan, possesses the qualities >Gascony, >Bear, and >Faction: Plantagenet. Unfortunately, due to various plot events, he has already accumulated stress on these qualities, specifically, 4 stress on >Bear and 3 stress on both >Gascony and >Faction: Plantagenet.*

When he incurs another 2 stress following a disastrous talent roll, he faces a choice. Unwilling to risk acquiring a disadvantage that might be very difficult to shake off, he assigns one stress point to >Gascony and one to >Bear.

However, the point assigned to >Bear triggers an anchor loss. The excess stress causes his >Bear quality to collapse. Had he chosen to fill the other qualities instead, he would have been forced to accept a disadvantage.

Anchor for Qualities - Example No Loss of Anchor via Stress | *Let's revisit the example from earlier. Had Theo chosen to place both stress points on >Gascony and >Faction:Plantagenet instead, the rule on page 15 would have applied: he would have lost all accumulated stress and incurred a disadvantage.*

This is an important distinction, because it allows Theo to save his anchors despite the disadvantage, provided he wants to do so.

Anchor & Disadvantages | Disadvantages begin Anchored. To get rid of them, you must deal stress to them. Disadvantages cannot accrue stress from actions resulting in negative outcomes on talent rolls; for instance, your >One-Armed condition doesn't vanish simply because you botch an attempt at intrigue. Disadvantages do not count when determining whether a character acquires a Disadvantage or Weariness as per page 15 of the CRB; only qualities that are not Disadvantages and are Anchored count for that purpose.

Anchor & Disadvantages - Example Disanchoring | *To continue the previous example: if Theo had acquired a disadvantage, such as >Headaches, then he could attempt actions that fit to "deal" stress to the Disadvantage.*

Someone suffering from headaches who takes heavy painkillers, meditates, or seeks solitude gradually accumulates stress on that disadvantage.

Once the accumulated stress exceeds the Disadvantage's stress capacity, the Anchor can be torn out.

Notoriety

+	Action
+1	Inflict at least 4 stress in a battle or 8 stress in combat, fight bravely in a skirmish, participate in a historical battle.
+2	Openly kill a noble, priest, or VIP; pull off a daring manoeuvre in battle; defeat a renowned man of honour in a duel; successfully defend or storm a castle.
+3	Successfully command a company for several years, hold a city or fortress against a superior force, play a decisive role in a major pitched battle (at least 20,000+ participants), or be personally hired by a Count or Duke.
+5	Taking a high-ranking noble (king, prince, prince-ruler, or bishop) prisoner, conquering or pacifying an entire province with one's own company, leading a crusade, receiving a knighthood or even a fief from a king, or turning the tide of battle in one's side's favour with a single, audacious feat.

Honour | Honour applies where appropriate and is not only defined by region. For instance, a character might use his Glory when dealing with English characters, but his Honneur with French ones.

If one encounters an English knight in a French village, the situation is viewed such that the knight look at Glory while the peasants look at Honneur. Ruhm applies to anyone who is neither English nor French.

Notoriety | The amount of Notoriety an act yields depends on what was done and how grandly it is staged. The table on the left provides details. Only the highest value achieved applies, as it overrides all lower values.

Notoriety, Decay | The notoriety decay rate is a bit too high and is being adjusted down to -1 per 6 Timeskips. Unfortunately, this only came to light over time, rather than during the initial playtesting.

Mutiny | A Mutiny is treated as a combat that was originally an intrigue and was switched, in accordance with page 102 of the CRB. This change results in a corresponding loss of honour for the mutineer, where applicable.

Promise of Debt | Promise of Debt is a track with six segments on the Company sheet. If the final segment is marked, a Mutiny occurs immediately.

Promise of Debt, Luck rolls | Normally, luck rolls are used when no talent applies. Here, however, the situation is handled differently by design, to give the solemn promise the necessary weight. This departure from the rules is intentional.

Company without Squads | If a company has no squad, it is considered "disbanded" until it is re-established. This reflects the fact that an empty company is not a company, but a figment of the imagination.

Company, re-establishing| To re-establish a company, players must not currently belong to a company and must 'have' or control at least one squad, which then becomes the company's squad.

A re-established as such company receives no creation bonuses, may bear any name (it does not have to be the name of the originally created company), and requires a redistribution of roles.

For the sake of simplicity, the same roles may be assigned if a previous company existed; otherwise, the group must reach an agreement on this.

Sheets

Connections vs Supply| Connections is essentially a social talent. It takes precedence when dealing with individuals or networks where interaction is the primary focus.

Supply is essentially a logistical talent. It takes precedence when the focus is on the company itself or, more abstractly, on procuring items required at the company level. Which one is utilised for projects over time depends on what makes the most sense for the specific project and the requirements at hand.

Squad limits| The CRB stipulates that a company may have a maximum of 3 squads, represented by squad qualities. As shown on the company sheet, each squad can have up to 2 qualities that modify its rank and cost.

The limit stems from the game design; the reasoning is purely mechanical. For players using *Campaign I* or *Rules Expansion I*, the rules specified therein apply, allowing individual squads up to four non-squad qualities. This is explained in detail in those books.

Coins & Chests| The Company can transport a maximum of 10 Chests of Coins and 5 additional Chests per squad; this is a Company-wide limit.

If necessary, player characters can personally carry up to 1 Chest of Coins per anchored Quality they possess (this does include disadvantages, by design). This limit is purely narrative in nature and may be ignored if disliked; it is listed here for the sake of completeness.

Character Creation

Talent points from Qualities| During character creation, the notation used is $n|n|n$. This isn't a mandatory sequence, but it does mandate a specific selection of talents. The points in question may be allocated in any order, but only to the specified talents.

Talent Points, free distribution| In accordance with the optional rule on page 42 of the CRB, the distribution of starting talent points for Qualities may be ignored. Qualities are selected as normal, but instead, you simply receive 5 talent points to distribute freely. The same limits specified on page 42 of the CRB apply.

Talent points, free distribution, surplus | If, contrary to expectations, a player character finds themselves in a situation where talent points would be lost due to limits, those points can be allocated to other talents. Should no talent be available for this, a scenario that is mathematically impossible, though players do love to do nonsensical things, the points may be freely distributed among the remaining options.

Point limits | As this has been asked repeatedly: 4 points is the limit before increasing talents costs more. The restriction for hand cannon in the first era, on the other hand, is a historical example of just how alien these weapons still were for general use.

Starting Qualities | A player character in SOUDARD always starts with the following three (3) qualities: Origin, Personality, and Ambition. That's all.

Qualities

Rank | The rank qualities have been deliberately chosen to vary, meaning there are better and worse qualities.

Naturally, the game master is free to set all positive rank adjustments of this type to +2 to standardise the weighting; while this removes a unique feature for some squads, it simplifies the calculations.

The Plague | One point of criticism I've received is that >Plague III is an automatic death sentence. That is intentional. In a historical game of this kind, where the plague is depicted as the great scourge, it would make no sense to leave out that specific danger and reality. To do so would feel wrong in the most unpleasant way to me.

Plague I > II | The transition from >Plague I to >Plague II is described in a mechanically imprecise manner in the CRB. It should be treated as running parallel to >Plague II. This means the one suffering of >Plague I makes a Luck roll at the start of every scene; on a roll of 1-5, the disadvantage is replaced by >Plague II.

Conflict

Quick Conflicts | This is an extension of the approach designed to make quick conflicts easier resolve.

The principle is that, ultimately, a quick conflict is one decided by a single luck roll. The base number of dice for this roll is determined as follows, depending on the type of engagement:

Combat: The starting value for the Luck Roll is the average of all Duel Talents of the participating player characters.

To determine the risk, we use the stress modifiers from page 14 of the CRB: i.e., if the enemy outnumbers the party, Risk +1; if the enemy is better equipped, Risk +1; if the enemy exploits a weakness of the player characters (such as an ambush, a surprise attack, sabotage, etc.), Risk +1.

Battle: The starting value for the luck roll is the company rank.

We distinguish between the risk levels for historical and non-historical battles. For **historical** battles, the rules specified in the respective campaign book apply.

For *non-historical* battles, the following applies:

- +1 Risk if the enemy has a clear numerical advantage (2:1 or greater)
- +1 Risk if the enemy holds a superior tactical position (occupying a hill, fortress, etc.)
- +1 Risk if the weather is poor (starting from light rain)
- +1 Risk if the opposing side has a royal while your own does not
- +1 Risk if the enemy includes a particularly renowned leader or participant

Conversely, non-historical battles yield Luck as follows:

- +1 Luck if the players have a numerical advantage (min. 2:1)
- +1 Luck if the players hold a superior tactical position
- +1 Luck if their side has a royal on their side while the other does not
- +1 Luck if at least one player character has a Notoriety of 7 or higher
- +1 Luck if at least one player character in a leadership position has a Battle Talent of 6+ (each bonus applicable only once).

Intrigue: The starting value for the Luck Roll is the average of all Intrigue talents possessed by the participating player characters.

An intrigue has:

- +1 Risk for the adversary
- +1 Risk if the scheme takes place on culturally or socially unfamiliar terrain (i.e., none of the characters possess the relevant origin as an established quality),
- +1 Risk if the scheme involves social strata that are extremely far apart (e.g., peasant children plotting against the French royal court),
- +1 Risk if the objective is very difficult or atypical to achieve (e.g., claiming a title, a fief, or even special 'remuneration').

Quick Conflicts - Results | All quick conflicts" are resolved in the same way, using the standard dice matrix described on page 21 of the CRB. The following overview therefore serves to clarify the effect.

- *Combat*

1-5: It goes disastrously wrong; every character involved gains +4 stress and they suffer a clear defeat.

6-9: It is a draw or a narrow victory; each participating character gains +2 Stress.

10: It is a strong victory; every character involved gains +1 Stress.

- *Battle*

1-5: It goes disastrously wrong; every character and squad involved gains +4 stress, they suffer a clear defeat, and their own camp is lost.

6-9: It is a draw or a narrow victory; every participating character and squad gains +2 Stress.

10: It is a decisive victory; every participating character and squad gains +1 Stress, and the enemy camp is looted, if possible.

- *Intrigue*

1-5: It goes disastrously wrong; every character involved gains +4 stress, and they fail to reach their goal.

6-9: It is a draw or a narrow victory; every participating character gains +2 Stress. The major objective is achieved only if the players are willing to accept a minor penalty (it is best to consult the intrigue examples in the CRB for guidance on this).

10: It is a major victory: every participating character gains +1 Stress, and both the major objective and one minor objective are achieved (unlike the 6-9 result, the players receive a small additional bonus here).

Conflict Actions, many players | What should be done when there are 4, 5, or 7 players? The standard conflict system assumes a maximum of 4 players, meaning someone always sits out, as the players' side has only 3 actions available, whether for Battle or Intrigue. This is by design.

However, since larger groups often encounter issues and experience excessive downtime, I propose the following adjustment: for every 2 additional players beyond the initial 3, the players' side gains +1 action and each enemy clock gains +1 segment.

This means that with 7 players, the players' side has 5 actions, but an enemy squad, even a standard 4' clock squad, scales up to a 6-segment clock.

This mathematically accounts for the superior capabilities and increased dice-rolling potential provided by the larger number of players.

Big Conflict Clock - Size | How is the size of the big conflict clock determined? The CRB outlines an idea on page 91 using three example clocks, but does not strictly specify.

Use this procedure: **Historical** battles use a clock size equal to their length, while **non-historical** battles determine the clock size based on the scale, corresponding to the "Plunder Values" listed on page 101 of the CRB.

This means a battle with up to 1,000 participants uses a 4' clock; up to 2,500, a 5' clock; up to 5,000, a 6' clock; up to 10,000, 7' clock; up to 20,000, 8' clock and anything above that, a 10' clock.

Big Conflict Clock - Starting Value | Once the size of the clock is set, you have to determine its starting value. This cannot be established as a hard-and-fast rule, but rather as a guideline, much like the approach taken on page 91 of the CRB.

In principle, the big conflict clock should start half-filled, with one point shifted toward "Full" if the attacker has the advantage, or toward "Empty" if the defender has the advantage. Historical battles, in particular, may alter this, the Game Master is therefore advised to review the specific battle details within the campaign.

Strikedown | It was described as unclear when the decision must be made. It must be made no later than the end of the battle, provided one can still successfully deal with the downed opponents, as described on page 100 of the CRB ("at the end of the battle").

Plunder Modifier Order| From top to bottom of the table, modifiers are used when they appear.

Squad Encounters & Stress Distribution| The CRB states on page 102 that stress is "distributed based on the die roll result."

In other words: on a Success, the squad inflicts stress; on a Partial, the squad inflicts stress **and** takes stress; on a Failure, only the squad takes stress. The player character leading the squad may, and only then, choose to take on some of that stress themselves.

If done so, 1 Stress which the squad would have taken becomes 2 points of stress for the character, though they are free to distribute that stress however they wish.

Squad Encounter & Action Limit| This is described unclear in the CRB; the example of play on page 206 (right-hand column) clarifies it: characters leading a squad act by commanding the squad and rolling for it, even without using an action. The distinction is important.

Campaign

Squandering, Double-1| Logically, characters cannot possess the same squander disadvantage twice.

Someone who is already an alcoholic does not suddenly become a "double alcoholic." Instead, a character who already has the addiction and would acquire it again receives 1 point of Weariness, representing how they spiral further into the abyss the more they indulge in it.

Flagellation costs Money?| Flagellation, as an activity, is explicitly something that need not cost money. Yet, it is assigned a cost here for two reasons: firstly, to align it with the other "squandering" options and secondly, because it would be illogical to assume that someone who flagellates themselves wouldn't spend coins on oils, blessings, or special items intended to make the act of flagellation more efficient or bring them "closer to the faith."

Payday, Squad Cost Increase| A significant error has crept in here, persisting up to version 1.04 of the CRB. Page 108 of the CRB states that the squad cost per Timeskip increases by +1 Chest of Coins for each attached quality. This is **incorrect**. The cost over time increases by +1 Coin per attached quality, not +1 Chest of Coins. This fivefold cost increase has distorted the feel of the game.

Mastery

Enemies as Clocks| A question that frequently arises is what constitutes an "appropriate" clock size for enemies. The most honest answer is: "It depends." Player characters are typically represented by what amounts to 8- or 12-segment clocks and can almost always withstand more stress than an individual enemy.

To keep things balanced, however, the following guideline applies: In combat, a 4'clock enemy represents the average; its stats and special traits should be determined based on the squad's qualities. A 6'clock enemy is a veteran and significantly more dangerous.

An enemy with an 8'clock should appear very rarely and usually only as a single instance in a combat because it is extremely resilient and very difficult to defeat in a duel.

Anything beyond that would be an exception: a legendary foe representing a 10- or even 12-segment clock, which would be better broken down into a handful of smaller clocks. For instance, as demonstrated in *Adventure Anthology I*, a 12-segment enemy can be split into three 4'clocks; this makes their abilities easier to grasp while also seeming defeat-able. After all, small clocks always seem less daunting than large ones.

Rules Missing | It depends. Is it something that can be resolved with a luck or talent roll? Then do that. Is it something more long-term? See if you can turn it into a clock. If it's neither, consider whether it really needs a formal rule or if it can simply be handled narratively.

Some aspects of the game are intentionally left without rules because they come up too rarely or—in terms of content—aren't what the game is really about. A lot depends on the kind of game you want to play.

Adventure Generator, missing | The adventure generator lacks a number of elements that could potentially be introduced, such as Conflicts, clocks based on threat, or number of scenes per arc. However, these are aspects that evolve organically depending on the Game Master and are not things I cannot nor should I pre-plan here.

It is up to the Game Master to decide early on whether to include some conflict in their module (and what type it should be) and then determine how to steer the scenes toward that point. I have therefore intentionally refrained from specifying these details further.

NPCs, in short | Generally, non-player characters (NPCs) in SOUDARD are not assigned stats unless it is relevant.

Readers of *Adventure Anthology II* might turn up their noses at this, as the NPCs there do have fundamental stats for combat, intrigue, and risk or luck. That approach, however, was dictated by the specific scenario and the freedom it offered.

The fundamental rule is: NPCs are never treated like player characters. If they do require stats, these must be defined in a way that is relevant to game play, meaning they are assigned a clock to track their defeat in combat and another for intrigue; they generate Risk if they are particularly formidable, or Luck if they are especially easy to defeat. Nothing more should be necessary, as adding further detail would unnecessarily bloat the NPC profiles.

Optional, no company | An important element listed on page 126 of the CRB is playing without a company. While the book doesn't go into detail there, the concept is worth briefly addressing here. Playing without a company eliminates the entire aspect of squad management, as well as the ability to transport large quantities of stuff, whether coin, food or luxuries.

Furthermore, battles involving the player group must be handled as combat, since the scope of the action they perceive is significantly smaller.

Their contribution to the Big Battle Clock is completely removed and any looting they do means they will likely have to leave a lot of gear behind, unless they are clever about it.

On the plus side, however, they have far fewer obligations during downtime and significantly less administrative overhead. The downside is that they will face difficulties in many situations.

Is a mercenary band of 150 men threatening a village? There is little a group of 3-7 people can do about that on their own. Is a baron looking for mercenaries for a war? He is far more likely to hire entire companies than individual fighters. Moreover, many of the adventure stories in the Campaign or Adventure Anthologies are fundamentally written with the assumption that player characters hold leadership roles.

This doesn't mean playing without a company is impossible, but it entails challenges that both the Game Master and the players need to recognise.

The reward, however, is the focus: without a troop backing them up, players fight for survival every time, can rarely be bailed out of a tight spot, and are constantly walking a razor's edge. It makes for an exciting, albeit challenging experience, even for SOUDARD.

Optional, company led by NPCs| The second way to play SOUDARD, by omitting certain elements, is to fill leadership roles with NPCs.

However, this significantly alters the nature of the game. While it spares the players the administrative burden (since the GM effectively has to step in to handle it), it places the workload squarely on the GM shoulders instead.

The difference is substantial, as it effectively demotes the characters somewhat; they are part of a larger organisation but are expected to jump to attention whenever summoned.

The advantage is that it enables a different kind of story: characters might eventually break away, stage a mutiny, or start their own company, all while carrying the history of the events they have already experienced.

I do not intend to flesh out the mechanics of this here as it creates a vastly different play experience, akin to playing without a company, but for adventurous GMs, it is certainly a viable option.

Setting

Salvation for Non-Catholics | Salvation outside of Catholicism is barely addressed within the game, as it's not the focus of what the game is about.

Christian groups are described in sufficient detail within the rules to allow for divergent views on Salvation; for all others, the matter is negligible or should be treated as not applicable.

Honour & Nobility | Since the question came up: No noble rank requires a specific amount of honour. That would be absurd and would also contradict actual history, given that the worst murderers or the oddest ne'er-do-wells became princes and ministers.

Crime & Punishment? | One point of criticism raised regarding page 148 of the CRB is that laws and legal statutes have no impact on game play. To this, I must first say: where there is no plaintiff, there is no judge. However, if specifically requested, the following logic can be applied to address the issue:

Game Effects

- **Small Crimes** (*Drunkenness, theft, blasphemy, unauthorised begging, violation of market regulations, minor bodily injury*): -1 Coin/Luxury or +2 Stress; often the latter due to the pillory or getting beaten up; in small towns, sometimes the former.

- **Medium Crimes** (*Manslaughter in the heat of the moment, fraud, aggravated assault, poaching, smuggling, desertion, usury*): Unless offset by the commander and a generous donation (-1 Chest of Coin or 3 Luxury), this results in +4 Stress and potentially >Deep Scars (page 74 of the CRB).
- **Heavy Crimes** (*Murder, treason, heresy, banditry, perjury, and the forgery of coins, seals, or documents*): Buying one's way out is not always an option; even corrupt judges demand a high price (3-8 Chests of Coins, depending on the nature of the offence and the judge's rank). Even then, physical punishment is usually added to the mix—often resulting in the loss of a limb (becoming >One-Armed or >One-Legged, per page 75 of the CRB). In any case, such a character should suffer at least +4 Stress and +1 Weariness.

Note: Arson and the looting of a church are almost invariably too grave to be atoned for with money, especially if the perpetrator is notorious or the crime is common knowledge. High treason against the Crown **always** carries the death penalty.

Then there is heresy: historically, this was often punished with extreme severity whenever possible; here, it can only be bought off if the character performs or demonstrates profound penance.

Furthermore, a commander must always weigh whether saving a single man is worth the risk of bringing the company into disrepute.

Finally, there is the matter of nobles: they were usually taken prisoner rather than killed outright, as their name and family lineage held value.

No NPC stats | As noted in the Mastery section: NPCs do not have stats unless relevant, so their absence here is not an oversight. For those who view this differently, I refer you to [NPCs, In short] earlier in the addendum.

Tutorial Module

Missing Opponent | The first intrigue, used in the tutorial module to teach the conflict system, lacks an opponent to actively hinder the players.

This omission is unintentional and needs to be rectified. In other words, the Game Master must demonstrate how the individual characters place or remove a point themselves after every player action, in accordance with page 103 of the CRB.

Combat Distance against Highwayman | The distance is missing from the tutorial combat encounter against the highwaymen on page 192 of the CRB. I thought it was obvious that the player characters effectively start at Close range, but my keen-eyed readers have set me straight once more.

With that in mind: If the player characters prepare for the fight, ambush the highwaymen, or employ similar underhanded tactics, they can begin the engagement at Far range, which shifts to Close range after one round at most, or start directly at Close range, as implied by the narrative.

Why no Timeskip? | I felt that including all of that in an introductory module was simply too much. It might seem surprising, but the tutorial module contains enough content for most groups to play for two or three sessions, especially given the conflict mechanics, which are described and covered in considerable detail.

I simply reached a point where I wanted to leave the passage of time out of the equation for the moment; that is precisely why I only touched upon the subject on page 197 of the CRB, at the end of the module without actually delving into it.

Example Game

Monterey as opponent | In the example of play regarding Intrigue on pages 202-204 of the CRB, Johannes "forgets" the opponent rule concerning Old Monterey. Noticing this is already a step in the right direction, given that he also nearly forgets the Intrigue opportunity and has to be reminded about it by the players.

The example of play is important in this regard because it provides a pragmatic demonstration of actual game play while simultaneously showing where things can go wrong. In short: Yes, the opponent is missing here; it was written that way intentionally.

Hand Cannon as Luck Roll?? | On page 207 of the CRB, Johannes defines the roll as a Luck Roll based on the average of the Hand Cannon and Perception. This is a pragmatic, yet unusual approach.

The logic here is simple: Luck Rolls allow for an arbitrary basis, as explained on page 20 of the CRB under "Determining the Number of Dice." It may seem odd that Johannes draws on two talents in this instance, but it is not actually a problem, as this better reflects the player's intent, the "what do I want to achieve?", than a simple roll based solely on Hand Cannon.

Battle ends in narrative, not Big Conflict Clock | At its core, SOUDARD is a game that works with historical moments. I admit that using them as examples is problematic; however, in terms of content, it is important to me to show that a battle can end differently.

The tricky part here is, I think, to differ between **game** and *simulation*. Such things can happen in a historical simulation, but in a game, we want to understand why that is possible.

At least for now, let's keep the following rule of thumb in mind:

"Battles, especially historical ones, can be brought to a premature end by unforeseen events."

That's it, for now.

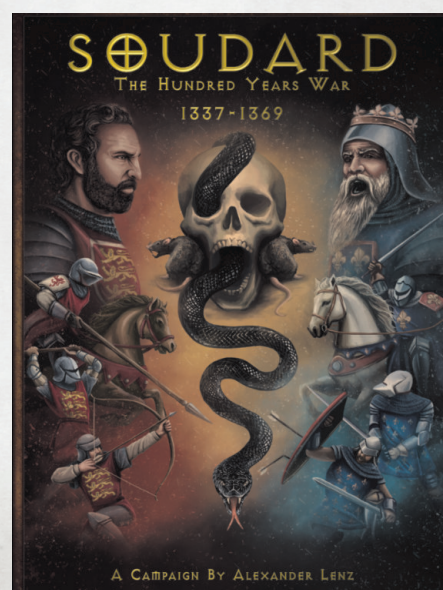
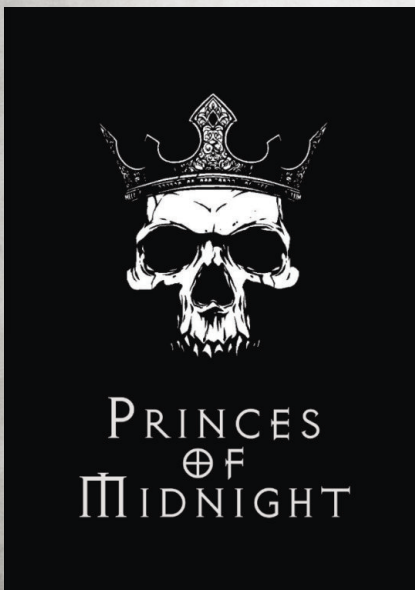
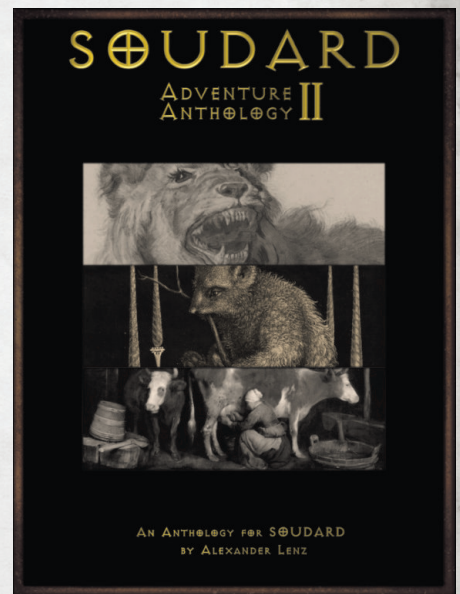
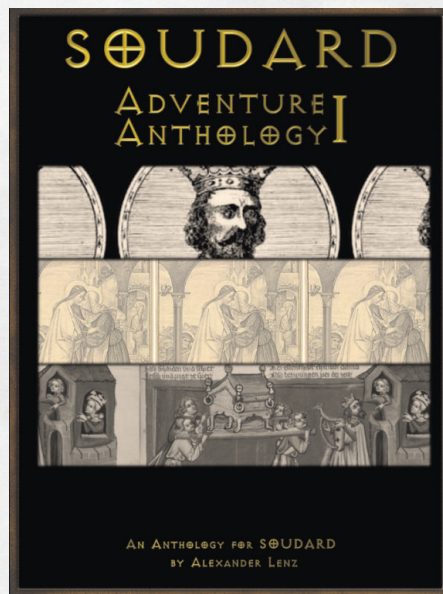
I'll keep the document updated should something become visible or when nagged really badly.

Until then, cheers.

Want more? Don't wait! Grab one of my other works at (all pages on the German lenzspiele.de include English descriptions):

- Lenzspiele.de
- Drivethrurpg.com
- mrmisfit.itch.io

Other Lenzspiele Books



SOUDARD

RULES-ADDENDUM

This booklet contains:

- Explanations
- Errata
- ONE additional Table
- Further explanations
- Examples
- More explanations

**The SOUDARD Rule Addendum
requires ownership of the
SOUDARD rulebook.**



LENZSPIELE