**GENERAL PRINCIPLES**

**The most important rule**: Whenever the rules are unclear, use common sense and personal preference.

**Luckout**: Regardless of modifiers, rolls of 6 are always successes, and rolls of 1 are always fails.

**PREPARATION**

**The Warband**: Players put together two Warbands of equal points before the game begins. 500pts is a good starter game, with 1500pts being full sized.

**Organisation (optional**): A single unit type may not make more than 35% of the total Warband’s points cost.

**The Captain**: Players may choose any one model to be their Captain (max. 1 per Warband). If the Captain is killed, all Warband units receive a permanent -1 to Willpower.

**PLAYING THE GAME**

Players put several D6 dice, equal to their number of Warband’s units, into a single bag. Shake the bag. Each turn, a single die is drawn from the bag and given to the player it belongs to. That player can now activate a single unit that has not been activated this game round. Proceed until all dice are on the board and repeat for each game round.

Several Multiplier dice, equal to the number of player models, are rolled at the start of each game round. These are tallied and used as per the **Multipliers** rule.

**ACTIVATION**

The player picks one unit that hasn’t activated yet, and it must take one action:

|  |  |  |
| --- | --- | --- |
| **Action** | **Move** | **Notes** |
| *Fire* | 0” | Can shoot |
| *Advance* | 6” | Can shoot and move |
| *Run* | 12” | Can move / charge |
| *Ambush* | 0” | Can shoot when opponent moves |
| *Down* | 0” | +2 against to Hit |
| *Rally* | 0” | Remove D6 Pressure markers |

**MOVEMENT**

Units must remain at least 1” away from any other unit. When declaring any attack, distance is measured from base to base.

**SHOOTING**

Roll XD6 (where X is the number of Hits). On a 3 or higher, a Hit is considered a success. Roll XD6 (where X is the number of successful Hits) to Damage. On the target’s Wounds value or higher, Wounds are deducted as successful Damage. Target units may react by taking a *Down* action unless they have already been activated this game round.

The following to Hit modifiers are applied for shooting:

|  |  |
| --- | --- |
| **Modifier** | **To Hit** |
| *Short range (below half range value)* | -1 |
| *Fire while moving* | +1 |
| *Long range (half range value and above)* | +1 |
| *Target is in Soft Cover* | +1 |
| *Target is in Hard Cover* | +2 |
| *Target is Down* | +2 |

**MELEE**

Declaring a *Run* action against a target within 12” initiates a charge. The target may react fire if they are in *Ambush* or have not been activated this game round. Move to within 1” of the target. Roll XD6 (where X is the number of Hit rolls) to Damage. On the target’s Wounds value or higher, Wounds are deducted as successful Damage. If the opponent survives, they must repeat **Melee** steps until either unit is killed.

**MULTIPLIERS**

Multiplier dice are used during each game round to activate abilities. These are divided into four tiers: Singles (x1), Doubles (x2), Triples (x3) and Quarts (x4). All combinations of Multiplier dice are tallied, with die able to count for one or more tier simultaneously.

**ABILITIES**

All units have a set number of 1-4 Abilities. Abilities are divided as either Passives (abilities that always apply without tigger) or Actions (abilities that trigger on an action). Action abilities further have Multiplier costs to use. Abilities that use the *Fire* or *Advance* action replace regular shooting, but still following **Shooting** rules.

**PRESSURE**

Pressure markers are applied when a unit successfully Hits another unit while shooting. If at least one Pressure marker is applied to a unit, they must take a Pressure test before taking any action. Roll 2D6 and, on the target’s Willpower value or higher, the test is passed. Each Pressure marker applied reduces a unit’s Willpower by 1. If a Pressure test is failed, the unit takes a *Down* action. Pressure tests do not apply to the *Rally* action.

**TERRAIN**

Terrain comes in one of five forms: *Hard Cover*, *Impassable*, *Obstacle*, *Rough Ground* and *Soft Cover*. Rules for each of these are detailed in the **Special Rules Reference**.

**MODIFIERS**

Modifiers are any effect derived from an ability or special rule. They are applied as and when indicated. Where there is confusion, refer to *the most important rule* in **General Principles**.

**WEAPONS**

All units may take 2 weapon choices. These are selected from a unit-specific list, and come in any of three types: Melee, Ranged, or Caster. weapons generally have points costs allocated to them. Weapons are required in all offensive situations, such as charging, shooting and casting offensive abilities. Melee and Ranged weapons can be dual-wielded – allowing their simultaneous use in a single action.

**SPECIAL RULES REFERENCE**

**Arcane Blast (x2 Fire/Advance)**: Deal 2 Hits / 18” Range / *Penetration 1*.

**Bayonet**: Counts as a 1 Hit / 0” Range Melee weapon.

**Brutal Assault (passive**): Does not trigger react file when charging.

**Burn (X)**: Unit takes X additional Wounds during the next game round. Does not stack.

**Cleanse**: Remove all negative effects from the target.

**Ensnare**: Prevents the target from moving until the next game round.

**Force of Arms (passive**): Grants a third Melee weapon choice for no points cost.

**Hard Cover**: Grants +2 against to Hit rolls when shooting. Must be within 1” of the terrain and wholly covered by it.

**Heal (x2 Fire/Advance**): Target a friendly unit, removing D3 Wounds.

**Impassable**: Terrain may not be passed through.

**Marksman (passive**); Negates long range penalty for shooting.

**Merciless Sunlight (x4 Fire/Advance):** All units’ shooting attacks inflict *Burn 1* until the end of game round. May be used only once per game round.

**Moonlight Recall (x3 Fire/Advance)**: Enter *Ambush* after shooting. *Ambush* is treated as if this unit was not activated this game round for the purpose of react fire.

**Mount (Bog Wolf**): Counts as a D2 / 0” Range / *Penetration 1* Melee weapon.

**Mounted**: Movement speed is increased by a further 6”/12”. *Fire while moving* penalty is increased by +1. May not make use of cover.

**Obstacle**: Terrain may be passed on a *Run* action. Unit must end wholly outside of the terrain for the action to be a success. Movement speed is reduced by half when passing Obstacles.

**Overflowing Power (passive**): +1 die when rolling Multipliers at start of game round.

**Parry (x2 Down**): For the rest of this game round, this unit may react to a charge by making the first melee attack. Does not negate any modifiers that would have been applied during a regular charge.

**Penetration (X)**: Reduces the target Wounds value by X for the purposes of Damage calculation. Stacks.

**Precognition**: May re-roll to Hit rolls.

Pummel (x2 Run): Gain *Penetration 2* when charging. Does not apply past initial charge.

**Queen’s Surge (x3 Run**): Gain 3+D3" Movement when charging.

**Rapid Fire (x2 Fire/Advance**): Roll D6. On a 4 or higher, double your Hit rolls.

**Rough Ground**: May not take a *Run* action through this terrain.

**Sacred Chant (passive**): All friendly units within 18" gain +1 when taking Pressure tests. Does not stack.

**Stealth (passive**): Can move up to 3” after entering *Ambush*. Only triggers on initial activation that game round.

**Soft Cover**: Grants +1 against to Hit rolls when shooting. Must be within 1” of the terrain and wholly covered by it.

**Sunfire Shot (x3 Fire**): Deal D2 Hits / Weapon Range / *Burn 2.*

**Throw Knife (x2 Fire/Advance**): Deal D2 Hits / 6” Range / *Penetration 1*.

**Two-handed**: Weapon cannot be dual-wielded.

**Unwieldy**: Can not be fired while moving.