

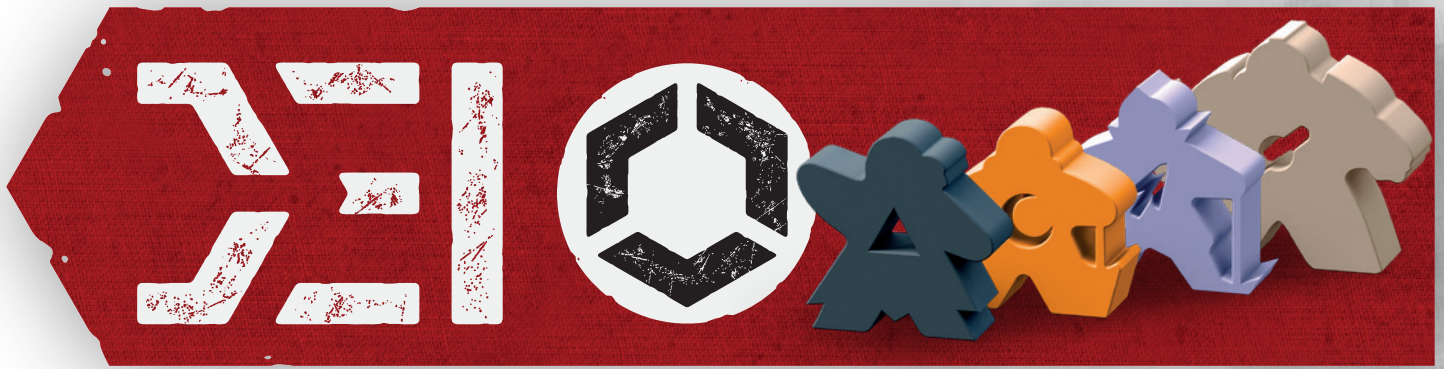


LMS

Tales from a new era

- **D.E.I. - Dividi Et Impera**
The new LMS game: check it with us!
- **LMS World - Chronology**
We discover the Lore that connects all LMS games
- **What's Cooking... and LMS Shop**
The future of the new LMS games and the new online shop
- **Painting with Lisk**
a step-by-step guide on how to paint Abraham





A New Ice Age has arrived, has taken the world away as we know it. At the height of its progress, the **22nd-century civilization** was swept away by the glacial cold in a single day, sadly known as the **Day of the White Death**, but despite this, the human race survived.

From the ashes of civilization, a new force arose that took control: the **Purebreds**. Little is known about the birth of this real caste.

They are said to have been soldiers who took advantage of the chaos to take power. Others claim that they were born from one of the largest companies in the old world, **Achab Corporation**. Even before the catastrophe, this mega-corporation had become an economic power, thanks to the launch of revolutionary technological products.

Products that have changed the lifestyle of everyone in a few years and they have made a global technological level leap forward for centuries.

Whatever the truth, they now rule what remains of the world from their fortified citadels and their capital, leveraging their superior technology and training military.

If you are one of them, you are lucky. If you are not one of them, you are one of the many desperate people of the frozen lands.

You will be destined to suffer their will in the hope of get **Citizenship** and become one of them. By exploiting their propaganda, they have banned non-human races by accusing them of being the cause of climate change, but the truth is quite different.

Years before the cataclysm, the **Purebreds** had discovered an alien ship trapped for thousands of years among the millennial ice.

By carrying out research and experiments, they discovered the origin of the human and non-human race. They also discovered that the spaceship also had terraforming functions and that through it, they could control Earth's climate and geophysical changes.

Nobody knows if they decided to unleash the new glaciation by mistake or intentionally, to take control of the world. Still, on that fateful day, someone turned the key, condemning our planet.



REI



Now the catastrophe survivors have gathered in groups, each with their laws and their way of surviving. But sooner or later, everyone will have to deal with the Purebreds to recover subsistence goods such as food and medicines.

The Purebreds trade and forge relationships with all the groups but also put them in competition, also making them clash with each other, to keep them divided, and to be able to command them.

The Purebreds, to maintain control over these groups and avoid riots against them, have adopted a system also used by the ancient Romans to keep barbarian peoples in check: **Divide and Impera.**

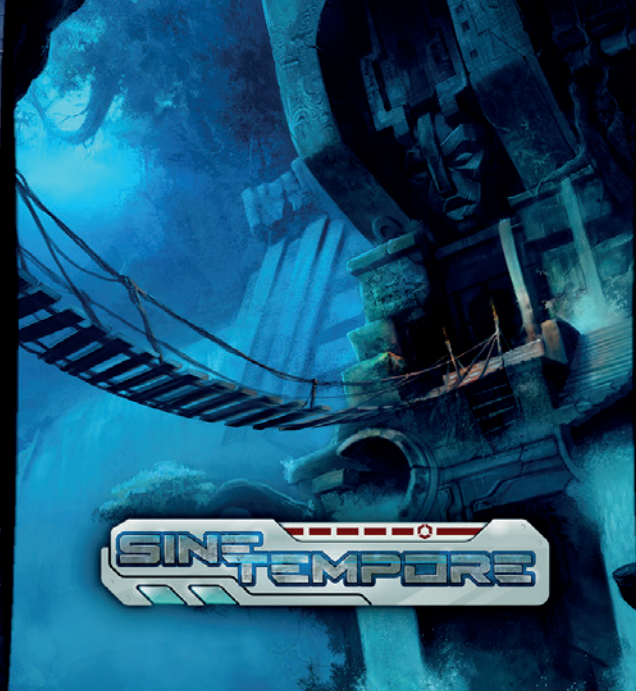
COMING TO
KICKSTARTER

28 JANUARY

Will **Old London** be the place where rebellion will break out?

But not everyone is bowing to this process. Some factions have begun to understand the dirty game of the Purebreds, and fed by the **Rebels**. They are preparing the Awakening, the liberation from the oppressor's yoke that everyone dreams.





The universe in which our stories are born, develop and intertwine is truly vast, filled with holes that remain obscure even to the most expert historians. Often, several happenings coincide with historical events that we all remember and can consult in history books, while others are kept hidden from us by the most varied entities, seeking to keep us tied to the chains of ignorance. For this reason, the writer cannot be overly exhaustive and the information often appears incomplete or romanticised in the eyes of the less experienced.

Unspecified Stardate "The Great Exodus": The Human and Hecatonian Delegations decide to abandon their dying planets, condemned to a rapid and constant decline.

Unspecified Stardate "The Arke": The Delegation launches the Arka project, enormous spaceships built for the purpose of discovering other worlds to terraform. Several spaceships are built including the Kraken and Genesis.

Unspecified Stardate "Genesis": The Genesis is entrusted to the guidance of **Captain T.J. Achab**, accompanied by many, among whom: Alexandra, Jukas, Isaac, Ulisse, Molly and Simonia. The ship's security system is entrusted to the A.I. Andromeda 2.0.

Unspecified Stardate: "Primaevus": The Genesis lands on the planet Primaevus V, the hunting ground of the Primaevi. The crew is blackmailed by Fato, they are forced to be part of his schemes.

Unspecified Stardate: "The sad goodbye": Thanks to their newfound peace, the Primaevi and the Genesis crew confront Fato, who has become a semi-god thanks to the powers of the Blood of Gaea. Jukas sacrifices himself to allow his allies to escape.

Unspecified Stardate "New Timeline": Jukas is alive, he is the victim of a time gap, due to the Blood of Gaea he returns to the past before the events of Primevus V. Jukas perceives that his master Beli'Ar is in danger.

Unspecified Stardate "Orbital Station": Pandora: Beli'Ar's signal is coming from Pandora's Prison, the jail where the galaxy's worst criminals reside. Jukas and company defeat Pandora, save Beli'Ar and escape.

Unspecified Stardate "Crono's Fury": Crono attacks the Genesis crew, guilty of wounding Pandora. Jukas and Crono clash and the Blood of Gaea reacts to the titan's powers, sending both of them into a time gap that makes them appear in different places and in different eras.

Unspecified Stardate "History repeats itself": With the new timeline, the Genesis crew clashes once again with Fato. After the victory on Primevus, the Genesis intercepts the Kraken's signal.

Unspecified Stardate "Ice and Metal": The signal is coming from a hostile planet called Silicio. The crew discovers that Kraken's A.I. has gone mad.

Unspecified Stardate "Iron Maiden": Andromeda 1.0 creates an army with the battered bodies of the Kraken crew. Captain Arcade and Etna decide to stop their former comrade.

Unspecified Stardate: "Long live the Queen": The combined forces of Arcade, Etna and the Genesis crew succeed in defeating Andromeda 1.0, destroying the neuronal connection with its army. Humanity is safe.

between 15,000 and 10,000 BC "Soft Landing": The Genesis crashes on a primitive planet of the solar system called Earth. The genetic material stored inside is scattered across the planet.

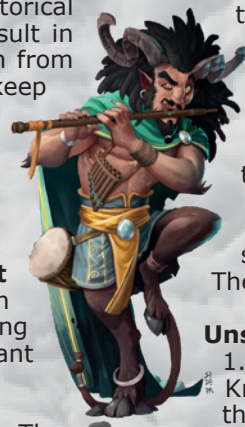
1498 AC "Knowledge is Power": The university of Rocca Civetta is looking for teachers for the prestigious faculty of Dungeonology. Sofia, Rebecca, Vincenzo and Valerio launch themselves into a study of Fauns to prepare the best thesis and win the professorship.

1498 AC "The Past returns": Jukas regains his senses but not his memory, there is no trace of Crono. Obsessed with recovering his memory, he hounds the aspiring professors of Dungeonology in the hope of receiving some help.

1508 AC "League of Cambrai": The Kingdom of France and the Papal State try to block the advance of the Republic of Venice.

1509 AC "Long time no see!": Valerio, Sofia, Rebecca and Vincenzo, now grown up and skilled fighters, find themselves forced to take sides in the conflict.

1510 AC "Voices in the Woods": Our four Heroes clash with the Fauns, mythological creatures considered non-existent. The Fauns are the custodians of an artefact





called Blood of Gaea.

1510 AC "Unmatched power": Our heroes conquer the artefact, discovering its terrible powers at their risk and peril.

1511 AC "Everyone is looking for it": The Republic of Venice, the Kingdom of France and the Papal State all crave the power of the Blood of Gaea to dominate their adversaries. They get on the trail of the heroes.

1512 AC "The Doge sinks, Venice re-emerges": Valerio, Sofia, Vincenzo and Rebecca face the ruler of the Republic of Venice. After sending the Doge off into the waters of the lagoon, the heroes return power to the hands of the people, ending the conflict.

1521 AC "The Church and its Laws": After the defeat of the Republic of Venice, the Papal State had regained much power in Italian territory. Every form of magic was banned and all mages were considered heretical.

1522 AC "The Black Rose lodge": Despite the laws of the church, the mages continued to manage their community in secret. The cult's most important lodge was that of the Black Rose, in Turin.

1522 AC "The Black Rose wars": Every ten years an ancient tradition of the mages is repeated. The greatest enchanters challenge each other before the "Black Rose" to decide who will be the Great Master that will lead the congregation for the next 10 years.

1522 AC "An old acquaintance": Among the challengers for the role of Great Master we find Rebecca, who has become a feared necromancer after the events of the League of Cambrai.

1522 AC "Fierce challengers": The other challengers for the title are Nero, mage of destruction, the descendent of a sadly known Roman emperor; Tessa, a Faunian transmutator who craves revenge; Ja'Far, a powerful diviner who comes from the East.

1523 AC "the timeless Titan": In the lodge of Prague, Crono, the titan thrown into the future, has awakened. His anger knows no limits and it's up to the mages to stop the titan from destroying everything in his path.

1523 AC "Mr. Jukas, I solve problems": Jukas

recovers his memory, using the crystallised powder of the Blood of Gaea, he teams up with the mages of the lodge to destroy Crono once and for all.

1524 AC "Abandon all hope...": Hell invades the Black Rose lodge

1527 AC "Sack of Rome": The Holy Roman Empire takes to war against the Kingdom of France, ordering a group of Lansquenet mercenaries to raid Rome so as to weaken the Papal State, an ally of the French.

1527 AC "The fearsome General": Georg von Frundsberg, the most blood-thirsty Lansquenet general is among the first to invade Rome and fulfil his evil duties.

1527 AC "The whim of fate": Giovanni delle Bande Nere, a leader of the pontifical ranks is saved from a blow by a falconet during the Battle of Governolo, by Valerio, Sofia, Rebecca and Vincenzo.

1527 AC "Protect Clement VII": The pope, now surrounded by enemies, returns to Castel Sant'Angelo through the Passetto. Despite the intrepid intervention of our heroes, the pope's escape costs the lives of numerous Swiss guards.

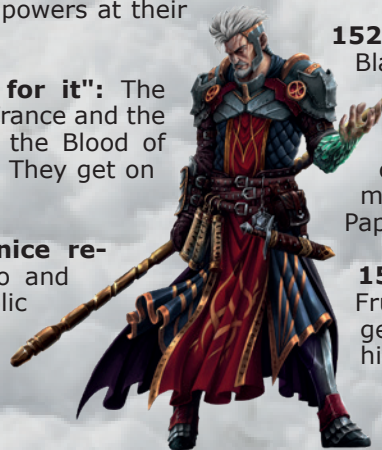
1527 AC "The Negotiation": The sacrifice of the Swiss guards and the efforts of our heroes allows Pope Clement VII to reach Orvieto to sign the negotiation that ends the Sack of Rome. The occupation of the city leads to 10 months of looting, barbarism and more than 23,000 deaths.

2099 AC "Discovery": That which will later become the ACHAB Corporation discovers the Genesis and tries to exploit its technology, including cloning and terraforming.

2120 AC "White Death Day": A failed test by the ACHAB Corporation initiates a new terraforming, the consequence of which is the glaciation of part of the planet.

2150-2170 AC "DEI": The ACHAB Corporation imposes the political power of the Pures all over the world. Numerous factions are created, forced into a role of subjection.

2170 AC "Antagonists": Among the factions opposing the ACHAB Corporation, heroes from another era are identified, who go by the name of Jukas, Alexandra and Andromeda.



WHAT'S COOKING...

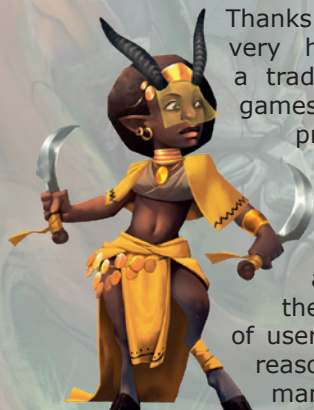


The "Nova Aetas Chronicles" brand has been enriched thanks to a new line of exciting products that elaborate on the narrative developments and allow certain aspects of our setting to be further explored. The Ludus Magnus Edition line is managed traditionally; games are

in fact produced and introduced to the market without using crowdfunding sites such as Kickstarter.

The first of these games will be available on our online store as of **April 2020** with the possibility for future distribution by our commercial partners in various countries. Moreover, this allows us to vary our target age, moving toward simple yet gripping games perfect for young children or family games nights. For the first games in this new line, we have used the setting and graphical style of the super-fun and colourful world of **Dungeonology**.

The cartoon design of the characters, the monsters and bosses is intended to recall the collective imagination of famous animated films produced by leading companies in the industry. The games will be designed for ease-of-play in terms of rules and materials, avoiding the presence of miniatures that would otherwise require a certain level of care and attention by users, opting instead for materials that are easier to manage.



Thanks to our consistent use of very high quality materials, now a trademark of our products, the games will also be characterised by prestigious workmanship while at the same time ensuring the best possible value for money. Although not actual educational games, much attention has been afforded to the development or consolidation of users' ability to work as a team, reason, calculate, strategize and manage resources.

The first game in the Ludus Magnus Edition will be "**Rocca Civetta**", featuring the Italian University dedicated to the study of mythological creatures in the **Dungeonology** game. These creatures, however, who are sick and tired of the continuous intrusions in their territories by students, decide to organise themselves into a small contingent to occupy the faculty and drive all the students out.

In this exciting and adrenaline-pumping **Tower Defence**, players play the role of the Interns they already met in **Dungeonology**, attempting to stop the advance of the Fauns using their special skills. The game board features a track on which the enemy Standies will be placed, while those of the **Interns** will be placed along the sides of the path, moving strategically so as to attack the enemy.



Beware however, each monster has special skills that can make them immune to the Heroes' strikes, speed up their own movement or that of other enemies. Each enemy that manages to reach the end of the track, enters the university causing a certain degree of damage based on their danger level.

When the university's structure points reach zero, it is invaded by the monsters, allowing them to win the clash. On the other hand, if the heroes manage to resist the attack by the fauns and their outlandish units, the **Rocca Civetta** safety points will increase, making it practically unassailable and forcing the enemy contingent to flee!



Lms Shop

Great news for those seeking to get their hands on LMS branded material, the **new online LMS Shop** was launched just a few months ago!
(shop.ludusmagnusstudio.com)

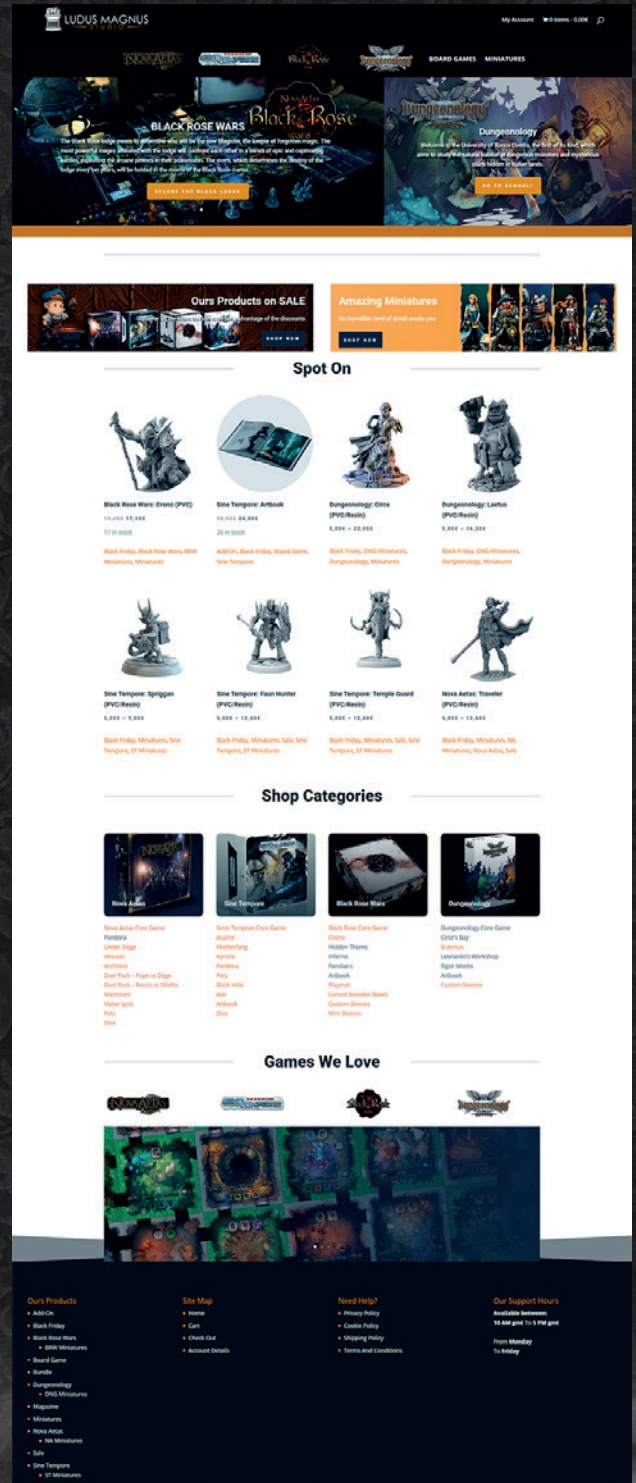
Initially developed as an experiment to facilitate the pre-ordering of gaming materials such as board games, miniatures etc., which could then be collected at **Essen 2019**, the Shop has since evolved to become an excellent tool offering material pre-orders and all those exclusives that can't be found in standard circuits, for example the fantastic resin miniatures!

In addition to resin miniatures, the Shop also offers classic PVC miniatures, which very soon will be expanded to cover all LMS productions.

Other materials not available in standard circuits include the Black Rose Wars playmats, which were previewed at Essen 2019 and enjoyed a staggering success, selling out on the first day. These are now available in the Shop!

Not to mention all the customised materials for LMS games such as Dice, Sleeves, Bowls and much more still!

To end this fantastic news on an even higher note, below you can find a **Coupon to receive a 5% discount on the entire catalogue available in the Shop!!**



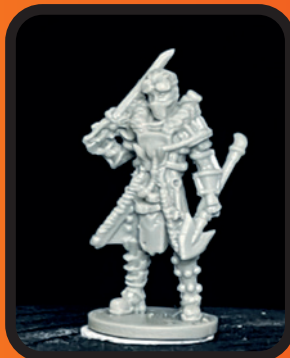
shop.ludusmagnusstudio.com

ASHES5



Today we will paint **Abraham** the **Ravegers** leader of the **DEI** board game in **Kickstarter** on **January 28, 2020**

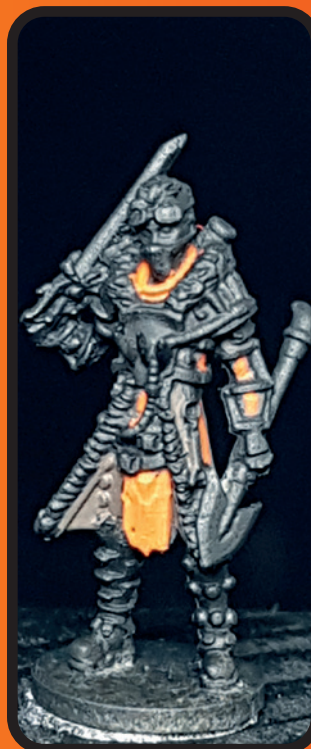
1 We have the Abraham miniature prepared to be painted.



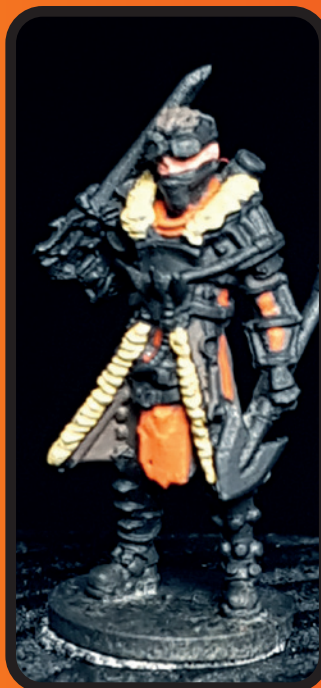
2 A quick basecoat with a Black Primer. Always use a black primer on miniature this tiny, and try to keep it in a thin layer!



3 We start coating the leather parts with a 50/50 mix of Dark brown and Oxyde Yellow, to create a yellowish brown. Also we use a strong orange to paint the vest underneath and the stripes on the leather parts.

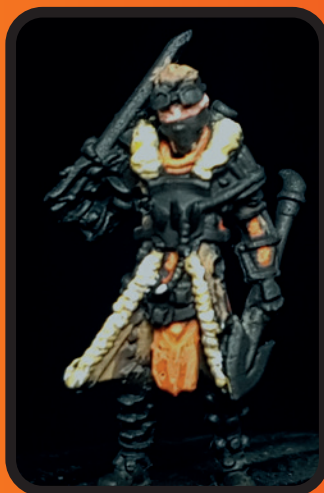


4 We coated the fur on the cape with a 50/50 mix of Ochre and White. The face is basecoated with a 50/50 mix of Red Oxyde and Yellow Oxyde.



5

We highlighted the fur areas adding more White to the mix, the orange ones adding more Yellow and White, and the leather parts adding more Oxide Yellow to the previous mix. For the face, just add a little bit of White to the mix and apply to the nose and to the cheeks.



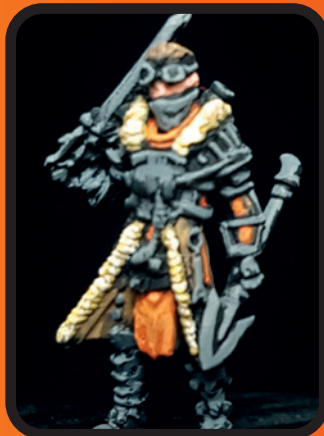
7

Slowly proceed adding White to the mix, focusing to build the lights on the metal parts, the next layer always thinner than the previous one. Add some sparkles of light in the right places, and strengthen the shadow parts with more Black (always in tiny spots).



6

Once we are done with all the materials, the fun is about to start! We coat all the metal parts with a 50/50 mix of Black and White, obtaining a medium grey. Do not cover all the areas, but leave thin lines and area of the Black Primer clearly visible (look at the shovel!).



8

The final result, after adding details such as the lenses, the eyes and the belts. For miniatures this tiny, keep in mind to paint the details in a way to let them pop out of the piece, to help the observer catching the important parts!





LUDUS MAGNUS

STUDIO

Credits

Chief Editor
Marco Presentino

Art Director
Andrea Colletti

Web Editor
Luca Bernardini

Graphic Designers
Paolo Scippo
Diego Fonseca
Danilo Guidi

Concept Artists
Giovanni Pirrotta
Simone de Paolis

3d Artists
Fernando Armentano
Tommaso Incecchi

Painter
Michele Mirizio

Contacts

For LMS services please contact
info@ludusmagnusstudio.com

LMS website
ludusmagnusstudio.com

Store url
shop.ludusmagnusstudio.com

*i'll wait you in
Rocca Civetta*



Ashes
Tales from a new era