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YES, THIS IS FREE ... HOWEVER...

I'm Peter (Universal Head). For 10 years I've been making **my famous rules summaries** and **entertaining, informative videos** about tabletop games.

It takes time and money and a lot of hard work, and **I need your support** to keep me going. If you find this game aid useful and enjoy my content, please consider **making a donation**, or regularly **supporting me on Patreon** and enjoying the privileges of being a member of the EOG community!

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Game: **WARHAMMER 40,000**
COMBAT ARENA: CLASH OF CHAMPIONS

Publisher: **Games Workshop (2022)**

Page 1: **Rules summary**

WARHAMMER 40,000
COMBAT ARENA
CLASH OF CHAMPIONS

SETUP

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

Place the **energy track** and **injury markers** next to it.

Shuffle the **critical injury cards** and place them facedown next to the arena.

Each player rolls a dice, rerolling ties, and the winner chooses an available fighter and takes its **miniature, fighter reference card**, and the set of components marked with that fighter's symbol (1 circular **energy token**, 1 small **health marker**, 3 rectangular **damage markers**, and 4 **initiative cards**).

They then put their health marker on top space of the health track on their reference card, and a damage marker over each of the **wounded** spaces at the bottom of the card. Then they place their miniature on an empty starting hex (marked with green lights), choosing any facing. Finally, they place their energy token on the highlighted space on the energy track.

The player who rolled the next highest result then does the same, and so on until all players have chosen a fighter, taken their components, and set up.

Fighters must face one of the edges of their hex. Some actions specify that you must be in a fighter's front or rear arc to carry them out. The 3 hexes in front are a fighter's front arc, and the 3 hexes behind are their rear arc. The hex directly in front is in the middle of their front arc.

You can never reroll a dice more than once. When counting distances, count the shortest distance possible (even through arc-snares).

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 **energy level**. Shuffle these together and put the deck facedown next to the arena.

STAGE 2: FIGHT

Draw the top card of the initiative deck, placing it on a discard pile, 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 player whose card is drawn takes a turn, resolving an action with their fighter.

Then draw another Initiative card and repeat the process. When there are no cards in the initiative deck, the round ends. Each player takes back their initiative cards and discards any action cards remaining in their hand. Then begin a new round.

ACTIONS

If an action you are about to resolve has an **energy modifier**, *first* move your energy token up or down on the energy track accordingly.

Your token cannot move off either end of the track.

To resolve an action with your fighter, **reveal an action card from your hand, then choose and resolve 1 of the 3 actions on it.** Then discard that card.

Alternatively, you can **discard any 2 action cards to resolve the unique action on your fighter reference card.**

MOVE ACTIONS (TOP)

You may move your fighter up to the number of hexes shown by the action, in any direction. You cannot move into a hex occupied by another model or an arc-snare.

Once you've moved, set your facing according to the action's **facing icon**. Actions with these icons can't change your facing if you don't move.

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)

Choose a **melee** or a **ranged attack** action.

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 shown by the action. 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 energy 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 **deflect, parry, dodge,** or **energy shield** special action by discarding the appropriate card (if they have one in their hand).

Your opponent can only play 1 special action 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 initiative card is drawn and you have run out of cards to play, your fighter cannot resolve 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 their facing.

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

If your fighter is about to be pushed into an arc-snare, 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, they are defeated.

WOUNDS, INJURIES AND DEFEAT

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 moving down the track from there.

Whenever you add an injury marker, draw a critical injury card. Once you have finished moving your health marker, resolve any critical injury cards you drew.

If the bottom space of your fighter's health track is covered by an injury marker, they are defeated (certain critical injury cards, and being pushed into an arc-snare, can also defeat fighters). Immediately remove your fighter from the arena and your energy token from the energy track.

The fighter who defeated you moves their energy token up D3 spaces.

Finally, turn your fighter reference card over and follow the 'Fate of the Defeated' rules.

The last warrior standing wins the game.

VARIANTS

BROTHERS IN ARMS

4 players. Divide into 2 teams. If both members of a team are defeated, 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.

KINGSLAYER

2, 3 or 4 players. One player is the **champion**, the others are the challengers who must work together to slay the champion. If they do so, any of them still alive are victorious. If all 3 challengers are slain, the champion wins.

If playing with 2 players, the challenger should select and control 2 or more fighters.

In each 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.

Whenever the champion's initiative card is drawn, they can choose to play 2 action cards from their hand and resolve an action from each of them in whatever order they wish.

SINGLE COMBAT

2 players. In the prepare stage of each round, 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, and the next initiative card is drawn.