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Game: **GORECHOSEN**
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Page 1: **Rules summary**

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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GOREGHOLEN

SETUP

Players choose a side of the **arena board** and place it in the middle of the play area.

Shuffle the **Critical Injury cards** and place them facedown next to the arena.

Each player takes a set of components with a matching rune: 1 circular **Wrath token**, 1 small **Health marker**, 2 rectangular **Damage markers** and 4 **Initiative cards**.

Shuffle together 1 Initiative card from each player and reveal them one at a time. When your card is revealed, take one of the available **fighters** and his **reference card**, then place his **miniature** anywhere in the arena more than 2 hexes away from any other fighter, facing in a direction of your choice. The 3 hexes in front of a fighter are his **front arc** and the 3 behind are his **rear arc**. Fighters must always face one of the edges of their hex.

Place a Damage marker over each of the **Wounded** spaces at the bottom of your reference card, and a Health marker at the top of the **Health track**.

Return the Initiative cards to their owners. Players place their Wrath tokens on the orange spaces on the **Wrath track**.

The last fighter left standing wins the game.

ROUNDS

STAGE 1: PREPARE

Shuffle the **Action cards** and deal 5 to each player (keep them secret). Discard any remaining cards.

Each player puts as many Initiative cards forward as their current **Wrath**. Shuffle these together and put the deck facedown next to the arena.

STAGE 2: FIGHT

Draw the top card of the Initiative deck and place it faceup on top of any previous ones already drawn (only the top card should be visible and you cannot look through the discard pile).

The corresponding player takes a turn by revealing an Action card from his hand, choosing *one* of its actions to resolve, and then discarding the card.

Then draw another Initiative card and repeat the process. When there are no cards in the Initiative deck, begin a new round.

ACTIONS

 If an action you are about to resolve has a **Wrath modifier**, *first* move your Wrath token up or down on the **Wrath track** accordingly. Your token cannot move off either end of the track.

As well as the following 3 actions, **each fighter can take a unique action by discarding any 2 Action cards**.

Move Actions (top)

You may move your fighter up to the number of hexes given by the action, in any direction. You cannot move into a hex occupied by another model, a pit, or an obstruction.

Once you've moved, set your facing according to the action's **facing icon**:



Choose your facing.



Face directly away from the last hex you moved out of (ie, face your direction of travel).



Face the last hex you moved out of (you are backing out of the hex).

Attack Actions (middle)

You must have an enemy fighter in your **kill zone** (see the diagram on your reference card – the white hex is your position and the arrow shows your facing).

Pick an enemy in your kill zone and roll the number of dice given by the action. If your kill zone extends beyond your front arc, you can ignore an intervening fighter and hit someone beyond them.

Each dice that scores your **to hit** value (shown on your reference card) or higher is a hit.



If you score no hits, move your Wrath token up 1 space.

Each hit you score inflicts the number of wounds shown on your reference card on your opponent.

Before wounds are inflicted, your opponent can play a **Block**, **Parry**, or **Dodge** special action by discarding the appropriate card (if they have one in their hand). **Your opponent can only play 1 card for each attack you make.**

Special Actions (bottom)

Follow the text on the card.

No Actions

You may choose to take no action when your Initiative card is drawn, but you must discard an Action card from your hand. If your card is drawn and you have run out of cards to play, your fighter cannot take any actions.

PUSHING FIGHTERS

If your action allows you to **push** your opponent, your opponent moves 1 hex directly away from your fighter without changing his facing.

A pushed fighter that cannot be moved (due to the arena wall, an obstruction or another fighter) **suffers D3 wounds instead.**

If your fighter is about to be pushed into a pit, roll a dice, then discard any number of cards from your hand, adding 1 to the result for each. On a total of 4+, your fighter stays in their hex. On a 1-3, he is slain.

WOUNDS, INJURIES AND DEATH

Move your Health marker 1 space down the track for each wound your fighter suffers.

When it reaches the bottom, cover the top space with an Injury marker; that space is now lost and cannot be used. If you have wounds left over, move your marker to the new top space and continue from there.

Whenever you add an Injury marker, draw a Critical Injury card. Resolve the effects of any Critical Injury cards you draw once you have finished moving your Health marker.

If the bottom space of your Health track is covered by an Injury marker, you are slain (certain Critical Injury cards can also kill you). Immediately remove your fighter from the arena and your Wrath token from the Wrath track.

 **The fighter who killed you moves their Wrath token up D3 spaces.**

Now turn your reference card over and follow the rules.

VARIANTS

Time Limits

When the top card of the Initiative deck is turned over, the indicated player has 15 seconds to play an Action card. If they do not do so in time, they must discard a random Action card and forfeit their turn.

Drafting

During the Prepare stage, deal 6 cards to each player instead of 5. Each player looks at their cards, chooses one to keep, then passes the rest to the player on their left. Repeat this until each player has 2 cards to choose from; keep one and discard the other. Each player should now have a hand of 5 cards.

Stand Together or Die Alone

4 players. Divide into 2 teams. If both members of a team are slain, the other team wins.

Once per round, when your Initiative card is drawn, you can let your teammate take the turn instead. Place the Initiative card in front of you until the end of the round as a reminder that you cannot do this again this round.

Single Combat

2 players. During the Prepare stage, add an unused Initiative card (belonging to neither player) into the deck before shuffling it. When that card is drawn, each player rolls a dice: the player that rolls highest can take a turn as though their Initiative card had been drawn.

If both players roll the same number, they must each discard a random Action card from their hand.

Kingslayer

3 or 4 players. One player is the champion, the others are the challengers who must work together to slay him. If they do so, any of them still alive are victorious. If all 3 challengers are slain, the champion wins.

During the Prepare stage, the champion is dealt 2 additional Action cards if there were 2 challengers at the start of the fight, or 4 additional cards if there were 3. (If you are drafting, the champion takes these from the cards discarded at the end of the draft.)

Whenever the champion's Initiative card is drawn, he can choose to play 2 Action cards instead of one.