

JUDGEMENT

CORE RULE BOOK

Version 1.1



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Judgement

Welcome to Judgement, a two-player miniatures battle game where each player controls up to 5 hero models who clash on the mythical shadow plane of “Between”. With a unique rules system, a diverse range of 54mm models and a flexible selection system, Judgement is a game that allows and promotes diversity in warband creation and tactical play. As a player, you are free to choose any models from our range to play the game; other than your imagination, there are no restrictions as to the composition of your warband.

Game Overview

This book will give you all the rules and information you need to play a game of Judgement.

Judgement is a game between 2 players, each player controlling their own warband which consists of a group of either 3 or 5 models depending on the size of the game. To win the game, each player attempts to destroy their opponent's Effigy (home base). In the 3v3 game, played on a 2-foot diameter circular board, with 3 models per player's warband, the Effigy has 16 health points. In the 5v5 game, played on a 3-foot diameter circular board with 5 models per player's warband, the Effigy has 20 health points.

Effigies are destroyed when they reach zero health. They can be damaged in 2 possible ways:

1. Heroes can do direct damage to their opponent's Effigy by attacking it with their weapons (melee, range or magic).
2. Heroes collect Souls by killing enemy warband heroes, and by collecting unbound Souls that are created at specifically marked points (Soul pits) on the battle maps. For each Soul a warband holds, the enemy Effigy loses 4 health.

Players may do a combination of direct damage and Soul collection to kill the opponent's Effigy.

Another essential element of Judgement is Fate creation and expenditure. Fate can be described as the currency of Judgement. Fate points can be used in a number of 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 various designated positions on the maps. Controlling Shrines is a vital component of the game as a Fate-starved warband will struggle to operate effectively.

Monsters are an important part of the game. They are powerful creatures that, if slain, give benefits to your warband. There are numerous types of monsters that possess various abilities that are designed to damage and affect your heroes. Monsters will pursue heroes and attack whenever possible. They can be controlled by some heroes and used to hinder your opponent's plans. Killing monsters provides loot in the form of Fate, magical artefacts and levels.

During a game of Judgement, players can level up their heroes to alter and improve their powers and abilities. Heroes can enhance their powers by gaining levels and purchasing magical artefacts, thus allowing you to adapt your warband and battle plans mid-game.

Judgement is a multifaceted game that can be enjoyed by players of all levels. The casual player can spend a fun, fast and furious 90 minutes slaying enemy heroes and monsters, levelling up 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.

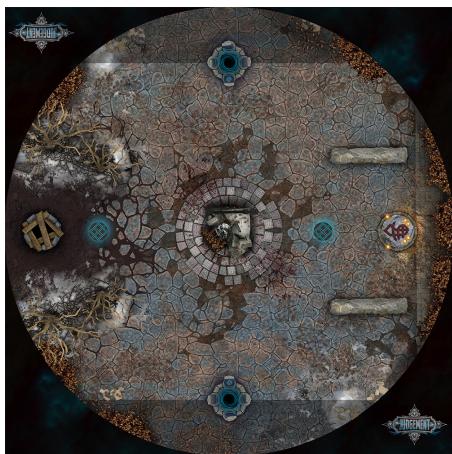
Our 54 mm range of heroic models has been created with minimal pieces for ease of construction, with a fine attention to detail for the dedicated hobbyist. Each model is set in a dynamic and individual pose, capturing the character and essence of the hero during the heat of battle.

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 personal quest to challenge both mortals and gods on the mythical shadow plane of Between. You are about to be Judged...

This is Judgement!

The Battlefield

Judgement is played on a circular battlefield. The 3v3 game edition battlefield is 24 inches in diameter; the 5v5 edition battlefield is 36 inches in diameter. Each game is played on a pre-defined map that describes the setup of terrain, the Effigies, Soul pits, monster spawning locations and Shrines.



Game Definitions

Actions

Heroes spend actions during their activation to perform various feats such as advancing, attacking and healing. Typically, each hero has 3 actions.

Activation

The phase in which a hero model activates and completes its actions. Each hero has 1 activation per turn.

Active Player

The player who controls the hero currently being activated.

Away

Means a model moves in such a way that the distance between its closest point and a target is always increasing.

Basic Attack

A model's basic attacks are listed on card 1, below their illustration. No other attacks are considered basic attacks.

Completely Within

A model is considered completely within when its entire base is within a measurement from a single point.

D6

D6 refers to the standard 6-sided die.

Directly Away

Means a model's movement is along a line between the centre of both its base and the target's, and the distance between it and the target is increasing.

Directly Towards

Means a model's movement is along a line between the centre of both its base and the target's, and the distance between it and the target is decreasing.

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.

Killed/Destroyed

A model is considered killed or destroyed when it is reduced to zero health points.

Killing Blow

The model that inflicts the last damage point, reducing another model to zero health, is considered to have dealt the killing blow.

Line of Sight (LoS)

A model must have LoS to target another model. A model has LoS to another model if:

- a. You can draw a straight line from any part of one model's base to any point of the 2nd model's base; and
 - i. The straight line is not blocked by any models or terrain; or
 - ii. Either model's height is greater than all models and terrain blocking the straight line.
- b. Note that the straight line does not have to be the shortest possible route between the two models.

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
- Buildings (4 per storey)
- Walls are 1 by default. Higher walls are 1 height per inch high.
- Other terrain features are 1 height per actual height in inches.

Path of Least Disturbance

Sometimes models end up occupying each other's space (i.e. their bases overlap). In such cases, move each model the minimum distance possible that ensures all models' bases do not overlap other models' bases, or the footprint of impassable terrain. Both models are moved directly away from each other an equal distance.

Models cannot voluntarily end their movement overlapping another model's base or the footprint of impassable terrain. The overlap of bases only happens when models are moved out of their activation via in-game events, such as a throw.

Pushed models will immediately stop once they encounter another model's base or impassable terrain, regardless of how much further they were meant to be pushed.

Target

If it has LoS, a model can target another model to be the recipient of an attack or ability.

Towards

Means a model moves in such a way so that the distance between its closest point and a target is always decreasing.

Within

A model is considered within a distance when any part of its base is within that distance from a single point. The distance between two models are both



considered to be within 2" of each other.

Within Melee Range

A model's melee range is defined on their card alongside their melee weapon choices. This refers to the maximum distance from the base of the model (in inches) that an attack with that weapon can be made. A *knocked down* model has no melee range.

Measuring Distances

You can measure any distances at any time during yours or your opponent's turn. Unless stated otherwise, the distance between two



models is the distance between the two nearest points of their bases.

All distances are measured in inches.

Heroes

Heroes are the primary focus of a game of

Judgement. Each 54mm hero model is a potent force in its own right, bringing unique powers that influence the battle in a variety of ways.

Model Base Sizes

The standard diameter for Judgement model bases is 50mm.

- Effigy and Shrine models are mounted on 50mm diameter bases.
- Soul models are mounted on 25mm diameter bases.
- Certain heroes can place token markers for various effects. Token markers are 25mm in diameter.

Model Facing

All Judgement models have 360-degree circular vision. Any contact, physical or otherwise with a model, is considered to be in their front.

Hero Attributes

Each model will have a set of scores between 0 and 10 for the attributes below. A score of 0 for an attribute will be displayed as a dash “-” on their profile card. The higher the score, the better the model is at using that attribute.

Movement (MOV) - How far in inches a model can move when they make an advance action.

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.

Ranged (RNG) - A measure of how skilled a model is with ranged weapons.

Health - Number of damage points a model



can sustain before being killed.

Soul Harvest - A model's bonus modifier when attempting to harvest a Soul.

Hero Statistics Cards

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)

The front of card 1 displays all the vital statistics of the hero.

A - This banner displays the hero's name, race and title. The colour of the runic symbols around the portrait stone ring reflects the race as follows: gold = orc, green = elf, blue = human, grey = dwarf and red = minotaur.

B - This stone circle displays the Soul harvest

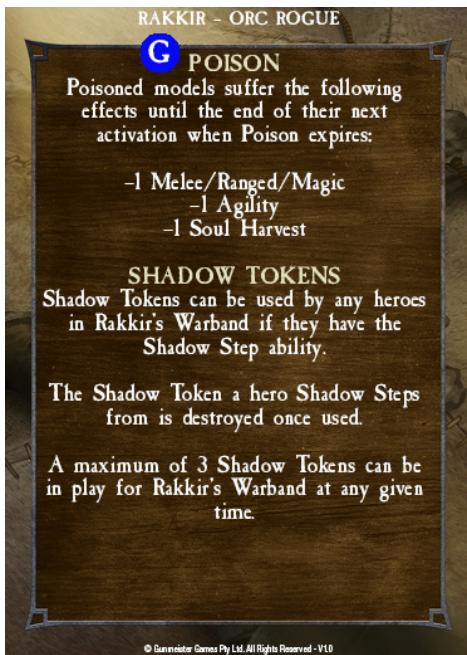
ability of the hero.

C - The golden battleaxe gem indicates the aggressor class.

D - The banners display his 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". The damage of the attack across the three success levels are also displayed, glancing blow (2 damage), solid blow (3 damage), and critical (5 damage).

F - This section displays the hero's health. Rakkir starts the game with 15 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 labelled "L2" indicates that Rakkir gains an extra 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 health circles labelled "L3". At level 3 Rakkir will take 18 damage before he dies.



Card 1 (Back)

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 2 (Front)

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 symbols appear when rolling attack dice. Rakkir has a poison combat manoeuvre that requires 2 symbols 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.



Card 2 (Back)

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.

Heroes 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 levels by:

- Killing an enemy model (both heroes and monsters).
- Successfully harvesting a Soul.

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.

Races

There are 5 races in the core rules: Humans, Elves, Dwarfs, Orcs and Minotaurs.

Classes

Each hero is associated with a class which describes their role on the battlefield. There are 4 classes in the core rules: Aggressors, Defenders, Supporters and Soulgazers. A hero's class is there to provide a guide to their role and provides no restrictions in any form.

Aggressors

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

Defenders

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

Supporters

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

Soulgazers

Soulgazers devote their lives to the study and manipulation of the afterlife, and are the most powerful Soul harvesters in the game.

Soul Command

Heroes of the soulgazer class possess the innate ability “Soul Command”. This ability allows them to harvest Souls from 4” range instead of the standard 2”.

Hero Activation

Each hero has 1 activation per turn. 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. Upon the completion of a hero’s activation, “tap” the hero’s card to indicate it has already activated that turn (i.e. turn it 90° clockwise).

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.

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, Attack, Soul Harvest, Effigy Recall, Purchase Magical Artefact, Hand over Magical Artefact, Heal, Bank Soul and Stand Up.** Some action 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 up to its MOV statistic in inches in any direction. 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.

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 impassable terrain or other heroes.

Attack

An **attack** action involves attacking an enemy model using a melee weapon, a ranged weapon or magic. A hero can only declare an attack action against an enemy model that is within the range of the attack in question.

Attack actions have the following properties:

- Name
- Type
- Cost
- Range: maximum distance the target can be away from the attacking model.
- Glancing Blow: the damage and effect caused if the attack is glancing.

- Solid Blow: the damage and effect caused if the attack is solid.
- Critical Blow: 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 in base-to-base with their Effigy and spend an action to bank one or more Souls. Once banked, the Souls are no longer bound to the hero.

Charge

The **charge** is a special type of move action that combines an advance with an attack. The cost of the charge is 1 action plus the action cost of their chosen attack type.

A charging hero gains the following benefits:

- Advance up to their normal MOV +3" in a straight line.
- Make a melee attack against the charge target at the end of the movement.
- Add 2 attack dice to their Attack dice pool.

A charge action has the following restrictions:

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

The final placement of the charging hero must be engaging the target and pre-measuring can be used to determine this.

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 in base to base contact with its own Effigy.

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. In the case of a triple "J" (*knocked down*) result, the Effigy recall fails, with the hero remaining in place and suffering the *knocked down* condition. No other parting blow attacks are made after the *knocked down* attack.

Hand Over a Magical Artefact

If a hero is in base-to-base with another hero from the same warband, they can spend an action and **hand over a magical artefact** they possess to that hero. This costs 1 action.

Heal

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

Purchase a Magical Artefact

If a hero is in base-to-base with its Effigy, it can **purchase a magical artefact** by paying for the cost of the artefact out of their warband's Fate pool.

The purchase of a magical artefact also costs the hero 1 action.

Soul Harvest

A hero can spend 2 actions to attempt to **harvest** an unbound soul that is within 2" of them, once per activation.

Stand Up

If a hero is suffering the *knocked down* condition, they can spend an action to **stand up**.

Killing Heroes

The death of heroes is an integral part of Judgement. They will always re-spawn at their Effigy next turn; there are no permanent effects incurred as a result of dying (see step 5 of the Communion Phase).

Combat

Judgement Attack Dice



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

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

The Crossed Swords icon represents a "Hit".

The Vertical Arrow icon represents a "Manoeuvre".

The Judgement icon represents both "Hit" and "Manoeuvre" symbols and the player can use both results from the 1 die.

A "Miss" is represented by a blank side.

The number of sides each symbol appears is as follows:

- 1 side has the "Hit/Manoeuvre" symbol (traditional "6").
- 2 sides have "Hit" symbols (traditional "4 & 5").
- 1 side has the "Manoeuvre" symbol (traditional "3").
- 2 sides have "Miss" symbols (traditional "1 & 2").

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 the 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/spell being used to make the attack.

- The attacking model cannot be engaged by an enemy model.

Magic Attacks in Melee

Some models possess magic attacks that are also melee attacks. Despite being a magic attack they can be used while engaged, however they cannot be used to charge. For all other cases they follow the rules for melee attacks. A model must use its MAG stat for this kind of attack.

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 attack actions. They provide additional options for the attacker outside of their standard weapon attacks, and are "purchased" using attack dice that display the "manoeuvre" symbol.

There are 2 generic combat manoeuvres that are available to all models.

1. Push (x)

Cost: 1" per  or  symbol.

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

For **ranged or magic attacks**, the attacker can be pushed 1" for each manoeuvre symbol in the attack roll (maximum 3").

2. Knock Down

Cost: 3 x 

If the attack roll consists of three "J" symbols, the defender suffers the *knocked down* condition.

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

The following rules apply to all combat manoeuvres:

- A model can only purchase a single combat manoeuvre each attack action, regardless of how many symbols appear from their attack roll.
- A model can only purchase the same combat manoeuvre once per attack action.
- 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 pre-requisite.

As an example, 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. i.e. the attack roll must include enough hit symbols to do at least 1 damage and also include at least the 2 combat manoeuvre symbols to “buy” Incendiary.



Attack Process

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

Step 1

Attacker declares an attack action and chooses an enemy model (defender) that is in line-of-sight and within range 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 dice for each point the relevant attack type statistic (MEL, MAG or RNG) is greater than the defender's AGI. If the statistic is equal to or lower than the defender's AGI, start with 1 die.
- Apply modifiers (see below).

Melee Attacks:

- +2 dice if the attacker charged.
- +1 dice for each other friendly model (to the attacker) that is engaging the defender (ganging up).

- -1 dice for each enemy model that is engaging the attacker (distracted).
- Apply terrain modifiers (see Terrain).
- If charged, the defender declares whether they will spend a Fate point to apply the stand your ground rule.

Ranged Attacks:

- +1 dice if the attacker does not perform an advance action (aiming bonus). Once a model claims the aiming bonus, they are unable to perform an advance action later in the turn. However they can use symbols to push themselves via the combat manoeuvre mechanic.
- -1 dice for each model engaging or being engaged by the target (firing into melee).
- Apply terrain modifiers (see Terrain).

Magic Attacks

- -1 dice for each model engaging or being engaged by the target (firing into melee).
- Apply terrain modifiers (see Terrain).
- If after all modifiers are applied, the attack dice pool is zero or lower, it will be set at 1.

An attack dice pool can never be less than 1 dice.

Step 3

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

- Each “Hit” symbol on their 3 chosen dice is used to determine the attack effectiveness. 1 symbol = Glancing, 2 symbols = Solid, 3 symbols = Critical.
- Each “Manoeuvre” symbol on their 3 dice is used to execute combat manoeuvres, as per the manoeuvre cost.

Step 4

Any damage from the attack is marked on the defender's card, and any purchased manoeuvres are executed by the attacker. Damage marked on the card is reduced by the defender's RES statistic.

Step 5

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

Application of Attack Dice Modifiers

When calculating the number of attack dice, **always apply the positive modifiers first**, followed by the negative modifiers.

Combat Example

Zhonyja declares a charge against Allandir.

Allandir decides to spend a Fate point to use stand your ground to reduce her attack dice pool by 1.

Zhonyja's Attack dice:

- Zhonyja's MEL statistic is 8 and Allandir's AGI is 5. Therefore 3 dice are added to the dice pool.
- +2 dice for the charge action.
- -1 dice since Allandir has paid 1 Fate point to execute stand your ground.

Zhonyja's Attack dice pool is 4.

Zhonyja rolls 4 attack dice which results in 2 "Hit" symbols, 1 "Manoeuvre" symbol and 1 "Miss".

With 2 hit symbols, Zhonyja inflicts a solid

blow, doing 3 damage to Allandir. Since Allandir has zero RES, the entire 3 damage is marked on his card.

She also uses the 1 manoeuvre symbol to push Allandir 1".

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 execute them. 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 target models within the range of the ability.

Each active ability has the following properties:

- Name
- Cost
- Effect

Token Placement (Active Abilities)

Some active abilities allow a model to place a token. Tokens can never be placed within the footprint of impassable terrain features or the bases of other models, including Souls. Tokens do not impede the movement or line-of-sight of other models in any way, and hero/monster/Soul models can land on them without penalty.

Innate Abilities

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

Innate abilities have the following properties:

- Name
- Effect

Parting Blow

A model can perform a parting blow when an enemy model advances during its activation 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 or a charge action does. A model can be the recipient of only 1 parting blow, per advance action, from the same enemy model.

A parting blow means the model may immediately make a melee attack targeting the enemy model that is no longer being engaged by that model. If a model has multiple melee weapons, the one with the greatest range must be used for the parting blow.

The point of attack is where the advancing model leaves the melee range of the attacking model.

Models generate an attack dice pool for parting blows, using the standard rules, **plus 1 dice extra** for the parting blow.

The only combat manoeuvre that can be executed as a result of a parting blow is *knocked down*. When a model is *knocked down* from a parting blow, the model is placed on the edge of, but still within, the attacking model's melee range of the attack type that was used.

Non-Hero Models

There are 4 non-hero model types in Judgement: Effigies, Shrines, Monsters and Souls. Below is an explanation of each, including their function during a game.

Effigy

In addition to your hero models, you will also control another model called the Effigy. You win the game by destroying your opponent's Effigy.

In game terms, the Effigy is any suitable model on a 50mm base with the following properties:

- Can only be damaged by enemy models harvesting Souls and/or direct damage from heroes using their basic attacks. Effigies cannot be damaged by active abilities that have a direct damage component.
- Is immune to *curse*, *fire*, *knocked down*, *poison* and *stun* conditions.
- Cannot be moved or placed under any circumstances.
- Is immune to all combat manoeuvres.
- Has AGI 3 and RES 1 (cannot be lowered by any means even if AGI/RES etc. are raised by other means).
- Has height 4.
- Provides hardcover.
- Counts as impassable terrain.
- Starts the game with a base health determined by the game type and map.
- Counts as a friendly model to the heroes you control.
- Has no melee range but can be engaged by enemy models.

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 Hero Attacks

Effigies can also be damaged directly by hero basic attack actions.

Effigy Regeneration

At the start of each Communion Phase, Effigies regenerate all damage inflicted upon them in the previous turn by enemy hero attacks.

The base health reduction from enemy bound Souls remains; just the damage inflicted from enemy hero attacks is regenerated.

Destroying an Effigy

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

Effigy Damage Examples

Scenario 1

Johnny is playing a 5v5 game (i.e. Effigies have 20 health) against Ben, and has 3 Souls currently bound to his heroes. Therefore, Ben's Effigy base health is reduced by 12 points to 8. This is worked out by $20 - (4 \times 3 \text{ bound Souls}) = 8$.

At this point in the game, there are 3 ways Johnny can win this turn.

- Harvest 2 more Souls (whilst keeping the 3 he currently has), which will reduce the base health of Ben's Effigy to zero.
- Inflict 8 damage directly to Ben's Effigy with his heroes.
- Harvest a 4th Soul (whilst keeping the 3 he currently has) and inflicting 4 damage directly with his heroes.

Scenario 2

Unfortunately for Johnny, Ben manages to kill 1 of his heroes that had a Soul bound to it, resulting in the Soul being removed from the board. The loss of this Soul results in Ben's Effigy's base health being raised to 12 (since there are only 2 Souls currently bound to Johnny's heroes), making Johnny's task of destroying Ben's Effigy that much harder.

Scenario 3

Regardless of the set back and the fact that Ben's Effigy has 12 health points remaining, Johnny decides to commit as many heroes as he can to try and take down Ben's Effigy. He manages to do 11 points (lowering it to 1), however the last attack of his final activation fails to damage it, so at the end of the turn Ben's Effigy survives on 1 health.

In the next turn's Communion Phase, Ben's Effigy regenerates all of its hero inflicted damage, so it is restored to the 12-base health it had before. It only restores to 12 because Johnny still has 2 Souls bound to his heroes.



Monsters

Certain Judgement maps have 1 or more monster camps in clearly marked strategic locations. Monsters count as enemy models to all other models in the game.

Monsters have their own statistics card which describes how they work in the game.

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.
- When a monster is slain, its Fate Bounty can be collected by a hero model within 2", and added to their warband's Fate pool. The hero collecting the Fate Bounty must be either the model that inflicted the killing blow, or a friendly model to the hero that did.
- When a monster is slain and no friendly hero (from the warband which dealt the killing blow) is within 2" of the monster, the Fate points generated are lost.
- Monsters **do not** provide a Soul when slain.

In addition to these rewards, monsters will often provide other benefits to the warband of the hero that killed it. These will be detailed on the monster's statistics card.



Pathfinder

All monsters have the pathfinder ability unless otherwise stated on their statistics card.

Hunter

A monster with the hunter ability advances its MOV statistic directly towards the nearest hero model during Step 2 of the Communion Phase. If impassable terrain blocks this movement, the monster will attempt to move around the obstacle by the shortest route possible.

A monster will **never** attack another monster and will attempt to move around it by the shortest route possible if the path towards a hero is blocked.

Regardless of whether a monster has the hunter rule, they **will not** advance on the first turn of the game or the turn in which they re-spawn.

Magical Artefact Purchasing

All monsters have the ability to provide magical artefacts to heroes immediately after they are slain. This works the same way in which a hero may purchase an artefact from their Effigy except that it does not cost an action.

A magical artefact can be purchased by a hero within 2" of a Monster immediately after its Fate Bounty is awarded. The hero purchasing the artefact must be either the model that inflicted the killing blow, or a friendly model to the hero that did.

Re-spawn

Unless stated otherwise on their statistics card, monsters re-spawn during Step 4 of the 2nd Communion Phase after they died. Sometimes a monster will re-spawn with less than its maximum health, as indicated on their statistics card.

Monsters Attacking Heroes

All monsters will attack a hero model under the following conditions:

- If the hero model ends its activation

- engaged by the monster. Charging or advancing, so that the hero is engaged by the monster, will not trigger an immediate attack. The monster will only attack if the hero is still engaged at the end of the hero's activation.
- If the hero becomes unengaged from the monster via an advance/charge action, the monster will execute a parting blow against the hero. Using a push, place or throw to become unengaged will not trigger an attack.
- If by any means, the hero is pushed, placed or thrown from being unengaged to being engaged by the monster.
- If the monster ends an advance engaging the hero. If multiple heroes are engaged by the monster when it is about to attack, the closest will be attacked. If they are equidistant, then randomise.
- 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 a hero/s that was unengaged by the monster.
- If the monster re-spawns, engaging a hero.

The push manoeuvre can only trigger 1 attack from the monster per action. For example, if a hero or monster is pushed 2", it cannot be pushed to become unengaged and then engaged again (1" each way) with that one manoeuvre. It can of course be pushed back to become engaged on the next action, allowing the monster to make another attack.

During an attack, the only combat manoeuvre a monster will do is *knocked down* (i.e. 3 "J" symbols) unless they have specific combat manoeuvres on their statistics card.

Often, the opposing player of the hero 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" symbol will always be selected first, followed by dice displaying the "Hit" symbol, and finally dice displaying the "Combat Manoeuvre" symbol.

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

Multiple Combats Including Monsters

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

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

Monsters **do not** contribute dice to an attacker, since the ganging up bonus only occurs when a hero 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 hero 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 rule.

Monster Movement

Monsters **do not** advance the turn they

are spawned; however, from the following turn onwards they will advance, as per their statistics card. Monsters suffering the *knocked down* condition will automatically stand up at the start of their activation (i.e. at the start of the Communion Phase), and then advance towards the nearest enemy model. Monsters do not suffer parting blows as a result of any movement.

Firing Into Monster Melee

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

Being Killed By A Monster

The Soul of a hero killed by a monster's attack cannot be harvested in any way. Even if the hero was pushed into the monster by an enemy hero, the fact that the monster killed the hero means the Soul cannot be harvested. No hero will gain a level as a result of an enemy hero being killed by a monster.

Monster Re-spawn Marker

Some monsters re-spawn the second Communion Phase after they die. If that is the case, during the 1st Communion Phase after it dies, place a suitable marker at the point where the monster re-spawns (as per the chosen map). During the 2nd Communion Phase, replace the monster re-spawn marker with the model of the monster itself.

Order of Execution

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

Shrines

Shrines are neutral objectives that have the following properties:

- Impervious to all damage.
- Count as impassable terrain.
- Provide hardcover.
- Mounted on a 50mm base.
- Have a height of 2.
- Have no melee range and cannot be engaged.

Controlling the Shrine

Shrines are controlled by a player if **both** of the listed points are met:

- 1 or more of their hero models are within 2" of it.
- No enemy hero models or monsters are within 2" of it.

A player that controls a shrine at the start of a turn (step 3 of the Communion Phase) adds a number of Fate points to their pool, as per the rules of the chosen battlefield map.



Souls

Souls are neutral models with the following properties:

- Unbound Souls move D3" towards the nearest hero model during the Communion Phase.
- Incorporeal: they can move freely through other models and non-impassable terrain without penalty and vice versa. When they hit impassable terrain, the Soul will

stop immediately.

- Cannot be damaged in any way and are immune to all in-game damage effects.
- If a Soul's movement would see it end its movement within a model's base, it will stop immediately once it touches that base.
- Models cannot end an advance or charge action with their base within a Soul's base.
- If a circumstance arises where a hero's base is within a Soul's base, such as via a throw, then use the path of least disturbance. The hero model will move to accommodate the Soul's base; a Soul will never move this way.
- If a Soul spawns within a hero's base (i.e. the hero is standing over the Soul pit), then the Soul will spawn touching the base of the hero as close to the Soul pit as possible.

Unbound, Bound 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 will be removed from the battlefield.

A Soul does not move during the turn in which it spawns. It only moves (towards the nearest hero) on subsequent turns, if it remains unbound.

Soul Harvesting

Heroes bind Souls to themselves by **Soul**

harvesting.

There are several ways heroes can harvest Souls:

- Killing a hero creates a Soul. The hero that inflicted the final wound automatically and immediately harvests the dead hero's Soul. If a hero dies from a monster or treacherous ground, it does not generate a Soul this turn. However, it will still generate a Soul if its final wound is inflicted by a hero in subsequent turns.
- Souls that are not bound to a hero are unbound. Unbound Souls can be harvested by heroes successfully rolling a Soul harvest skill check while within 2" of the unbound Soul. This requires 2 actions.

The Soul harvest skill check requires 2 actions and involves rolling 2D6, 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 and becomes bound to the hero that attempted the harvest.

The following modifiers apply to a Soul harvest skill check:

- Add the hero's Soul harvest ability.
- +1 for each friendly hero within 2" of the Soul other than the hero attempting the Soul harvest.
- -1 for each enemy hero and/or monster within 2" of the Soul.

Harvested Soul tokens are placed on the statistics card of the hero that harvests it.



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 turns 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.

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.
- Reroll dice (see below).
- Heal for 5 health - once per activation (also costs 1 action).
- Reduce the enemy's attack dice pool by 1 when charged (see stand your ground) - once per charge.
- Remove one condition currently on the model - once per activation.
- Buy/upgrade magical artefact if the hero is base-to-base with its Effigy or within 2" of a monster just slain by the hero or one of its allies.

When used to reroll dice, the model spends 1 Fate point to reroll the entire pool of dice they just rolled. Any dice roll in the game can be



rerolled using Fate. However, dice can only be rerolled once regardless of the reroll source.

Magical Artefacts

Magical artefacts are powerful items that enhance a hero's abilities and are categorized as either "offence" or "defence".

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

1. By trading in Fate whilst in base-to-base with their Effigy. This costs 1 action.
2. By being within 2" of a monster when it is killed by them or another hero from their warband.
3. By being passed a magical artefact from a member of their warband. This costs the hero that is passing on the artifact 1 action.

Magical artefacts normally provide a buff 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).

Each magical artefact has a Fate cost that must be paid out of the warband's Fate pool whenever an artefact is purchased through their Effigy. Purchasing an artefact through the Effigy also costs the hero 1 action. When a magical artefact is obtained from killing a monster, the artefact is gained automatically with no action cost.

A hero may be equipped with a maximum of 1 offensive and 1 defensive artefacts. The artefact cards are labelled offensive or defensive.

Magical artefacts are unique across a warband. That is, an item may only be equipped by 1 hero in a warband at a time.

Trading Magical Artefacts

Magical artefacts can be traded for either an

artefact of the equivalent Fate cost or a more expensive artefact, providing the difference in Fate cost and an action is paid. Trading in artefacts can only be done when a hero is in base-to-base with their Effigy or if they are within 2" of a monster when it is slain by themselves or a member of their warband. **An action is not required when trading artefacts because of a slain monster.**

Passing on Magical Artefacts

A hero can pass on a magical artefact to a member of their warband during their activation, as long as they are base-to-base with them and can afford the 1 action cost. Trading an artefact cannot break any of the previous magical artefact restrictions, such as being unique across warbands and a hero being restricted to 2 artefacts from different categories.

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.

Playing a Game

Pre-Game Setup

1. Set up the Effigies, Shrines, monsters, Soul spawning locations and terrain, as per the chosen battlefield map.
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.

Selecting a Warband

There are 2 methods players can use to select

their warbands.

Blind Pick

This is the simplest method to select a warband. Each player chooses the heroes they want to use relative to the edition they are playing, i.e. five for 5v5 or three for the 3v3 game.

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 pass that option to their opponent.

Pick & Ban

A more competitive and challenging option is "Pick & Ban". There are many ways the Pick & Ban phase can be implemented, however here we will discuss the 3v3 game edition and the 5v5 edition.

Hero Pool (Pick & Ban)

Both players pick their models from a central pool. For 3v3 games, this option requires a pool of at least 10 unique heroes, and for 5v5 games it requires at least 14.

Players roll a d6 initiative roll. The highest roll chooses whether to ban/pick 1st or 2nd. If they ban/pick 1st, they will go 2nd in the game.

Each player bans a hero in turn. They then select a hero each until both have the 3 or 5 required, depending on the game size. The remaining unselected heroes are set aside with the 2 that were banned.

Magnificent 7 (Pick & Ban) (5v5)

Players select 7 heroes, placed in front of them and their opponent. Players roll a d6 initiative

roll. The highest roll chooses whether to ban/pick 1st or 2nd. If they ban/pick 1st, they will also go 1st in the game.

Each player bans a single hero from the 7 of their opponent. The player going 1st then selects their warband of 5 (i.e. they choose the model from the remaining 6 that they will not be using). The player going 2nd then does the same.

Fantastic 5 (Pick & Ban) (3v3)

Players select 5 heroes, placed in front of them and their opponent. Players roll a d6 initiative roll. The highest roll chooses whether to ban/pick 1st or 2nd. If they ban/pick 1st they will also go 1st in the game.

Each player bans a single hero from the 5 of their opponent. The player going 1st then selects their warband of 3 from their remaining 4 hero models. The player going 2nd then does the same.

Masters (Pick & Ban)

For special events the Masters format can be used. In this format, every hero model in the Judgement range is available in the game. Each player takes turns banning a hero until 6 are banned (3 each). Players then alternate selecting a hero until both have 5 in their warband.

Deploying Hero Models

Each player's deployment zone is clearly marked on the map; this is where models are placed during the setup of the game. The shaded area is typically 3" from the back edge of the board for the 3v3 game, and 6" from the back edge of the board for the 5v5 game. Unless stated otherwise on their card, all hero models must be completely within their deployment zone at the start of the game.

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

The Game Turn

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

1st Turn

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

Both players add 1 Fate to their fate pool. **This “free” Fate is awarded for the first 2 turns only.**

Communion Phase (2nd Turn 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:

1. Souls that are not bound to a hero (i.e. unbound) are moved D3" towards the nearest hero. For multiple unbound Souls, randomise the order of movement.
2. All monsters that have the hunter rule on their card advance their MOV statistic in inches, directly towards the nearest hero model. Any attack actions required by monsters are also rolled at this time. For multiple monsters, randomise the order of

movement.

Step 3: Generate Fate

Each player gets 1 Fate automatically added to their Fate pool (first 2 turns 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.

Step 4: Spawn Soul and Monsters

The spawning location is determined as the one immediately in a clockwise direction from the Soul pit that spawned a Soul the previous turn. A Soul model is placed on it. **If 2 or more Souls are unbound, no Soul is spawned.**

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

Step 5: Re-spawn Hero Models

Hero models that were killed in the previous turn are re-spawned and placed in base-to-base with the controlling player's Effigy. Re-spawned models return with 5 health less than their maximum health (this may be healed back to full). They also have 1 less action in/ during the turn in which they re-spawn.

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 turn. **A player must activate all their heroes in a turn.**

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

Winning the Game

The first player who destroys their opponent's Effigy wins the game.

Conditions

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

Heroes can spend 1 Fate point during their activation to remove any condition currently on them. **Note only 1 condition may be removed in this way per activation.**

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.

Conditions 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 condition is the owner.



Curse

A *cursed* model is unable to harvest Souls, either by attempting a Soul harvest or by killing an enemy model, until the end of their next activation.

If a *cursed* model does kill an enemy model, then that hero's Soul does not spawn at all; the model is simply removed.



Fire

A model suffering the *fire* condition suffers 3 damage at the end of their next activation before the condition expires. Whilst suffering the *fire* condition, models cannot heal.

Fire damage ignores a model's RES.



Knocked Down

A *knocked down* model suffers the following effects:

- -3 to their AGI (minimum 1).
- Has no melee range, therefore cannot attack or make parting 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”.



Poison

A *poisoned* model suffers the following effects until the end of their next activation when *poison* expires:

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



Stun

A *stunned* hero has 1 less action in their next activation.

Auxiliary Functions

Dual Wield (weapon)

Each time a model with **dual wield** resolves an attack action with “weapon”, it can immediately make a 2nd attack using the same weapon, against the same target, or another target enemy model. The 2nd attack incurs a -1 attack dice penalty.

Only the 1st attack of a charge receives the +2 attack dice pool bonus. **Dual wield** can only be triggered during a model’s activation, and cannot trigger another **dual wield** attack.

Explode (x)

Enemy models within 3” suffer “x” damage

when a model with **explode** dies. This damage ignores RES.

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.

Pathfinder

A model with the **pathfinder** ability ignores the movement penalty from rough and treacherous ground. They can also charge over walls that are height 1 or less.

Push (x)

A model hit by an attack with the **push** effect is moved “x” inches in a straight line in the direction chosen by the model that made the attack. Pushed models will stop once they encounter another model’s base, 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.

Summoned

A model with the **summoned** ability does not deploy at the start of the game; it must be summoned by a hero model during the game. The hero model using this ability is known as “The Summoner”. Summoned models are placed in base-to-base with the summoner, must activate during the turn they are summoned, and must activate the same time as

the summoner both when they are summoned and on subsequent turns.

A summoned model can intersperse its actions with the summoner as well as with other models that were also summoned by the summoner. When the summoner dies, any models that were summoned by it die as well. Summoned models are friendly models to all models within the summoner's warband, and are enemy models to all models in the opposing warband. Summoned models cannot have Souls bound to them, and if killed do not give Souls or levels to enemy heroes.



Throw

A **thrown** model is moved 4" 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, they stop immediately and are placed in base-to-base with the impassable terrain at the first point of impact. It still suffers the

knocked down condition.

If the final placement of a thrown model overlaps another model's base, then use the path of least disturbance rule to re-position the models. The 2nd model is not affected in any other way by the throw. Damage from an attack is inflicted before the throw and may result in the model being killed and removed from the battlefield before it is thrown.

Order of Application

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.

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.

Terrain

Terrain provides interesting tactical variations by altering the behaviour of models when they interact with terrain pieces.

Each terrain type has rules for how a model interacts with it and the in-game effect that interaction has. Some terrain features will classify as 2 or more terrain types. Common examples of terrain features and their types are given below:

Forests: Rough ground, soft cover.

Hedges: Soft cover.

Stone Walls: Hardcover.

Buildings: Impassable, hardcover.

Water: Rough ground.

Lava: Treacherous ground.

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 have cover from a terrain feature, all the following must be true:

- The model's base must be within 1" of the terrain feature unless the terrain feature is a forest. In that case, the model must be within the forest to satisfy this requirement.
- It must be possible to draw a line that passes over the terrain feature, from any part of the model's base, to the base of the model it is claiming cover from.

Moving Over a Wall

When a model advances into base-to-base with a wall, they must have 3" of movement left in their current advance action to get over the wall. If they have less than 3" of movement left in their current advance action, they will stop at the wall and forfeit the rest of their advance action.

Models cannot charge over walls unless they have the pathfinder special rule.

Any wall feature that is the same height as a model is impassable to that model.

Soft Cover

Soft cover is normally provided by hedges, trees and forests.

A model making a ranged attack against a model in soft cover suffers -1 attack dice.

Hard Cover

Hard cover is normally provided by stone walls, buildings and large boulders.

A model making a ranged attack against a model in hard cover suffers -2 attack dice.

A model making a melee or magic attack against a model in hard cover suffers -1 attack dice.

Non-Open Ground

By default, the terrain on a Judgement battlefield is deemed to be open ground. Models can travel across it without hindrance, and can advance their full MOV statistic each time they spend an advance action.

There are often times when terrain is not open, and models must overcome more than just their opponents to win the day. This section discusses rules for special areas of the battlefield that are not considered to be open ground.

Rough Ground

Rough ground normally represents shallow water, marshes, bogs, small boulders and the like. Standard rough ground has an in-game height of zero, however, some examples of rough ground can be higher.

If a model's base is within rough ground at any time during an advance or charge action, it suffers a -1" MOV penalty for that action.

Treacherous Ground

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

If a model's base is within treacherous ground at any time during an advance or charge action, it suffers a -2" MOV penalty for that action. The model also suffers 2 damage.

Any hero model whose base is within treacherous ground as a result of a push, place or throw, suffers 2 damage immediately.

Impassable Terrain

A model **cannot** move over impassable

terrain. Unless stated otherwise impassable terrain provides hard cover.

The End

Find out more about Judgement!

<https://judgement.game>



