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Game: **WARCRY (HEART OF GHUR)**

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SETUP

Decide on a mode of play: **open play** (quick and casual), **matched play** (balanced and competitive), or **narrative play** (campaigns).

Use a **battlefield mat** or setup a battlefield roughly 22" by 30". The **battlefield floor** is the flat playing surface and not any of the terrain features; the **battlefield** refers to both playing surface and terrain.

Each player chooses a **faction**, then chooses their **warband**: at least 3 but no more than 15 **fighters** with a combined points value of no more than 1,000. All fighters in a warband must share the same **faction runemark**, and the first fighter chosen must have the **hero** 𐄀 runemark and is the **leader**. No more than 3 fighters in total may have the **hero** runemark.

Players roll off and the winner picks who is the **attacker** and who is the **defender**. Starting with the defender, each player splits their warband into 3 **battle groups**: the **dagger** 𐄁, the **shield** 𐄂, and the **hammer** 𐄃. Your fighters must be spread among your battle groups as evenly as possible.

Shuffle the 4 decks of **battleplan cards** separately. Draw 1 card faceup from each deck.

Terrain step: Set up the terrain features as shown on the terrain card. Alternatively, one of the players can set up terrain as they like, as long as there is at least 2 terrain features in each quarter of the battlefield and the parts of a terrain feature that touch the battlefield floor are not within 4" of a battlefield edge.

Deployment step: The dagger, shield and hammer symbols are the **deployment points**. Orient the card to the battlefield using the orientation marks (if you used the alternative method for placing terrain, the player who did not set up the terrain chooses the orientation). Roll off, and the winner chooses which player uses the red deployment points and which uses the blue.

The attacker then sets up their dagger, followed by the defender, then shields in the same order, and finally hammers in the same order. All fighters from a battle group must be wholly within 3" of their corresponding deployment point. Fighters can be set up on the battlefield floor or on a platform. RND2 or RND3 are **reserve** battle groups and are not set up before the battle begins.

Victory condition step: Follow any instructions on the victory card, and place any necessary markers.

Twist step: Follow any instructions on the twist card.

GENERAL RULES

A dice roll may never be re-rolled more than once.

If players need to roll-off, each player rolls a die and whoever rolls highest wins (on a tie, roll again).

Players may measure distances at any time. When measuring to objectives and treasure tokens, always measure to and from the centre of the marker. When a rule requires you to measure the vertical distance only, round up to the nearest half inch.

A fighter is visible to another fighter if a direct line can be drawn between them without it passing through a terrain feature or another fighter. Do not include bases. Fighters are not considered to be visible to themselves.

If necessary, the player whose turn it is to activate a fighter chooses the order in which rules are resolved; in any other phase, the player with initiative chooses. In any other case, roll-off and the winner chooses.

BATTLE ROUND

1. INITIATIVE PHASE

Discard any remaining singles or ability dice from the previous round.

Each player rolls 6 dice (the **initiative dice**).

Each player counts any singles (a dice whose result score does not match any other result in their roll). The player with the most singles has the **initiative** (on a tie, players roll off and the winner has the initiative).

The remaining dice are called **ability dice**. 2 with the same score are a **double**, 3 with the same score are a **triple**, and 4 or more with the same score are a **quad**.

Each player then receives 1 wild dice.

The player with initiative first declares how they will use their wild dice, followed by their opponent. A wild dice may be used to add 1 to the number of singles you have (the value doesn't matter) or to turn a single into a double, a double into a triple, or a triple into a quad (in these cases, turn the dice to match the value).

You cannot add multiple wild dice to the same single or ability dice.

Each wild dice can only be used once per battle, but those not used can be saved and used in a subsequent battle round.

Each player counts the number of singles they have again. The player without initiative may seize initiative if they now have more singles (if it is now tied, roll off and the winner has the initiative).

2. RESERVE PHASE

After the first battle round, the reserve phase comes into play. **Reserve battle groups may be set up on the battlefield** in round 2 (RND2) or round 3 (RND3).

Starting with the player with initiative, set up reserve fighters wholly within 3" horizontally of their deployment point.

Deployment lines designate deployment points that are off the map: the battle group must be set up wholly within 3" horizontally of that deployment line.

If it is impossible to set up all the fighters for some reason, each fighter from the battle group must be set up one at a time as close as possible to their deployment point/line.

3. COMBAT PHASE

Player take turns activating their fighters. The player with initiative chooses which player takes the first turn.

On your turn you must activate 1 of your warband's fighters if you can, or pass. You cannot pick a fighter that has already activated this phase. Continue taking turns until both players pass.

An activated fighter makes 2 **actions** (**move**, **attack**, **disengage**, or **wait**). Finish the first action before deciding on the second. You may make the same action twice.

A fighter may also use 1 **ability** if you have sufficient activity dice, either before the fighter's first action or after their first or second actions. Each warband has a set of unique abilities and there are 5 universal abilities. Some abilities may only be used by fighters with certain runemarks. Once a fighter has used an ability, discard the ability dice used. You can use a triple for an ability that requires a double, or a quad for a triple, but all the dice must be discarded. The **value** of an ability is the value shown on the ability dice used for that ability.

Fighters can make **reactions** during an enemy fighter's activation.

Bonus actions are actions that can be carried out in addition to a fighter's 2 actions.

MOVE ACTION

A fighter may move up to its **MOVE** characteristic in inches in a single move action, pivoting freely as they do so.

There are 4 types of move that can be used in any combination: normal, jump, climb, and fly.

A fighter cannot move through other fighters or any part of a terrain feature, and cannot ever move over the battlefield edge.

If a fighter is within 1" of any enemies when they start a move action, they must make a **disengage action** instead to move away.

If a fighter's move causes them to break one of the limitations of a move action, it is a **disallowed move**. Place the fighter back at their starting position and choose a new direction to move.

Normal move: A fighter may make a normal move if the centre of its base is on the battlefield floor or on a platform. The centre of its base must remain on the floor or platform at all times, unless it moves over **low terrain**.

Jumping: During a move, a fighter may move in a straight line horizontally through the air, and any distance vertically downwards through the air. Do not count the distance moved downward as part of the move.

If a fighter finishes its move in the air, immediately move them vertically downwards until a part of their base is on or touching a terrain feature or the battlefield floor.

If the fighter moves 2" or more vertically downwards when jumping, they suffer **impact damage** (D6: on 1, the fighter takes 3 damage, on 2-3, they take 1 damage, on 4+, nothing happens).

Climbing: During a move, a fighter touching a part of an **obstacle** can move vertically up or down that terrain feature (and horizontally once at the top) if they stay within ½" of it at all times. Once a fighter begins climbing, they are considered climbing until the centre of their base is on the battlefield floor or a platform, or until they jump or fly.

Fighters with the **mount** 𐄄 runemark cannot climb (unless climbing stairs).

Flying: During a move, fighters with the **fly** 𐄅 runemark can move through the air horizontally and vertically. Count the horizontal distance but not the vertical distance. Once a fighter begins flying, they are considered flying until the centre of their base is on the battlefield floor or a platform. A fighter cannot end a move action flying.

Falling: A fighter is **falling** if it finishes a move action with its base not on the battlefield floor or a platform, and it is not climbing; if it is climbing when its activation finishes; or if it falls from a platform after being attacked.

The opposing player picks a point on a platform or the battlefield floor that is 2" horizontally of the fallen fighter and vertically lower, but not one that would cause the fallen fighter to be placed on or through another fighter or through a terrain feature. The fallen fighter is placed with its base centred on that point.

If it is impossible to pick such a point and the centre of the base of the fallen fighter is on a platform, they remain where they are; otherwise they are immediately **taken down** instead.

If the fallen fighter is now 2" or more vertically lower, they suffer **impact damage** (D6: on 1, the fighter takes 3 damage, on 2-3, they take 1 damage, on 4+, nothing happens).

ATTACK ACTION

To make an attack action, follow these 4 steps:

1. Pick a weapon and target

Pick a weapon from the attacking fighter's card, and a visible enemy fighter within range to be the **target** of the attack.

A **melee attack** is an attack action made with a weapon with a **RANGE** of 3 or less.

Missile attack actions are attack actions made with a weapon with a **RANGE** of greater than 3. They cannot target an enemy fighter within 1" of another fighter from the attacking fighter's warband unless the attack action has no minimum range *and* the attacker is within 3" of that enemy fighter.

If the weapon has a minimum and maximum range, the maximum range is the one used when determining what kind of attack it is. If a weapon has a minimum range, it cannot be used to target enemies outside of the given range.

If there are any enemies within 1", one of them must be the target.

2. Roll to hit

Make a hit roll by rolling a number of dice equal to the weapon's **ATTACKS**.

Compare the weapon's **STRENGTH** to the target fighter's **TOUGHNESS**:

Str vs T	Hit	Critical hit
S greater than T	3-5	6
S equal to T	4-5	6
S lower than T	5	6

If a targeted fighter receives the benefit of **cover**, add 1 to their **TOUGHNESS**.

3. Total damage

For each **hit**, allocate a number of damage points equal to the first value of the weapon's **DAMAGE**.

For each **critical hit**, instead allocate a number of damage points equal to the second value of the weapon's **DAMAGE**.

Allocate damage points 1 at a time. If the damage points allocated to a fighter ever equals its **WOUNDS**, that fighter is **taken down** and removed from the battlefield.

Any left over damage points from the attack action are discarded. A taken down fighter takes no further part in the battle.

DISENGAGE ACTION

If a fighter is within 1" of an enemy, they can make a **disengage action** to move away.

The fighter makes a normal move up to 3" in any direction, but must finish the action more than 1" away from any enemy fighters.

If this is impossible, the fighter cannot use this action and must use another instead.

A disengage action is not considered a move action, so any rules or abilities that interact specifically with move actions do not interact with disengage actions, and the fighter cannot jump, climb, or fly as part of a disengage action.

WAIT ACTION

If a fighter makes the **wait action** as their last action in their activation, their activation ends.

If a fighter makes the wait action as their first action, they are said to be **waiting**: place a **wait token** by them. Their activation ends, but they can be activated once more later in that combat phase.

When that fighter is activated for a second time, they can only make 1 action in that activation. They can use 1 ability in this second activation (before or after their action) even if an ability was used the first time they activated.

UNIVERSAL ABILITIES

[DOUBLE] **Rush:** Add 1 to this fighter's **MOVE** until the end of their activation.

[DOUBLE] **Onslaught:** Add 1 to the **ATTACKS** of the fighter's melee attack actions until the end of their activation.

[TRIPLE] **Respite:** A fighter cannot use this ability if they are within 1" of enemy fighters. Remove a number of damage points allocated to this fighter equal to the value of this ability.

✧ [TRIPLE] **Inspiring Presence:** Pick a visible friendly fighter within 6" of this fighter that has not activated yet this battle round. You can activate that fighter immediately after the activation of this fighter's activation ends.

[QUAD] **Rampage:** This fighter can make a bonus move action up to a number of inches equal to the value of this ability. Then, they can make a bonus attack action.

REACTIONS

A fighter can make a **reaction** during an enemy fighter's action. To make a reaction, at least one of the following must be true:

- The fighter has not activated yet in the battle round.
- The fighter has activated but they are **waiting**.
- The battle is a campaign battle and the fighter has 1 or more levels of **renown**.

No more than 1 reaction can be made for each action an enemy fighter makes. When a fighter makes a reaction, they forfeit 1 of their actions in that battle round. If a fighter has not yet activated, they can make up to 2 reactions. If they make 1 reaction, when they later activate that round, they can make only 1 action and cannot use the wait action. If they make 2 reactions, they are treated as activated.

A **waiting** fighter can make a reaction, but then they cannot be picked again to activate in that round.

In a campaign battle, a fighter can spend 1 level of renown to make a reaction instead of forfeiting 1 of their actions that round.

UNIVERSAL REACTIONS

Counter

A fighter may make this reaction after they are targeted by a melee attack action but before the hit rolls are made. For each hit roll from that attack that misses, allocate 1 damage point to the attacking fighter. For each hit roll of 1, allocate 2 damage points to the attacking fighter instead.

Take Cover

A fighter that is in cover can make this reaction after they are targeted by a missile attack action but before the hit rolls are made. After they have been made, roll a dice for each critical hit. On a 4+, that critical hit becomes a hit instead. Fighters with the **mount** 🐾 runemark cannot make this reaction.

Strike Them Down

A fighter can make this reaction when a visible enemy fighter within 1" of them makes a disengage action but before that fighter moves away. Roll a dice: on a 4+, allocate D6 damage points to that enemy fighter.

TERRAIN

A terrain feature can be made up of multiple types of terrain.

OBSTACLES

An **obstacle** is any part of a terrain feature that prevents a fighter from moving horizontally and that extends vertically 1" or more from the battlefield floor or the platform upon which it is placed.

LOW TERRAIN

Low terrain is any part of a terrain feature that extends vertically

less than 1" from the battlefield floor or the platform upon which it is placed. A fighter moving normally moves over low terrain without penalty. Low terrain is treated as part of the battlefield floor or the platform upon which it is placed.

PLATFORMS

A platform is a horizontally flat surface on a terrain feature with a surface area larger than 1" by 1".

When a fighter within ½" of the edge of an open platform is targeted by an attack action, take a **falling test** for them after the attack has been resolved. Roll D6: on a 1 the fighter **falls**. This rule does not affect fighters with the **fly** 🦋 runemark.

DEADLY TERRAIN

Deadly terrain (spiked walls and fences) is treated as an obstacle, but when a fighter begins to climb it, allocate D6 damage points to that fighter first. In addition, when a fighter is placed after falling, if they are placed within 1" of any deadly terrain, allocate D6 damage points to that fighter.

UNSCALABLE TERRAIN

Unscalable terrain (statues, braziers, tree branches and foliage, fountains) is treated as an obstacle, but fighters cannot climb or move on it. If a fighter ends an action on unscalable terrain, they first suffer **impact damage**, and then they **fall**.

STAIRS AND LADDERS

Stairs and ladders are treated as **obstacles**. Fighters that finish their activation climbing stairs or ladders can remain part way up.

When an attack action targets an enemy fighter that has ended their activation climbing stairs or ladders, the target fighter must make a **falling test** after the attack action has been resolved. Roll D6: on a 1 the fighter **falls**.

Fighters with the **mount** 🐾 runemark can climb stairs.

ARCHWAYS AND DOORS

As part of a move action, a fighter in contact with an archway or door can move normally through it even if the model or its base is too large, or if the door is closed. Measure in a straight line through the horizontal centre of the archway or doorway. If the fighter has enough movement to be placed on the other side, it can move through. All other movement rules must still be followed.

Fighters with the **monster** 🐉 or **mount** 🐾 runemarks cannot move through archways. Fighters with the **monster** 🐉, **mount** 🐾, or **beast** 🐾 runemarks cannot move through doorways.

COVER

When a fighter is targeted by an attack action, if they are in **cover** add 1 to their **TOUGHNESS**.

Draw an imaginary line between the closest points on each fighter's base; if the line passes through an obstacle, the target fighter is in **cover**. If the fighters are more than 1" away from each other, do not count parts of obstacles within ½" of the fighter making the attack action.

When a fighter on a platform is targeted by an attack, they are in cover if the attacker is 2" or more vertically below the target.

OBJECTIVES AND TREASURE

Objectives and treasure tokens are treated as part of the battlefield floor or the platform they are on. Fighters cannot end a move with any part of their base touching a treasure token. Always measure to and from the centre of the marker or token.

OBJECTIVES

You gain **control** of an objective if, at the end of the battle round, you have more friendly fighters within 3" of it than there are enemy fighters within 3" of it. Once you gain control of an objective, it remains under your control until another player gains control of it.

CARRYING TREASURE

A fighter that moves within 1" of a treasure token at any point during their move may pick up that token and **carry** it (remove the token from the battlefield).

A fighter cannot pick up treasure if they are already carrying treasure.

Fighters with the **monster** 🐉 or **beast** 🐾 runemarks cannot carry treasure.

If a fighter begins a move action carrying treasure, subtract 2 from their **MOVE** for that move action (min 3), and they cannot **fly**. A fighter cannot make **disengage** actions while carrying treasure.

A fighter can use an action to **drop** a treasure. A fighter that is taken down automatically drops the treasure before they are removed from play. In both cases, place the token on a platform or the battlefield floor that is within 1" horizontally of the fighter, visible to them, and either vertically level to or any distance lower than the fighter.

ALLIES

You can include any fighter with the **hero** ✨ or **ally** 🤝 runemark in your warband as an **ally** if their faction runemark is different to yours, and their faction runemark belongs to the same Grand Alliance as yours. An ally cannot be the leader of your warband.

You can include up to 2 allies. If the ally has the **hero** runemark they count towards your limit of 3 fighters with the hero runemark.

Allies can use any abilities their runemarks grant them, including their faction's abilities.

THRALLS

You can include any fighter with the **thrall** 🌀 runemark in your warband as a **thrall** if their faction runemark belongs to the same Grand Alliance as yours.

You can include up to 3 thralls. Thralls do not have to share the same runemark as the rest of your warband.

Thralls can use any abilities their runemarks grant them, including their faction's abilities.

MONSTERS

You can include 1 fighter with the **monster** 🐉 runemark in your warband as a **monster** if their faction runemark belongs to the same Grand Alliance as yours.

A monster characteristic marked * is based on the number of wounds that monster currently has, as shown on its damage table.

When dividing your fighters into battle groups, a monster is placed into 1 of the battle groups by itself, and the remaining fighters are spread amongst the other 2 battle groups as evenly as possible.

When monsters are set up during deployment, they only need to be placed within 3" of their deployment point instead of wholly within 3".

A monster is activated 3 times in a battle round instead of once. Each time it is activated, it can make only 1 action instead of 2. Each time a monster is activated, it can use 1 ability before or after its action.

If a monster makes a **wait** action, its activation immediately ends. Monsters cannot make **reactions**.

If at the end of a move action a monster's base is not wholly on a platform or the battlefield floor, it **falls**. Any part of its base can be placed on the point picked by your opponent.

If any monsters are in play, all fighters except the monsters and fighters with the **beast** 🐾 runemark can use these **monster-hunting abilities**:

MONSTER-HUNTING ABILITIES

[DOUBLE] Binding Ropes

Pick an enemy monster within 1" of this fighter and roll a number of dice equal to the value of this ability. For each 4+, subtract 1 from the **MOVE** of that monster (min 3) until the end of the battle.

[TRIPLE] Go For the Eyes

If the next attack action made by this fighter this activation that targets an enemy monster scores any critical hits, subtract 1 from the **ATTACKS** (min 1) of attack actions made by that monster until the end of the battle.

[QUAD] Taunt

Pick a visible enemy monster within 6" of this fighter and roll dice equal to this ability's value. If 4+ is rolled on any of the dice, then until the end of the battle round or until this fighter is taken down, attack actions made by that monster must target this fighter.

Monsters cannot use universal abilities, but can use these **monster abilities**:

MONSTER ABILITIES

🐉 [DOUBLE] Monstrous Reach

Until the end of this monster's activation, do not count the vertical distance when measuring the range for attack actions made by this monster.

🐾 [TRIPLE] Drag and Maul

Pick a visible enemy fighter within 6" of this monster. Remove that fighter from the battlefield and set them up within 1" of this monster. Then roll a number of dice equal to the value of this ability. For each 4+, allocate 3 damage points to that fighter.

🐉 [QUAD] Demolishing Rampage

Pick a terrain feature within 1" of this monster. In an order of your choice, place each objective, treasure token, and fighter that is on that terrain feature, and on any other terrain feature on that terrain feature, on the battlefield floor in a place of your choice as close as possible horizontally to its current location. Then, in an order of your choice, each such fighter placed on the battlefield suffers **impact damage**. Then, remove the terrain feature(s).

CHAOTIC BEASTS

Chaotic beasts do not belong to any warband, and come into play through twist cards. They treat all fighters as enemy fighters, except those with the identical combination of runemarks, who are treated as friendly fighters. Chaotic beasts always treat thralls as enemies even if they share the same runemarks.

When it is your turn to activate a fighter, you can instead choose a chaotic beast that has yet to be activated. **Roll D6: on a 3-6 you can activate that beast as normal; on a 1-2 your opponent can instead activate it** (though it still counts as the turn of the player who chose the beast).

If you are playing with more than 2 players and roll 1-2, your opponents roll off to see who activates the beast.

If there are any chaotic beasts in play that have not been activated that combat phase, you must pick 1 of them to activate, and cannot pass. A chaotic beast can never use **wait** as its first action.

When you activate a chaotic beast, you may use your ability dice to use its abilities (the universal abilities, and those on its card).

CHAOTIC BEAST ABILITIES

🐉 ✨ [DOUBLE] Cower

Until the end of the battle round, count each critical hit from attack actions that target this fighter as a hit instead.

🐾 🐉 [DOUBLE] Crazyed Flock

Until the end of this fighter's activation, for each other friendly fighter within 3" of this fighter that has the same runemarks as this fighter, add 1 to the **ATTACKS** and **STRENGTH** of attack actions made by this fighter that have a **RANGE** of 3 or less.



BATTLE ROUND

1. INITIATIVE PHASE

Discard any remaining singles or ability dice.

Each player rolls 6 initiative dice. The player with the most singles has the **initiative**.

The remaining dice are called **ability dice**. 2 with the same score are a **double**, 3 are a **triple**, and 4+ are a **quad**.

Each player then receives 1 wild dice. The player with initiative declares how they will use their wild dice, followed by their opponent. A wild dice may be used to add 1 to your number of singles, or to turn a single into a double, a double into a triple, or a triple into a quad. You cannot add multiple wild dice to the same single or ability dice.

Each wild dice can only be used once per battle. Unused wild dice can be used in a subsequent battle round.

Each player counts their number of singles again. The player without initiative may seize initiative.

2. RESERVE PHASE

Reserve battle groups may be deployed in round 2 (RND2) or round 3 (RND3), starting with the player with initiative.

Set up reserves wholly within 3" horizontally and any distance vertically of their deployment point. For deployment lines, set up wholly within 3" horizontally.

3. COMBAT PHASE

Player take turns activating their fighters. The player with initiative chooses who takes the first turn.

A fighter makes 2 actions (**move**, **attack**, **disengage**, or **wait**) and may make the same action twice.

A fighter may also use 1 **ability** if you have sufficient activity dice (discard the dice), before the fighter's first action or after their first or second actions.

Fighters can make **reactions** during an enemy fighter's activation. **Bonus actions** can be carried out in addition to a fighter's 2 actions.

MOVE ACTION

Move up to **MOVE** in inches in a single move action.

A fighter cannot move through other fighters or any part of a terrain feature. A fighter within 1" of any enemies when they start a move action must make a **disengage action** to move away.

If a fighter begins a move action carrying treasure, subtract 2 from their **MOVE** for that move action (min 3), and they cannot **fly**. A fighter cannot make **disengage** actions while carrying treasure.

Normal move: The centre of the fighter's base must remain on a floor or platform at all times, unless it moves over **low terrain**.

Jumping: Move in a straight line horizontally through the air, and any distance vertically downwards (do not count the downward distance). If the move finishes in the air, immediately move vertically downwards until the base is on or touching a terrain feature or the floor.

If the fighter moves 2" or more vertically downward, they suffer **impact damage** (D6: on 1, the fighter takes 3 damage, on 2-3, they take 1 damage, on 4+, nothing happens).

Climbing: A fighter touching a part of an **obstacle** can move vertically up or down it (and horizontally once at the top) if they stay within ½" of it at all times. Fighters with the **mount** 2B runemark cannot climb (unless climbing stairs).

Flying: Fighters with **fly** 4A can move through the air horizontally and vertically (count the horizontal distance but not the vertical distance). A fighter is flying until the centre of their base is on the floor or a platform. A fighter cannot end a move action flying.

Falling: A fighter is **falling** if it finishes a move action with its base not on the floor or a platform, and it is not climbing; if it is climbing when its activation finishes; or if it falls from a platform after being attacked.

Your opponent place the fighter with its base centred on a point on a platform or the floor that is 2" horizontally of the fallen fighter and vertically lower (not on or through another fighter or through a terrain feature).

If the fallen fighter is now 2" or more vertically lower, they suffer **impact damage** (D6: on 1, the fighter takes 3 damage, on 2-3, they take 1 damage, on 4+, nothing happens).

ATTACK ACTION

1. Pick a weapon and target

Pick a weapon and a visible enemy fighter within range to be the **target**. If there are any enemies within 1", one of them must be the target.

Missile attack (**RANGE** greater than 3) actions cannot be made against enemy fighters within 1" of another fighter from the attacking fighter's warband unless the attack action has no minimum range and the attacker is within 3" of that enemy.

If a weapon has a minimum range, it cannot be used to target enemies outside of the given range.

2. Roll to hit

Roll a number of dice equal to the weapon's **ATTACKS**. Compare the weapon's **STRENGTH** to the target fighter's **TOUGHNESS**:

Str vs T	Hit	Critical hit
S greater than T	3-5	6
S equal to T	4-5	6
S lower than T	5	6

If a targeted fighter is in **cover**, add 1 to their **TOUGHNESS**.

3. Total damage

Per **hit** = weapon's **DAMAGE** first value.

Per **critical hit** = weapon's **DAMAGE** second value.

When a fighter's damage points equals its **WOUNDS**, they are **taken down** and removed from the battlefield.

DISENGAGE ACTION

If a fighter is within 1" of an enemy, they can make a **disengage action** to make a normal move up to 3" in any direction, but must finish the action more than 1" away from any enemy fighters.

WAIT ACTION

If a fighter makes the **wait action** as their last action in their activation, their activation ends.

If a fighter makes the wait action as their first action, place a **wait token** by them. Their activation ends, but they can be activated once more later in that combat phase. When that fighter is activated for a second time, they can only make 1 action. They can use 1 ability in this activation (before or after their action) even if an ability was used the first time they activated.



BATTLE ROUND

1. INITIATIVE PHASE

Discard any remaining singles or ability dice.

Each player rolls 6 initiative dice. The player with the most singles has the **initiative**.

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Each player then receives 1 wild dice. The player with initiative declares how they will use their wild dice, followed by their opponent. A wild dice may be used to add 1 to your number of singles, or to turn a single into a double, a double into a triple, or a triple into a quad. You cannot add multiple wild dice to the same single or ability dice.

Each wild dice can only be used once per battle. Unused wild dice can be used in a subsequent battle round.

Each player counts their number of singles again. The player without initiative may seize initiative.

2. RESERVE PHASE

Reserve battle groups may be deployed in round 2 (RND2) or round 3 (RND3), starting with the player with initiative.

Set up reserves wholly within 3" horizontally and any distance vertically of their deployment point. For deployment lines, set up wholly within 3" horizontally.

3. COMBAT PHASE

Player take turns activating their fighters. The player with initiative chooses who takes the first turn.

A fighter makes 2 actions (**move**, **attack**, **disengage**, or **wait**) and may make the same action twice.

A fighter may also use 1 **ability** if you have sufficient activity dice (discard the dice), before the fighter's first action or after their first or second actions.

Fighters can make **reactions** during an enemy fighter's activation. **Bonus actions** can be carried out in addition to a fighter's 2 actions.

MOVE ACTION

Move up to **MOVE** in inches in a single move action.

A fighter cannot move through other fighters or any part of a terrain feature. A fighter within 1" of any enemies when they start a move action must make a **disengage action** to move away.

If a fighter begins a move action carrying treasure, subtract 2 from their **MOVE** for that move action (min 3), and they cannot **fly**. A fighter cannot make **disengage** actions while carrying treasure.

Normal move: The centre of the fighter's base must remain on a floor or platform at all times, unless it moves over **low terrain**.

Jumping: Move in a straight line horizontally through the air, and any distance vertically downwards (do not count the downward distance). If the move finishes in the air, immediately move vertically downwards until the base is on or touching a terrain feature or the floor.

If the fighter moves 2" or more vertically downward, they suffer **impact damage** (D6: on 1, the fighter takes 3 damage, on 2-3, they take 1 damage, on 4+, nothing happens).

Climbing: A fighter touching a part of an **obstacle** can move vertically up or down it (and horizontally once at the top) if they stay within ½" of it at all times. Fighters with the **mount** 2B runemark cannot climb (unless climbing stairs).

Flying: Fighters with **fly** 4A can move through the air horizontally and vertically (count the horizontal distance but not the vertical distance). A fighter is flying until the centre of their base is on the floor or a platform. A fighter cannot end a move action flying.

Falling: A fighter is **falling** if it finishes a move action with its base not on the floor or a platform, and it is not climbing; if it is climbing when its activation finishes; or if it falls from a platform after being attacked.

Your opponent place the fighter with its base centred on a point on a platform or the floor that is 2" horizontally of the fallen fighter and vertically lower (not on or through another fighter or through a terrain feature).

If the fallen fighter is now 2" or more vertically lower, they suffer **impact damage** (D6: on 1, the fighter takes 3 damage, on 2-3, they take 1 damage, on 4+, nothing happens).

ATTACK ACTION

1. Pick a weapon and target

Pick a weapon and a visible enemy fighter within range to be the **target**. If there are any enemies within 1", one of them must be the target.

Missile attack (**RANGE** greater than 3) actions cannot be made against enemy fighters within 1" of another fighter from the attacking fighter's warband unless the attack action has no minimum range and the attacker is within 3" of that enemy.

If a weapon has a minimum range, it cannot be used to target enemies outside of the given range.

2. Roll to hit

Roll a number of dice equal to the weapon's **ATTACKS**. Compare the weapon's **STRENGTH** to the target fighter's **TOUGHNESS**:

Str vs T	Hit	Critical hit
S greater than T	3-5	6
S equal to T	4-5	6
S lower than T	5	6

If a targeted fighter is in **cover**, add 1 to their **TOUGHNESS**.

3. Total damage

Per **hit** = weapon's **DAMAGE** first value.

Per **critical hit** = weapon's **DAMAGE** second value.

When a fighter's damage points equals its **WOUNDS**, they are **taken down** and removed from the battlefield.

DISENGAGE ACTION

If a fighter is within 1" of an enemy, they can make a **disengage action** to make a normal move up to 3" in any direction, but must finish the action more than 1" away from any enemy fighters.

WAIT ACTION

If a fighter makes the **wait action** as their last action in their activation, their activation ends.

If a fighter makes the wait action as their first action, place a **wait token** by them. Their activation ends, but they can be activated once more later in that combat phase. When that fighter is activated for a second time, they can only make 1 action. They can use 1 ability in this activation (before or after their action) even if an ability was used the first time they activated.

UNIVERSAL ABILITIES

[DOUBLE] Rush Add 1 to the fighter's **MOVE** until the end of their activation.

[DOUBLE] Onslaught Add 1 to the **ATTACKS** of the fighter's melee attack actions until the end of their activation.

[TRIPLE] Respite A fighter cannot use this ability if they are within 1" of enemy fighters. Remove a number of damage points allocated to this fighter equal to the value of this ability.

✧ **[TRIPLE] Inspiring Presence** Pick a visible friendly fighter within 6" of this fighter that has not activated yet this battle round. You can activate that fighter immediately after the activation of this fighter's activation ends.

[QUAD] Rampage This fighter can make a bonus move action up to a number of inches equal to the value of this ability. Then, they can make a bonus attack action.

REACTIONS

A fighter can make a **reaction** during an enemy fighter's action. The fighter must not have activated yet in the round, or the fighter has activated but they are **waiting**, or the battle is a campaign battle and the fighter has 1 or more **levels of renown**.

No more than 1 reaction can be made for each action an enemy fighter makes. A fighter making a reaction forfeits 1 of their actions that round. If they haven't yet activated, they can make up to 2 reactions. If they make 1 reaction, when they later activate that round, they can make only 1 action and cannot wait. If they make 2 reactions, they are treated as activated.

A **waiting** fighter can make a reaction, but then cannot be picked again to activate in that round. In a campaign battle, a fighter can spend 1 level of renown to make a reaction instead of forfeiting 1 of their actions that round.

UNIVERSAL REACTIONS

Counter A fighter may make this reaction after they are targeted by a melee attack action but before the hit rolls are made. For each hit roll from that attack that misses, allocate 1 damage point to the attacking fighter. For each hit roll of 1, allocate 2 damage points to the attacking fighter instead.

Take Cover A fighter in cover can make this reaction after they are targeted by a missile attack action but before the hit rolls are made. After they have been made, roll a dice for each critical hit. On a 4+, that critical hit becomes a hit instead. Fighters with the **mount** 🐾 runemark cannot make this reaction.

Strike Them Down A fighter can make this reaction when a visible enemy fighter within 1" of them makes a disengage action but before that fighter moves away. Roll a dice: on a 4+, allocate D6 damage points to that enemy fighter.

TERRAIN

OBSTACLES Any part of a terrain feature that prevents a fighter from moving horizontally and that extends vertically 1" or more from the floor or the platform upon which it is placed.

LOW TERRAIN Any part of a terrain feature that extends vertically less than 1" from the floor or the platform upon which it is placed. Fighters move normally over low terrain.

PLATFORMS A horizontally flat surface on a terrain feature with a surface area larger than 1" by 1". When a fighter within ½" of the edge is targeted by an attack action, take a **falling test** for them after resolving the attack. Roll D6: on a 1 the fighter **falls**. This rule does not affect fighters with the **fly** 🦋 runemark.

DEADLY TERRAIN Treat as obstacle, but if a fighter begins to climb it, allocate D6 damage to them first. A fighter placed within 1" of any deadly terrain after falling takes D6 damage.

UNSCALABLE TERRAIN Treated as an obstacle, but fighters cannot climb or move on it. If a fighter ends an action on it, they first suffer **impact damage**, and then they fall.

STAIRS AND LADDERS Treated as **obstacles**. Fighters that finish their activation climbing stairs or ladders can remain part way up. Fighters with the **mount** 🐾 runemark can climb stairs. When an attack action targets an enemy fighter that has ended their activation climbing stairs or ladders, the target fighter must make a **falling test** after the attack. Roll D6: on 1 they fall.

ARCHWAYS AND DOORS A fighter in contact with an archway/door can move normally through it even if it is too large, or if the door is closed. Measure in a straight line through the horizontal centre of the gap. If the fighter has enough movement to be placed on the other side, it can move through.

Fighters with the **monster** 🐉 or **mount** 🐾 runemarks cannot move through archways. Fighters with the **monster** 🐉, **mount** 🐾, or **beast** 🐾 runemarks cannot move through doorways.

COVER Draw an imaginary line between the closest points of the bases; if the line passes through an obstacle, the target is in **cover**. If the fighters are more than 1" away from each other, do not count obstacles within ½" of the attacker. A fighter on a platform is in cover if the attacker is 2" or more below the target.

MONSTERS

A monster is activated 3 times, making 1 action each time, and may use 1 ability before or after each action. If a monster makes a **wait** action, its activation ends. They cannot make **reactions**.

If at the end of a move action a monster's base is not wholly on a platform or the battlefield floor, it **falls**.

If monsters are in play, all fighters except monsters and fighters with the **beast** 🐾 runemark can use these:

MONSTER-HUNTING ABILITIES

[DOUBLE] Binding Ropes Pick an enemy monster within 1" of this fighter and roll a number of dice equal to the value of this ability. For each 4+, subtract 1 from the **MOVE** of that monster (min 3) until the end of the battle.

[TRIPLE] Go For the Eyes If the next attack action made by this fighter this activation that targets an enemy monster scores any critical hits, subtract 1 from the **ATTACKS** (min 1) of attack actions made by that monster until the end of the battle.

[QUAD] Taunt Pick a visible enemy monster within 6" of this fighter and roll dice equal to this ability's value. If 4+ is rolled on any of the dice, then until the end of the battle round or until this fighter is taken down, attack actions made by that monster must target this fighter.

Monsters cannot use universal abilities, but can use these:

MONSTER ABILITIES

🐉 **[DOUBLE] Monstrous Reach** Until the end of this monster's activation, do not count the vertical distance when measuring the range for attack actions made by this monster.

🐉 **[TRIPLE] Drag and Maul** Pick a visible enemy fighter within 6" of this monster. Remove that fighter from the battlefield and set them up within 1" of this monster. Then roll a number of dice equal to the value of this ability. For each 4+, allocate 3 damage points to that fighter.

🐉 **[QUAD] Demolishing Rampage** Pick a terrain feature within 1" of this monster. In an order of your choice, place each objective, treasure token, and fighter that is on that terrain feature, and on any other terrain feature on that terrain feature, on the battlefield floor in a place of your choice as close as possible horizontally to its current location. Then, in an order of your choice, each such fighter placed on the battlefield suffers **impact damage**. Then, remove the terrain feature(s).

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