

Deathburgh



What is Deathburgh?

Welcome to **Deathburgh**, a new tabletop game for two or more players developed by Highlands Miniatures for collecting, painting and gaming the exclusive miniatures of Deathburgh.

Deathburgh, a combination of the word Death -the main topic of the game- and the scottish word -burgh, is set in an alternative universe where Death is no longer a thing.

The atmosphere of the game and main inspiration for the city and its spaces is based on Highlands Miniatures hometown, Edinburgh (Scotland), and its multilayered city center, in a combination of steampunk and fantasy aesthetic.

Within the pages of this rulebook, you will discover the world behind Deathburgh and how to play the game. To get started in Deathburgh, well you need miniatures, of course! You can use any miniatures you like to play Deathburgh but try at least to paint them!

What do you need?

As for equipment, to play Deathburgh you'll need a set of six-sided dice, a tape measure or ruler, some terrain pieces, and—naturally—a nice, flat playing area. (For heaven's sake, keep it level!).

The playing area is split into **deployment zones** and **the main battle zone**, where all the poor souls will scrap, scuffle, and try to make it out with as many limbs intact as possible.

To make it easier to play, you may also need **a set of tokens** to represent certain actions or status of your miniature. You can create your own or use the ones provided by Highlands Miniatures.

A bit of old-school pen and paper can make your gaming experience much easier! Sometimes it's best to jot down your miniature's name and key info to keep the battlefield a little tidier (and save yourself from drowning in tokens).

Who "lives" in Deathburgh?

Deathburgh is played through factions: faction, band, cult, basically a group of crazy lads is a set of miniatures from the same fantasy aesthetic or theme. Each faction has its own unique rules and special actions to carry out and win the game. You may also win by achieving the victory conditions available in certain maps.

Players pick their faction and prepare to square off against others—just don't go picking your own faction as the enemy! But don't fret, we're crafting plenty of factions and fine folks, all ready to blow each other's faces off for reasons both incredibly sensible and utterly ridiculous

Duration of the game

A basic game of Deathburgh is designed to last about an hour—or so we claim—or no more than four or five rounds. If you've still got some weekend left and a thirst for more, you might squeeze in an extra round... but you'll have to negotiate that with your partner first!

In Deathburgh, **communication and friendly resolution are key**: let the miniatures handle the insults and scuffles for a change, while we kick back and share a good laugh with your friends!

If this is your first wargame, some of these rules might be new to you, but they must be here to ensure everyone has a good time. So, before making any moves, positioning a miniature, or launching an attack, please communicate with your opponent so that everyone knows what your intention is—keep things clear and fun for both sides!

Of course, there will be times where you cannot find a resolution to a specific game situation within the rules of this manual, but don't panic! In those cases, both players should agree to a friendly resolution -and stick to it for the rest of the game- based on these rules or your own ones.

After all, we are here to roll dice and have fun!

Line of sight.

Though they may be teeny tiny miniatures, these guys move with the confidence and vision of someone who hasn't missed a day at the gym.

In Deathburgh, each miniature enjoys a full **360° view and movement range**. To target an enemy model, it must fall within this view. Simply draw a straight line from the base of your attacking model to any part of the target—whether base or body.

Just watch out for obstacles that fully block your line of sight, as they'll stop you in your tracks. Friendly or enemy miniatures, however, won't interfere, so aim freely!

Face to face

When moving or attacking, **your miniature should face the direction** it's heading or the opponent it's targeting. Just point your miniature in the direction of its movement or toward its intended target—this way, it's always looking where it's going or aiming at what it's attacking.

First Word

First Word is a term that refers to the player who has priority.

Generally, the Attacker, the player who starts the first round, will be the player who has the First Word during their turn, after which they will pass the First Word to their opponent, who will pass it back to them at the end of their turn.

We usually use a coin at the start of the round to pass it to each other so that it is easier to know who is always in the lead.

Dice Rolls

In Deathburgh, you'll be using ordinary six-sided dice (referred to as **1D6** throughout this rulebook). When it's time to roll, grab the number of dice needed for the action, based on your miniature's profile—and let the luck (or misfortune) begin!

Every now and then, **modifiers** will come into play and spice up your dice rolls. You may Reroll an already rolled dice based on specific situations or status. Along this rulebook you may find it abbreviated as **RR**.

But remember, you can't re-roll a die that's already been re-rolled

A critic happens when you roll a 6. Each critical counts as 2 successes!

You may have an **Instant Critics**, when you must replace a die that has not been rolled yet for an instant success with a value of 6. Along this rulebook you may find it abbreviated as 1D6!

Finally, you may also have an **Instant Failure**, when you must replace a dice that has not been rolled yet for an instant failure with a value of 1.

Along this rulebook you may find it abbreviated as -1D6!

Rounds and Turns

Each game of Deathburgh is divided into several **Rounds and Turns**. In each Turn a player will move and perform any action or reaction with a single miniature in alternance with the player opponent.

- A miniature Turn is finished when it cannot perform any other action.
- A Round is finished when all the miniatures in the battlefield have been played. The basic game of Deathburgh is designed to last four Rounds.

Miniature Activation

This is a tabletop game where **players take turns** controlling one miniature at a time. To play, simply announce which miniature you're activating before making any moves or actions on your turn.

When you activate a miniature, you control it until the end of your turn. Then, your opponent will activate one of their miniatures to play with.

A miniature can also be activated during your opponent's turn if certain conditions are met—such as when it's under attack.

Aggressive Mode

In Deathburgh, all miniatures can operate in one of two unique modes: **Aggressive or Defensive**.

All the miniatures are in Aggressive Mode at the beginning of the Round or when they have not been activated yet.

When you activate a miniature, it can take actions or reactions according to its Aggressive Mode attributes listed in its profile.

When your miniature is in **Aggressive Mode**, it's essentially in a state of readiness—full of momentum, focus, and ready to go. Even if it seems to be standing perfectly still on its (hopefully painted!) base. It represents movement and dynamism in the game.

So, it makes sense that aiming at someone in motion would be trickier, or that if your miniature is about to charge another in Aggressive Mode, the target might either try to Flee or countercharge first.

Defensive Mode

When the miniature has already been activated, either after your turn ends, by an enemy action or by a reaction, the miniature will change to **Defensive Mode**.

The miniature must perform any future reaction following the attributes of the Defensive Mode in their miniature profile until the end of the Round.

Certain miniatures are better equipped for Defensive Mode. While this might seem like a disadvantage, some miniatures become more dangerous and lethal at close range or stay extra alert after taking an initial action—making Defensive Mode their strength for reactions.

Faction composition

Each faction is composed of different miniatures with different profile attributes. Also, each miniature plays a different role within the faction with its own unique skills.

In Deathburgh, the bands are divided into the following miniatures, based on their roles and importance:

- **Basic troops:** Generally new recruits, fond of pillaging and warfare, the faction's least skilled warriors whose names and skills have yet to prove useful. There are two types, depending on their combat style, melee and ranged.
- **Brutes:** Dangerous. Very dangerous. These warriors are most effective at close range, standing their ground to receive an enemy's onslaught rather than chasing them down. They're a vital pillar in the faction's composition, often recruited for guard and protection missions due to their sheer, imposing size.
- **Specialist:** The very best of each house. These are the fiery types, ready to take on the world—and knock out the first person who crosses their path. They're a bit of a glass cannon, but on a lucky day, they pack enough punch to floor someone with a mere flick of the wrist.
- **Erudite:** The brains of the operation—or mostly. Probably older than the forest itself, these are the ones who claim they saw, knew, or had a cousin who met one of the Last Dead. Since then, something powerful has awakened within them—a force long dormant in their souls, capable of turning the tide

of battle. Still, they usually keep to the back row, letting the newer generations do the dirty work.

- **Leader:** The backbone of each faction. Seasoned in battle for generations, this miniature has seen and endured so much that their mere presence fires up the hearts of their followers. The ultimate embodiment of the faction, they're the one most likely to emerge in one piece—or at least take more than a few by surprise in the attempt to make it out unscathed.

Miniature Profile

From the basic troop to a Leader, every miniature comes with a set of attributes and values used to perform movement, action, reactions or skills.

This is an example of a Miniature Profile in Deathburgh:

Melee Follower of the Royal Rotten Society: Mathieu 'Blackmouth' du Marais

MOVEMENT (M)	POWER (P)	AGGRESSIVENESS (A)	VITALITY (V)	DEFENCE (D)	WOUNDS (W)
10"	4	4+	4	5+	4

(1) *Follower:* During your activation turn, simultaneously activate an allied miniature that has not been activated yet, located in your line of sight that also have the *Follower* skill. Perform your *Turn Sequence* as usual with both miniatures.

Movement (M)

The Movement represents how far your miniature may move on its turn measured in inches.

Your miniature can only move once per turn and only if the miniature is in Aggressive Mode -meaning it has not been activated yet-. Your miniature may rotate and change direction when performing a movement without penalty.

Power (P)

This attribute shows the maximum damage a miniature in Aggressive Mode can deal with. It also determines the number of dice you can roll for actions or reactions—the higher the Power, the more dice you get to roll.

Aggressiveness (A)

This value is the target number your rolled dice must meet or exceed for a successful action or reaction while in Aggressive Mode. The value is shown with a '+' sign

Vitality (V)

This attribute represents how **strong** the miniature is while in Defensive Mode. It represents the number of dice you can roll to perform an action or a reaction.

The higher this value is, the bigger the number of dice you can roll.

Defence (D)

This value represents the score your rolled dice must equal or exceed for the miniature to achieve a successful reaction while in Defensive Mode.

The value comes followed by the + sign.

Wounds (W)

This represents the number of wounds a miniature can endure before collapsing. Each wound is caused by a successful attack, or 'Hit.'

When a miniature's wounds reach zero, it's considered a Corpse—lay it down and the owner will collect one (1) Soul's Dice.

Treat Corpses as an Obstacle, but with no restriction on movement when passing over them. Keep all tokens attached to the miniature until the Corpse is removed from the game at the end of the round.

Wounded: When a model suffers a wound, place a die next to it with the total number of wounds inflicted on the model.

Skills

Skills are **unique abilities** that actively or passively come into play during the game. Each miniature and each faction have its own set of unique skills listed by name and description in the miniature's profile.

Typically, a skill has a number between brackets before its name indicating the number of Soul's Dice needed to activate it. You may cast the Skill of a miniature at any time during a Round, in Aggressive Mode, unless stated otherwise in the description of the Skill.

A skill cannot be used twice in the same Round. If both players wish to activate a skill at the same time, priority goes to the player whose turn is - we call this having the First Word.

Skills can only be activated exclusively before or after a roll, action, or reaction.

Passive Skill

If a Skill has no cost, it's considered a Passive Skill. Passive skills are always *on* meaning they apply continuously or under specific conditions throughout the game.

The Souls

The helpless souls of **Deathbourgh** remain blissfully unaware of the true origin of the force that grants them extraordinary abilities and an unnervingly prolonged life. They believe it stems from a **mystical essence** that pervades their world—an ethereal vitality that flows from ancient places of power and collects in enclosed spaces: they attribute it to the Souls.

Some believe this force is a gift from those who have attained the fabled **True Death**, while others suspect it to be an earthlier mystery—beyond mortal comprehension yet woven into the very fabric of their world.

To represent this power, Players keep **Soul's Dice** in a dedicated reserve known as the Soul's Pool. There is no limit to the number of Soul's Dice a player may store, allowing for strategic use of this energy at any point in the game.

The game of **Deathburgh** uses Souls's Dice as supplement dice to perform Skills or improve your dice roll. Before and throughout the development of the Round, the players will obtain what will be known as Soul's Dice.

Players keep Soul's Dice in 'storage'—known as the **Soul's Pool**—to use at any point during the game. There's no limit to how many Soul's Dice a player can store.

How to collect Soul's Dice

Each faction, on its own way, collects Soul's Dice at the beginning of each Round, thanks to the presence in combat of powerful miniatures, to the performance of unique faction actions or during the development of the game.

Factions begin their Round with a minimum of **one (1)** Soul's Dice.

How to use Soul's Dice

- **Casting Skills**

In **Deathburgh** you may spend your Soul's Dice to perform Skills.

If the player has the necessary number of Soul's Dice to perform the Skill, the Skill is automatically casted.

- **To Ensoul a roll**

You can ensoul your dice for greater effects. Each Soul's Dice can be spent to change the result of any single die (1D6) to a **6 (1d6!)**, guaranteeing a critical success. However, **each roll may only be modified once**, and the use of a Soul's Dice must be declared before the roll is done. You can only modify dice that are to be rolled.

Soul Dice are not rolled; they are simply removed from the Soul Pool.

Declare your intentions

Remember: Any time you want to add a Soul's Dice to a roll, make sure to declare it **loud and clear** *before* picking up those dice for the roll. Once your opponent's been informed, roll them all at once and let fate take over!

When a player uses Soul's Dice to perform a skill or modify a roll, then the player must remove the used Soul's Dice from its Soul's Pool.

- ❖ If there's a disagreement about who gets to modify rolls first, the player with the 'First Word' **always has the priority** to make their modifications before the other player.
- ❖ If this player declines to modify their roll and the opponent does want to modify it, they cannot retract it when they know their opponent's intentions, keep it real.

Round Sequence

To play Deathburgh, each game sequence is divided into phases, collectively known as a Round.

The standard game structure is: Gathering Phase – Attacker and Defender Phase – Turn Phase – End Phase."

Gathering Phase

At the beginning of each Round - each player must collect the Soul's Dice respectively. To check how many Soul's Dice a player must collect, check the Pledge and Faction Action of your faction as well as any Skills that may provide Soul's Dice.

Attacker and Defender Phase

To decide who takes the first move, both players roll a 1D6 at the same time. If you both end up with the same result, keep rolling until someone finally breaks the tie and claims the first action.

You may want to use Soul's Dice in this roll. If there is a priority conflict, the player who didn't start the last Round has the First Word for this roll. *(In the First Round, flip a coin instead of rolling dice)*

The player with the highest result gets to choose to be the attacker or the defender. **The player with the lowest result gets one Soul's Dice.**

1. In the first Round of the game, the Defender gets to choose the deployment zone and will deploy their miniatures first.
2. The Attacker deploys the miniatures in second place but initiates the Turn Phase by activating a miniature in first place. The Turn Phase will continue as usual afterwards.

At the beginning of the following Rounds, players will repeat this roll to determine the Attacker and the Defender - **Remember the compensation Soul's Dice for being the Defender.**

The Attacker will initiate the Turn Phase by activating a miniature in first place. The Turn Phase will continue as usual afterwards.

Turn Phase

Once roles are set, the Attacker kicks off the Turn Phase. In this phase, players take turns activating their miniatures, one at a time, until all miniatures have had a go.

During the Turn Phase, miniatures can perform actions, while opponent miniatures can respond with reactions to keep things interesting.

Outnumbered Mechanic

At some point in the game, a player may end with more miniatures on the battlefield than the opponent, that usually happens when they start smashing their heads! A player may also run out of miniatures to activate much earlier than the opponent.

In this situation, the player with fewer miniatures will receive *Soul's Dice* equal to the number of enemy miniatures that have yet to be activated on the battlefield when it becomes their turn, and they have no miniatures left to activate while their opponent still does.

End Phase

Once all miniatures have been activated, the Round is over.

All miniatures must be in Defensive Mode by the end of the Round.

Players should check the battleground in order tokens or any other element of the battleground that must be removed before a new Round begins.

Remember to turn your miniatures into Aggressive Mode before the new Gathering Phase and let the next Round begin! Tokens can be handy for keeping track of each miniature's Mode.

What to do in a Turn

Each miniature can perform actions during their Turn Phase and reactions during opponent Turn Phase. Actions and reactions may be effective depending on your miniature, if it is in Aggressive Mode or Defensive Mode.

Action and Reactions

Miniatures can only perform one Action at a time. You can't do the same Action twice in the same Turn, unless you know, some Skill or rule specifies otherwise.

Reaction Miniatures can only perform a reaction if an opposite miniature performs an Action first. You can't perform a reaction to a reaction.

Movement

- Miniatures have **two types of Movement actions:** *Move Forward and Charge*.
- They can also perform **two Movement reactions:** *Ambush! and Flee*.

Move Forward

The miniature moves up to its character limit Movement (M) or less. Always from inch to inch.

Charge

Charge is a special type of Movement that allows your miniature to enter combat with an enemy miniature.

To effectuate a Charge, select an enemy miniature in your line of sight and add a roll 1D6" to your movement profile, this is your *Charge Distance*. Measure the distance between your miniature and the enemy miniature.

- If you don't reach the enemy miniature, your Charge has failed, and your miniature will change their mode to Defensive.

If the enemy miniature is within your *Charge Distance*, move your miniature until it is in contact base to base with the enemy miniature.

You are allowed to move and pivot around the opponent miniature, but you must end up being base to base with the enemy miniature. If not, you must stop at top distance and change your mode to Defensive.

- If an obstacle interrupts a straight-line charge, you can always go around it or try to go through it.
- Every charge is always followed by an Attack that will start a Melee Combat.

If the enemy miniature is more than 2" from the miniature realizing the Charge, the Attacker gets an instant 1D6! to its roll.

Attack

When your miniature Attacks, it initiates a **Melee Combat**. You'll kick off the fight by performing an Attack action in Aggressive Mode. If you're on the receiving end, you can strike back with a reaction Attack.

This back-and-forth is what we call Melee Combat!

Each attack will be resolved through a Combat Resolution. A successful attack may cause wounds or inflict other damage, depending on your faction abilities.

Remember, each miniature can only attack one enemy miniature in their turn

A miniature can perform an Attack in either Aggressive Mode or Defensive Mode. Once a miniature engages another in an Attack, they're locked in Melee Combat until one of them falls—or combat ends.

Dodge

Sometimes fighting back isn't an option, such as when a ranged unit is base-to-base with an enemy for several rounds or when a melee miniature is attacked by a ranged one or when someone is fleeing away.

In this scenario, you can combat as usual, but all your hits will be ignored by the Attacker miniature.

This is what we call responding to an attack with a dodge. Unlike a melee combat, it's more about one miniature attempting to survive the enemy's attacks rather than engaging the fight.

Flee

Flee is a reaction Movement that a miniature can perform when it's in Aggressive Mode and being Charged. To initiate a Flee, wait until your opponent declares a Charge to your miniature.

Your miniature will move a distance away. During a Flee, the miniature cannot end up inside a Control Point or base-to-base to any enemies and your miniature remains in Aggressive Mode while fleeing.

You will change the Mode to Defensive at the end of opponent turn.

Here's how it works:

1. **The attacker declares a Charge, rolls 1d6", and moves the miniature**—it goes first, moving up to **half** its charge distance (rounding up). If it is enough distance to be in base-to-base contact with your model, you will not be able to perform a Flee reaction.
2. **Now, the defender rolls 1D6"** to determine how far your miniature can move away from the charging enemy. Move it and stay put in Aggressive Mode at the end of their move.

3. **The enemy miniature will now make the rest of its move.**

- If enemy miniature ends their Charge base-to-base with your miniature, a combat will begin, **both in Aggressive mode** and your miniature will only be able to perform reactions **Dodge**.
- If enemy miniature does not reach your Flee miniature, opponent miniature will stay put and both miniatures will change their mode to Defensive Mode.

Ambush!

Ambush is a reaction movement triggered when an enemy takes a move action that does not target you and gets a bit too close to your position.

If an enemy player moves more than 2" of their miniature away from your miniature or within 2" of your miniature (in Aggressive Mode) during its Movement action, you can spring an Ambush—**but only** if your miniature hasn't been activated yet and isn't already locked in combat with another miniature. If you fail the Ambush! you must stay and change your mode to Defensive.

Ambush! is a turn swamp. Until the end of the reaction, if you have been *Ambush!* your opponent will have the **First Word** and your miniature will be performing reactions to their attacks, this means that once the Ambush! is over, you are in your turn again and can perform actions as usual.

Here's how it works:

1. **Declare the Ambush! to your opponent** — The opponent must pause their movement.
2. **To Ambush**, move your miniature up to 1D6" toward the enemy. If you end up base-to-base with the target, go ahead and make an Attack! If your miniature is equipped with a Ranged Weapon, it can perform a Ranged Attack, but you need to move at least 4" away, so you will need at least a +2 in your roll.
3. You're free to maneuver around the target, pivoting as needed, as long as you finish base-to-base with the enemy. Or 4" away if you have a Ranged weapon.
4. **If the enemy survives** the combat, they can continue with their Move Forward action as planned.

Combat Resolution

In Deathburgh, a Combat Resolution settles a Combat between miniatures.

The **Attacker** is the miniature initiating the Attack, while the **Defender** is the miniature on the receiving end.

1. **Combatant Modes:** The Attacker will generally be in Aggressive Mode, starting the combat. The Defender may be in either Defensive Mode (if it has already been activated) or Aggressive Mode (if it has not yet been activated). At the end of the combat, both miniatures switch to Defensive Mode.
2. **Prepare the Dice:** Each player gathers their **1D6** dice based on the Power (P) attribute if in Aggressive Mode, or the Vitality (V) attribute if in Defensive Mode, as noted in their miniature's profile.
3. **Priority - The "First Word":** The Attacker, with priority (known as the "First Word"), must first announce if they wish to spend a Soul's Dice to add to the rolls, along with declaring any bonuses or Skill activations.
4. **Defender's Turn:** Next, the Defender declares any additional Soul's Dice, bonuses, or Skills they'll use. Once both players are set, they roll their dice simultaneously.

Determine Success

For the Attacker, each 1D6 roll that meets or exceeds their Aggressiveness (A) value (if in Aggressive Mode) or Defence (D) value (if in Defensive Mode) is a Success. Anything less is a Fail.

For the Defender, each 1D6 roll that meets or exceeds their Aggressiveness (A) value (if in Aggressive Mode) or Defence (D) value (if in Defensive Mode) is a Success. Anything less is a Fail.

- **Announce Successes:** The Attacker announces their number of Successes first, followed by the Defender. **This is contested roll.**
- **Calculate the Result:** The combat result is determined by the difference in Successes. The player with more Successes lands hits on their opponent equal to the excess Successes they achieved.

Draw

If both players have the same number of Successes, it results in a Draw.

In this case, **both lose a wound from combat fatigue**, and both miniatures simply switch to Defensive Mode.

Melee Combat Bonuses

Certain situations grant an Attacker or Defender a Combat Bonus for replacing the dice to be rolled during Melee Combat for automatic 1d6! :

- **Charge Bonus:** The most common Combat Bonus occurs when a miniature Charges an enemy. As outlined in the Charge rule, this grants the Attacker an additional **1d6!** to their Power (P) roll.
- **Support Bonus:** Miniatures can also receive support from allies during Melee Combat, giving an automatic **1d6!** critical hit to the action or reaction roll if supported.
 - If your miniature is in **Defensive Mode**, the supporting ally must be base-to-base with you.
 - If in **Aggressive Mode**, the ally must be base-to-base with your opponent.
 - In both cases, the supporting ally must be in the same mode as your miniature.

Support Limit: The maximum support a miniature can receive depends on how many allies can be base-to-base with the miniature performing or receiving the action.

Skill-Based Bonus: Certain Skills from other miniatures may also grant a Combat Bonus.

Ranged Units Rules

Ranged: Miniatures with range weapons, as pistols, bows, crossbows or throwing rotten tomatoes, whatever, can only attack from a distance and can't shoot when locked in close combat.

- In close combat, ranged units may only attempt to dodge incoming attacks.
- Likewise, a Melee miniature can only dodge incoming ranged attacks.

Crossfire: When two Ranged miniatures face off, they can engage in combat as if they were Melee miniatures. This means reacting a Ranged attack with another Ranged Attack.

Friendly Fire: Ranged units may shoot at enemy units engaged in close combat with allied units (yes, it happens more than you'd think). However, each missed shot results in a hit on the allied miniature.

Here's how it works:

1. For the Ranged Attacker, each 1D6 roll that meets or exceeds their Aggressiveness (A) value (if in Aggressive Mode) or Defence (D) value (if in Defensive Mode) is a Success. Anything less is a Fail. The Attacker will leave any failed dice on the table.
2. The Defender then performs their reaction.
3. After the combat, The Attacker will roll 1D6 for each failed dice on their first roll. **Each 1D6 that hits or exceeds its value (A) is a success, and each success now counts as a wound to the miniature in front of the target.**

If multiple miniatures are base-to-base with the target, the hits go to the miniature closest to the shooter. **This rule also applies if you're targeting an enemy positioned behind another enemy.**

Ranged Units Reaction

Stand and Shoot: This reaction allows a miniature equipped with a ranged weapon to use it as a melee weapon **for a single attack** against an enemy miniature in base contact. However, this is only permitted if:

1. The miniature was specifically charged by that enemy.
2. It was not already in base contact with any other enemy miniature before being charged.

Essentially, this rule represents a last-ditch defense when unexpectedly engaged in close combat. Avoid the Ranged Attack Bonus or Ranged Attack Weapon rules for this attack, as the attack will be considered a melee attack for this combat only. Melee rules still apply.

After the first combat that round, they must react with Dodge to all incoming attacks from any source until they are away from melee combat again.

Ranged Bonuses

Ranged Attack Bonuses (1d6!)

These bonuses only apply if your model is described as Ranged and is making an attack on another model. These bonuses are stackable.

- **Full Visibility:** If you can see the entire base of the target, get 1d6!
- **Steady Aim:** If your miniature hasn't moved yet this turn, get 1d6!

What to do if you are receiving a ranged attack?

Ranged Dodge Passive Bonuses (1d6!)

These bonuses only apply if your model is receiving a Ranged Attack and your model's reaction is to Dodge those attacks. These bonuses are also stackable.

Take Cover!

If your miniature is in base-to-base contact with any terrain, obstacles, or other miniatures that are closer than you to your enemy, get 1d6! for free to your roll.

Get down!

If your miniature is targeted by a second ranged attack from another miniature in the same round, get 1d6! for your roll.

Zig Zag!

When an enemy declares a ranged attack against a miniature in Aggressive Mode, the Defender, may respond running and getting one extra **1d6! for the Dodge roll**. You can't Zig Zag! if you are being *Ambush!*

Here's how it works:

Apply Attack Bonuses: Any bonuses the Attacker has for the ranged attack are applied before the Defender's response.

Declare Response: The Defender rolls **2D6"** and moves the rolled distance as a reaction.

- After moving, the Defender switches to Defensive Mode. And collect their bonuses and **add one 1d6!**

- Then, Attacker will roll their attack in Aggressive Mode and defender their dodge reaction in Defensive Mode.
- **Determine Successes:** Each Dodge 's successes by the Defender cancels one Attacker Success. Any remaining Attacker Successes will inflict wounds on the Defender.
- **End of Exchange:** Both miniatures switch to Defensive Mode at the end of this exchange, regardless of the chosen response.

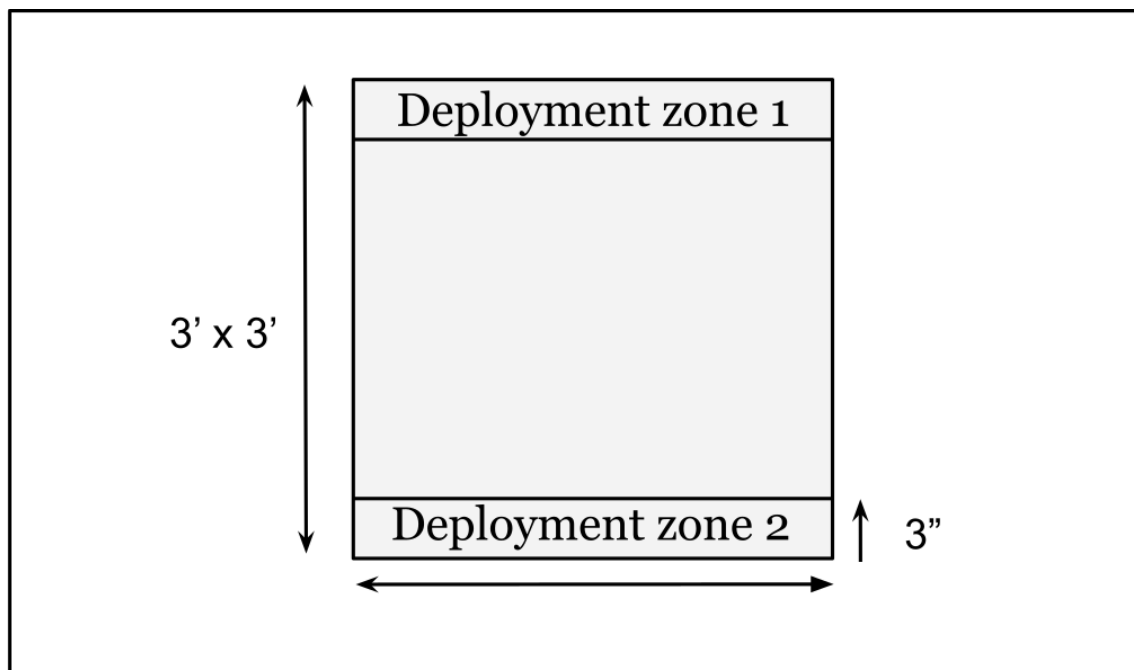
Maps and Terrain

Deathburgh is always played over a certain Map.

The Map is where all the action takes place!

Board and Deployment zones

Deathburgh is designed to be played on a 3' x 3' board. There are two deployment zones, one on each side of the board, each measuring 3" x 36" and starting from the board's edge.



Control Points

Control Points are areas of the board that your miniature can control to gain Victory Points.

The Control Zone: Each Control Point has a 3" **diameter** play area.

A Control Point is under your control when one of your miniatures touches its border with its base. If both you and your opponent have miniatures at a Control Point, the player with the higher total Wounds (W) wins control—so bring your toughest fighters!

Setting Up Control Points: To place Control Points, pick at least five spots on the board, ensuring each Control Point is **9” away** from any other Control Point and **8” from the Deployment Zones**.

You and your opponent can add as many Control Points as you like, as long as you stick to these distances.

Terrain Rules: No Obstacles, Difficult Terrain, or Impassable Terrain allowed within a Control Point! Keep these spaces clear for battle.

Type of Terrain

In Deathburgh, the battlefield is full of different terrains, each with its own rules and quirks. Here’s what to expect:

- **Obstacles**

Obstacles are small terrain pieces that miniatures can see and move through, but with a little extra effort. Moving through an Obstacle costs your miniature **2” of Movement (M)** to get from one side to the other.

Obstacles should be small, like barrels, barricades, fences, crumbled walls, or bits of ruins.

- **Difficult Terrain**

Difficult Terrain slows your miniatures down. When entering Difficult Terrain, your miniature’s **Movement (M) is capped at 2”**.

If your miniature is already inside the terrain at the start of its turn, it can move freely. To Charge an enemy inside Difficult Terrain, your miniature also needs to be inside it first.

Think of swampy patches, marshes, mud, rocky ground, or steep slopes.

- **Impassable Terrain**

Impassable Terrain is as it sounds—your miniature can neither move through nor see through it. These large obstacles, like ruined buildings, high walls, or massive equipment, are perfect for enemy miniatures to hide behind, ready to spring an Ambush.

Use them wisely to create tension and strategy on the board!

Build your own Map

Finding the perfect play space isn't always easy, so don't stress if your board's measurements differ—just make sure you've marked the center for Control Points and that deployment areas are **30" apart**.

For a good terrain recipe, we recommend including at least two or three pieces of Impassable Terrain, one piece of Difficult Terrain, and six or more Obstacles. As long as both players agree on what each piece represents, feel free to use any terrain pieces you like.

Get creative! Customize your board and terrain pieces however you want and show off those crafting skills.

Sample Games

- **Last Stand**

In this Deathburgh game, players compete to rack up as many Victory Points as possible. The game lasts **4 Rounds**. Victory Points are earned by completing your Faction Mission, and at the end of the final Round, the player with the most Victory Points claims victory.

- **Domination**

Domination is Deathburgh's twist on Tug of War. This game also runs for **4 Rounds**.

- Both players start at opposite ends of the balance track at **position 0** of 7 slots.
- As you earn Victory Points—through your Faction Mission or other means—you advance along the track toward the center.
- If you land on a spot already occupied by your opponent, you take over that space.

At the end of Round 4, the player who has advanced the furthest along the track wins. However, if a player fills the entire track before the end of the game, they achieve an instant victory, ending the game immediately.