



Rules Reference

Patch 4 - 1 Oct 2018

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
- 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)

Heros 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
- Hand over artifact (1a)
Give an artifact to hero in base to base
- Purchase artifact (1a)
Hero base to base with own Effigy
Spends Fate = artifact cost to purchase one artifact
- Hero specific actions (per hero card)

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 model within 2" of soul
- +1 per friendly model within 2" of soul

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 does not expire, it must be removed.

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