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THE

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Game: **WARHAMMER: DISKWARS**
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WARHAMMER DISK WARS

Setup: 2 Players

Measure a 3' by 3' **battlefield**, marking the corners with the battlefield corner tokens. Players select opposite battlefield edges.

Sort the **activation**, **battle ability**, **empowerment**, **damage**, **initiative**, and **wound tokens**.

Each player rolls d6 and adds any unspent recruitment points to his roll (reroll ties). The player with the highest total chooses who receives the large initiative token and is the **first player**. The other player is the **last player**.

Shuffle the **scenario cards**. The last player draws 2 cards and chooses 1 of them to place faceup next to the battlefield as the **active scenario card**. Its scenario ability affects the game.

Reshuffle all scenario cards except the active card and deal 1 facedown to each player as his **secret objective**.

Shuffle the **deployment cards** and deal a number equal to the total number of regiments in all armies (text faceup). In reverse initiative order, take turns selecting deployment cards until all have been selected. When you select a card, place it along your edge of the battlefield with either side faceup. If you place a deployment card adjacent to another deployment card, they create a single deployment zone. Any special abilities on deployment cards in the same zone apply to the whole zone.

A deployment card placed in a discrete location (not adjacent to another card) creates a new deployment zone. Your deployment cards cannot be placed overlapping each other.

Shuffle the **terrain cards** and deal 4 faceup. In reverse initiative order, take turns selecting terrain cards and placing the corresponding terrain piece on the battlefield. You can place terrain with either side faceup, but each piece must be completely within the battlefield and cannot be within short range of another terrain piece or a battlefield edge. After placing the terrain, keep the terrain card next to the battlefield for reference.

Each player, in reverse initiative order, places his disks completely within the bounds of his deployment zones. The number deployed in each zone must equal the sum of the **deployment values** on each deployment card making up that zone.

Deployment zones extend into the battlefield up to medium range. Disks can be deployed on top of each other. You cannot deploy a disk pinning or overlapping an enemy disk, or overlapping an enemy deployment zone.

All hero disks must be deployed. If a player is ever unable to deploy one of his heroes, he must **reinforce** it during the first round or move it to his casualty pile at the end of that round.

The Reserve

Each player has a **reserve area** next to the battlefield where he places his undeployed disks. Keep your reserve separate from your **casualty pile**.

The only action available to a disk in your reserve is to activate it to **reinforce**. Place the disk onto the battlefield within the bounds of one of your deployment zones and place an **activation token** on it.

Line of Sight (LOS)

LOS is required for ranged attacks and to **target** disks with abilities. Disks have LOS to each other unless there is a piece of terrain with the **blocks sight** keyword in between them. If a straight line can be traced from any portion of one of the disks to the other without intersecting the terrain, the disks have LOS to each other. Terrain does not block LOS to and from a disk overlapping it; only to and from disks outside its bounds.

Pinning

A disk on top of another disk (ignore tokens that may cause there to be no actual physical contact between the disks) is **pinning** it. If there is a disk between 2 disks, the top disk is not pinning the bottom disk.

Range

There are 4 **ranges**: **short**, **medium** and **long** (each of which has a segment on the range ruler); and **siege** (any distance beyond long range). You can measure range whenever you want, and range is always measured from the short end of the range ruler.

Empowering Disks

When you resolve a special ability that **empowers** a disk, place an **empowerment token** on that disk. You cannot empower a disk that is already empowered.

An empowered disk gains 1 **attack strength**, 1 **counter strength**, and 1 **toughness** for as long as the empowerment token remains on the disk.

Game Round

1. Activation Phase

Repeat these steps until all disks on the battlefield are either pinned or activated, or players have no more command cards left to play.

1. Choose Command Cards

Each player secretly selects a **command card** from his hand and places it facedown in front of him. You must play a command card, if able, even if all of your disks are activated and pinned. Then all players reveal their command cards simultaneously.

2. Resolve Command Cards

Check the **strategies** on the command cards: resolve **bold** cards before **steady** cards, **steady** cards before **devious** cards, and **devious** cards before **bold** cards. **Slow** cards are resolved last.

If players reveal a card with the same strategy, the first player resolves his card first.

When it your turn to resolve your command card, first apply the effects of a **passive ability**, if any. These are active as soon as the card is revealed and last until the command card is discarded (but may need to be applied to a particular disk).

Then decide whether to use the card's **battle ability** (italics), if any. This are optional and can only be used once, before or after using the command card to activate a disk. Measure any range restrictions from the disk using the ability. Disks do not have to activate to perform a battle ability, and can even use them while pinned.

Then use the card's **activation value** to activate disks, (ignore unused activations). You can activate any of your disks that are not already activated or pinned. After a disk takes an action, place an **activation token** on it to indicate that the disk has been activated.

When you activate a disk, it must take one of these actions:

Move: Flip the disk end over end a number of times up to its **movement**. It must stop moving if it pins an enemy disk.

Resolve a focus ability: Follow the instructions on the activated disk to resolve any **focus ability**. A disk may target itself with its focus ability (or a battle ability) if that ability's text does not specify otherwise.

Make a ranged attack: Roll battle dice for any **ranged attack** against another target disk.

Pass: The disk does nothing.

3. Discard Command Cards

Each player discards the command card he just resolved by placing it faceup in his command card discard pile. Then return to the *Choose Command Cards* step unless all disks are activated or pinned.

2. Melee Phase

Resolve each **engagement** in an order chosen by the first player. An engagement is created each time a disk pins an enemy disk. After all engagements are resolved, continue to the End phase.

Most engagements involve 2 disks: an **attacker** (the disk pinning) and a **defender** (the disk being pinned). Disks attack and defend simultaneously: the attacker deals damage equal to its attack strength to the defender, and the defender deals damage equal to its counter strength to the attacker.

A disk must deal its melee damage, if able; it cannot choose to refrain from an engagement. If a new engagement occurs as a result of another engagement being resolved, players cannot resolve the new engagement during the same melee phase.

When a disk takes damage, place **damage tokens** equal to the amount of damage dealt.

If a disk ever has damage on it equal to or exceeding its toughness, it takes a wound and is immediately placed in its player's **casualty pile**.

There are 2 types of damage: **physical** and **arcane**. Both cause damage tokens to be placed on disks, but some disks are resistant or immune to a specific type. Melee combat deals physical damage.

Damage with the type is **true damage** and ignores **immune** and **resistant**.

When a disk with **stamina** takes a wound, it is only removed as a casualty if it already has wound tokens on it equal to its stamina. Otherwise, remove all damage tokens from it and replace them with a wound token.

If a disk with **swift** of the same type (or vice versa), the disk deals its melee damage as if it does not have either keyword.

Resolving a Scrum

If multiple attackers and defenders are involved, each disk can only deal melee damage to 1 enemy in an engagement. Starting with the attacking disks, each player chooses which enemy disks his disks damage.

A disk pinned by an enemy disk and also pinning another enemy itself is an **embattled** disk, as it is both an attacker and a defender in separate engagements.

A **scrum** occurs when multiple engagements overlap each other, resulting in a disk becoming embattled. Resolve a scrum 1 engagement at a time, starting at the top of the pinned disks (the one where the embattled disk is the defender).

When resolving a scrum, if you need to move a disk to either read information on it or remove a casualty, the player controlling the disk can remove any tokens on it and lift it directly upward, returning it as close to its original position as possible afterwards.

3. End Phase

Each player removes all tokens from his disks, except **wound tokens**. Then each player returns all command cards in his discard pile to his hand.

The round then ends and a new round begins, unless the game has ended.

Ranged Attacks

When you activate a disk with a **range** keyword, you may use that disk to make a **ranged attack** targeting another disk (even one that is pinning). The target disk must be within the maximum range listed.

When a range is specified, measure the range using the range ruler from the surface of the disk using its ranged attack or ability to the surface of the other disk. The point where the range ruler touches the other disk defines the measured range. If the measured range is within the maximum range of the disk using its ranged attack or ability, the other disk is **in range**.

The attacking player then rolls a number of **battle dice** equal to the missile value of the ranged attack.

Resolve results as follows:

Scatter: Resolve scatter before dealing any damage. Reroll this battle dice against the disk nearest to the target within short range (if there are none, scatter has no effect). Ignore any scatter result, but apply other results as normal.

Hit: Deal damage of the type specified to the target equal to the strength of the attack. Ignore this result when making an attack at siege range.

Critical Hit: Deal damage of the type specified to the target equal to the strength of the attack. If the target disk is not activated, also place an activation token on it.

Miss: No effect.

Chaos: No effect unless the attacking disk has an ability that references it.

If a ranged attack has a strength of **d6**, roll a six-sided dice along with the battle dice for the amount of damage dealt by each hit and critical hit.

A disk cannot make a ranged attack against itself.

Scatter

Scatter results are resolved against disks in scatter range as if those disks are at the same range from the attacker as the target disk. It does not matter if the disk that scatter is being resolved against is outside of the maximum range of the attack.

Terrain

A player controls a piece of terrain when a disk that he controls is overlapping that terrain and no enemy disk is also overlapping that terrain.

Winning the Game

The game ends after 5 rounds. At the end of the last round, each player moves all remaining disks in his reserve to his casualty pile.

Then each player scores a number of **victory points** (VPs) based on his objective. The player with the most VPs wins the game, with ties broken in initiative order.

If a player has no disks remaining on the battlefield at any time, he is immediately eliminated from the game. If all remaining players' disks are removed as casualties at the same time, no one wins. If all but 1 player is eliminated, the remaining player wins the game.

Game Options

Special Scenario Game

When playing a special scenario game, choose a special scenario card prior to setup and follow its instructions. Unless the card says otherwise, standard setup rules are used.

The *Strongholds* special scenario card requires 1 core set per player.

Multiplayer (3 or 4 players)

Setup

The player who won the initiative roll assigns initiative tokens, including 3 and 4 tokens as appropriate, to determine the initiative order.

Initiative order starts with the player with the large initiative token and continues with the players with the 2, 3, and 4 tokens, respectively. The player last in initiative order is the **last player**.

To resolve an effect in **reverse initiative order**, start with the last player and continue in ascending order to the first player.

In a 3 player game, the 'squeezed' player with a deployment edge adjacent to both of the other players' edges may use his full deployment edge, but the other 2 players must place deployment cards within long range of the battlefield corner opposite the one they share with the squeezed player.

In a 4 player game, no player can place deployment cards within medium range of any battlefield corner.

Command Card Resolution

To resolve command cards, compare the strategy of the first player's card to the strategy of each other player's card when determining the resolution order.

If the first player plays a **slow** command, compare the rest of the cards to each other to determine the resolution order (the slow command is still resolved last), with ties broken by initiative order.

Resolving Engagements

Enemy disks attack or defend together if they are both pinning or being pinned by other enemy disks. Players choose where to deal their damage in initiative order.

Winning the Game

If players are tied after VPs are determined, resolve the ties in initiative order.

Customising an Army

Players agree before the game on the number of **regiments** they will use. You must choose a **hero** to lead each regiment. Each hero has **recruitment points** that are spent to recruit units into the regiment.

Each unit has a **recruitment cost**: how many points that unit costs to recruit. A hero cannot recruit disks with a total recruitment cost exceeding his recruitment points.

- You cannot have both **Order** and **Destruction** disks in the same army.
- You cannot have more than 1 copy of a **unique** disk in your army.
- A hero cannot recruit disks affiliated with another race.
- A hero must recruit an equal or greater number of small disks than the total number of medium and large disks (not counting the hero itself).
- You must have at least 1 unique hero in your army.
- There cannot be more than 3 copies of a small disk, 2 copies of a medium disk, and 1 copy of a large disk per regiment.
- There cannot be more than 1 **elite** disk per regiment.

Each hero has a **command value**. Select a number of command cards equal to this value to add to your hand of command cards. You cannot have more than 1 copy of a command card (by title) in your hand.

WARHAMMER DISKWAR

Game Round

1. Activation Phase

Repeat these steps until all disks on the battlefield are either pinned or activated, or players have no more command cards.

1. Choose Command Cards

Each player secretly selects a **command card** and places it facedown. Then reveal command cards simultaneously.

2. Resolve Command Cards


Resolve **bold** cards before **steady** cards, **steady** cards before **devious** cards, and **devious** cards before **bold** cards. **Slow** cards are resolved last.


When it your turn to resolve your card:

1. Apply the effects of any **passive ability**.
2. Decide whether to use any **battle ability**. The disk does not have to activate, and can even use the ability while pinned.
3. Use the card's **activation value** to activate any of your disks that are not already activated or pinned. After a disk takes an action, place an **activation token** on it.

An activating disk must take one of these actions:

Move: Flip the disk end over end a number of times up to its **movement**. It must stop moving if it pins an enemy disk.

Resolve a focus ability: Follow the disk's instructions to resolve a **focus**  **ability**.

Make a ranged attack: Roll battle dice for a **ranged attack**  against another target disk.


Pass: The disk does nothing.



3. Discard Command Cards







Each player discards his resolved command card faceup in his discard pile.

2. Melee Phase

Resolve each **engagement** in an order chosen by the first player. Continue to the end phase after they are all resolved.

Disks deal damage simultaneously. When a disk takes damage, place **damage tokens**  on it equal to the amount of damage.

If a disk ever has damage on it equal to or exceeding its toughness , it takes a wound  and goes to its **casualty pile**.

Physical  and **arcane**  damage causes damage tokens to be placed on disks, but some disks are resistant or immune to a specific type. Damage with the  type is **true damage** and ignores **immune**  and **resistant**  and .

A disk with **stamina** that takes a wound is only killed if it already has wound tokens on it equal to its stamina. Otherwise, replace all damage tokens on it with a wound token.

Each disk can only deal melee damage to 1 enemy in an engagement. A disk pinned by an enemy disk and also pinning another enemy is **embattled**. A **scrum** is when multiple engagements overlap each other. Resolve a scrum 1 engagement at a time, starting at the top of the pinned disks.

3. End Phase

Remove all tokens except **wounds** from disks. Each player then returns all command cards in his discard pile to his hand.

Ability Reference

Disk Abilities

Keywords

Flank. The disk can be reinforced from any battlefield edge, except into an opponent's deployment zone or in a way that it pins an enemy disk. The disk must be placed completely within the battlefield but touching an edge. Flanking is optional; the disk may be reinforced normally.

Flying. The disk ignores disks and terrain during movement. It still counts as pinning any disk or overlapping any terrain piece it ends its movement on.

Frenzy. The disk can attack *all* disks it is pinning, instead of just 1 disk.

Immune (X). The disk cannot be targeted or damaged by X.

Impact X. The disk deals X physical damage to each disk it pins *after* a flip. This is not applied when the disk is deployed or reinforced, or when a flying disk moves over a disk without ending its movement.

Magic X. The disk can activate to deal X arcane damage to a target enemy within medium range. This is a focus ability, not a ranged attack.

Mobile. The disk can use its focus ability or ranged attack when making a move action. Either must be resolved separately, before or after resolving the move action.

Relentless. The disk does not have to stop moving the first time it pins at least 1 enemy disk during movement.

Resistant (X). The disk takes only half the amount of damage each time it is dealt damage by X (rounded up).

Scout. The disk, when deployed, may make a free move action before the game's first activation phase. It cannot overlap or deal damage to an enemy during this move. If multiple players have *scouts*, resolve each player's scouting in initiative order. The move is affected by terrain. No activation token is placed on a disk after it scouts.

Slow (🌀), (🌀🌀), or (🌀🌀🌀). The disk deals its damage *after* other disks in melee combat that do not also have *slow*. The disk can be killed before it deals its damage.

Strider. The disk ignores terrain abilities during its movement.

Swift (🌀), (🌀🌀), or (🌀🌀🌀). The disk deals its damage *before* other disks in melee combat that do not also have *swift*. If this removes an enemy disk as a casualty, then that disk does not deal its melee damage.

Specific Abilities

Big Boss. This can remove activation tokens from any disk with *Boyz* in its title.

Hellcannon. When the Hellcannon rolls a ✨ result during a ranged attack, it must flip toward the nearest disk it is not pinning. If it is able to overlap the disk, it must do so. The controlling player chooses how best to flip it, provided the end result is that it overlaps the nearest disk, if able.

Kairos Fateweaver. An activation token is placed on the disk reinforced with this ability.

Plaguebearers. This is active at all times. If an empowered disk moves within short range of the Plaguebearers, it loses its 🏰, even if it immediately moves out of range.

Steam Tank. When activating to make a ranged attack, the Tank can choose to use any one of its 3 ranged attacks, provided the range requirement of the attack is met.

Tyrion. Tyrion makes a separate d6 roll for each disk he engages.

Command Card Abilities

Keywords

Order or Destruction Only. These can only be chosen by a player who has a hero in his army of that faction affiliation.

Unstable. Roll 1 battle dice. On a ✨, apply the effects of the ability to the disk that used this ability in addition to all targets.

Specific Abilities

Winds of Morai-Heg. No affect on a disk that already has a maximum range of siege range.

Nurgle's Rot. If used on an already damaged disk, it immediately takes a wound (remove the damage) if the damage on the disk now exceeds its new toughness.

Blood for the Blood God. The disk can resolve *any* engagement the disk is involved in, whether or not it is embattled.

Terrain Abilities

Keywords

Blocks Sight. Blocks LOS.

Cover. A ranged attack targeting a disk overlapping this terrain rolls 1 fewer battle dice (minimum 1). This does not affect scatter rerolls.

Dangerous (🌀 or 🌀🌀). If a disk overlaps this terrain after a flip or after being reinforced, roll d6 and deal that amount of damage of the specified type to the disk. This does not end a disk's movement action. Do not roll d6 when deploying disks on dangerous terrain.

Defensive. A disk overlapping this terrain gains *swift* (🌀).

Fortified. A disk overlapping this terrain gains *immune* (*impact damage*).

High Ground. A disk overlapping this terrain can draw LOS across anything blocking LOS.

Rough. If a disk overlaps rough terrain after a flip, it must immediately stop moving. A disk does not have to stop moving after a flip if it was already overlapping that rough terrain prior to the flip.

Specific Abilities

Cave. 🏠 results can be resolved against disks overlapping the cave, even if the disk targeted by the ranged attack is not overlapping the cave.

Ruined Windmill. When reinforcing a disk with the ruined windmill's special ability, the reinforced disk does not have to be completely within the bounds of the Windmill, just overlapping it.