

JUDGEMENT
**ETERNAL
CHAMPIONS**

RULEBOOK

Judgement Eternal Champions Version 2.6

Created by Andrew Galea

Reimagined by Creature Caster

Originally brought to life by Gunmeister Games, the Creature Caster team has stepped in to update the look and feel of the game. The two teams have brought their unique skill sets together to create a vibrant and balanced tabletop-gaming experience that will continue to grow and expand over time.

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CREDITS

Created by Andrew Galea

Published by Creature Caster

Project Director: Peter Adams

Game Design: Andrew Galea and Jeff Galea

Rules Writing: Jeff Galea

Lore Writing: Peter Adams, Jeff Galea, Emma Yarrow, Taylor Holloway, Andrew Galea, Olivia Colden

Art Direction: Peter Adams

Concept Design: Alex Bocca

Interior Art: Alex Bocca

Cover Art: Alex Bocca

Board Design: Ede Lazlow, Shane Cook

Design: Olivia Colden

Layout: Takehiro Kawana, Olivia Colden

Editing: Emma Yarrow, Andrew Galea, Jeff Galea, Taylor Holloway, Robby Olyear

Creature Caster Sculpting Team: Miguel Hernadez, Victor Hugo, Martin Nikolov, Olga Casado, Tudor Fat

Additional Sculpting: Máté Vörös

Miniature Painting: Dylan Cartier, Sam Lenz, Jon Ninas, Nicholas Mortensen

Playtesting Leads

Robby Oylear, David Wanke, Sebastian "Sonny" Sonnhalter, Joe "GamerDad" Copersito, Joshua Bartlow and Brandon Amick

Special thanks to the Production Staff (Simon Sung, Mitch Stevens, Paycia Khamvonska, Cooper McGuire, Kris Weber, Lia Law, Hunter Scheck) and to the *Judgement: Eternal Champions* Discord Community for their playtesting efforts and feedback.

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Welcome to **JUDGEMENT!**

If this is your first time playing Judgement,
fear not!

We have created a companion Quick-Start Guide for this rulebook to help you through your first game. We recommend starting with that before diving into all the nitty-gritties of the game. But if you're feeling ambitious, or have played before, then by all means, read on!



The old gods have perished. Only strong enough to delay the encroaching demon invasion, their deaths have wracked the outer planes of Athien. The once perfectly balanced tri-planes of Athien's existence are now at risk of total collapse.

Without the Effigy Network that the new gods have created in Mideon (the Between), nothing would stop the demons from consuming this universe. The fate of Athien is now in the hands of the six ascending gods, caught in a struggle to see who will establish control over the Effigy Network and harness its endless power.

As a Judgement player, you become one of the demigods, calling forth your Champions to fight and capture Effigies. You will need to manage multiple resources and exploit synergies between your Heroes to be victorious. All the while, you must combat your enemy's plans and the neutral Monsters that roam the battlefields of Mideon.

Are you up for the challenge?



WINNING THE GAME

Your Effigy is the greatest source of your power on this plane. It is what allows you to draw your Heroes onto the battlefield on the plane of Mideon. To maintain and grow that power, you must overwhelm the Effigy of your opponent while protecting your own. The first player to overwhelm their opponent's Effigy (reduce its base health to zero) wins the game immediately. The opponent's Effigy will be remade in the image of your god, taking you one step closer to ultimate victory!

An Effigy's base health is reduced by **harvesting unbound Souls**, **harvesting Souls of slain enemy Heroes**, and/or **direct damage** from models using their *Basic Attacks* (listed on the Attribute Card of a Hero).



THE GODS

First, you must choose a god to represent. Each god controls an Effigy model, built in their likeness, which grants unique powers to your Warband.

As the god, you will choose Heroes who will uphold your values, fight in
your honour, and protect your Effigy.





Bruelin

Traits: Aggression, Impulse, Intimidation

Bruelin was once a Dwarf champion, celebrated by his people for his skill in battle. As a God, he maintains his warrior instincts and his inquisitive nature, but his impulse-control and focus is lacking. Bruelin now thinks of himself as being Dragon-Kin – the stuff of Dwarf nightmares. His physical shape has grown to titanic proportions, and he walks the plane of Mideon looking for anything that might provide entertainment. He is insatiably curious but, due to his size, this often translates into him being incredibly destructive. Champions of Bruelin are often brash warriors, valuing their might over their minds.



Grul

Traits: Growth, Independence, Compassion

Grul is the greatest Minotaur Shaman to have ever lived, and was one of the few mortals to have ever peered into the realm of the old gods. By communing with the spirits of nature, she had been shown the horror of Mideon. As a God, Grul has become a part of the very landscape of Mideon, and it is a part of her. Able to transform her shape at will, she often appears not as a humanoid but as a verdant forest glade, her voice a whisper on the wind. She only appears to those who pass the challenges that she offers and prefers champions who have a good heart, but she also embraces those who find themselves cast out and alone.



Ista

Traits: Light, Strength, Honour

Ista values teamwork, honourable combat, and strength in the defence of what is right. Her followers have a keen sense of justice. Ista spent her life guarding the villages on the edge of the Elvish territories. Marauders, beasts, and monsters were a constant danger – but Ista was the shield that protected the innocent. As a God, she is the epitome of everything honourable and righteous. Her followers are those who value truth, noble actions, and unity. She opposes corruption, deception, and deceit with all of her being, and insists all of her followers do the same.



Krognar

Traits: Power, Deceit, Shadows

Krognar values freedom and autonomy above all. To his warped mind, the only way one can truly be free is to have the power to crush all who would stand against them. He is known as the Father of Shadows, the Son of Deception, and the Soul of the Forbidden. Krognar is a creature of shadow. His Champions are imbued with the ability to warp across the battlefield. Champions who favour cunning and surprise over brute strength will be rewarded.



Tomas

Traits: Patience, Composure, Grit

Tomas is renowned as a ruthless and precise general. He is fair, but stern, and expects the warriors in his armies to be disciplined and competent. His immortal form is that of a middle-aged man – taciturn and unchanging. He prefers to spend his time within his fortress, often sitting upon his throne, strategizing the conquering of all of Mideon. Those who serve him value discipline and are willing to do what it takes to maintain order.



Torin

Traits: Time, Balance, Wisdom

Torin is the only new god who is actually not new at all. Torin was old when the world was young, and was there to see the first of the old gods come into being. She represents the balance that all things must maintain in order for there to be harmony. She is the passage of time, and the strands of fate that bind the universe together. The old gods once worshiped her and called her mother, learning all that they could from her. Those times have long passed, and she is all that remains.



DIVINE GIFTS

Each god provides their Warband with 3 Divine Gifts. These gifts give your Heroes special advantages on the battlefield and help to bring you closer to victory. Refer to your god's card for more on their unique Divine Gifts.

Warband Bonus: The Warband Bonus is always in play and affects all Heroes from that Warband throughout the game (including Heroes that are not Champions for that god).

Sacred Artefact: The Artefact is a bonus item that is added to the player's Magical Artefact deck. It behaves as any other Magical Artefact would, but can only be equipped by Champions of that Warband.

Effigy Power: The Effigy Power is a one-off ability that the player must declare during the Communion Phase, just after fallen Heroes are resurrected. This power only affects Heroes that belong to the Champion's list for that god, and is unique to each particular god. Effigy Power must be declared in current turn order (the player going first this round).

ELEMENTS OF THE GAME

Below is a brief overview and description of all the components you will need to start your game. For a more in-depth view of the components, see ‘Key Models & Unique Hero Types’ on page 78.

Heroes

Unique 32mm-Scale Hero Models

These are the models that fight for you and your Effigy. You guide them across the battlefield and attack or use unique abilities to achieve victory!



Allandir



Brok



Doenregar



Sayin



Skoll



Zaron



Marcus



Rakkir



Piper



Thorgar

Effigies

6 Gods – 6 Effigies

To win the game you must defend your own Effigy while attempting to overpower your opponent’s Effigy.



Fate

Fate Tokens

The “currency” of Judgement, allowing your Heroes to perform amazing feats on the battlefield. Without Fate, your Warband will struggle to achieve victory.



Magical Artefacts

2 Sets of 26 Cards

Special items that can be used to enhance the powers and abilities of your Heroes in battle.



Terrain

Forests, Smoke, Treacherous Ground, Wall, Impassable

Can be used to protect your Heroes and also used to slow down enemy models. Your interactions with the battlefield terrain can either help or hinder your battle tactics.

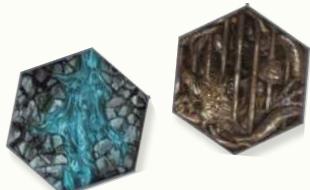
Shrines: If you control a Shrine, you gain Fate and rule the battlefield.



Spawning Pits

Monster Pits & Soul Pits

Monsters and Souls spawn onto the battlefield using their corresponding spawning pits.



Souls

Soul Tokens

Collecting Souls allows you to weaken and capture your opponent's Effigy. Souls exist in three forms: **Unbound** (physically on the battlefield), **Bound** (have been picked up by a model), and **Banked** (secured in Effigy until end of game).



Monsters

Detailed Models

Denizens of the Shadow Plane, these antagonists are ready to hunt down your Heroes and wreak havoc on your battle plans. Neither player controls these models, and if a Hero kills one in battle, they will be rewarded for their efforts.



Tokens

Ability & Condition Tokens

Tokens are used to track effects, abilities, and situations during the game.



JUDGEMENT GAME SET-UP

JUDGEMENT GAME MATS

Judgement game mats use a hex grid to determine the positioning of essential components such as terrain, Effigies, Soul or Monster Pits, and Shrines. A Hero's movement, distance, weapon's reach, etc. are measured in hexes.

A general rule is that only one of the listed components or other models can occupy one hex at any given time.

CHOOSE YOUR BATTLEFIELD MAP

Let's set up your battlefield! Each Judgement map has a number of scenarios for you to map out and engage with.

Start by determining whether you will be playing in Skirmish Mode (3v3 smaller mat) or Battle Mode (5v5 larger mat).

Simply choose your map, or randomly select one by rolling a D6. Battlefield Maps can be found in the Battlefield Maps supplement (pg.88) or by visiting our website at: www.creaturecaster.com

PLACE STATIONARY BATTLEFIELD COMPONENTS ON THE GAME MAT

These models and other components are stationary, and cannot be moved under any circumstances (Effigies, terrain, Shrines, and Spawning Pits).

Place Your Effigy (A)

Place your Effigies on the 3 indicated hexes on either side of the battlefield map.

The Effigies are the most important focus in Judgement. The main objective of the game is to disable and capture your opponent's Effigy by reducing its base health to zero. (See more on Effigies under "Effigies & Shrines" pg.80)

Effigy health points are determined by the game mode:

Skirmish 3v3 = 16 health

Battle 5v5 = 20 health

Place Terrain (B)

Place terrain on the indicated hexes on your battlefield map. Terrain provides cover for your models and can be used to hamper your opponent's battle plans (see "Interacting With Terrain" pg.50 for more information).

Place the Shrine(s) (C)

Place the Shrine(s) on the indicated hex on the map.

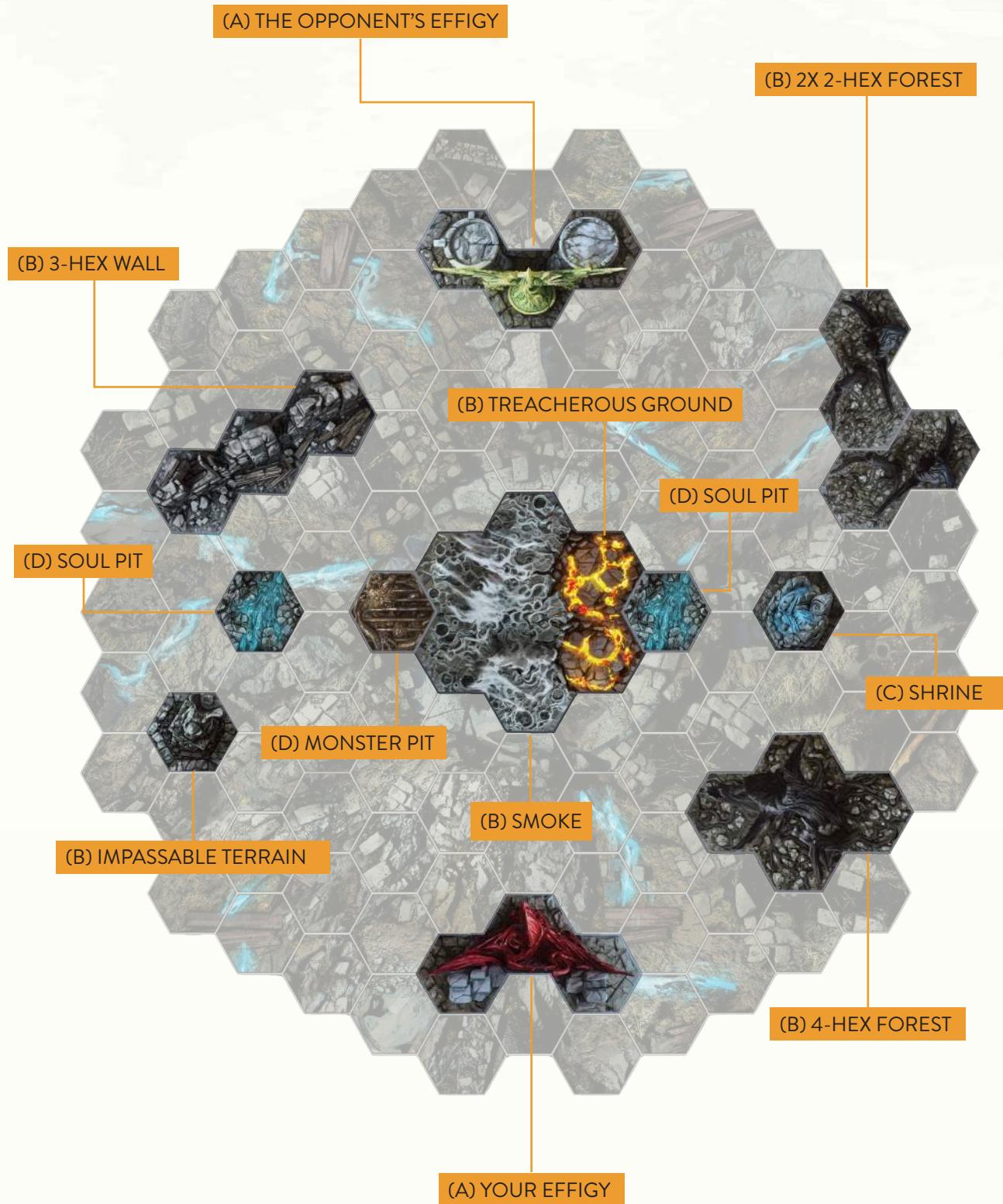
A player that controls a Shrine at the start of a round (step 3 of the Communion Phase) adds a number of Fate to their pool, as per the rules of the selected battlefield map. (See more on Shrines under "Effigies & Shrines" pg.81.)

Place Spawning Pits (D)

Place the Soul and Monster spawning pits on the indicated hexes on the battlefield map. Place Monsters as indicated by the scenario. If a scenario indicates the use of a random Monster spawning pit, then place an appropriate random Monster from your collection on that pit. Souls do not start on the map and will begin spawning in round 2. (Learn more in the "Monsters & Souls" section pg.70.)

Example:

3v3 MAP 1



DRAFT YOUR WARBAND

To capture your opponent's Effigy, you will need a balanced Warband of the most battle-savvy Heroes to fight on your behalf.

Selecting a Warband is largely influenced by the god you choose to represent on the table-top. The Heroes that you choose should be your Champions (i.e. aligned with your cause). If you're feeling more welcoming, it doesn't hurt to employ one or more Heroes that don't follow you. The only downside is that not all of your Effigy's benefits will apply to those Heroes.

AVATARS

Each god has Heroes that are designated as their Avatars. These Heroes are only aligned to the cause of a particular god and count as one of the Champions for that god (see below). **Note: you are not required to draft the Avatar of your god.**

Avatars immediately gain an extra ability once their Effigy Power has been called. The ability is kept for the rest of the game. All Avatar's have the common innate ability - *Honour*.

As a consequence of this blessing from their god, when an Avatar is killed (only after its Effigy Power is called) and its Soul is harvested, the opposing player will also gain 1 Fate.

Multiple Avatars

Multiple avatars from the same god can be played within the same Warband. A player must choose one Hero to be the Avatar for a game after the Warband selection phase, before deployment. Only the Hero chosen as the Avatar will gain the extra abilities of the Avatar for that game.

CHAMPIONS

Champions are Heroes that are aligned to a god and their values. Heroes that are Champions have access to the Sacred Artefacts and Effigy Powers provided by their god's Effigy. If Heroes are included in Warbands where they are not one of the Champions for that god, they do not benefit from that god's Effigy Powers and cannot equip the god's Sacred Artifact. However, they do benefit from the Warband Bonus.

"These creatures are nothing of the like I've ever seen in Midéon, or anywhere else. When they fell upon us, we were horrified. Though I am unsure of the origin of these Monsters, I did know that when I slammed my blade through the ribcage of one, it was very aware of its mortality. How it hated me, as I tugged my gore-stricken blade from its chest, and I could sense that it was cursing me in some fell language of its own. Regardless of the god it served, I knew in the depths of my heart that it would not be the last one I would slay. There is a part of me that feels this may be the beginning of something that even the gods may fear."

- Isabel, Avatar of Ista



THE SELECTION PROCESS

The following are a few options that can be used to select Warbands. Of course, when playing with friends, use any drafting method that you like.

Note: Each Hero can only appear once within your Warband, but the same Hero may be used in your opponent's Warband.

Blind Pick

This is the simplest method, and best for newer players. This method is called “Blind Pick”, because the players select their Warbands independently of each other.

Both players select Heroes they want to use, relative to the selected game mode (3 or 5 Heroes). The players reveal their Warbands and then roll a D6 initiative roll. The highest roll chooses one of the following, while the lowest roll takes the remaining option:

- (A) Decide to take 1st or 2nd turn of the game.
- (B) Choose table sides.

Veto

A more competitive and challenging option is “Veto”. This format is recommended for experienced players, or new players with a competitive spark.

Both players select 7 (5v5 mode) or 5 Heroes (3v3 mode), and line them up in front of themselves.

Players roll a D6 initiative roll. The highest roll chooses one of the following, while the lowest roll takes the remaining option:

- (A) Decide between vetoing 1st and taking the 1st turn, or vetoing 2nd and taking the 2nd turn.
- (B) Choose table sides.

After table sides have been chosen, follow this sequence with player 1 going first for each step.

1. Players Veto (remove) a Hero from their opponent's pool.
2. Players select their Warband from the remaining Heroes (for a total of 3 Heroes for Skirmish Mode and 5 Heroes for Battle Mode).
3. In this format there is one Hero from each player's Hero pool that will not be selected, and must be removed from the game.

Immunity

Another competitive and challenging option is “Immunity”. This format is recommended for experienced players, as Warband construction is very important for this format.

Both players select 7 (5v5 mode) or 5 Heroes (3v3 mode), and line them up in front of themselves.

Players roll a D6 initiative roll. The highest roll chooses one of the following, while the lowest roll takes the remaining option:

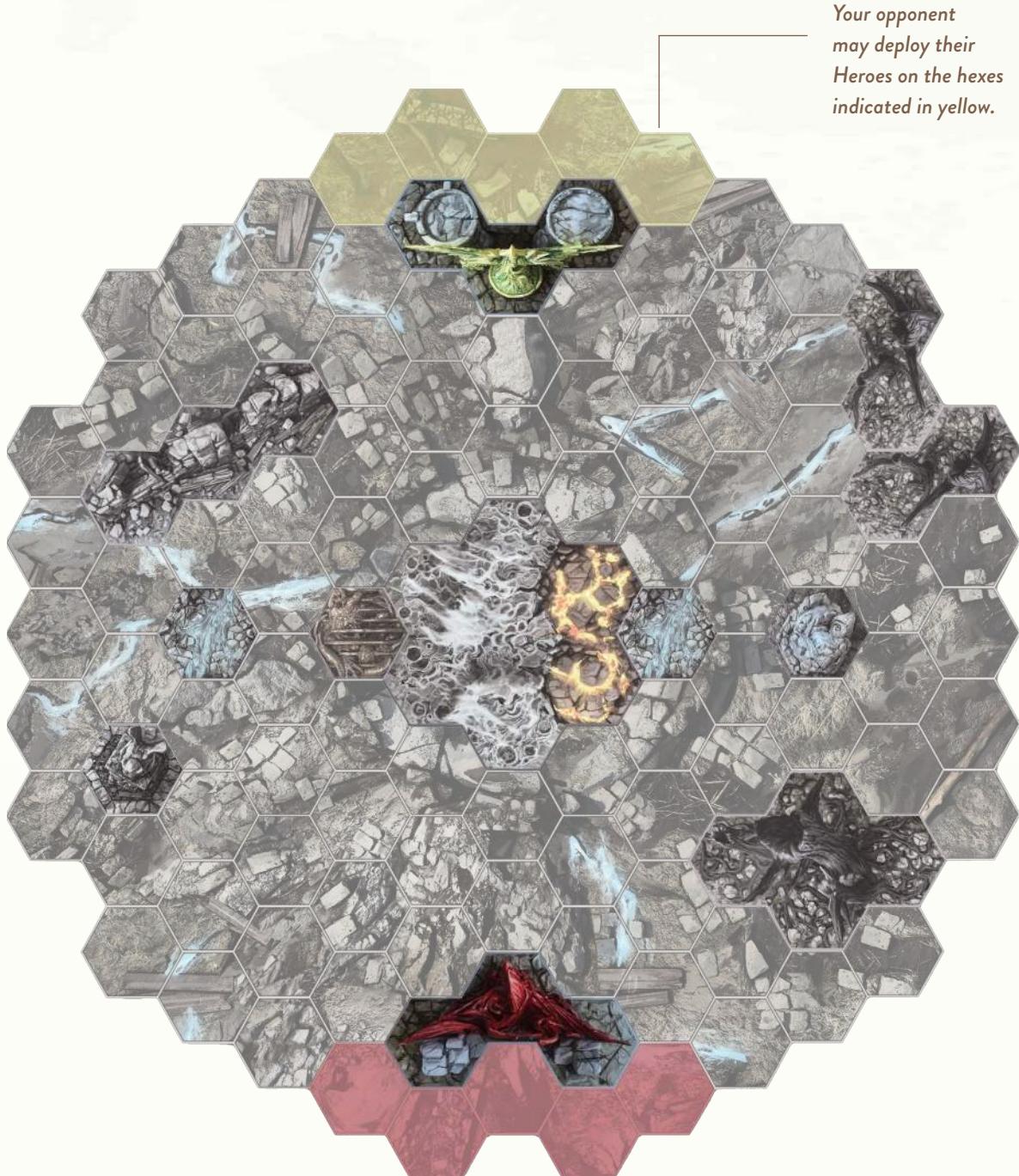
- (A) Decide between selecting 1st and taking the 1st turn, or selecting 2nd and taking the 2nd turn.
- (B) Choose table sides.

After table sides have been chosen, follow this sequence with player 1 going first for each step.

1. Both players select a Hero to include in their Warband.
2. Players Veto (remove) a Hero from their opponent's pool.
3. Players pick a second Hero to include in their Warband.
4. Players Veto another Hero from their opponents pool.
5. The Hero(es) remaining in the pool is(are) your final Warband member(s).

DEPLOY HERO MODELS

After your final Warbands have been assembled and initiative and table sides have been determined: each player, in turn order, **places all of their Heroes** in their own designated deployment zone (the shaded hexes near the edge of the board).



*Deploy your Heroes
in any of the spaces
indicated in red.*

READING YOUR HERO CARDS

HERO CLASS

Heroes are categorized by classes that describe their role on the battlefield. Class categorization is not exhaustive nor restricting in any way; they are provided as a guide when selecting your Warband. There are 8 classes:



Bruiser (MEL)
consistent damage, resilient



Assassin (MEL)
burst damage



Shooter (RNG/MAG)
consistent damage, multiple targets



Sniper (RNG/MAG)
burst damage



Tank
absorb damage, protect



Controller
debuff, manipulate, summon



Enhancer
healing, buff



Soulstirrer
manipulate, harvest or draw power from Souls

RACE

There are currently 9 races in the game:

Humans, Elves, Dwarfs, Orcs, Minotaurs, Goblins, Undead, Chimera and Demons.

ABILITIES

Active Abilities

These are spells or abilities that often have additional effects other than just causing damage. The cost will be 0 or more AP (Action Points), Fate, and/or another relevant cost.

Regardless of the cost, a Hero can only use each Active Ability on their card **once per activation**. Active Abilities can only be executed during the Hero's activation (and solely by that Hero).

Innate Abilities

These are powers that are always in play while the model is alive. Their effects are automatic. Common Innate Abilities are described in the relevant section of this book. Unique Innate Abilities are explained on the Hero's card.

HERO ATTRIBUTES

Each Hero has a set of attributes listed on their Attribute Card with numbers between “0” and “10” (see below). The higher the score, the better the model is at using that attribute. Attributes with a value of “0” mean the Hero has no skill in that area, but they can be increased with the help of Magical Artefacts and other means. Attributes with no value (–), cannot be increased by any means.

Attributes other than RES with at least a value of 1 can never be lower than 1 or higher than 10, even if restricted or enhanced by other means.



Looking at Saiyin's Hero Attributes we can see that she is highly skilled in MAG and AGI but not so much in RES.

- **MOV** – The maximum number of hexes a model can move when they make an Advance.
- **AGI** – A model's ability to avoid enemy attacks.
- **RES** – A model's durability and ability to reduce damage from enemy blows. RES is capped at 2 unless stated otherwise on the target model's card.
- **MEL** – A measure of how skilled a model is with melee weapons.
- **MAG** – A measure of how skilled a model is at wielding magic powers.
- **RNG** – A measure of how skilled a model is with ranged weapons.
- **Soul Harvest** – A measure of how skilled a model is at harvesting unbound Souls.

HERO CARDS EXAMPLE

To illustrate this section we will be using the Hero 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.

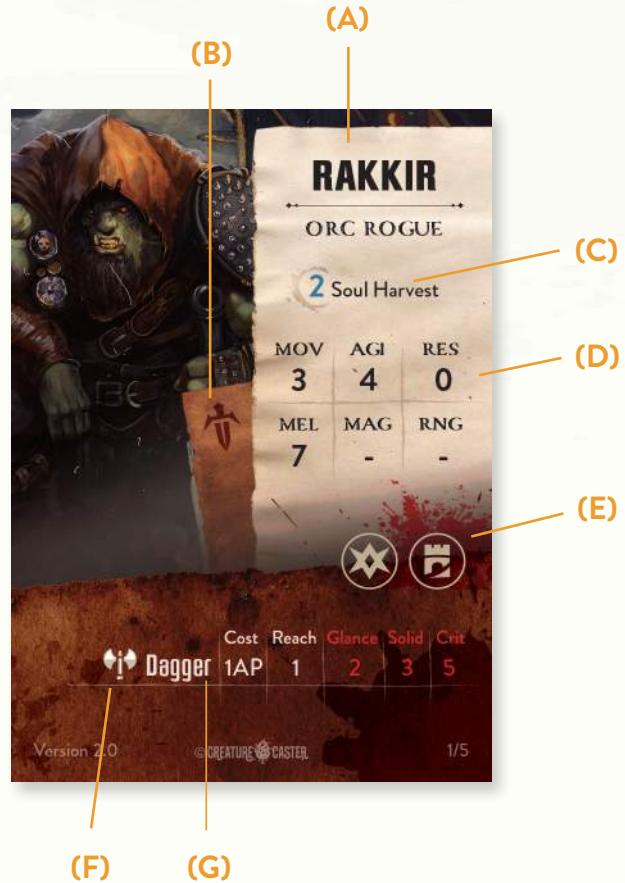
Card 1: Attribute Card

- (A) This displays the Hero's race, name, and characteristics.
- (B) This is where the Hero's Class (or Classes) are displayed.
- (C) This circle displays the Soul Harvest attribute of the Hero.
- (D) The Hero's attributes.
- (E) These symbols display the Hero's god alignments.
- (F) This symbol indicates the weapon's attack type.

 = Melee Attack

 = Range Attack

 = Magic Attack



- (G) This section describes Rakkir's *Basic Attack* options. He has 1 *Basic Attack* which is called "Dagger"; it uses the (MEL) attribute, has a cost of 1 action point (1AP), and a reach of 1 hex. The damage of the attack is measured across 3 success levels: Glancing Blow (Glance) = 2 damage, Solid Blow (Solid) = 3 damage, and Critical Blow (Crit) = 5 damage.

Card 2: Innate Abilities

- (H) Innate Abilities are always in effect, and thus require no additional resource expenditure from the Hero.
- (I) Combat Manoeuvres can be executed when \blacktriangle symbols are rolled with the attack dice. Rakkir has a Viper Strike Combat Manoeuvre that requires (2 \blacktriangle) to execute. Damage from a Basic Attack is always inflicted before any Combat Manoeuvre is applied.



Card 3: Active Abilities

- (J) Active Abilities allow the Hero to perform unusual and often powerful feats. Each Active Ability can only be performed once per activation.
- (K) Active Abilities that have a Fate (F) cost are very powerful and often sway the course of a battle. Rakkir's Toxin ability costs 1 Fate (1F).



Card 4: Level Up Card

- (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.



Additional Cards

Some Heroes (such as Skoll) require extra cards because they may have extra rules and/or levelling options. These cards still follow the same format as other Hero cards.



Health Card

This section displays the Hero's base health. Rakkir starts the game with 15 base health. Damage is marked in descending order, starting from the left side (number 15). Once damage reaches the red "skull", Rakkir dies. When Rakkir reaches level 2, his max health increases from 15 to 16 (he can heal up to this amount)..

Gaining Levels

When a Hero gains a level, their maximum health increases and they will gain health equal to the change in their max health. For example, if Rakkir currently has 10 health and reaches level 2, his max health increases by 1, going from 15 to 16. He also immediately gains 1 health, increasing from 10 to 11.

Heroes also unlock their levelled abilities immediately after their current action ends.

The bonus health and powers that are unlocked at each level are detailed on the Hero's Attribute Card, and are specific to the Hero.

Heroes can gain 1 level each time they:

- Kill an enemy Hero, Monster, or Summoned model (as listed on their cards).
- Successfully harvest a Soul (this does not stack with the above point of killing an enemy model).

Once gained, Heroes retain the level(s), abilities, health, and Magical Artefacts associated with that level until the end of the game (death has no permanent effect).

Rakkir's starting base health is in green.

Use your Health Clip to keep track of your Hero's health.



Hero death triggers here.

4 Golden Rules for Cards

1. If a card ability does not set a target, and a target is needed, then the target is the model that the card belongs to (e.g. Skoll's Card 4 states "+1 MEL". Skoll is the target of the +1 MEL.).
2. If a card does not state from where to measure a distance, measure from the model that the card belongs to (e.g. Skoll's Bulwark ability states, "Target friendly non-Defender model within 2 hexes...". The 2 hexes are measured from Skoll.).
3. Cards that target a Hero by name only target the model that the card belongs to (e.g. Skoll's Bulwark states, "Expires at the end of Skoll's next activation". This only refers to the Skoll model that cast the Bulwark, not other instances of Skoll (usually enemy Skoll models) that may exist).
4. If a card ability states once per activation, that ability can only be used by the owner of that model during the activation of that model.



LET'S GET STARTED!

TURN SEQUENCES AND HERO ACTIVATIONS

Each Judgement battle is played out with a series of rounds. There is no limit to the number of rounds that are played in one game; rounds simply repeat until an Effigy has been captured and the game ends. Each round consists of 2 phases; the **Communion Phase** and the **Activation Phase**.

“The fallen of Athien are the fodder for my horde. Mortals peddle their wares for coin but, to become a god, one must learn to exchange flesh for souls. All the mortals of Athien will belong to me, in time.”

- Fazeal, Death Knight

COMMUNION PHASE

In this phase, models that are not controlled by the gods get to move, spawn, and perform attacks. Your dead Heroes are also returned to the battlefield and Fate is gained.

These steps must be done in the listed order.

For the first round of the game, only do Step 3.

Note that each monster pit starts with a monster at the beginning of the game, prior to determining starting player and executing the Warband selection process.

Step 1: Start of Communion Phase

Anything that states “at the start of the Communion Phase” is triggered at this point.

Step 2: Move Unbound Souls and then Monsters

Souls that are not Bound to a Hero (i.e. Unbound) are moved X (determined by a D2 roll) hexes towards the nearest Hero excluding Heroes suffering the Cursed condition or with the Soulless rule, prioritizing the Hero with the most remaining health, if tied. Randomise if 2 or more models have the same health. If there are multiple options for the Soul’s movement, the Soul’s route is decided by the player of the Hero that the Soul is moving towards.

Monsters that have the Hunter ability on their card Advance their MOV attribute in hexes, towards the nearest enemy model, prioritizing the model with the most remaining health, if tied. If there are multiple options for the Monster’s Advance, the Monster’s route is decided by the opposing player of the model being targeted. Any attack actions required by Monsters are also rolled at this time.

For multiple Souls and Monsters, randomise the order in which they move.

Step 3: Generate Fate

Add:

- +1 “free” Fate to your pool (first 2 rounds only).
- +1 Fate per Soul Bound to your Heroes and/or Banked in your Effigy.
- +X Fate if you control a Shrine (X is determined by your battlefield map). (See “Controlling the Shrine” pg.81)

If your Warband has 0 Fate in its Fate pool after these additions, you may add:

- +1 Fate if you damage a friendly Hero that is alive and not suffering the *curse condition*. That Hero is dealt 1/3 (rounded up) of its maximum health (including any temporary health) or 5 health (whichever is greater) in True Damage. A Hero is not an eligible target for this rule if the damage will reduce them to 0 health.

Step 4: Spawn Soul and Monster(s)

Souls:

Starting from round 2:

- For maps with one Soul spawning pit, a Soul spawns there.
- For maps with multiple Soul spawning pits, randomise where the 1st Soul spawns and spawn a Soul at the determined location. For subsequent rounds, spawn a Soul from the next spawning pit in a clockwise direction from the first. If the map design makes it difficult to determine clockwise rotation, randomise the spawning sequence once and follow that sequence for the rest of the game.

If there are **2 or more unbound Souls** on the board at the start of Step 4, **no Soul is spawned**.

Monsters: Monster Pits that have a Monster Respawn Token on them will spawn a Monster. Remove the Monster Respawn Token and spawn a Monster according to the available Monsters for that Pit (varies by map). Assess each remaining Monster Pit to see if the corresponding Monster is still in play. If the Monster that spawned from a Pit is no longer in play, place a Monster Respawn Token on the Monster Pit. Monster Respawn Tokens cannot be removed by Hero abilities.

If a spawning pit is occupied, the Soul/Monster will spawn adjacent to its spawning pit. The owner of the model that is occupying the pit decides the exact hex. In this case the Monster will always attack the model that is occupying its spawning pit.

If a Soul/Monster is occupying the pit, the Soul/Monster will spawn adjacent to its pit and adjacent to the most Heroes possible. Randomise if there are multiple options or no

adjacent Heroes. If there are no unoccupied hexes adjacent to the spawning pit, the Soul/Monster cannot spawn.

Step 5: Resurrect Hero Models

Place your Hero models (that were killed in the previous round) adjacent to your Effigy.

Resurrected Heroes:

- Return with -5 health than their maximum health.
- Have -1AP during the round in which they resurrect.
- Can **Buy Magical Artefacts** without spending 1AP during their activation (while adjacent to their Effigy).

If there are no unoccupied hexes adjacent to your Effigy, Heroes cannot resurrect.

Step 6: End of Communion Phase

Anything that states “at the end of the Communion Phase” is triggered at this point.

Call your Effigy Power (once per game)

This power only affects Heroes that are Champions of the player’s god. Effigy Power must be declared in current turn order (the player going first this round).

ACTIVATION PHASE

In this phase, each player takes turns activating a Hero, and players alternate until **all of the Heroes** have been activated. Each Hero activates only once per round. If one of your Heroes dies before being activated, then you will not be able to activate that Hero until it resurrests. In this circumstance, you may have fewer activations than your opponent.

Start of Activation

Resolve “start of activation” effects here.

Hero Activation

The main phase where Heroes spend Action Points (AP). Heroes primarily use AP for various actions including movement and attacking other models, but there are a variety of actions which can be executed.

End of Activation

Resolve any “end of Hero activation” abilities or effects (example: *burn* and other effects).

Passing Initiative

My turn, your turn...

Model activations continually alternate. Therefore, the player who had the final activation this round cedes the initiative (1st activation) to their opponent next round.

Golden Rule for Action Resolution: *Each action must be completed and resolved before moving onto the next, unless an ability or effect is labelled as “Interrupt”.*

Abilities that can be activated during another action are called “Interrupts” and they are labelled as follows <Ability Name>(Interrupt).



ACTIONS AVAILABLE TO ALL HEROES

Each of your Heroes may spend up to 3 Action Points (AP) on any combination of the following (or the same action multiple times) as long as the AP cost and any additional costs (like Fate, etc.) are paid.

Active Abilities:

Any Hero worth their salt knows that a little flair is needed now and then.

The cost and specifics are detailed on your Heroes' cards (Cards 2 and 3). Costs are in brackets. Each Active Ability can only be used once per activation.

For example:
(1F) = 1 Fate
(1AP) = 1 Action Point

Advance: 1AP

Get your Heroes moving around the board!

Your model **Advances** their MOV value in hexes, or less (if desired). This can be to any unoccupied adjacent hexes. It does not have to be in a straight line.

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

Bank Soul/s: 1AP

If you want to leave lasting damage to your opponent's Effigy, you've gotta get those Souls in the bank!

Your Hero must be adjacent to your Effigy to perform this action. Heroes can **Bank** multiple Souls for 1AP. Once **Banked**, Souls are no longer **Bound** to the Hero and remain **Banked** until end-of-game. This secures your harvested Souls so they cannot be lost.

Basic Attack: 1AP (unless otherwise specified on card)

Time to fight!

Your model attacks an enemy model using a melee weapon, a ranged weapon, or magic. (See "Combat and How to Use Judgement Dice" pg.40 for more on the attack process.)

Charge: 1AP + cost of chosen basic melee weapon

The element of surprise!

This is a very popular combo move that gets your attacker to the target quickly and ends with a boosted Basic Melee Attack. The element of surprise!

- **The target:** must be an enemy model, must be in line-of-sight (see Line-of-Sight pg.52), and must be within reach of the selected melee weapon when the Advance movement ends. Your model cannot Charge a target that they are engaging or being engaged by.
- **Sidestep:** Move 1 hex in any direction as the very first hex of the Charge (counts as -1 MOV).
- **MOV Bonus:** Advance up to normal MOV +2 hexes in a straight or slalom line.
- **Melee Attack:** Make a Basic Melee Attack against the Charge target at the end of the Charge. Add +2 dice to your dice pool for the Charge attack.

Stand Your Ground (Interrupt): 1Fate

You don't scare me.

A Hero being Charged by an enemy model can use this to reduce the charging Hero's attack dice pool by -1, before dice are rolled. **Interrupt** the Charge action after the charging Hero has been moved, but before dice are rolled. This can only be used once per Charge.

Cleanse: 1Fate

I refuse to let this slow me down.

This removes 1 condition that is currently affecting your activated Hero. This can only be done during the affected Hero's activation, and can only be used once per activation.

Effigy Recall: 2AP

Get back to the base!

This allows you to Place your Hero on a hex adjacent to your Effigy. If your Hero is engaged, 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 Blow determines the order of attack, with any engaging Monsters attacking last.

Magical Artefact – Buy/Trade/Sell:

These weapons aren't enough... it's time to ramp it up.

Each Warband has access to a deck of Magical Artefacts which includes one of each non-Sacred, non-Monster Bounty Artefacts along with the Sacred Artefact associated with the Warband's chosen god. This deck represents the Warband's access to Artefacts through the Buy/Trade/Sell action.

Your Hero must be adjacent to your Effigy to use this action. (Note that Heroes can Buy, Sell, or Trade Magical Artefacts when they collect a Monster's bounty or control a Shrine on a map's centre line, without spending an action. See "Monster's Bounty" pg.72 and "Controlling the Shrine" pg. 81).

Any number of Artefacts may be Purchased/Traded/Sold for the single AP. However, each Hero may only possess **one offensive and one defensive Artefact at a time**. Artefacts are the sole property of the Hero who purchases them. A Warband may never have 2 of the same Artefact equipped to their Heroes simultaneously. Note, in-game effects may allow a Warband access to the opponent's artefact deck, in which case a duplicate Artefact is allowed if sourced from another deck.

- **Buy Artefact:** 1AP + X Fate (X = cost of the Artefact)
- **Trade Artefact:** 1AP + Artefact(s) equal to the Fate cost of the desired replacement Artefact (+ Fate if cost is still greater)
- **Sell Artefact:** 1AP + Artefact(s) being sold
Your Hero can **Sell** their Artefact(s) for the original cost in Fate. The Fate gained is added to your Fate pool.

Hand Over Magical Artefact: 1AP

What's mine is yours.

Your Hero must be adjacent to the eligible friendly Hero that will receive the Artefact. The Hero performing the action loses possession of one Artefact and the target Hero gains possession. The target Hero must have the appropriate artefact slot open (Offensive, Defensive) to receive the item.

Self-Heal: 1AP + 1 Fate

These Heroes don't last very long... better bandage up those battle wounds.

Your activated Hero heals 5 health (up to their maximum, including temporary health). This can only be used once per Hero activation.

Soul Harvest: 2AP

Claim a Soul for me, Hero, and we're closer to victory.

Your Hero can attempt to harvest an unbound Soul that is adjacent to them. Heroes with the Soulgazer innate ability can attempt to harvest an unbound Soul that is up to 2 hexes away.

- Attempt a harvest by rolling a **Soul Harvest** skill check: 2 D6.
- Add the Hero's Soul Harvest ability stat to your roll.
- Assist: +1 for each friendly Hero adjacent to the Soul. The Hero attempting the **Soul Harvest** does not contribute.
- Hinder: -1 for each enemy Hero and/or Monster adjacent to the Soul.

If the sum is 12 or more, the Soul is successfully harvested.

If a Soul is harvested, your opponent's Effigy's base health receives 4 damage. **Note, this damage ignores temporary health.**

Stand Up: 1AP

Back into the fray!

Your activated Hero removes a knock down condition, and returns to standing.

Try Again: 1Fate

The odds were not in your favour.

Any dice roll in the game (except for Monster and Summoned attacks) can be re-rolled using this action. You may only re-roll once, and you must re-roll the **entire pool of dice**.



COMBAT & HOW TO USE JUDGEMENT DICE

Not all dice are created equal. A roll in the world of Judgement requires a little more planning than a standard family-game-night roll. The number of dice that you can roll for your attack will be affected by the battlefield and your actions, just as your attack would be affected in a real battle. Start with your base calculation, and then add/subtract using your chosen attack's modifiers.

"Listen to me, Child. The first rule of combat is to lead with your shield or your weapon - not your face! I've seen many 'would-be' heroes meet a swift end by charging head first into combat without thinking of the consequences. If you've got anything of value above your shoulders, you need to use it."

- Xyvera, Minotaur Necromancer.

COMBAT

ATTACK TYPE

There are 3 types of attacks:

Melee (MEL), Ranged (RNG), or Magic (MAG).



Melee (MEL) attacks can only be performed if:

- The attacking model has line-of-sight to its target (see Line-of-Sight pg.52).
- The attacking model is engaging an enemy model that is within reach of a melee weapon of the attacking model.

Note: Melee attacks with greater than Reach(1) only provide the extended Reach during the owning model's activation. Out of the model's activation, the attack has Reach(1).

Ranged (RNG) and Magic (MAG) attacks can only be performed if:

- The attacking model has line-of-sight to its target (see Line-of-Sight pg.52).
- The target is within reach of the weapon/ability being used to make the attack.
- The attacking model is not engaged by an enemy model.

ATTACK COST

Each attack costs 1 or more AP (cost is depicted on a model's card as "1AP", "2AP" or "3AP"). The AP cost must be paid before the attack can be executed.

ATTACK PROCESS

There are two models involved in an attack: the attacker and the target. Follow these 6 steps in the exact listed order:

Step 1: Declare an Attack

The attacker declares an attack and chooses an enemy model (target) that is both **in their line-of-sight** (see Line-of-Sight pg.52) and **within reach of the weapon being used**.

Step 2: Determine Attack Dice Pool

The attacker calculates the number of dice to represent their attack.

Base Calculation:

+1 die for each attack point (MEL, MAG or RNG – determined by attack type) that is greater than the target model's AGI. If the outcome is equal to or lower than the



Saiyin attacks Skoll using Wither Soul. Let's calculate the amount of dice rolled for this attack.

$$(\text{Saiyin's } 7 \text{ MAG}) - (\text{Skoll's } 3 \text{ AGI}) = 4 \text{ base attack dice.}$$

target's AGI, start with 1 die.

Next, apply modifiers **in order** from the list below (always positive first, negative second) using the relevant attack modifier:

Melee Attack Modifiers:

Charge: +2 dice if you Charged.

Ganging Up: +1 die for each other friendly model that is engaging the target.

Positive Abilities: Add all dice from abilities that affect the attacking model in a positive way.

Distracted: -1 die for each other enemy model that is engaging the attacker. This cannot be used against Monsters.

Terrain: Apply terrain modifiers (see "Interacting with Terrain" pg.50).

Negative Abilities: Subtract all dice from abilities that affect the attacking model in a negative way.

Ranged Attack Modifiers:

Aiming Bonus: A model may claim the aiming bonus at the beginning of their activation. This model gains a +1 die modifier for Ranged Attacks this activation. This model cannot perform an Advance, a melee Basic Attack, or Effigy Recall this activation if the aiming bonus is claimed.

Positive Abilities: Add all dice from abilities that affect the attacking model in a positive way.

Firing Into Melee: -1 die for each model (other than the attacking model) engaging or being engaged by the target.

Terrain: Apply terrain modifiers (see "Interacting with Terrain" pg.50).

Negative Abilities: Subtract all dice from abilities that affect the attacking model in a negative way.

Magic Attack Modifiers:

Positive Abilities: Add all dice from abilities that affect the attacking model in a positive way.

Firing Into Melee: -1 die for each model (other than the attacking model) engaging or being engaged by the target.

Terrain: Apply terrain modifiers (see "Interacting with Terrain" pg.50).

Negative Abilities: Subtract all dice from abilities that affect the attacking model in a negative way.

If your calculations equal 0 or less after all modifiers, then use 1 die (the attack dice pool can never go below 1).

Example: Order of Dice Calculation

Step 1: BASE CALCULATION

Calculate the *Melee* (MEL) of the attacker vs the *Agility* (AGI) of the target.

Step 2: POSITIVE MODIFIERS

Go through the list and add the positive modifiers that apply to the attacking Hero.

Step 3: NEGATIVE MODIFIERS

Go through the modifier list and subtract all that apply.

Step 4: TERRAIN

Calculate terrain modifiers (see pg.50)

Step 5: STAND YOUR GROUND

Heroes that are receiving a **Charge** can spend 1 Fate to **Stand Your Ground** for a further -1 dice penalty.

Now you know how many combat dice to roll!

Step 3: Roll Your Attack Dice

The attacker rolls the entire attack dice pool.

The attacker may choose to re-roll any of their dice if they have ability to do so (by using **Try Again** for example).

Multiple Re-rolls and Forced Re-rolls

A die that has been re-rolled once can never be rolled again. If part of your dice pool has been re-rolled and an ability requires that you re-roll your dice pool, then you re-roll any of the dice in your pool that have not yet been re-rolled.

When two or more rules allow/force you to re-roll dice, apply the following to determine the order of rolls:

1. The active player is given 1st option to use an ability to re-roll any dice they are able to. This could include multiple re-rolls, such as using **Augury** (Saiyin's ability) to re-roll 1 die and then **Try Again** for the remaining dice.
2. The non-active player is then given the option to use an ability 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).

Step 4: Choose Your Dice

You may only **use the results of 3 of your rolled dice**, regardless of how many dice were rolled.

For “Hit” Symbols:

 = **Glancing Blow**

  = **Solid Blow**

   = **Critical Blow**

The amount of damage per blow type is detailed on your Hero cards and differs for each model and weapon. Note, if the result of the dice do not include any Hits, no damage is dealt. Sources of bonus damage require at least one Hit to be scored.

For “Manoeuvre” Symbols:

Each  on your 3 selected dice is used to execute *Combat Manoeuvres*, as per the manoeuvre cost. Note, sometimes (S) is used in place of the Manoeuvre symbol in rules descriptions.

READ THE ROLL





Step 5: Mark Damage and Hero Death

MARKING DAMAGE

Any damage from the attack is marked on the target's card. (Damage is reduced by the target's RES attribute.)

Example: 5 damage against a RES 2 = 3 damage marked on the card.)



Example:

Let's say Saiyin wants to resolve her attack against Skoll with the roll we calculated in the previous examples.

She chooses three Hits from the pool of 4 dice, a Crit!

Looking at the *Wither Soul* attack on Saiyin's card to see that a Crit will inflict **4 damage**.

Skoll is a **Defender**, a class with skill at resisting damage. He has a resilience (RES) of 1. So the 4 damage from *Wither Soul*'s Crit only inflicts **3 damage** on him.

ATTACK DAMAGE - RESILIENCE = FINAL DAMAGE

Let's apply the formula:

DAMAGE is 4 (CRIT) - 1 (RES) = 3

Skoll loses 3 health, going from 21 to 18 health, and marks it on his Health Card.

HERO DEATH

If a Hero's health is reduced to zero:

Phase 1:

- Trigger any ability, or effect, that relies on a Hero reaching zero health.

Phase 2:

- If they are still on zero health they die and are removed from the battlefield. If they are not on zero health skip to step 6.
- Their Soul is automatically harvested by the Hero that caused the final damage point (see "Soul Harvesting" pg.76).
- Any additional Souls that were Bound to the dead Hero are immediately removed from the game and the opposing Effigy gains back that health.
- Any Tokens that are on that Hero can now be removed from the game.

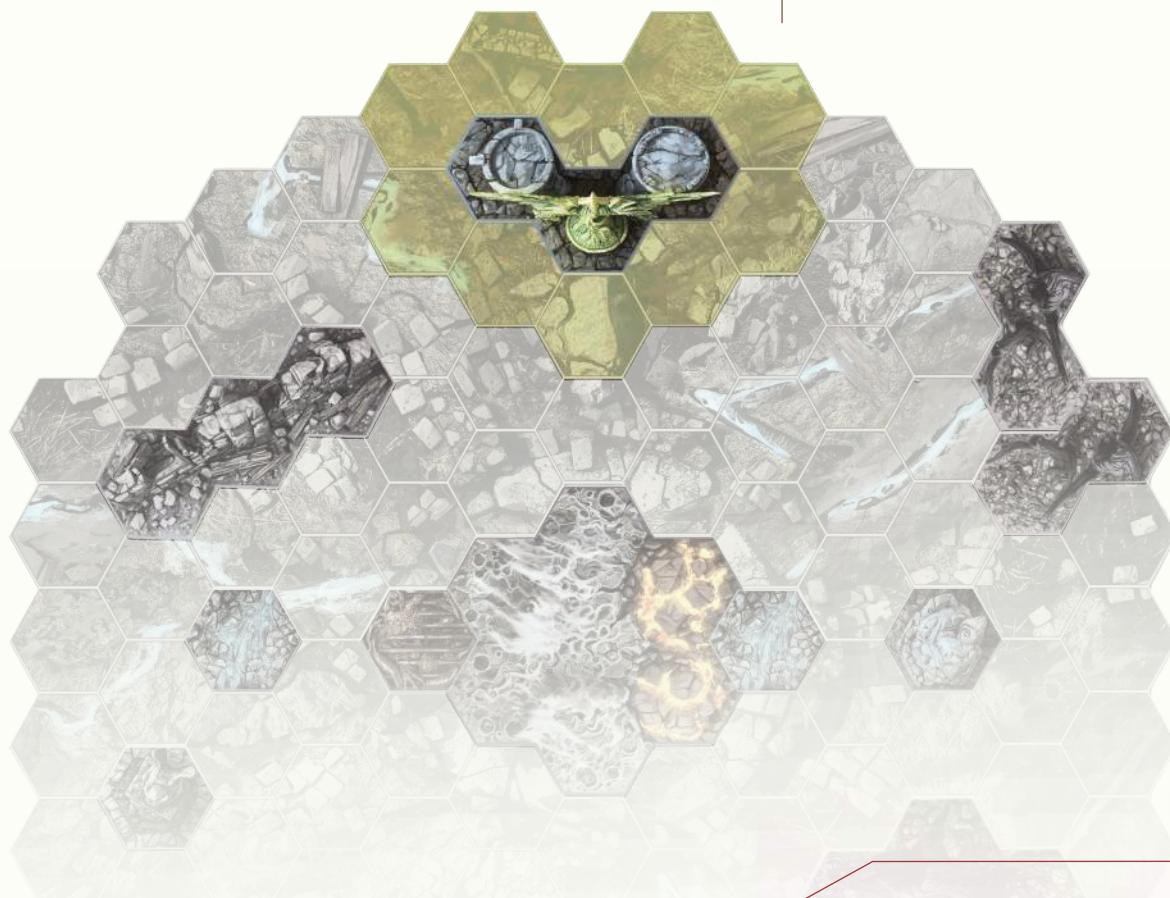
Note: All Tokens and other effects that the dead Hero has in play still remain in play (for example, Sir Marcus' wall or Haksa's Idols).

During the next Communion Phase, Hero models resurrect:

- Adjacent to their Effigy.
- With -5 health points from their maximum (the lost health can be healed back to maximum by normal means during activation).
- With -1AP for their first Activation Phase after resurrecting.

Heroes and Monsters do not incur any permanent effects as a result of dying.

The area marked around Ista's Effigy is where her Champions are able to resurrect after death.



Step 6: Perform Combat Manoeuvres

COMBAT MANOEUVRES

After marking damage, any purchased *Combat Manoeuvres* are executed by the attacker.

Combat Manoeuvres are special moves that a model can make during *Basic Attacks*. They provide additional options for the attacker beyond their standard weapon attacks, and are “purchased” using any  that are rolled with the attack dice.

For all *Combat Manoeuvres*:

- A model can only purchase a single *Combat Manoeuvre* for each *Basic Attack*.
- Damage from an attack is resolved before any *Combat Manoeuvre* is executed.
- Models with Dual Wield cannot execute the *Push Combat Manoeuvre* on the second attack each attack action.

Note: Some *Combat Manoeuvres* generate effects that apply a Token to the target. Duplicate effects cannot be stacked. However, the old effect can be replaced with the new effect when a model is targeted with multiple *Combat Manoeuvres* of the same type.

Generic *Combat Manoeuvre*: Push (x)

All models (excluding Monsters) can use the *Push Combat Manoeuvre*. For a *Push*, the target and/or attacker (attacker’s choice) must be moved to an adjacent hex in a straight line (unless otherwise stipulated on your Hero’s card).

Note: Attacks with a cost of (OAP) cannot be used to apply the *Push Combat Manoeuvre*. They can however be used for other *Combat Manoeuvres*.

Pushed models:

- Resolve any damage component of an attack before the *Push* movement.
- Must stop movement as soon as they encounter an

occupied hex, impassable terrain, or a wall.

- Ignore movement penalties from terrain.

Melee Attacks:

For *Melee Attacks*, the target or attacker can be *Pushed* 1 hex for each  in the attack roll (maximum 3). The *Push* distance can be split: if a 2 hex *Push* is purchased, for example, both the target and attacker could be moved 1 hex each, instead of one model moving 2 hexes.

Ranged and Magic Attacks:

For these attacks, only the attacker can be *Pushed* 1 hex for each  in the attack roll (maximum 3).

Model-Specific *Combat Manoeuvres*

Some models may have exclusive *Combat Manoeuvres*. These are listed on their card.

For example, Rakkir has the *Viper Strike* *Combat Manoeuvre* (see fig. 1):

Viper Strike (2 \blacktriangle) – Target enemy damaged by *Melee Attack* suffers poison.

The attack roll must include enough  to do at least 1 damage and also include at least 2  to “buy” poison.

fig. 1



DISENGAGING FROM COMBAT

When your model is within reach of an enemy model's *Melee Attack* weapon it is engaged. If your model moves away by using an **Advance** or **Effigy Recall**, they are disengaging. The enemy model can then perform a Parting Blow.

Note: Movement resulting from a Push or a Place does not trigger a Parting Blow.

Parting Blow

You dare turn your back on me?!

An engaged model makes a *Melee Attack* against the disengaging enemy model immediately before it leaves their melee reach.

A Parting Blow attack:

- Is an **Interrupt** and occurs before the **Advance** or **Effigy Recall** takes place.
- Inflicts damage like any other *Basic Attack*.
- Cannot be used to perform *Combat Manoeuvres*.

Note, if three **†**'s are rolled on a Parting Blow, the model attempting to disengage will suffer the knock down condition. The knocked down model remains in the same hex it was attempting to leave and can still use other Action Points if it has them available. If a model suffers knock down as the result of a Parting Blow attack and is currently on a hex occupied by another model or terrain feature, the model must be placed within the last legal hex it occupied along the path it took the hex where the Parting Blow was made.

Calculating Attack Dice For Your Parting Blow:

Use the standard dice calculation detailed under "Combat" pg.40.

Then, add +1 die for the Parting Blow advantage.

In all instances and after all modifiers, there must be a minimum of 3 dice in a Parting Blow attack dice pool.



Saiyin is trying to flee!

Before performing her Advance to disengage, Rakkir uses his 'Dagger Attack' to inflict a Parting Blow. 'Dagger Attack' has a reach of 1. Any character fleeing from the hexes in red are susceptible to Rakkir's Parting Blow.

Rakkir has 3 dice to roll to perform his Parting Blow.

7 (MEL) - 5 (AGI) +1 = 3 Dice

Resolve the damage before performing the Advance.



TERRAIN & LINE OF SIGHT

"I could sense their presence - those damned things that watched us from the shadows. They thought they had staged the perfect ambush. Little did they know, we had staged one of our own. I signalled to Allandir and Bok, who were hidden in the undergrowth, that the enemy had fallen into our trap. Victory was ours for the taking."

- Isabel, Avatar of Iota.

INTERACTING WITH TERRAIN

This plane is rife with obstacles. Judgement maps are purposely designed to pose different challenges to your Heroes, with terrain features positioned differently on each map. Refer to the maps document for instruction in regards to placing the different terrain pieces on each map.

Terrain is often represented by multiple board pieces. Adjacent pieces of terrain of the same type are considered to be one contiguous terrain feature. The exception to this is when an in-game ability places a Terrain Template adjacent to another terrain feature. Terrain Templates are not considered to be one terrain feature, even if placed adjacent to other terrain of the same type.

TERRAIN TYPES

(1) Passable

Models and Tokens can move through and end a move on passable terrain, but may suffer effects from doing so, such as reduced movement or even damage.

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

(2) Blocking Terrain

Terrain features such as **Forests** and **Smoke** can block line-of-sight between 2 models attempting to target each other (see Line-of-Sight below). Forest and Smoke hexes also confer **Stealth** to models within them. However, Forests and Smoke do not block line-of-sight to and from models that are within the terrain feature.

(3) Rough Ground

If a model begins an **Advance/Charge** on a hex containing rough ground or passes through it during an **Advance/Charge**, the model suffers a -1 MOV penalty for that action. However, models can move into rough ground with their last hex of movement with no MOV penalty. Examples of rough ground are Forests and other terrain features that are labelled as such on the battlefield maps.

(4) Treacherous Ground

If a model begins an **Advance/Charge** on a hex containing treacherous ground or passes through it during an **Advance/Charge**, the model suffers a -2 MOV penalty for that action (unless it is their last hex of movement) and takes 1 **Armour Piercing** damage (maximum) for that action (see **Armour**

Piercing under "Common Innate Abilities" pg.66). When a model enters any hex containing treacherous ground – as a result of a **Push**, **Place**, or **Throw** – the model takes 1 **Armour Piercing** damage (maximum) for that action.

Damage from Treacherous Ground is an **Interrupt** and is applied immediately when entering the hex. This may affect the Hero completing that particular action.

Note, models with **Pathfinder** can move into treacherous ground with no MOV penalty, but they will still take the 1 **Armour Piercing** damage. A model with **Fly** executing a Charge ignore this damage as long as they do not end their movement on a Treacherous Ground hex.

(5) Impassable Terrain

Hexes occupied by the **Effigy** of your opponent, Shrines, the edge of the map and certain terrain pieces are considered "impassable terrain". This means other models, Tokens, or any other components may not enter the hex unless their abilities allow them to pass through or **Fly** over terrain. These exceptions are clearly labelled on qualified model cards.

(6) Teleportation Gate

Each Teleportation Gate occupies 2 hexes. One hex is impassable terrain while the porting hex is passable terrain. If a Hero occupies a porting hex it may spend 1AP to be placed on the corresponding porting hex of another Teleportation Gate. If there are no unoccupied porting hexes available, the Teleportation Gate cannot be used.

MOVING OVER A WALL

A wall has height 1 and provides cover unless otherwise stated.

Impassable: Any wall feature that is the same height as (or taller than) a model is impassable to that model.

Passable Advance: When a model Advances over a wall hex it must have enough MOV to clear the wall in the single Advance. A model cannot end an Advance on a wall hex.

Passable Charge: Models cannot Charge through a wall hex unless they have the Pathfinder or Fly ability and must clear the wall with the Charge move.

INTERACTING WITH MULTIPLE TERRAIN TYPES

When passing through multiple different terrain features in an action, movement penalties applied to the model will not stack. The model will suffer the highest penalty to movement from the features it crosses in that action.

TERRAIN TEMPLATES

Some Heroes or effects allow the placement of a Terrain Template. This is Placed on the board and cannot overlap any other terrain feature under any circumstances. The specifics for each Terrain Template placement will be described on the relevant Heroes' and/or effects cards.



LINE OF SIGHT (LoS)

Line-of-sight is the ability of one model to “see” another model. A model must have line-of-sight to another model to target that model. All Judgement models have 360 degrees of vision. Any contact with a model, physical or otherwise, is considered to be their frontside.

Determining Line-of-Sight

Your model has line-of-sight to another model if you can draw a straight line (called a Direct Line) from any point of your model’s hex to any point of that model’s hex. The Direct Line must not cross or touch a line-of-sight blocker’s hex.

Line-of-Sight Blockers

Single-hex models/terrain: Never block line-of-sight.

Multi-hex models/terrain: Do block line-of-sight if they are between and are the same height or greater than both models attempting to determine line-of-sight.

When a model is adjacent to sight-blocking terrain, like below, you follow the line of hexes from the outside edges of the model, instead of the centre which you do for cover. Line-of-sight is blocked to the model from any model occupying a hex along the line and any hex to the side of the line where the blocking hex is in relation to the original model.

Example 1

If the line to determine line-of-sight runs along the border of a hex only, then line-of-sight is blocked.



Example 2

Similarly below, LoS is blocked to hexes where the line runs along one of their sides.



Example 3

This example demonstrates the line touching the outer corners of the forest.



COVER

Take cover!

These rules apply when a model is ducking behind a wall, impassable terrain, or the edge of a building.

For a model to gain cover from an attack:

- It must occupy a hex that is adjacent to terrain that is identified as cover.
- Any Direct Line, between the attacker and target model, must cross through a hex (including its border) that provides cover.

Note: or Cover, touching one of the points of the hex does not constitute crossing through the hex or border.

Attack dice modifiers for targets in or behind cover are:

- -2 attack dice when using a *Ranged Attack*.
- -1 attack die when using a *Magic* or *Melee Attack*.

Cover Examples:

To determine cover for a model, draw a line through the centre of the model parallel to the terrain as per the diagrams in figures 4, 5 and 6. The model has cover against any model occupying a hex along the line and any hex to the side of the line where the cover hex is in relation to the original model.

fig. 4

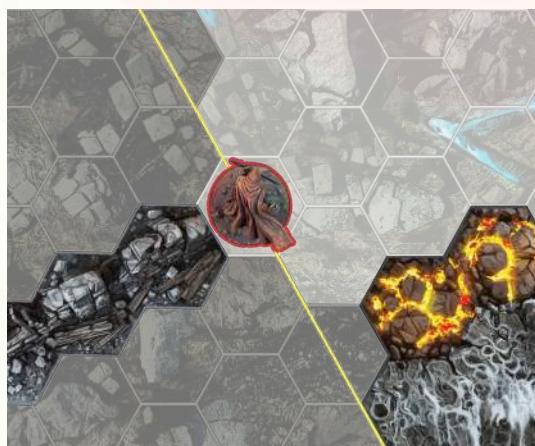
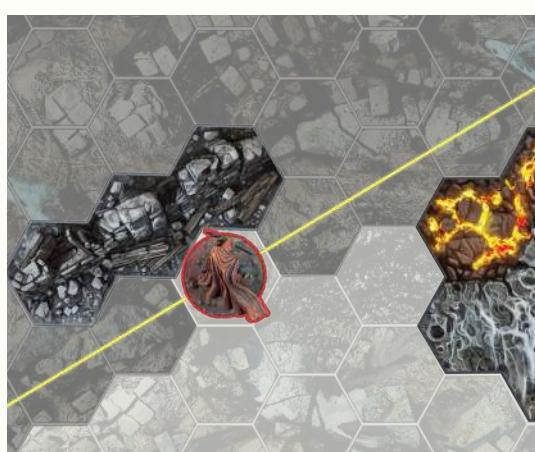


fig. 5



fig. 6





DETAILED CHARGE MECHANICS

"When the minotaur entered the field, I could hardly believe what I was seeing. A vast amount of muscle and fur stood before me, and the stench was overwhelming. He bellowed, what appeared to be a challenge, in a language I could not understand. Though the exact words were beyond my ken - he made his intention of profound violence known as he lumbered towards me."

- Bastian, Human Bard.

Detailed Charge Mechanics

Charge: 1AP + cost of chosen basic melee weapon

The element of surprise!

This is a very popular combo move that gets your attacker to the target quickly and ends with a boosted *Basic Melee Attack*.

The target: must be an enemy model and must be within reach of the selected melee weapon when the **Advance** movement ends. Your model cannot **Charge** a target that they are engaging or being engaged by.

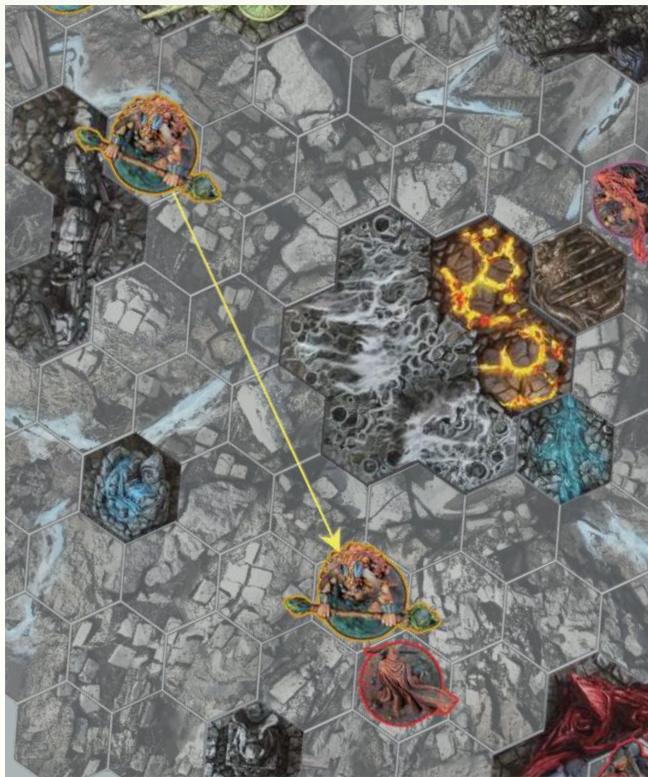
1. **Line of Sight:** Draw a Direct Line to the intended **Charge** target (see Line of Sight section).
2. **Sidestep:** Move 1 hex in any direction as the very first hex of the **Charge** (counts as -1 MOV).
3. **MOV Bonus:** Your model **Advances** up to their normal MOV plus 2 hexes in a straight or slalom (zig-zag pattern) line.
4. **Melee Attack:** Make a *Basic Melee Attack* against the **Charge** target at the end of the **Charge**. Add +2 dice to your dice pool for the **Charge** attack.

Don't Forget

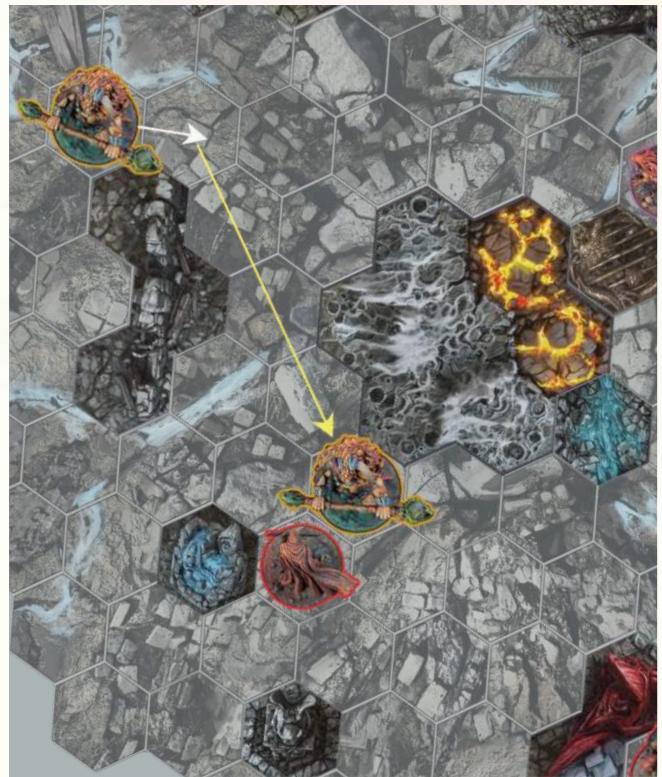
Stand Your Ground (Interrupt): 1 Fate

You don't scare me.

A Hero being **Charged** by an enemy model can use this to reduce the charging Hero's attack dice pool by -1, before dice are rolled. **Interrupt** the **Charge** action after the charging Hero has been moved, but before dice are rolled. This can only be used once per **Charge**.



Straight Charge



Side-step followed by straight Charge



Slalom Charge



Side-step followed by a Slalom Charge



Conditions & Special Rules

"With any incantation, there are always conditions that need to be met, and exceptions to rules one might have reservations breaking. Such is the way of magic and power - Knowledge is a well, and the depth of that well determines its value."

- Zhim'Gigrak, Undead Lich.

ORDER OF APPLICATION

There are times where the interaction of rules, effects, and *conditions* can result in tricky situations. If they are not covered in this rulebook, the order of application is chosen by the active player, followed by the model's owner (in case of effects occurring in the Communion Phase).

Occasionally, an event may trigger multiple interrupts/other events. These are not resolved simultaneously but in sequential order, determined by the active player (unless stated otherwise). If the circumstances have changed in resolving one triggered event and the requirements to fulfil the remaining events are no longer present, then the remaining events are not triggered. For example, a Hero advances and triggers 2 Voodoo Idols. If the Hero dies from the first Idol, the second Idol does not trigger.

In a game, models can be affected by multiple effects and *conditions* that alter a model's attribute scores. When this occurs, the effects are applied in the following order.

1. Apply positive effects
2. Apply negative effects
3. Apply effects from Tokens & conditions that state they are applied “after all other positive and negative effects”. If multiple *conditions* fall into this category, the order of application is chosen by the model's owner.

Note: Abilities and conditions with the same name do not stack. The latest application will replace the original. In the case of effects without a duration (e.g. the Bell of Doom) only one instance will be evaluated.

Example 1:

Doenregar has AGI 3. He purchases the Boots of Agility, and also wants to use his **Stone Form** ability.

His AGI increases from 3 to 4 (applying positive modifiers first). It then drops to 1 because of **Stone Form** (applying the negative modifiers).

Example 2:

Saiyin has AGI 5. She is suffering from poison and knock down, but is equipped with the Boots of Agility (fig. 7).

Her AGI increases to 6 from the boots (applying positive modifiers first).

It then lowers to 5 from poison and a further -3 from suffering knocked down, resulting in her having AGI 2 (applying the negative modifiers).



fig. 7

Interrupt

Abilities that can be activated during another action are called “**Interrupts**” and they are labelled as follows: <Ability Name>(Interrupt).

Abilities with this label are able to halt the sequence of events that would normally take place as part of an action. Each **Interrupt** ability clearly lists when the action sequence is halted. After the **Interrupt** ability is resolved, the action sequence will continue.

A model can only use 1 Interrupt for each enemy action; however, they may use multiple Interrupts on their turn. If an Interrupt ensues from an effect/token placed in an earlier activation by a model, that model owns the effect/token and is considered the model making the Interrupt. If multiple Interrupts clash in timing, compulsory Interrupts take precedence, and those effects may preclude the use of optional Interrupts.

Sometimes the **Interrupt** will change the target of an action, and in this case the new target is considered to be within line-of-sight and reach of the model performing the action.



CONDITIONS

Weapons aren't the only dangers on this battlefield. Models can be inflicted with *conditions* during the course of a battle. *Conditions* are marked on the target using the corresponding Marker.

Conditions last until the end of the target model's next activation:

- And immediately expire once their activation is over, during the end of activation phase.
- Or they can be removed during the target model's activation by using "Cleanse" (costs 1 Fate – see Activation Phase).

Deaths Caused by Conditions

The model that applies a *condition* owns that *condition* for the entire time it remains in play. Therefore, if the target model dies directly from that *condition* (e.g. the *burn* condition), the model that applied the *condition* has delivered the killing blow and receives the benefits of securing the kill.

Stacking Multiple Conditions

Only different conditions can be stacked on one target model. Duplicate *conditions* cannot be stacked. However, the old *condition* can be replaced with the new *condition* when a model is targeted with multiple *conditions* of the same type.

Curse

A model suffering the *curse condition*:

- Cannot harvest Souls in any way. If a cursed model kills an enemy model, then the dead model's Soul does not spawn at all; the model is simply removed.
- Cannot contest or control Shrines.
- Cannot Assist friendly models, or Hinder enemy models, that attempt a Soul Harvest.
- Cannot Bank a Soul for killing Undead.
- Cannot have Souls Bound to them.



Note: If a model has a Soul Bound to it and then becomes cursed, it does not lose that Soul.

Unbound Souls do not move towards Heroes suffering the *curse condition* during the Communion Phase.

Burn

A model suffering the *burn condition*:

- Takes 3 True Damage at the end of their current or end of their next activation (whichever occurs first), before the *condition* expires.
- Cannot Heal for its duration.



Freeze

Note: Freeze is applied in Step 3 of the Order of Application of Effects and conditions after positive and negative effects have been determined.

A model suffering the *freeze condition*:

- Has its AGI capped at 3.
- Has its MOV capped at 2.
- Has the damage from its *Basic Attacks* reduced by 1.

Note, models with Dash are unable to increase their MOV. Models suffering the *freeze condition* can still move the additional hexes granted by the Charge action.

Knock Down

A model suffering the *knock down condition*:

- Loses -3 AGI (note that AGI cannot be reduced below 1).
- Cannot attack or make Parting Blows, and cannot engage enemy models. They can, however, still be engaged by enemy models.
- Cannot **Advance**, use Active Abilities, or spend any other AP (including OAP actions) until they have used **Cleanse** or **Stand Up** to remove the condition.
- Does not contribute to the “Distracted” or “Ganging Up” attack dice modifiers. *Note: Innate and common abilities can still be used.*
- Cannot **Effigy Recall**.
- Has a height of 1.



Pin

A model suffering the *pin condition* cannot perform an Advance or a Charge.



Poison

A model suffering the *poison condition*:

- Has -1 MEL/RNG/MAG point.
- Has -1 AGI point.
- Has -1 Soul Harvest point.



Stun

A model suffering the *stun condition*:

- Has -1AP during their activation.
- Is unable to deliver Parting Blows.



Fear

A model suffering the *fear condition*:

- Cannot use Active Abilities or any active part of Magical Artefacts they carry.
- Cannot target the model that applied fear to them in their next activation.
- Cannot perform the Soul Harvest action.

Undead and Monster models are immune to fear.

TOKENS (MARKERS, ICONS, & COUNTERS)

Many effects, abilities and situations in Judgement influence the game state and the interactions between Heroes. Tokens are used to track these effects. There are three types of Tokens in Judgement: Markers, Icons, and Counters. Tokens do not “Occupy” their hex, impede movement, LoS, or other Token placement in any way. Conditions, Innate/Active Abilities and Combat Manoeuvres that have continuing effects all require the placement of Tokens. Below is the description of the three types of Tokens used in a game of Judgement.

Markers

Used to represent a condition, *Combat Manoeuvre*, or Ability. They are positioned on the battlefield anywhere near the model that they are affecting, but do not have a physical presence in-game. Markers with the same name, applied by the same Warband do not stack to provide a cumulative effect. If a Marker with the same name is applied on a model that already exists, the newest Marker will replace the old and ownership will change accordingly.

Examples of Markers:

Conditions such as *burn*, abilities like Saiyin’s *Holy Shield*, effects from *Combat Manoeuvres* like Drelgoth’s *Resolve*.



Icons

Used to represent a *Combat Manoeuvre* or Ability that affects models on the battlefield. They are positioned on the battlefield on an unoccupied hex, and have a physical presence in-game. Whereas Markers generally move with the models that they have been applied to, Icons generally stay in the hex where they were placed. Unless otherwise stated, Icons with the same name, applied by the same Warband do not stack to provide a cumulative effect.

Examples of Icons:

Haksa Idols, Shadow Orbs, Onkura's Bell



Counters:

Used to represent a *Combat Manoeuvre*, Innate Ability, or Active Ability that affects models on the battlefield. Unlike Markers and Icons, Counters can be “stacked” and are accumulated during the game. They are positioned on the battlefield anywhere near the model that they are affecting, but do not have a physical presence in-game.

Examples of Counters:

Skoll's Bulwark, Lugdrug's Energy, Cradol's Shadow Mist



COMMON ABILITIES

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

Armour Piercing (WEAPON)

When this model attacks a target, the target receives -1 RES point when applying damage. Multiple sources of Armour Piercing are cumulative.

Animosity (X)

Friendly abilities cannot be cast on model type X.

Backstab

This model deals +1 damage while using a *Basic Attack* with a melee weapon against an enemy model that is engaged by a friendly model.

Defender

This model counts as a **Defender** for rules and effects that apply to "Defender".

Dash

This model gets +1 MOV for 1 **Advance** action, once per activation.

Note: Models suffering Freeze do not gain this +1 MOV.

Dual Wield (WEAPON)

When this model resolves an attack action with a weapon during its activation, it can immediately make 1 **Dual Wield** attack for (OAP), using the

same weapon. The **Dual Wield** attack has a -1 attack dice penalty that is applied after all modifiers. The attack dice pool for a **Dual Wield** attack can never be less than 1.

Only the first attack of a **Charge** receives the +2 attack dice bonus, a **Dual Wield** attack does not get the +2 dice. **Dual Wield** can only be triggered during a model's activation, and cannot trigger another **Dual Wield** attack.

Models cannot execute the **Push** combat manoeuvre on their **Dual Wield** attack.

Monsters that have **Dual Wield** only gain the second attack when they activate via the **Hunter** ability during the Communion Phase.

Duplicate Self

The next *Basic Attack* that targets this model, and scores a Hit, is Interrupted. Interrupt the attack after the attack dice have been chosen but before damage is resolved. That attack is ignored, and then **Duplicate Self** expires. Otherwise, **Duplicate Self** expires at the start of this model's next activation.

Eldritch Intellect

This model gains +2 SH when resolving a *Basic Attack* against it from a model with Psionic.

Enmity (X)

This model gains +1 attack die when attacking a model of a particular race (elves, dwarfs, humans, minotaurs, orcs,

goblins, undead, chimera or demons). This model cannot have Enmity against its own race.

Explode (X)

When this model dies, enemy models adjacent to it take "x" damage.

Flammable

This model takes 1 extra damage from the *burn condition*.

Fly

When a non-Monster model with **Fly** performs a **Charge**, it ignores its target, intervening models, and all terrain (including impassable) during movement. The model's final placing, after the **Charge** move, must be on an unoccupied hex with its **Charge** target within melee reach.

Note: that the charging model still requires Line-of-Sight to its Charge target before the Charge move.

When a Monster with **Fly** moves as part of the **Hunter** ability, it ignores intervening models and all terrain (including impassable) during movement. The Monster's final placing, after the **Hunter** ability move, must be on an unoccupied hex.

Gravity Well

This model cannot be charged.

Hero Unit / Unit Commander

See “Hero Units” pg.82.

Honour

If this model is declared the Avatar for the game and is killed after calling its Effigy Power and its Soul is harvested, the model that performed the Soul Harvest also gains a Fate for their Warband.

Immune (X)

A model with **Immune(X)** cannot have that condition or effect applied to them. Note: this does not remove a pre-existing condition.

Incorporeal

This model can move through other models and non impassable terrain without penalty. Other models can move through **Incorporeal** models without penalty. In all cases, models must have enough movement to pass through and end their current move in an unoccupied hex.

Leech (X)

This model can heal “x” health on each successful **Basic Attack**, per Action Point (AP) spent (not including the additional AP required for a Charge), that damages an enemy model. A model can never heal more from a **Leech** attack than the damage their attack inflicted on their target. **Leech** can only be triggered during this model’s activation and triggers at the end of Step 5 of the Attack Process.

Lesser Being

This model only has 2 Action Points (AP) per activation.

Mark Target

At the start of the game and after deployment, you choose an enemy Hero model and declare them as this model’s “Marked Target”.

For the rest of the game, when targeting the selected model, this model gains +1 dice to their Attack dice pool (after all modifiers) for **Basic Attacks** only.

This model can spend 1AP during its Activation to move the Mark to another enemy Hero model. **Mark Target** remains on the model even when it dies and resurrects.

The Mark Target token cannot be removed by any means other than as described above.

Monster Slayer

This model gains a bonus +1 damage when resolving an attack or Active Ability against Monsters or **Summoned** models.

Mortal Wounds

A model with Mortal Wounds is unable to Heal by any means until the end of its next activation, after which Mortal Wounds expires.

Natural Sprinter

This model can move +1 additional hex for each **Advance** during the first round of the game.

Nimble

This model cannot be targeted by Parting Blows.

Mounted

When a **Mounted** model resolves a **Charge** it:

- Adds +1 die to its attack pool after all modifiers.
- Inflicts +1 extra damage from its **Basic Attacks**.

Pathfinder

This model ignores the movement penalty from rough and treacherous ground. They can also **Charge** over walls that are height 1 or less.

Note: Models with this ability will still take damage from treacherous ground.

Point Blank

This model can use its RNG or MAG Basic Attacks to make attacks against adjacent enemy models even if this model is engaged in melee. The model suffers Distracted modifiers from enemy models engaging them as if they were making a melee attack, other than engagement from the target of the attack. The “Firing Into Melee” modifier does not apply for attacks targeting an adjacent enemy model.

Protect Me

Interrupt: Attack Process.

When this model is hit by a *Basic Attack*, this model may choose to *Interrupt* the action. Change the target of the attack to a friendly adjacent model and resolve all damage and *Combat Manoeuvres* against that model. 1 use per round.

Psionics

Psionic characters have the following unique characteristics:

- Their attack dice pool is calculated against the target's **Soul Harvest** attribute instead of their AGI.
- Their attack dice pool starts at 3 attack dice when attacking any model without a **Soul Harvest** attribute (e.g. Monsters and Summoned).
- They are unable to target the Effigy with their basic attacks.
- Gains +1 RES vs MAG attacks.

Regeneration (X)

This model will heal "x" health at the start of the Communion Phase.

Shadow

Models with **Shadow** are able to manipulate and use Shadow Orbs, which are Icons that have varying uses. Enemy Shadow Orbs can be removed from play for 1AP by all Heroes (even those without **Shadow**) while your activated

model is adjacent to them. A Warband can only have a maximum of 3 Shadow Orbs in play at one time.

Shadow Orbs cannot be used for any Place effects while their hex is occupied by a non-Token model. When a Shadow Orb is used for a Place effect, remove the starting point Shadow Orb, but not the Shadow Orb at the end point.

Shadow Mist

Each time an enemy model, while within 2 hexes of this model, takes 1 or more damage from a friendly Hero model's *Basic Attacks*, this model gains 1 Shadow Mist Counter. A model cannot have more than 2 plus their current level Shadow Mist Counters attached to them at any time

If two models on the same Warband would generate Shadow Mist from the same attack, the active player must choose one that generates Shadow Mist. The other model does not.

Short Legs

This model does not benefit from Dash for the first round of the game.

Skill Tree

When levelling up this model has 2 options. The same **Skill Tree** must be chosen for level 2 and 3.

Small

This model has a height of 1 (standard Heroes are height 2). Models can move through a hex occupied by a friendly **Small** model (and vice versa), during an *Advance* or *Charge*, providing they have enough movement to move past them. **Small** models require an additional symbol to move non-**Small** models with a *Push Combat Manoeuvre*.

Small models treat walls and other terrain of height 1 as impassable and cannot advance over them.

Soulgazer

This ability allows Heroes to harvest, Contest and Assist in harvesting Souls from within 2 hexes instead of the general requirement of being adjacent to the Soul.

Soulgazers gain +1 to Soul Harvest rolls when attempting to harvest an adjacent unbound Soul. This is not cumulative if the model is adjacent to multiple unbound souls.

Soulless

A model with **Soulless**:

- Cannot harvest Souls in the general way other Heroes harvest Souls.
- Cannot contest Shrines.
- Cannot Assist friendly non-Soulless models, or Hinder enemy non-Soulless models, that attempt a **Soul Harvest**.
- Cannot have Souls **Bound** to it under any circumstances.

Death: When a **Soulless** model is killed by an enemy (non-cursed) Hero, the enemy Hero's Effigy gains a **Banked Soul**.

Soul Harvest:

- When a model with **Soulless** kills an enemy Hero model, it does not harvest its Soul. The Soul binds to the nearest eligible (non-cursed) friendly Hero model to this model (active player chooses if

equidistant). If there is no eligible Hero, the Effigy of the Soulless model gains a Banked Soul.

- If a model with **Soulless** kills another **Soulless** model, the Effigy of the attacking model gains a **Banked Soul**.

A model with **Soulless** can execute a **Soul Harvest** for 1AP with the following rules:

- Only other Soulless models Assist or Hinder. Non-Soulless models do not Assist or Hinder Soulless models attempting a Soul Harvest. The harvested Soul is destroyed.
- This model gains a level and its Warband gains 1 Fate.
- This model heals for 3 health, or target enemy model within 3 hexes of this model takes 3 True Damage. This attempt can only be made once per Hero activation.

Note: Unbound Souls do not move towards models with Soulless during the Communion Phase.

Contesting and Controlling Shrines: Soulless models cannot contest Shrines but they can control shrines as per the normal rules with the following amendment:

- Fate is not added to the controlling player's Fate pool; however, 1 Fate is removed from the opponent's Fate pool after Fate is generated but before the option the player has to damage one of their heroes for +1 Fate in Step 3 of the Communion Phase.

Steadfast

Combat Manoeuvres from enemy models that try to Push this model requires an additional ().

Steady

This model is not affected by the knock down condition for the **first time**, each round, that it is used against them.

Stealth

This model cannot be targeted by enemy models more than 2 hexes away other than when being charged.

Summoned

This model is brought into play by a model with the **Summoner** Innate Ability.

Summoner

This model has the ability to bring Summoned models into play. You cannot summon the same Summoned model more than once simultaneously.

Sunder Armour

Target enemy within 2 hexes has attacks against it gain Armour Piercing (1). Expires at the start of their next activation.

Throw (X)

This model is Placed (x) hexes away from its current location, directly away from the model executing the Throw, and then suffers the knock down condition.

If the final position of a **Thrown** model is on an occupied hex, then the **Thrown** model will be positioned in the first unoccupied hex on the trajectory it was **Thrown**.

Vulnerability (burn)

A model with Vulnerability (Burn) takes 1 extra damage from the Burn condition.

Ward (Interrupt)

At the start of the game, after deployment, a friendly **non-Defender** Hero model is chosen as this model's **Ward**. The chosen model remains this model's **Ward** for the entire game.

This model can be Placed 1 hex towards its **Ward** at the start of this model's activation.

When this model is adjacent to its Ward:

- And its **Ward** is hit by a **Basic Attack**, this model may choose to **Interrupt** the action. The **Interrupt** occurs after the opponent has selected their 3 dice for the attack, but before damage and **Combat Manoeuvres** are applied. Change the target of the attack to this model and resolve all damage and **Combat Manoeuvres** against this model. This ability may only be used once per round.
- And its **Ward** is hit by a **Basic Attack**, this model may choose to **Interrupt** the action. This **Interrupt** occurs after the opponent has selected their 3 dice for the attack, but before damage or manoeuvres are applied. The friendly model has their RES set to 2 when resolving damage from this attack. This ability may only be used once per round.





Monsters & Souls

These models spawn onto the battlefield using their corresponding spawning pits. Your hope should be to encounter more Souls than Monsters – the Souls are what will earn you a victory in Mideon.

"If a fight is what y'want, then bring it, beast! You might 'o had yer fun wit' som' o' tha' others tha' came 'ere - but y' never faced one o' the likes a' me!!"

- Brok, Dwarf Berserker.

MONSTERS

Battlefield maps have 1 or more Monster Pits in clearly marked hexes. Monsters have their own cards which describe how they function. **Monsters count as enemy models to all Heroes, Summoned, and Effigy models.**

Monsters are ranked from Tier 1–3, represented with “T(X)” on their cards. Each map details which Monster can be used on each spawning pit. When there is a need to spawn a random Monster refer to the map to determine which Monster tiers are possible from that spawning pit. Pool all the Monsters from those tiers and randomise between those Monsters equally.

MONSTER INNATE ABILITIES

Monsters possess 1 or more Innate Abilities (listed on their cards). They may have additional abilities, but all Monsters have these base Innate Abilities:

Monster Bounty

This is the reward a Monster drops when they are killed. There are some Monster-specific rewards (stated on their card), but the 2 most common bounty rewards are:

Levels: The Hero that dealt the killing blow to a Monster gains a level.

Fate: Fate bounty is listed on the front of the Monster’s card, near its portrait. Fate bounty can be collected by the Hero that dealt the killing blow (must be adjacent to the Monster), or by a friendly Hero that was adjacent to the Monster at the time of its death.

The Fate is added to their Warband’s Fate pool and can immediately be used along with pre-existing Fate, by the collecting Hero to **Buy, Sell or Trade** Magical Artefacts (as if they are adjacent to their Effigy). This occurs as an Interrupt to the current action after the damage is taken by the Monster but before Combat Manoeuvres are applied.

Magical Artefacts: Some Monsters drop unique Magical Artefacts. A Warband may never have 2 of the same Artefact equipped to their Heroes simultaneously.

Pathfinder

All Monsters have **Pathfinder** and are also immune to the effects of Treacherous Ground.

Hunter

All Monsters activate during Step 2 of the Communion Phase. Monsters do not activate on the first round of the game or the round in which they respawn.

During a Monster’s activation:

- If suffering Knock Down, the monster immediately stands up at the beginning of its activation.
- It **Advances** its MOV attribute directly towards the nearest enemy model. If there are multiple options, the Monster will **Advance** towards the model with the highest current health (randomise if 2 or more models have the same health). If there are multiple options for the Monster’s **Advance**, the Monster’s route is decided by the opposing player of the model being targeted.
- At the end of its movement it will attack the nearest eligible enemy model within reach of its weapons. If there are multiple options for the Monster’s attack, the Monster will attack the Hero with the highest current health (randomise if 2 or more models have the same health). Refer to the Communion Phase section for additional details.
- If a monster with multiple weapons kills its target it will not use its remaining attacks to target another enemy.
- If a monster with multiple weapons engages an enemy in the Hunter phase and attacks, it will only ever use its melee weapons to attack that model.
- Once a monster has selected its target at the end of the Hunter movement, it will make all of its eligible attacks against that target and will not switch targets as a result of the target’s health changing.
- If the target is removed from the table or otherwise becomes an ineligible target, the monster’s attack action will end.

Respawn

Monsters respawn with maximum health during Step 4 of the second Communion Phase after their death.

Random Monster spawning pits spawn a randomly determined



monster (according to the tiers defined in the map setup) each time that the monster respawns.

Some maps include Monsters that start on the table with no corresponding Monster Spawning Pit. In these cases, the Monster does not respawn.

Monsters Attacking Enemy Models

Order of Execution: When a Monster's attack coincides with another in-game rule(s), the Monster will always resolve its attack last.

Monsters attack enemy models:

During a model's activation if:

- The enemy model ends its activation within melee reach of a Monster.
- The enemy model disengages from the Monster via an Advance/Charge/Effigy Recall. The Monster will execute a Parting Blow against them.

Outside a model's activation if:

- Anytime a model becomes engaged by a Monster, by any means. If there are multiple options, the Monster will attack the model with the highest current health. Randomise if 2 or more models have the same health.

During a Monster's attack:

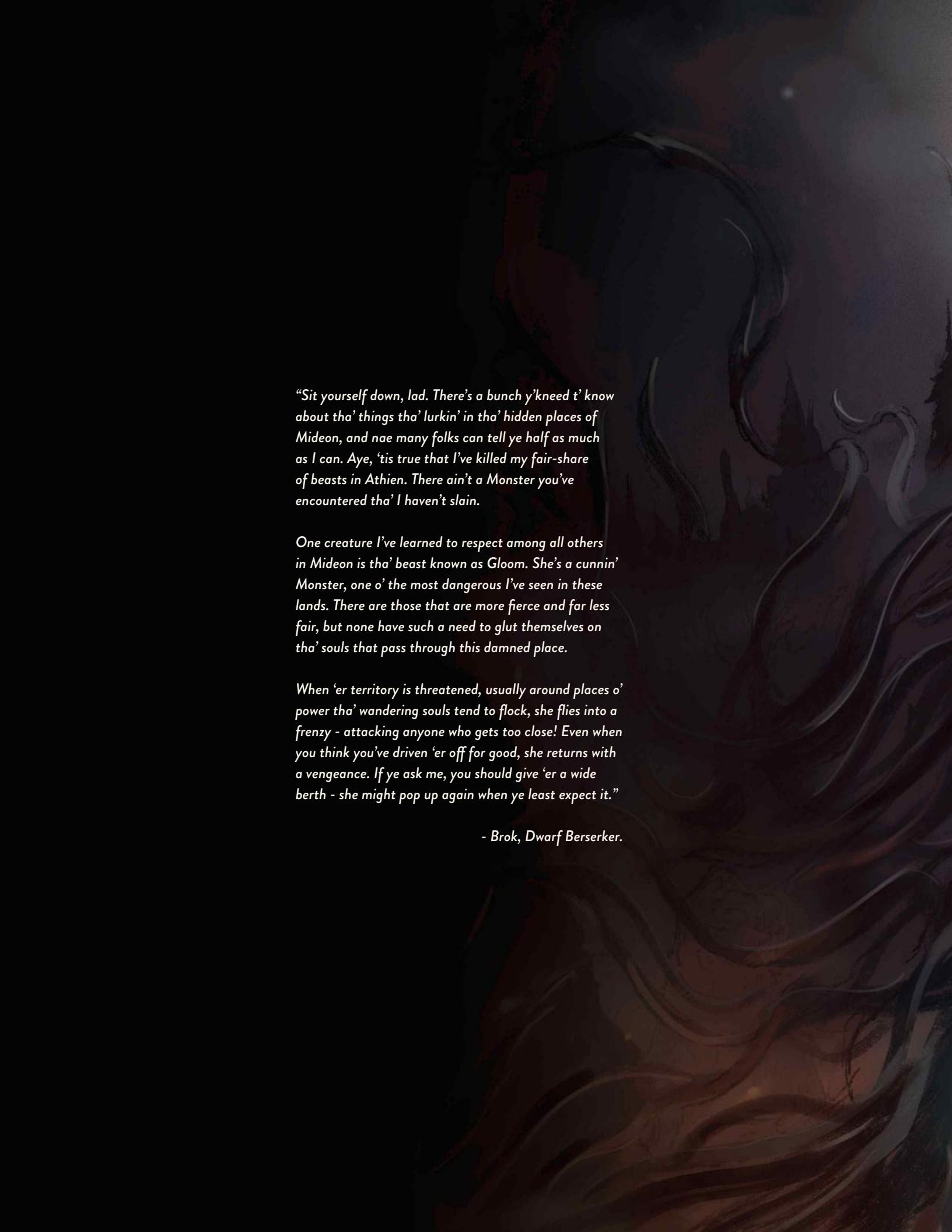
- Monsters will not make any Combat Manoeuvres (unless specified on their cards).
- The 3 dice that inflict the maximum damage will be selected to execute the attack before any Monster-specific Combat Manoeuvres are considered.
- A Monster's attack dice can never be re-rolled.
- A Monster never suffers from the "Distracted" modifier.
- If a Monster with multiple weapons has an enemy pushed/placed/end its activation within the monster's melee reach, it will only attack with its melee weapon.

Monsters in the 3v3 Game Mode

In the 3v3 game mode, Monsters will not attack Effigies under any circumstance and will ignore them during the Hunter phase of their movement.

Being Killed by a Monster

If a Hero dies from a Monster's attack, during its owning player's turn (even if activating a different model from their Warband), the nearest eligible enemy Hero model will harvest its Soul and therefore gain a level. In any other circumstance, being killed by a Monster will not result in the dead Hero's Soul being harvested, nor any opposing Hero gaining a level from the Hero's death.



"Sit yourself down, lad. There's a bunch y'kneed t' know about tha' things tha' lurkin' in tha' hidden places of Mideon, and nae many folks can tell ye half as much as I can. Aye, 'tis true that I've killed my fair-share of beasts in Athien. There ain't a Monster you've encountered tha' I haven't slain.

One creature I've learned to respect among all others in Mideon is tha' beast known as Gloom. She's a cunnin' Monster, one o' the most dangerous I've seen in these lands. There are those that are more fierce and far less fair, but none have such a need to glut themselves on tha' souls that pass through this damned place.

When 'er territory is threatened, usually around places o' power tha' wandering souls tend to flock, she flies into a frenzy - attacking anyone who gets too close! Even when you think you've driven 'er off for good, she returns with a vengeance. If ye ask me, you should give 'er a wide berth - she might pop up again when ye least expect it."

- Brok, Dwarf Berserker.



SOULS

Battlefield maps have 1 or more Soul Pits in clearly marked hexes. Souls are neutral models with height 1 that do not have cards, as they all operate in the same way. They have no health, and cannot be attacked/damaged in any way.

Bound, Unbound and Banked Souls

Bound Souls are Souls that were successfully harvested or otherwise attached to a Hero model. They are Bound to that Hero.

A Hero model can lose a Bound Soul. Souls are lost and removed from the game when:

- A Hero model dies
- A Hero model ends their Activation within their Warband's deployment zone

Banked Souls are Souls that are attached to an Effigy. Once a Soul is **Banked**, it remains there for the rest of the game and the enemy Effigy remains permanently damaged.

When an ability would spawn an Unbound Soul, if there are 2 or more unbound Souls on the board, a Soul will not spawn.

Movement Rules

Souls move:

- **Incorporeally:** they can move freely through other models and non-impassable terrain without penalty and vice versa.

Note: Models may not end movement/Placement on a hex occupied by a Soul, and may never be forced to do so (for example, with a *Push*). Likewise, Souls may not end movement on an occupied hex and must stop in the nearest adjacent hex, instead. This means that if a Soul's spawning pit is occupied by another model, then the Soul will respawn adjacent to that hex. The owner of the non-Soul model decides where the Soul will respawn. If a Soul or Monster is occupying the pit, the Soul will spawn adjacent to its pit, prioritising the hex that brings it closer to the highest number of Heroes. Randomise for multiple options.

- Around impassable terrain features, using the shortest route that is possible.

Soul Harvesting

Heroes can bind Souls to themselves by **Soul Harvesting**. When a Hero successfully harvests a Soul, they gain a level (unless they are already at their maximum level).

Souls can be harvested by:

- Killing a Hero in combat. The Hero that inflicted the killing blow automatically and immediately harvests the dead Hero's Soul.
- Killing a Hero with a condition or effect. The Hero that owned the condition or effect that caused the death will harvest the dead Hero's Soul, if they are eligible. Otherwise, the nearest eligible enemy Hero (to the Hero that died) will harvest the Soul. In case of multiple options, the player gaining the Soul can decide which Hero harvests the Soul. In all cases, the Hero that harvests the Soul also gains a level.
- **Intentional Death:** If a Hero dies during its owning player's turn (if not covered by other rules such as Heroes owning conditions). The nearest eligible enemy Hero (to the Hero that died) will harvest the Soul. In case of multiple options the player gaining the Soul can decide which Hero harvests the Soul. In all cases the Hero that harvests the Soul also gains a level. If the model that died is Soulless, the Soul will be banked and the nearest eligible Hero will gain the level.
- Successfully rolling a **Soul Harvest** skill check while adjacent to an unbound Soul. (See "**Soul Harvest**" pg.37 under "Activation Phase" pg.34).





KEY MODELS & UNIQUE HERO TYPES

"Those who first witness the undead are likely to be repulsed by their very existence. They are the antithesis of everything good and holy, a desecration of a corpse. Do not the gods promise us eternal life? Why should a corpse rot in the ground, when it can live anew as my assistant? This is my promise. In my service, you SHALL have eternal life. You shall never be forgotten."

- Zaron, Human Necromancer.

EFFIGIES & SHRINES

EFFIGIES

An Effigy's health fluctuates throughout the game, depending on the number of Souls currently Bound to enemy Heroes and/or Banked with their Effigy. When enemy Heroes harvest Souls, your Effigy loses base health. When enemy Heroes lose Bound Souls, your Effigy gains back the lost health.

An Effigy's health is determined by the game mode:

Skirmish 3v3 = 16 health

Battle 5v5 = 20 health

Your Effigy's base health is:

- Reduced by 4 each time a Soul becomes Bound to an enemy Hero (the damage is only permanent if the Soul is subsequently Banked).
- Increased by 4 each time an enemy-Bound Soul becomes unbound and/or lost.

Effigies:

- Have AGI 3 and RES 1 (cannot be lowered or ignored by any means even if AGI/RES/etc. are raised by other means).
- Have height 4 (provide cover for friendly and enemy models and block line-of-sight).
- Count as a friendly model to the models you control.
- Have no melee reach but can be engaged by enemy models.
- Are immune to all conditions.
- Can be passed through (**Incorporeal**) with friendly models, but are impassable terrain for all non-friendly models.
- For the Skirmish 3v3 game mode, Effigies gain *Stealth* and *Gravity Well*. Neither ability can be ignored by any means.
- Cannot be Placed or Moved by any means.

Direct Damage to an Effigy

Effigies can also be damaged directly by Basic Attacks. The attacking model can only use their Basic Attack weapons which are listed on their card.

Models that attack Effigies can only ever use the damage grid from their *Basic Attack* weapons. Any increase in damage, including artefacts, level-up bonuses, Innate Abilities, etc... to their *Basic Attack* weapons are ignored.

Similarly, bonuses to a model's attributes from any source are not applied while attacking Effigies. Any increase in attributes from artefacts, level-up bonuses, Innate or Active Abilities, etc... are ignored.

The Gang Up and Firing into Melee rules do not apply when a model attacks an opponent's Effigy.

Bonuses to the Attack dice pool are restricted to the charging and aiming bonuses. No other dice may be added to the pool while attacking an Effigy.

Effigies **cannot** be damaged:

- Or targeted by Abilities that have a direct damage component.
- By Combat Manoeuvres that apply direct damage.

Effigy Regeneration, Healing and Temporary Health

Regeneration: At the start of each Communion Phase, Effigies regenerate all damage inflicted upon them in the previous round by enemy *Basic Attacks*. The base health reduction from enemy *Bound* and *Banked* Souls remains.

When Effigies regenerate their health at the start of the Communion phase, this counts as the Effigy activating. As a result, Tokens that expire at the start of a model's activation are removed from the Effigy.

Healing: Heroes can use certain Abilities to heal their Effigy during a game since it is a friendly model to their Warband. However, only direct damage made by enemy *Basic Attacks* can be healed this way.

Disabling and Capturing an Effigy

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

Effigy Decay

At the start of Round 5 both Effigies decay and their base health is reduced. This occurs at Step 1: Start of the Communion Phase, after Effigy Regeneration.

3v3 Game Mode

Starting on round 5: Effigies lose 3 health from their base health and have base health: 13

At the end of round 5 if the game hasn't ended tie breakers come into play. (see below)

5v5 Game Mode

Starting on round 6: Effigies lose 3 health from their base health and have base health: 17.

At the end of round 6 if the game hasn't ended tie breakers come into play.

Tie Breakers

1st tie breaker: Number of Souls currently held by each player

2nd tie breaker: Current damage inflicted to opponent's Effigy.

3rd tie breaker: Most levels gained.

4th tie breaker: The Warband currently suffering the least amount of damage (damage missing from their Hero's maximum health at this point in time).

5th tie breaker: The player who captured the first Soul of the game.

SHRINES

Shrines:

- Are neutral objectives that cannot be engaged, attacked, moved, or damaged in any way.
- Count as impassable terrain.
- Have a height of 2 and provide cover.

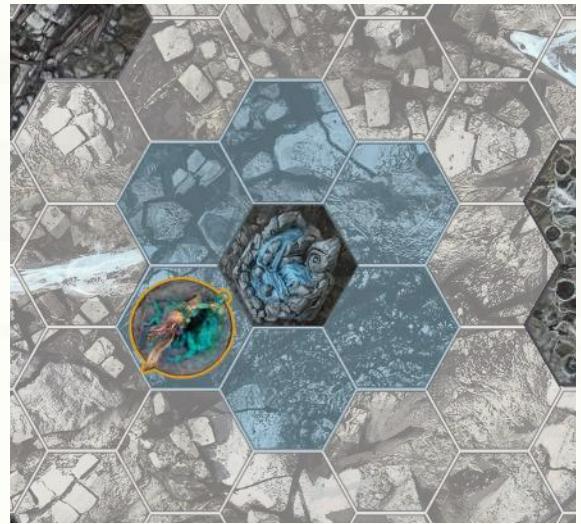
Controlling the Shrine

A player controls a Shrine if one or more of their Hero models is adjacent to the Shrine and no enemy Hero models or Monsters are adjacent to the Shrine. Shrines located on the centre line (equidistant from deployment zones) provide D3 Fate. Non-centre line shrines closer to a Warband's deployment zone provide 1 Fate. Non-centre line shrines closer to the opponent's deployment zone provide 2 Fate.

During the Communion Phase, step 3 (pg. 32), if a player controls a Shrine on a map's centre line, one Hero may Buy, Sell, or Trade Magical Artefacts.

Character Shrines

Character Shrines have special abilities and rules that can aid your Heroes in battle. Those rules can be found on your battlefield map. Examples of character Shrines are the "Shrine to Wellin" (heals models and aids in attacks) and the "Shrine to Arden" (aids in Placement and attacks). If a character Shrine makes an attack and kills an enemy model, the Hero that claimed that Shrine gains all the benefits from the kill.



In this diagram, Saiyin is controlling the Shrine.



In this diagram, the Shrine is being contested. To regain control, Saiyin and her teammates will have to defeat Gloom, and Push Rakkar off the adjacent hex or kill him.

SUMMONED MODELS & HERO UNITS

HEROES THAT SUMMON MODELS

Some Heroes possess the ability to summon models onto the battlefield to do their bidding. For example, Zaron can summon Skeleton familiars to do his bidding. A Hero with this ability is referred to as a “Master” and the common innate ability is called **Summoner**. The models they bring onto the battlefield are referred to as “Summoned”.

A Summoned model:

- Does not deploy at the start of the game. It must be brought into play during an Activation Phase by its corresponding Master.
- Summoned models can only perform these listed Actions: Active Abilities, Advance, Basic Attack, Charge, Stand Up. Please refer to page 36 for full explanations of these Actions.
- Can be activated during any point of its Master’s activation, along with any other models that were **Summoned** by the same Master (each **Summoned** model has its own number of AP listed on its card that it can spend, and does not use the Master’s AP). When activating a Summoned model, you must complete all of their actions before the Summoner can take any further actions.
- Cannot have Souls Bound to them. If a **Summoned** model inflicts the killing blow on an enemy Hero, their Master harvests the enemy Hero’s Soul and gains the level.
- Cannot collect the bounty of a slain Monster. If a **Summoned** model inflicts the killing blow on a Monster, their Master will gain a level.
- Do not give Souls or levels to enemy Heroes when they are killed (unless stated on the **Summoned** model’s card).
- Cannot be equipped with Magical Artefacts.
- A summoned model’s activation is considered to end simultaneously with the end of the Master’s activation. A summoned model that finishes its actions as part of the Master’s activation does not technically end its activation until the Master’s activation ends. If the Master has multiple summoned models in play, for evaluating Monster attacks for model’s ending their activation next

to a Monster, the Monster will only attack once, targeting the eligible model with the highest health, randomizing to break ties.

- The Master can resummon a model that died during its Master’s activation but it cannot activate if it had already activated that same turn. This does not apply to Summoned models with the Skeleton Horde rule.

When a **Summoned** is brought into play, they:

- Are Placed adjacent to their Master.
- Must activate during the round in which they are **Summoned**, and must activate at the same time as their Master.

When the Master dies, any models that were **Summoned** by them die as well.

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 as “the Commander”.



The Commander is the only model in the unit that can:

- Purchase and own Magical Artefacts.
- Use **Effigy Recall**.
- Gain levels.

Hero Unit Restrictions

Actions: Each activation, the unit can take 3AP plus 1 additional AP for each non-Commander model in the unit. The AP may be distributed however you would like and can be interspersed between models, but each model is restricted to a maximum of 3AP (regardless of the number of AP available to the unit).

Soul Harvest: Only one **Soul Harvest** attempt can be made per unit activation.

Resurrecting: Non-Commander members of a unit do not resurrect until all models in the unit are simultaneously dead OR until the Commander is adjacent to their Effigy during Step 5 (Resurrect Hero Models) of the Communion Phase.

- Heroes resurrect with max health -3.
- Resurrecting Heroes are restricted to using only 2AP that round.

Unit Cohesion

A team is always most effective when they work together! Unit Cohesion is satisfied when models are within 3 hexes of the Commander; therefore, a unit commander always has Unit Cohesion.

Note: All models that belong to a unit must activate during the same turn, whether they are in Unit Cohesion or not.

Models in Unit Cohesion can:

- Share damage (Interrupt): When a model in a unit is damaged but not killed by an enemy Basic Attack or Active Ability, they may choose to interrupt the action. The Interrupt occurs after damage has been taken but before Combat Manoeuvres have been applied. Any amount of that damage can be dealt to any friendly models from that unit in the form of True Damage. The original model then Heals for the amount dealt to the other friendly unit models. If a model receiving damage is not the original target, they cannot be allocated more damage than their current health.
- Individually use Cleanse and Self-Heal once per Hero Activation.

- Tag along for **Effigy Recalls**: When the Commander **Effigy Recalls**, any other unit models in Unit Cohesion can be Placed adjacent to their Effigy (this does not count as an **Effigy Recall** for the non-Commander models).
- Spend Fate and collect a Monster Fate bounty.
- Contest and Control Shrines.
- Contribute to “Distracted” and “Ganging Up”.
- **Soul Harvest**. Souls harvested by the unit are considered to be harvested by the Commander. Therefore, the Commander has the **Soul Bound** to them and gains a level regardless of who makes the harvest.
- Assist **Soul Harvest** attempts for Heroes that are not part of the unit (maximum +2 per unit).
- Hinder **Soul Harvest** attempts (maximum -2 per unit).

Commander Death

If a unit Commander dies:

- All other models in the unit lose Unit Cohesion until they are back within 3 hexes of the Commander.
- The enemy model that inflicted the killing blow harvests the Commander’s Soul.

Non-Commander Death

If a non-Commander Hero dies:

- They do not generate a Soul (the enemy model does not harvest a Soul).
- The enemy model that has inflicted the killing blow gains a level.



DEMONS

Demons are an alien race to Athien, therefore the rules of the universe affect them differently than the inhabitants of Athien. This section details the different game mechanics for demons.

Note: Lesser demons (generally Summoned models) do not benefit from these abilities.

Coalesce

Demons follow the resurrect rules of other Heroes and resurrect adjacent to their Effigy. However, when a demon dies, place a Coalesce Icon in that hex. The owning player has the option of resurrecting them in the hex containing their Coalesce Icon. If that hex is occupied by another model or impassable terrain, they must resurrect adjacent to their Effigy. Remove the Coalesce Icon at the start of the demon's next activation.

Demonic Gateway

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

Demonic Gateway (1AP) – Place this model within the hex that contains a Coalesce Icon that was placed by a friendly demon.

Demonic Level Ups

Demons do not have prescribed level ups but rather a list of options that they can choose from. When a Demon Levels Up they must choose one of the listed Level Up abilities on their card. At Level 3, a different Level Up ability from the one chosen at Level 2 must be selected.





Rumour has it that Lord Fazeal was once a noble who was consumed with his lust for power. During his time on Athien, he sought only to build his reputation and his fortune by whatever means necessary. Many of the deeds he accomplished have been lost to the annals of history, but his death is well known to any scholar that has any familiarity with the creation of undead and their relationship with Mideon.

Lord Fazeal was butchered by the members of his court who feared his growing interest in the dark arts. The rage and hatred that he felt towards the end of his legacy was legendary. It was so intense that it caught the attention of the New Gods, for they could hear his screams of anguish. It was Tomas that answered these cries, and brought Fazeal to his court. It was here that a pact was made with the New God - his service in exchange for his return to Athien.

It is now rumoured that Lord Fazeal wanders Mideon freely, recruiting fellow undead to his cause - a cause that does not end with simply winning his patron eternal favour. Once his services are paid in full to Tomas, he plans to return to Athien where he will take his rightful seat as ruler of all.

- Saiyin, Elf Priestess

UNDEAD

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

Note: Lesser undead (generally Summoned models) do not benefit from these rules.

Undead Heroes:

- Have Immune (*fear*).
- Have Vulnerability (*burn*) (see “Common Innate Abilities” pg 69).
- Have Leech (1) (see “Common Innate Abilities” pg.67).
- Have Soulless (see “Common Innate Abilities” pg 68).

MAPS SUPPLEMENT

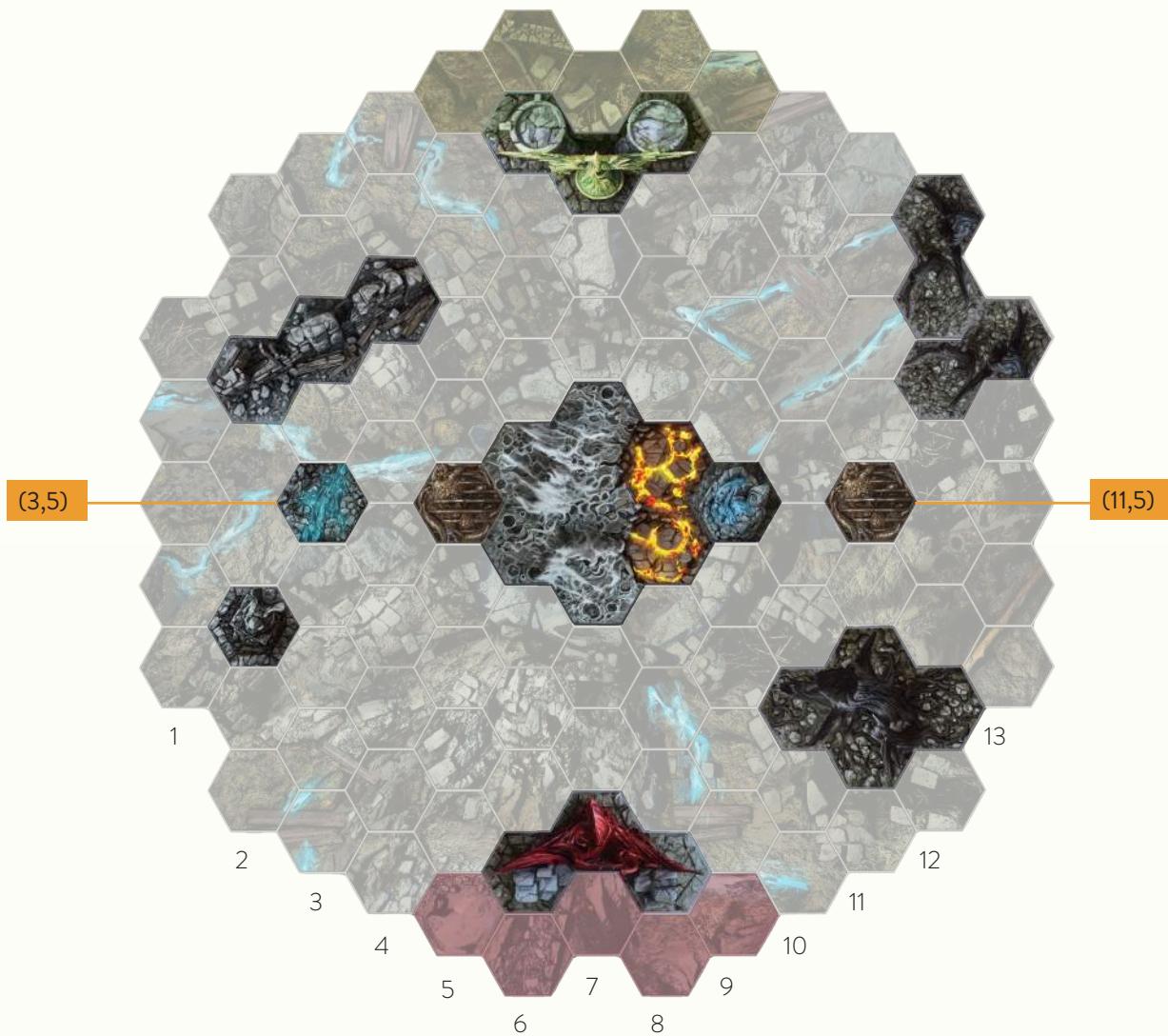
MAP TERRAIN COORDINATES

The hex columns of each map are labelled with numbers from left to right. These are used to provide coordinates for placement of the gaming elements for Judgement.

Rows are not labelled but the hex above where the column number appears is “row” 1 for that column.

For example, the hex just above the number 1 is described as (1,1), the next hex above that is (1,2), and so forth. To explain further on this 3v3 (Skirmish) map, the left Soul Pit would be hex (3,5) and Gloom’s Monster Pit would be (11,5).

We have provided 6 maps and the coordinates of all the elements. More maps can be found on our website, www.creaturecaster.com.



GUIDE FOR MAKING MAPS

When designing Judgement battlefield maps, we encourage you to be as creative as possible, but there are a few guidelines that should be considered. Feel free to ignore these suggestions but be aware that some imbalances may occur.

Generally we prefer maps that are balanced on both sides but this is not absolutely necessary. Ideally the decision to go first/second or choose table sides should be a decision based on player preference, Warband construction, terrain, Shrine, and spawning pit locations. When working out the placement of elements, count hexes from certain points (such as Effigies, deployment zones, etc) to make sure both players have an equal distance to reach them.

Try to avoid having too many elements grouped on one side of the map - ideally we want to encourage skirmishes across the entire board.

Effigies

These are the main focus of the game and should not be too easily accessible for the opposing players. Try to have them adjacent to the deployment zone, and they do not need to be centred. Avoid placing terrain directly in front and blocking access to them. This can hamper opponents but also the owning player's manoeuvrability may be adversely affected. Avoid placing Effigies too far into the middle of the map, as bringing a Hero up to attack an opposing Effigy should be difficult to achieve.

Soul Pits

Avoid placing Soul Pits within 2 hexes of cover, forests or smoke. Having a Soulist being able to stay invisible or even in cover can sometimes be very difficult to overcome and might make the game frustrating for players. Avoid placing Soul Pits too close to players' Effigies as it should be a risk to harvest Souls. A good mix of 1, 2, or 3 Soul Pits per map is desirable.

Monsters

A combination of random and predetermined Monster Pits will provide an interesting and exciting experience for both players. Games should have between 2-4 Monster Pits per map.

Save random tier 1-4 Monsters for the centre line. Tier 4 Monsters are very powerful and if generated randomly, closer to deployment zones, it can be too much of an advantage/disadvantage to players. Ideally tier 4 are restricted to the centre line, but if you want to try to place them closer to the players' deployment zones, we suggest you give both sides the same Monster and proceed with caution.

When Placing Monsters, try to Place them where they will be relevant. Monster placement is important as they can threaten Soul Pits, Shrines, and even Effigies. Occasionally it's also advisable to have them placed where players can try to execute a first round kill for levelling and Magical Artefact bonuses.

Shrines

Shrines and Soul Pits are where most battles take place. The reward for controlling a Shrine is usually Fate and can be set at any desired amount but there is a balance between too much Fate and not enough. Centre line Shrines generally provide D3 Fate. Shrines that are not on the centre line should provide 1 Fate if it is on your side of the board, or 2 if it is on the opponent's side. This is flexible, but as with Soul Pits, we do not want them to be too easily controlled. There must be a balanced risk for reward as an element of gameplay.

Terrain

Placement of terrain is just as important as the placement of Shrines, and Monster and Soul Pits. Have a good balance between forest/smoke and walls. Terrain can be used to make it more difficult to access the elements players will be fighting over. Remember that Shrines also provide cover, take this into consideration when creating your maps. Ideally between 4-6 pieces of terrain, plus Shrines will create a challenging battlefield.

3V3 MAP 1:

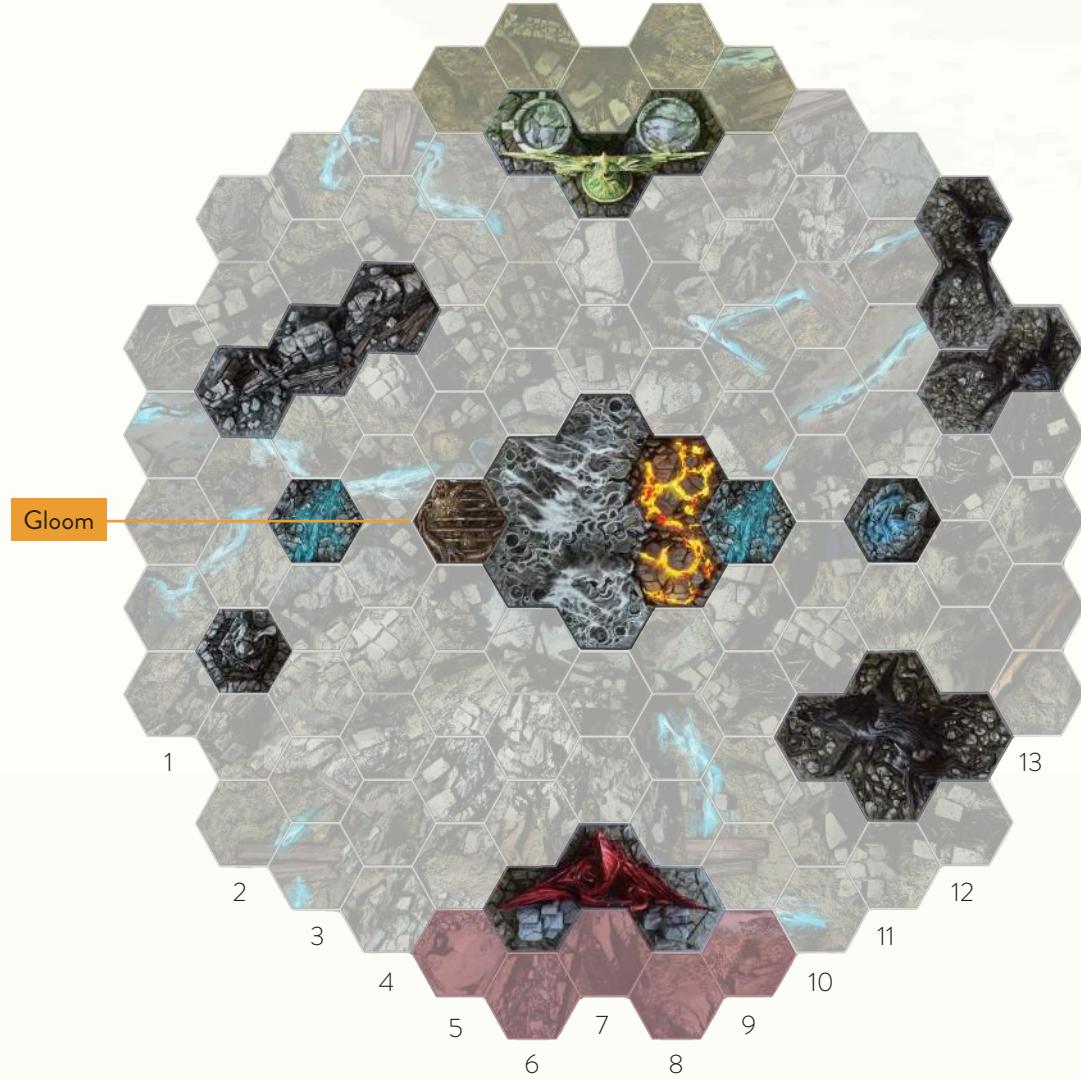
This map is often a first turn “cat ‘n’ mouse” as both players try to secure the Gloom kill. If you are unable to kill her in one activation, you don’t want to leave her too low or your opponent might steal the kill! The battle for the Shrine is the other interesting element of this map as it also puts you in a good position to contest the Soul Pit. A Soulist is a great Hero to have around that Shrine.

Shrines: The Shrine awards D3 Fate to the Warband that controls it.

Monsters: Gloom starts the game on the board and will respawn during the 2nd Communion Phase after she is killed.

Souls: Randomise which pit the first Soul spawns from during the second round Communion Phase and then alternate spawning a Soul between the two Soul Pits after that.

A Soul will not spawn if there are already 2 or more unbound Souls on the map.



Coordinates: Impassable Terrain (2,3); Soul Pit (3,5); Wall (2,6) (3,7) (4,8); Gloom (5,6); Smoke (6,6) (6,7) (7,5) (7,6) (7,7) (8,6) (8,7); Treacherous Ground (8,6) (8,7); Soul Pit (9,6), Shrine (11,5); Forest (10,3) (11,2) (11,3) (12,2); Forest (12,6) (12,7) (12,8) (13,5); Centre hexes for Effigies (7,2) (7,10).

3V3 MAP 2:

If you have first turn, you need to decide whether to try and kill the Monster that spawns or ignore it. Contesting the Shrine is dangerous while Gloom is on the board so you want to make sure your opponent is always closest to her during the Communion Phase!

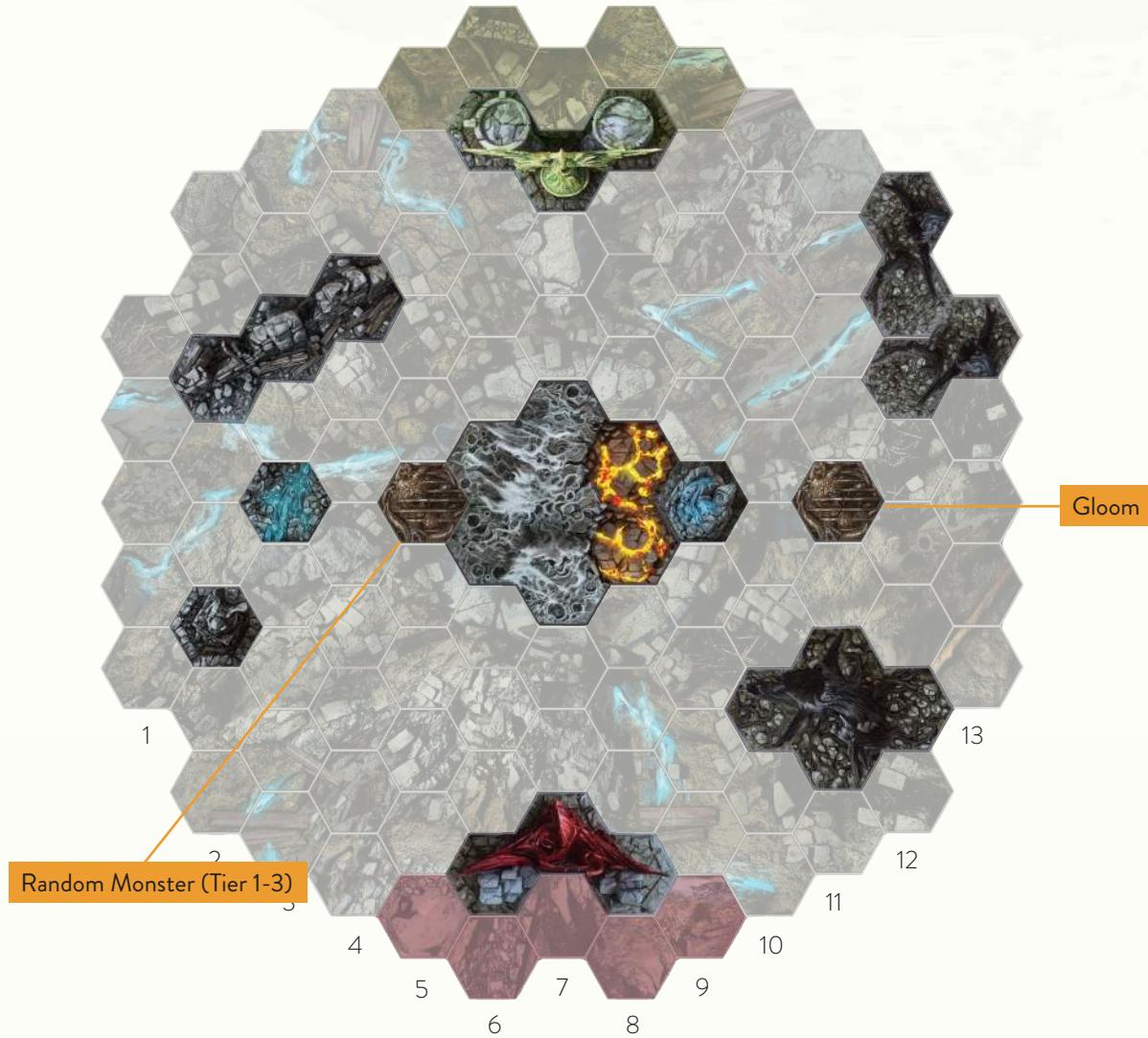
Shrines: The Shrine awards D3 Fate to the Warband that controls it.

Monsters: Gloom starts the game on the board and will respawn during the 2nd Communion Phase after she is killed.

Randomise the Monster before players roll off for first turn/table sides.

Souls: The first Soul spawns during the Communion Phase of the 2nd round and a new one will spawn each round after that in the same location.

A Soul will not spawn if there are already 2 or more unbound Souls on the map.



Coordinates: Impassable Terrain (2,3); Soul Pit (3,5); Wall (2,6) (3,7) (4,8); Random Monster Tier 1-3 (5,6); Smoke (6,6) (6,7) (7,5) (7,6) (7,7) (8,6) (8,7); Treacherous Ground (8,6) (8,7); Shrine (9,6), Gloom (11,5); Forest (10,3) (11,2) (11,3) (12,2); Forest (12,6) (12,7) (12,8) (13,5); Centre hexes for Effigies (7,2) (7,10).

3V3 MAP 3:

The left side of the board looks enticing with the Shrine and Monster Pit, however, harvesting Souls is what wins games. So, you need to make sure you adequately contest the Soul Pit to stop your opponent picking them up each turn!

Shrines: The Shrine awards D3 Fate to the Warband that controls it.

Monsters: Randomise the Monsters before players roll off for first turn/table sides.

Souls: The first Soul spawns during the Communion Phase of the 2nd round and a new one will spawn each round after that in the same location.

A Soul will not spawn if there are already 2 or more unbound Souls on the map.



Coordinates: Impassable Terrain (2,3); Shrine (3,5); Wall (2,6) (3,7) (4,8); Random Monster Tier 1-4 (5,6); Smoke (6,6) (6,7) (7,5) (7,6) (7,7) (8,6) (8,7); Treacherous Ground (8,6) (8,7); Soul Pit (9,6), Random Monster Tier 1-3 (11,5); Forest (10,3) (11,2) (11,3) (12,2); Forest (12,6) (12,7) (12,8) (13,5); Centre hexes for Effigies (7,2) (7,10).

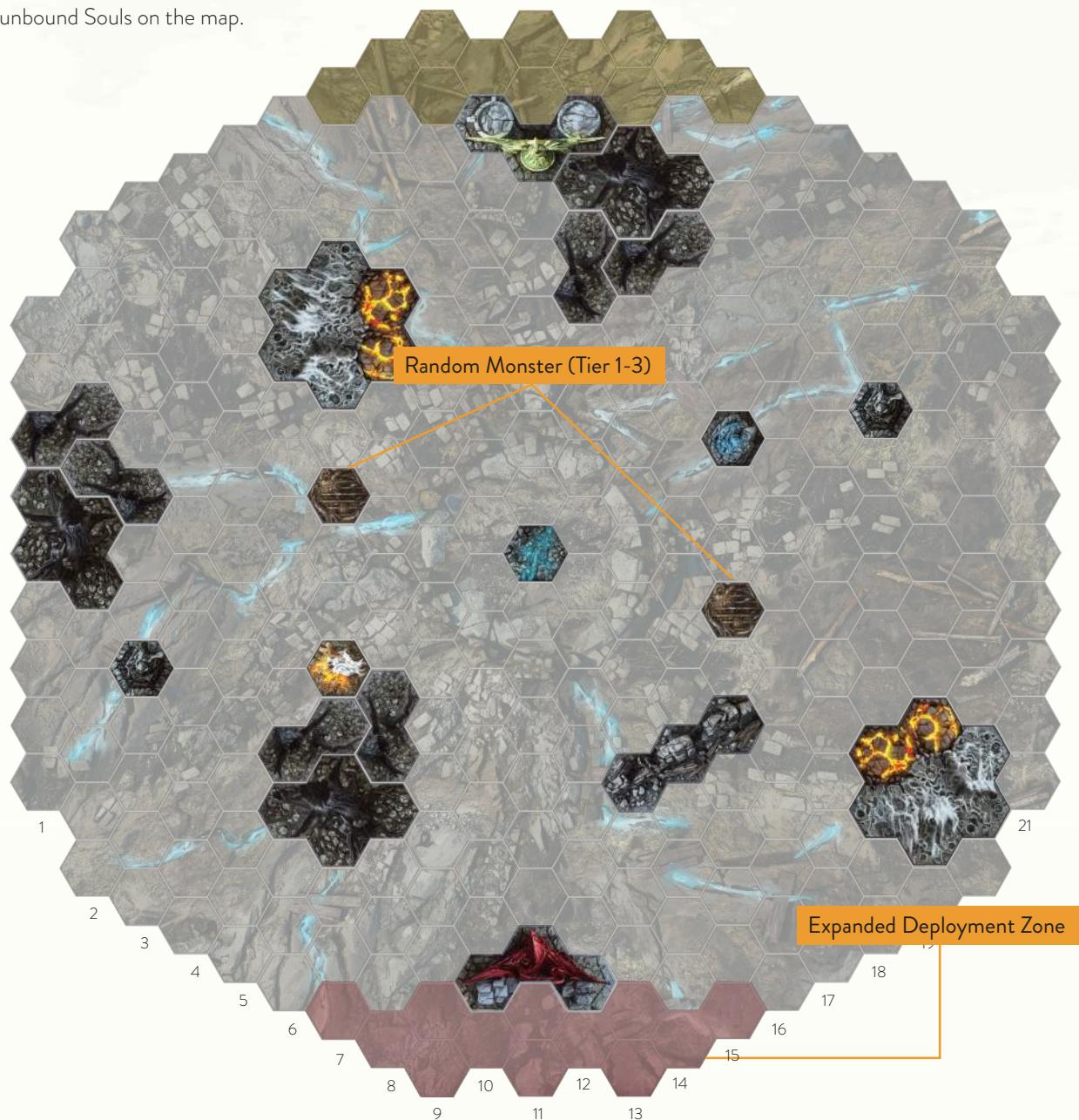
5v5 MAP 1:

Monsters: Randomise the Monsters before players roll off for first turn/table sides.

Souls: The first Soul spawns during the Communion Phase of the 2nd round and a new one will spawn each round after that in the same location.

A Soul will not spawn if there are already 2 or more unbound Souls on the map.

Shrines: 1 Fate if you control the Shrine closest to your Effigy
2 Fate if you control the Shrine that is closest to your opponent's Effigy.



Coordinates: Forest (1,5) (1,6) (1,7) (2,6) (2,7) (2,8) (2,9) (3,8); Impassable Terrain (3,5); Forest (6,4) (6,5) (7,4) (7,5) (7,6) (8,5) (8,6) (8,7); Shrine (7,7); Random Monster Tier 1-3 (7,10); Smoke (6,12) (6,13) (7,12) (7,13) (7,14) (8,13) (8,14); Treacherous Ground (8,13) (8,14); Soul Pit (11,10); Forest (12,14) (12,15) (12,16) (13,15) (13,16) (13,17) (14,15) (14,16); Wall (13,6) (14,6) (15,6); Random Monster Tier 1-3 (15,8); Shrine (15,11); Smoke (18,3) (18,4) (19,2) (19,3) (19,4) (20,2) (20,3); Treacherous Ground (18,4) (19,4) Impassable Terrain (18,10); Centre hexes for Effigies (11,3) (11,17).

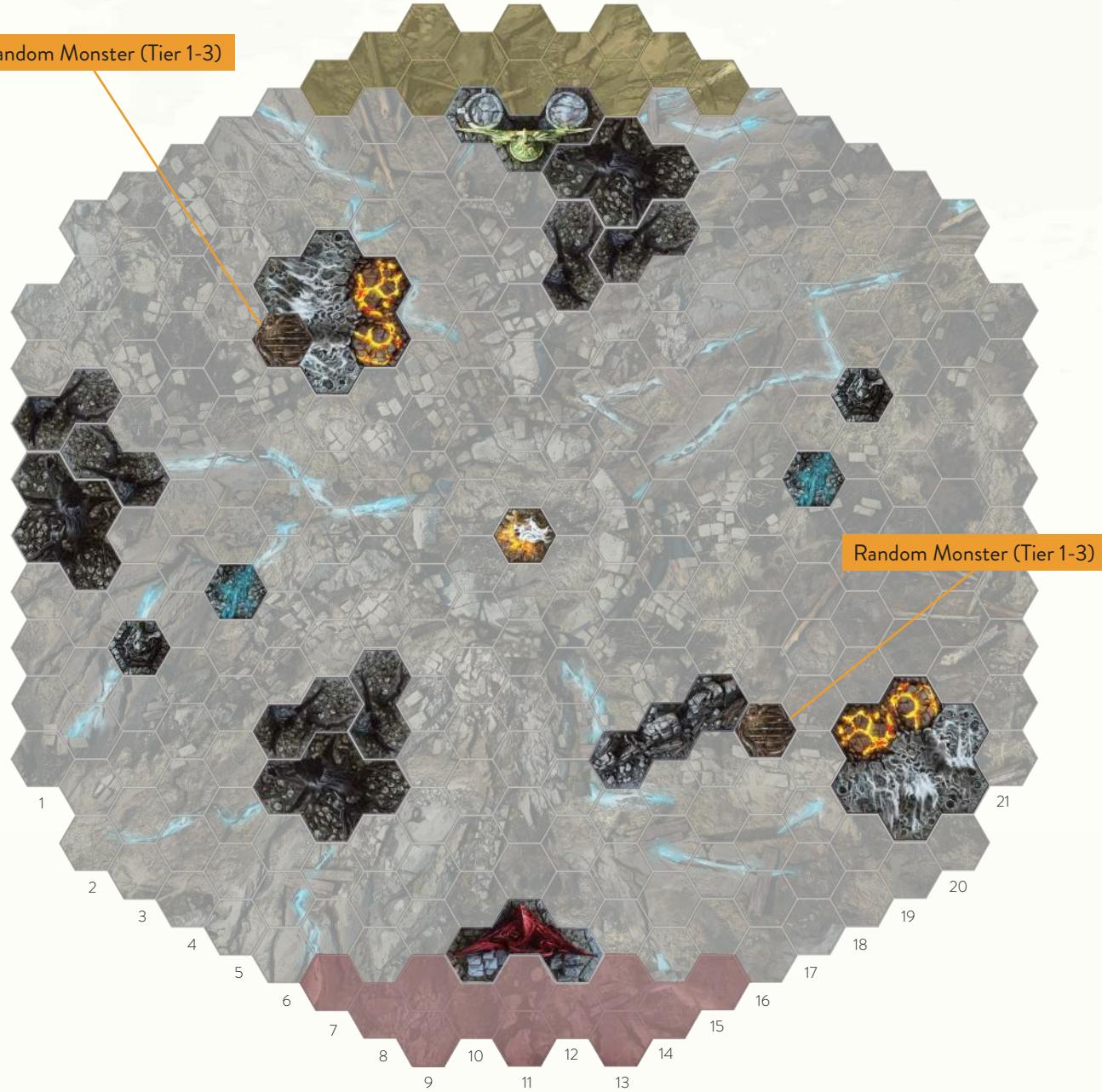
5v5 MAP 2:

Shrines: The Shrine awards D3 Fate to the Warband that controls it.

Monsters: Randomise the Monsters before players roll off for first turn/table sides.

Souls: The first Soul spawns during the Communion Phase of the 2nd round and a new one will spawn each round after that in an alternate location.

A Soul will not spawn if there are already 2 or more unbound Souls on the map.



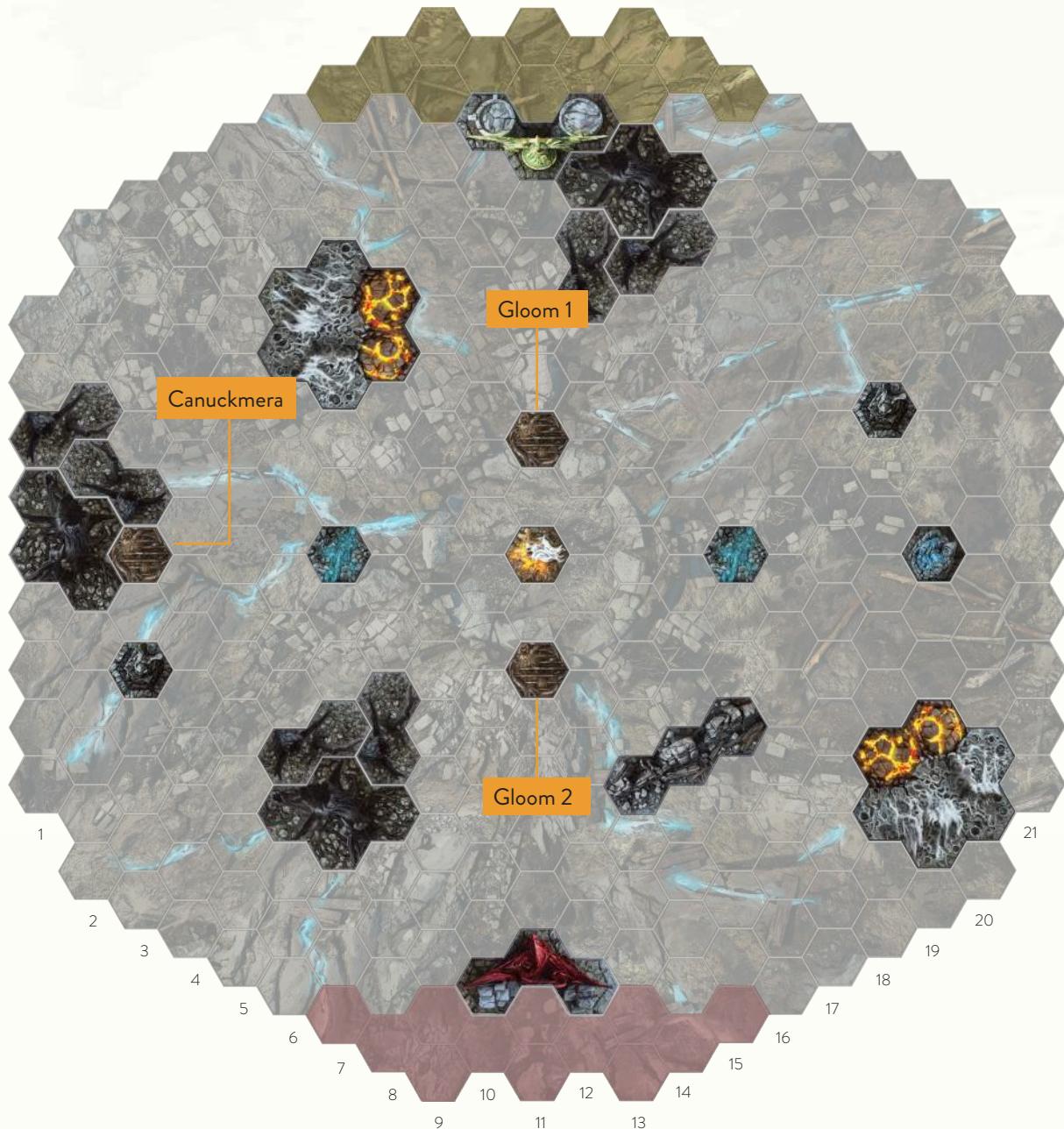
Coordinates: Forest (1,5) (1,6) (1,7) (2,6) (2,7) (2,8) (2,9) (3,8); Impassable Terrain (3,5); Forest (6,4) (6,5) (7,4) (7,5) (7,6) (8,5) (8,6) (8,7); Soul Pit (5,7); Random Monster Tier 1-3 (6,12); Smoke (6,12) (6,13) (7,12) (7,13) (7,14) (8,13) (8,14); Treacherous Ground (8,13) (8,14); Forest (12,14) (12,15) (12,16) (13,15) (13,16) (13,17) (14,15) (14,16); Wall (13,6) (14,6) (15,6); Random Monster Tier 1-3 (16,5); Smoke (18,3) (18,4) (19,2) (19,3) (19,4) (20,2) (20,3); Treacherous Ground (18,4) (19,4) Soul Pit (17,9); Impassable Terrain (18,10); Centre hexes for Effigies (11,3) (11,17).

5v5 MAP 3:

Shrines: Both Shrines award D3 Fate to the Warband that controls it.

Souls: The first Soul spawns during the Communion Phase of the 2nd round and a new one will spawn each round after that in the alternate location.

A Soul will not spawn if there are already 2 or more unbound Souls on the map.



Coordinates: Forest (1,5) (1,6) (1,7) (2,6) (2,7) (2,8) (2,9) (3,8); Impassable Terrain (3,5); Canuckmera (3,7); Forest (6,4) (6,5) (7,4) (7,5) (7,6) (8,5) (8,6) (8,7); Soul Pit (7,9); Smoke (6,12) (6,13) (7,12) (7,13) (7,14) (8,13) (8,14); Treacherous Ground (8,13) (8,14); Gloom (11,8); Shrine (11,10); Gloom (11,12); Forest (12,14) (12,15) (12,16) (13,15) (13,16) (13,17) (14,15) (14,16); Wall (13,6) (14,6) (15,6); Soul Pit (15,9); Smoke (18,3) (18,4) (19,2) (19,3) (19,4) (20,2) (20,3); Treacherous Ground (18,4) (19,4); Impassable Terrain (18,10); Shrine (19,7); Centre hexes for Effigies (11,3) (11,17).

Appendix

GAME DEFINITIONS

Active Player: The player who controls the Hero currently being activated.

Adjacent: Any hex that shares a border with another hex. A hex is also adjacent to itself.

AP: Action Point(s)

Away/Towards: There are 3 instances of moving away/towards another model or hex, **Advance**, **Place** or **Push**.

1. **Advance:** When a model is required to **Advance** it must take the shortest route. This means that it requires the least movement through unoccupied hexes. If multiple options exist the active player can decide which route to take. Models can move around occupied hexes if required, but at all times the end goal must be the shortest route.
2. **Place:** When a model is required to be **Placed** it must take a Direct Line. If the target hex of a Placed model is occupied, then the model will be Placed in the first unoccupied hex on the trajectory of its movement. However, its movement must be equal to or less than the stated “move” distance, or it will not be moved at all.
3. **Push:** When a model is required to be **Pushed** it must take the shortest route and must be in a Direct Line. If multiple options exist the active player can decide which route to take. The **Pushed** model must stop if its path is blocked by a hex that is occupied.

For all instances, the model being moved must stop once any further movement will not bring it further away or closer from/to the original goal, with the following exception:

If a model is attempting to **Advance** around or through an occupied hex then it may still be moved (if the controlling player wishes) provided that it does not end it's **Advance** further away from its end goal.

Basic Attack: The weapons listed on the Card 1 (Attribute card) of a model.

Champion: A Hero that is aligned to a particular god and gains benefits when taken in a Warband that uses the Effigy of that god. Indicated by the god symbols on Hero cards.

Crossing Through a Hex: Crossing through a hex would involve drawing a line that enters and leaves a hex. Drawing a parallel line down the edge of a hex would also count as crossing.

A line that touches only a single point on a hex (does not enter and leave) would not count as crossing.

D2: Roll a D6. A roll of 1–3 counts as a 1, a roll of 4–6 counts as a 2.

D3: Roll a D6, divide by 2 and round up.

D6: D6 refers to the standard 6-sided die. When an ability or effect calls for a roll of $(X)+$, roll a D6. If the roll equals to or is greater than (X) it succeeds.

Damage: A model is considered to have taken damage when the model has its health reduced by 1 or more. Once a model takes damage it is considered to have taken damage for the duration of that attack action, regardless of whether the damage is healed back.

- **True Damage:** Damage that ignores a model's RES.

Deployment Zone: The designated hexes where Heroes are allowed to be **Placed** at start-of-game. Heroes with Bound Souls will lose those souls if they end their activation in their Warband's deployment zone.

Disengage: One model moves away from another model, breaking engagement. This is usually followed by a Parting Blow.

Duplicate Artefacts: If a second copy of a non-Monster Bounty Artefact is gained from the opponent's deck (e.g. Bale's Siphon Magic), the duplicate item is treated independently for this rule.

Engaged: A model is considered engaged when it is within the melee reach, 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 reach and line-of-sight.

Enter: To **Advance**, be **Pushed**, **Placed** or **Thrown** to within a specified area, from outside of that area.

Friendly: All models a player controls are friendly to each other. A model is friendly to itself. Models cannot be simultaneously friendly to opposing Warbands.

Heal: Remove damage which is marked on a health card.

Height:

Heroes: 2
Shrines: 2
Effigies: 4
Smoke/Forest: 4
Walls: 1
Souls: 1

Hit: A model is considered to have been Hit when any attack dice roll targeting that model (chosen by the attacking player) results in a (X or J) appearing on the dice. If an attack roll results in all dice being blanks or (A), the target model has not been Hit and therefore no effects are triggered that require a model to have been Hit.

Interrupt: An ability or effect that pauses the general game mechanics and must be resolved before continuation.

Killed/Destroyed/Die: 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/Die: Trigger any abilities or effects that rely on a Hero dying. Remove all Tokens (including Bound Souls and effects) from the model.

In both stages, if multiple abilities or effects trigger, the active player decides the order in which they are triggered.

Killing Blow: The model that inflicts the last damage point, resulting in the death of an enemy model, is considered to have dealt the killing blow.

Melee: A melee involves 2 or more models where at least 1 of them is either engaging, or being engaged by, the other model.

Occupied/Unoccupied Hex: A hex is considered occupied when a Shrine, Effigy, impassable terrain feature, Soul, or other models (Heroes, Monsters and Summoned) occupy that hex. Blank hexes, Forests, Smoke, Tokens, Soul Pits, and Monster Pits are considered unoccupied for model Placement/movement. Note that terrain movement penalties may still apply.

“One Use Only” Magical Artefacts: Some Artefacts have abilities that can only be used once per game. After the ability has been used it can never be activated again by that player. This is true even if the Artefact is traded, or sold and repurchased.

Place: A model is Placed on a particular hex. It ignores all intervening terrain and models. If the target hex is occupied, the model cannot be Placed in that hex.

Randomise: Roll a dice (usually a D6, unless specified) to decide the result.

Resurrect: To return a Hero that was killed in the previous round back into play. Typically the Hero is Placed adjacent to its Effigy with 5 less health and 1 less AP for this round.

Spawn, respawn, resurrect and Spawning: To be Placed on the board at a specific location, thereby entering play.

Target: The recipient of an attack or ability. A model can target another model if it has LoS and is within the selected Active Ability or weapon’s reach. When models use abilities that affect themselves, they are targeting themselves.

Temporary Health: Models can gain temporary health from various items and abilities. Temporary health is a pool of health points a model has in addition to their base health and is tracked separately. Temporary health possesses the following attributes:

- Damage dealt to the model is marked against temporary health first.
- Temporary Health cannot be healed by any means.
- A model can still heal their base health when they are benefitting from temporary health.
- For instances when a model gains temporary health from multiple sources, the owning player

must track them separately. When a model with multiple temporary health pools takes damage, the owning player can apply the damage to any pool they choose. In this instance, damage can be spread across multiple pools as desired. Note that the multiple temporary health pools will expire independently of each other.

This Model: The phrase “this model” always refers to the model to which the card belongs / on whose card it is written.

Towards: (See Away/ Towards)

True Damage: Damage that ignores a model’s RES.

Within: When an ability refers to being within (x) hexes from a given point, simply count how many hexes to reach that point, from the current occupied hex. This can be in any direction including slalom.

Within Melee Reach: A model’s melee reach is defined on their card alongside their melee weapon choices. This refers to the maximum distance in hexes they can use that weapon to engage a target model. 1 hex reach means they can only engage models adjacent to themselves.

THANK YOU FOR READING

You have now learned how to use the amazing strategic depth found in *Judgement: Eternal Champions*. We hope you have as much fun playing the game as we had making it.

NOW GO FORTH,
AND FIGHT FOR ATHIEN!



PHASES OF THE ROUNDS

1 Communion Phase

(For the first round, only do Step 3)

STEP 1: Start of the Communion Phase

STEP 2: Move Unbound Souls
Move Monsters

STEP 3: Generate Fate
+1 'free' Fate (first 2 rounds only)
+1 Fate per Bound/ Banked Soul
+X Fate if you control a Shrine (1F for friendly-side shrine, 2F for opponent-side shrine, D3F for center shrine)

STEP 4: Spawn Souls
Spawn Monsters

STEP 5: Resurrect Hero Models
-5 health than their maximum health
-1AP (Action Point) during this round

STEP 6: End of Communion Phase
Call Your Effigy Power (once per game)

2 Activation Phase

Players alternate activating their Heroes until all Heroes have been activated.

3 End of Round

Determine initiative for the next round (player 1).

ACTIONS AVAILABLE TO ALL HEROES

Advance (1AP)

Bank Soul (1AP): permanent damage to opponent's Effigy

Buy/Trade/Sell Magical Artefact (1AP + X)

Hand Over Magical Artefact (1AP)

Charge (1AP + melee weapon cost): +2 hexes on charge and +2 attack dice

Stand Your Ground (1F): -1 to attacker's dice pool during a Charge

CALCULATING DICE



Hit



Manoeuvre



Manoeuvre
+ Hit



Miss

Base Calculation

Subtract the target's AGI from the attacker's attribute (MEL, MAG, or RNG).

EXAMPLE: (5 RNG) - (3 AGI) = 2 dice

If the result is less than 1, start with 1 die.

EXAMPLE: (2 MEL) - (3 AGI) = 1 die

Next Apply Modifiers

Melee Modifiers

Charge: +2 dice.

Ganging Up: +1 die per friendly model engaging target.

Positive Abilities: abilities that add dice to the pool

Distracted: -1 die for each enemy model engaging attacker.

Terrain: see Terrain section pg.50

Negative Abilities: abilities that remove dice from the pool

Ranged Modifiers

Aiming Bonus: +1 die if you do not perform an Advance, Melee Attack, or Effigy Recall

Positive Abilities: abilities that add dice to the pool

Firing Into Melee: -1 die for each other model engaging target.

Terrain: see Terrain section pg.50

Negative Abilities: abilities that remove dice from the pool

Magic Modifiers

Positive Abilities: abilities that add dice to the pool

Firing Into Melee: -1 die for each other model engaging target.

Terrain: see Terrain section pg.50

Negative Abilities: abilities that remove dice from the pool

Active Abilities + Basic Attack (cost on Hero cards)

Cleanse (1F): remove 1 condition from activated Hero

Effigy Recall (2AP): place Hero adjacent to your Effigy
(Note: models will lose their Bound Souls if they end their activation in the deployment zone)

Self-Heal (1AP + 1F): heal 5 health (up to maximum)

Soul Harvest (2AP)

Stand Up (1AP): remove 1 knock down condition

Try Again (1F): re-roll the entire pool of dice