

GENESYS

Universal Miniature System

Revision: Mar 13 2018

Core Rules

Profiles

Model Profiles

Every model has a profile that describes the statistics and special rules for that model. Here is an example profile:

Templar Paladin

(templar, paladin)

SPD 5" | EV 4 | ARM 3 | HP 3

[MELEE 1] *Lightning Hammer* [RNG 2" | HIT 8 | DMG 8]

- **CRIT (3)** - After resolving the DMG test, this model may choose to apply an additional DMG 5 damage test against the defender and push the defender 2" directly away

[SPECIAL 2] *Thunderwave*: All models within 2" are pushed 2" away and receive a DMG 5 damage test

Model Basic Stats

A model's profile will list its basic stats

- **Traits**: This is the list of special-rule keywords that describe the model. Traits may be referenced by special rules on this or other models
- **SPD (Speed)**: A measure of a model's speed. Models can move their SPD value in inches per turn; a model at full run is able to move twice this distance (see [Movement](#))
- **EV (Evade)**: A measure of a model's ability to avoid being hit by an attack. A model's size, quickness and skill all contribute to its EV. Models roll a number of dice equal to their EV stat when defending against attacks
- **ARM (Armor)**: A measure of how well a model can resist being damaged. Natural resilience and armor contribute to its ARM. When a model takes damage, it rolls its ARM stat to reduce the amount of damage taken.
- **HP (Health Points)**: A measure of how much damage a model can take before being destroyed. Once the model has taken damage equal to its HP,

the model is destroyed and removed from the table (see [Taking Damage](#)).

Model Special Rules

A model's profile may list special rules. These special rules are passive abilities that are always in effect. Here is an example of a special rule:

Guard: If a friendly model within 2" of this model is hit by an attack, you may choose to perform the damage test against this model instead.

Model Actions

A model's profile will list the actions available to that model. Actions represent the various attacks and special moves that the model can perform (see [Perform Actions](#)).

Every action has an AP, which is its cost in action points. Models normally receive 2 action points per turn which they can use to perform actions.

Some actions have the keyword ONCE after its AP, meaning that it can only be performed once per activation.

Every action will be one of 5 types:

- **[MOVE]**: Move actions are the primary way that models are maneuvered around the table (see [Movement](#)). A model can only perform one move action per activation, no matter what the AP of the move action is.
- **[MELEE]**: Melee attack actions are used to attack and cause damage to another model in hand to hand combat (see [Attacks](#)).
- **[RANGED]**: Ranged attack actions are used to attack and cause damage to another model from a distance (see [Attacks](#)).
- **[SPECIAL]**: Special actions describe a variety of unique interactions that can be performed by a model. Every special action will have special rules that describe how that action works.
- **[COMMAND]**: Command actions are used by leaders to enhance the troops under their command (see [Command Actions](#)). Although their effects are

similar to special actions, they are different because you need to spend command tokens rather than action points.

Here are examples of different actions:

[MELEE 1] *Relic Hammer* [RNG 1" | HIT 7 | DMG 5]

[SPECIAL 1, ONCE] *Healing Wave*: Target friendly model within 12" is healed by the success margin on a 6/0 healing test

[COMMAND 0] *Call of the Underworld*: Target enemy model within 6" receives the Weakened condition for one round

MELEE and RANGED actions are attack actions and have additional stats that are used when performing an attack (see [Attacks](#)).

- **RNG (Range)**: A measure of an attack's maximum range. A target model must be within RNG inches from the attacking model in order for the attack to hit. For some actions, RNG is listed as multiple values separated by slashes. Multiple RNG values indicate that a weapon has different accuracy at different range bands, and there will be a separate HIT value for each RNG band.
- **HIT (To Hit)**: A measure of an attack's accuracy. Models roll a number of dice equal to their HIT to determine if an attack hits its target.
- **DMG (Damage)**: A measure of how much damage this attack will cause if it hits. If an attack hits, the attacking model will roll a number of dice equal to its DMG to determine how much damage is caused (see [Taking Damage](#))

Terrain Profiles

Every piece of terrain has a profile that describes the characteristics and special rules for that terrain. Before a game begins, both players must agree on which profile applies to each piece of terrain on the table.

Here is an example profile:

Forest

(flammable, forest)

SLOW 2" | COV +3 | AREA

[SPECIAL] *Forest Trails*: Models with the *treewalker* trait can pass through this terrain without movement penalty.

A terrain profile will list its basic stats

- **Traits**: This is the list of special-rule keywords that describe the terrain. Traits may be referenced by special rules on this or other models
- **SLOW (Movement Penalty)**: A measure of how much this terrain hampers a model's movement. Models that start their activation in the terrain or enter the terrain during their activation, will reduce the maximum distance of their movement by this penalty (see [Movement](#)). If SLOW is "impassable", then models cannot enter or move through the terrain at all.
- **COV (Cover)**: A measure of how much protection this terrain offers against ranged attacks. If a model is in or touching the terrain feature, it will get this bonus to its EV whenever it defends against a ranged attack (see [Cover](#))
- **AREA**: An indication of how this terrain will affect line of sight. If terrain has the AREA stat, then you can see into the terrain but not through it. If terrain does not have the AREA stat, then what you see is what you get (see [Line of Sight](#))

In addition to its basic stats, a terrain profile may also list special rules.

Core Mechanics

Success Tests

Players will often need to determine whether an action succeeds or fails. To determine whether an action is successful, the players perform a success test. Success tests are often abbreviated based on the type of test being performed such as hit test or damage test.

During a success test, both the acting player and the defending player simultaneously roll a pool of 6-sided dice. The number of dice that a player rolls is equal to a stat of the model involved. The stat that is used for a particular success test depends on the type of action. Every action that requires a success test will be written as:

acting-model-stat / defending-model-stat.

Once the players have rolled their pools of dice, every dice that rolled a 4+ (4, 5, or 6) is considered a success while a 1, 2 or 3 is considered a failure. Each player counts the number of successes, and the player with the most successes wins. If there is a tie, then the defending player wins.

Example: an elven archer performs a ranged attack against an opposing barbarian. Ranged attacks require a HIT / EV success test. The elven archer is the acting model and must roll a number of dice equal to his HIT (To Hit) stat; the barbarian is the defending model and must roll a number of dice equal to his EV (Evade) stat.

Fixed Difficulty Success Test

For some actions, one or both of the players will roll a fixed number of dice rather than using a model stat. The success test description lists a number rather than a model stat for either the acting model, the defending model, or both.

The winner is determined like any other success test; each player counts the number of dice that rolled 4+ and whoever has the highest number of successes wins. If there is a tie, then the defending player wins.

Example: In order to hack into the enemy's mainframe computer the cyber-punk must make a CMD / 4 success test. The cyber-punk is the acting model and must roll a number of dice equal to his CMD (Command) stat; the defending player must roll 4 dice.

Example: A priest tries to heal one of his companions and rolls a 6 / 0 heal test. The priest is the acting model and rolls

6 dice, while his opponent rolls no dice. The priest will succeed as long as he rolls at least one success.

Modifiers

Actions may have modifiers that make the success test easier or harder. Both the acting model and the defending model may have separate modifiers that apply to their roll. Success test modifiers are written as +X or -X and adjust the number of dice that will be rolled as part of the success test. Modifiers are cumulative and multiple modifiers can apply to the same success test. No matter what modifiers apply, modifiers can never reduce the number of dice below 0.

Example: the elven archer performs a ranged attack, which is a HIT / EV success test. The archer has a HIT stat of 6, and the archer is focusing to hit which provides a +3 HIT modifier. Therefore the archer will roll 9 dice.

Success Margin & Critical Effects

Actions may have different results depending on whether the success test was marginally successful or wildly successful. Whenever a success test is performed, the difference between the number of successes the winner rolled and the number of successes his opponent rolled is known as the success margin. If it was a tie, the defender has a success margin of 0.

Success margins are counted regardless of whether the winner was the acting model or the defending model.

Some actions have a special rule known as a critical effect. Critical effects are special rules that are prefixed with [CRIT X], where X is the minimum success margin that the winner needs in order to trigger the effect. If the winner wins by a success margin of X or more, the critical effect will take place.

Some actions may have more than one critical effect, however each success test can only trigger one critical effect. The rolling player must choose which of the critical effects to use.

Example: A space trooper's ranged attack has the following special rule: "[CRIT 3] Stun - If the defending model is damaged by this attack, it cannot perform any actions during its next activation" This means that when performing this ranged attack, if the space trooper has 3 or more successes than the defender, the defending model will suffer this critical effect.

Taking Damage

There are many situations, such as being hit by an attack, where a model will suffer damage. Every model has an HP (Health Points) stat that indicates how much damage a model can take before being destroyed.

Once a model is destroyed, it is removed from the table and no longer takes part in the game.

You can use a variety of methods to track damage on a model: track damage on paper, place wound tokens beside the model, use a die's face to indicate damage, etc. Regardless of which method you use, the number of wounds taken by a model should be visible to both players at all times.

Damage Test

Most of the time, you perform a success test to determine how much damage a model receives; this success test is referred to as a damage test. When you perform a damage test the stat used by the attacking player may vary, but the defender always uses his ARM stat. If the defender wins the damage test, then no damage is taken. If the attacker wins the damage test, then the defending model takes damage equal to the damage test's success margin.

Example: The zombie has been hit by the attacking space trooper's laser rifle. Attacks use the DMG stat for the damage test. After modifiers, the space trooper's laser rifle has a DMG stat of 6 while the zombie's ARM stat is 2. The space trooper rolls 6 dice and gets 4 successes while the zombie rolls 2 dice and gets 1 success. The space trooper wins the test and his success margin is 3, so the zombie takes 3 damage.

Direct Damage

Sometimes a model will take X direct damage. When taking direct damage, neither player rolls any dice and the damaged model's ARM stat is ignored. The model simply takes X damage.

Healing

Certain abilities and effects are able to heal a model. Normally you perform a success test to determine how much a model is healed; this success test is known as a healing test. A healing test is normally written as heal-skill / 0, meaning that the defending player doesn't roll any dice.

After rolling the healing test, the target model recovers an amount of damage equal to the success margin of the healing test. Once a model is at full health, any additional healing will have no effect.

Example: The priest has a special action which allows him to perform a 6/0 heal test on friendly models. The priest performs this action, rolls 6 dice and gets 2 successes. Therefore the friendly model will heal 2 damage.

Line of Sight (LOS)

There are many times when determining whether one model can "see" another becomes important: attacking, using abilities, etc. In game mechanics, this is referred to as line of sight or LOS for short.

Models do not have a facing, and can see in a 360° arc.

No matter how the model is posed or what the physical shape of the model may be, for game mechanic purposes a model occupies a cylinder-shaped volume in space. The diameter of the cylinder is the model's base and the height of the cylinder is the model's height, both of which are part of the stats of the model. This cylinder is known as the model space.

When determining if two models have line of sight to each other, stoop down and get a look from behind one model and see if any part of the target model space is visible. You cannot draw line of sight through an intervening model's space or through terrain.

For most terrain, the real-world physical shape of the terrain will block line of sight. However, some terrain profiles have the AREA stat. This means that the terrain is meant to represent something thick and obscuring, but because of modelling practicality you can see through it in real life. For example, a piece of forest terrain is meant to represent a thick, choking underbrush, even though there are only a few model trees and some bushes on the base. Models can see into, but not through area terrain. Much like a model, area terrain occupies a virtual volume in space. The base of the terrain piece shows the outline of the volume and the highest physical piece represents the height of the volume.

Distances and Measuring

A model can measure any distance at any time for any reason.

When measuring the distance between two models, measure from the nearest point of one model's space to the nearest point of the other model's space.

A model is within a given distance when the nearest point of the model's space is within that distance. If two models are exactly a certain distance apart, they are considered to be within that distance of each other.

A model is completely within a given distance when its entire space is within that distance. A model is considered to be completely within any distance from itself.

Conditions

Some situations cause an ongoing effect to be applied to a model, these ongoing effects are known as conditions. Whenever a condition is applied to a model, place a token beside the model with the name of the condition; this will allow you to remember which conditions apply to which models. Most conditions are only temporary and will specify when the condition ends.

Condition Duration - One Round

Some conditions last one round. A duration of one round means that the condition will stay in play until the start of the initiating model's activation in the next turn. Because of this, you will need to keep track of which model initiated each condition.

Example: The angelic champion has a special action which allows it to give the Inspired condition to a friendly model for one round. During his activation, the champion performs this action and chooses to give the Inspired condition to his peasant ally. The peasant now has the Inspired condition and will continue to enjoy the effects of this condition until the start of the angelic champion's activation next turn.

Leaders

At the beginning of the game, one model in each force must be chosen as the leader. This leader provides a degree of control and coordination on the battlefield.

If the original leader is destroyed, then another model must immediately be chosen as the backup leader. Backup leaders are not as effective at command and control as the originally appointed leader. If this backup leader is destroyed, then another model must be chosen as the new backup leader.

Turn Sequence

Games are divided into turns, during which both players have the chance to take an active role. During a turn the players will alternate activating models, going back and forth until every model has activated. Once every model has activated for the turn, a new turn will begin and the steps will be repeated again.

A turn is broken down into the following steps:

1. Start of Turn Phase
2. Activation Phase
3. End of Turn Phase

Start of Turn Phase

During the start of turn phase both players perform some preparatory activities and determine who will have the first activation during the activation phase. Perform the following steps in order

1. Place THREE command tokens beside each player's leader model (see [Command](#)). If the original leader has been destroyed, then place ONE command token beside the backup leader instead. These command tokens are spent by the leader in order to enhance his troops.
2. Determine who will activate first during the upcoming activation phase. Every scenario indicates who will activate first during the first turn of the game; and that player receives the First Player Token. On subsequent turns, the First Player Token is passed to the opposing player. In this way, players alternate activating first.

Activation Phase

The activation phase is the main part of the turn. During the activation phase, players go back and forth activating one model at a time. The first player chooses a model and performs its activation. Once that model has activated, the opposing player chooses one of their models to activate. The players continue alternating activations until all models have been activated. A model can only activate once each turn.

When a model is activated it receives TWO action points, and then spends those action points to perform actions (see [Activating a Model](#)).

Passing

A player with fewer unactivated models than his opponent can choose to pass instead of activating a model. This allows a player to delay his activation, waiting to see what the opponent does before committing.

End of Turn Phase

During the end of turn phase both players perform some wrap up activities. Perform the following steps in order

1. Resolve any special rules and effects, such as ongoing damage, which occur during the end of turn phase.
2. Remove all tokens and conditions that expire at the end of the turn. This includes activation tokens and unused command tokens.

Activating a Model

During the activation phase, players take turns activating models. The player activating a model is called the active player.

The active player chooses one of his models that has not activated yet this turn. This model is called the active model. In order to keep track of which models have been activated, place an activation token beside the active model. These activation tokens will be removed during the end of turn phase.

When a model is activated, it receives TWO action points that it can use to perform actions (see [Perform Actions](#)).

Once the active model has performed his actions, the activation is over. The next player becomes the active player and chooses a model to activate. This back-and-forth repeats until all models have been activated.

Perform Actions

Once the active player has chosen a model to activate, this active model will perform a series of actions. The list of actions available to a model are listed on its profile. Here is an example of some actions:

[MELEE 1] *Relic Hammer* [RNG 1" | HIT 7 | DMG 5]

[SPECIAL 1, ONCE] *Healing Wave*: Target friendly model within 12" is healed by the success margin on a 6/0 healing test

Every model receives TWO action points per activation. Every action has an AP, which is the number of action points that must be spent in order to perform that action. The active player declares what action the model will take, spends the action points, and then resolves the action.

Actions can be resolved in any order, and the same action can be performed multiple times. For example, a model can move first and then attack, or attack twice, or perform a special action and then move.

A model does not have to spend all of its action points. It can choose to remain idle and spend some or none of the action points.

A model may only perform one MOVE action per activation. Some SPECIAL and attack actions allow a model to move as

a part of their special rules, but these actions do not count towards the restriction of one MOVE action per activation.

Some actions are marked with the ONCE keyword, which means that the action can only be taken once per activation.

COMMAND actions are different than other actions because you need to spend AP command tokens instead of action points (see [Command Actions](#)).

Example: The werewolf has been sneaking around the castle on previous turns and is finally within range of his prey, the bookworm-ish Dr Ludwig. It is the werewolf player's turn to activate a model, and he chooses to activate the werewolf. The player places an activation token beside the werewolf to indicate that it has now activated.

The werewolf receives two action points, and spends his first action point to perform the [MOVE 1] Walk action. He moves around an intervening statue towards Dr Ludwig and makes it into base-to-base contact. The werewolf has two attacks: [MELEE 1] Vicious Claws, and [MELEE 2] Rip In Half. The Rip In Half attack is much more dangerous, but it costs 2 action points and the werewolf only has one action point remaining. He therefore performs the Vicious Claws melee attack against Dr Ludwig. The werewolf's claws prove to be deadly enough, and Dr Ludwig is mercilessly cut down and destroyed.

0-Cost Actions

Some actions do not cost any action points, and have an AP of 0. During your activation you can perform a 0 AP action as many times as you want, and you can perform as many different 0 AP actions as you want.

Movement

When a model moves, it can move a distance equal to or less than its maximum move, and no part of the model may move farther than this maximum distance. The model may move in any direction and can change the direction of movement as many times as you like with no penalty.

A model cannot move through impassable terrain or through other models.

If the model starts its movement on a piece of terrain or enters a piece of terrain during its movement, the model will reduce its maximum move distance by the terrain's SLOW stat.

It is possible that a movement penalty will reduce a model's movement distance to 0 or less. In this case the model cannot move.

Movement Actions

There are 3 universal movement-related actions that are available to every model:

- **[MOVE 1] Walk:** This model moves a distance up to its SPD stat (see [Movement](#))
- **[MOVE 2] Run:** This model moves a distance up to double its SPD stat.
- **[SPECIAL 1] Reposition:** This model performs a 2" move. *Note:* Since reposition is a special action, a model can perform this action in addition to the model's normal [MOVE] action.

Charging

Whenever a model performs any type of [MOVE] action, including the universally available Walk and Run actions, it may use its momentum to attack an opponent. This is known as charging.

To perform a charge, the active model declares a [MOVE] action and then selects a model to be the target of the charge. The model must then move in a straight line towards its target. The model cannot change direction at any point during this move. If the model ends its move within melee range of the target, the model may perform a free [MELEE] attack action with an AP of 1. This free attack is called a charge attack.

Pushes

Some attacks and effects push other models. A push moves a model in a straight line. A push is affected by movement penalties such as terrain or special conditions, and will stop if it touches a model or impassable terrain. However a push does not trigger disengage attacks (see [Disengage Attack](#)).

Evasive Movement

When a model moves as part of an action, it may choose to move evasively and avoid the blows of its opponents. The model may spend one additional action point to avoid all disengage attacks (see [Disengage Attack](#)).

Attacks

Most models have one or more attack actions on their profiles. These attack actions will have a type of either [RANGED] or [MELEE]. Attack actions have a collection of stats that are used to perform the attack:

- **RNG (Range):** A measure of an attack's maximum range. A target model must be within RNG inches from the attacking model in order for the attack to hit. If an attack has a range of 0", then the target model must be in base-to-base contact in order to hit. For some actions, RNG is listed as multiple values separated by slashes. Multiple RNG values indicate that a weapon has different accuracy at different range bands, and there will be a separate HIT value for each RNG band.
- **HIT (To Hit):** A measure of an attack's accuracy. Models roll their HIT against the target model's EV when performing an attack.
- **DMG (Damage):** A measure of how much damage this attack will cause if it hits. If an attack hits, the attacking model will roll its DMG vs. the defending model's ARM to determine how much damage is caused.

Here is an example of attack abilities:

[MELEE 1] Celestial Hammers [RNG 1" | HIT 7 | DMG 5]

- **Twin Weapon:** Once per turn, after performing this attack, you may perform this attack again as a free action

[RANGED 1] Thrown Celestial Hammer [RNG 6"/12" | HIT 7/5 | DMG 5]

When performing an attack action follow these steps:

1. **Declare target model.** Before the acting model can perform the attack action, he must select a target. The target model must be within the maximum RNG of the attack action, and the target model must be within LOS of the acting model (see [Line of Sight](#)). If the target model is not within RNG or LOS, then the attack action cannot be taken. The target of an attack can be a friendly model.
2. **Roll to hit.** Once the target is declared, perform a HIT / EV success test (attacking model's HIT vs. defending model's EV). This is called a hit test. If the attacker wins then the target model has been hit; if

the defender wins then the target model has avoided the attack and the attack action ends.

3. **Roll for damage.** If the attack hits, perform a damage test against the defending model (see [Taking Damage](#)). This will be a DMG / ARM success test (attacking model's DMG vs. defending model's ARM). As with all damage tests, if the attacker wins the target receives damage equal to the success margin of the damage test

Example: The Sheriff has finally managed to corner that no good outlaw Slackjaw Jim in the town square. It is the Sheriff's activation and he chooses to perform his Colt 45 attack action:

[RANGED 1] Colt 45 [RNG 6"/12" | HIT 7/5 | DMG 5]

Jim has an EV 5, ARM 1 and HP 3.

The Sheriff declares Jim as the target of his attack. Jim is 5" away from the Sheriff, which is within the maximum range of his Colt 45 attack. The players perform the hit test; the Sheriff rolls 7 dice (the first number on his HIT stat since Jim is within the first range band), while Jim rolls 5 dice (his EV stat). The Sheriff gets 4 successes while Jim gets 2 successes. The Sheriff hits Jim.

Now that Jim has been hit, the players perform the damage test. The Sheriff rolls 5 dice; his Colt 45 attack has DMG 5. Jim rolls 1 dice (his ARM stat). The Sheriff gets 3 successes and Jim gets 1 success, resulting in 2 damage to Jim. Since Jim has 3 HP, he is not quite dead, stubbornly refusing to fall before the danged lawman!

Focused Attacks

A model can choose to spend a little more time when making an attack, either concentrating and aiming for better accuracy or gathering strength to land a more punishing blow. This is done by focusing when making an attack. When making an attack, a model can choose to focus to hit, focus for damage, or both.

When focusing to hit, the model spends one extra action point when declaring the attack action and receives a +3 HIT bonus to that attack.

If an attack hits, regardless of whether it was a focused to hit or not, the model may focus for damage. To focus for damage, the model spends one extra action point and receives a +3 DMG bonus to that attack.

Critical Hits

Some attack actions have a CRIT special rule (see [Success Margin & Critical Effects](#)). An attack action's CRIT is triggered by the hit test, not the damage test. If triggered, the critical effect will come into play immediately, before the damage test takes place. As with all critical effects, if an attack has more than one possible CRIT then the player must choose only one of those effects to use.

Engagements

Engagements are used to define which models are embroiled in the vicious act of melee combat. Every model has an engagement range equal to the distance of its longest range melee attack. A model is engaged if it is within the engagement range of an enemy model, and a model is engaging if an enemy model is within its engagement range.

Engagements have several effects on models:

- Moving out of an enemy model's engagement range will provoke disengage attacks
- While engaged, a model cannot perform ranged attacks

Disengage Attack

If a model is engaged by an enemy model and then moves out of that of model's engagement range, the opposing model may choose to interrupt the movement and immediately perform a disengage attack.

To perform a disengage attack, a model chooses one of its melee attacks with an AP of 1. The model may choose to either focus to hit or focus to damage for free. This melee attack will take place when the disengaging model is at the attacking model's maximum engagement range. If the disengaging model is not destroyed, then it may continue its movement.

Flanking

In the chaotic maelstrom of hand to hand combat, the ability for two or more models to gang up and flank an opponent gives them a decisive advantage. If two or more models are engaging the same enemy model, and neither of these models are engaged by anyone else, they are said to be flanking the enemy model. When performing a melee attack, a flanking model may choose to either focus to hit or focus for damage for free.

Cover

When being targeted by a ranged attack, a defender can use terrain to their advantage, hiding behind obstacles to make themselves harder to hit. If a defending model is in or touching terrain that has a COV (Cover) stat, and the LoS between the attacker and the defender is partially obstructed by this terrain, the defender is said to have cover. When targeted by a ranged attack, a defender in cover will get a bonus to their EV equal to the terrain's COV stat.

Command

Heroes, officers, and champions; all of these individuals are second to none when it comes to bringing out the best in your troops. Whether their assistance comes in the form of magical powers, advanced intel and communication, or simply an inspiring presence, an effective commander will allow the troops around him to perform amazing feats beyond their normal abilities. The ability of powerful individuals to enhance your troops is represented by the following command rules.

Commanders & Command Tokens

The leader of your force will receive command tokens during the start of turn phase (see [Start of Turn Phase](#)). Some special rules also allow non-leaders to receive command tokens. Any model that has command tokens is referred to as a commander. These command tokens will allow the model to enhance his troops in various ways.

Issuing Commands

Every commander has a 12" command radius, which indicates how far the commander's influence extends. The commander can issue commands to friendly models that are within this command radius, including himself or other commanders.

The commander can issue commands at any point during a friendly model's activation. The commander spends a command token to give the active model one extra action point (see [Perform Actions](#)). A model cannot be given more than one extra action point per activation. The active model can then spend that action point as normal. The active model can spend the action points even if he moves out of the commander's command radius during his activation.

Command Actions

Some commander models have actions of type [COMMAND]; these are known as command actions. Here is an example of a command action:

[SPECIAL 1 / CMD 1] *Blessing of Khorne: Target khorne model within 6" receives the demonic strength condition for one round*

Command actions are taken like any other action, except that instead of spending AP action points, the commander must spend AP command tokens (see [Perform Actions](#)).

Faction Lists

Templars

Templar Reclaimer [25 points]

(templar, priest)

SPD 4" | EV 4 | ARM 4 | HP 5 | CMD 2 | MANA 1/2

[MELEE 1] *Soul Hammer* [RNG 0" | HIT 7 | DMG 6]

[RANGED 1 / MANA 1] *Lifedrain*: [RNG 8" | HIT 7 | DMG 5]

- *Weakened* - If this attack hits, the target model gets the *weakened* condition for one round (*Weakened*: This model gets -2" SPD and -2 ARM)

[SPECIAL 0 / MANA 1] *Reclaim*: Target friendly *templar* model within 6" receives a 6/0 heal test

Templar Defender [10 points]

(templar)

SPD 4" | EV 4 | ARM 5 | HP 5 | CMD 0 | MANA 0/0

[MELEE 1] *War Hammer* [RNG 0" | HIT 7 | DMG 6]

[PASSIVE] *Defensive Stance*: Attacking models do not get a flank bonus when targeting this model

Templar Paladin [15 points]

(templar, paladin)

SPD 4" | EV 4 | ARM 4 | HP 5 | CMD 0 | MANA 0/0

[MELEE 1] *Shock Maul* [RNG 1" | HIT 8 | DMG 8]

- [CRIT 3] *Divine Shock* - Target model gets the *stunned* condition for one round (*Stunned*: This model cannot perform reactions)

Templar Herald [15 points]

(templar)

SPD 7" | EV 4 | ARM 3 | HP 5 | CMD 0 | MANA 0/0

[MELEE 1] *Celestial Hammers* [RNG 0" | HIT 7 | DMG 6]

[PASSIVE] *Fly*: This model can move through other models and impassable terrain, and does not suffer the slowing effects of difficult terrain. Only models that were engaging this model at the beginning of its movement may perform disengage attacks

Templar Lord on Dracoth [30 points]

(templar, paladin)

SPD 6" | EV 3 | ARM 4 | HP 10 | CMD 2 | MANA 0/0

Dam age	Effect
0 - 4	No effect
5 - 7	<i>Dracoth Weakened</i> : This model may not perform <i>Lightning Breath</i> attacks, and its <i>Dracoth Fangs</i> and <i>Dracoth Claws</i> attacks are -2 DMG
8 - 9	<i>Dracoth Down</i> : This model is -2 SPD, and may not perform <i>Lightning Breath</i> , <i>Dracoth Fangs</i> or <i>Dracoth Claws</i> attacks.

[MELEE 1] *Tempestos Hammer* [RNG 1" | HIT 8 | DMG 6]

[MELEE 0 / ONCE] *Dracoth Claws & Fangs* [RNG 0" | HIT 5 | DMG 7]

[SPECIAL 0 / CMD 1] *Stand Your Ground!*: Target friendly *templar* model within 6" gets the *defensive stance* condition for one round (*Defensive Stance*: This model cannot perform move actions and gets +2 ARM)

[SPECIAL 0 / CMD 2] *Inspiring Aura*: While within 6", friendly *templar* models get the *inspired* condition. This effect lasts for one round (*Inspired*: This model may make focus attacks for free)

Sylvaneth

Druid [25 points]

(sylvaneth, shaman)

SPD 5" | EV 4 | ARM 2 | HP 5 | CMD 1 | MANA 2/6

[MELEE 1] *Greenwood Scythe* [RNG 0" | HIT 5 | DMG 5]

[SPECIAL 0 / MANA 1] *Barkskin*: Target friendly model within 6" receives the *barkskin* condition for one round (*Barkskin*: This model gets +2 ARM)

[SPECIAL 0 / MANA 1] *Entangling Roots*: Target enemy model within 6" receives the *entangled* condition for one round (*Entangled*: This model gets -2 SPD and -2 EV)

[SPECIAL 0 / MANA 1] *Forest Gates*: Target friendly model within 6" that is completely within *forest* terrain can be placed within 8" of its current position, as long as the destination is also completely within *forest* terrain

[SPECIAL 0 / MANA 1] *Regrowth*: Target friendly sylvaneth model within 6" receives a 6/0 heal test

[SPECIAL 2 / MANA 2] *Seedling*: Summon a *dryad* model within 6" and completely within *forest* terrain. The summoned model comes into play with an activation token and a reaction token.

[PASSIVE] *Regeneration (4)*: This model may receive a 4/0 heal test at the start of its activation

[PASSIVE] *Forest Walk*: This model ignores any movement penalties for *forest* terrain

SPD 5" | EV 5 | ARM 2 | HP 1 | CMD 0 | MANA 0/0

[MELEE 1] *Wracking Talons* [RNG 0" | HIT 5 | DMG 5]

[PASSIVE] *Blessing of the Forest*: This model gets +1 EV while within *forest* terrain

[PASSIVE] *Forest Walk*: This model ignores any movement penalties for *forest* terrain

Treelord [40 points]

(sylvaneth, monster)

SPD 5" | EV 3 | ARM 4 | HP 15 | CMD 1 | MANA 0/0

Damage	Effect
0 - 7	No effect
8 - 11	<i>Weakened</i> : This model gets -1" SPD and -2 DMG on all melee attacks
12 - 14	<i>Last Stand</i> : This model gets -1" SPD, -2 DMG on all melee attacks and receives -1 action point per activation

[MELEE 1 / ONCE] *Sweeping Blow* [RNG 1" | HIT 7 | DMG 6]

- *Sweeping Attack*: Perform a separate attack against every enemy model within range

[MELEE 1] *Tree Staff* [RNG 1" | HIT 7 | DMG 10]

[PASSIVE] *Regeneration (6)*: This model may receive a 6/0 heal test at the start of its activation

[PASSIVE] *Forest Walk*: This model ignores any movement penalties for *forest* terrain

Dryad [5 points]

(sylvaneth)

Khorne Warband

Khorne Conditions

These are the list of conditions that can be applied by models in this list:

[CONDITION] *Demonic Strength*: This model gets +2 DMG to all melee attacks

[CONDITION] *Khorne's Rage*: This model may make power attack for free, but gets -2 EV

[CONDITION] *Berserk*: If this model starts its activation engaging at least one other model (friend or foe), it must make a [MELEE 1] attack against a random model within engagement range (friend or foe). Also, its EV is reduced to 1 and it cannot perform focused attacks

[CONDITION] *Entangled*: This model may not move other than as the result of a push effect

Mighty Lord of Khorne [40 points]

(chaos, khorne)

SPD 4" | EV 4 | ARM 4 | HP 8 | CMD 1 | MANA 0/0

Damage	Effect
0 - 4	No effect
5 - 7	<i>Hound Down</i> : This model may not perform the <i>Flesh Hound Claw</i> or <i>Fetch!</i> actions.

[MELEE 1] *Axe of Khorne* [RNG 1" | HIT 9 | DMG 6]

- [CRIT 3] *Madness* - If damaged the target model receive the *berserk* condition for one round
- *Armour Piercing (2)* - Target model is -2 ARM against this damage roll

[MELEE 0 / ONCE] *Flesh Hound Claws* [RNG 0" | HIT 5 | DMG 6]

[RANGED 1 / ONCE] *Fetch!* [RNG 6" | HIT 6 | DMG 4]

- *Drag*: If this attack hits, you may push the targeted model up to 6" directly towards this model

[SPECIAL 1 / CMD 1] *Blessing of Khorne*: Target *khorne* model within 6" receives the *demonic strength* condition for one round

[PASSIVE] *Melee Master (2)*: This model receives 2 additional action points each activation that may only be spent on melee attacks

Khorne Blood Champion [20 points]

(chaos, khorne)

SPD 4" | EV 4 | ARM 4 | HP 5 | CMD 1 | MANA 0/0

[MELEE 1] *Hackblade* [RNG 0" | HIT 8 | DMG 6]

[PASSIVE] *Melee Master (1)*: This model receives 1 additional action point each activation that may only be spent on melee attacks

[PASSIVE] *Unleash The Rage*: At the start of its activation, this model may choose to get the *khorne's rage* condition for one round.

Khorne Blood Warrior [10 points]

(chaos, khorne)

SPD 4" | EV 4 | ARM 4 | HP 5 | CMD 0 | MANA 0/0

[MELEE 1] *Goreaxe* [RNG 0" | HIT 7 | DMG 6]

[PASSIVE] *Unleash The Rage*: At the start of its activation, this model may choose to get the *khorne's rage* condition for one round.

Khorne Reaver [5 points]

(chaos, khorne)

SPD 5" | EV 4 | ARM 1 | HP 1 | CMD 0 | MANA 0/0

[MELEE 1] *Reaver Blades* [RNG 0" | HIT 5 | DMG 5]

[PASSIVE] *Unleash The Rage*: At the start of its activation, this model may choose to get the *khorne's rage* condition for one round.

Khorne Icon Bearer [15 points]

(chaos, khorne, standard)

SPD 4" | EV 4 | ARM 4 | HP 5 | CMD 0 | MANA 0/3

[MELEE 1] *Ensorcelled Axe* [RNG 0" | HIT 7 | DMG 6]

[SPECIAL 2 / MANA 3] *Portal of Skulls*: All friendly *khorne* models within 6" get the *khorne's rage* condition for one round

[PASSIVE] *Blood Fuelled*: This model receives one mana token every time a model is destroyed within 12" of this model (friend or foe).

Khorne Hellbeast [30 points]

(chaos, khorne, monster)

SPD 5" | **EV** 3 | **ARM** 3 | **HP** 15 | **CMD** 0 | **MANA** 0/0

Dam age	Effect
0 - 5	No effect
6 - 10	<i>Out Of Control!</i> : This model has the <i>berserk</i> condition
11- 14	<i>Last Gasp</i> : This model has the <i>berserk</i> condition, -2 DMG to all attacks, and -1 action point per activation

[SPECIAL 1 / ONCE] *Frenzy*: This model makes 1 *Tusk* and 2 *Claw* attacks for free. All attacks must be made against the same target model.

[MELEE 1] *Tusk* [RNG 0" | HIT 5 | DMG 6]

[MELEE 1] *Claw* [RNG 1" | HIT 5 | DMG 8]

[PASSIVE] *Wild Beast*: This model can only be issued commands from a *monster handler* model. This model cannot be chosen as your force's leader

Khorne Beastmaster [10 points]

(chaos, khorne, monster handler)

SPD 5" | **EV** 4 | **ARM** 1 | **HP** 2 | **CMD** 2 | **MANA** 0/0

[MELEE 1] *Tormentor Blade* [RNG 0" | HIT 6 | DMG 5]

[PASSIVE] *Tame The Beast*: This model can only issue commands to *monster* models

[PASSIVE] *Fear the Whip*: This model can only issue commands to models within 6"

Skaven

Conditions

[CONDITION] *Plague (X)*: During the upkeep phase, this model suffers an X/0 direct damage test. Then reduce X by 1

[CONDITION] *Rabid Fever*: This model may make power attacks for free when targeting a model with the *plague* condition

Plague Monk [3 points]

(Skaven, pestilens)

SPD 5" | **EV 5** | **ARM 1** | **HP 1** | **CMD 0** | **MANA 0/0**

[MELEE 1] *Foetid Blade* [RNG 0" | HIT 4 | DMG 4]

- **[CRIT 2]** *Noxious Infection*: Target model gets the +1 *plague* condition

Plague Priest [20 points]

(Skaven, pestilens)

SPD 5" | **EV 6** | **ARM 1** | **HP 5** | **CMD 1** | **MANA 1/3**

[RANGED 1 / MANA 1] *Plague Blast* [RNG 12" | HIT 7 | DMG 5]

- *Plague Damage*: Target model does not suffer damage as a result of this attack. Instead, for X damage that would be suffered, target receives the +X *plague* condition

[SPECIAL 0 / MANA 1] *Rabid Fever*: While within 6" of this model, all *pestilens* models get the *rabid fever* condition. This effect lasts for one round

[SPECIAL 1 / MANA 2] *Endless Swarm*: Summon 2 Plague Monks and place them within 2" of this model

[PASSIVE] *Plague Powered*: If a model is destroyed during the upkeep phase as a result of the *plague* condition and this model is within 12" of the destroyed model, then this model will receive 1 mana. Only the closest model with this ability will receive the extra mana.

Plague Claw [30 points]

(skaven, pestilens, siege engine)

Plague Furnace [30 points]

(skaven, pestilens, siege engine)

SPD 3" | **EV 2** | **ARM 3** | **HP 15** | **CMD 1** | **MANA 2/3**

Damage	Effect
0 - 5	No effect
6 - 10	<i>Censer Damaged</i> : The Great Censee action can only be used ONCE per turn
11 - 14	<i>Priest Wounded</i> : This model's MANA is reduced to 1/1

[SPECIAL 1 / ONCE] *Multi Attack*: This model makes 1 *Great Censer* and 1 *Warpstone Tipped Staff* attack for free

[MELEE 1] *Great Censer* [RNG 2" | HIT 5 | DMG 8]

- *Wrecking Ball*: This attack does not target a single model. Instead, select a point within 2" of this model. Perform a separate attack against all other models, friend or foe, within 2" of that point
- *Poisonous Fumes*: Any model hit by this attack gets the +1 *plague* condition

[MELEE 1] *Rusty Wheels & Spikes* [RNG 0" | HIT 7 | DMG 8]

- *Impact Weapon*: This action can only be performed as a charge attack

[RANGED 1 / MANA 1] *Warpstone Tipped Staff* [RNG 12" | HIT 7 | DMG 5]

- *Armour Piercing (3)* - Target model is -3 ARM against this damage roll
- **[CRIT 2]** *Warp Poison*: Target model gets the +1 *plague* condition

[SPECIAL 0 / MANA 1] *Rabid Fever*: While within 6" of this model, all *pestilens* models get the *rabid fever* condition. This effect lasts for one round

[SPECIAL 0 / MANA 1] *Endless Filth*: Summon 2 Plague Monks and place them within 2" of this model. The summoned us wmodels comes into play with an activation token and a reaction token.

[PASSIVE] *Pushed Into Battle*: Get +2" SPD if there are 4 or more *skaven* models within 1" of the plague furnace at the start of its activations

