Table of Contents

Welcome to Judgement!

If this is your first time playing Judgement, fear not! We have created a companion Quick-Start Guide for this rulebook to help you through your first game. We recommend starting with that before diving into all the nitty-gritties of the game. If you're feeling ambitious or have played before, then by all means, read on!

In this game, you will take on the role of one of the gods who rules over the world of Athien. The old gods have perished and Athien has become unstable, ripping into three separate planes as a result.

Winning the Game

Your **Effigy** is the greatest source of your power on this plane. It is what allows you to draw your Heroes onto the battlefield on the plane of the Between. To maintain and grow that power, you must capture the Effigy of your opponent while protecting your own. The first player to disable and capture their opponent's Effigy (reduce its health to zero) wins the game immediately.

An Effigy's health is reduced by **harvesting unbound Souls, harvesting souls** of slain enemy Heroes, and/or **direct damage** from models using their **basic attacks** (listed on the face card of a Hero).

The Gods

First, you must choose a god to represent. Each god provides an Effigy model in their likeness which grants unique powers to your Warband. As the god, you will choose Heroes who will uphold your virtues, fight in your honour, and protect your Effigy.

Tomas

Virtues: *Patience, Composure, Grit*

Tomas prides himself on outlasting his enemies. He always waits patiently for the optimum moment to strike. Followers of Tomas consider all options before deciding on a course of action. They maintain a level keel until an opponent makes a critical error – then they strike hard and with precision.

Krognar

Virtues: *Power, Deceit, Shadows.*

Krognar craves pure power. He often works in the shadows, pulling the strings of others to do his dirty work. He avoids direct confrontation, preferring to take his enemies down silently. His followers are known for their love of the dark arts and their clever lies.

Bruell

Virtues: *Aggression, Impetuous, Intimidation.*

Bruell epitomises the phrase "short fuse". Quick to anger and full of rage. He instils a lust for conquest in his followers and encourages striking hard and fast.

Ista

Virtues: *Light, Strength, Honour.*

Ista values allies, honourable combat, and strength in the defence of what is right. Her followers have a keen sense of what is good and what is otherwise.

Torin

Virtues: *Time, Balance, Fate.*

Torin values balance between all things. The vast expanse of time overcomes all foes and any that hope to alter their predetermined fate.

Grul

Virtues: *Nature, Life, Growth.*

Grul is a force of nature, expressing both nature's beauty and at times its brutality. Mysterious and enigmatic, she is a solitary creature that avoids the machinations of the other gods when possible.

Divine Gifts

Each god provides their Warband with 3 Divine Gifts. These gifts give your Heroes special advantages on the battlefield and help to bring you closer to victory.

Warband Bonus: The Warband Bonus is always in play and affects all Heroes from that Warband throughout the game (including Heroes that are not Chosen for that god).

Sacred Artefact: The Artefact is a bonus item that is added to the player's magical artefact deck. It behaves as any other magical artefact would, but can only be equipped by Chosen Heroes of that Warband.

Effigy Power: The Effigy Power is a once-off ability that the player must declare during the Communion Phase, just after Heroes re-spawn. This power only affects Heroes that belong to the Chosen list for that god. Effigy Power must be declared in current turn order (the player going first this round).

Elements of the Game

Effigies: To win the game you must defend your own Effigy while attempting to destroy your opponent's Effigy.
Fate: The "currency" of Judgement, allowing your Heroes to perform amazing feats on the battlefield. Without Fate your Warband will struggle to achieve victory.
Heroes: These are the models that fight for you and your Effigy. You must guide them to victory.
Monsters: Denizens of the Shadow Plane, these antagonists are ready to hunt down your Heroes, wreaking havoc on your battle plans. If your Hero kills one in battle, they will be rewarded for their efforts.
Shrines: You must claim Shrines to gain Fate and rule the battlefield.
Souls: Collecting Souls allows you to weaken and capture your opponent's Effigy.
Terrain: Can be used to protect your heroes and also used to slow down enemy models. Your interactions with the battlefield terrain can either help or hinder your battle tactics.
Magical Artefacts Decks: Magical Artefacts are special items that can be used to enhance the powers and abilities of your Heroes in battle.
Markers: Used to represent a Condition, Combat Manoeuvre, or Active Ability. They are placed on the battlefield near the model that they are affecting, but do not have a physical presence in-game (do not impede movement, LoS, etc. in any way).
Tokens: Used to represent a Combat Manoeuvre or Active Ability that affects models on the battlefield. They are placed on the battlefield on an unoccupied hex, and have a physical presence in-game (however, they do not impede movement, LoS, etc. in any way).

Judgement Game Set-Up

Judgement Game Mat

Judgement game mats use a *hex* grid to determine the placement of essential components such as terrain, Effigies, Soul and monster pits, and Shrines. A Hero's movement, distances, weapon's reach, etc. are measured in hexes. **A general rule is that only one of the listed components or other models can occupy one hex at any given time.**

Choose Your Battlefield Map

Let's set up your battlefield! Each Judgement map has a number of scenarios for you to map out and then engage with. Simply choose your map, or randomly select one by rolling a D6. Battlefield Maps can be found___
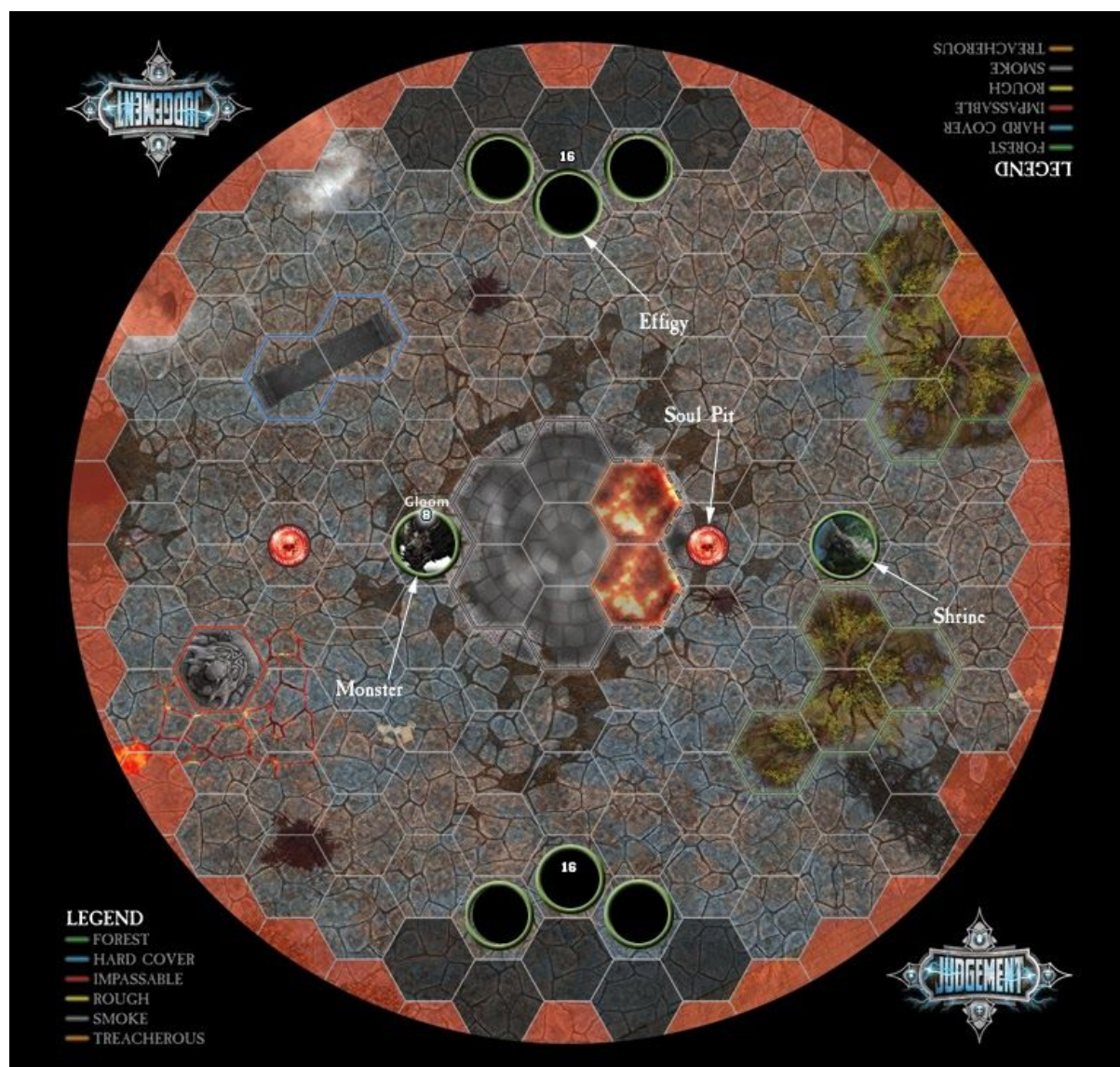
Place Stationary Battlefield Components on the Game Mat

These models and other components are stationary and cannot be moved under any circumstances (Effigies, Terrain, Shrines, and Spawning Pits).

Place Your Effigies

Place your Effigy on the 3 indicated hexes on your battlefield map.

The Effigies are the most important focus in Judgement. The main objective of the game is to disable and capture your opponent's Effigy by reducing its health to zero.

Effigy health points are determined by the game mode:
Skirmish 3v3 = 16 health
Battle 5v5 = 20 health

Effigies…
… have AGI 3 and RES 1 (cannot be lowered or ignored by any means even if AGI/RES/etc. are raised by other means).
...have height 4 (provide cover for friendly models and block line-of-sight.)
….count as a friendly model to the models you control.
...have no melee range but can be engaged by enemy models.
...are immune to all Conditions.
...cannot be damaged or targeted by active abilities that have a direct damage component.
...is immune to combat manoeuvres that apply direct damage to the Effigy.
...can be passed through (incorporeal) with friendly models, but are impassable terrain for all non-friendly models.

Place Terrain

Place terrain on the indicated hexes on your battlefield map. Terrain provides cover for your models and can be used to hamper your opponent's battle plans (see "Interacting With Terrain" for a full description).

Place the Shrine(s)

Place the Shrine(s) on the indicated hex on your battlefield map.

A player that controls a Shrine at the start of a round (step 3 of the Communion Phase) adds a number of Fate points to their pool, as per the rules of the selected battlefield map. (See more on Shrines under "More On Key Models".)

Place Spawning Pits

Place the Soul and Monster spawning pits on the indicated hexes on the battlefield map. Monsters will begin spawning at the beginning of round 1, and Souls will begin spawning in round 2. (See more on these pits and their models under "Spawning Models".)

Draft Your Warband

To capture your opponent's Effigy, you will need a balanced Warband of the most battle-savvy Heroes to fight on your behalf! Start by determining whether you will be playing in Skirmish Mode (3v3) or Battle Mode (5v5).

Selecting a Warband is largely influenced by the god you choose to represent on the table-top. The Heroes that you choose should be aligned with your cause. But if you're feeling more welcoming, it doesn't hurt to employ a Hero who doesn't follow you. The only downside is that not all of your Effigy's benefits will apply to them.

Avatars

Each god has Heroes that are designated as their Avatars. These Heroes are *fully* aligned to the cause of a particular god and count as one of the Chosen for that god (see below).
Note: you are not required to draft the Avatar of your god.

Avatars gain an extra ability immediately once their Effigy Power has been called, which they keep for the rest of the game. As a consequence of this blessing from their god, when an Avatar is killed and its Soul Harvested, the opposing player also gains a Fate.

Chosen

The Chosen are Heroes that are aligned to a god and their values. Heroes that are Chosen have access to the Sacred Artefacts and Effigy Powers provided by their god's Effigy. If Heroes are included in Warbands where they are not one of the Chosen for that god, they do not benefit from that god's Sacred Artefacts and Effigy Powers. However, they do benefit from the Warband Bonus.

The Selection Process

Below are a few options that can be used to select Warbands. Of course, when playing with friends, use any drafting method that you like.
Note: Each Hero can only appear once within your Warband, but the same Hero may be used in your opponent's Warbands.

Blind Pick

This is the simplest method, and best for newer players. This method is called "Blind Pick" because the players select their Warbands independently of each other.

Both players select Heroes they want to use, relative to the selected game mode (3 or 5 Heroes). The players reveal their Warbands and then roll a d6 initiative roll; the winner chooses whether to: **(a)** deploy 1st and take 1st turn of the game, or **(b)** choose table sides. The losing player decides the outcome of whichever option is left.

Pick & Ban

A more competitive and challenging option is "Pick & Ban". This format is recommended for experienced players or new players with a competitive spark.

Both players select 7 (5v5 mode) or 5 Heroes (3v3 format), and line them up in front of themselves. Players roll a d6 initiative roll. The highest roll chooses one of the following, while the lowest roll takes the remaining option: **(a)** ban/pick 1st and take the first turn, or ban/pick 2nd and take the 2nd turn. **(b)** Choose table sides.

Each player bans (removes) one of their opponent's Heroes. The player going 1st then selects their Warband from the remaining models in their lineup. One Hero from each player's Warband will not be selected, and must be removed from the game. The player going 2nd follows suit.

Pick & Ban (Hero Immunity)

This format is recommended for more experienced players.

Both players select 7 heroes for the 5v5 format, or 5 heroes for the 3v3 format, and line them up in front of themselves. Players roll a d6 initiative roll. The highest roll chooses one of the following, while the lowest roll takes the remaining option: **(a)** ban/pick 1st and take the first turn, or ban/pick 2nd and take the 2nd turn. **(b)** Choose table sides.

Follow this sequence with player 1 going first for each step.
- Both players select a hero to include in their Warband.
- Players ban a hero from their opponents pool.
- Players pick a second hero.
- Players ban another hero from their opponents pool.
- Players select their Warband from the remaining heroes.

Deploy Hero Models

When your final Warbands have been assembled and initiative and table sides have been determined: each player, in turn order, **places all of their Heroes** in their own designated deployment zone (the shaded hexes around each Effigy).

Reading Your Hero Cards

Hero Characteristics

Race

There are currently 8 races in the game: Humans, Elves, Dwarfs, Orcs, Minotaurs, Goblins, Undead and Demons.

Class

Each Hero is associated with a class which describes their role on the battlefield and gives them advantages in that role. There are 5 classes:

Aggressor

Aggressors are experts at dealing damage, whether it be from ranged weapons, magic, or hand-to-hand combat.

Defender

Defenders are designed to absorb damage, hold the line, and protect other Heroes.

Soulgazer

Soulgazers possess the innate ability "Soul Master". This ability allows them to harvest and contest Souls from up to 2 hexes away instead of the standard 1 hex. Soul Master also allows them to assist a soul harvest from 2 hexes away.

Hybrids

Hybrids are able to perform multiple roles in a Warband.

Supporters

Supporters provide assistance by augmenting other heroes abilities and manipulating the battlefield.

Abilities

Active Abilities

These are spells or abilities that often have additional effects other than just causing damage. The cost will be 1 or more actions, Fate points, and/or another relevant cost.

Regardless of the cost, a Hero can only use each active ability on their card **once per activation**. Active abilities can only be executed during the Hero's activation (and solely by that Hero).

Innate Abilities

These are powers that are always in play while the model is alive. Their effects are automatic.

Hero Attributes

Each Hero has a set of attributes listed on their card 1 with numbers between "0" and "10" (see below). The higher the score, the better the model is at using that attribute. Attributes with a value of "0" mean the Hero has no skill in that area and, with the exception of RES, cannot increase this by any means. Attributes with at least a value of "1" can never be lower than 1 or higher than 10, even if restricted or enhanced by other means.

(MOV) - The maximum number of hexes a model can move when they make an advance. MOV can never be less than 1.
(AGI) - A model's ability to avoid enemy attacks.
(RES) - A model's durability and ability to reduce damage from enemy blows.
(MEL) - A measure of how skilled a model is with melee weapons.
(MAG) - A measure of how skilled a model is wielding magic powers.
(RNG) - A measure of how skilled a model is with ranged weapons.
Soul Harvest - A measure of how skilled a model is at harvesting unbound Souls.

Hero Cards Example

Below is the Hero card of Rakkir the Orc Rogue. The main sections of the card are highlighted and descriptions are provided to help demonstrate how Heroes work in the game.

Card 1 (front picture card)

A - This banner displays the Hero's name, race and class.

B - This stone circle displays the Soul harvest attribute of the Hero.

C - The golden battle axe gem indicates the aggressor class.

D - These banners display the Hero's attributes.

E - This section describes Rakkir's attack options. He has 1 attack called "Dagger"; it uses the (MEL) statistic, has a cost of 1 action (1A), and a reach of 1 hex. The damage of the attack is measured across 3 success levels: Glancing Blow (Glance) = 2 damage, Solid Blow (Solid) =3 damage, and Critical Blow (Crit) = 5 damage.

F - This section displays the Hero's base health. Rakkir starts the game with 15 base health. Damage is marked during the game by filling in the circles, left to right, starting in the top left circle (there is a free app that can be used). Once he has received enough damage to fill in the "skull" circle, Rakkir dies. The circle labeled "L2" indicates that Rakkir gains an extra base health point when he reaches level 2. Therefore, at level 2 he will not die when the skull circle is

marked but when the "L2" is marked. Similarly, at level 3, Rakkir gains two more base health circles labeled "L3".

RAKKIR – ORC ROGUE

G

POISON

Poisoned models suffer the following effects until the end of their next activation, when *poison* expires:

· −1 MEL/RNG/MAG
· −1 AGI
· −1 Soul harvest

SHADOW ORB TOKENS

All heroes in this model's warband, with the Shadow Step ability, may use Shadow Orb tokens placed by this model's warband. They cannot use tokens placed by other models from other warbands.

Once used, the Shadow Orb token a hero Shadow Steps from is destroyed. Enemy models can destroy Shadow Orbs by being adjacent to them or within the hex the Shadow Orb occupies & spending an action. Shadow Orb tokens merely act as markers. Models can move over them freely and even end an advance action in the hex they occupy.

© Gunmeister Games Pty Ltd. All Rights Reserved - V2.0

Card 2

G - The back of the Hero's 1st card contains a reference to the rules relevant for that Hero. Occasionally this card will contain additional tips and hints regarding the Hero's abilities.
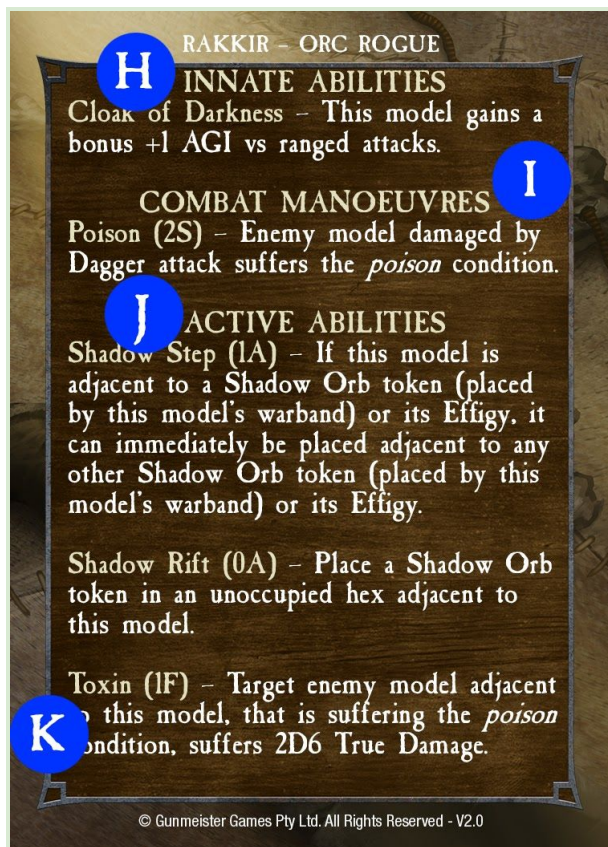
Card 3

H - Innate Abilities are always in effect, and thus require no additional resource expenditure from the Hero.

I - Combat Manoeuvres can be executed when ⬆ (manoeuvre icons) are rolled with the attack dice. Rakkir has a poison combat manoeuvre that requires 2 ⬆ to execute. Damage from a basic attack is always inflicted before any combat manoeuvre is applied.

J - Active Abilities allow the Hero to perform unusual and often powerful feats. Each active ability can only be performed once per activation.

K - Active Abilities that have a Fate cost (1F) are very powerful and often sway the course of a battle. Rakkir's Toxin ability costs 1 Fate (1F).
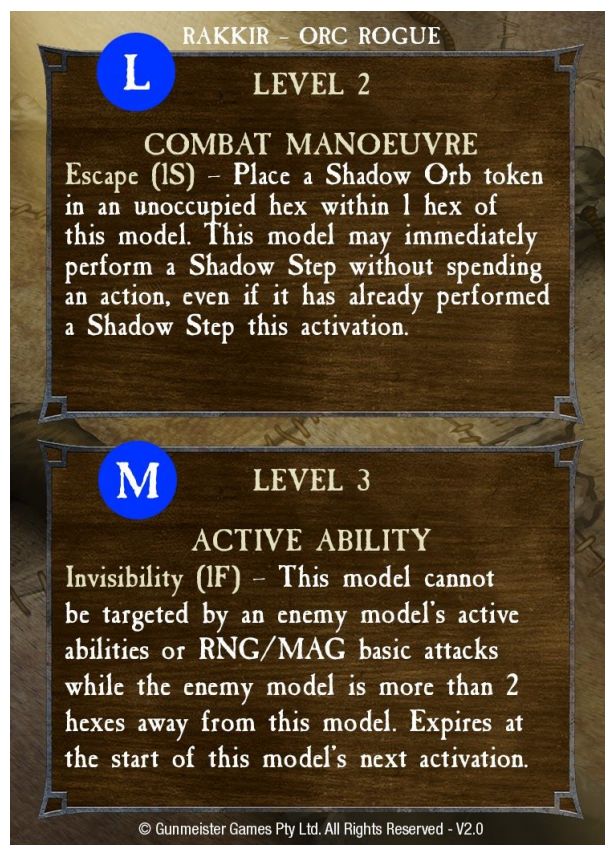
Card 4

L - These abilities are only available once the Hero gains level 2 during a game.

M - These abilities are only available once the Hero gains level 3 during a game.

Cards 5 and beyond

Some Heroes require extra space for special rule explanations, etc. These will be included on card 5 onward.

Gaining Levels

When a Hero gains a level, they unlock their levelled abilities and bonus health immediately after the current action ends.The bonus health and powers that are unlocked at each level are detailed on the Hero's statistics card, and are specific to the Hero.

Heroes can gain 1 level each time they…
...kill an enemy Hero or monster model.
...successfully harvest a Soul (this does not stack with the above point of killing an enemy model).

Heroes retain their gained level(s), abilities, health and magical artefacts associated with them until the end of the game (death has no permanent effect).

Summoned Models

Some Heroes possess the ability to summon models onto the battlefield to do their bidding. A Hero with this ability is referred to as a "Master". The models they bring onto the battlefield are referred to as "Summoned". For example, Zaron has

A model with the Summoned ability...
...does not deploy at the start of the game. It must be brought into play during an Activation Phase by its corresponding Master.
...can intersperse its actions with their Master and other models that were also summoned by the same Master.
...cannot have Souls bound to them. (If a summoned model inflicts the killing blow on an enemy Hero, their Master harvests the enemy Hero's Soul.)
...cannot collect the bounty of a slain monster. If a summoned model inflicts the killing blow on a monster, their Master will gain a level.
...do not give Souls or levels to enemy heroes when they are killed (unless stated on the summoned model's card).
...cannot be equipped with magical artefacts.

When a Summoned is brought into play, they...
...are placed adjacent to their Master.
...must activate during the round in which they are summoned, and must activate at the same time as their Master.

When the Master dies, any models that were summoned by them die as well.

Hero Units

Hero units consist of two or more models that take up a single Hero slot in your Warband. Hero units have a unique set of rules that are detailed below.

Each unit has a single model, within the unit, that is designated as "the Commander".
The Commander is the only model in the unit that can...
...purchase and own Magical Artefacts.
...use Effigy Recall.
...gain levels.

Hero Unit Restrictions

Actions: Each activation, the unit can take 3 actions plus 1 additional action for each non-Commander model in the unit. The actions may be distributed however you would like, but

each model is restricted to a maximum of 3 actions (regardless of the number of actions available to the unit).

Soul Harvest: Only one Soul harvest attempt can be made per unit activation.

Re-spawning: Non-Commander members of a unit do not re-spawn until all models in the unit are simultaneously dead OR until the Commander is adjacent to their Effigy during Step 5 (re-spawn step) of the Communion Phase.

> Heroes re-spawn with max health -3.
>
> Re-spawning Heroes are restricted to using only 2 actions that round.

Unit Cohesion

A team is always most effective when they work together! Unit Cohesion is satisfied when models are within 2 hexes of the Commander, therefore a unit commander is always considered to satisfy Unit Cohesion.

Models in Unit Cohesion can...

...share damage: any damage suffered by one model in the unit can be split among any other models in that Unit Cohesion. Damage split to a model other than the original target cannot be allocated more damage than their current health total.

...tag along for Effigy Recalls: When the Commander Effigy Recalls, any other unit models in Unit Cohesion can be placed adjacent to their Effigy, as well.

...spend Fate and collect monster Fate bounty.

...Contest and Control Shrines.

...contribute to Distracted and Ganging Up.

...Soul Harvest. Souls harvested by the unit are assigned to the Commander.

> ...Assist Soul harvest attempts for Heroes not part of this unit (maximum +2 per unit).
>
> ...Hinder Soul harvest attempts (maximum -2 per unit).

Commander Death

If a unit Commander dies...

...all other models in the unit lose Unit Cohesion until they are back within 2 hexes of the Commander.

...the enemy model that inflicted the killing blow harvests the Commander's Soul.

Non Commander Death

If a non-Commander hero dies...

...the enemy model that inflicted the killing blow gains a level.

...they do not generate a Soul (the enemy model does not harvest a Soul).

Let's Get Started!
Turn Sequence and Hero Activations

Each Judgement battle is played out with a series of rounds. There is no limit to the number of rounds that are played in one game; rounds simply repeat until an Effigy has been captured and the game ends. Each round consists of 2 phases; the **Communion Phase** and the **Activation Phase**.

For the **first round**, there is no Communion Phase (but players each receive 1 "free" generated Fate): begin your game with the Activation Phase.

Communion Phase (2nd Round Onwards)

In this phase, models that are not controlled by the gods get to move, spawn, and perform attacks. Your dead Heroes are also returned to the battlefield, and Fate points are gained. These steps must be done in the listed order.

Step 1: Trigger "Start of Communion Phase" Events
Anything that contains the "at the start of the Communion Phase" event is triggered at this point.

Step 2: Move Unbound Souls and then Monsters
Souls that are not bound to a **Hero** (i.e. unbound) are moved X (determined by a D2 roll) hexes directly towards the nearest Hero (with the most remaining health, if tied). If there are multiple options for the Soul's movement, the Soul's route is decided by the player of the Hero that the Soul is moving towards.
Monsters that have the hunter rule on their card advance their MOV statistic in hexes, directly towards the nearest enemy **model** (with the most remaining health, if tied). Any attack actions required by monsters are also rolled at this time. If there are multiple options for the monster's advance, the monster's route is decided by the opposing player of the Hero being targeted.

For multiple Souls and monsters, randomise the order in which they move.

Step 3: Generate Fate
Add...
...+1 "free" Fate token to your pool (first 2 rounds only).
...+1 Fate per Soul bound to your Heroes and/or banked in your Effigy.
...+X Fate if you control a Shrine (X is determined by your battlefield map)
If your Warband has 0 Fate in its Fate pool after these additions, you may add...
...+1 Fate if you damage a friendly Hero (that is alive and not suffering the curse condition). That Hero is dealt 1/3 (rounded up) of its maximum health (including any temporary health) or 5 health (whichever is greater) in True Damage. A Hero is not an eligible target for this rule if the damage will reduce them to 0 health.

Step 4: Spawn Soul and Monster(s)

<u>Souls:</u>

For maps with one Soul spawning pit, a soul spawns there (starting round 2).

For maps with multiple Soul spawning pits, randomise where the 1st Soul spawns (starting round 2). For round 3, onwards, place one Soul token on the Soul Pit that did not receive one last round (continue in a clockwise direction).

If there are **2 or more unbound Souls** on the board at the start of Step 4, **no Soul is spawned**.

<u>Monsters:</u> Spawn any/all monsters that are due to be spawned this round. Monsters spawn at the point indicated on the chosen map.

If the monster is already in play or if it was slain the previous round, skip this step.

For both cases, if the pit is occupied, the Soul/monster will spawn adjacent to its spawning pit, with the owner of the model occupying the pit deciding the exact hex.

Step 5: Re-spawn Hero Models
Place your Hero models (that were killed in the previous round) adjacent to your Effigy.
<u>Re-spawned Heroes…</u>

...return with -5 health than their maximum health.

...have -1 action during the round in which they re-spawn.

...can buy magical artefacts without spending an action during their activation (while adjacent to their Effigy).

If there are **no unoccupied hexes** adjacent to your Effigy, Heroes cannot re-spawn.

Activation Phase

In this phase, each player takes turns activating a Hero, and players alternate until **all Heroes** have been activated. Each Hero activates only once per round. If one or more of your Heroes are dead, you miss that number of turns.

Heroes primarily use actions for movement and attacking other models, but there are a variety of options to choose from. Each of your Heroes may spend **up to 3 actions** on any combination of the following (or the same action multiple times) as long as the action cost and any additional costs (like Fate, etc.) are paid:

Advance (move): <u>1 action</u>
Get your Heroes moving around the board! Your model advances their MOV value in hexes, or less (if desired). This can be to any unoccupied adjacent hexes. It does not have to be in a straight line.
Heroes cannot voluntarily move through hexes occupied by impassable terrain or other models.

Basic Attack: <u>1 action (unless otherwise specified on card) + roll attack dice</u>
Time to fight! Your model attacks an enemy model using a melee weapon, a ranged weapon or magic. (See "Combat and How to Use Judgement Dice" for more on the attack process.)

Charge: <u>1 action + cost of chosen basic melee weapon + roll attack dice</u>

This is a very popular combo move that gets your attacker to the target quickly and ends with a boosted basic melee attack. *The element of surprise!*

The target must be an enemy model and must be within reach of the selected melee weapon when the advance movement ends. Your model cannot charge a target that they are engaging or being engaged by.

LoS: draw line-of-sight to the intended charge target (see Line of Sight section).

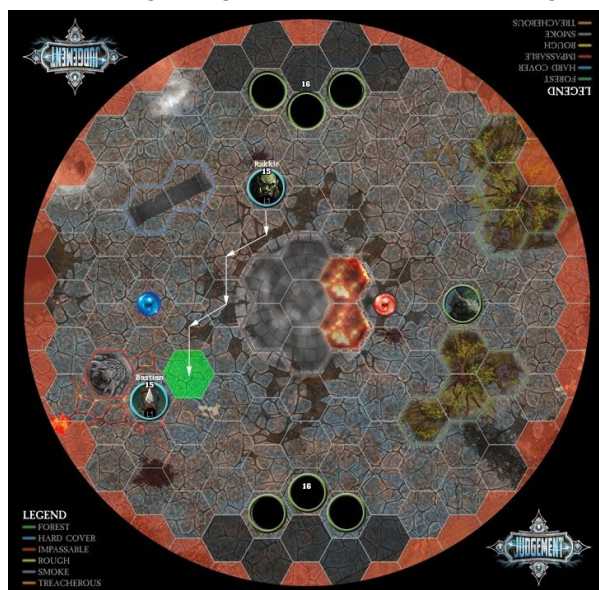Sidestep: Move 1 hex in any direction as the very first hex of the charge (counts as -1 MOV).

MOV Bonus: Your model advances up to their normal MOV **plus 2 hexes** in a straight or slalom (zig-zag pattern) line.
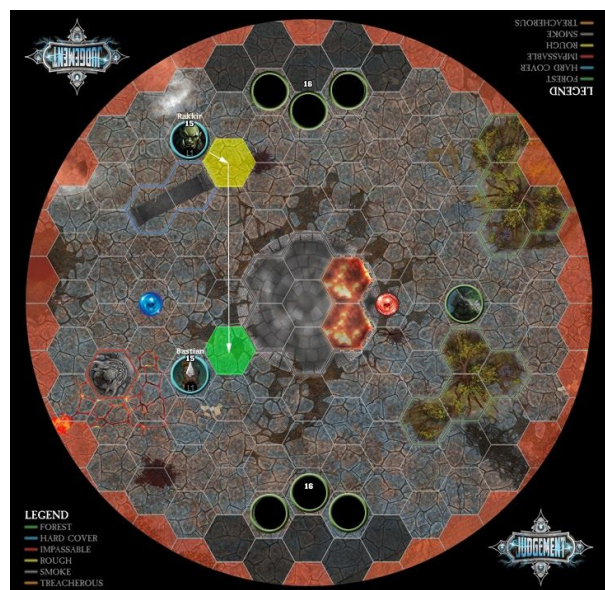
Melee Attack: Make a basic melee attack against the charge target at the end of the charge.
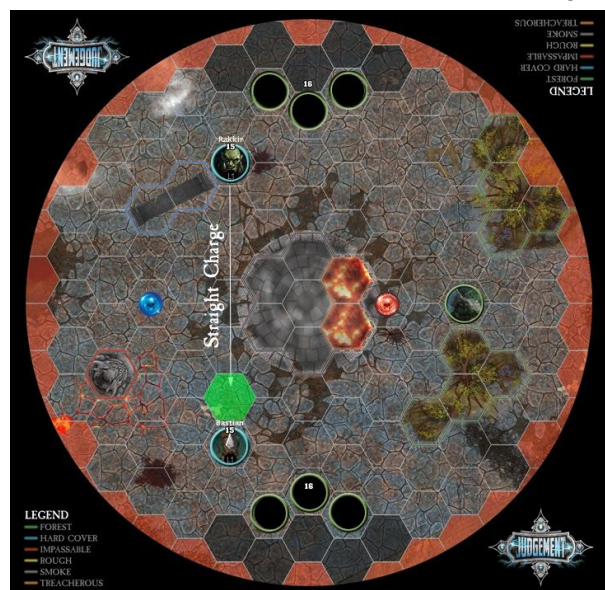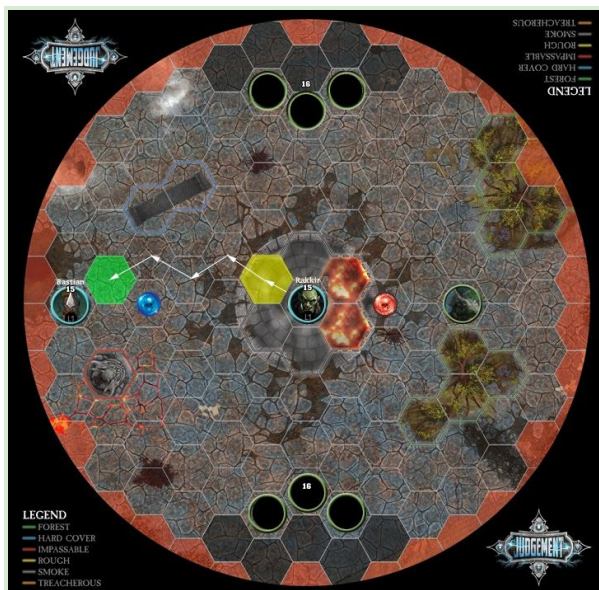

Straight charge

Slalom charge

Side-step followed by straight charge

Side-step followed by a slalom charge

Stand Your Ground: <u>1 Fate</u>
You don't scare me. A Hero being charged by an enemy model can use this to reduce the charging Hero's attack dice pool by -1. This can only be used once per charge.

Special Abilities:
Any Hero worth their salt knows that a little flair is needed now and then. The cost and specifics are detailed on your Heroes' cards (Cards 2 and 3). Costs are in brackets.
For example:
(1F) = 1 Fate
(1A) = 1 Action

Cleanse: <u>1 Fate (no action cost)</u>
I refuse to let this slow me down. This removes 1 condition that is currently affecting your activated Hero. This can only be done during the affected Hero's activation, and can only be used once per activation.

Self-Heal: <u>1 action + 1 Fate</u>
These Heroes don't last very long… better bandage up those battle wounds. Your activated Hero gains 5 health (up to their maximum). This can only be used once per Hero activation.

Stand Up: <u>1 action</u>
Back into the fray! Your activated Hero removes a knocked down condition, and returns to standing.

Soul Harvest: <u>2 actions</u>
Claim a Soul for me, Hero, and we're closer to victory. Your Hero can attempt to harvest an unbound Soul that is adjacent to them. Soulgazers can attempt to harvest an unbound Soul that is up to 2 hexes away.
<u>Attempt a harvest</u> by rolling a Soul harvest skill check: 2 D6.
    <u>Add the Hero's Soul Harvest ability</u> stat to your roll.
    <u>Assist:</u> +1 for each friendly Hero adjacent to the Soul. The hero attempting the Soul harvest does not contribute.
    <u>Hinder:</u> -1 for each enemy Hero and/or monster adjacent to the Soul.
If the sum is 12 or more, the Soul is successfully harvested. If a Soul is harvested, your opponent's Effigy receives 4 damage.

Effigy Recall: <u>2 actions</u>
Get back to the base! This allows you to place your Hero on a hex adjacent to your Effigy.
If your Hero is engaged, they suffer a parting blow from each enemy model that is engaging them.

Bank Soul/s: <u>1 action</u>

If you want to leave lasting damage to your opponent's Effigy, you've gotta get those Souls in the bank! This secures your harvested Souls so they cannot be lost. Your Hero must be adjacent to your Effigy to perform this action. Once banked, Souls are no longer bound to the Hero and remain banked until end-of-game.

Buy/Trade/Sell Magical Artefact: <u>1 action...</u>
These weapons aren't enough… it's time to ramp it up. Your Hero must be adjacent to your Effigy to use this. (Note that Heroes can buy, sell, or trade magical artefacts when they collect a monster's bounty, without spending an action. See Monsters Bounty.)
Any number of artefacts may be purchased/traded/sold for the single action. However, each Hero may only possess *one offensive and one defensive artefact at a time*. Artefacts are the sole property of the Hero who purchases them.
> **Buy Artefact:** <u>…+ X Fate</u> (X = cost of the artefact)
> **Trade Artefact:** <u>...+ artefact(s) worth the Fate cost of the desired replacement artefact + Fate (if cost difference is greater)</u>
> **Sell Artefact:** <u>...+ artefact(s) being sold</u>
> Your Hero can sell their artefact(s) for the original cost in Fate. The Fate gained is added to your Fate pool.

Hand Over Magical Artefact: <u>1 action</u>
What's mine is yours. Your Hero must be adjacent to the friendly Hero that will receive the artefact. The Hero performing the action loses possession of the artefact and the target Hero gains possession.

Trigger "End of Hero Activation" Events

Trigger any abilities or effects that rely upon an end of hero activation.

Passing Initiative

My turn, your turn: model activations continually alternate. Therefore, the player who had the final activation this round cedes the initiative (1st activation) to their opponent next round.

Combat and How to Use Judgement Dice

Not all dice are created equal. A roll in the world of Judgement requires a little more planning than a standard family-game-night roll. The number of dice that you can roll for your attack will be affected by the battlefield and your actions, just as your attack would be affected in a real battle. Start with your base calculation, and then add/subtract using your chosen attack's modifiers.

Attack Type

There are 3 types of attacks: melee (MEL), ranged (RNG), or magic (MAG).

Melee attacks can only be performed if the attacking model is engaging an enemy model that is within reach of a melee weapon of the attacking model.

Ranged or magic attacks can only be performed if...
...the target is within reach of the weapon/ability being used to make the attack.
...the attacking model is not engaged by an enemy model.

Attack Cost

Each attack costs 1 or more actions (depicted on a model's card as "1A", "2A" or "3A"). The action cost must be paid before the attack can be executed.

Attack Process

There are two models involved in an attack: the attacker and the target.

Step 1: Declare an Attack

The attacker declares an attack and chooses an enemy model (target) that is both **in their line of sight** (see Line of Sight) and **within reach of the weapon being used**.

Step 2: Calculate Your Number of Dice

The attacker calculates the number of dice to represent their attack.

Base Calculation:

+1 die for each attack point (MEL, MAG **or** RNG - determined by attack type) that is greater than the target model's AGI. If outcome is equal to or lower than the target's AGI, start with 1 die.

Next, apply modifiers in order from the list below (always positive first, negative second) using the relevant attack modifier:

Melee Attack Modifiers:

Charge: +2 dice if you charged.
Ganging Up: +1 die for each other friendly model that is engaging the target. This cannot be used against monsters.
Positive Abilities: Add all dice from abilities that affect the attacking model in a positive way.

Distracted: -1 die for each enemy model that is engaging your attacker.
Terrain: Apply terrain modifiers (see Terrain).

Negative Abilities: Subtract all dice from abilities that affect the attacking model in a negative way.
Stand Your Ground: <u>For a charge only, the target</u> may spend a Fate point to subtract -1 dice from the attack roll.

Ranged Attack Modifiers:

Aiming Bonus: +1 die if you do not perform an advance action. You must declare that your model is claiming the aiming bonus at the start of your activation. Once a model claims the aiming bonus, they **cannot perform** an **advance,** an **attack** (using a melee weapon), and/or an **Effigy recall** for the entirety of the activation.
Positive Abilities: Add all dice from abilities that affect the attacking model in a positive way.

Firing Into Melee: -1 die for each model (other than the attacking model) engaging or being engaged by the target.
Terrain: Apply terrain modifiers (see Terrain).
Negative Abilities: Subtract all dice from abilities that affect the attacking model in a negative way.

Magic Attack Modifiers:

Positive Abilities: Add all dice from abilities that affect the attacking model in a positive way.

Firing Into Melee: -1 die for each model (other than the attacking model) engaging or being engaged by the target.
Terrain: Apply terrain modifiers (see Terrain).
Negative Abilities: Subtract all dice from abilities that affect the attacking model in a negative way.

If your calculations equal 0 after all modifiers, then use 1 die (the attack dice pool can never go below 1).

Step 3: Roll Your Attack Dice

The attacker rolls the entire attack dice pool.

Choose Your Dice

You may only **use the results of 3 of your rolled dice**, regardless of how many dice were rolled.

Read the Roll

"Manoeuvre"
Used to push (move) models 1 hex in any direction and/or for combat manoeuvres.

"Hit"
Used to apply damage.

"Hit/Manoeuvre"

Used as a or a and a .

"Miss" (blank)
Absolutely useless.

For "Hit" Icons:

1 hit, = Glancing Blow   2 hits, = Solid Blow   3 hits, = Critical Blow
The amount of damage per blow type is detailed on your Hero cards and differs for each model and weapon.

For "Manoeuvre" Icons:

Each on your 3 selected dice are used to execute combat manoeuvres, as per the manoeuvre cost.

Re-rolling Dice

Try Again: 1 Fate
The odds were not in your favour. The attacker re-rolls the **entire** pool of dice they just rolled. Any dice roll in the game (except for monster attacks) can be re-rolled using this option. However, dice can only be re-rolled once, regardless of the re-roll source.

Multiple Re-rolls and Forced Re-rolls
When two or more rules allow/force you to re-roll dice, apply the following to determine the order of rolls:
1. The active player is given 1st option to re-roll any dice they are able to. This could include multiple re-rolls, such as using Augury (Saiyin's ability) and then a Fate for the remaining dice.
2. The non-active player is then given the option to force the active player to re-roll any dice that have not already been re-rolled. Even if the non-active player has the ability to force the active player to re-roll their entire dice pool (such as through the Gift of the Gods artefact), **only dice that have not been re-rolled can be re-rolled at this point**.

Step 4: Mark Damage and Perform Manoeuvres

Marking Damage

Any damage from the attack is marked on the target's card. (Damage is reduced by the target's RES statistic. Example: 5 damage against a RES 2 = 3 damage marked on the card.)

Combat Manoeuvres

After marking damage, any purchased manoeuvres are executed by the attacker.
Combat manoeuvres are special moves that a model can make during basic attacks. They provide additional options for the attacker beyond their standard weapon attacks, and are "purchased" using ⬆ that are rolled with the attack dice.

For all combat manoeuvres...
...a model can only purchase a single combat manoeuvre for each basic attack.
...damage from an attack is resolved before any combat manoeuvre is executed.

Generic Combat Manoeuvre: Push (x)

All models (monsters excluded) can use the Push combat manoeuvre. For a Push, the target or attacker (attacker's choice) must be moved to an adjacent hex in a straight line (unless otherwise stipulated on your Hero's card).

Pushed models...
...resolve any damage component of an attack before the push movement.
...must stop movement as soon as they encounter an occupied hex, impassable terrain, or a wall.
...ignore movement penalties from terrain.

Melee Attacks

For melee attacks, the target or attacker can be Pushed 1 hex for each ⬆ in the attack roll (maximum 3). The Push distance can be split: if a 2 hex Push is purchased, for example, both the target and attacker could be moved 1 hex each, instead of one model moving 2 hexes.

Ranged and Magic Attacks

Only the attacker can be pushed 1 hex for each ⬆ in the attack roll (maximum 3).

Model-Specific Combat Manoeuvres

Some models may have exclusive combat manoeuvres. These are listed on their card.

For example, Rakkir has the Poison combat manoeuvre:

"Poison (2) - Enemy model damaged by Dagger attack suffers the poison condition."

The attack roll must include enough to do at least 1 damage and also include at least 2

 to "buy" poison.

Step 5: Hero Death

If a Hero's health is reduced to zero…
...they die and are removed from the battlefield.
...their Soul is automatically harvested by the Hero that caused the final damage point (see Soul Harvesting for further details).
...any additional Souls that were bound to the dead Hero are immediately removed from the game and the opposing Effigy gains back that health.
...any Conditions and Active Abilities that are on that Hero are removed from the game.
   Note: Active Abilities, Conditions, and other effects that the dead Hero has in play still remain in play (for example, Sir Marcus' wall or Haksa's Idols).

During the next Communion Phase, Hero models re-spawn...
...adjacent to their Effigy.
...with -5 health points from their maximum (the lost health can be healed back to maximum by normal means during activation).
...with -1 action for their first Activation Phase after re-spawning.

Heroes and Monsters incur no permanent effects as a result of dying.

Disengaging From Combat

When your model is within reach of an enemy model's melee weapon it is engaged. If your model moves away by using an advance or Effigy Recall, they are disengaging. The enemy model can then perform a parting blow.
       Note: movement resulting from a Push or a place does not trigger a parting blow.

Parting Blow

You dare turn your back on me?! An engaged model makes a melee attack against the disengaging enemy model immediately before it leaves their melee reach.

A Parting Blow attack...
...inflicts damage like any other basic attack.
… cannot be used to perform combat manoeuvres.

   Note: if three 's are rolled on a Parting Blow, the model attempting to disengage will be knocked down. The knocked down model remains in the same hex it was attempting to leave and can still use other actions if it has them available.

Use the standard dice calculation detailed under "Calculate Your Number of Dice".

Then, add 1 extra die for the parting blow.

In all instances and after all modifiers, **there must be a <u>minimum of 3 dice</u> in a parting blow attack dice pool.**

Interacting With Terrain

This plane is rife with obstacles. Judgement battlefield maps have terrain clearly outlined in specific colours that represent the terrain type. The coloured outline of each terrain piece on the map is the perimeter of that terrain.

Terrain Type: Passable

Models and active tokens can move through and end a move on passable terrain, but may suffer effects from doing so, such as reduced movement or even damage.

   Note: a model's MOV statistic will never be less than 1, regardless of any modifiers.

Blocking Terrain

Terrain features such as **forests and smoke** can block line of sight between 2 models attempting to target each other (see Line of Sight below). Forest and smoke hexes also confer Invisibility to models within them.

Rough Ground

If a model begins an advance/charge on a rough ground hex or passes through it during an advance/charge, it suffers a -1 MOV penalty for that action. However, models can move into rough ground with their last hex of movement with no MOV penalty.

Treacherous Ground

If a model begins an advance/charge on a treacherous ground hex or passes through it during an advance/charge, it suffers a -2 MOV penalty for that action (unless their last hex of movement) and suffers 1 armour piercing damage (see Armour Piercing under Special Rules). When a model enters treacherous ground as a result of a push, place, or throw, it suffers 1 armour piercing damage.

   Note: models can move into treacherous ground with no MOV penalty, but they will still suffer the 1 armour piercing damage.

Terrain Type: Impassable

Hexes occupied by the Effigy of your opponent, Shrines, models, and certain terrain pieces are considered "impassable terrain". This means other models, active tokens, or any other

components may not enter the hex unless their abilities allow them to pass through or fly over terrain. These exceptions are clearly labelled on qualified model cards.

Moving Over a Wall

Impassable: Any wall feature that is the same height as (or taller than) a model is impassable to that model.

Passable Advance: When a model advances over a wall hex it must have enough MOV to clear the wall in the single advance. A model cannot end an advance on a wall hex.
Passable Charge: Models cannot charge through a wall hex unless they have the pathfinder rule and must clear the wall with the charge move.

Line of Sight (LoS)

Line of sight is the ability of one model to "see" another model. A model must have line of sight to another model to target that model. All Judgement models have 360-degree vision. Any contact with a model, physical or otherwise, is considered to be their frontside.

Determining Line-of-Sight

Your model has line-of-sight to another model if you can draw a straight line (called a Direct Line) from any point of your model's hex to any point of that model's hex. The Direct Line must not go through or touch a line-of-sight blocker's hex.

Line-of-Sight Blockers

Single-hex models/terrain: **never** block line-of-sight.
Multi-hex models/terrain: do block line-of-sight if they are between and are the same height or greater than both models attempting to determine line-of-sight.

Clear Line-of-Sight Examples

In the left diagram below, Bastian and Rakkir have line-of-sight to each other because single-hex models such as Gloom and the terrain feature never block line-of-sight.
In the right diagram below, Bastian and Rakkir have line-of-sight to each other because the green line does not touch the smoke hexes.

Blocked Line-of-Sight Examples

In the left diagram below, line-of-sight is blocked between Rakkir and Bastian because there are no Direct Lines (between any points of their hexes) that do not touch a smoke hex.

In the right diagram below, line-of-sight is blocked because the border of a hex is considered part of the hex, therefore the cloud hexes still block LoS.

Cover

Cover rules apply when a model is ducking behind a wall, impassable terrain or the edge of a building.

For a model to gain cover from an attack...

...it must occupy a hex that is adjacent to terrain that is identified as cover.

...any Direct Line, between the attacker and target model, must run through a hex that provides cover.

Attack dice modifiers for targets in or behind cover are...

...-2 attack dice when using a ranged attack.

…-1 attack dice when using a magic or melee attack.

Cover Examples

In the left diagram below, the blue Direct Line indicates cover for Rakkir from Bastian's ranged attack.

Similarly, in the right diagram below, the blue Direct Line indicates cover between Rakkir and Bastian for both of their melee attacks.

Conditions and Special Rules

Order of Application of Rules, Effects, and Conditions

There are times where the interaction of rules and abilities results in tricky situations.

In a game, models can be affected by multiple effects and conditions. When this occurs, the effects are applied in the order in which they were placed on the model, chronologically.

Example of Poor Order Choice: Doenrakkar has AGI 3. He equips the Boots of Agility magical artefact (+1 AGI), which takes his AGI to 4. He then casts Stone Form, which reduces his AGI (regardless of any added AGI) to 1.

Example of Beneficial Order: However, if Doenrakkar casts Stone Form first (reducing his AGI to 1) and then purchases the Boots of Agility, his AGI will be raised to 2.

Conditions

Weapons aren't the only dangers on this battlefield. Models can be inflicted with conditions during the course of a battle. Conditions are marked on the target using the corresponding marker.

Conditions last until the end of the target model's next activation...
...and immediately expire once their activation is over.
...or they can be removed *during* the target model's activation by using "Cleanse" (costs 1 Fate - see Activation Phase).

Deaths Caused by Conditions
The model that applies a condition owns that condition for the entire time it remains in play. Therefore, if the target model dies directly from that condition (e.g. the fire condition), the model that applied the condition has delivered the killing blow and receives the benefits of securing the kill.

Stacking Multiple Conditions
Only different conditions can be stacked on one target model. Duplicate conditions cannot be stacked. However, the old condition can be replaced with the new condition when a model is targeted with multiple conditions of the same type.

Curse

A model suffering the curse condition...
...cannot harvest Souls in any way. If a cursed model kills an enemy model, then the dead model's Soul does not spawn at all; the model is simply removed.
... cannot contest or control Shrines.
...cannot assist friendly models, or hinder enemy models, that attempt a Soul Harvest.

Unbound Souls **do not** move towards Heroes suffering the curse condition during the Communion Phase.

Fire

A model suffering the fire condition...
...suffers 3 True Damage at the end of their next activation before the condition expires.
...cannot heal for its duration.

Frost

A model suffering the frost condition...
...has its AGI capped at a maximum of 3 regardless of any other modifiers.
...has its MOV capped at 2.
...has the damage from its basic attacks reduced by 1.

The AGI and MOV modifiers override all other modifiers.

Knocked Down

A model suffering the knocked down condition...
...loses -3 AGI (note that AGI cannot be reduced below 1).

...cannot attack or make parting blows, and cannot engage enemy models. They can, however, still be engaged by enemy models.

...cannot advance, use active abilities, or spend any other actions until they have used Cleanse or Stand Up to remove the condition.

...does not contribute to the distracted or ganging up attack dice modifiers.

  Note: innate/passive abilities can still be used.

...cannot Effigy recall.

...has a height of 1.

Pinned

A model suffering the pinned condition cannot perform a charge action during their next activation.

Poison

A model suffering the poison condition...
...has 1 less MEL/RNG/MAG point.
...has 1 less AGI point.
...has 1 less Soul harvest point.

Stun

A model suffering the stun condition...
...has 1 less action during their activation.
...is unable to deliver parting blows.

Special Rules

Special rules are included on a model's card and provide them with extra options and powers beyond their Basic Attacks.

Armour Piercing

When this model attacks a target, the target receives -1 RES point when applying damage.

Animosity (X)

This model gains +1 attack die when attacking a model of a particular race (Elves, Dwarfs, Humans, Minotaurs, Orcs, Goblins, Undead, or Demons). This model cannot have Animosity against its own race.

Backstab

This model receives a +1 damage modifier while using a Basic Attack with a melee weapon against an enemy model that is engaged by a friendly model.

Dash

This model gets +1 MOV for 1 advance action, only once per activation.

Dual Wield (weapon)

When this model resolves an attack action with a weapon during its activation, it can immediately make 1 dual wield attack using the same weapon. The dual wield attack has a -1 attack dice penalty, applied after all modifiers, and does not cost an action. The attack dice pool for a dual wield attack can never be less than 1.

Only the 1st attack of a charge receives the +2 attack dice bonus, so dual wield attack does not get the +2 dice. Dual wield can only be triggered during a model's activation, and cannot trigger another dual wield attack.
Monsters that have dual wield only gain the second attack when they activate via the Hunter rule during the Communion Phase.

Explode (x)

When this model dies, enemy models adjacent to it suffer "x" damage.

Flammable

This model suffers 1 extra damage from the fire condition.

Fly

When a non-monster model with fly performs a charge, it ignores its target, intervening models, and all terrain (including impassable) during movement. The model's final placing, after the charge move, must be on an unoccupied hex with its charge target within melee range. Note that the charging model still requires Line of Sight to its charge target before the charge move.

When a monster with fly moves as part of the Hunter rule, it ignores intervening models and all terrain (including impassable) during movement. The monster's final placing, after the Hunter rule move, must be on an unoccupied hex.

Incorporeal

This model can move through other models and non impassable terrain without penalty. Other models can move through incorporeal models without penalty. In all cases models must have enough movement to pass through and end their current move in an unoccupied hex.

Invisibility

This model cannot be targeted by an enemy model's active abilities or RNG/MAG basic attacks from more than 2 hexes away.

Leech (x)

This model will heal "x" health on each successful attack that damages an enemy model. A model can never heal more from a leech attack than the damage their attack inflicted on their target. Leech can only be triggered once per attack action.

Mark Target

At the start of the game and after deployment, you choose an enemy Hero model and declare them as this model's "Marked Target".
For the rest of the game, when targeting the selected model, this model gains +1 dice to their Attack dice pool (after all modifiers) for Basic Attacks, only.
This model can spend an Action during its Activation to move the Mark to another enemy Hero model. Mark Target remains on the model even when it dies and re-spawns.

Natural Sprinter

This model can move +1 extra hex for each advance during the very first round of the game.

Nimble

This model cannot be targeted by parting blows.

Pathfinder

This model ignores the movement penalty from rough and treacherous ground. They can also charge over walls that are height 1 or less.
Note: they will still suffer damage from treacherous ground.

Point Blank

A model with point blank can use its RNG or MAG attack when engaged by enemy models. Firing into melee penalties apply as normal, however, there is no shooting into melee penalty from being engaged by or engaging the target.

Regeneration (x)

This model will heal "x" health at the start of the Communion Phase.

Shadow Orb

This model can place Shadow Orbs. Shadow Orbs are Tokens that have varying uses. Enemy Shadow Orbs can be destroyed for 1 action while your activated model is Adjacent to them.
Note: Shadow Orbs cannot be used for any place effects while their hex is occupied by a model.

Small

This model has a height of 1 (standard Heroes are height 2). Models can move through a hex occupied by a friendly small model during an advance or charge, providing they have enough movement to move past them.

Soul Master

Heroes of the soulgazer class possess the innate ability "Soul Master". This ability allows them to harvest, Contest and Assist in Soul Harvesting Souls from within 2 hexes instead of the general requirement of being adjacent to the Soul.

Soulless

This model cannot have Souls bound to it under any circumstances.

When a soulless model is killed by an enemy hero, it does not produce a Soul. Instead, if the enemy Hero is not suffering the curse condition, the enemy Hero's Effigy gains a banked Soul.

When a model with soulless kills an enemy Hero model, it does not harvest its Soul. Instead, the Soul binds to the nearest eligible friendly Hero model. If a model with soulless kills another soulless model, the Effigy of the model that killed the enemy model gains a banked Soul.

Steady

This model is not affected by the knocked down condition for the very **first time,** each round, that it is used against them.

Throw (x)

This model is moved (x) hexes directly away from the model that made the throw attack, and then suffers the knocked down condition. Thrown movement ignores all models and non-impassable terrain it passes through. If the thrown model's movement crosses impassable terrain it stops immediately and is placed adjacent to the impassable terrain, at the first point of impact.

If the final placement of a thrown model is on an occupied hex, then the thrown model will be placed in the first unoccupied hex on the trajectory it was thrown. The 2nd model is not affected by the throw.

Spawning Models: Monsters and Souls

These models spawn onto the battlefield using their corresponding spawning pits. Your hope should be to encounter more Souls than Monsters – the Souls are what will earn you a victory in the Between.

Monsters

Battlefield maps have 1 or more monster pits in clearly marked hexes. Monsters have their own cards which describe how they function. **Monsters count as enemy models to all Heroes, Summoned, and Effigy models.**

Monster Innate Abilities

Monsters possess 1 or more innate abilities (listed on their cards). Monsters may have 1 or more additional abilities, but all have these base innate abilities:

Bounty

This is the reward a monster drops when they are killed. There are some monster-specific rewards (stated on their card), but the 2 most common bounty rewards are:

Levels: The Hero that dealt the killing blow to a monster gains a level.
Fate: Fate bounty is listed on the front of the monster's card, near its portrait. Fate bounty can be collected by the Hero that dealt the killing blow, or by a friendly Hero that was adjacent to the monster at the time of its death.
     The Fate is added to their Warband's Fate, or can immediately be used by the collecting Hero to buy, sell or trade magical artefacts (as if they are adjacent to their Effigy).

Pathfinder

All monsters have pathfinder and are also immune to the effects of Treacherous Ground.

Hunter

All monsters activate during Step 2 of the Communion Phase. Monsters do not activate on the first round of the game or the round in which they re-spawn. However, if there is an enemy model within their melee reach when they re-spawn, they will attack that model. If there are multiple options, the monster will attack the model with the highest current health points (randomise if 2 or more models have the same health).

During a monster's activation...
...it advances its MOV statistic directly towards the nearest enemy model. If there are multiple options, the monster will advance towards the model with the highest current health points (randomise if 2 or more models have the same health). If there are multiple options for the

monster's advance, the monster's route is decided by the opposing player of the Hero being targeted.

...at the end of its movement it will attack the nearest enemy model within reach of its weapons. If there are multiple options, the monster will attack the model with the highest current health points.

Re-spawn

Monsters re-spawn with full maximum health during Step 4 of the 2nd Communion Phase after their death. If a monster's re-spawn pit hex is occupied by another model, then the monster will re-spawn adjacent to that model. The owner of the model occupying the pit decides where the monster will re-spawn. However, regardless of other models, the monster will attack the model that is occupying it's spawning pit that round.

Monsters Attacking Heroes

Order of Execution: When a monster's attack coincides with another in-game rule(s), the monster will always resolve its attack last.

All monsters will immediately attack an enemy model if...
...the enemy model ends its activation and is still engaged by the monster.
...the monster ends an advance on a hex that engages them with the enemy model.
...the enemy model disengages from the monster via an advance/charge. The monster will execute a parting blow against them.
...the enemy model is pushed, placed, or thrown (by any means) from being unengaged to being engaged by the monster.
...the monster is pushed, placed (e.g. re-spawns), or thrown, so that it occupies a hex that engages them with the enemy model.

During a monster's attack…
...monsters will not make any combat manoeuvres (unless specified on their cards).
...the 3 dice that inflict the maximum damage will be selected to execute the attack before any monster-specific combat manoeuvres are considered.
...a monster's attack dice can never be re-rolled.
… a monster never suffers from the distracted rule.

Being Killed by a Monster

If a Hero dies from a monster's attack, during its god's turn (even if activating a different model from their Warband), the nearest eligible enemy Hero model will harvest its Soul and therefore gain a level. In any other circumstance, being killed by a monster will not result in the dead Hero's Soul being harvested, nor any opposing Hero gaining a level from the Hero's death.

Souls

Battlefield maps have 1 or more soul pits in clearly marked hexes. Souls are neutral models that do not have cards, as they all operate in the same way. They have no health, and cannot be attacked/damaged in any way.

Souls move...
...incorporeally: they can move freely through other models and non-impassable terrain without penalty and vice versa.

> Note: **models may not end movement/placement on a hex occupied by a Soul**, and may never be forced to do so (for example, with a push).
> Likewise, **Souls may not end movement on an occupied hex** and must stop in the nearest adjacent hex, instead. This means that if a Soul's re-spawn pit is occupied by another model, then the Soul will re-spawn adjacent to that hex. The owner of the non-Soul model decides where the Soul will re-spawn.

...around impassable terrain features, using the shortest route possible.

Bound, Unbound and Banked Souls

Souls are bound, unbound, or banked. An unbound Soul that is successfully harvested becomes bound to the Hero that made the Soul harvest.

Soul Harvesting

Heroes can bind Souls to themselves by Soul harvesting. When a hero successfully harvests a Soul, they gain a level (unless they are already at their maximum level).

Souls can be harvested by...

...killing a Hero in combat. The hero that inflicted the final death wound automatically and immediately harvests the dead Hero's Soul.

...killing a Hero with a condition or effect. The Hero that owned the condition or effect that caused the death will harvest the dead Hero's Soul, if they are eligible. Otherwise, the nearest eligible enemy Hero (to the Hero that died) will harvest the Soul.

...successfully rolling a Soul harvest skill check while adjacent to an unbound Soul. (See "Soul Harvest" under "Activation Phase").

More On Key Models

Effigies

An Effigy's base health is altered by the number of Souls currently bound to enemy Heroes and/or banked with their Effigy. During a game, the base health of your Effigy will fluctuate as the enemy Heroes harvest and lose Souls.

Your Effigy's health is...
...reduced by 4 each for each Soul that is bound to an enemy Hero or banked in the enemy's Effigy..
...increased by 4 each time an enemy-bound Soul becomes unbound and/or lost.

Direct Damage to an Effigy

Effigies can also be damaged directly by basic attacks. The attacking model can only use their basic attack weapons which are listed on their card 1.

Effigy Regeneration and Healing

Regeneration: At the start of each Communion Phase, Effigies regenerate all damage inflicted upon them in the previous round by enemy basic attacks. The base health reduction from enemy bound and banked Souls remains.
Healing: Heroes can use certain active abilities to heal their Effigy during a game since it is a friendly model to their Warband. However, only direct damage made by enemy basic attacks can be healed this way.

Disabling and Capturing an Effigy

Effigies are disabled and captured when they are reduced to zero health, which can be achieved by base health reduction, direct damage, or a combination of both. Once captured, the opposing player immediately wins the game.

Shrines

Shrines...
...are neutral objectives that cannot be engaged, attacked, moved, or damaged in any way.
...count as impassable terrain.
...have a height of 2 and provide cover.

Controlling the Shrine

A player controls a Shrine if one or more of their Hero models is adjacent to the Shrine and no enemy Hero models or Monsters are adjacent to the Shrine.

Character Shrines

Character Shrines have special abilities and rules that can aid your Heroes in battle. Those rules can be found on your battlefield map. Examples of character Shrines are the "Shrine to Wellin" (heals models and aids in attacks) and the "Shrine to Arden" (aids in placement and attacks).

Appendix

Game Definitions

Active Player
The player who controls the Hero currently being activated.
Adjacent
Any hex that shares a border with another hex. A hex is adjacent to itself.
Away
When a model is required to move away from another model it must take a straight line of movement. A pushed model must stop if it's route is blocked by an occupied hex. If the target hex of a placed model is an occupied hex then the model will be placed in the first unoccupied hex on the trajectory of its movement.
Basic Attack
The weapons listed on the card1 (face card) of a model.
Chosen
A Hero that is aligned to a particular god and gains benefits when taken in a Warband that uses the Effigy of that god.
D2
Roll a D6. A roll of 1-3 counts as a 1, a roll of 4-6 counts as a 2.
D3
Roll a D6, divide by 2 and round up.

D6

D6 refers to the standard 6-sided die.

Damage

A model is considered to have suffered damage when the model has its health reduced by 1 or more.

> **True Damage**
> True Damage ignores a model's RES.

Deployment Zone

The shaded hexes around each Effigy where Heroes are placed at start-of-game.

Disengage

One model moves away from another model, breaking engagement. This is usually followed by a parting blow.

Engaged

A model is considered engaged when it is within the melee reach, and line of sight, of an enemy model.

Engaging

A model is considered to be engaging an enemy model when they have that enemy model within their melee reach and line of sight.

Enter

To advance, be pushed, placed or thrown to within a specified area, from outside of that area.

Heal

Removing damage marked on a card.

Hit

A model is considered to have been Hit when any attack dice roll, targeting that model, chosen by the attacking player, results in any icon (⚓, ⚔ or ↥) appearing on the dice. If an attack roll results in all dice being blanks, the target model has not been Hit and therefore does not trigger effects that require a model to have been Hit.

Killed/Destroyed

When a hero dies, it is considered to have been killed/destroyed. The following two stages are applied chronologically:

- Zero Health: Trigger any abilities or effects that rely on a hero reaching zero health.
- Death: Trigger any abilities or effects that rely on a hero dying. Remove all conditions, Tokens, Markers, bound Souls and affects from the model.

In both stages, if multiple abilities or effects trigger, the active player decides the order in which they are triggered.

Killing Blow

The model that inflicts the last damage point, resulting in the death of an enemy model, is considered to have dealt the killing blow.

Melee

A melee involves 2 or more models where at least 1 of them is either engaging, or being engaged by, the other model.

Occupied/Unoccupied Hex

A hex is considered occupied when a Shrine, Effigy, impassable terrain feature, Soul or other models (Heroes, monsters and summoned) occupy that hex.

Blank hexes, forests, clouds, Tokens, Markers, Soul and monster pits are considered unoccupied for model placement/movement. Note that terrain movement penalties may still apply.

"One Use Only" Magical Artefacts

These artefacts are removed from the game immediately after they are used and cannot be purchased again.

Place

A model is placed on a particular hex. It ignores all intervening terrain, models etc… If the target hex is occupied the model cannot be placed in that hex.

Randomise

Roll a dice to decide the result.

Spawn, Re-spawn and Spawning

To be placed on the board at a specific location, thereby entering play.

Target

The recipient of an attack or ability. A model can target another model if it has LoS and is within the selected weapon's reach, or within range of an active ability.

Temporary Health

Models can gain temporary health from various items and abilities. Temporary health is a pool of health points a model has in addition to their base health. Temporary health possesses the following attributes:

- Damage dealt to the model is marked against temporary health first.
- Temporary Health cannot be healed by any means.
- A model can still heal their base health when they are benefitting from temporary health.
- For instances when a model gains temporary health from multiple sources, the owning player must track them separately. When a model with multiple temporary health pools suffers damage, the owning player can apply the damage to any pool they choose. In this instance, damage can be spread across multiple pools as desired. Note, the multiple temporary health pools will expire independently of each other.

This Model

The phrase "this model" always refers to the model to which the card belongs / on whose card it is written.

Towards

There are 2 instances of moving towards a model, advancing or being pushed.

1. Advancing: When a model is required to advance towards another model it must take the shortest route, either slalom or straight movement towards that model. This means that it requires the least movement through unoccupied hexes. If multiple options exist the controlling player of the model advancing can decide which route to take. Models can move around occupied hexes if required, but at all times the end goal must be the shortest route.

2. Push: When a model is required to be pushed towards another model it must take the shortest route and must be in a direct line. If multiple options exist the controlling player of the effect causing the push can decide which route to take. The pushed model must stop if its path is blocked by an occupied hex.

For both instances, the model being moved must stop once any further movement will not bring it closer to the target model.

Within

When an ability refers to being within (x) hexes from a given point, simply count how many hexes to reach that point, from the starting hex. This can be in any direction including slalom.

Within Melee Reach

A model's melee reach is defined on their card alongside their melee weapon choices. This refers to the maximum distance in hexes they can use that weapon to engage a target model. 1 Hex reach means they can only engage models adjacent to themselves.