

# JUDGEMENT

BATTLEFIELD  
MAPS

Volume 2

# Introduction



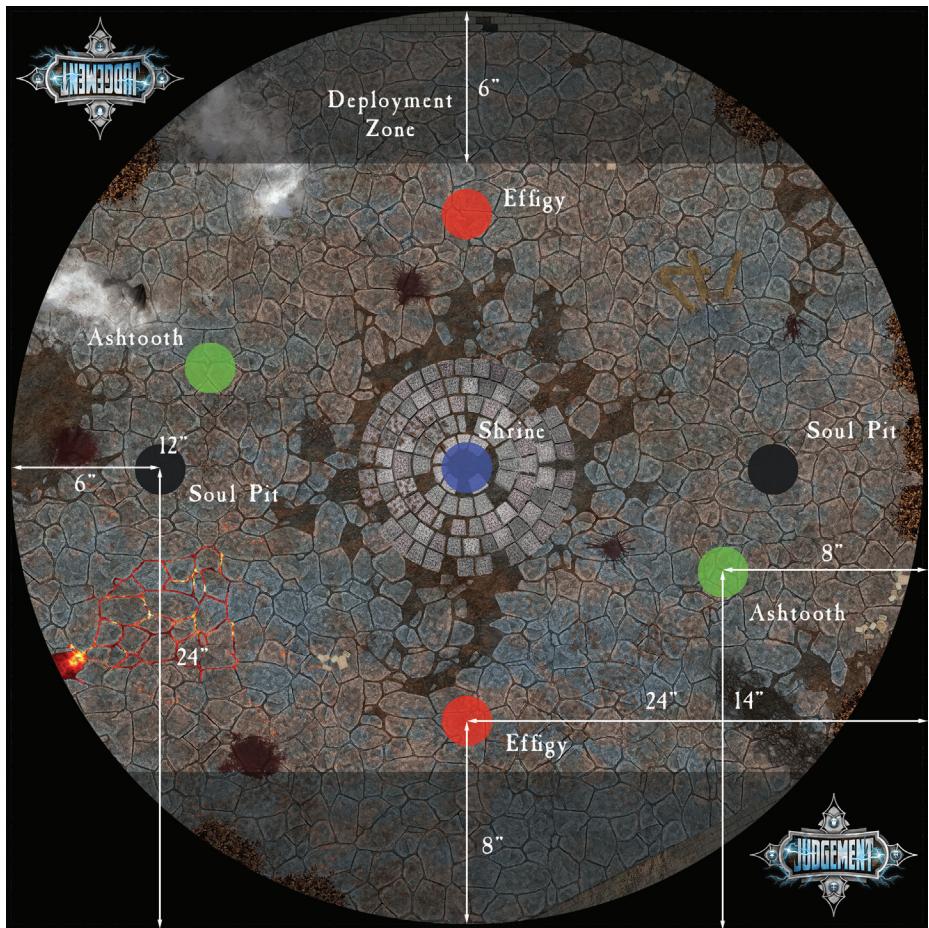
This document details the various battlefield maps for Judgement, the 54mm scale, MOBA inspired, table-top miniatures game. Each map details the exact placement of each player's effigy, neutral monster camps, Shrines and Soul pits. The type of monsters and Shrines are also explained.

Maps are provided for both the 5v5 (3' diameter) and 3v3 (2' diameter) game types. Please refer to the Judgement Core Rules for further details about the game, the heroes and their interaction with battlefield maps.

To ensure neither player is unfairly disadvantaged, battlefield maps are provided with suggested terrain setups.

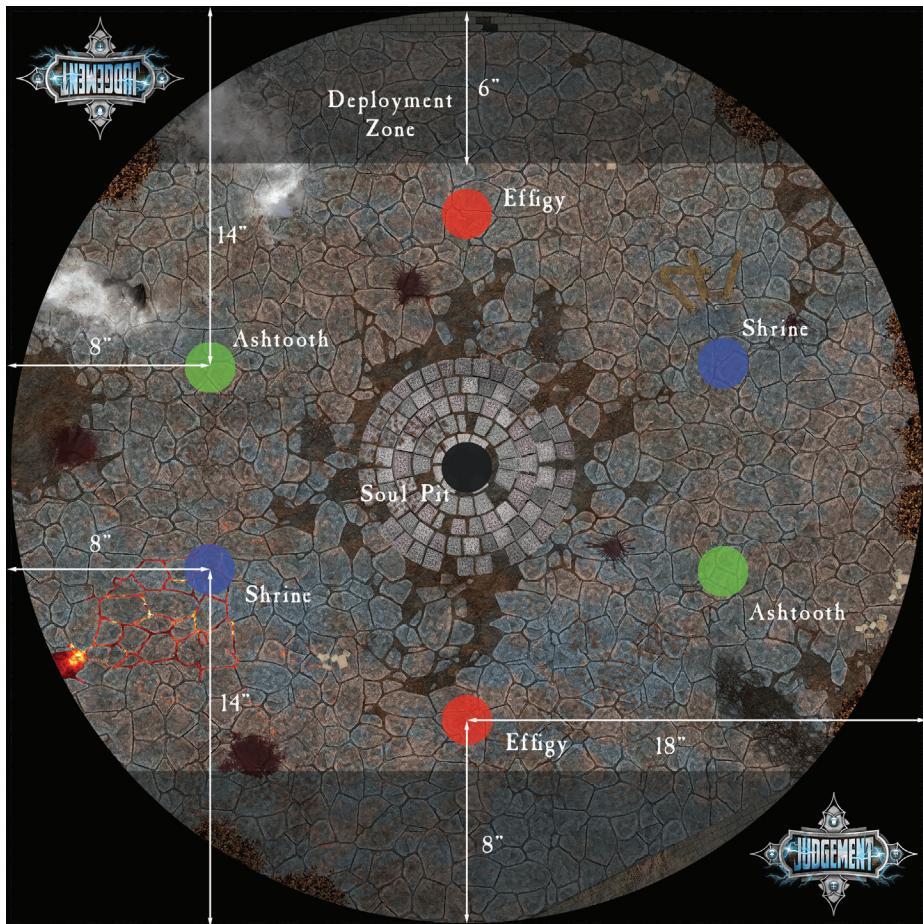
Statistics cards for all monsters and Elemental Shrines are available in the Appendix of this document. The neoprene mats described in this document can be purchased online at <https://judgement.game>.





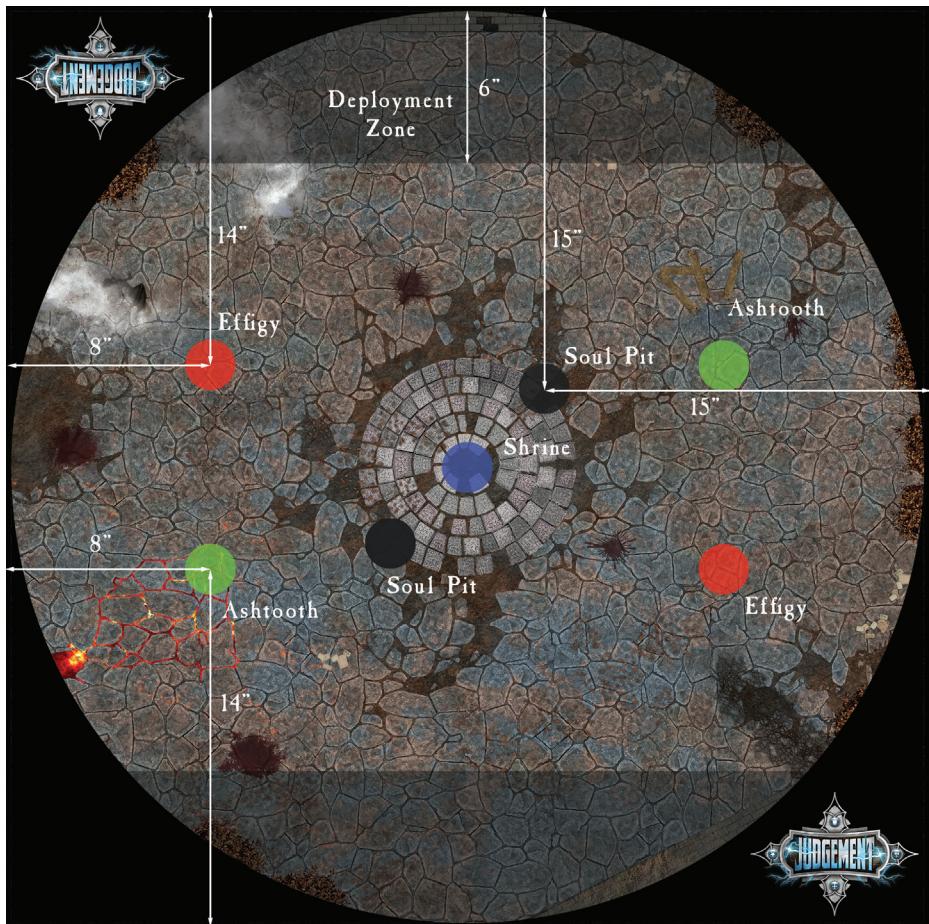
## Map 1 (5v5) – Cobblestone Neoprene

- 5v5 (3' diameter).
- The Shrine awards D3 Fate to the Warband pool of the player controlling it during “Step 3 - Generating Fate” of the Communion Phase.
- Randomly determine the Soul Pit the first Soul spawns from during “Step 4 - Spawn Souls and Monsters” in the first Communion Phase (turn 2) and alternate between them from that turn onwards.
- We recommend a good mix of terrain for this map ensuring that a Soulgazer cannot stand behind hard cover while still being able to harvest Souls from 4” away.



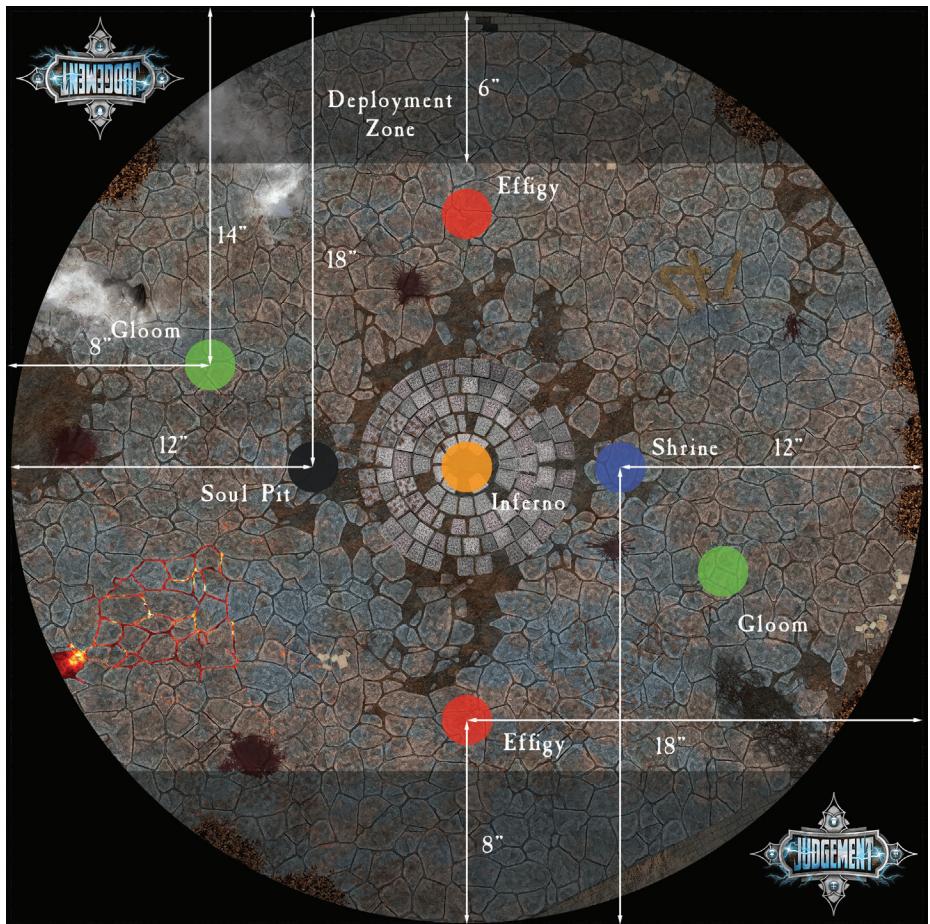
## Map 2 (5v5) – Cobblestone Neoprene

- 5v5 (3' diameter).
- A Warband controlling the Shrine closest to their deployment zone is awarded 1 Fate during “Step 3 - Generating Fate” of the Communion Phase.
- A Warband controlling the Shrine furthest from their deployment zone is awarded 2 Fate during “Step 3 - Generating Fate” of the Communion Phase.
- We recommend a good mix of terrain for this map ensuring that a Soulgazer cannot stand behind hard cover while still being able to harvest Souls from 4" away.



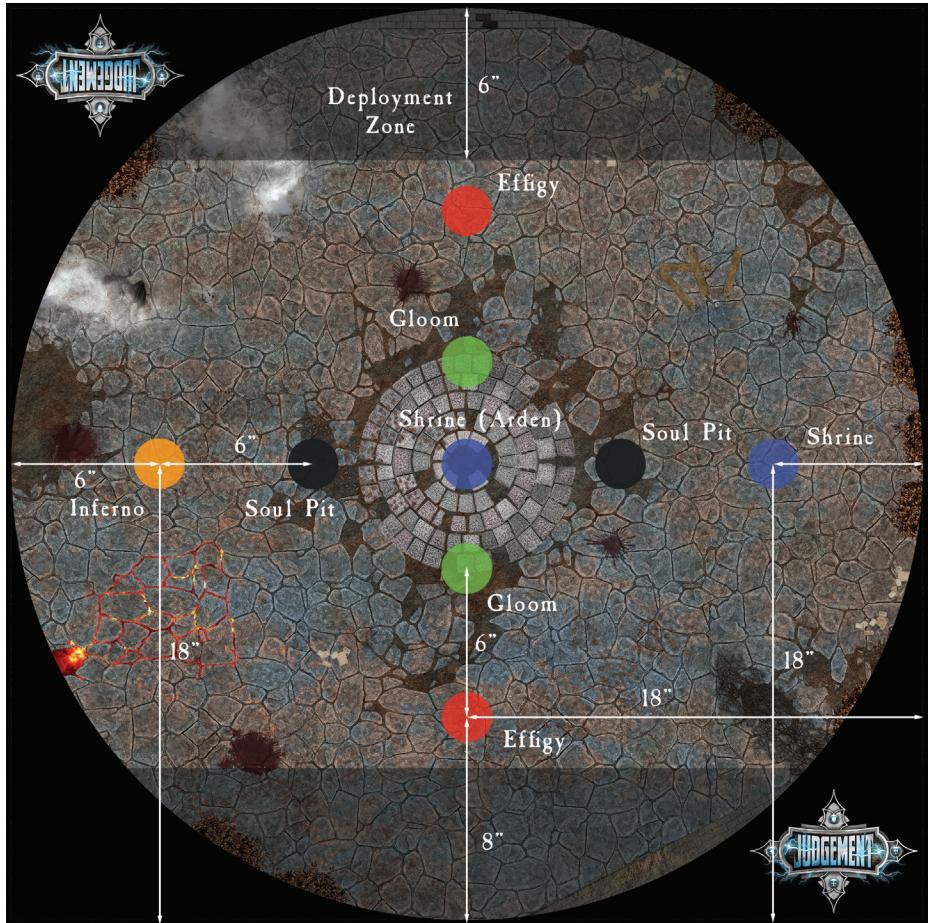
## Map 3 (5v5) – Cobblestone Neoprene

- 5v5 (3' diameter).
- The Shrine awards D3 Fate to the Warband pool of the player controlling it during “Step 3 - Generating Fate” of the Communion Phase.
- Randomly determine the Soul Pit the first Soul spawns from during “Step 4 - Spawn Souls and Monsters” in the first Communion Phase (turn 2) and alternate between them from that turn onwards.
- We recommend a good mix of terrain for this map ensuring that a Soulgazer cannot stand behind hard cover while still being able to harvest Souls from 4” away.
- Also keep in mind that you don’t disadvantage either player by blocking LOS to the enemy’s Ashtooth from their Effigy.



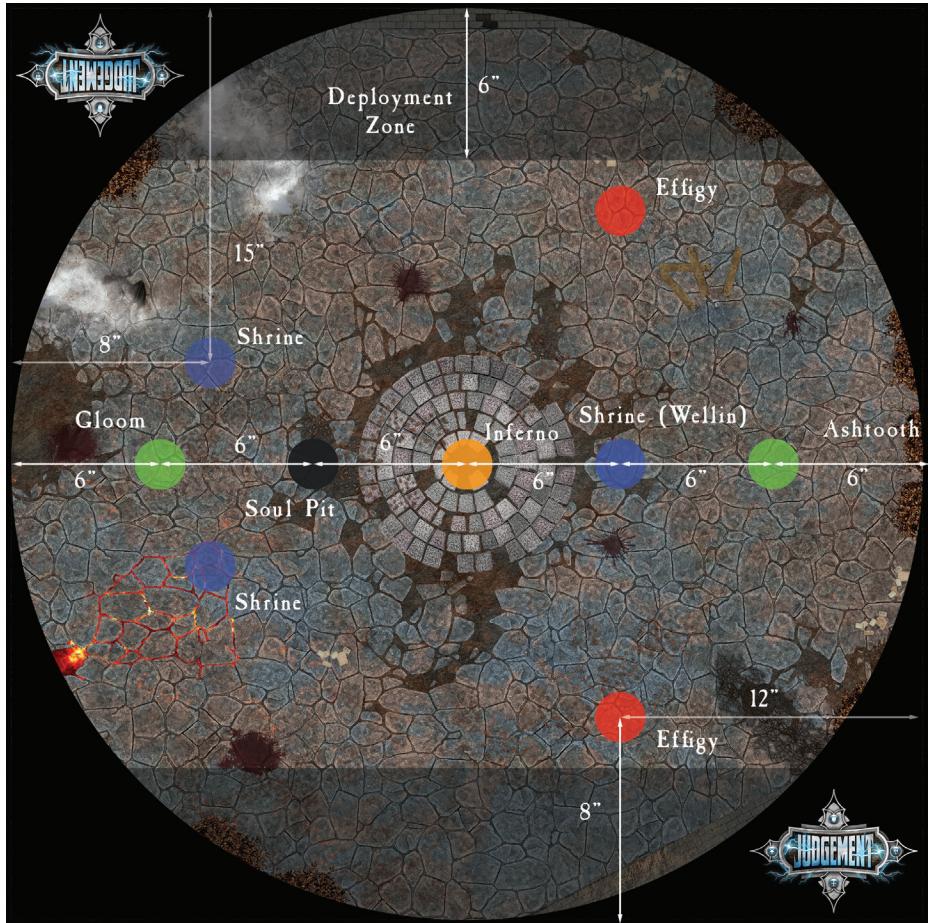
## Map 4 (5v5) – Cobblestone Neoprene

- 5v5 (3' diameter).
- The Shrine awards D3 Fate to the Warband pool of the player controlling it during “Step 3 - Generating Fate” of the Communion Phase.
- We recommend a good mix of terrain for this map ensuring that a Soulgazer cannot stand behind hard cover while still being able to harvest Souls from 4” away.
- We recommend the placement of a forest or rough terrain, with radius of 3” or more, surrounding Inferno, to make it more difficult for players to attack him.



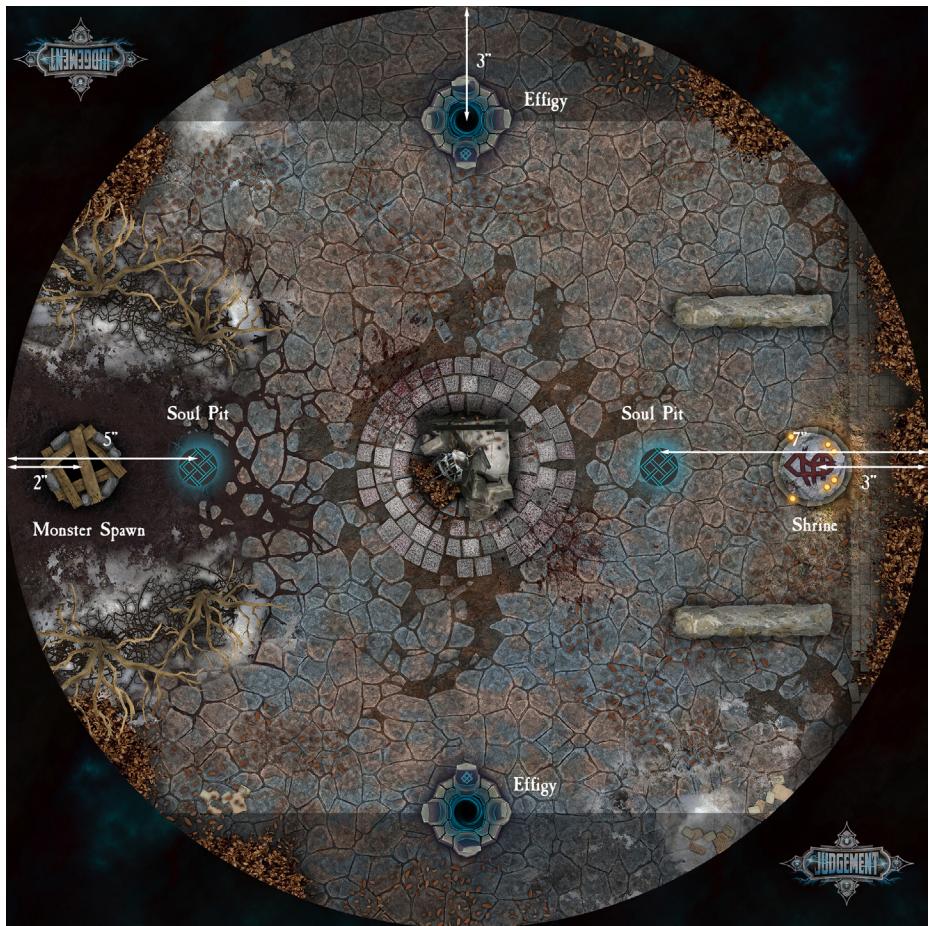
## Map 5 (5v5) – Cobblestone Neoprene

- 5v5 (3' diameter).
- The Shrine to the right awards D3 Fate to the Warband pool of the player controlling it during “Step 3 - Generating Fate” of the Communion Phase.
- The central Shrine is the Shrine to Arden (Element of Air), see Appendix for full rules of this Shrine.
- Randomly determine the Soul Pit the first Soul spawns from during “Step 4 - Spawn Souls and Monsters” in the first Communion Phase (turn 2) and alternate between them from that turn onwards.
- We recommend a good mix of terrain for this map ensuring that a Soulgazer cannot stand behind hard cover while still being able to harvest Souls from 4” away.



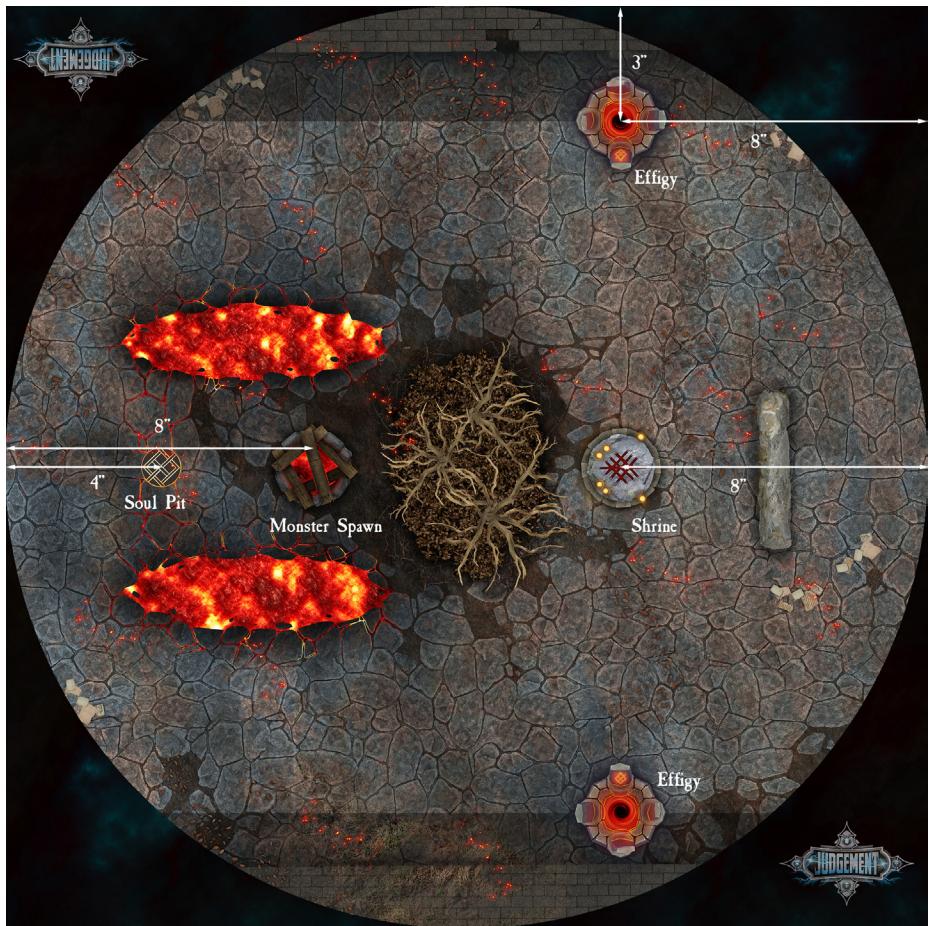
## Map 6 (5v5) – Cobblestone Neoprene

- 5v5 (3' diameter).
- The Shrine to the right is the Shrine to Wellin (Element of Water), see Appendix for full rules of this Shrine.
- A Warband controlling the Shrine closest to their deployment zone (near Gloom) is awarded 1 Fate during “Step 3 - Generating Fate” of the Communion Phase.
- A Warband controlling the Shrine furthest from their deployment zone (near Gloom) is awarded 2 Fate during “Step 3 - Generating Fate” of the Communion Phase.



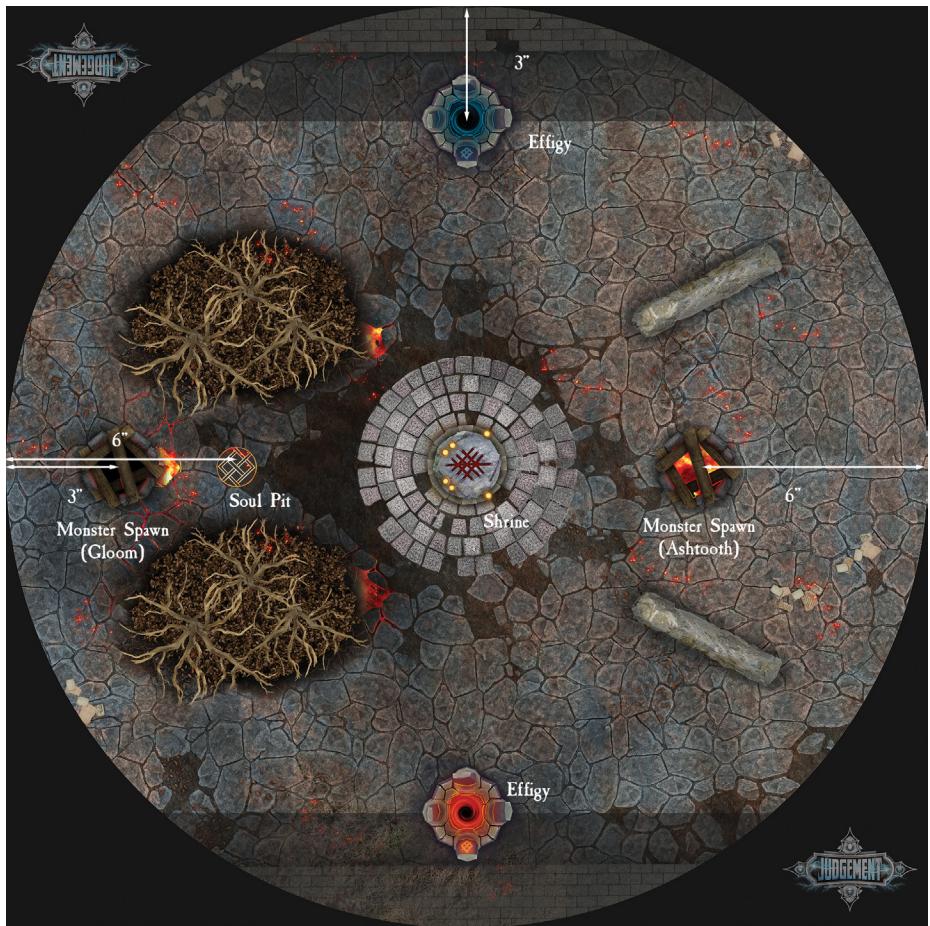
## Map 1 (3v3) – Quad Fold Out Cardboard

- 3v3 (2' diameter).
- Spawner monster is Gloom.
- The Shrine awards D3 Fate to the Warband pool of the player controlling it during “Step 3 - Generating Fate” of the Communion Phase.
- Randomly determine the Soul Pit the first Soul spawns from during “Step 4 - Spawn Souls and Monsters” in the first Communion Phase (turn 2) and alternate between them from that turn onwards.
- The walls are height 1.
- The terrain piece in the centre of the map is height 2 and provides hard cover.
- The terrain pieces around the Monster Spawn location are small forests.



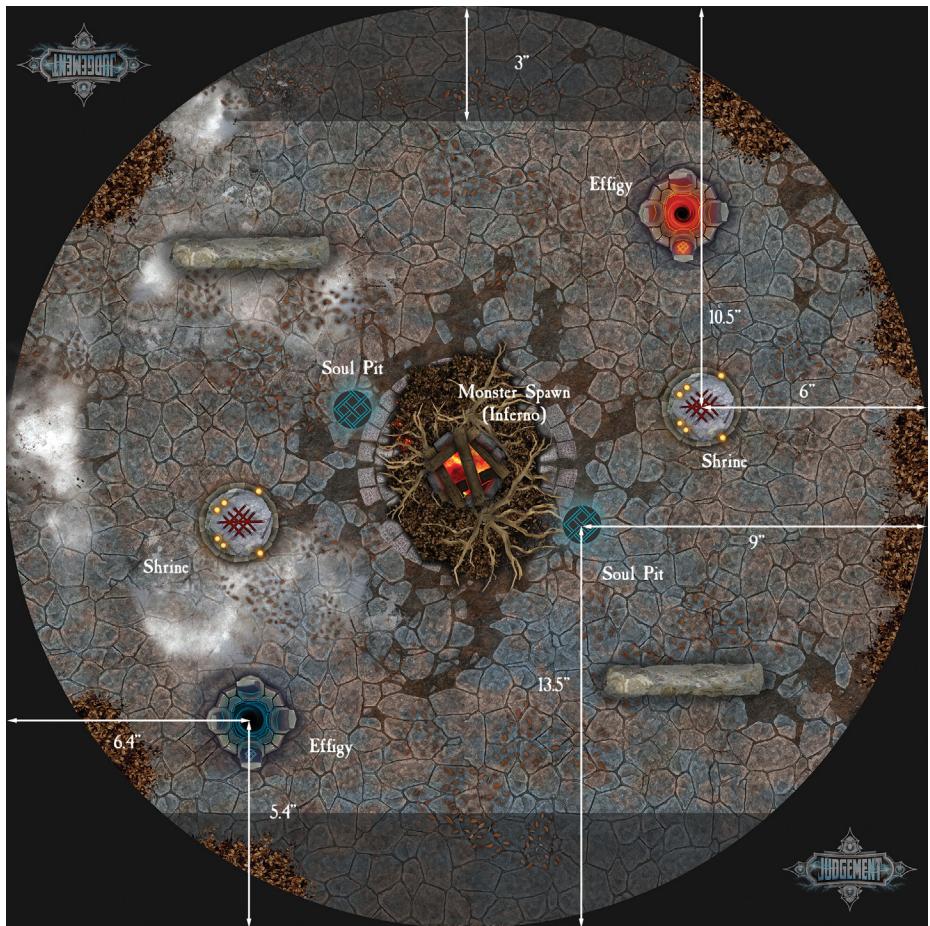
## Map 2 (3v3) – Quad Fold Out Cardboard

- 3v3 (2' diameter).
- Spawns monster is Gloom.
- The Shrine awards D3 Fate to the Warband pool of the player controlling it during “Step 3 - Generating Fate” of the Communion Phase.
- The wall is height 1.
- The lava pits are treacherous ground.
- The border of the forest in the middle is typically the brown undergrowth.



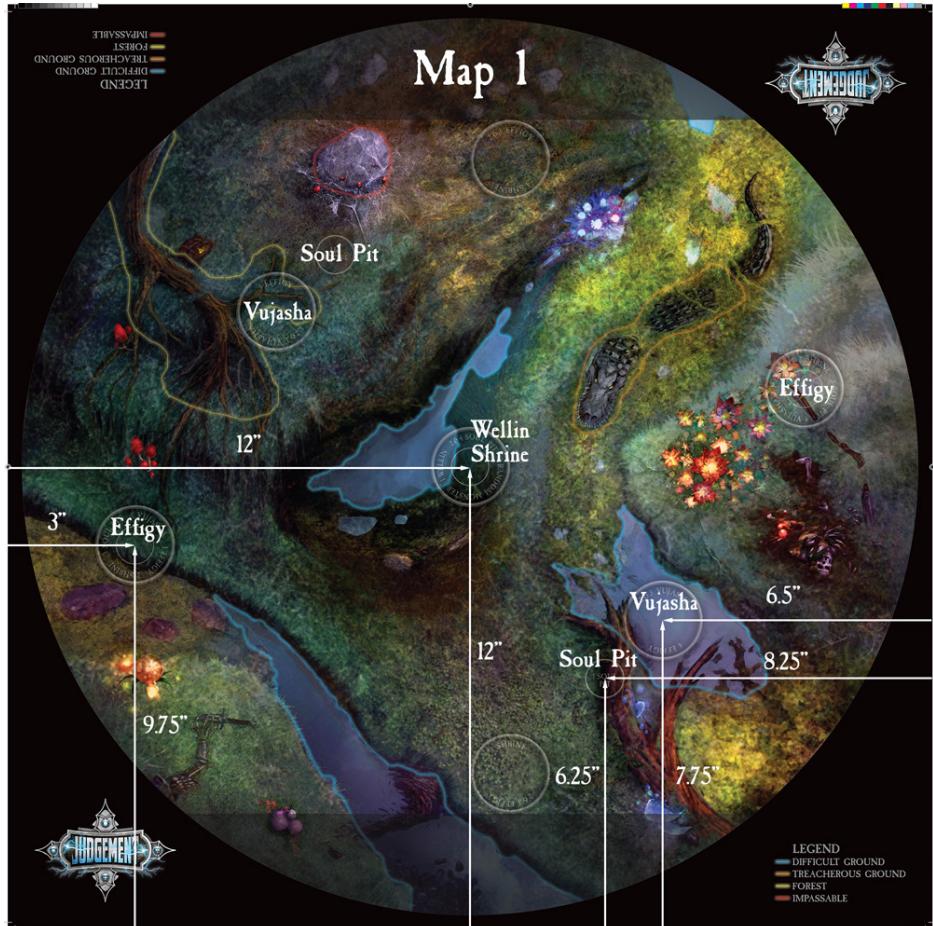
## Map 3 (3v3) – Quad Fold Out Cardboard

- 3v3 (2' diameter).
- Spawns monsters are Gloom and Ashtooth (as marked above).
- The Shrine awards D3 Fate to the Warband pool of the player controlling it during “Step 3 - Generating Fate” of the Communion Phase.
- The walls are both height 1.
- The border of the forests are typically the brown undergrowth.



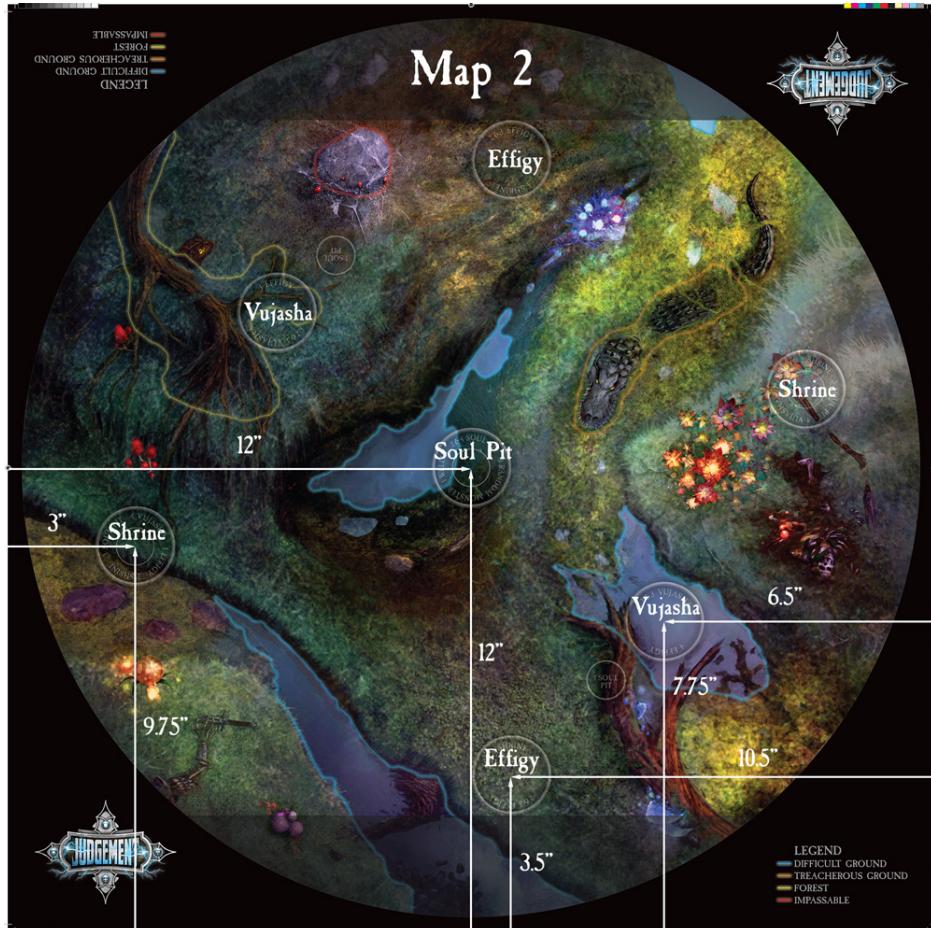
## Map 4 (3v3) – Quad Fold Out Cardboard

- 3v3 (2' diameter).
- Spawner monster is Inferno.
- A Warband controlling the Shrine closest to their deployment zone is awarded 1 Fate during “Step 3 - Generating Fate” of the Communion Phase.
- A Warband controlling the Shrine furthest from their deployment zone is awarded 2 Fate during “Step 3 - Generating Fate” of the Communion Phase.
- Walls are height 1.
- The border of the forest is typically the brown undergrowth.



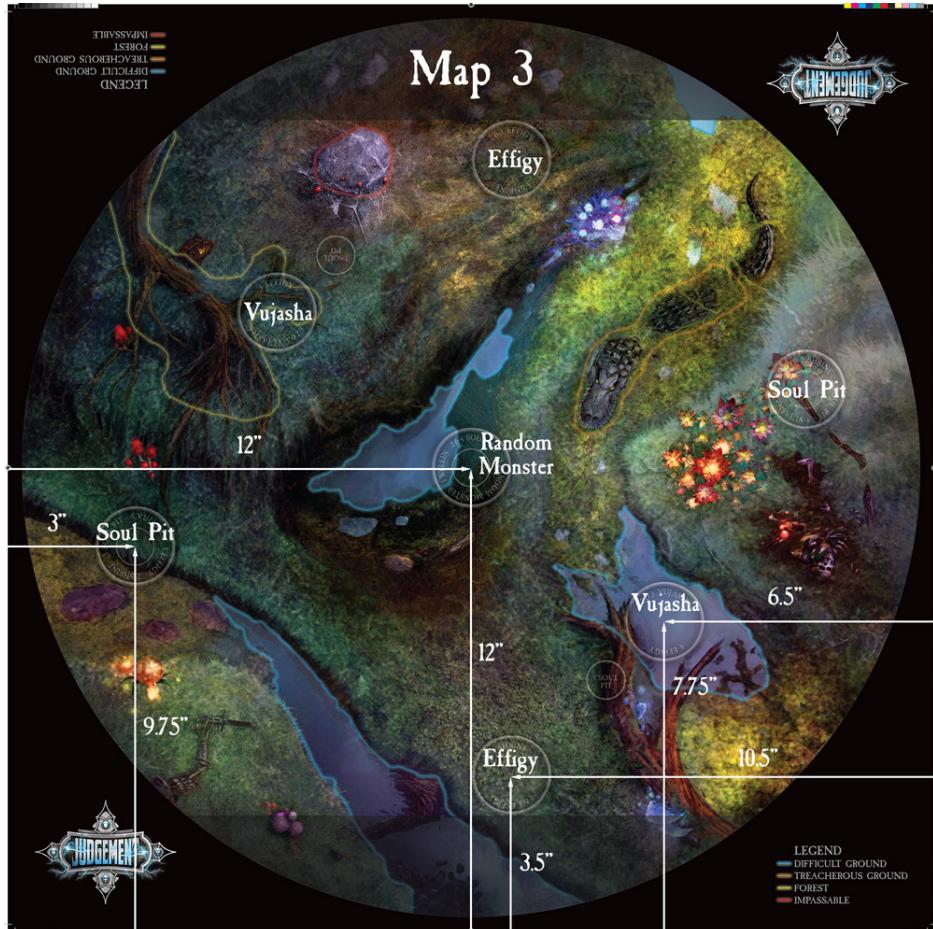
## Map 1 (3v3) – Swamp Neoprene

- 3v3 (2' diameter).
- Spawning monsters are Vujasha.
- Randomly determine the Soul Pit the first Soul spawns from during “Step 4 - Spawn Souls and Monsters” in the first Communion Phase (turn 2) and alternate between them from that turn onwards.
- Note a Soul will not spawn if there are 2 or more unbound Souls on the map, however a Soul will still drop when Vujasha is killed, regardless of how many unbound Souls are already on the battle field.



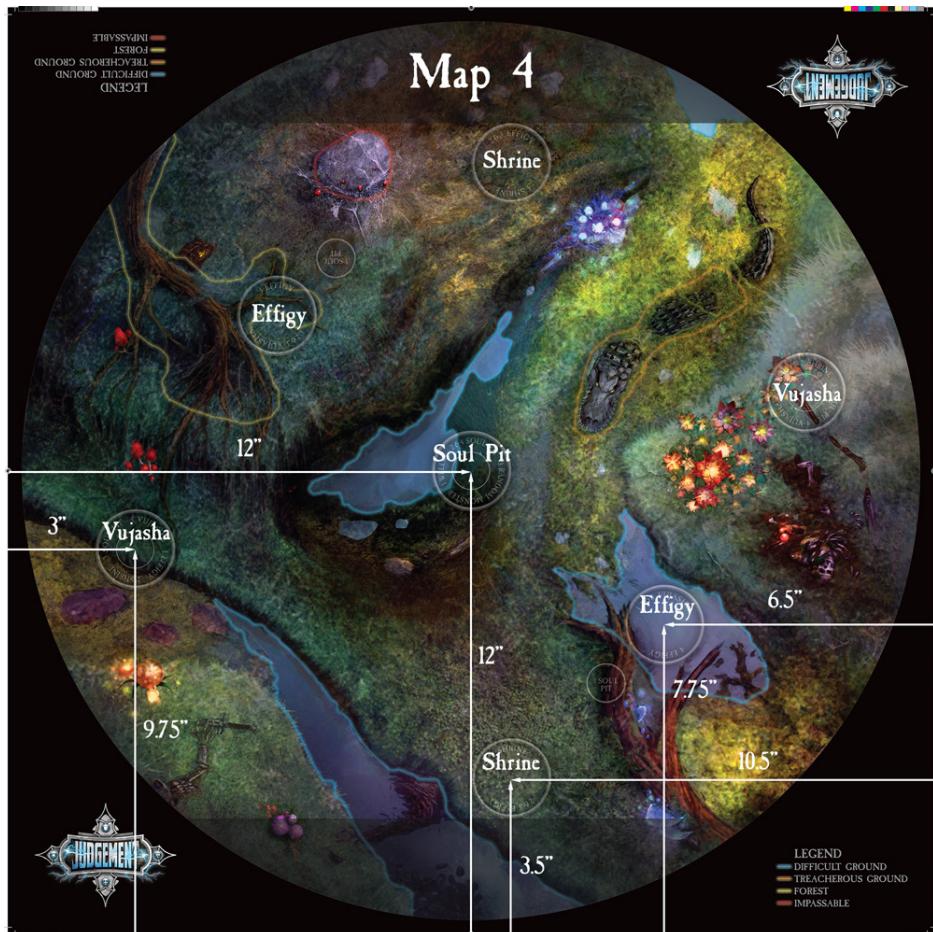
## Map 2 (3v3) – Swamp Neoprene

- 3v3 (2' diameter).
- Spawns monsters are Vujasha.
- Randomly determine the Soul Pit the first Soul spawns from during “Step 4 - Spawn Souls and Monsters” in the first Communion Phase (turn 2) and alternate between them from that turn onwards.
- A Warband controlling the Shrine closest to their deployment zone is awarded 1 Fate, and 2 Fate for the Shrine furthest from their deployment zone, during “Step 3 - Generating Fate” of the Communion Phase.



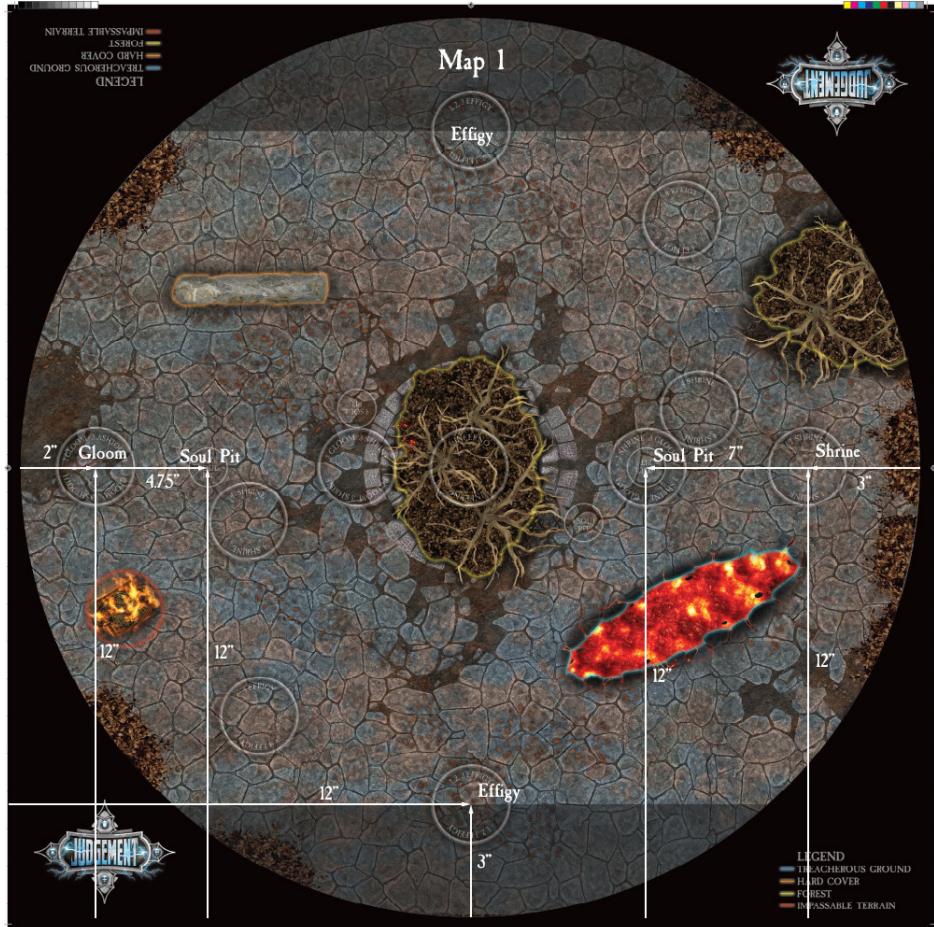
## Map 3 (3v3) – Swamp Neoprene

- 3v3 (2' diameter).
- Spawning locations at the top and bottom are Vujasha.
- Randomly determine the Soul Pit the first Soul spawns from during “Step 4 - Spawn Souls and Monsters” in the first Communion Phase (turn 2) and alternate between them from that turn onwards.
- For the centre monster spawning location, randomise the monster between Gloom, Ashtooth, Inferno and Vujasha at the start of the game and each time a monster spawns from that location.



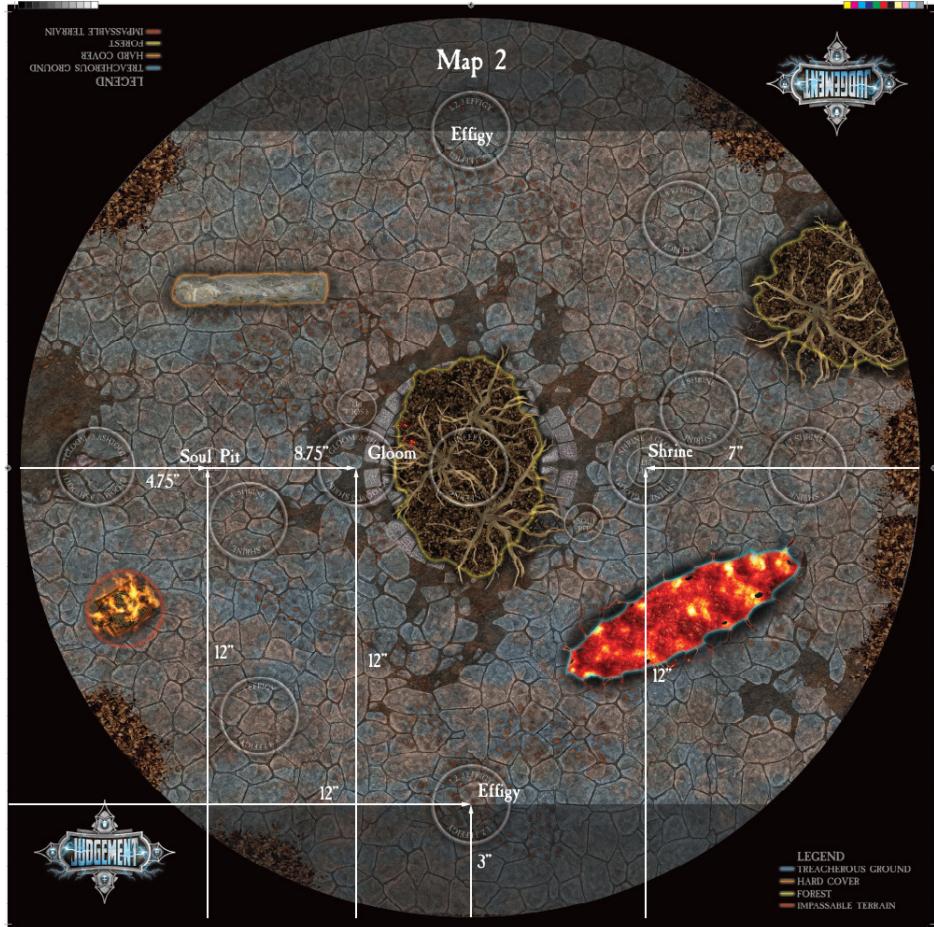
## Map 4 (3v3) – Swamp Neoprene

- 3v3 (2' diameter).
- Spawns monsters are Vujasha.
- A Warband controlling the Shrine closest to their deployment zone is awarded 1 Fate, and 2 Fate for the Shrine furthest from their deployment zone, during “Step 3 - Generating Fate” of the Communion Phase.



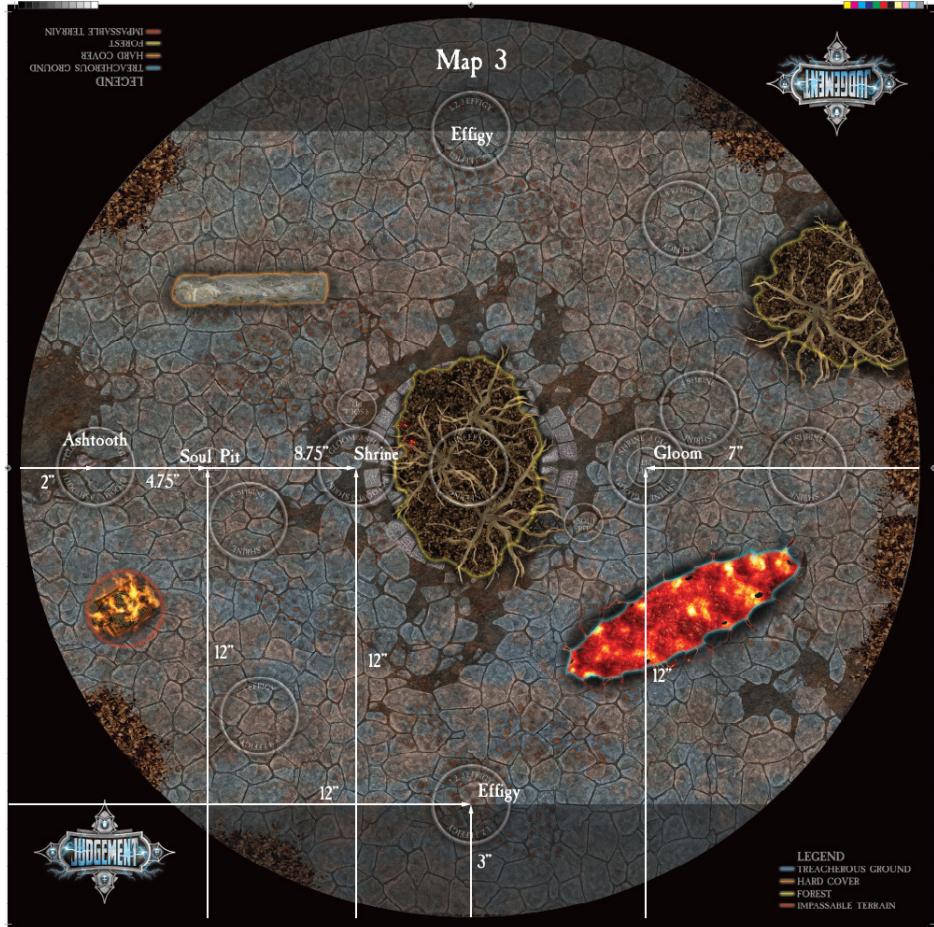
## Map 1 (3v3) – Cobblestone Neoprene

- 3v3 (2' diameter).
- A Warband controlling the Shrine is awarded d3 Fate during “Step 3 - Generating Fate” of the Communion Phase.
- Randomly determine the Soul Pit the first Soul spawns from during “Step 4 - Spawn Souls and Monsters” in the first Communion Phase (turn 2) and alternate between them from that turn onwards.
- Wall is height 1.



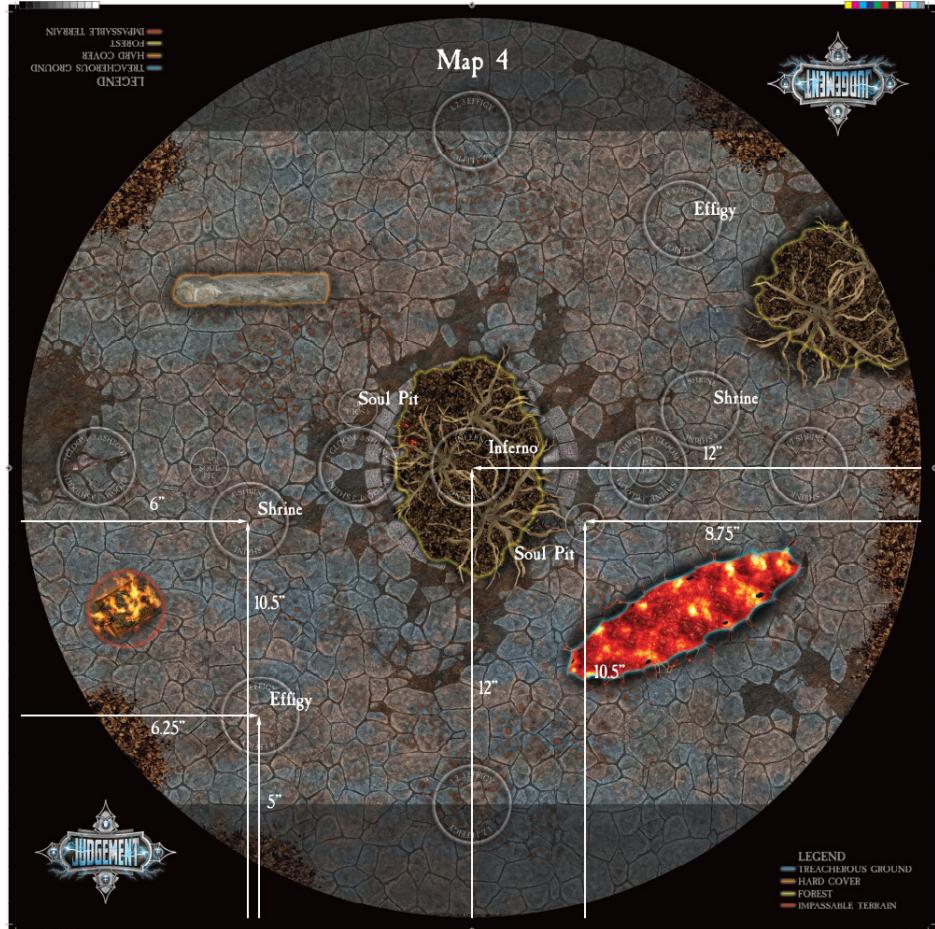
## Map 2 (3v3) – Cobblestone Neoprene

- 3v3 (2' diameter).
- A Warband controlling the Shrine is awarded d3 Fate during “Step 3 - Generating Fate” of the Communion Phase.
- Wall is height 1.



## Map 3 (3v3) – Cobblestone Neoprene

- 3v3 (2' diameter).
- A Warband controlling the Shrine is awarded d3 Fate during “Step 3 - Generating Fate” of the Communion Phase.
- Wall is height 1.



## Map 4 (3v3) – Cobblestone Neoprene

- 3v3 (2' diameter)
- A Warband controlling the Shrine closest to their deployment zone is awarded 1 Fate, and 2 Fate for the Shrine furthest from their deployment zone, during “Step 3 - Generating Fate” of the Communion Phase.
- Randomly determine the Soul Pit the first Soul spawns from during “Step 4 - Spawn Souls and Monsters” in the first Communion Phase (turn 2) and alternate between them from that turn onwards.
- Wall is height 1.



### ASHTOOOTH - WEREWOLF

#### INNATE ABILITIES

Common - Hunter, Bounty, Respawn, Pathfinder

**Respawn** - Ashtooth respawns on 7 health.

**Regeneration(2)** - At the start of the Communion Phase Ashtooth heals 2 damage up to his starting health.

**Immune to Poison** - The poison condition cannot be applied to Ashtooth.

#### COMBAT MANOEUVRES

**Poison (2S)** - A model damaged by Ashtooth gains the poison condition.

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### GLOOM - SHADOW HOUND

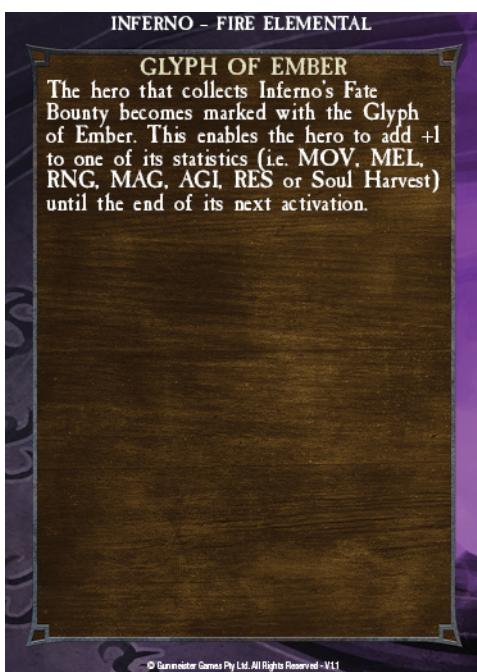
#### INNATE ABILITIES

Common - Respawn, Hunter, Bounty, Pathfinder

**Invisibility** - Gloom cannot be targeted by Ranged or Magic attacks greater than 3" away.

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### VUJASHA - SEA WITCH

#### INNATE ABILITIES

Common – Respawn, Hunter, Bounty, Pathfinder

Aquatic – Gains +1" MOV when activating within difficult terrain.

Voodoo Void – When this model attacks, or is being attacked, bonuses to statistics from Magical Artefacts are ignored.

Soul Seeker – This model activates immediately whenever a Soul becomes bound to an enemy model.

Soul Drop – This model spawns a Soul when it dies.

#### COMBAT MANOEUVRES

Poison (2S) – Enemy model damaged by Demon Spear attack suffers the *poison* condition.

## SHRINE TO ARDEN

ELEMENTAL AIR - SHRINE

### KICKSTARTER 2017

#### CONTROLLING SHRINE REWARD

- Gain 1 Fate
- Place 1 friendly model within 5" of its current location
- Lightning attack against the nearest enemy model within 8"

Attack	Type	MAG	Range	Glance	Solid	Crit
Lightning	Magic	8	8"	3	5	7

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## SHRINE TO ARDEN – ELEMENTAL AIR

### COMBAT MANOEUVRE

**Stun (1S)** – A model damaged by Lightning gains the *stun* condition.

### FRIENDLY MODEL

The Shrine becomes a friendly model to the Warband that controls it, during the Communion Phase of the turn it is controlled.

If the Shrine to Arden kills an enemy model when shooting in the Communion Phase, the nearest friendly model within 2" of the Shrine to Arden, will automatically harvest the Soul.

## SHRINE TO WELLIN

ELEMENTAL WATER - SHRINE

### KICKSTARTER 2017

#### CONTROLLING SHRINE REWARD

- Gain 1 Fate
- Heal 1 friendly model for 5 health within 10" of the Shrine
- Ice Blast attack against the nearest enemy model within 8" of the Shrine

Attack	Type	RNG	Range	Glance	Solid	Crit
Ice Blast	Range	8	8"	3	5	7

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## SHRINE TO WELLIN – ELEMENTAL WATER

### COMBAT MANOEUVRE

**Knock Down (2S)** – A model damaged by Ice Blast gains the *knocked down* condition.

### FRIENDLY MODEL

The Shrine becomes a friendly model to the Warband that controls it, during the Communion Phase of the turn it is controlled.

If the Shrine to Wellin kills an enemy model when shooting in the Communion Phase, the nearest friendly model within 2" of the Shrine to Wellin, will automatically harvest the Soul.