

JUDGEMENT

CORE RULE BOOK

Version 1.8



Game Creator

Andrew "Guns" Galea

Game Co-Designer

Jeff "Tirrith" Galea

Early Collaborators

Trent "Deno" Denison

Evan "Doombull" Ferris

Gavin "Slardy" Clarke

Graphic Design

Darren "Allion" Whittam

Illustrations

Helge C Balzer

Sarah Bates

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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.

For the latest news, videos, patch notes and releases, be sure to visit the Judgement website <https://judgement.game>

Game Overview

Judgement is a game between 2 players. Each player controls 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. In the 5v5 game, played on a 3-foot diameter circular board, with 5 models per player's Warband, the Effigy has 20 health.

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

- Heroes can do direct damage to their opponent's Effigy by attacking it with their weapons (melee, range or magic).
- 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.

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. The borders of the circular battlefield are impassable terrain for all models and tokens.

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.

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.

Base-to-Base

A model is considered to be Base-to-Base with another model, terrain feature or token, when that model's base is touching another model's base, terrain feature or token. If a model's base is overlapping a non impassable terrain feature or token, it is also considered to be in Base-to-Base with that terrain feature or token.

Basic Attack

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

D6

D6 refers to the standard 6-sided die.

D3

Roll a D6, divide by 2 and round up.

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 models 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.

Heal

Removing damage marked on a card.

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, 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.

Line of Sight (LoS)

A model must have LoS to target another model. A model has LoS to another model if you can draw a straight line from any part of one model's base to any point of the 2nd model's base; and

1. The straight line is not blocked by any models or terrain;
2. Either model's height is greater than all models and terrain blocking the straight line.

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, which includes the circular map border. 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.

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.

This Model

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

Towards

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

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.

Within

A model is considered within a distance when any part of its base is within a measurement from a single point. When the distance between two models is 2" then they are both considered to be within 2" of each other.

Completely Within

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

single point.

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.

Attributes can never be lower than 0 or higher than 10, even if restricted or enhanced by other means.

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.

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

Health (can be over 10) - Number of damage points a model can sustain before being killed.

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 runes 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 battle axe gem indicates the aggressor class.

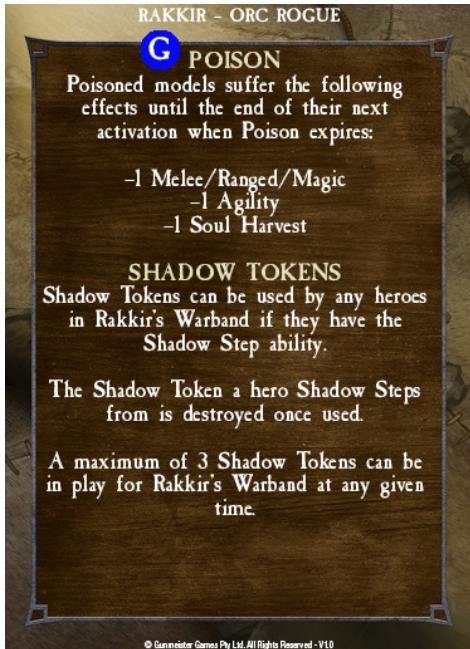
D - The banners display his in-game statistics.

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 blow (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 labeled “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 labeled “L3”. At level 3 Rakkir will take 18 damage before he dies.



Card 1 (Back)

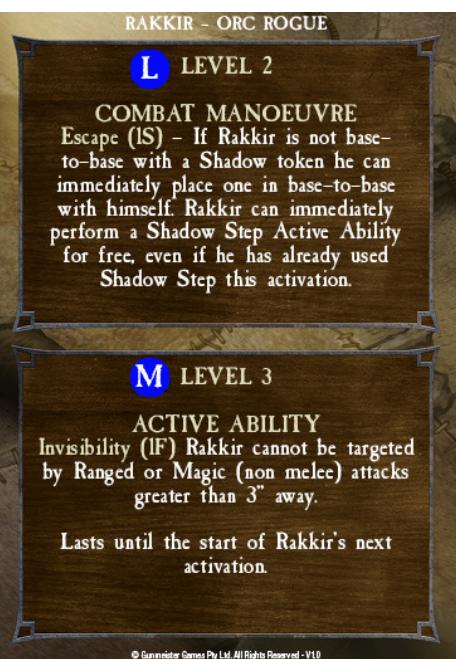
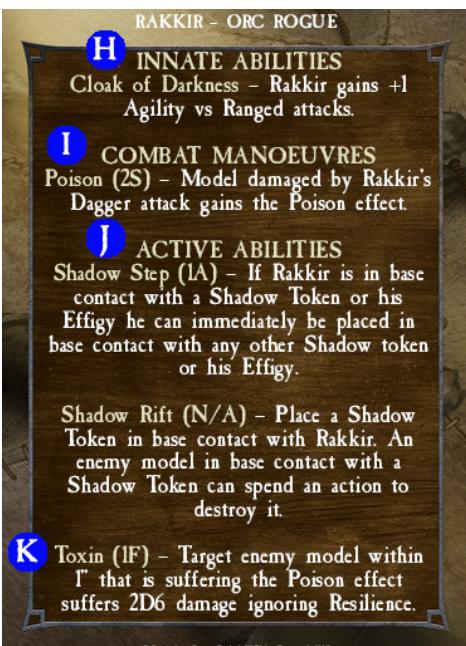
G - The back of the hero's 1st card contains a reference to the rules relevant for that hero. These rules are taken straight from this core rule book.

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. Rakkir's Toxin ability costs 1 Fate (1F).

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 (heroes, monsters and other models as described on their cards).
- Successfully harvesting 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).
- Inflicting 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 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.
- 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 in base-to-base with his/her Effigy during Step 5 (Re-spawn step) of the Communion phase.
- Magical Artefacts can only be purchased by the Commander and can only be assigned to the Commander. Non-Commander models cannot be equipped with Magical Artefacts.
- The Commander of a unit is the only model that can Effigy Recall.
- Souls harvested by the unit are assigned to the Commander as long as the model that harvested the Soul is in Unit Cohesion. Otherwise, the Soul is lost.
- Only one soul harvest attempt can be made per unit activation.
- Each unit can take 3 actions plus 1 for each model, other than the commander, in an activation, with a single model not able to use more than 3 of those actions.
- The unit Commander is the only model that can gain levels.
- Heroes re-spawn with max health -3.
- Respawning heroes are still restricted to using only 2 actions that turn, regardless if they are in Unit Cohesion or not (see below).

Unit Cohesion

Unit Cohesion is satisfied when models are within 3" of the Commander. Note, a unit commander is always considered to satisfy

Unit Cohesion.

When the Commander Effigy Recalls, any models in Unit Cohesion can be placed in base-to-base with their Effigy.

Damage suffered by a model in Unit Cohesion can be split among any other models in Unit Cohesion.

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

- Contest Shrines
- Distracted
- Ganging Up
- Use Fate
- Soul Harvest
- Contribute (+1) to friendly Soul Harvest skill check attempts (maximum +2 regardless of number of models)
- Hinder (-1) to enemy Soul Harvest skill check attempts (maximum -2 regardless of number of models)

Individual models that are part of the unit still count as heroes whether in or out of Unit Cohesion.

Commander Death

If a unit Commander dies:

- All models in the unit are considered to be out of Unit Cohesion until such time they are back within 3" 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).

Races

There are currently 7 races in the game: Humans, Elves, Dwarfs, Orcs, Minotaurs, Goblins and Undead.

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.

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.

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**, **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 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.

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: 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 a **basic attack**. The cost of the **charge** is 1 action plus the action cost of the chosen attack type.

A charging hero gains the following benefits:

- **Advance** up to their normal MOV +3" in a straight line. There is no minimum movement requirement for a successful **charge**.
- Make a melee **basic 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.
- A model which cannot advance cannot charge.

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. 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. 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. 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 in base-to-base with 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 **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 artefacts costs 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.

Regardless of whether magical artefacts are bought, sold or traded, 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 page 21.

Soul Harvest

A hero can spend 2 actions to attempt to harvest an unbound target 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**. A model which stands up may remove the *knocked down* condition.

End of a Hero's 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.

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 are blank (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 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 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. The "manoeuvre" symbol is represented by an "S" on hero cards. For example, (2S) means 2 combat "manoeuvre symbols" 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 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.

Generic Combat Manoeuvres

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

1. Push (x)

Cost: 1" per symbol.

For melee attacks, the defender or attacker can be pushed up to 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 up to 1" and the attacker up to 1".

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.

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

The entire distance a model is pushed, from a single Combat Manoeuvre, must be in a straight line.

2. Knocked Down

Cost: 3 x J

If the attack roll consists of three "J" symbols, the defender suffers the *knocked down* condition in addition to a critical hit, since the J symbol also counts as a hit (crossed

swords) symbol.

Specific Combat Manoeuvres

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

Combat Manoeuvre 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 action**. 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 in specific order (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).
- Add all dice from abilities that affect the attacking model in a positive way. E.g. Bastian's Heroic Ballad.
- -1 dice for each enemy model that is **engaging** the attacker (distracted).
- Subtract all dice from abilities that affect the attacking model in a negative way.
- Apply terrain modifiers (see Terrain).
- If **charged**, the defender declares whether they will spend a Fate point to apply the **stand your ground** rule.
- Apply effects that specify "after all other modifiers". If multiple effects, of this type, are present, the active player gets to choose their order of application.

Ranged Attacks:

- Aiming Bonus: +1 attack dice if the attacker does not perform an **advance** action, for all ranged attack actions this activation. 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.
- -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).

Magic Attacks

- -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).

An attack dice pool can never be less than 1 dice. If after all modifiers are applied, the attack dice pool is zero or lower, it will be set at 1.

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 an amount equal to the defender's RES statistic. For example, 5 damage against a defender 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.

Killing Heroes

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.

Stage 2 “Death”: Trigger any ability, or effect, that relies on a hero dying.

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 at their Effigy next turn; there are no permanent effects incurred as a result of dying (see step 5 of the Communion Phase).

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” symbols, 1 “Manoeuvre” symbol and 1 “Miss”.

With 2 hit symbols, 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 symbol to push Allandir 1”.

Note:

The Combat Manoeuvre symbol, an arrow

pointing up, is abbreviated as “S” on model cards.

The Judgement symbol is abbreviated as “J” on model cards. “J” symbols can be simultaneously used as “S” symbols and “Hit” symbols.

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 target 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

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 while 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** or Effigy Recalls, 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**, **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. The point of attack is where the advancing model would leave the melee range of the attacking model.

If a model has multiple melee weapons, the one with the greatest range **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.

The only combat manoeuvre that can be executed as a result of a parting blow is *knocked down* (triple J). 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 range of the attack type that was used.

Non-Hero Models

There are 5 non-hero model types in Judgement: Effigies, Shrines, Monsters, Souls and Summoned models. Below is an explanation of the first 4. Summoned models are explained in detail on page 29.

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 the 3v3 game, the Effigy has 16 health. In the 5v5 game, the Effigy has 20 health.

In game terms, the Effigy is any suitable model on a 50mm round 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*, *frost*, *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.

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 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.

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 function 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, regardless of the hero's proximity to the monster.
- 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 model that did. The Fate bounty is listed on the front of a monsters card, near its portrait.

The hero that is eligible to collect a Fate bounty can immediately buy, trade, or sell magical artefacts as if it were standing base-to-base 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 within 2" of 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 with the hunter ability activates during Step 2 of the Communion Phase. During a monster's activation it **advances** its MOV statistic directly towards the nearest hero model. 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). If impassable terrain, or a Soul, blocks this movement, the monster will attempt to move around the obstacle by the shortest route possible.

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 a hero is blocked.

Monsters will not activate on the first turn of the game or the turn in which they re-spawn. However, they may be forced to **advance** through other means, such as hero abilities.

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.

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.

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. Note that an attacking hero can be attacked this way, if they push themselves within melee range of 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 randomize.
- 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 that was unengaged by the monster. If multiple heroes become **engaged** by the monster, the closest will be attacked. If they are equidistant, then randomize. Note that an attacking hero can be attacked this way, if they push the monster so that it moves from unengaged to **engaging** the attacking hero.
- If the monster re-spawns, **engaging** a hero, it will attack immediately. If multiple heroes become **engaged** by

the monster when it is about to attack, the closest will be attacked. If they are equidistant, then randomize.

- 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.

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 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 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 or the ganging up rules.

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

If a hero dies from a monster's attack, during its owner's players turn (even if activating a different hero from their Warband), the nearest eligible enemy hero model will harvest its Soul. 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.

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. If a monster re-spawns within a hero's base (i.e. the hero is standing over the monster marker) then the monster will re-spawn touching the base of the hero as close to the marker as possible.

Order of Execution

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

Monsters and Summoned Models

Monsters treat *Summoned* models exactly like hero models under all circumstances with one exception. Monsters will ignore *Summoned* models when executing the Hunter rule.

Shrines

Shrines are neutral objectives that have the following properties:

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

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.

Character Shrines

Some maps include special shrines that possess unique powers, affording bonuses, other than just Fate, to the controlling player's Warband. Examples of special shrines are the "Shrine to Wellin" and the "Shrine to Arden".

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 move D3" directly 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 another 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 are no longer bound to the hero and 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 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.
- Souls that are not bound to a hero are unbound. A hero can harvest a target unbound Soul by successfully rolling a Soul harvest skill check while within 2" of it. 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.
- +1 for each friendly hero within 2" of 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**.
- -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 or tracked via a mobile app if one is being used.

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.
- If a Warband has zero Fate in its Fate pool during the Communion Phase, after the completion of Step 3: Generate Fate", it may cut a 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 turn 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 base-to-base with its Effigy, or within 2" of 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:

- By buying one or more of them while in base-to-base with their Effigy. This costs 1 action plus the Fate cost listed on the magical artefact card(s).
- By being within 2" of a monster when it is killed either by themselves, another hero from their Warband, or a friendly model

to their Warband.

- By being passed one or more magical artefacts from a member of their Warband. This costs the hero that is passing on the artefact(s) 1 action.

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).

Each magical artefact, that is purchased through the Effigy, has a Fate cost that must be paid out of the Warband's Fate pool. Purchasing artefacts through the Effigy also costs the hero 1 action. When magical artefacts are obtained from killing a monster, the artefact is gained automatically with no action cost, however the Fate cost of the artefact(s) must still be paid.

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

Magical artefacts are unique across a Warband. 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 killed by themselves, another hero from their Warband, or a friendly model to their Warband. An action is not required when trading artefacts because of a slain monster, however the Fate cost differential must still be paid if one exists.

Selling Magical Artefacts

Magical artefacts can be sold for their original Fate cost, with the Fate added to the selling hero's Warband's Fate pool. Selling artefacts when in base-to-base with the hero's Effigy costs an action, however no action is required when selling artefacts as a result of being with 2" of a slain monster.

Passing on Magical Artefacts

A hero can pass on magical artefacts 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. Passing on artefacts 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.

One Use Only

Magical artefacts that have the "One Use Only" keyword phrase are removed from play once they are used.

Active Component

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 possesses it, 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.

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.

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 format 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".

Competing Pick & Ban (Draft)

Both players pick their models from a central pool of heroes. 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.

If you start with more than the minimum number of models in the central pool, feel free to alter the number and order of bans.

Standard Pick & Ban

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

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, similar to the heroes that were banned. 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. The number of bans, picks and order is variable, depending on the number of heroes available in the range.

Choosing Table Sides

In the case of the battle maps not being symmetrical (terrain, Effigies, Shrines etc...), the player going 2nd chooses the table side in which to deploy 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 move towards heroes, until the 2nd turn.

Both players add 1 Fate to their Fate pool. This "free" Fate is awarded at the beginning of each of 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:

- Souls that are not bound to a hero (i.e. unbound) are moved D3" 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 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 in which they 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

For maps with multiple Soul spawning pits, randomly determine where the 1st Soul spawns (2nd turn 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 turn. For maps that have a single Soul pit, the spawning location will remain the same each turn.

Once the Soul spawning location is determined, a Soul model is placed on the spawning location. If 2 or more Souls are unbound on the board at this time, 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 by normal means). 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 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 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 instance of a condition is the

owner of that condition.



Curse

A *cursed* model suffers the following effects while suffering the *curse* condition:

- 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 friend models, or hinder enemy models, that attempt a Soul Harvest.



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 suffers the following effects while suffering the frost condition:

- its AGI is capped at 3
- its MOV is capped at 3
- Damage from its basic attacks is reduced by 1



Knocked Down

A *knocked down* model suffers the following effects while suffering the *knocked down* condition:

- -3 to their AGI (note that AGI cannot be reduced below 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.

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



Poison

A model suffering the *poison* condition suffers the following effects:

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



Stun

A hero suffering the *stun* condition has 1 less action during their activation and is unable to make perform parting blows while stunned.

Auxiliary Functions

Dual Wield (weapon)

When a model with *dual wield* resolves an attack action with "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)

Enemy models within 3" suffer "x" damage when a model with *explode* dies.

Fly

A model with *fly* ignores the charge target, intervening models and impassable terrain/terrain features, when moving as part of a charge. Its final placing, after the charge move, must not overlap any other model's base and must ensure the charge target is within the charging model's melee range. Note that the charging model still requires Line of Sight to its charge target before the charge move.

Invisibility

A model with *invisibility* cannot be targeted by an enemy model's active abilities or RNG/MAG basic attacks while the enemy model is more than 3" away from the model.

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.

Natural Sprinter

A model with *natural sprinter* gains +1 MOV during the 1st turn of the game.

Nimble

A model with *nimble* is immune to parting blows.

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.

Point Blank

A model with the *point blank* ability can use its RNG or MAG attack when engaged by enemy models. Firing into melee penalties apply as per normal.

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 active player. 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.

Regeneration (x)

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

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".

Steady

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

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 referred to as “the summoner”. *Summoned* models are placed in base-to-base with the summoner, must activate the turn in which they are *summoned*, and must activate at the same time as the summoner (both on the turn in which they are *summoned* and in 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 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 the summoner harvests the enemy hero’s Soul. Similarly, if a summoned model inflicts the killing blow on a monster, the summoner will gain a level. The summoner, or any friendly hero, are eligible to collect the monster’s bounty if they are within 2” of the monster when it is slain.

A *summoned* model’s activation is not considered to end until the Summoner’s activation ends.

Throw

A *thrown* model is moved 4” 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, they stop immediately and

are placed in base-to-base with the impassable terrain at the first point of impact and suffer 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

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. If a particular situation is not covered by these rules, we suggest you roll a dice to determine the order of execution.

Effects & 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 already re-rolled can be re-rolled at this point.
- Finally, if a monster has the ability to force a re-roll, its ability will execute last.

Terrain

Terrain provides interesting tactical variations by altering the behavior 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.

Smoke: Soft cover.

Stone Walls: Hardcover.

Buildings: Impassable, hardcover.

Water: Rough ground.

Lava: Treacherous ground.

Stacking Terrain

The movement penalties from Rough Ground and Treacherous Ground do not stack.

Similarly, the attack dice penalties for Soft Cover and Hard Cover do not stack. In both cases the highest penalty will be applied.

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 or smoke. In that case, the model must be within the forest or smoke 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** over a wall it must have enough movement to completely clear the wall with the current **advance** action. It may cross the wall at any point so long as the above requirement is met.

Models cannot **charge** over a wall unless they have *pathfinder* and must clear the wall with the **charge** move.

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, smoke and forests.

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

Forests, Smoke & Line of Sight

Forests and smoke do not block line of sight to, or from, models that are within the forest or smoke, regardless of the size of the forest or smoke. Forests and smoke do block line of sight between two models if neither is within the forest or smoke and a line cannot be drawn between any points of their bases that does not cut through the forest or smoke.

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, in inches, 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 and 1 damage, that ignores 1 RES, immediately.

Any model whose base moves within treacherous ground as a result of a push, place or *throw*, suffers 1 damage, that ignores 1 RES, immediately.

Impassable Terrain

A model **cannot** move over impassable terrain. Unless stated otherwise impassable terrain provides hard cover.

Frequently Asked Questions

Q: Can a model be pushed over a wall if they have enough movement, from the push, to clear it?

A: Models cannot be pushed over walls. If they come into contact with a wall during a push, they immediately stop.

Q: What happens when a single dice has been re-rolled, by Saiyin's Augury for example, and then a player wants to use a Fate to re-roll the entire dice pool?

A: A dice that has been re-rolled, by any means, cannot be re-rolled again, by any means. In the case where a single dice of a multi-dice attack has been re-rolled by Saiyin's Augury, using a Fate to re-roll the entire attack dice pool will only allow the player to re-roll the dice other than the one that was already re-rolled via Augury.

Q: Does the size of a forest affect the LOS rules?

A: Forests do not block line of sight to, or from, models that are within the forest, regardless of how big the forest is. Once a model is within the forest, they can be seen by any other models within or not within the forest, regardless of how big that forest is.

Q: Is it possible to heal your Effigy?

A: 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 can be healed this way, an Effigy's health reduction, from captured Souls, cannot be healed by heroes. Similarly, heroes are unable to provide temporary health to their Effigy, by any means.

Q: When there are multiple monsters on the battlefield, which ones activates first during the Communion Phase?

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

Q: Does Gendris' forest count as both a Rough Ground (Forest) and Treacherous Ground? I.e. do the negatives to movement stack?

A: No. Gendris' forest does not stack the negative movement effects of Rough and Treacherous Ground. It inflicts the -2 MOV of Treacherous Ground, blocks LoS like a forest and inflicts 1 damage, ignoring 1 RES like Treacherous Ground.

Q: Do terrain affects stack?

A: The movement penalties from Rough ground and Treacherous Ground do not stack. Similarly, the attack dice penalties for Soft Cover and Hard Cover do not stack. In both cases the highest penalty will be applied.

Q: What happens when a Null Stone encounters another Null Stone?

A: The Active player's Null Stone will override the other. If in Communion Phase both will work. I.e. they will cancel each other's magical artefacts if they are within range of their opponent's Null Stone and cancel each other's Null Stones as well.

Q: How does least disturbance work if one base is perfectly covering another (Styx on the Terra shrine, for example, or souls spawning directly on another soul).

A: The Soul will spawn on the edge closest to the nearest hero (they are drawn to heroes). In the case of a hero model, the hero will get pushed to the side closest to their own Effigy.

For more official clarifications and rulings, please visit the following thread on our forums.

<https://forum.judgement.game/post/consolidated-rules-and-clarifications-10248885>

