

# JUDGEMENT

## Gods

Rules Document

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## The Gods

### Tomas

Hero Pool (13)

Divine Gifts

### Krogmar

Hero Pool (14)

Divine Gifts

### Bruell

Hero Pool (13)

Divine Gifts

### Ista

Hero Pool (14)

Divine Gifts

### Torin

Hero Pool (14)

Divine Gifts

### Grul

Hero Pool (13)

Divine Gifts

# The Gods

There are 6 gods currently in the game. Each player selects a god to represent before each game. Players are free to choose any heroes they want in their Warbands, however, including heroes that are aligned to the player's chosen god will unlock extra powers for them.

Each god has three unique gifts that are available to the player representing the god. They are the **Warband Bonus**, **Divine Artefact** and **Effigy Power**.

## Chosen

Each god has a list of heroes they consider their chosen champions. Except for Avatars (see below), heroes are nominated as Chosen for 2 gods. Chosen heroes can benefit from all their god's gifts, whereas non-chosen can only benefit from the Warband Bonus.

Warband bonuses are available to **all** friendly hero models belonging to the Warband. **Divine Artefacts and Effigy Powers are only available to friendly hero models that are the Chosen of that particular god.** Avatar's count as Chosen to the god they belong to.

Divine Artefacts are governed by the same rules as magical artefacts except when specified otherwise.

## Avatars

Avatars are special Chosen heroes that directly represent their god on the battlefield. Unlike other heroes that are Chosen for two gods, Avatars are Chosen for a single god. Also, the Avatar gains a special gift when the Effigy Power is called. This is known as the Avatar Bonus.

The Avatar Bonus is gained immediately once the Avatar's Effigy Power is called and it remains for the rest of the game. Once an Avatar gains the Avatar Bonus, it awards a Fate to the enemy warband's Fate pool each time it dies once from that point forward.

## Tomas

Virtues: *Patience, Composure, Grit*

Tomas is willing to simply outlast his enemies. He will wait patiently for as long as required to arrive at the optimum time to make his move. Followers of Tomas consider all the options before deciding on a course of action. They will maintain a level keel until an opponent makes a critical error before striking hard with precision. Tomas' nature saw him naturally drawn towards the undead that roamed Between and was the demigod that forged a pact with Lord Fazeal, the master of an undead horde, to include him as one of the summoned.

Appearance: Even after millennia, Tomas chooses to appear as he did when he was mortal. A human male in his 50s, clad in chain mail armour, blue livery with gold trim. He has also reconstructed the main keep of his castle that he once called home on Between. He spends countless hours in his favourite chair, in front of a roaring fire brooding over whatever currently occupies his mind.

## Hero Pool (14)

**Avatar:** Fazeal

### **Chosen**

Aggressors: Fazeal, Rakkir, Zhim'gigrak, Aschell, Nephenee

Defenders: Marcus, Skye, Sharn

Hybrids: Styx, Onkura, Jaegar, Kain

Soulgazers: Saiyin, Masuzi

Supporters:

## Divine Gifts

### Warband Bonus

Friendly heroes can spend 1 fate to force the re-roll of a basic attack that targeted them once per activation.

### Sacred Artefact

**Diamond Armour (1F):** Bestows its bearer with +1 RES. RES reduction effects, targeting this model, are lowered by 1. Cannot be used by heroes of the Defender class. Diamond Armour will provide no benefit if it raises a model's RES to 3 or more at any time.

The Glyph of Warding magical artefact is removed from this Warband's artefact deck at the start of the game.

### Effigy Power

**Virtuoso:** All friendly Chosen of Tomas heroes have the symbol cost of combat manoeuvres on their cards reduced to 1 for this turn. Any fate costs remain the same.

Avatar Bonus: Fazeal gains Relentless Charge. (This model gains +1 MOV and +1 MEL when resolving a charge action.)

# Krognar

Virtues: *Power, Deceit, Shadows.*

Krognar craves pure power. He has spent centuries pouring over old tomes, reviving ancient rituals and learning the dark arts. He often works in the shadows, pulling the strings of others to do his dirty work. He avoids face-to-face confrontation, preferring to take his enemies down silently. If he can frame others in the process, then all the better.

Appearance: Krognar no longer holds a physical form. He is a shadow being, invisible to most, always lurking in the shadows. His glowing eyes all that his enemies see before their demise. Krognar's eyes change colour to reflect his mood, deep black at rest, blue when he has feelings that mortals would relate to joy, and crimson red when angered. He floats a metre or so above the ground and can pass through physical objects with no effort.

## Hero Pool (13)

**Avatar:** Zaron Bogdan

### **Chosen**

Aggressors: Viktor, Rakkir, Kogan

Defenders: Skoll, Lugdrug

Hybrids: Kvarto, Piper, Styx, Kain

Soulgazers: Zaron, Kruul, Naias

Supporters: Cradol

## Divine Gifts

### Warband Bonus

Friendly heroes can Effigy Recall for 1 action.

### Sacred Artefact

**Umbra Sphere (0F - Defence):** Bearer gains the Active Ability:

Shadow Rift (0A) - Place a Shadow Orb token in an unoccupied hex adjacent to this model.

### Effigy Power

**Shadow Meld:** Friendly Chosen of Krognar heroes can be immediately placed adjacent to their Effigy or a Shadow Orb placed by this Warband. Friendly Chosen of Krognar heroes placed by Shadow Meld cannot target the enemy Effigy this round.

Avatar Bonus: Zaron counts as a friendly Shadow Orb token. This can be in addition to the 3 total Shadow Orbs a Warband is allowed and is always considered unoccupied.

# 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 early.

Appearance: Bruell appears as a titan. A 40’ humanoid made of granite. Huge fists, an angry visage and a thunderous roar. He will just as soon smash something as look at it and has been known to flatten miles of land when anger consumes him.

## Hero Pool (14)

**Avatar:** Zhonyja

### Chosen

Aggressors: Zhonjya, Brok, Kogan, Thorgar, Viktor, Drelgoth

Defenders: Skoll, Lugdrug

Hybrids: Barnascus, Kvarto, Bale & Sarna

Soulgazers: Kruul, Svetlana

Supporters: Cradol

## Divine Gifts

### Warband Bonus

Friendly heroes gain pathfinder when resolving a charge action.

### Sacred Artefact

**Second Wind (1F - Offence):** If a model is equipped with Second Wind and kills an enemy model it gains an additional action for that activation.

### Effigy Power

**Rampage:** Friendly Chosen of Bruell models can charge for 1 less action if that charge is their first action of their activation. Friendly Chosen of Bruell models cannot target the enemy Effigy with melee attacks this round.

Avatar Bonus: Zhonyja gains Unerring Accuracy. (This model can re-roll an entire basic attack roll once per activation.)

# 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.

Appearance: Istia appears as a glowing female angel with large white wings. Long flowing white robes with gold and silver trim, Istia's features resemble the mortal elves, however, her ears are longer and she has huge wings protruding from her back.

## Hero Pool (13)

**Avatar:** Isabel

### **Chosen**

Aggressors: Nephenee, Zaffen, Brok, Istariel, Allandir

Defenders: Marcus, Doenrakkar, Thrommel

Hybrids: Isabel, Barnascus

Soulgazers: Saiyin

Supporters: Loribela, Haksa

## Divine Gifts

### Warband Bonus

Heroes heal D3+1 whenever they successfully Effigy Recall.

### Sacred Artefact

**Restoration Potion (0F - Defence):** Bearer spends 1A during their activation to restore the bearer or target friendly model adjacent to the bearer to its current maximum health. One use only. The Healing Surge magical artefact is removed from this Warband's artefact deck at the start of the game.

### Effigy Power

**Celestial Gift:** Friendly Chosen models gain Nimble and Fly until the end of their next activation.

Avatar Bonus: Isabel gains Fly and Nimble permanently.

# 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.

Appearance: Torin has no natural physical form. She is ever-present and can simply be where she wants to be. She has been a constellation of stars, a shadow, a tree and a rock. If she ever chooses to appear in humanoid form, it is normally that of a blue, hairless being, red runes over her skin and deep-set pupil-less eyes.

## Hero Pool (14)

**Avatar:** Bastian

### Chosen

Aggressors: Istariel, Aschell, Allandir, Zhim'gigrak

Defenders: Thrommel, Skye

Hybrids: Onkura, Aria, Jaegar

Soulgazers: Xyvera, Masuzi, Naias

Supporters: Bastian, Haksa

## Divine Gifts

### Warband Bonus

Heroes that respawn adjacent to their Effigy do so with all their actions.

### Sacred Artefact

**Equality Stone (0F - Defence):** Bearer can pay 1A+1F to swap their current health (excluding temporary health) with an enemy model adjacent to them. One use only. If the swap would grant health beyond a hero's current maximum health, then swapped health beyond that maximum is lost.

### Effigy Power

**Time Tax:** For this round:

- enemy hero's active abilities with a Fate cost have their cost increased by 1F.
- non-chosen heroes in this Warband are unable to use Fate this turn.

Avatar Bonus: Once per activation, Bastian can ignore the Fate cost of either Prayer of Health, Heroism or Time Bender. He must have the appropriate levels for Heroism and Time Bender.



# 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. At most times she is found deep within her grove, a shifting landscape that creates an evergreen maze composed of granite rock, trickling water, and verdant growth. All manner of creatures are drawn to her home, and when Grul moves, the grove and everything within it often moves with her. It is a part of her, and she of it.

Grul only allows those that she deems worthy to pass through the outer maze of her grove. She is whimsical, often playing games to challenge and teach those who seek her out. Her laughter may seem teasing and childish, but her wisdom and knowledge are undeniable. Any who enter her domain must pass her tests, and be deemed worthy, if they wish to leave alive.

Only a handful of those seeking Grul will ever find the heart of the grove and encounter her as more than a voice whispering in the wind. There she might appear as a great hulking bear, or as a diaphanous and delicate fey like creature. She will invite her visitors to sing and dance with her and in so doing mark them as her Chosen. Evermore her song will echo in their ears.

Appearance: Grul is at one with nature. Few realize, but her physical form is often that of plant, rock, and water. The particulars of her appearance change to mimic the natural surroundings of the part of the world in which she resides. Her most common and favourite form is that of a peaceful glade hidden deep within an ancient forest, a crystal clear pond at its centre. Moss covered stones lay around the pond, carved with runes only visible to the keenest observer. Often she communicates as a gentle breeze, carrying her words throughout her grove, but on occasion she may choose to embody a beast or fey like creature.

## Hero Pool (12)

**Avatar:** Gendris

### **Chosen**

Aggressors: Zaffen, Thorgar, Drelgoth

Defenders: Sharn, Doenrakkar

Hybrids: Piper, Aria, Bale & Sarna

Soulgazers: Svetlana, Xyvera

Supporters: Gendris, Loribela

## Divine Gifts

### Warband Bonus

Enemy models require an additional symbol to push friendly models, via combat manoeuvres, that are within rough or treacherous ground, or forests. Heroes that begin their activation within rough or treacherous ground, or forests heal 1 health. Hero models do not suffer damage from treacherous ground.

### Sacred Artefact

**Staff of Grul (1F - Offence):** Bearer gains +1 Reach on its melee attacks to a maximum of 2.

### Effigy Power

**Wild Growth:** Friendly Chosen of Grul models gain 3 temporary health. Remaining temporary health, granted with this power, expires at the start of the next Communion Phase.

While in rough or treacherous ground, or forests, Chosen of Grul models cannot be pushed by enemy models by any means for this turn.

Avatar Bonus: Gendris can immediately cast Wild Growth for free and it remains in play permanently. This permanent instance of Wild Growth has no impact on Gendris casting Wild Growth for the rest of the game and she can have 2 forests in play as a result.