



Setting Up

1) Present warbands

Take turns presenting fighters, equipment and special rules.

2) Determine attacker

Roll off. Winner decides who is attacker and who is defender.

3) Select a scenario

Choose a scenario to play.

4) Set up terrain

Alternate placing terrain while agreeing on terrain types. Place objective markers and treasure tokens during this step too.

5) Deploy warbands

Both players divide their warband into thirds (search parties). Distribute fighters as evenly as possible. Then take turns deploying search parties to the battlefield according to the scenario instructions. Each fighter after the first must be placed within 3" of another fighter in the search party.

6) Optional rules

Add twists, contracts or hired swords.

7) First battle round begins:

- Initiative Phase
 - Combat Phase
 - End Phase
- REPEAT

WINNING

After 4 battle rounds, roll a d6: On a 1-2, the battle ends. On a 3+, the battle continues for another battle round.

The scenario determines the winner, then perform the aftermath sequence.

CHANNEL MAGIC

WIZARDS only. Either add a [Double] with an (X) of 3, or apply one of the following to an existing ability dice:

- Improve it one tier ([Double] > [Triple] > [Quad]).
- Increase its (X) by 3 (max 6).

Then roll a d6 and the calamity table. A **WIZARD** may channel multiple times for the same ability dice. The channelled dice must be used during this activation. It cannot be passed to another fighter and is discarded if unused.

Initiative Phase

1) Determine Initiative

Each player rolls 6 dice. Compare singles. Tie? Roll off.

2) Ability dice

Group remaining dice by matching value. These fuel abilities in the combat phase.

3) Use Wyrd Dice

Each player receives 1 wyrd dice. Starting with player with initiative, you may use it to add a single, or improve an ability dice one step (single > [Double] > [Triple] > [Quad]). Set its value to match the dice being improved.

You may save wyrd dice for a later round, and use multiple wyrd dice in the same round, but each ability dice can only be improved once.

Seize Initiative

After both players declare wyrd dice use, recount singles. If the player without initiative now has more, they seize initiative. players are tied for singles (and weren't before), roll off. Winner has initiative.

Combat Phase

Players alternate activating fighters, player with initiative decides who begins. Each fighter activates once; when all have activated, the combat phase ends.

Each fighter makes 2 actions per activation, in sequence. The same action may be taken twice. There's no limit to amount of free actions a fighter can make in an activation.

MOVE

Move up to the fighter's Move characteristic in inches, in straight-line increments (rounded up to the nearest inch).

- Cannot move through terrain (unless insignificant) or enemy bases.
- Cannot start a Move action within 1" of an enemy. Use Retreat instead.
- Can move to within 1" of an enemy but must stop there, unless enemy is already within 1" of a friendly fighter.

Climbing: May climb obstacles as part of a Move action. Vertical distance counts as double (unless using rope and hook, or ladder). Must stay within 1/2" of the obstacle. May end a move action while climbing, but falls if still climbing at activation's end.

Jumping: May jump or drop from obstacles or platforms. Vertical distance is free; only horizontal counts. Jumping more than half their Move (round up) requires a jump test (d6): 1 = fall, 2-6 = may jump up to full Move.

Dropping further than 2" vertically, or ending a Move action mid-jump, causes an automatic fall.

Falling: Opposing player places the fighter at a reasonable landing spot. Take d3 damage per full 2" fallen.

Flying: Only horizontal distance counts; fighter moves freely over terrain and fighters. Cannot end a Move action while flying.

RETREAT

If within 1" of an enemy, a fighter must Retreat to move away. Move up to 3" in any direction, but cannot end within 1" of an enemy. If no such position exists, choose a different action instead.

WAIT

If first action: The fighter is waiting. Their activation ends, but they may activate once more later in the combat phase, using their remaining action then. The fighter may use an ability in that second activation, even if they already used one in the first.

If last action: The activation simply ends. Use this when the fighter has nothing else to do.

Roll	Calamity
1-2	WIZARD taken out of action
2-3	WIZARD suffers (X) damage
4-6	No effect

ATTACK

1. Select a weapon and target

Choose a weapon. Melee weapons make Melee Attacks, ranged weapons make Ranged Attacks. Select a visible enemy within range. If any enemy is within 1", one of them must be the target. Ranged Attacks cannot target enemies within 1" of a friendly fighter.

Weapon Range: A target must be within the weapon's Range characteristic. Some weapons have a minimum range (e.g. 3–18" cannot target within 3").

2. Roll to hit

Roll dice equal to the weapon's Attacks characteristic. Compare the attacker's Fight (melee) or Shoot (ranged) to the target's Defense, apply modifiers, then consult the Hit Table.

3. Allocate damage

Each hit deals damage equal to the weapon's first Damage characteristic. Each critical hit deals damage equal to the second. If dealt damage while within ½" of edge of platform, roll a D6: on a 1, the fighter falls (see Move).

Fight/Shoot vs Defense	Miss	Hit	Crit
Twice or greater	1-2	3-4	5-6
Greater	1-2	3-5	6
Equal	1-3	4-5	6
Less	1-4	5	6
Half or less	1-4	5-6	-

Cover: +1 Defense if line between the closest points of each base passes through an obstacle (ignore obstacles within ½" of the attacker), or the target is on a platform 2"+ above the attacker.

Flanked: -1 Defense if one or more friendly fighters are within 1" of the target, and at least one of them is not within 1" of other enemy fighter.

Blast: For each crit, deal 2 damage to another visible fighter within 1" of the target

Blessed: Increase Fight characteristic by 1 when attacking **VAMPIRE**, **THRALL** or **DAEMON**

Mighty X: Increase fighter's Fight (or Shoot) characteristic by 1

Parry: Increase fighter's Defense by 1 (when target of melee attack)

Reload: Must make wait action before making attack with this weapon again.

Unreliable: If any hit rolls result in a 1, all hit rolls are discarded and the attack action ends.

Whipcrack: Target cannot make reactions

ABILITIES

Fighter may use ability once per activation, before the first action or after the first or second. Discard the required ability dice to activate. You may discard a higher-tier dice for a lower-tier ability (e.g. a [Triple] for a [Double] ability), but all dice in that combination are discarded.

Ability Value (X) refers to the value shown on the dice used. A [Double] showing 5s has a value of 5. (X/2) means half that value, rounded up.

[Double] Rush: Add 1 to the Move characteristic of this fighter until the end of their activation.

[Double] Respite: A fighter cannot use this ability while within 1" of an enemy fighter. Remove (X) damage points from this fighter.

[Double] Careful Aim: Add 1 to the Shoot characteristic of this fighter for its next Ranged Attack action this activation.

[Double] Diving Charge: Use this ability after making a move action where it fell more than 2" vertically. Until the end of their activation, you may add 1 to their Fight characteristic for every full 2" they fell.

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

[Triple] Onslaught: Add 1 to the Attacks characteristic of melee attack actions made by this fighter until the end of their activation

[Quad] Rampage: This fighter makes a bonus move action. Then, they can make a bonus attack action.

REACTIONS

Make a reaction during an enemy's activation if one of the following are true:

- Fighter has not yet activated.
- Fighter has activated but is waiting.
- Fighter is a **HERO** with their heroic reaction remaining..

Each reaction forfeits one of the fighter's actions (or heroic reaction). A fighter who forfeits all actions is treated as already activated and cannot be chosen to activate. Only 1 reaction may be made per enemy action.

[Reaction] Counter: Use this reaction when targeted by a melee attack action but before the hit rolls are made. If any hit rolls from that attack action misses, inflict 2 damage points to the attacking fighter. If any hit rolls from that attack action is a 1, inflict 3 damage to the attacking fighter instead.

[Reaction] 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 the hit rolls have been made, roll a dice for each critical hit. On a 4+, that critical hit becomes a hit instead.

[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.

REACTIONS

Bravery Test: Roll a d6 and compare to the fighter's Bravery characteristic. Equal to or greater: passed. Less: failed, with consequences as stated by the triggering rule.

Panic: The most common consequence of a failed Bravery test. A panicked fighter subtracts 1 from Fight and Shoot until the end of the battle round.

When attacking a **TERRIFYING** enemy, take a Bravery test or become panicked. If passed, no further Bravery tests from Terrifying enemies are required for the rest of that activation.

End Phase

Once half your fighters (round up) are taken out of action, your warband begins wavering. While wavering, each fighter must pass a Bravery test when first activated or become panicked.

Withdraw: If wavering, you may voluntarily withdraw instead of starting a new battle round. Friendly fighters within 1" of an enemy drop any treasure tokens and are removed from the battlefield. The enemy wins, and all treasure tokens remaining on the battlefield are claimed by them.

START NEW BATTLE ROUND
(UNLESS END OF FOURTH BATTLE ROUND)