

# JUDGEMENT

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# Judgement

## Game Overview

Judgement is a multifaceted game that can be enjoyed by players of all levels. The casual player can enjoy a fun, fast and furious game of slaying enemy heroes and monsters, levelling up their own heroes, and buying in-game magical artefacts to bring them glory. Competitive players can spend hours developing Warbands, combinations, and finely tuned battle plans to test their abilities versus players of similar skill level.

Judgement is played between two players. Each player controls their Warband which, depending on the size of the game (game mode), consists of a group of either 3, 5 or 9 models. To win the game, each player attempts to disable and capture their opponent's Effigy (home base) by doing a combination of direct damage and Soul collection. Souls are gained during the game by killing enemy heroes and capturing them from specifically marked Soul pits.

Another essential element of Judgement is Fate creation and expenditure. Fate is essentially the currency of Judgement. Fate points can be used in several ways including; healing, using hero special powers, re-rolling dice or removing in-game conditions. Warbands gain Fate by capturing Souls and controlling Shrines. Shrines are immovable monuments placed in designated positions on the maps. Controlling Shrines is a vital component of the game, as a Fate starved Warband will struggle to operate effectively.

While battling your opponent's Warband, you must also deal with wandering neutral monsters that will pursue and attack nearby heroes. These are powerful creatures that, if slain, give benefits to your Warband. There are numerous types of monsters that possess abilities which damage and affect your heroes. Some heroes control them to hinder your opponent's plans. Killing monsters provide loot in the form of Fate, magical artefacts and levels for your heroes.

During a game of Judgement, players can level up their heroes to alter and improve their powers and abilities. They can also purchase magical artefacts, allowing you to adapt your Warband mid-game.

Have you got what it takes to summon and command a Warband of heroes drawn from across the length and breadth of Athien? Prepare yourself as you embark on your quest to challenge both mortals and gods on the mythical shadow plane of Between. You are about to be Judged.

This is Judgement!

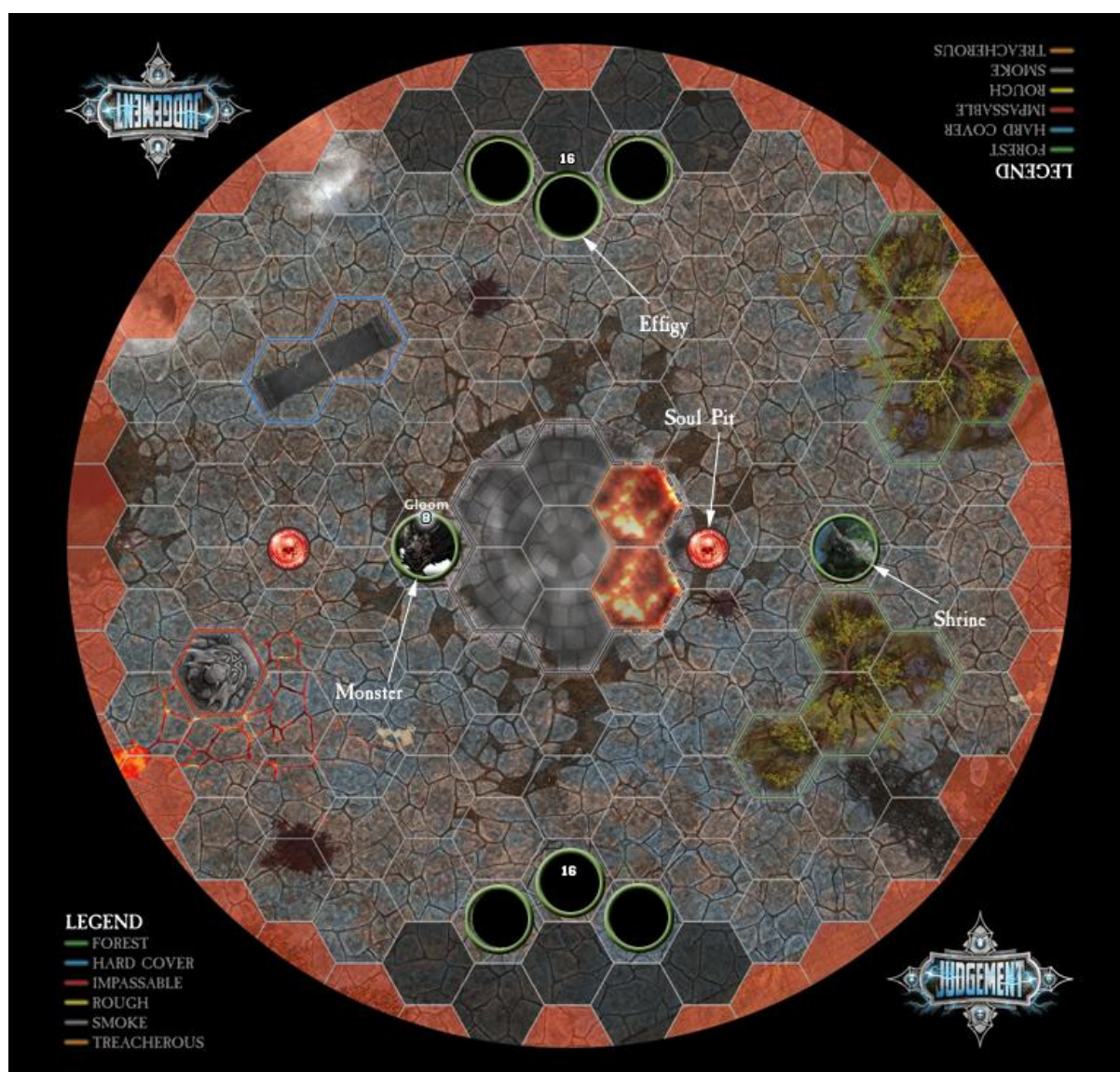


# Game Mechanics and Tutorial

Below is a quick tutorial of the game mechanics of Judgement. A more detailed description and explanation of each element of the game follows this section.

## Judgement Maps

Judgement game boards use a *hex* grid to determine the placement of essential components such as terrain, Effigies, Shrines, Soul and monster pits. Hexes also determine the movement of heroes, measuring distances, weapon ranges etc. A general rule is that only one component or hero can occupy one hex at any given time.



## Heroes

Judgement is all about heroes and their abilities on the battlefield. Let's look at the first and most important card of an Orc aggressor called Rakkir.



Each hero has three actions per *activation*, and they can activate once per round. They can use their *actions* in various ways. Typically heroes use actions for movement and attacking other models.

Rakkir's MOV ability is 3, which means when he activates, he can move up to 3 hexes in any direction, as long as he does not move through an already occupied hex. This move counts as one action. Therefore Rakkir can move up to 9 hexes in 1 activation.



*This diagram shows some of the possible legal moves Rakkir can make in a single action.*

Rakkir has Dagger as his weapon which has a reach of 1 *hex*, which means Rakkir can attack any enemy model that occupies a hex adjacent to the hex he occupies. Adjacent means any hex that shares a line/border with the hex occupied by Rakkir. This attack uses one action, therefore Rakkir can attack three times in 1 activation. Note that heroes are limited to **3 actions in total** but can combine their move and attack actions in whichever combination they want.

Rakkir's Dagger is a melee weapon type, therefore we use his MEL (melee) value when attacking another model. To attack a model, we compare Rakkir's MEL value to the opponents AGI (agility) value. The difference is the number of Judgement dice rolled in the attack. Let's say Rakkir is attacking Bastian, who has an AGI of 4. In this scenario, Rakkir is the attacker, and Bastian, the target.





MEL 7 (Rakkir) – AGI 4 (Bastian) = 3. Rakkir rolls 3 dice in his attack. The number of dice rolled can be affected by things such as terrain, completing a charge, proximity of friendly or enemy models and other instances. Regardless of the number of dice rolled in an attack the player **must choose 3 dice** from the dice pool. If 3 or less dice were rolled for an attack then all the dice must be chosen.

## Judgement Dice

Judgement uses custom dice made explicitly for the game. The dice are six-sided, four of which contain icons used for calculating damage while also allowing heroes to perform various feats on the battlefield.

Blank: Is just that and has no effect nor does it apply any damage.



Manoeuvre Icon: This dice applies no damage but can be used to push the attacker or target 1 hex in any direction. It also may be used for other more interesting abilities called combat manoeuvres.



Crossed swords icon (hit): This is the primary way in which damage is dealt. Each hit dice counts as 1 hit for damage purposes.



Manoeuvre/Hit: The “J” on the dice. This counts as both a Manoeuvre (↱) and a hit (⚔) simultaneously.

## Combat Example

Rakkir is going to attack Bastian. Rather than advance into melee, he is going to use a charge action. Charge actions give two benefits, it adds two hexes to the distance Rakkir can travel and it also adds two extra dice to the attack pool. A charge does take two actions, but it also allows an attack with his Dagger. Charging into combat is **generally** better than advancing and then attacking.



Dice calculations:  $7$  (Rakkir's MEL)  $- 4$  (Bastian's AGI) =  $3$ . We then add two extra dice for the charge bonus.

Rakkir rolls five dice, and the result is: blank, manoeuvre, hit, hit, “J”.

The active player (the player who is activating a hero) has a few options here. They could choose hit, hit, "J". This is three hits, which equates to a critical blow, and does five damage to Bastian. If we look at Rakkir's card, we can see the damage value for a glancing blow (1 hit), solid blow (2 hits), or a critical blow (3 hits). The "J" also allows the option of pushing Rakkir or Bastian 1 hex. Pushing heroes is vital for claiming objectives, pushing Bastian into the reach of a monster or even pushing him into treacherous ground.

Most of the time players choose the critical blow, for the maximum damage, but often there might be other more useful options. For example, with the above dice roll, the active player could choose a manoeuvre, hit, "J". This is a solid blow (3 damage to Bastian), but also

[Turn on screen reader support](#)

## Find and replace


Find

1 of 6

Context:

hex. Pushing heroes is vital for claiming objectives, pushing Bast

counts as two manoeuvre icons (the "J" is a hit and a manoeuvre icon).

Card 2 of each hero lists the special abilities they have at their disposal. Some abilities are passive and have no cost, but others have a cost written in brackets, such as (2 ) which requires two manoeuvre icons on the rolled dice, or (1A) which costs one action. (1F) means the cost is 1 Fate and is generally a more powerful ability while also the signature ability for a given hero.

In the above example if the Rakkir player selects a manoeuvre, hit, "J" they can use the manoeuvre and "J" to apply poison, as listed under Combat Manoeuvres of Rakkir's 2nd card. Then they could execute the Toxin ability on the bottom of the same card. Toxin costs 1 Fate and does 2D6 damage to Bastian, which uses two standard six-sided dice. The sum of the two dice is the damage caused. Toxin is a potent ability, and one of the reasons Rakkir is classified as an aggressor.

After all damage is applied, Rakkir still has one action remaining and has many options. He could attack again with three dice (no charge bonus on the second attack), use his Shadow Step ability or several other available options.

## Turn Sequence

Once Rakkir has finished his activation, the opposing player has their turn to activate one of their heroes. No hero can activate again until all heroes on both sides have activated. Once this happens, the game round completes, and we move to a new round where all the heroes can activate again. The activation order of the heroes does not have to be in the same order as the previous round, players are free to choose any order that suits their purpose.

## Winning the Game

As mentioned above players win the game by destroying their opponents Effigy. Each game type determines the amount of Health the Effigy can absorb before being destroyed.

We suggest new players use the 3v3 battle where the Effigies have 16 Health each.

There are 2 ways in which players can achieve this.

- Each time an enemy hero is reduced to zero health, they die and their opponent captures a Soul. Each Soul is attached to the Hero that killed their opponent and reduces the enemies Effigy by 4 health. Heroes re-spawn the following round but the Soul still remains in the opponent's possession.
- Heroes can collect Souls that spawn at various locations on the battlefield, called Soul Harvesting. A Hero must be Adjacent to a Soul to attempt a Soul Harvest, or within 2 Hexes if they are of the Soulgazer class. Heroes Soul harvest by rolling two D6 dice and adding that number to their Soul Harvest score (see hero card 1). If the score equals 12 or more, they have made a successful Soul Harvest.
- Players can attack their opponents Effigy directly with their Warband, using their Basic Attacks, listed on the front of their first card. Effigies heal any direct damage at the start of the following round, so this method generally is used when there is a chance of destroying the Effigy in that round.

## The Battlefield

Each Judgement battlefield map has a number of scenarios printed and ready to play. Simply choose your map or randomly select one by rolling a D6. Each of these scenarios have several components essential to playing a game. Below is a list of these components and their function.

## Battlefield Components and Terrain

All components and terrain are printed to fit within the borders of 1 or more hexes. With impassable terrain, including Effigies, Shrines and terrain pieces, no other model, active token or any component can enter that hex. Some models may have abilities that allow them to pass through or fly over them, but they are exceptions and are clearly labelled as such. Models and active tokens can move through and end a move on non impassable terrain but may suffer effects from doing so, such as reduced movement or even damage.

## Token and Marker Placement

Judgement requires the placement of Tokens and Markers for various in game effects. These will be labelled as either Token or Marker, they have distinct rules on board placement and effect. When a Token is to be placed it will be made clear on the hero card, for all other effects Markers should be used.

### Token

A Token is placed on the battlefield, representing an effect, and can only be placed on an Unoccupied hex. Tokens can be placed by heroes using Active Abilities and Combat Manoeuvres and remain the property of that hero. They can be placed on hexes that contain other Tokens as long as they do not share the same name with any friendly tokens in that hex. They do not impede movement in any way, and other models can end their movement on a hex with a Token. Unless otherwise stated, Tokens with the same name, placed by the same Warband do not stack to provide a cumulative effect.

### Marker

A Marker is a reminder of a Condition, Combat Manoeuvre or Active Ability placed on the battlefield near the model that it is affecting, with the hero that placed the Marker retaining ownership of that Marker. They have no physical in-game presence and their placement can be anywhere near the model it is attached to. They do not block line of sight, affect model movement or Token placement in any way. Unless otherwise stated, Markers with the same name, placed by the same Warband do not stack to provide a cumulative effect. If a Marker with the same name is placed on a model that already exists, the newest Marker will replace the old and ownership will change accordingly.

### Effigy

The Effigy is the most important component of Judgement, the players objective is to disable and capture their opponents Effigy. The health of an Effigy is determined by the game mode, Skirmish 3v3 (16 health), Battle 5v5 (20 health) and Escalation 9v9 (16 and 12 health).



### Characteristics and properties of Effigies:

- Can only be damaged by enemy models harvesting Souls and/or direct damage from models using their basic attacks. Cannot be damaged or targeted by active abilities that have a direct damage component. See below for a more concise description.
- Starts the game with a base health determined by the game type and map.
- Is immune to all Conditions.
- Has no melee range but can be engaged by enemy models.
- Is immune to combat manoeuvres that apply direct damage to the Effigy.
- Cannot be moved or placed under any circumstances.
- Has AGI 3 and RES 1 (cannot be lowered or ignored by any means even if AGI/RES etc are raised by other means).
- Has height 4.
- Provides cover for friendly models.
- Blocks line-of-sight.
- Counts as impassable terrain for all non-friendly models.
- Is incorporeal to friendly models. Note, incorporeal models still block line of sight to all models.
- Counts as a friendly model to the heroes you control.

Note that Effigies occupy 3 hexes but are still considered 1 model for all purposes such as ganging up, firing into melee, defender abilities etc...

## Reducing an Effigy's Base Health

An Effigy's base health is altered by the number of Souls currently bound to enemy heroes, as follows:

- Reduced by 4 each time a Soul becomes bound to an enemy hero.
- Increased by 4 each time a previously bound Soul to an enemy hero becomes unbound unless the Soul was banked.

During a game, the base health of an Effigy will fluctuate as the enemy heroes harvest and lose Souls. Once Souls are banked in an Effigy, they can never be lost. In this instance, the base health reduction of the enemy Effigy is permanent.

## Damaging an Effigy via Basic Attacks

Effigies can also be damaged directly by basic attacks. The attacking model is restricted by using their basic attack weapons which are listed on their card 1. Regardless of the source of the attack, for example, backswing, dual attack or other instances of attack, if the basic weapon on card 1 is used for the attack it is a legal attack.

## Effigy Regeneration

At the start of each Communion Phase, Effigies regenerate all damage inflicted upon them in the previous round by enemy hero attacks. The base health reduction from enemy bound Souls remains; only the damage inflicted from enemy hero attacks is regenerated.

## Healing an Effigy

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 hero basic attacks can be healed this way, damage reduction from captured Souls cannot be healed by heroes. Similarly, heroes are unable to provide temporary health to their Effigy, by any means.

## 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 have the following properties:

- Impervious to all damage.
- Cannot be attacked in any way.
- Count as impassable terrain.
- Provide cover.
- Have a height of 2.
- Have no melee range and cannot be engaged.
- Are non-hero models.

## 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.

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 chosen battlefield map.

## Character Shrines

Some maps include character Shrines that possess unique powers, affording bonuses to the controlling player's Warband. Examples of character Shrines are the "Shrine to Wellin" and the "Shrine to Arden".

# Terrain

Judgement battlefield maps have terrain clearly outlined in specific colours that represent the terrain type. The coloured outline of each terrain is the perimeter of the terrain. The perimeter line and everything within is considered to be a part of that terrain feature. If any part of the terrain feature, including the perimeter, crosses into a hex, then the complete hex is considered to be covered with the terrain feature. The code for the coloured perimeter is included on each map. Below is a list of the terrain used in Judgement and its interaction with heroes, monsters and other models used in the game.

## Terrain Types

### Blocking Terrain

Terrain features such as forests and smoke are blocking terrain and can block line of sight between 2 models attempting to target each other. See Line of Sight below.

### Rough Ground

Shallow water, marshes, bogs and small boulders are examples of rough ground.

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

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

### Treacherous Ground

Lava pools, jagged rock outcroppings and stinging nettles are examples of treacherous ground.

If a model makes an advance or charge action through or starting in a treacherous ground hex, it suffers a -2 MOV penalty for that action. The model also suffers 1 armour piercing damage for that action. Any model that enters treacherous ground as a result of a push, place or throw, suffers 1 armour piercing damage.

Note that models can move into treacherous ground with their last hex of movement with no movement penalty, but they will still suffer the 1 armour piercing damage.

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

## Cover

Cover rules apply when a model is ducking behind a wall or the edge of a building, or when it is fighting in a forest and generally doing its best to hinder enemy attacks.

For a model to gain cover from an attack it must satisfy these 2 conditions:

- (1) Occupy a hex that is adjacent to terrain that is identified as cover.
- (2) Any Direct Line, between attacker and the target model, must run through a hex that provides cover.

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



Similarly, in the diagram below, the blue direct line indicates cover between Rakkir and Bastian for their melee attacks.



A model making a ranged attack against a model in cover suffers a modifier of -2 attack dice. A model making a magic or melee attack against a model in cover suffers a modifier of -1 attack dice.

## Impassable Terrain

A model cannot move over impassable terrain unless they have the fly rule. Unless stated otherwise impassable terrain provides cover.

## Combined Terrain

The movement penalties from Rough Ground and Treacherous Ground do not stack. Similarly, the attack dice penalties for cover do not stack. In both cases the highest penalty will be applied.

## Moving Over a Wall

When a model advances over a wall hex it must have enough movement to clear that hex with the current advance action. A model\* cannot end an advance action occupying a wall. Any wall feature that is the same height as a model is impassable to that model.

*\* applies to monsters and summoned*

Models cannot charge through a wall hex unless they have the pathfinder rule and must clear the wall with the charge move.

## Forests and Smoke

Forest and smoke hexes also confer *Invisibility* to models within them. Models with multiple hex size bases must have all their base hexes within the forest or smoke to gain *Invisibility*.

## Line of Sight

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, physical or otherwise with a model, is considered to be in their front.

## Determining Line-of-Sight

Two models have line-of-sight to each other if you can draw a straight line from any point of their hex to any point of their target’s hex that does not touch a line-of-sight blocker’s hex or between 2 line-of-sight blockers that are adjacent to each other.

## Line-of-Sight Blockers

The following rules apply to models and their ability to block line-of-site:

- 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.

In the 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 diagram below, Bastian and Rakkir have line-of-sight to each other because the green line does not touch the smoke hexes.



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



In the 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.



## Heroes

Heroes are the primary focus of a game of Judgement. Each hero model is a potent force in its own right, bringing unique powers that influence the battle in a variety of ways.

## 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. There are 5 classes in the core rules: Aggressors, Defenders, Supporters, Hybrids and Soulazers. A hero's class is there to provide a guide to their role on the battlefield, however, it rarely restricts them in any way.

## Aggressor

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

## Defender

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

## Soulazer

Soulazers devote their lives to the study and manipulation of the afterlife, and are the most powerful Soul harvesters in the game. Heroes of the soulazer class possess the innate ability "Soul Master". This ability allows them to harvest and contest Souls while within 2

hexes 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 depending on the magical artefacts they are equipped with and whether they are prioritised to gain levels.

## Supporters

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

## Model Attributes

Each model will have a set of scores between “0” and “10” for their attributes, which are listed on the statistics card for all models (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.

**Movement (MOV)** - The maximum number of hexes a model can move when they make an advance action. MOV can never be less than 1.

**Agility (AGI)** - A model's ability to avoid enemy attacks.

**Resilience (RES)** - A model's durability and ability to reduce damage from enemy blows.

**Melee (MEL)** - A measure of how skilled a model is with melee weapons.

**Magic (MAG)** - A measure of how skilled a model is wielding magic powers.

**Soul Harvest** - A measure of how skilled a model is at harvesting unbound Souls.

## Statistics Card

Below is the statistics 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 title. The colour of the runes around the portrait stone ring reflects the race as follows: gold = orc, green = elf, blue = human, grey = dwarf, red = minotaur, black = undead, turquoise = goblins and purple = demons.

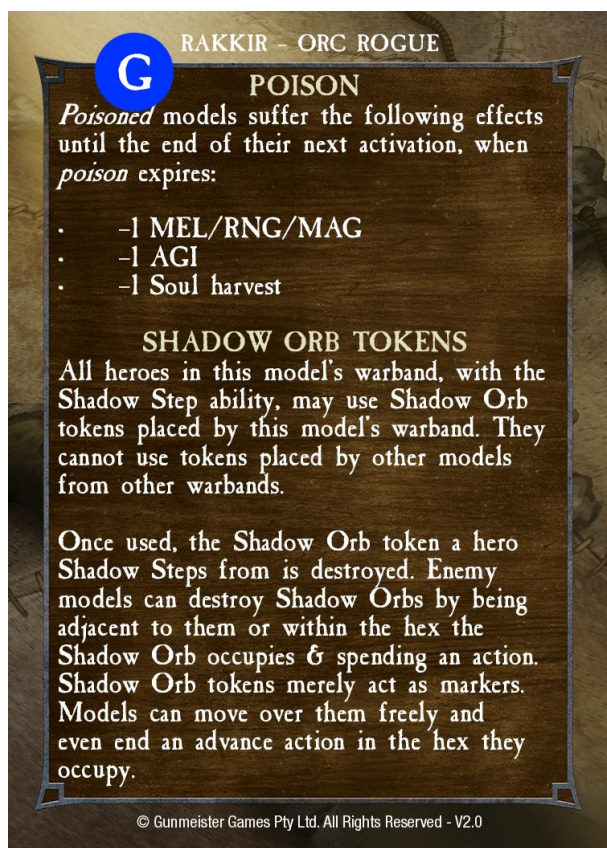
B - This stone circle displays the Soul harvest ability of the hero.

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

D - The banners display the heroes in-game statistics.

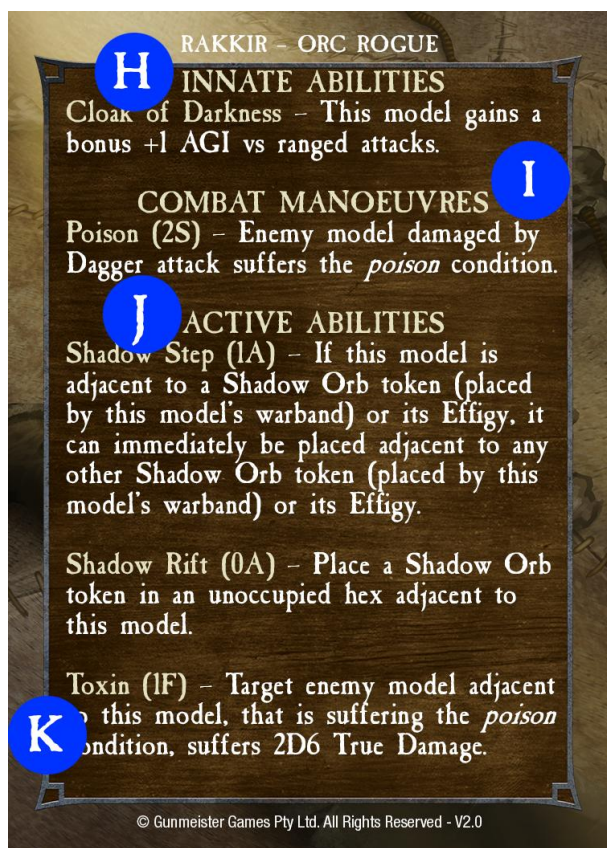
E - This section describes Rakkir's attack actions. He has 1 attack action called "Dagger"; it uses the melee (MEL) statistic, has a cost of 1 action (1A) and a range of 1 hex. The damage of the attack across the three success levels are also displayed, glancing blow (2 damage), solid blow (3 damage), and critical blow (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. 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". At level 3 Rakkir will take 18 damage before he dies.



## Card 2

G - The back of the hero's 1st card contains a reference to the rules relevant for that hero. These rules are taken straight from this core rule book. Occasionally this card will contain additional tips and hints regarding the hero's abilities.



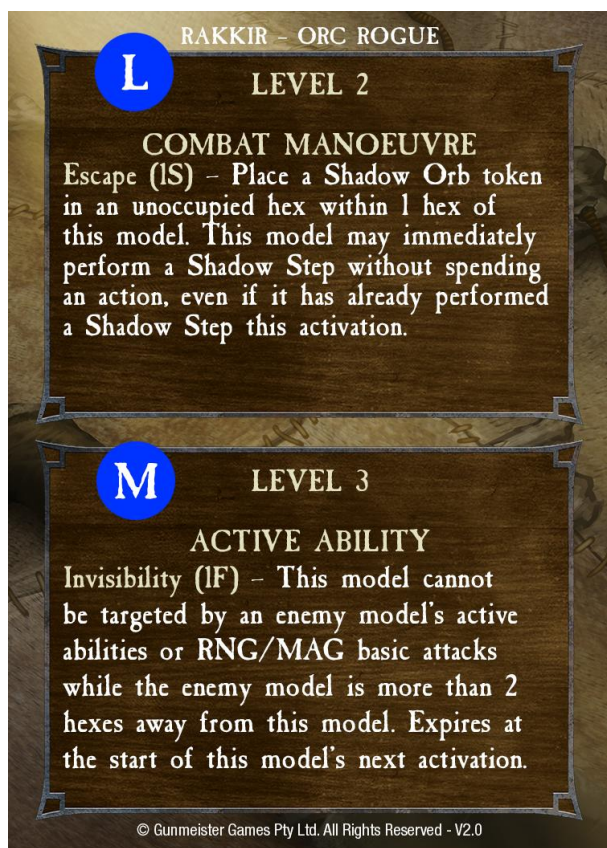
### Card 3

H - Innate Abilities are always in effect so require no additional resource expenditure from the hero.

I - Combat Manoeuvres can be executed when special manoeuvre icons appear when rolling attack dice. Rakkir has a poison combat manoeuvre that requires 2 manoeuvre icons 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. Often, these abilities have a cost to execute.

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

## Gaining Levels

Heroes can gain levels throughout the course of the game. The bonus health and the powers that are unlocked at each level are detailed on the hero's statistics card. Heroes gain 1 level each time if they:

- Kill an enemy model (heroes, monsters and other models as described on their cards (see *summoned*)).
- Successfully harvest a Soul (this does not stack with the above point of killing an enemy model. A hero only gains 1 level when they kill an opponent's hero even though they also harvest their Soul).
- Inflict the final damage point on the enemy Effigy to win the game.



When a hero gains a level, the unlocked ability and bonus health is available to them immediately when the current action ends, and remains with them even when they die.

## Hero Activations

Each hero has 1 activation per round. During its activation, a hero can use any combination of actions available to them (generally 3 actions), as long as they have enough actions and access to Fate points to do so. When a hero activates and performs an action or uses any abilities, the action/abilities take effect immediately and must be resolved before the next action/ability can be performed. Upon the completion of a hero's activation, add an activated Marker. This is simply a reminder that the hero has activated and has no in game effect.

## Hero Activation Phases

Each phase must be completed and resolved before moving onto the next.

Start of activation (resolve start of activation effects here)

Action 1 (the main phase where heroes perform various feats and actions)

Action 2 (see above)

Action 3 (see above)

End of activation (resolve end of activation effects such as fire and other effects)

## Actions

Unless stated otherwise, each hero has 3 actions per activation. A hero can use/spend their 3 actions each activation, choosing from a list of 9 options. The 9 options are: Advance, Basic Attack, Soul Harvest, Effigy Recall, Buy/Sell/Trade Magical Artefact, Hand over Magical Artefact, Self-Heal, Bank Soul and Stand Up. Some options cost 2 or more actions (see below). Heroes are not forced to use all 3 actions; they may opt to use no actions during their activation.

### Advance

An advance action allows a hero to move its MOV statistic value in hexes from its current position. This movement does not have to be in a straight line, it can change direction as often as desired, providing the hero does not exceed its MOV statistic and its movement path goes through adjacent hexes. A hero may spend any number of its actions as advance actions, advancing up to its MOV statistic for each advance action it takes.

Heroes cannot voluntarily move through hexes occupied by impassable terrain or other heroes.

### Basic Attack

A basic attack action involves attacking an enemy model using a melee weapon, a ranged weapon or magic. A hero can only declare a basic attack action against an enemy model that is within the range of the weapon being used for the attack.

Basic Attack actions have the following properties:

- Name
- Type
- Cost
- Range: maximum distance the target can be away from the attacking model.
- Glancing Blow (1 Hit): the damage and effect caused if the attack is glancing.
- Solid Blow (2 Hits): the damage and effect caused if the attack is solid.
- Critical Blow (3 hits): the damage and effect caused if the attack is critical.

## Bank Soul

Heroes that have one or more Souls bound to them can bank them with their Effigy. They must be adjacent to their Effigy and spend an action to bank one or more Souls. Once banked, the Souls are no longer bound to the hero.

## Charge

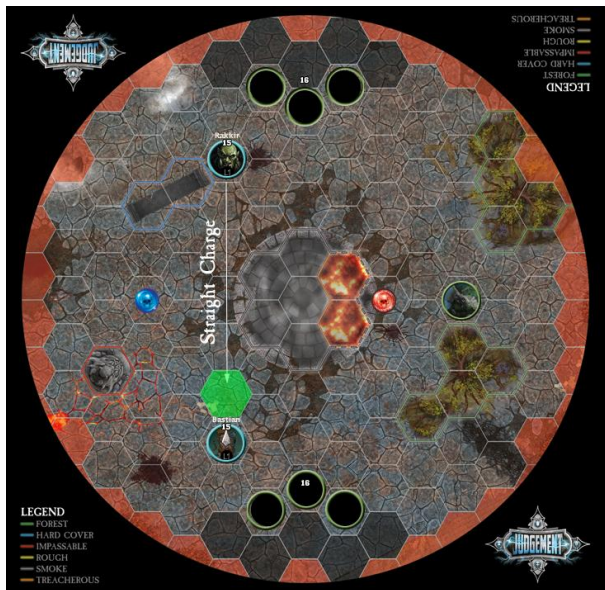
A charge is a special type of move action that advances a model into melee with an enemy model, allowing them to combine an advance with a melee attack. The cost of the charge is 1 action plus the cost of the chosen basic attack melee weapon.

A charge follows these steps:

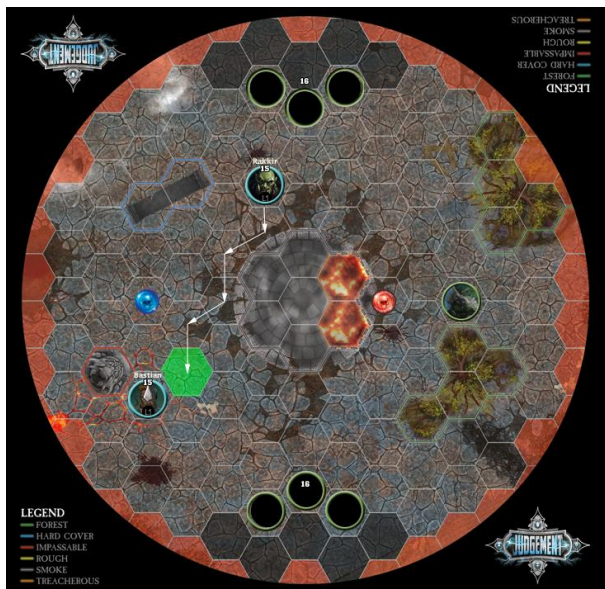
- Draw line of sight to the intended charge target.
- 1 hex side step advance in any direction. A sidestep counts towards the maximum distance the charging model can move.
- Advance up to their normal MOV (-1 if a side step was taken) plus 2 hexes in a straight or slalom move. There is no minimal movement required for a successful charge.
- Make a basic melee attack against the charge target at the end of the charge movement.
- Add 2 attack dice to their attack dice pool.

## Straight and Slalom charges

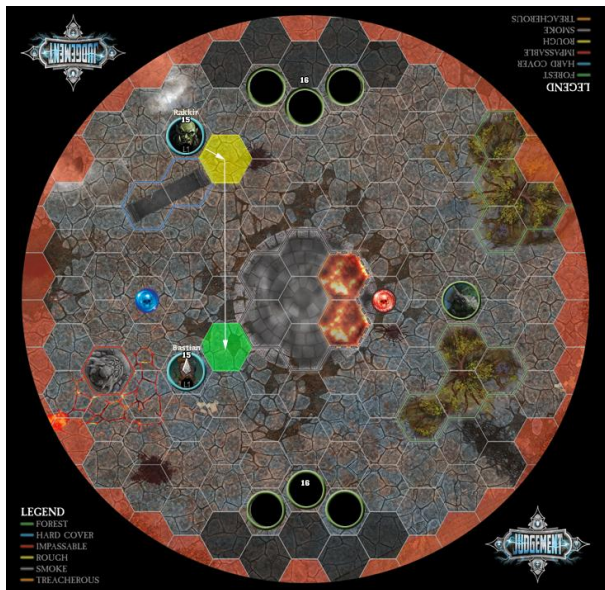
After the initial side step the charging model must advance towards their target, advancing in a straight line or using a slalom advance. A slalom advance is simply moving the model in a zig-zag pattern, moving towards their charge target. Remember a model cannot move through a hex occupied by another model unless a special rule allows this, such as fly or small.



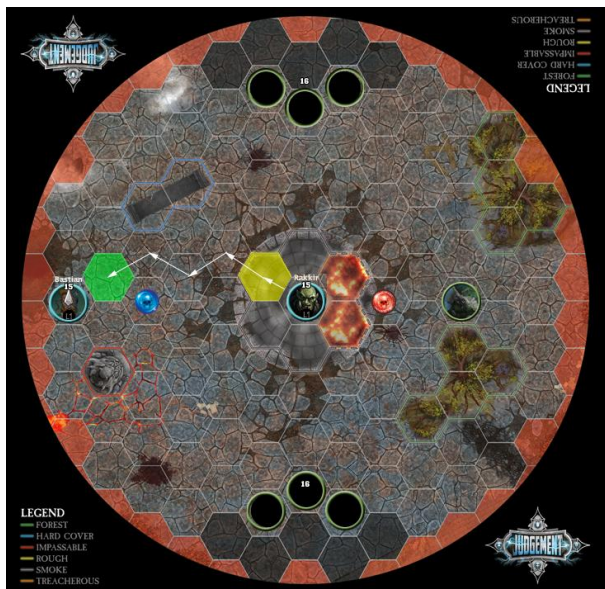
*Straight charge*



*Slalom charge*



*Side-step followed by straight charge*



*Side-step followed by a slalom charge*

A charge action has the following restrictions:

- Must be targeted against an enemy model.
- Cannot charge a model they are engaging or being engaged by.
- Cannot charge a model that is out of range.
- A model that cannot advance cannot charge.

The final placement of the charging hero must be engaging their charge target.



## Stand Your Ground

A hero receiving a charge can spend 1 Fate point to reduce the charging hero's attack dice pool by 1, once per charge.

- A hero cannot stand your ground if they are knocked down.
- This declaration must be made before the attack dice are rolled. This does not count as an action and can be done outside of a hero's activation.

## Effigy Recall

A hero can spend 2 actions to perform an Effigy recall, which places the hero adjacent to its own Effigy. A model cannot Effigy Recall while suffering the knocked down condition.

If the hero is engaged at the time that they perform the Effigy recall, they suffer a parting blow from each enemy model that is engaging them. If engaged by multiple enemy models, the player who is making the parting blows determines the order of attack, with any engaged monsters attacking last.

## Hand Over Magical Artefact

If a hero is adjacent with another hero from the same Warband, they can spend an action and hand over a magical artefact they possess to that hero. The hero performing the action loses possession of the artefact handed over, and the target hero gains possession of the artefact. This costs 1 action.

## Self Heal

A hero can spend 1 action and 1 Fate point to heal themselves for 5 health (up to their maximum), once per activation.

## Buy/Sell/Trade Magical Artefacts

Heroes that are adjacent to their Effigy can buy, sell or trade magical artefacts.

Magical artefacts are bought by paying for the cost of the artefact(s) out of the hero's Warband's Fate pool. More than one magical artefact can be purchased in the same activation as long as the Fate for each artefact is paid. Regardless of how many artefacts are purchased, it costs the hero 1 action.

If the hero is already in possession of one or more magical artefacts, they can sell one or more of them for their original cost in Fate. The Fate gained is added to the hero's Warband's Fate pool. Regardless of how many artefacts are sold, it costs the hero 1 action.

If the hero is already in possession of one or more magical artefacts, they can trade one or more of them for an artefact of the same cost, or pay the difference, in Fate, if they wish to purchase a more expensive artefact. Trading 1 or more artefacts costs 1 action.

Regardless of whether magical artefacts are bought, traded or sold, the hero can never break the rule of owning no more than a single offensive and defensive artefact at the same time.

Note that heroes can buy, sell or trade magical artefacts when they collect a monster's bounty, without spending an action. See Monsters Bounty on p.36

## Soul Harvest

A hero can spend 2 actions to attempt to harvest an unbound target Soul that is adjacent to them, once per activation. Heroes that belong to the Soul Gazer class can attempt to harvest an unbound target Soul that is up to 2 hexes away, once per activation. See Soul Harvesting on p. 41

## Stand Up

If a hero is suffering the knocked down condition, they can spend an action to stand up. A model which stands up may remove the knocked down condition.

## End of Hero Activation

Trigger any abilities or effects that rely upon an end of hero activation. If multiple abilities or effects trigger, the active player decides the order in which they are triggered.

## Active Abilities

Active abilities are spells or abilities that often have additional effects other than just causing damage. Active abilities have a cost that a model must pay before they can be executed. The cost can be 1 or more actions, Fate points or another relevant cost.

Regardless of their cost, a hero can only use each active ability on their own card once per activation. Active abilities can only affect models within the range of the ability. Active abilities can only be executed during the owning hero's activation.

Each active ability has the following properties:

- Name
- Cost
- Effect

## Innate Abilities

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

Innate abilities have the following properties:

- Name

- Effect

## Hero Death

The death of heroes is an integral part of Judgement. There are two stages that trigger when a hero dies.

### Stage 1 “Zero Health”

Trigger any ability, or effect, that relies on a hero reaching zero health. Note there are some abilities and effects that may trigger at this stage which may stop the process of the hero dying.

### Stage 2 “Death”

Trigger any ability, or effect, that relies on a hero dying. Remove the dead hero from the battlefield.

Remove all Souls, Conditions and Active Abilities that are on that hero. Note, Active Abilities, Conditions and other effects that the dead hero have in play still remain in play, for example, Sir Marcus’ wall or Haksa’s Idols.

If multiple abilities, or effects, trigger on either stage, the active player decides the order the abilities, or effects, are triggered.

Dead heroes will always re-spawn adjacent to their Effigy next round. Although there are no permanent effects incurred as a result of dying, heroes do re-spawn slightly under strength. (see step 5 of the Communion Phase).

## 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 the commander, as depicted on the unit’s statistics card.
- Magical Artefacts can only be purchased by the Commander and can only be assigned to the Commander..
- The Commander of a unit is the only model that can Effigy Recall.
- Only one soul harvest attempt can be made per unit activation.
- Each unit can take 3 actions plus 1 for each model in the unit, other than the commander, in an activation. Regardless of the number of actions available to the unit, each model is restricted to a maximum of 3 actions.
- The unit Commander is the only model that can gain levels.
- Members of a unit, other than the Commander, 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.
- Respawned heroes are still restricted to using only 2 actions that round, regardless if they are in Unit Cohesion or not (see below).

## Unit Cohesion

Unit Cohesion is satisfied when models are within 2 hexes of the Commander, therefore a unit commander is always considered to satisfy Unit Cohesion. Please note that Individual models that are part of the unit still count as heroes whether in or out of Unit Cohesion

Models in Unit Cohesion are able to use the following rules:

- Damage suffered by a model in Unit Cohesion can be split among any other models in Unit Cohesion. RES can reduce the amount of actual damage applied. Damage split to a model other than the original target cannot be allocated more damage than their current health total.
- When the Commander Effigy Recalls, any other models in Unit Cohesion can be placed adjacent to their Effigy.
- Contest and Control Shrines
- Distracted
- Ganging Up
- Use Fate
- Soul Harvest. Souls harvested by the unit are assigned to the Commander.
- Assist (+1) to friendly Soul Harvest skill check attempts (maximum +2 per unit regardless of the number of models from that unit). Note, models in a hero unit do not Assist to their own Soul Harvest attempts.
- Hinder (-1) to enemy Soul Harvest skill check attempts (maximum -2 per unit regardless of number of models from that unit).
- Collect monster Fate bounty.

## Commander Death

If a unit Commander dies:

- All other models in the unit are considered to be out of Unit Cohesion until such time they are back within 2 hexes of the Commander.
- The enemy model that inflicted the killing blow harvests the Commander's Soul (non-Commander members do not give up a Soul when they die).

## Non Commander Death

If a non commander hero dies:

- The enemy model that inflicted the killing blow gains a level.
- No Soul is generated or harvested.

# Non Hero Models

There are 5 non-hero model types in Judgement: Effigies, Shrines, Monsters, Souls and Summoned models. Effigies and Shrines have been discussed in the Battlefield Components section. Below is an explanation of the interaction of monsters, souls and summoned, in a game of Judgement.

## Monsters

Certain Judgement maps have 1 or more monster camps in clearly marked strategic locations. Monsters have their own statistics card which describes how they function.

**Monsters count as enemy models to all hero, summoned and Effigy models.**

Therefore, they treat Effigies and Summoned models exactly like hero models under all circumstances.

## Monster Innate Abilities

Monsters possess 1 or more innate abilities, which are listed on their statistics card. In addition to the base innate abilities outlined below, monsters can have 1 or more additional abilities:

## Bounty

The bounty ability describes the reward a hero model receives if they kill a monster. There are 2 common rewards that monsters provide as a bounty, unless stated otherwise on their statistics card:

- The hero that dealt the killing blow to a monster gains a level as described in the Heroes Gaining Levels section, regardless of the hero's proximity to the monster.
- When a monster is slain, its Fate bounty can be collected by a hero that was adjacent to the monster at the time of its death. The hero collecting the Fate bounty must belong to the warband of the hero that inflicted the killing blow, and is added to the Fate pool of the warband of that hero. The Fate bounty is listed on the front of the monster's card, near its portrait.

The hero that is eligible to collect a Fate bounty can immediately buy, sell or trade magical artefacts as if it was adjacent with its Effigy (see Magical Artefacts, p.25).

A monster's Fate bounty is collected immediately upon it being killed, before any Combat Manoeuvres are executed as a result of the attack that killed it.

When a monster is slain and no friendly hero (from the Warband which dealt the killing blow) is adjacent to the monster, the resulting Fate bounty is lost.

## Pathfinder

All monsters have the pathfinder ability and are immune to the effects of Treacherous Ground unless otherwise stated on their statistics card.

## Hunter

A monster is considered to activate only during the hunter rule, any other movement or attack is considered out of their usual activation.

A monster with the hunter rule activates during Step 2 of the Communion Phase. During a monster's activation it advances its MOV statistic directly towards the nearest enemy model, this includes heroes, summoned and Effigies. 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 impassable terrain, or a Soul, blocks this movement, the monster will attempt to move around the obstacle by the shortest possible route. Occasionally, monster movement may end in a situation where there is more than one legal route. If there are multiple paths for the monsters advance, the opposing player to the hero being targeted by the monster decides the route. At the end of this movement it will attack the nearest enemy model within reach of it's weapons.

If knocked down they will automatically stand up before advancing, and not suffer any penalty (i.e. they will still advance and attack this communion phase).

When 2 or more monsters are on the battlefield during the Communion Phase, randomise the order in which they activate.

A monster will never attack another monster and will attempt to move around it by the shortest route possible if the path towards an enemy model is blocked.

Monsters will 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 range, 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. However, If the monster's re-spawning pit is occupied it will prioritize and attack that model regardless of health points.

Monsters do not suffer parting blows as a result of any movement.

Monsters will only ever execute the 2nd attack from dual wield from the Hunter rule.

## Monster Respawn Marker

Most monsters respawn the second Communion Phase after they die. During the 1st Communion Phase, after a monster's death, place a suitable marker in the hex where the monster spawning pit exists.

## Re-spawn

Unless stated otherwise on their statistics card, monsters re-spawn during Step 4 of the 2nd Communion Phase after they died, with maximum health. 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 its spawning pit that round. If there are no available hexes adjacent to the pit, the monster will not re-spawn this round.

## Monsters Attacking Heroes

All monsters will attack an enemy model under the following conditions:

- If the enemy model ends its activation engaged by the monster. Charging or advancing, so that the enemy model is engaged by the monster, will not trigger an immediate attack. The monster will only attack if the enemy model is still engaged at the end of the model's activation.
- If the enemy model becomes unengaged from the monster via an advance/charge action, the monster will execute a parting blow against them. Using a push, place or throw to become unengaged will not trigger an attack.
- If by any means, the enemy model is pushed, placed or thrown from being unengaged to being engaged by the monster. The only exception is when the enemy model uses a combat manoeuvre, generated from attacking the monster, to push themselves into the melee range of that same monster. However, this exception does not ignore point 1 (above).
- If the monster ends an advance engaging the enemy 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.
- If the monster is pushed, placed or thrown (assuming it has a special rule preventing it from being knocked down because of being thrown) so that it is engaging an enemy model that was unengaged by the monster. The only exception is when the enemy model uses a combat manoeuvre, generated from attacking that monster, to push that monster towards themselves to become engaged by that monster. 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.
- If the monster re-spawns, engaging an enemy model, it will attack immediately. 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.

- A monster with dual wield only attacks twice during step 2 of the Communion Phase. I.e. from the Hunter rule. In every other circumstance, it attacks once.

During an attack monsters will not make any combat manoeuvres unless specified on their cards.

Often, the opposing player of the model being attacked will roll the attack dice for monsters. Regardless of who rolls the monster's attack dice, the 3 dice that inflict the maximum damage will be selected to execute the attack before any combat manoeuvres are considered.

Dice displaying the "J" icon will always be selected first, followed by dice displaying the "Hit" icon, and finally dice displaying the "Combat Manoeuvre" icon.

**Note that a monster's attack dice can never be re-rolled.**

### Multiple Combats Including Monsters

When 2 or more models from either side are fighting a combat involving monsters, there are a number of circumstances that may affect the attack dice pool.

Monsters are enemies to all models, therefore the following rules apply:

- Monsters do not contribute dice to an attacker's attack dice pool, since the ganging up bonus only occurs when a model is attacking an enemy that is engaged by a friendly model.
  - Example: If Thorgar is attacking Thrommel, who is engaged by a monster, Thorgar will not gain an extra attack dice from the ganging up rule.
- Monsters will distract enemy models.
  - Example: If Thorgar is engaged by a monster and is attacking Thrommel, Thorgar will suffer -1 to his dice pool, as he is engaged by another enemy model (the monster).
  - Likewise, if Thorgar is engaged by Thrommel and is attacking a monster, then Thorgar is distracted and suffers -1 to his dice pool, as he is engaged by another enemy model (Thrommel).

**Monsters never suffer from the distracted or the ganging up rules.**

### Being Killed by a Monster

If a hero dies from a monster's attack, during its owner's player'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. Even if the hero was pushed into the monster and vice versa. The fact that the monster killed the hero means the Soul cannot be harvested.

## Firing Into Monster Melee

When targeting a monster that is engaging or engaged by an enemy and/or a friendly model, the firing into melee penalty applies (both to magic and ranged attacks). The penalty is -1 attack dice for each model engaging or being engaged by the monster.

When targeting an enemy model that is engaging or engaged by a monster, the firing into melee penalty applies (both to magic and ranged attacks).

## Order of Execution

When a monster's attack coincides with another in-game rule, the monster will always resolve its attack last.

## Summoned

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".

A model with the Summoned ability does not deploy at the start of the game; it must be brought into play by a hero model, with the Master ability, during the game. Summoned models are placed adjacent to their Master, must activate the round in which they are summoned, and must activate at the same time as their Master (both on the round in which they are summoned and in subsequent rounds).

A summoned model can intersperse its actions with their Master and other models that were also summoned by the same Master. When the Master dies, any models that were summoned by it die as well. Summoned models are friendly models to all models within the Master's Warband, and are enemy models to all models in the opposing Warband. Summoned models cannot be equipped with magical artefacts or have Souls bound to them. Unless stated on the summoned model's card, they do not give Souls or levels to enemy heroes when they are killed.

If a summoned model inflicts the killing blow on an enemy hero their Master harvests the enemy hero's Soul. Similarly, if a summoned model inflicts the killing blow on a monster, their Master will gain a level. The Master, or any friendly hero, is eligible to collect the monster's bounty if they are adjacent to the monster when it is slain. The summoned cannot collect the bounty of a slain monster.

A summoned model's activation is not considered to end until their Master's activation ends.

## Souls

Souls are neutral models with the following properties:

- Are either bound, unbound or banked.
- Have no melee range and cannot be engaged.
- Unbound Souls advance D2 hexes directly towards the nearest hero model, not suffering the curse condition, during the Communion Phase. If there are multiple options, the Soul will advance towards the model with the highest current health points. Randomise if 2 or more models have the same health. Occasionally, Soul movement may end in a situation where there is more than one legal route. When this occurs the owner of the model that the Soul is advancing towards decides which path the Soul will take.
- Incorporeal: they can move freely through other models and non-impassable terrain without penalty and vice versa. When they hit impassable terrain, they will attempt to move around the terrain feature using the shortest route possible, moving towards its destination.
- Do not block line of sight.
- Have no health, cannot be attacked, nor can they have conditions or in game effects applied to them, unless specifically stated.
- If a Soul's movement would see it end its movement within another model's hex, it will stop immediately in the adjacent hex.
- Models cannot end an advance or charge action within a hex occupied by a Soul.
- Models cannot occupy a hex occupied by a Soul from either a push, place or throw. See the relevant rules for each for a more detailed description.
- If a Soul's re-spawn pit hex is occupied by another model, then the Soul will re-spawn adjacent to that model. The owner of the model occupying the pit decides where the Soul will re-spawn. If a monster or Soul occupies the pit, the Soul will respawn adjacent to the monster/Soul, in the Hex closest to the nearest non monster model. If there are multiple options, the Soul will be placed closer to the model with the highest current health points. If there are no available hexes adjacent to the pit, the Soul will not re-spawn this round.

### 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 action. Heroes have the option of banking Souls that are harvested to them (see below).

When a hero is killed, any Souls that are bound to them are removed from the battlefield. If a hero ends its activation within its own deployment zone and has Souls bound to it, the Souls are no longer bound to the hero and will be removed from the battlefield.

A Soul does not move during the round in which it spawns. It only moves (towards the nearest hero not suffering the curse condition) on subsequent rounds, if it remains unbound.

## Soul Harvesting

Heroes can bind Souls to themselves by Soul harvesting. Regardless of the method used, the hero that successfully harvests the Soul:

- gains a level (up to its level maximum).
- has the Soul bound to them.

A hero must be alive to successfully harvest or gain a Soul. There are several ways heroes can harvest Souls:

- Killing a hero creates a Soul. The hero that inflicted the final wound, that results in the death of a hero, automatically and immediately harvests the dead hero's Soul unless they are dead at the time. If a hero dies from a monster or treacherous ground, it does not generate a Soul from that death, unless the hero died during its owning player's turn.
- If a hero dies during its owning player's turn, 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. In case of multiple options the player gaining the Soul can decide which hero harvests the Soul. Both of these situations will result in the hero gaining a level from the Soul Harvest.
- Souls that are not banked or bound to a hero are unbound. A hero can harvest a target unbound Soul by successfully rolling a Soul harvest skill check while adjacent to the Soul. The Soul harvest skill check requires 2 actions and involves rolling 2D6, and adding a series of modifiers. If the sum of the 2D6 dice roll and modifiers is 12 or more, the Soul has been successfully harvested.

The following modifiers apply to a Soul harvest skill check:

- Add the hero's Soul harvest ability.
- Assist: +1 for each friendly hero adjacent (or within 2 hexes if the model is a Soul Master) to the Soul. The hero attempting the Soul harvest or a model the hero is attempting the Soul harvest through do not contribute to the modifiers.
- Hinder: -1 for each enemy hero and/or monster adjacent to the Soul.

Harvested Soul Tokens are placed on the statistics card of the hero that harvests it or tracked via a mobile app if one is being used.

## Combat

### Judgement Attack Dice

The Judgement combat mechanic uses unique 6-sided dice to resolve attacks. There are 3 different icons that appear: “Hit”, “Manoeuvre” & “Hit/Manoeuvre”.

These icons are used to determine the level of success (glancing/solid/critical) of an attack, as well as enabling the attacker to perform combat manoeuvres.

A “Miss” is represented by a blank side.

The Manoeuvre icon represents a “Manoeuvre”.

The Crossed Swords icon represents a “Hit”.

The Judgement icon represents both “Hit” and “Manoeuvre” icons and the player can use both results from the 1 die.

The number of sides each icon appears is as follows:

2 sides are blank (traditional “1 & 2”).

1 side has the “Manoeuvre” icon (traditional “3”).



2 sides have “Hit” icons (traditional “4 & 5”).



1 side has the “Hit/Manoeuvre” icon (traditional “6”).



## Attack Type

The type defines whether an attack is a melee, ranged or magic.

A melee attack can only be performed if the attacking model is engaging an enemy model that is within the range of a melee weapon of the attacking model.

A model can only make a ranged or magic attack if the following conditions are met:

- The target must be within range of the weapon/ability being used to make the attack.
- The attacking model cannot be engaged by an enemy model.

## Attack Cost

Each attack action 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.

## Combat Manoeuvres

Combat manoeuvres are special moves a model can make during basic attacks. They provide additional options for the attacker outside of their standard weapon attacks, and are "purchased" using attack dice that display the "manoeuvre" icon. The "manoeuvre" icon is represented by an "S" on hero cards. For example, (2S) means 2 combat "manoeuvre icons" must be used to execute the manoeuvre.

The following rules apply to all combat manoeuvres:

- A model can only purchase a single combat manoeuvre each basic attack, regardless of how many icons appear from their attack roll.
- A model can only purchase the same combat manoeuvre once per basic attack.
- Damage from an attack is resolved before any combat manoeuvre is executed. This may mean the death and removal of the model being attacked, before any combat manoeuvre is applied.
- The attack that triggers a combat manoeuvre must satisfy the manoeuvre's prerequisite.

## Generic Combat Manoeuvres

All heroes can use the Push combat manoeuvre. A Push must be to an adjacent hex and must be in a straight line.

### Melee Attacks

For melee attacks, the target or attacker can be pushed 1 hex for each manoeuvre icon in the attack roll (maximum 3). The push distance can be shared, so if a 2 hex push is purchased, it is possible to push the target and attacker 1 hex each.

### Ranged and Magic Attacks

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

## Model Specific Combat Manoeuvres

Some models may have combat manoeuvres specific to them, and these are listed on their hero card.

Let's look at Istariel's Incendiary combat manoeuvre:

Incendiary (2S) - Enemy model damaged by Burning Arrow attack suffers the fire condition.

The pre-requisite in this case is that an enemy model has been damaged by her Burning Arrow attack. Therefore, any attack that triggers the Incendiary combat manoeuvre, must also damage the enemy model in the same attack action. I.e. the attack roll must include enough hit icons to do at least 1 damage and also include at least the 2 combat manoeuvre icons to “buy” Incendiary.

## Attack Process

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

### Step 1

Attacker declares an attack action and chooses an enemy model (target) that is in line-of-sight and within reach of the weapon being used.

### Step 2

The attacker calculates the number of dice to represent their attack. The amount of dice rolled is derived from the following system with modifiers applied in the order presented below:

- +1 die for each point the relevant attack type statistic (MEL, MAG or RNG) is greater than the target's AGI. If the statistic is equal to or lower than the target's AGI, start with 1 die.
- Apply modifiers in specific order, calculate positive dice bonuses first followed by negative dice effects (see below).

#### Melee Attacks

- +2 dice if the attacker charged.
- +1 dice for each other friendly model (to the attacker) that is engaging the target (ganging up).
- Add all dice from abilities that affect the attacking model in a positive way, including “after all modifiers” abilities. E.g. Bastian's Heroic Ballad and Mark Target.
- -1 dice for each enemy model that is engaging the attacker (distracted).
- Apply terrain modifiers (see Terrain).
- Subtract all dice from abilities that affect the attacking model in a negative way, including “after all modifiers” abilities.
- If charged, the target declares whether they will spend a Fate point to apply the stand your ground rule, which adds a further -1 dice penalty to the attacker.

#### Ranged Attacks

- Aiming Bonus: +1 attack dice for all ranged attack actions this activation if the attacker does not perform an advance action. A model must declare they are

claiming the aiming bonus at the start of their activation. Once a model claims the aiming bonus, they are unable to perform an advance action, attack action (using a melee weapon), or Effigy recall later in this activation.

- Add all dice from abilities that affect the attacking model in a positive way, including “after all modifiers” abilities. E.g. Bastian’s Heroic Ballad and Mark Target.
- -1 dice for each model (other than the attacking model) engaging or being engaged by the target (firing into melee).
- Apply terrain modifiers (see Terrain).
- Subtract all dice from abilities that affect the attacking model in a negative way, including “after all modifiers” abilities.

### Magic Attacks

- Add all dice from abilities that affect the attacking model in a positive way, including “after all modifiers” abilities. E.g. Bastian’s Heroic Ballad and Mark Target.
- -1 dice for each model (other than the attacking model) engaging or being engaged by the target (firing into melee).
- Apply terrain modifiers (see Terrain).
- Subtract all dice from abilities that affect the attacking model in a negative way, including “after all modifiers” abilities.

In all instances and after all modifiers, the attack dice pool can never go below 1. Therefore any attack will always have a chance of damage, manoeuvre etc...

### Step 3

Attacker rolls the entire attack dice pool and chooses the 3 dice they want to use for their attack.

- Each “Hit” icon on their 3 chosen dice is used to determine the attack effectiveness. 1 icon = Glancing, 2 icons = Solid, 3 icons = Critical.
- Each “Manoeuvre” icon on their 3 dice is used to execute combat manoeuvres, as per the manoeuvre cost. For purposes of determining whether a model is hit, for example Duplicate Self or Redirection, the Manoeuvre icon does count as a hit. Note this still does not alter the damage applied from Glancing, Solid or Critical hits.

### Step 4

Any damage from the attack is marked on the target’s card, and any purchased manoeuvres are executed by the attacker. Damage marked on the card is reduced by an amount equal to the target’s RES statistic. For example, 5 damage against a target with RES 2 results in 3 damage marked on the card.

## Step 5

If a model is reduced to zero health, it dies and is removed from the battlefield. Hero models re-spawn during the next Communion Phase with 5 less health points than their maximum, and 1 less action for their first activation only. The lost health can be healed back to full by normal means, once a model has re-spawned i.e. it is not a permanent health deduction.

## Combat Example

Thorgar declares a charge against Allandir.

Thorgar's Attack dice pool:

- Thorgar's MEL statistic is 7 and Allandir's AGI is 5. Therefore 2 dice are added to the dice pool.
- +2 dice for the charge action.

Thorgar's Attack dice pool is 4.

Thorgar rolls 4 attack dice which results in 2 "Hit" icons, 1 "Manoeuvre" icon and 1 "Miss".

With 2 hit icons, Thorgar inflicts a solid blow, doing 4 damage to Allandir. Since Allandir has zero RES, the entire 4 damage is marked on his card.

Thorgar also uses the 1 manoeuvre icon to push Allandir 1 hex.

Note:

The Combat Manoeuvre is abbreviated as an "↑" on model cards.

The Judgement icon is abbreviated as "J" on model cards. "J" icons can be simultaneously used as "↑" icons and "✂" icons.

## Parting Blow

A model can perform a parting blow when an enemy model advances or Effigy Recalls, so that it moves from being engaged to no longer being engaged by that model.

Movement resulting from a push or a placement does not trigger a parting blow. Only movement from an advance, Effigy Recall or a charge action does. A model can be the recipient of only 1 parting blow, per advance action or Effigy Recall, from the same enemy model.



A parting blow means a model may make a melee attack targeting the enemy model immediately before that model leaves its melee range.

If a model has multiple melee weapons, the one with the greatest reach **MUST** be used for the parting blow.

Models generate an attack dice pool for parting blows, using the standard rules, plus 1 dice extra for the parting blow. This bonus dice is added after all other modifiers. In all instances and after all modifiers, **the parting blow attack dice pool will be set at a minimum of 3.**

A Parting Blow attack will inflict damage like any other basic attack, no combat manoeuvres are allowed through this attack, however a triple “J” rolled on a Parting Blow attack will result in the model triggering the Parting Blow being 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.

## Magic

In Judgement, magic manifests itself in 3 ways. Via Fate, magical artefacts and heroes.

### Fate

Fate is a powerful magical fabric that permeates the air of Between. Each player has a Fate pool that is shared across all the heroes in their Warband. Fate is generated in each Communion Phase as follows:

- 1 Fate is automatically added in each of the first 2 rounds of the game.
- 1 Fate per Soul each player has bound to their heroes or banked in their Effigy.
- Fate is also generated if a Warband controls Shrine models, as described in the rules for the battlefield map being played.
- If a Warband has zero Fate in its Fate pool during the Communion Phase, after the completion of Step 3: Generate Fate”, it may apply damage to a friendly hero for Fate. The player may choose a hero from their Warband that is alive and not suffering the curse condition. That hero can be dealt 1/3 of its maximum health (rounded up) or 5 health (whichever is greater), in True Damage, to add 1 Fate to its Fate pool. Any temporary health will count towards the “maximum health” when working out how much health the hero loses. If this damage would kill the hero or reduce it to zero health, it is not an eligible target for this rule. If both Warbands have zero Fate, the player who is going 1st this round will decide whether they are taking advantage of this rule, followed by their opponent.

Certain monsters award one or more Fate points when slain, as detailed on their statistics card.

There are several ways in which a hero model can spend Fate:

- Perform active abilities, as detailed on a model's statistics card.
- Try Again: Re-roll dice (see below).
- Self-Heal: Heal themselves for 5 health - once per activation (also costs 1 action).
- Stand Your Ground: Reduce the enemy's attack dice pool by 1 when charged - once per charge.
- Cleanse: Remove one condition from themselves - once per activation.
- Buy/upgrade a magical artefact: The hero must be adjacent to its Effigy, or adjacent to a monster just slain by the hero or one of its allies.

When used for Try Again, the model spends 1 Fate point to re-roll the entire pool of dice they just rolled. Any dice roll in the game can be re-rolled using Fate (except monster attacks). However, dice can only be re-rolled once, regardless of the re-roll source.

In some circumstances dice can be re-rolled by other means, for example by magical artefacts or hero abilities. In those situations, a player can use Fate to only re-roll the remaining dice that have not been re-rolled. For example, Kogan uses his Battle Cry ability to re-roll two dice from his attack pool of 5 dice. The active player has the opportunity to use a Fate to re-roll the remaining 3 dice that were not re-rolled via Battle Cry.

## Magical Artefacts

Magical artefacts are powerful items that enhance a hero's abilities and are categorized as either "offence" or "defence". Each player starts the game with their own magical artefact deck.

There are 3 ways in which a hero can gain magical artefacts in the game:

- While adjacent to its Effigy. This costs 1 action plus the Fate cost listed on the magical artefact card(s). However, a hero does not have to pay the action cost on the round they respawn.
- While adjacent to a monster when it is killed either by themselves, or a friendly model to their Warband. Magical artefacts obtained this way are gained with no action cost. However, the Fate cost of the artefact(s) must still be paid.
- A hero can pass on magical artefacts to a member of their Warband during their activation, as long as they are adjacent to them and can afford the 1 action cost. Passing on artefacts cannot break any of the magical artefact restrictions, such as being unique across Warbands and a hero being restricted to 2 artefacts from different categories.

A magical artefact generally provides a benefit to the model that owns it; however, some artefacts can also benefit the owner's Warband members. Once purchased, the artefact remains in the possession of the model, even if they die, unless they pass it on to a friendly model (see above), trade it, sell it, or it is taken off them by other means (e.g. enemy hero abilities). Magical artefacts that have the "One Use Only" keyword phrase are removed from play once they are used.

Some artefacts have an active component that is depicted with an (XA) in their description. These artefacts must be used during the activation of the hero that is equipped with the item, even if the active component is zero actions. I.e. (0A).

## Heroes Wielding Magic

Many heroes possess powerful magical abilities and can wield and manipulate the power to cause harm, heal and move heroes around the battlefield. Refer to the combat section for a more detailed explanation.

## Demons

[Demon background to go here.](#)

## Core Rules

Demons are an alien race to Athien, therefore the rules of the universe differ to the inhabitants of Athien. This section details the different game mechanics for demons in the game of Judgement.

### Exceptions to Core Game Mechanics

**Respawn:** When demons respawn, the owner has the option to respawn them in the hex where they died, see Coalesce below. Similar to other heroes, demons respawn with 1 less action and 5 health less than their current maximum.

### Coalesce

Demons follow the respawn rules of other heroes and respawn adjacent to their Effigy. However, the owning player has the option of respawning them in the hex where they were killed, if they prefer. If that hex is occupied by another model or impassable terrain they must respawn adjacent to their Effigy.

### Demonic Gateway

Extending the Coalesce rule. All demons have access to the following Active Ability.

**Demonic Gateway (1A)** - Place this model within the hex that an ally demon died in this round if that hex is unoccupied.

## Demonic Orders

Demonic Orders are differentiated by their allegiance between 3 opposing themes.

1. Order vs Chaos
2. Glory vs Doom
3. Collectivist vs Individual

In the game, each Demonic Order has its own demons with flavoured in-game powers. Demonic Orders are not played as a Warband theme as demons from the various orders have aligned themselves to different gods.

There are currently 3 Demonic Orders in the game. Ecstasy, Ruin and Onslaught.

## Undead

[Background here](#)

### Core Rules

Undead heroes operate like other heroes in the game but have a few characteristics and special rules that are unique to all undead.

- This model can perform a Soul Harvest for 1A, with the following rules:
  - Other models do not Assist or Hinder the Soul Harvest attempt.
  - The harvested Soul is destroyed.
  - This model gains a level.
  - This model's Warband gains 1 Fate.
  - This model heals for 3 health or target enemy model, within 3 hexes of this model, suffers 3 True Damage.
- Cursed: All Undead models suffer the Curse condition which cannot be removed or negated in any way.
- Flammable: This model suffers 1 extra damage from the fire condition.
- Leech: All Undead heroes have Leech (1).
- Soulless: This model cannot have Souls bound to it under any circumstances. When this model kills an enemy hero model it does not harvest its Soul. Instead, the nearest eligible friendly hero model, to this model, gains a Soul bound to it (active player chooses if more than 1 hero is equidistant from this model). When this 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. If this model kills another Soulless model, this model's Effigy gains a banked Soul.

## Conditions

Models can suffer conditions during the course of a battle. Conditions last until the end of the target model's next activation and immediately expire once their activation is over.

Heroes can spend 1 Fate point during their activation to remove 1 condition (Cleanse) currently on them. Note, only 1 condition may be removed in this way per activation. This can be done during any phase of the hero's activation, except for cleansing the knocked down condition, which must be done at the start of the activation phase.

The model that applied the condition retains ownership of that condition while it remains in play. Therefore, if a recipient of a condition dies directly from that condition (e.g. the fire condition), the model that applied the condition counts as having delivered the killing blow and receives the benefits of securing the kill.

Same condition types do not stack, and are replaced when a model is the recipient of multiple conditions of the same type. The model that applied the latest instance of a condition is the owner of that condition. When a model is suffering from a Condition, place a Marker beside that model as a reminder.

## Curse

A model suffering the curse condition is:

- Unable to harvest Souls, either by attempting a Soul harvest or by killing an enemy model. If a cursed model does kill an enemy model, then that hero's Soul does not spawn at all; the model is simply removed.
- Unable to contest or control Shrines.
- Unable to assist friendly models, or hinder enemy models, that attempt a Soul Harvest.
- Unbound Souls do not move towards heroes suffering the curse condition in 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. While suffering the fire condition, models cannot heal.

## Frost

A model suffering the condition has:

- Its AGI capped at 3.
- Its MOV capped at 2.
- Damage from its basic attacks reduced by 1.

The AGI and MOV modifiers from the frost condition are applied before any other AGI and MOV modifiers.

## Knocked Down

A model suffering the knocked down condition:

- Has -3 to their AGI (note that AGI cannot be reduced below 1).
- Has no melee range, therefore cannot attack or make parrying blows and cannot engage enemy models. They can, however, still be engaged by enemy models.
- Does not contribute to the distracted or ganging up rules.

- Cannot advance or use active abilities, although innate/passive abilities can still be used.
- Has height reduced to 1.
- Cannot Effigy recall.

A model may not perform actions or use active abilities while knocked down, but may forfeit one action to remove the knocked down condition.

## Pinned

A model suffering the pinned condition is unable to declare a charge action during their next activation.

## Poison

A model suffering the poison condition has:

- -1 to their MEL/RNG/MAG.
- -1 to their AGI.
- -1 Soul harvest.

## Stun

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

## Special Rules

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

## Armour Piercing

An attack that ignores 1 RES when applying damage.

## Animosity (X)

This model gains +1 Attack dice 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

A model with Backstab receives a +1 damage modifier, while resolving a Basic Attack with a melee weapon, against an enemy model that is engaged by a friendly model.

## Dash

A model with Dash can move an extra hex for one Advance action each activation.

## Dual Wield (weapon)

When a model with dual wield resolves an attack action with a weapon during its activation, it can immediately make a dual wield attack using the same weapon. The dual wield attack incurs 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 pool bonus, so the dual wield attack would 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 a model with Explode dies, enemy models adjacent to it suffer "x" damage.

## Flammable

This model suffers 1 extra damage from the fire condition.

## Fly

A non-monster model with fly ignores the charge target, intervening models and impassable terrain/terrain features when moving as part of a charge. The model's final placing, after the charge move, must be on an unoccupied hex and its charge target within its melee range. Note that the charging model still requires Line of Sight to its charge target before the charge move.

A monster with fly ignores intervening models and impassable terrain/terrain features when moving as part of the Hunter rule. The monster's final placing, after the Hunter rule move, must be on an unoccupied hex.

## Incorporeal

Models with incorporeal can move through other models and non impassable terrain features 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

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

## Leech (x)

A model with leech 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 the attack inflicted on their enemy. Leech can only be triggered once per attack action.

## Mark Target

At the start of the game, after deployment, choose an enemy hero model. This model gains +1 dice to their Attack dice pool, after all modifiers, with its Basic Attacks, when targeting that model. 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

A model with natural sprinter can move an extra hex for each action during the first round of the game.

## Nimble

A model with nimble is immune to parting blows.

## Pathfinder

A model with pathfinder 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 per normal, however, there is no shooting into combat penalty from being engaged by or engaging the target.

## Push (x)

A model hit by an attack with the push effect is moved "x" hexes in a straight line in the direction chosen by the active player. Pushed models will stop once they encounter an occupied hex, impassable terrain or a wall.



Whilst being pushed, a model ignores penalties to their movement from terrain. Some abilities stipulate the direction of a push effect. A model suffering the knocked down condition can be pushed.

Any damage component of an attack that also pushes a model is resolved before the push movement. This may result with the model being killed and removed from the battlefield before it has been pushed.

## Regeneration (x)

A model with regeneration will heal “x” health at the start of the Communion Phase.

## Shadow Orb

Shadow Orbs are Tokens that have varying interactions with other models. Shadow Orbs cannot be used for any place effects while their hex is occupied by a model. Models can destroy Shadow Orbs by spending an action while Adjacent to them.

## Small

A model with small 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 action, 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

A model with soulless cannot have Souls bound to it under any circumstances.

When a model soulless 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 nearest eligible friendly hero model, to the model with the soulless ability, gains a Soul bound to it. If a model with soulless kills another soulless model, the Effigy of the model that killed the enemy model gains a banked Soul.

## Steady

The first time each round a model with steady is knocked down it ignores it and is not knocked down.

## Throw (x)

A thrown model is moved (x) hexes directly away from the model that made the 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 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.

## Order of Application of Rules and Effects

There are times where the interaction of rules and abilities results in tricky situations. The following section provides rules on how to deal with those situations.

### Effects and Conditions

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.

For example, Doenrakkar is equipped with the Boots of Agility magical artefact, which takes his AGI to 4. He then casts Stone Form, which reduces his AGI to 1. However, if he casts Stone Form first, reducing his AGI to 1, and then purchases the Boots of Agility, his AGI will be raised to 2.

### Re-rolling Dice

When two or more rules allow the re-rolling of dice, apply the following to determine the order.

- 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.
- 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.

## Playing a Game

### Pre-Game Setup

1. Set up the Effigies, Shrines, monsters, Soul spawning locations and terrain, as per the chosen battlefield map. A document (PDF) describing all the details for each battlefield map is available for download from the Print 'n' Play section of our website.
2. Both players determine the makeup of their Warbands. There are 2 ways this can occur: "Blind Pick" or "Pick & Ban" (see "Selecting a Warband").
3. Add a Fate point to each player's Fate pool.

### Warband Selection

The Judgement hero pool is continually growing and allows for a wide variety of Warband creation. Selecting a Warband is largely influenced by the god you choose to represent on the table-top. The 6 gods are: Bruell, Grul, Ista, Krognar, Tomas and Torin.

When choosing a Warband you must first choose a god to represent. Each god provides an Effigy model in their likeness which grants unique powers to your Warband. The gods also have a set of heroes that are aligned with their cause, however, you are not restricted to just choosing heroes for your Warband that are aligned with your chosen god. You are free to choose any heroes in your Warband with one exception. You may not include heroes in your Warband that are designated as Avatars of any god other than the one you are representing.

Please, refer to the "Judgement: Gods" supplement for more details on the gods, their Effigy powers, Avatars and Chosen followers.

### Avatars

Each god has heroes that are designated as their Avatars. These heroes are fully aligned to the cause of a particular god, and both favour and are favoured by that god above all others. Unlike other heroes which can be taken in any Warband, Avatars can only be taken in Warbands led by the god they are aligned to and count as one of the Chosen for that god. Note, there is no requirement to take the Avatar of your chosen god in your Warband.

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 the 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 either that god's Sacred Artefacts or Effigy Powers, however, they do benefit from the Warband Bonus.

## Divine Gifts

**Warband Bonus:** The Warband Bonus is always in play and affects all heroes from that warband throughout the game.

**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 respawn, and only affects heroes that belong to the Chosen list for that Effigy. Effigy Power must be declared in current turn order (the player going first this round).

Below is a description of the 6 demigods, a short explanation of their virtues and appearance. A full list of Chosen heroes available to each God is detailed in "Judgement: Gods".

## The Gods

### 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.

## 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.

## 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.

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

## 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.

## 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.

## 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.

## Selecting a Warband

Below are a few options that can be used to select Warbands. Of course when playing with friends you are free to use any method that you like.

### Blind Pick

This is the simplest method in selecting a Warband and the one we suggest for newer players. Each player chooses the heroes they want to use relative to the game mode they are playing, i.e. 3, 5 or 9 heroes.

Heroes can only be selected once within a Warband, although they can appear in both player's Warbands. This method is known as "Blind Pick" because the players select their Warbands independently of their opponent.

Once the Warbands are revealed, both players roll a d6 initiative roll, the winner choosing whether to deploy 1st and take 1st turn of the game, or choose table sides. The losing player can decide on whichever option is left. Note, If the winning player chose table sides, the losing player can choose either going first or second.

### Pick & Ban

A more competitive and challenging option is "Pick & Ban".

### Standard Pick & Ban

This format is recommended for new and 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, with the lowest roll selecting the remaining option:

1. Ban/pick 1st and take the first turn, or ban/pick 2nd and take the 2nd turn.
2. Choose table sides.

Each player bans one of their opponent's heroes. The player going 1st then selects their Warband from the remaining models in their original selection. That means, there will be one hero from each player's Warband that is not selected, and can be removed from the game. The player going 2nd then does the same.

### 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, with the lowest roll selecting the unpicked option:

1. Pick/ban 1st and take the first turn (player 1), or pick/ban 2nd and take 2nd turn (player 2).
2. 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.

## Deploying Hero Models

Each player's deployment zone is clearly marked on the map as a shaded area; this is where models are placed during the setup of the game.

The player who has 1st turn deploys all their models 1st, followed by the player going 2nd.

## The Game Round

A round consists of 2 phases; The Communion Phase and the Activation Phase. Both players will participate in a single round. The round ends once both players have finished activating all their models that are in play.



## 1st Round

There is no Communion Phase during the 1st round of the game. Souls do not spawn from the Soul pits until the 2nd round. Monsters do start in play but do not begin moving and/or using their hunter rule to move towards heroes until the 2nd round.

Both players add 1 Fate to their Fate pool. This “free” Fate is awarded at the beginning of each of the first 2 rounds only.

## Communion Phase, 2nd Round Onwards

The Communion Phase consists of 5 steps that are resolved in the following 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 Monsters

Move Souls and monsters in this order:

- Souls that are not bound to a hero (i.e. unbound) are moved D2 hexes directly towards the nearest hero. For multiple unbound Souls, randomise the order of movement.
- All monsters that have the hunter rule on their card advance their MOV statistic in hexes, directly towards the nearest enemy model. Any attack actions required by monsters are also rolled at this time. For multiple monsters, randomise the order in which they move.

### Step 3: Generate Fate

Each player gets 1 Fate automatically added to their Fate pool (first 2 rounds only), plus 1 Fate point per Soul that they have bound to their heroes and/or banked in their Effigy. If either player controls a Shrine, they get additional Fate added to their pool, as per the chosen battlefield map. Players may damage one of their heroes for Fate if they have zero Fate at this time (see Fate, p. 49).

### Step 4: Spawn Soul and Monsters

For maps with multiple Soul spawning pits, randomly determine where the 1st Soul spawns (2nd round of the game). From that point forward the Soul spawning location is determined as the one immediately in a clockwise direction from the Soul pit that spawned a Soul the previous round. For maps that have a single Soul pit, the spawning location will remain the same each round.

Once the Soul spawning location is determined, a Soul model is placed on the spawning location. If there are 2 or more unbound Souls on the board at this time, no Soul is spawned.

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

#### Step 5: Re-spawn Hero Models

Hero models that were killed in the previous round are re-spawned and placed adjacent to their Effigy. Re-spawned models return with 5 health less than their maximum health (this may be healed back to full by normal means). They also have 1 less action during the round in which they re-spawn. During their activation, and while adjacent to their Effigy, re-spawned heroes can buy magical artefacts without spending an action, but still must pay the Fate cost. If there are no unoccupied hexes adjacent to their Effigy, heroes cannot re-spawn this round.

#### Activation Phase

In the activation phase, each of your heroes advances, attacks, and uses special abilities. Each player takes turns activating a hero and players alternate until all heroes have activated in a round. A player must activate all their heroes in a round.

Model activations continually alternate. Therefore, the player who had the final activation last round will cede the initiative (i.e. 1st activation) to their opponent this round.

#### Winning the Game

The first player who reduces their opponent's Effigy to zero health wins the game immediately.

# 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.

### **D6**

D6 refers to the standard 6-sided die.

### **D3**

Roll a D6, divide by 2 and round up.

### **D2**

Roll a D6. A roll of 1-3 counts as a 1, a roll of 4-6 counts as a 2.

### **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.

### **Engaged**

A model is considered engaged when it is within the melee range, 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 range 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 (Manoeuvre, Hit or J) 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.

### **Model Height**

Each model and terrain feature has an assigned height according to its type. Common types are:

- Souls 0
- Hero models 2
- Monsters 2
- Shrines 2
- Effigies 4
- Forests 4
- Clouds 4
- Buildings 4
- Walls 1

### **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.

### **Place**

When 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.

### **Reach**

A weapon's reach is the maximum distance in hexes that it can be used to attack another model.

### **Spawn, Re-spawn and Spawning**

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

### **Target**

If it has LoS and within range, a model can target another model to be the recipient of an attack or 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 3 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.
3. Place: When a model is required to be placed towards another model, its final position must be closer to that model from where it started. A model ignores intervening terrain and other models when being placed.

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 Range**

A model's melee range 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 range means they can only engage models adjacent to themselves.

## **Model Base Size (Heroes and Other Models)**

As Judgement is a hex based game, most models can be mounted on any base size that fits within 1 hex. However, a little overhang is fine and won't interfere with the game flow or rules. To help in identifying models and their rules, below is a recommendation of base sizes.

Note that a model with the gargantuan special rule should be mounted on a 100mm diameter base so it is clear how many hexes it occupies.

- Standard hero and monster models are mounted on 40mm diameter bases.
- Heroes with the small special rule are mounted on 30mm diameter bases.
- Heroes and monsters with the gargantuan special rule are mounted on 100mm diameter bases.
- Shrine models are mounted on 40mm diameter bases.
- Soul models are mounted on 25mm diameter bases.
- Certain heroes can place Tokens/Markers for various effects. Tokens and Markers are 25mm in diameter.
- Effigy models can be on various size bases but occupy 3 hexes in a “V” formation as shown on the Judgement play maps.

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