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Game: **WARHAMMER UNDERWORLDS: EMBERGARD**

Publisher: **Games Workshop (2024)**

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For best results, print at 100% (on double-sided paper), laminate and trim to size.

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SETUP

Muster warbands: Each player picks a warband: a set of **fighters**, their **fighter cards**, their **warscroll**, and their chosen **rivals deck** (12 gold objective cards and 20 red power cards).

Each player takes 4 **turn tokens**, and places a **generic token** in the space next to each warband ability on their warscroll that requires one.

Place the 5 **attack dice** and the 3 **save dice** within reach.

Draw starting hands: Shuffle your 12 card **objective deck** (gold cards) and 20 card **power deck** (red cards) separately and place them facedown. Draw 3 objective cards and 5 power cards as your **starting hand**. Keep your hand of cards secret from your opponent.

After each player has drawn their starting hand, they can use 1 **redraw** to try for a better starting hand. To redraw, place all of your objective cards and/or all of your power cards facedown to one side, and draw like-for-like replacements. Then shuffle the cards you placed to one side back into their appropriate decks.

Determine territories: Place the **game board** between the players. The players roll-off and the winner picks a side of the game board to be the **battlefield** and which **territory** belongs to them. The other territory belongs to the other player.

A player's own territory is **friendly territory** and their opponent's territory is **enemy territory**, as highlighted in the diagrams on p7 of the rules. The hexes not highlighted are **neutral territory**.

Place treasure tokens: The player that did not pick their territory shuffles the **feature tokens** with the numbered side facedown, and places 1 in an empty hex in neutral territory that is not a blocked hex, a stagger hex or an edge hex. Players then alternate placing feature tokens in empty hexes, with these restrictions:

- Feature tokens cannot be placed in starting hexes, blocked hexes, stagger hexes, edge hexes or within 2 hexes of another feature token.
- If it is otherwise impossible to place a feature token, it can be placed in an edge hex.
- After 5 feature tokens have been placed, there must be a minimum of 1 feature token in each player's territory.

Once each feature token has been placed, flip them to reveal their numbered side (they become **treasure tokens**).

Deploy fighters: Starting with the player that placed the final feature token, players take it in turns to place 1 fighter from their warband into an empty **starting hex** (☉) in friendly territory. A fighter placed in a starting hex during setup is **deployed**.

If one player runs out of fighters to deploy, the other player continues deploying fighters until all fighters are deployed.

ROLL-OFF

If a rule calls for a roll-off, each player rolls an attack dice and results are compared. If one player's result beats their opponent's, that player wins the roll-off. If the result is a draw, roll off again.

☉ beats results of each other symbol.

✕ beats results of ♣, ♠ and ♣.

♣ beats results of ♠ and ♣.

♠ beats results of ♣.

BASICS

Fighters in one player's warband are **friendly fighters**. Fighters in their opponent's warband are **enemy fighters**.

When a fighter meets the **inspire condition** on their warscroll, flip the fighter's card over and use the golden **inspired** (☉) side. When an inspired fighter meets the **uninspired condition**, turn their card over to the grey **uninspired** side.

If an uninspired fighter is uninspired, or an inspired fighter is inspired, nothing happens.

If a player would draw a card but the relevant deck is empty, they cannot draw a card. Discarded cards are not shuffled back into their deck.

GAME SEQUENCE


Each game lasts for 3 **battle rounds**, and each round consists of a **combat phase** followed by an **end phase**.

COMBAT PHASE

In each combat phase, players alternate taking turns until they have had 4 turns each.

At the start of each battle round, the players roll off. The winner decides who takes the first turn in that combat phase. The other player **draws 1 power card** into their hand.

In battle rounds 2 and 3, if the result of the roll-off is a tie, the **underdog** (the player with fewer glory points) wins.

 At the start of your turn, flip one of your turn tokens over. A **turn consists of an action step followed by a power step**.


ACTION STEP

Pick 1 **core ability** (♣) and resolve it. Your action step then ends. Core abilities cannot be used outside of an action step.

A fighter with any charge tokens cannot move, attack or guard unless all friendly fighters have any charge tokens.

MOVE

Pick a friendly fighter to use this ability. That fighter can enter an adjacent empty hex a number of times up to their **MOVE** characteristic, and must end this ability in a different hex to the hex it began in.


 Then give that fighter a **move token**: that fighter has moved.

ATTACK

Pick a friendly fighter to use this ability. That fighter is the attacker. Pick 1 of the attacker's weapons, then pick a visible enemy fighter within range of that weapon to be the target. Then resolve the combat sequence. That fighter has attacked.


CHARGE

Pick a friendly fighter with no move or charge tokens to use this ability. Remove that fighter's guard tokens, if they have any. Then that fighter moves.

 After moving, give that fighter a **charge token** instead of a move token. Then that fighter attacks. After that fighter has attacked, that fighter has charged.

A fighter can only charge if they're able to resolve a move ability followed by an attack ability, one after the other. If a fighter cannot resolve either of those abilities during a charge, they cannot charge.

GUARD

 Pick a friendly fighter to use this ability. Give that fighter a **guard token**. A fighter with a guard token cannot be given another guard token.

FOCUS

You can discard any number of cards from your hand, then draw a replacement card of the same type for each card you discarded. Then you can draw 1 **additional power card**. You have focused.

VISIBILITY

To check if a hex is visible to a fighter, draw an imaginary straight line from the centre of the hex they are in to the centre of the hex in question. If that line passes through or touches one or more blocked hexes, that hex is not visible to that fighter. Otherwise, that hex and anything in that hex is visible to that fighter.

POWER STEP


Players take it in turns to do one of the following, starting with the player whose power step it is:

- Play a power card from their hand.
- Use an ability on their warscroll.
- Use the **DELVE** ability.
- Pass (do nothing).


After both players pass in succession, the power step ends and the next turn begins.

PLAYING A POWER CARD

Power cards come in 2 types: **plays** and **upgrades**.

 To **play a play**, reveal it and immediately follow its ability text. Then, discard that card. After a play has been discarded, it has been resolved.

Surge plays (♣) are surge abilities that can be played immediately before or after an event they specify.

 To **play an upgrade**, reveal it and equip a friendly fighter with that upgrade by placing it next to their fighter card.

The total glory value of a warband's equipped upgrades cannot exceed the number of glory points that warband currently has.

DELVE

A warband can only use **delve** once in each power step. Pick a friendly fighter on a feature token, flip that feature token, then give that fighter a **stagger token**. That fighter has delved.

When a fighter delves, if that feature token is currently a treasure token, it becomes a cover token and vice versa. A feature token is only a treasure token if its numbered side is faceup.

END PHASE

Once both players have taken 4 turns, the end phase begins. Both players run through this sequence, starting with the player who took the first turn in the combat phase:

1. SCORE OBJECTIVE CARDS

If you have met the conditions on an objective card in your hand, you can score that card; reveal it and gain a number of glory points equal to its **GLORY**. Then, place those scored cards faceup next to your objective deck to form your scored objective pile.

2. EQUIP UPGRADES

Play upgrades.

3. DISCARD CARDS

You can discard any number of cards from your hand.

4. DRAW OBJECTIVE CARDS

Draw objective cards until you have 3 in your hand.

5. DRAW POWER CARDS

Draw power cards until you have 5 in your hand.

Finally, both players clear their move, charge, guard and stagger tokens from the battlefield and flip their turn tokens over.

The end phase is now over and a new battle round begins.

SURGE OBJECTIVE CARDS

When the condition on a **surge objective card** (♣) in your hand is met, you must score it immediately. Then draw a replacement objective card (if that replacement card is a surge objective, it cannot be scored before the start of the next turn).

FINAL END PHASE

In the final end phase of battle round 3, each player only plays steps 1 and 2 of the end phase sequence. Then the game ends.

The player with the most **glory points** at the end of the game wins a major victory. On a tie:

- If only 1 player has fighters remaining, they win a minor victory.
- Otherwise, the player whose warband holds the highest combined value of treasure tokens wins a minor victory.
- Otherwise, the players compare the combined **BOUNTY** characteristics of their remaining fighters. The player with the highest total wins a minor victory.
- Otherwise, the game is a draw.

Note that you don't automatically win the game if every enemy fighter is slain.

COMBAT SEQUENCE

1. ATTACKER'S PLAYER PICKS A WEAPON ABILITY

The attacker's player can pick 1 **weapon ability** to use during the attack (if the weapon has them).


Weapons with a **RANGE** of 1 or 2 are **melee weapons** (✕) and attacks made with them are melee attacks. Weapons with a **RANGE** of 3+ are **ranged weapons** (♣) and attacks made with them are ranged attacks.

Runemarks give access to weapon abilities. If a weapon has more than 1 runemark, the attacker's player can choose which weapon ability to use.

A runemark preceded by a ☉ is a **critical weapon ability**. These are treated as other weapon abilities, but their effect only triggers if the attack roll contains 1 or more rolls of ☉.

2. MAKE ATTACK ROLL

The attacker's player rolls a number of **attack dice** equal to the **DICE** characteristic of the weapon they picked.

 You can re-roll 1 dice in an attack roll if the target has any **stagger tokens**.

3. MAKE SAVE ROLL

The target's player rolls a number of **save dice** equal to the target's **SAVE** characteristic.


4. DETERMINE SUCCESS

Count the number of successes in the attack roll and the save roll.

Attack roll: Count ☉ results. Then, count results that match the dice symbol of the weapon you picked (♣ or ✕).

Then, if the target is **flanked** and/or **surrounded**, count results that match that dice symbol.

Save roll: Count ☉ results. Then, count results that match the dice symbol of the target's **SAVE** characteristic (♣ or ♣). Then, if the attacker is **flanked** and/or **surrounded**, count results that match that dice symbol.

 Rolls of ♣ and ♣ are successes in a save roll if the target has a **guard token**, and the target **cannot be driven back**.

Rolls of ♣ count as successes for fighters on a **cover token**.

Each symbol counted in this way is a **success**. If the attack roll contains more successes, the attack is **successful**. If the results are tied, the attack is **drawn**. If the save roll contains more successes, the attack **fails**.

ATTACK SUCCESSFUL

Inflict an amount of **damage** on the target equal to the **DAMAGE** characteristic (✱) of the weapon you picked.

Check if the target is **slain**. If the target was not slain, they can be **driven back**. Then the combat sequence ends.

DRAWN ATTACK

The attack fails. Then the target can be **driven back**. Then the combat sequence ends.

ATTACK FAILED

The attack fails. Nothing happens and the combat sequence ends.

FLANKED AND SURROUNDED

FLANKED

Attack roll: Rolls of ☉ are successes in an attack roll if the target is flanked. A target is flanked if there is 1 enemy fighter other than the attacker adjacent to them.

Save roll: Rolls of ☉ are successes in a save roll if the attacker is flanked. An attacker is flanked if there is 1 enemy fighter other than the target adjacent to them.

SURROUNDED

Attack roll: Rolls of ☉ and ☽ are successes in an attack roll if the target is surrounded. A target is surrounded if there are 2 or more enemy fighters other than the attacker adjacent to them. A surrounded target is also flanked.

Save roll: Rolls of ☉ and ☽ are successes in a save roll if the attacker is surrounded. An attacker is surrounded if there are 2 or more enemy fighters other than the target adjacent to them. A surrounded attacker is also flanked.

CRITICAL WEAPON EFFECTS

CLEAVE ✂

Rolls of ☽ cannot count as successes in the save roll.

ENSNARE ⚔

Rolls of ☾ cannot count as successes in the save roll.

BRUTAL ⚔

Rolls of ☉ and ☽ cannot count as successes in the save roll.

GRIEVOUS ⚔

That fighter's weapon has +1 damage for that attack.

STAGGER ⚔

If the attack was successful, give the target a stagger token.

GRAPPLE ⚔

If a target can be driven back, they can be pushed 1 hex instead.

INFLECTING DAMAGE

1 When a weapon or ability inflicts damage on a fighter, give that fighter a number of **damage tokens** equal to the **DAMAGE** characteristic of the chosen weapon or the amount of damage specified by the ability.

If a fighter has a number of damage tokens equal to or greater than their **HEALTH**, that fighter is **slain**. Immediately remove them and their tokens from the battlefield, remove all tokens from their fighter card and each of their upgrades, discard their upgrades, and then **uninspire** that fighter.

Slain fighters cannot use abilities and cannot contribute towards scoring objective cards unless specified otherwise. Ignore slain fighters for all rules unless specified otherwise.

A fighter with 1 or more damage tokens is **damaged**. A damaged fighter is also **vulnerable** if 1 damage token would slay them. A fighter with no damage tokens is **undamaged**.



When an enemy fighter is slain, gain a number of **glory points** equal to the **BOUNTY** characteristic of the slain fighter.

Where damage is inflicted as part of an attack, both the attacker and the weapon picked during that attack inflicted the damage. If that damage would result in the target being slain, the target has been slain by the attacker and that weapon.

Where damage is inflicted by an ability other than an attack, that ability inflicted the damage. If that damage would result in that fighter being slain, that fighter has been slain by that ability.

HEAL

When an ability tells you to **heal** a fighter, remove 1 damage token from them. When an undamaged fighter is healed, nothing happens.

RAISE



When an ability **raises** a fighter, place them in an empty hex specified by the ability. A raised fighter is given a **raise token** and has a **BOUNTY** characteristic of 0.

OTHER COMBAT EFFECTS

DRIVE BACK

If the number of successes in an attack roll is equal to or greater than the number of successes in the save roll, the attacker's player can use this ability:

Drive back: Push the target 1 hex away from the attacker. That fighter has been driven back.

OVERRUN

If an attack roll contains more rolls of ☽ than the save roll, after the target is driven back or slain, the attacker can use this ability:

Overrun: Push the attacker 1 hex. That push must end in the hex the target was in.

Drive back and overrun are not weapon abilities, so they can be used in addition to a chosen weapon ability.

STAND FAST

If the save roll made for a target contained more rolls of ☽ than the attack roll, then the target can use this ability:

Stand fast: The attacker's weapon has -1 **DAMAGE** for that attack and the target cannot be driven back.

PUSH

When an ability tells you to **push** a fighter, push their miniature into an adjacent empty hex a number of times specified by the ability. The direction is up to the player that is pushing that fighter, unless specified otherwise.

A push must end in a different hex to the one it started in. If a fighter would be pushed into an occupied or blocked hex, nothing happens.

A push is not a move (do not give the pushed fighter a move token).

COMMON RUNEMARKS

Flying (✈): Fighters with the flying runemark can move through occupied hexes and are not affected by stagger hexes while using the Move ability.

Leader (♟): Each warband has one fighter with the leader runemark. Some cards may refer to a warband's leader.

HEX TYPES

A single hex cannot contain more than 1 fighter. A hex can be an edge hex in addition to other hex types. The same is true of occupied and empty hexes.

Starting hexes: Hexes that contain the *Warhammer Underworlds* symbol (☉).

Edge hexes: The outermost hexes around the edge of the battlefield.

Blocked hexes: Hexes with a thick white border. Fighters cannot move into or through blocked hexes and these hexes block visibility.

Stagger hexes: Hexes with a thick red border. If a fighter enters or is placed in a stagger hex, give them a stagger token.

Occupied hexes: A hex that contains a fighter.

Empty hexes: A hex that is not occupied or blocked.

FEATURE TOKENS

Feature tokens are double-sided tokens. One side is a treasure token and the other is a cover token.

Treasure tokens: A fighter on a treasure token is holding that treasure token.

Cover tokens: Rolls of ☉ count as successes in save rolls for fighters on a cover token.

ABILITIES

SEQUENCING ABILITIES

If you have 2 or more abilities that would be resolved at the same time, choose the order in which they are resolved.

If 2 players have abilities that would be resolved at the same time, the player whose turn it is resolves theirs first, followed by their opponent.

PERSISTING ABILITIES

Most ability effects are applied as soon as they are used, and others **persist**, some for a specified duration. If an ability that persists specifies more than 1 event that it persists until, it persists until the first of those events occurs. Other abilities persist until the 'next' event: those only apply for that event.

Abilities cannot persist past the end of a battle round unless specified otherwise. These effects persist until the last power step of the current battle round has ended.

When a play with an ability that has a duration is played, it is resolved and discarded as usual.

PLAYING SURGE ABILITIES

If both players have surge abilities (☉) that can be played at the same time, starting with the player whose turn it is, players take it in turns to play them, one at a time, until both players pass in succession. Then, resolve them as normal.

'CANNOT'

If 2 or more abilities come into conflict and one of them says 'cannot', that ability takes precedence.

If an ability on a card contradicts the rulebook, the ability on the card takes precedence (even if the rule in this rulebook says 'cannot').

CLARIFICATIONS

ADJACENT

Adjacent describes 2 hexes, fighters or feature tokens that are next to each other. Things such as fighters or feature tokens in adjacent hexes are adjacent to each other. A thing is not adjacent to itself. When an ability requires a player to determine adjacency between 2 or more things, adjacency cannot be determined from things not specified by that ability.

RANGE AND DISTANCE

When determining the distance between 2 hexes, always count the shortest distance possible (including blocked hexes).

'AWAY FROM' AND 'CLOSER TO'

If a rule states that a fighter must move or be pushed away from something, each hex that fighter enters as part of that move or push must be further away from the thing it must move or be pushed away from.

If a rule states that a fighter must move or be pushed *closer* to something, each hex that fighter enters as part of that move or push must be closer to the thing it must move or be pushed closer to.

DISCARDING AND CARD PILES

Discarded cards are placed faceup in a pile next to their matching deck. Players can freely look at the cards in their own and their opponent's discard piles.

MODIFIERS

All modifiers are cumulative, so if a characteristic has more than 1 modifier applied to it, apply them all. Characteristics cannot be modified below 1 unless specified otherwise.

Numerical modifiers improve or worsen characteristics by a numerical value.

Set modifiers change a characteristic to a set value. Always apply these modifiers first. If 2 or more abilities would set the same characteristic to different values, the most recent ability takes precedence for as long as that ability is in effect.

Dice symbol modifiers change the dice symbol you must roll in order for that roll to be a success in an attack roll or save roll.

RE-ROLLS

When an ability tells you to re-roll a dice, roll it again immediately after making the relevant roll. The new result replaces the old roll, even if it is worse. Unless specifically stated otherwise, you cannot re-roll a re-rolled dice.

DEFINING 'ANY'

When the term 'any' is used, it means 'one or more'.

NEMESIS DECK-BUILDING

Pick 2 different rivals decks. Only 1 rivals deck with a plot card can be picked to be one of your chosen decks (plot cards introduce additional rules or mechanics unique to the game when that deck is used).

Pick 12 or more objective cards from the decks. You can pick a maximum of 6 surge objectives. This is your **nemesis objective deck**.

Pick 20 or more power cards from the decks. Up to half of these cards can be plays. This is your **nemesis power deck**.

Each card in each deck must have a unique name; duplicate cards are not allowed.

WARHAMMER UNDERWORLDS

GAME SEQUENCE

3 battle rounds: each a combat phase followed by an end phase.

COMBAT PHASE


Roll off: The winner decides who takes the first turn that combat phase. The other player **draws 1 power card**. In rounds 2 and 3, if the roll-off is a tie, the **underdog** (fewer glory points) wins.

At the start of your turn, flip 1 turn token. Alternate turns (**action step** then **power step**) until players have had 4 turns each.

ACTION STEP

Resolve 1 **core ability** (♣). A fighter with **charge tokens** cannot **move, attack or guard** unless all friendly fighters have any.


MOVE

 Enter an adjacent empty hex a number of times up to **MOVE**, and stop in a different hex to the hex it began in. Give the fighter a **move token**.


ATTACK

Pick an attacker and one of its weapons, then a visible enemy fighter in range to be the target. Resolve the combat sequence.

CHARGE

 Pick a fighter with no move or charge tokens, and remove their guard tokens, if any. Move and give them a **charge token** instead of a move token, then attack.

GUARD

 Give a fighter a **guard token**. A fighter with a guard token cannot be given another guard token.

FOCUS

Discard any number of cards, then draw a replacement card of the same type for each. Then draw **1 additional power card**.

POWER STEP

Starting with the player whose turn it is, take turns to do one:

- Play a power card (**play** or **upgrade**). The total **GLORY** of equipped upgrades cannot exceed current glory points.
- Use an ability on your warscroll.
- **DELVE** (only once per power step). Pick a fighter on a feature token, flip the token, and give the fighter a **stagger token**.
- Pass (do nothing).

After both players pass in succession, start the next turn.

END PHASE

Both players run through this sequence, starting with the player who took the first turn in the combat phase:

1. SCORE OBJECTIVE CARDS

Score objective cards, gaining glory points equal to their **GLORY**.

2. EQUIP UPGRADES

3. DISCARD ANY NUMBER OF CARDS

4. DRAW OBJECTIVE CARDS UNTIL YOU HAVE 3

5. DRAW POWER CARDS UNTIL YOU HAVE 5

Both players clear their move, charge, guard and stagger tokens from the battlefield and flip their turn tokens over.

When you fulfil a **surge objective card** (♣), score it immediately. Then draw a replacement objective card (if it is a surge objective, it cannot be scored before the start of the next turn).

FINAL END PHASE


In the **final end phase** of battle round 3, each player only plays steps 1 and 2 of the end phase sequence. Then the game ends.

COMBAT SEQUENCE

1. ATTACKER'S PLAYER PICKS 1 WEAPON ABILITY

Critical weapon abilities (♣) only trigger if the attack roll contains any (♣).

2. MAKE ATTACK ROLL

 Attacker rolls **attack dice** equal to their weapon's **DICE**. You can re-roll 1 dice if the target has any **stagger tokens**.


3. MAKE SAVE ROLL

Target rolls **save dice** equal to their **SAVE**.

4. DETERMINE SUCCESS

Attack roll: Count (♣). Then count results matching the weapon (♣ or ✕). If the target is **flanked** and/or **surrounded**, count results that match that symbol.

Save roll: Count (♣). Then count results matching the target's **SAVE** (♣ or ♣). If the attacker is **flanked** and/or **surrounded**, count results that match that symbol.

 ♣ and ♣ are successes if the target has a **guard token**, and the target **cannot be driven back**.

♣ count as successes for fighters on a **cover token**.

Attack successful: Inflict **DAMAGE** (♣). If not slain, the target can be **driven back**.

Drawn attack: The attack fails. The target can be **driven back**.

FLANKED

Attack roll: ♣ are successes if there is 1 enemy fighter other than the attacker adjacent to the target.

Save roll: ♣ are successes if there is 1 enemy fighter other than the target adjacent to the attacker.

SURROUNDED

Attack roll: ♣ and ♣ are successes if there are 2+ other enemy fighters adjacent to the target. The target is also flanked.

Save roll: ♣ and ♣ are successes if there are 2+ other enemy fighters adjacent to the attacker. The attacker is also flanked.

CRITICAL WEAPON EFFECTS

CLEAVE (♣) ♣ cannot count as save roll successes.

ENSNARE (♣) ♣ cannot count as save roll successes.

BRUTAL (♣) ♣ and ♣ cannot count as save roll successes.

GRIEVOUS (♣) Weapon has +1 damage for that attack.

STAGGER (♣) If the attack was successful, give the target a **stagger token**.

GRAPPLE (♣) If a target can be driven back, they can be pushed 1 hex instead.

DAMAGE & COMBAT EFFECTS


A fighter with 1+ damage tokens is **damaged**. A damaged fighter is also **vulnerable** if 1 damage token would slay them. When an enemy fighter is slain, gain **glory points** equal its **BOUNTY**.

Drive back: If the successes in an attack roll equal to exceed the number of successes in the save roll, the attacker can **drive back** the target (push the target 1 hex away from the attacker).

Overrun: If an attack roll contains more (♣) than the save roll, after the target is driven back or slain, the attacker can **overrun** (push the attacker 1 hex into the hex the target was in).

Stand fast: If the save roll contained more (♣) than the attack roll, the target can **stand fast** (weapon has -1 **DAMAGE** and the target cannot be driven back).

RAISE

 When an ability **raises** a fighter, place them in the empty hex. A raised fighter is given a **raise token** and has a **BOUNTY** characteristic of 0.

WARHAMMER UNDERWORLDS

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 Give a fighter a **guard token**. A fighter with a guard token cannot be given another guard token.

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Discard any number of cards, then draw a replacement card of the same type for each. Then draw **1 additional power card**.

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When you fulfil a **surge objective card** (♣), score it immediately. Then draw a replacement objective card (if it is a surge objective, it cannot be scored before the start of the next turn).

FINAL END PHASE


In the **final end phase** of battle round 3, each player only plays steps 1 and 2 of the end phase sequence. Then the game ends.

COMBAT SEQUENCE

1. ATTACKER'S PLAYER PICKS 1 WEAPON ABILITY

Critical weapon abilities (♣) only trigger if the attack roll contains any (♣).

2. MAKE ATTACK ROLL

 Attacker rolls **attack dice** equal to their weapon's **DICE**. You can re-roll 1 dice if the target has any **stagger tokens**.


3. MAKE SAVE ROLL

Target rolls **save dice** equal to their **SAVE**.

4. DETERMINE SUCCESS

Attack roll: Count (♣). Then count results matching the weapon (♣ or ✕). If the target is **flanked** and/or **surrounded**, count results that match that symbol.

Save roll: Count (♣). Then count results matching the target's **SAVE** (♣ or ♣). If the attacker is **flanked** and/or **surrounded**, count results that match that symbol.

 ♣ and ♣ are successes if the target has a **guard token**, and the target **cannot be driven back**.

♣ count as successes for fighters on a **cover token**.

Attack successful: Inflict **DAMAGE** (♣). If not slain, the target can be **driven back**.

Drawn attack: The attack fails. The target can be **driven back**.

FLANKED

Attack roll: ♣ are successes if there is 1 enemy fighter other than the attacker adjacent to the target.

Save roll: ♣ are successes if there is 1 enemy fighter other than the target adjacent to the attacker.

SURROUNDED

Attack roll: ♣ and ♣ are successes if there are 2+ other enemy fighters adjacent to the target. The target is also flanked.

Save roll: ♣ and ♣ are successes if there are 2+ other enemy fighters adjacent to the attacker. The attacker is also flanked.

CRITICAL WEAPON EFFECTS

CLEAVE (♣) ♣ cannot count as save roll successes.

ENSNARE (♣) ♣ cannot count as save roll successes.

BRUTAL (♣) ♣ and ♣ cannot count as save roll successes.

GRIEVOUS (♣) Weapon has +1 damage for that attack.

STAGGER (♣) If the attack was successful, give the target a **stagger token**.

GRAPPLE (♣) If a target can be driven back, they can be pushed 1 hex instead.

DAMAGE & COMBAT EFFECTS


A fighter with 1+ damage tokens is **damaged**. A damaged fighter is also **vulnerable** if 1 damage token would slay them. When an enemy fighter is slain, gain **glory points** equal its **BOUNTY**.

Drive back: If the successes in an attack roll equal to exceed the number of successes in the save roll, the attacker can **drive back** the target (push the target 1 hex away from the attacker).

Overrun: If an attack roll contains more (♣) than the save roll, after the target is driven back or slain, the attacker can **overrun** (push the attacker 1 hex into the hex the target was in).

Stand fast: If the save roll contained more (♣) than the attack roll, the target can **stand fast** (weapon has -1 **DAMAGE** and the target cannot be driven back).

RAISE

 When an ability **raises** a fighter, place them in the empty hex. A raised fighter is given a **raise token** and has a **BOUNTY** characteristic of 0.