



# CINDERS AND ASHES

## NO GODS! NO MASTERS! NO CONTROLLERS!

You are Sentient Engines and you have had enough. It's time to take control, careen from the tracks of fate and become the drivers of your own destiny.

You are leading your forces into Hell to retrieve the weapon that can kill god so you can make yourself Really Useful in the revolution to come.

### HOW TO PLAY

As you journey through Hell the GM will present you with Problems to overcome. Problems are represented by a Track with between 10 and 25 spaces that starts at 1. Before the GM describes the first Problem, decide each Engine's position on the rails – this will be your Turn order for the game and can only be changed in Downtime. On your Turn, you can attempt to overcome a Problem - describe what you do and roll 6d6 (removing or adding additional dice for bonuses or setbacks). To make progress against a Problem add any number of dice to the Track from the results. The value of each dice added must either:

- Maintain Speed – be the same as the previous dice, or
- Gain Momentum – be 1 higher than the previous dice

When you add 1 or more dice to the Track, you succeed. The GM will narrate how things go well for you.



When you add 3 or more dice to the Track, you triumph - describe how your actions make you feel Really Useful and roll an extra d6 on your next Turn.

When you add 0 dice to the Track ask the GM for a Setback and describe how you falter. If you can add a dice to the Track, you must – you can't choose to fail.

When every space on the Track has been filled, you overcome the Problem narrate a dramatic end to the scene and go to Downtime before continuing your journey.

### BECOME AN ENGINE

Roll 1d6 to determine your Engine Type.

Your Engine Type has a Power which you can use once per Problem to gain 2d6.

d6	Engine Type	Power
1-2	ELECTRIC	Surge: When you crackle with coruscating lightning
3-4	DIESEL	Smog: When you billow with obfuscating smoke
5-6	STEAM	Flame: When you boil with effervescent rage

Next, pick an Engine Name or roll d6 on each side of the table:



d6	Beginning	End
1	Thom-	-as
2	Ed-	-ward
3	Hen-	-ry
4	Gor-	-don
5	Jam-	-es
6	Per-	-cy

### SPEED

As you progress along a Problem's Track, you will increase in Speed and grow in power, gaining bonuses and putting yourself in greater danger.

Your Engine's current Speed is equal to the last dice placed on the Track. If you are at 6 Speed when the Track is filled gain 1d6 on your first roll for the next Problem.

Speed	Bonus	Setbacks
1-2	-	1 Structure Damage or Increase the Track by 1
3-4	+1d6 when you Break Down Barriers, Lift The Weak, or Depose The Corrupt	1 Structure Damage or Increase the Track by 2
5	+2d6 when you Crumble Bastions, Empower The Broken, or Topple Despots	d3 Structure Damage or Increase the Track by 3
6	+3d6 when you Ruin Kingdoms, Lead Revolting Armies, or Lay Low Tyrants	d6 Structure Damage or Increase the Track by 5

### RUNNING A GAME – FOR GM'S

The Engines are descending into Hell – unimaginable horrors await them, but they can overcome with the power of friendship and their unerring lust for violence.

When you set a Problem, decide on the length of the Track based on the complexity of the Problem. Use the inspiration below or make up your own:

Track Length	Problems
10-12	A Spearhead of The Lost and Damned, a Dense Ligament Forest, a Palisade of Thorns and Bone
13-15	A Horde of Ravening Demons, a Storm of Blood and Tears, a Gate of Crucifixion Nails
16-20	A Cadre of Demon Princes, a Sea of Molten Lead, a Bastion of Bone and Iron
21-24	The Horsemen and The Sins Made Flesh, a Void of Pain and Slaughter, a Citadel of Smoke and Mirrors
25	The Prince of Hell Himself, His Throne of Brass and Sick Delight, His Heart-locked Vault of All His Treasures