



Rules Reference

Patch 6 - 1 Apr 2019

Communion Phase

- 1) Trigger start of communion phase events
- 2) Move unbound souls, then move monsters
Souls move d3", monsters move their MOV
Both move directly towards the closest hero
- 3) Generate Fate
1 Fate per soul bound/banked
Additional fate for controlling shrine(s) per map
1 Fate generated turns 1 & 2
Potentially purchase fate w/ health (see Fate)
- 4) Spawn a soul if there are less than 2 unbound souls
Spawn monsters that are eligible
- 5) Respawn dead heroes
Heroes respawn base to base with their Effigy
Respawned heroes at -5 health
Respawned heroes lose 1 action that turn

Actions (cost)

Heroes get 3 actions unless otherwise stated

- **Move** (1a)
Move MOV stat in inches
- **Charge** (1a + attack)
Hero moves MOV+3" in straight line
Must end move engaging target of charge
Cannot charge over walls without pathfinder
Resolve attack with +2 dice
- **Basic Attack** (per the attack, usually 1a)
- **Stand up** (1a)
Removes knocked down condition
- **Harvest Soul** (2a)
See Harvest Soul
- **Bank soul(s)** (1a)
Hero base to base with Effigy
May bank 1+ souls bound to that hero
- **Heal 5 hp** (1a + 1F)
Once per activation
- **Effigy Recall** (2a)
Hero placed base to base with own Effigy
Triggers parting blows from engaging enemies
Fails if hero knocked down by parting blow
- **Trade artefact(s)** (1a)
Give any # of artefacts to hero in base to base
- **Purchase/Sell Artefact(s)** (1a)
Hero base to base with own Effigy
Spend Fate = Cost to purchase 1 or more artefacts
Receive Fate = Cost of artefact(s) sold
- **Hero specific actions** (per hero card)

Modifiers

Apply modifiers in this order:

Positive modifiers > Negative modifiers > "after all modifiers"

Active player chooses order of "after" modifiers

Melee

+2 dice for charge

+1 die per friendly model engaging target (gang up)

-1 die per additional enemy model engaging attacker (crowd out)

Terrain modifiers

usually -1 die for hard cover, if applicable

-1 die if target spends Fate for Stand Your Ground vs charge

Ranged

+1 die for aiming

Hero cannot advance before or after taking bonus

May use maneuvers to push self

-1 die for each model engaging or engaged by the target

Terrain modifiers

-1 die for soft cover, -2 dice for hard cover

Magic

-1 die for each model engaging or engaged by the target

Terrain modifiers

-1 die for hard cover

Harvest Soul (2a)

Target soul within 2" (4" for soulgazers)

2d6+ Soul Harvest, 12+ total is success

-1 per enemy hero model or monster within 2" of soul

+1 per friendly hero model within 2" of soul

"Harvesting" a soul always grants a level;

"Gaining" a soul does not

Fate

After fate is generated, if a player has 0 fate 1 hero may suffer

1/3 max health (min 5) true damage to generate 1 fate

Spend 1 Fate to:

- Re-roll all dice in pool

A given die may only be re-rolled once

- Heal 5HP (1a + 1F)

- Stand your Ground (-1 die for charger)

- Remove 1 condition once per activation

- Buy artifacts (spend Fate = cost of artifact; see actions)

- Use abilities (per card)

Conditions

A model affected by a condition suffers the effects of that condition.

Conditions normally expire at the end of the affected model's next

activation (verify ability that applied condition).

Knocked Down



-3 AGI, min 1

No melee range

Cannot gang up/distract

Cannot advance or use active abilities

Height = 1

Curse



Cannot harvest souls or gain souls by killing

Cannot contest shrines

Cannot assist or hinder soul harvest

Poison



-1 MEL, RNG, MAG, AGI, Soul Harvest

Fire



3 true damage at end of next activation

Cannot heal

Stun



-1 action

Cannot make parting blows