Artisan Guild
GUILDS

Tabletop Miniatures Skirmish Game

Rules - Glory Update Beta 0.803

Alpha 0.803

Thank you for participating in this ambitious project! We are really thankful that you decided to pick this manual and embark on this adventure with us. We hope you'll have lots of fun!

In this release we want to emphasize customizing and growing your guild during a campaign, which now includes rules for customizing your unit cards between missions thanks to Armory.
In this version, every action has a consequence as in Campaigns, Units and heroes can die, and a new Guild Card called Temple is available.

A new game mode calling Expeditions will let you play random Quests. It's tons of fun, and if you wish you can combine multiple Expeditions using Campaign rules to create unique Campaigns!

A new Heroism system is being used to both calculate the price of a card and the heroic wounds it can accumulate.

We are in the process of adding ALL Artisan Guild Factions into this game. For this reason a new Force rises! Prepare your weapons, Guildmaster!

Introduction

Welcome to the universe of Artisan Guild! In GUILDS you play a powerful Guild in an intriguing arcane world called Mundus, a place pervaded by legendary creatures and torn by war.

Being the Guildmaster of a rising Guild, you'll build your guild, recruit units and lead your warband to face gruesome battles against epic monstrosities and other rival Guilds.
As a legendary commander you have the power to inspire those who fight at your side.
Run expeditions through the world, advance through Quests, recruit mercenaries, warriors, arcanists and inspire more legendary characters to join your cause!

Depending on your Guildmaster's creed and virtues, you'll attract like minded soldiers and creatures to join your cause. Choose your allies wisely, as siding with certain factions will prevent you from recruiting others who don't share their vision of the world.

The Wheel of Forces

When you choose a Guildmaster and the starting members of your Guild, you may pick units from various factions.

A faction is made up of several heroes and units belonging to the same race or creed. Each faction belongs to one of the six major Forces, identified by a colored rune in the Wheel.

Every Force defines the principles of the factions who belong to it, their vision of the world, their goals and common beliefs.

This doesn't mean that all the factions and characters of the same Force know each other; some of them belong to different cultures—or even worlds—but at the very core their philosophy is similar enough to foster cooperation. It's up to your Guildmaster to build bridges and find synergies among your potential allies.

At first, you will only be able to pick characters from a single Force, but as you expand your Guild you will be able to recruit units and creatures from other adjacent Forces.

Each Force on the wheel has two Adjacent Forces, with two Minor Opposing Forces and one Major Opposing Force across from it.

- **Order (Blue)** upholds the dual principles of law tempered by compassion, fairness enriched with liberality, and justice moderated by mercy. Factions such as the **Fighters Guild**, the **Requiem Templars**, and the imposing minocs of the **Order of the Labyrinth** side with the force of Order. Order is Adjacent to Wild and Fortitude and Opposed to Chaos.

- **Wild (Green)** defends the wilderness, promotes the flourishing of natural places, and seeks to survive and thrive amidst adversity. Adherents of the force of Wild include the reclusive alfar of the **Deepwood**, the **Sunken Kingdom**, and the **Sylvan Knights**, as well as the noble **Arverian Woodkeepers**, and the **Swamp Gurunda**. Wild is Adjacent to Corruption and Order and Opposed to Strength.

- **Corruption (Black)** is the power of terror, madness, and boundless ambition, the willingness to sacrifice anything for power or immortality. The skeletal **Skutagaard Draugr** and **Oldburg Fallen Ones**, the oppressive alfar of the **Ashen Inquisitors** and the vampiric **Bloodhunt Knights**, the cursed orcs of the **Frostmetal Clan**, and the enigmatic **Slathaai** are part of this Force, which is adjacent to Wild and Chaos, and Opposed to Fortitude.

- **Chaos (Red)** represents destruction, rage, and annihilation. Chaos factions include the unpredictable **Rakshakin Headhunters**, and the furious **Dumlok Flameseekers** and the demonic legions of **The Gorge**. Chaos is Adjacent to Corruption and Strength and Opposed to Order.

- **Strength (Bronze)** represents physical brawn, vigor and overwhelming numbers. Strength factions include the ravenous **Orc Barbarians** and **Bonegnasher Gnolls**, the treacherous **Blackrazor Hobgoblins** and the cunning **Svartwood Trolls**. Strength is Adjacent to Chaos and Fortitude and Opposed to Wild.

- **Fortitude (White)** embodies the virtues of resilience, perseverance, and honor. The stalwart **Mountaineer** and **Lok-Badar Dwarves**, the resolute **Dragonguard**, and the barbarians of the **Dragonpeak** mountains are examples of factions within Fortitude. Fortitude is Adjacent to Order and Strength, and Opposed to Corruption.

Creating a Guild

Your Guild is composed of two kinds of cards: the Guild deck, composed of Guild Cards, and the Unit Deck, which is made up of cards for the heroes and warriors that fight for your guild.

Each Guild Card possesses a value in Glory Point, the unit of measurement of your guild's wealth in Guilds.

Regular units, Heroes, Heroic Mounts and Heroic Beasts cards of the Unit deck are represented by actual miniatures that you will deploy on the battlefield.

Guild Deck

The infrastructure and facilities of your Guild's headquarters are represented by Guild Cards. Each card unlocks either additional **Slots** for you to recruit units such as heroes, infantry, or cavalry, or upgrades that enable you to unlock more spells or increase your influence in other ways.

Most Guild Cards value 1 Glory Point, with the exception of the Heroic Glory Card. As Heroes comes in different tiers, stronger heroes require more Heroic Slots, provided by more costly Heroic Glory Cards.

The Great Hall

To assemble your Guild, the first step is to create your Guild Deck, which starts with the Great Hall card.
The Great Hall has no cost in Glory and provides the first **Slots** for your Unit Deck, used to recruit your first 2 *Slots Hero* and an *Infantry Card*.
This Card is unique and you cannot get another one.

By getting additional Guild Cards, you will increase the Slots used to recruit additional Unit Cards.

Additional Guild Cards

In an Expedition game, you and your opponent build equally-matched guilds by picking Guild Cards for a same total of Glory Points, then recruiting units to fill up the Slots provided by those cards.
If you are playing in a Campaign, Glory Points and Quest Rewards provide you the opportunity to expand your Guild Deck with additional cards.
Here a List of the currently available Guild Cards and what they provides:

- **Garrison:** +1 Infantry Slot.
- **Stables:** +1 Cavalry Slot.
- **Heroic Glory :** +1 Hero Slot (per GP).
- **Beast Lair:** +1 Heroic Mount/Heroic Beast Slot (per GP).
- **Elemental Arcanum:** Assign this to an Arcanists proficient in this school to let him/her cast any spell from its list.
- **Druidcraft Arcanum:** Assign this to an Arcanists proficient in this school to let him/her cast any spell from its list.
- **Animancy Arcanum:** Assign this to an Arcanists proficient in this school to let him/her cast any spell from its list.
- **Necromancy Arcanum:** Assign this to an Arcanists proficient in this school to let him/her cast any spell from its list.
- **Diplomatic Deal (unique):** Choose an adjacent Force; from now on your guild cards who provide Units let you choose Unit Cards from this Force.
- **Armory (unique) (only Campaigns):** Allows you to exchange the Weapon sets of the Infantry or Cavalry Unit Cards and to promote a Cavalry or Infantry model to Champion between a Quest and another.
- **Temple (unique) (only Campaigns):** Assign this to your Guild Deck to assist the Vanquished models and suffer less victims.

Unit Cards

Your Unit Deck is composed by the Unit Cards of your Infantry, Cavalry, Heroes, Heroic Mounts and Heroic Beast.

Your Unit Deck always starts with your Guildmaster and an Infantry Card, both provided by your Great Hall card.

If you start with more Guild Cards, you can recruit other Units Cards to fill the specific Slots provided by the other Guild Cards.

To do so, pay attention to the number of Slots each Unit Card requires to be included in your Unit Deck. For example, while Infantry and Cavalry Cards always fill up 1 Slot for each one (respectively provided by the Garrison and the Stable), Heroes fill from 2 up to 6 Slots conferred by the Heroic Glory Card.

Each Infantry and Cavalry Unit consists generally of two or more models with the same statistics and weapons.

In the rules, the word Model refers to any single physical miniature on the battlefield; it may represent a Hero, Heroic Mount, Heroic Beats or one of the Infantry/Cavalry miniatures which belongs to a Unit Card; while the word Heroic Model refers only to any Hero, Heroic Mount and Heroic Beast Tags

Recruit Limit

Heroes, Heroic Mounts, and Heroic Beasts, and every Unit Card who fills up more than 1 Slot (represented by the little Skull next to the Card name, in this alpha test the Skulls will be represented by asterisks at the end of the name) are Unique characters: you can include just one of those.
Infantry and Cavalry units are not unique, unless it is specified in the Unit Card tags, so you can recruit more than one copy of the same unit if you wish, for example by including *4 Gorge Imps Devastator* Cards. If they have the *Unique* Tag it means that you can only have one copy of these Unit Cards in your Unit deck.

Choosing a Guildmaster

The Guildmaster (GM) is the backbone of any Guild. Choose any hero unit to become your Guildmaster. The Force allegiance of the Guildmaster you choose determines your Guild's starting Force. Any other units you recruit must be from your starting Force, but can be from any faction within that Force.

As you recruit new Heroes, you may elect a new Guildmaster, which takes the place of the previous one.

The GM is a Hero, but not all Heroes are GMs! For this reason, rules that are specific to Heroes also apply to a GM; but rules that are unique to GMs do not apply to other Heroes. Each Guild can have only one GM.

Unit Characteristics

The next few paragraphs help you familiarize yourself with the Unit Cards and how to read them.

The functioning of each characteristic indicated in this first chapter is explained in detail in the following chapters.

Force

The gem on your card represents its Force. Each Unit Card belongs to a Force. You can only recruit UnitCards that match the Force of your Guildmaster or that of your Diplomatic Deal.

Name

Each unit and its corresponding model(s) have a default name, but you can rename them if you wish. The Tags below the name help you identify the Unit, and it determines which kind of Slots it fills.

Heroism

Heroism represents the implacable resolve or the favored destiny of a unit. It is represented by the Skull Icons next to the Unit Card name and it indicates how many Slots the Card fills up; additionally Heroism is the number of Heroic Wounds a model can collect before being removed from the game.
(in the current version the Skulls are represented by asterisks at the end of the name).

Unit

Even if filling only one Slot, Infantry and Cavalry Cards can provide more than 1 model. Each copy of that Card in your Unit Deck provides that number of Infantry or Cavalry models to deploy on the Battlefield. You have to name each one of them by writing it on its base (or numbers if you are a cruel slaver) to keep track of their individual Wounds.

Example: a Lok-Badar Shieldbreaker Card has a (3), providing 3 Lok-Badar Shieldbreaker miniatures to play on the battlefield. The Guildmaster is naming them Bjorn, Olaf and Ron.

Might

A model's **Might** represents its physical toughness and ability to shrug off lethal damage. When a model takes damage from an attack or effect, it suffers Wounds. When a model has a number of Wounds equal to or greater than its Might, it's Vanquished and removed from the battlefield.
For Infantry or Cavalry Unit Cards (which provides multiple models), keep track of each model's individual Wounds separately.
An (R) in brackets on the side of the Might score represents the ability of the model to heal a Wound at the beginning of each Activation Phase.

Deflection (DEF)

A model's **Deflection** represents the amount and coverage of protective armor or thick natural hide that prevents enemy blows from injuring it. When an enemy rolls attack dice against a model, the target number for the dice rolls to damage it is its Deflection.

A model with a **Shield**, indicated with '(S)' by its Deflection stat, is proficient with using its shield to knock away enemy attacks.

Willpower (WILL)

A model's **Willpower** represents its courage, presence of mind, and focus. Willpower is used for certain tests, such as resisting the effects of fear and supernatural mental influence. Willpower directly determines how many spells an Arcanist can cast.

Dexterity (DEX)

A model's **Dexterity** stat represents both its physical agility as well as movement speed. When making a Movement during its activation, a model can move a number of inches equal to its Dexterity. Dexterity is also used for certain tests, such as disengaging from melee, jumping, or climbing.

On the DEX score, a M in brackets describes the ability to ignore Difficult Terrains movements, while L indicates Levitating models.

Attack (ATK)

The strength, weapon quality and destructive power of a model. Each model has one or more attacks they can perform with equipped or natural weapons. When a model makes an attack roll with a weapon, roll a number of dice equal to that weapon's Attack stat. Each die result that equals or beats the target's Deflection stat is a hit. Most attacks cause one Wound per hit.

If the result of an attack die is a 6, it's a **Critical Hit**. A critical hit typically causes two Wounds to the target.

Abilities

Most models have one or more special **Abilities** granted from intense training and experience or supernatural powers that sets them apart from other warriors.

Passive abilities indicated with '(P)' are always in effect.

Fatigue abilities indicated with '(F)' are active abilities that require extreme physical exertion to accomplish. A model gains one or more Fatigue tokens when it uses a Fatigue ability.

Torment abilities indicated with '(T)' are active abilities that cause mental or supernatural stress in order to manifest. A model gains one or more Torment tokens when it uses a Torment ability.

Resistance and Weakness (R/W)

This space on the Unit Card represents weakness, resistances against conditions or sources of damage.

Dice

GUILDS uses regular six-sided dice, also referred to as D6, for all dice rolls such as attacks or tests. When rolling one or more dice, the notation '1D6' indicates one die, while 2D6 means two dice, 3D6 means three dice, etc..
The outcome of many types of Actions, such attacks, casting spells, and tests are determined by a dice roll. When a die is rolled, the value showing on the top face is the Result. Compare the result to the **Target Number** of the roll to determine if the die generated a *Success*. In GUILDS, at least that is not otherwise specified **1** is always a **Failure**.

Offensive Rolls

An **Offensive** dice roll is used for most attacks and when casting attack spells.

The player making the dice roll is the **attacker**, while the target of the attack is the **defender**. The attacker gathers a number of dice equal to the ATK of their weapon or spell to form a dice pool. Some effects or special rules modify this pool by adding or removing dice. The target number of the attack roll is typically the target's DEF, but it could be another stat such as WILL, or a static number such as 4.

The attacker rolls the dice in their pool and compares the result of each die to the target number. Each result that equals or exceeds the target number is a success, and each result of 6 is a Critical Hit. Each result lower than the target number is not a success and has no effect. The attacker is said to have Failed if none of the attack dice are successes. Some special abilities and rules apply when a model fails an offensive dice roll.

Typically, the target suffers a number of Wounds equal to the number of *Successes* on the attack roll. Each critical hit also causes an additional Wound.

For example: during an Attack Action, an Archer with ATK 2 would roll 2D6 when shooting with its bow. Then, every single dice result is compared with the DEF of the target.
For instance, to Wound a model with DEF 4 only rolls with the result of 4 or more are valid.

Some spells or abilities use an Offensive roll to determine if they hit or take effect, but don't cause Wounds based on the number of successes.

Characteristic Tests

A Characteristic Test is used to determine the outcome of some physical or mental challenges a model might face.

A characteristic test will indicate what stat is used to determine the target number. For example, a WILL test uses the target's own WILL stat. When a model makes a characteristic test, roll a single die and compare the result to that model's stat being tested. The special rule or effect describes what happens if the model succeeds or fails the stat test.

If the result is either greater than the model's stat, or a natural 1, the test is failed. If the result is not a 1 but less than or equal to the model's stat, the test is Successful.

Models with the symbol (/) instead of a numeric value on their Will are generally constructs or undead. Immune to Will characteristic tests, they don't perform it and have guaranteed Success .

Double, Triple and Scale

Some special abilities or effects are triggered when a model rolls doubles, triples, or scales during an offensive roll. The effect will describe what happens when these results occur.

A **Double** is when two or more dice results are the same, such as two 3s.

A **Triple** is when three or more dice results have the same number such as three 5s.

A **Scale** is when three dice results are a sequence of either (1,2,3), (2,3,4), (3,4,5), or (4,5,6).

A double, triple, or scale can occur even if none of the dice results are successful. For example, if you roll (2,3,4) against a target with DEF 5, it's still considered a scale, even though none of the dice are successful. Similarly, rolling (1,1,4) is still a double, and (2,2,2) is still a triple.

A roll could be more than one of these. For example, a roll of (3,4,4,5) is both a double and a scale.

Rerolls

Some special rules or effects allow one or more dice to be **Rerolled**. When a die is rerolled, pick it up and roll it again, ignoring the first result and taking the second result. A die can never be rerolled more than once. If more than one effect allows dice to be rerolled, reroll all of those dice once at the same time.

Roll Off

Two or more players may perform a Roll-Off to determine the outcome of some game rule. Each player rolls a single die and compares the result to all other players'. The player with the highest result wins the roll-off. If two or more players have the highest result, those players roll again. Continue rolling until only one player has the highest result.

Starting a Game

You and your fellow players can play GUILDS in a number of ways.

Expeditions are one-off random Quest where each player uses the same amount of Glory Points to build its Guild.

Expeditions Guilds are composed by the Great Hall and 6 additional Guild Cards. It's up to you to choose if the 6 additional Guild Cards are used to include more Infantry/Cavalry Cards or to recruit a very powerful Hero that fills up many Slots; to unlock specific Spell Domains, or even to unlock an adjacent Force of the Wheel.

A Campaign is a long sequence of Quest with a narrative thread that connects them, played over multiple sessions in a specific order until the dramatic conclusion. Multiple Guildmasters compete to seize the rewards of Quests over many weeks or months and gradually gather mighty armies of followers. During a Campaign any unit can permanently die bringing you at disadvantage against your opponents. In this game format each move is extremely important.

The rules to set up an Expedition, and the Campaign rules, are located in the Quests Book.

The Battlefield

GUILDS is played on a square 36" by 36" surface called the **Tabletop**. An area around the perimeter 3" from the edge of the tabletop is reserved to place guild and Unit cards called the **Card Zone**, leaving a square 30" by 30" area in the center called the **Battlefield**.

Each player has their own table edges, with the immediate 3" are in front of that edge set aside as their Card Zone and the area in front of that edge as their Deployment Zone.

Your Guilds Cards are active components of the game, for this reason, they need to be aligned on your side of the table well in sight of the other opponent(s).

Scenic Elements Setup

As seen in the Quest Book, The Battlefield is divided into 9 Quadrants of 10 x 10" and Scenic Elements such as rocks, ruins and trees are placed by the players.
During an Expedition, players randomly pick a Biome and alternate decorating the Battlefield with Scenic Elements on each Quadrant.
During Campaign's Quest, players alternate each other but to decorate Quadrants, but must follow the Quest Description to carefully place the Scenic Elements described. After the Terrain is ready, all players roll for Initiative.

Initiative Roll

At the beginning of each round, the players roll to establish the *Initiative Order* for the round. The initiative order determines who goes first in each subsequent phase of the current round.

Each player chooses one of their models on the battlefield and rolls a number of dice equal to that model's DEX. Then they add the results of their dice together to get an initiative total. The player with the highest total is the Initiative Player for that round, and the rest of the players have an initiative order in descending order from highest to lowest.

If two or more players have the same initiative total, those players roll off to determine which player is considered higher in initiative.

When a round is over and a new round begins, the players establish a new initiative order.

Example: You choose Flokir the Skald (DEX 4) to roll for Initiative, so you roll 4D6. Your opponent chooses Kaladas Soulsplitter with DEX 6 and rolls 6D6. You roll a 13 with your dice and your opponent rolls a 22. Your opponent starts the Round issuing the first Shout Order.

Deployment

The Player who won the first Initiative Roll at the beginning of the Quest starts by deploying his or her Guild models on one of the 4 corner Quadrants of his choice.
When that is done, the next player will do the same in the opposing Quadrant.

In most Campaign's Quest there are reserved Quadrants for the players to start.
In this case, the player who won the first Initiative roll may decide in which one of the available player Quadrants he or she wants to deploy its guild.
In certain quests, there might even be a fixed starting position for each Guild.

Models that share the same Card can be deployed in Formation. Heroes and Heroic Mounts cannot enter formation.

Game Structure

A game of GUILDS takes place over five rounds. In each round, the players play through each phase.

Rounds

Each round starts with the players determining Initiative Order. Then the round proceeds through three phases: the Event Phase, the Activation Phase, and the End Phase.Round Structure

Initiative Roll	Event Phase	Activation Phase	End Phase

Event Phase

During the Event Phase any special event from the current Quest is resolved. Finally, Guildmasters are able to issue Shout Order following the Initiative order. The Event Phase ends and the Activation Phase begins.

Activation Phase

During the Activation Phase, players take turns activating one of their ready Unit cards and performing actions, such as movement, attacking, or spellcasting.

After a unit card has finished its activation, it becomes exhausted. Turn its unit card sideways to show that it has already been activated this round. Once all players have activated and exhausted all of their ready Unit cards on the battlefield, the Activation Phase ends and the End Phase begins.

End Phase

During the End Phase, players check the Quest Encounter or Skirmish Scenario in order to activate any neutral monsters or non-player creatures. Finally, the players check any scenario-specific victory conditions.

Once all three phases of a round are over, if the victory conditions are met, the game is over with one or more players declared the winner(s). If the game is not yet over, it continues with a new round, beginning again with an Initiative Roll.

Ordinarily, a game of GUILDS is over after five rounds, although the Quest Encounter or Skirmish Scenario might have different rules.

Unit Status Terminology

The following terms apply to Unit Cards as players activate them.

Ready and Exhausted

A **Ready** unit is one that hasn't been activated yet in a round. Ready Unit Cards are indicated with their unit card oriented upright in the player's Card Zone.

An **Exhausted** unit is one that has already activated in a round. After a unit ends its activation, turn the unit card 90 degrees, so that it is oriented on its side to show that the unit is Exhausted.

Rally

At the beginning of the Event Phase of each round, each player **Rallies** all of their surviving units by turning their exhausted cards upright to the ready state.

Rarely, some special ability or effect might rally a unit in the middle of the round. If so, that unit becomes ready again and can be chosen to activate an additional time.

Routed

A unit becomes **Routed** if it once had models on the battlefield, but now has no remaining models due to them being vanquished. Put the vanquished models as well as the unit card aside somewhere off the table to show that it is routed (alternatively, you can turn the unit card in your Card Zone upside-down and put the vanquished models on it). Routed units don't ready or activate for the rest of the game.

Rarely, some special ability or effect might allow a routed unit to return to the battlefield. Turn that unit card upright and place the models back onto the battlefield as described by the effect.

Event Phase

At the beginning of the Event Phase, each player Rallies each of their exhausted units with at least one model on the battlefield.

Then, the players check the Special Events of the Quest, if present. After resolving the event, each Guildmaster has an opportunity to issue Shout Orders.

Shout Orders

During the Event Phase, after eventual Quest Events take place, each Player's Guildmaster (if still in play) can Shout Orders to a single model or Formation that is within 12" from him/her. Shout Orders follow the Initiative order rolled at the beginning of the Round. Order subjects and instructions have to be clear, such as "Dwarven Shieldbreakers, charge that unit of Ogre Marauders!", "Merrian Silverfinger, run to that point!" or "Ashen Inquisitors, defend that Shrine!". There are 3 types of Shouted Orders and each one uses a special Token, that is placed on the table:

Attack!

The guildmaster orders a model/formation to attack a single enemy model/formation. Declare which friendly model/formation is receiving the order and place the Attack Order token next to the enemy target. The friendly model/formation must be within line of sight of the Guildmaster.

The next time the friendly model/formation activates this round, may reroll one ATK die, if they attack the enemy target. Remove the Attack Order token if the model/formation successfully carries out the order by attacking the target (even if they don't reroll any dice).

If the friendly model/formation does not attack the target, then the token remains to show that the unit failed to carry out the order. At the end of the round, remove the token and the guildmaster suffers one Torment

Run!

The guildmaster orders a model/formation to move to a specific spot. Declare which friendly model/formation is receiving this order and place the Run Order token on a spot on the battlefield within line of sight from the Guildmaster.

The next time the friendly model/formation activates this round, each time it takes a Movement action to move, it gains +1" of movement. If the model/formation ends its activation within 1" of the Move Order token, then the model/formation has successfully carried out the order. Remove the token from the battlefield.

If the token remains on the spot at the end of the round, showing that the model/formation failed to carry out the order, then remove the token and the guildmaster suffers one Torment.

Guard!

The guildmaster orders a model/formation to defend a particular spot. Declare which friendly model/formation is receiving the order and place the Guard Order token on a spot on the battlefield within line of sight of the Guildmaster.

When the model/formation is within 1" of the Guard Order token, if an enemy model attacks this model/formation, you may force the attacker to reroll the dice that are a success, hoping it gets a lower result.

The chosen friendly model/formation successfully carries out the order if it is within 1" of the Guard Order token at the end of the round. The token remains on the battlefield and is not removed.

If at the end of the round the chosen friendly model/formation is not within 1" of the token, then they failed to carry out the order. If this happens, the Guildmaster suffers one Torment.

During the Event Phase, immediately before giving a Shout order, you may remove a Guard Order token from the battlefield. Each Guildmaster can have up to one Guard Order token on the battlefield at a time. If you issue a Guard! Shout order, and there is already a Guard Order token on the battlefield, remove the old one before placing a new one.

Activation Phase

During the Activation Phase, players take turns activating a unit card and making movement, attack, spellcasting or other actions with that unit card during its activation.

Activating a Unit Card

Starting with the First Player, players take turns in initiative order activating each of their unit cards until all surviving unit cards have been activated.

When it's your turn to activate a unit card, choose a Ready unit card you control and activate it. Take any Movement actions, Attack actions, or other actions for that unit card. When it's done taking its actions, exhaust the unit card. Then the next player in initiative order activates a unit card.

It's possible that a Player has no more unit cards to Activate while the other players yes. In this case, Players who have unit cards to Activate alternate between them, while the Player with all unit cards exhausted waits till the next Round.

When it's your turn to activate a unit card and you have at least one Ready unit, you must choose and activate a unit. You cannot skip activating if you have at least one Ready unit.

Once all unit cards are Exhausted in a round, the Activation Phase ends.

Single-Model

It's straightforward to activate a unit card consisting of a single model, such as a hero, heroic beast, heroic mount, or a unit that used to have more than one model but has been reduced to one through casualties. Move the model and make any attacks or other actions with it. After its activation is over, exhaust the unit card.

Infantry or Cavalry Unit card

When you activate a unit card consisting of two or more models, such as an infantry or cavalry unit card, you can decide to move and take actions with those models together or separately.

In GUILDS, models in the same unit card don't need to remain near to each other during their activation.

If you choose for the models to act separately, then select one model in the unit card and take all of its movement and other actions. Once that model is done, choose another model in the unit card and take all its actions. Continue until each model in the unit card has performed all its actions. Then the unit card activation is over.

You can choose to activate the models together using a **Dynamic Formation**. In a dynamic formation, all models move and act at once.

Rounds and Effects

Some Special effects may last for several Rounds. When an Effect (For example a Spell, a Condition, or an Event) lasts for 1 Round, it expires exactly at the end of the following Round's End Phase.

Multiples of Unit Cards

If your Guild contains two or more of the same unit card, mark or indicate which of those models belongs to specific unit cards. You can paint the models of the first unit card in one color and use a different color for the models in the second unit card, or some other means to differentiate them, such as numerating their bases. The important thing is that when activating one unit card, it's clear that only the models in that specific unit card can move or attack, and not the models in the other unit card, even if they are the same kind of infantry or cavalry models.

Example: Your guild includes two units of Gorge Mezzalfiend Mauler Infantry. Each Unit card allows you to deploy four infantry models, for a total of eight. However, you must indicate which four belong to which unit.

You could mark the bases of the first four with "I", and mark the bases of the other four with "II" to show which unit they belong to. Alternatively, you could paint the armor of one unit a particular color and use a different color for the other unit.

As long as it's clear to all players which models belong with which card, you can use whatever method you like.

Actions

When a unit card activates, each model of the unit card can perform up to two Movement Actions, or one Movement and one Attack Action. A model can't use Attack Action twice during his activation, however it can decide in which order to Move and use Attack Actions. order.

Movement

When a model takes a **Movement** action, it can move on the battlefield a number of inches up to its DEX characteristic.

Models have no facing and can move in any combination of directions, as long as the total distance traveled doesn't exceed their maximum move distance.

While moving, a model's base can't overlap the base of another model, friendly or enemy.

A model can't end a movement with its base overlapping another model's base, or in a spot where the model can't physically fit without falling over.

A model that passes through debris, thickest vegetation or moves through an *Aquatic Terrain* (like a swamp) is considered to be under the effect of the **Difficult Terrain**, which reduces its DEX by 1 and consequently its Movement for as long as it is inside. Models with a *(M) or a (L)* next to their DEX value ignore this penalty to Dexterity. Amphibian models are immune to Aquatic Terrain.

Charge

Charging is a special kind of movement action that allows a model to engage in melee with an enemy. A model that starts its movement outside of an enemy's engagement range may not move into that enemy's engagement range unless it is charging. Some extra rules or Abilities are applied to Charging models.

Running

A model can take the Movement action 2 times in the same activation, effectively enabling it to run by moving twice. The model at the end of the run is exhausted.

Climbing (Dex Test)

While moving, a model in contact with a surface that is climbable can move vertically up or down up to 3", as long as it has enough movement to end on flat terrain where the model can fit. If a model ends its activation with its base not on flat terrain, it falls.

For walls and cliffs greater than 3", when a model with enough remaining movement to reach the top or bottom begins to climb, that model must succeed on a DEX characteristic test. If successful, the model proceeds with its movement and reaches the top or bottom of the surface safely. If it fails the test, the model is unable to climb up, or if climbing down, it falls.

Jumping (Dex test)

While moving, a model can jump horizontally up to 3", as long as it ends the jump on or in contact with terrain.

In order to jump greater than 3", a model must succeed on a DEX characteristic test. If successful, the model can jump further than 3", up to its remaining movement. If it fails the test, the model jumps 3", but then immediately falls.

Falling

When a model falls, place it on the closest flat terrain directly beneath the position from which it fell where its base can fit. If the model falls vertically more than 2", it suffers one Wound for each inch of distance greater than 2.

Example: a Dwarf with 4 DEX can't Jump through a Cliff wide 4", but can try to Climb on a wall tall 3,9". The Dwarf rolls a DEX test to Climb the Wall, and obtains 5 as result, failing the Test.

Engagement

In GUILDS, each model has a circular base. Most infantry and heroes have a 32mm diameter base, but cavalry, mounts and monsters may have larger bases.

Measuring Distances

When measuring distances, always measure from the edge of a model's base. Usually, you can ignore any vertical component of distances and just measure horizontally, except in certain circumstances.

Threat Range

Each model has a Threat Range, which is an imaginary circle that extends 1" from its base edge. When the Threat Range of two enemy models touch each other, they are considered Engaged, therefore, put the moving model in contact with the base of the other. A model who passes across an enemy's Threat Range is automatically Engaged with it, and ends its Movement.

Range and Engagement

Melee attacks and Ranged attacks on a model's unit card indicate its range.

Melee Weapons

Melee weapons can be used against enemies in base contact with the attacking model, out to a maximum range.
Most melee weapons such as swords and clubs have a range of 0", meaning the enemy must be in base contact.
As seen in the Weaponry Chapter, some melee weapons such as spears and whips have an extended range and some additional special rules.

Ranged Weapons

Ranged weapons have a minimum and maximum range, such as 3-12". A ranged weapon can't be used on a target closer than minimum range or outside of the maximum range.
An engaged unit can't use ranged attacks.

Engagement

While moving, unless it declares a charge, a model cannot move within the threat range of an enemy model. A model that ends its movement within the threat range of an enemy model is considered **Engaged** in melee.

While engaged, a model cannot perform a move action other than to **Disengage**.

Charging Heroes

When a model Charges an enemy with Heroism equal to or greater to his Will, the model carrying out the charge must succeed on a WILL characteristic test in order to perform the Charge.
By failing the test, the Charging model spends its action but cannot move. If Heroic, the model also gains a Torment token.
Models in Formation are immune to the Heroic Threat.

Disengage (Dex Test)

When a model begins its activation engaged by one or more enemy models, it can take an action to **Disengage**. The disengaging model must succeed on a DEX characteristic test. If the test is failed, the model can't disengage or move and the action is lost. If successful, the disengaging model can move up to 3" following certain restrictions:

The disengaging model must not end its movement within the threat range of the model it was originally engaged with.

It's possible due to positioning that a model can't move directly away from the other due to other models or terrain in the way. If so, the model must move the shortest path that would bring it out of the threat range of all models that it was engaged with. If a model has no path that would bring it to be no longer engaged, then it can't Disengage.

If a model fails a Disengage attempt characteristic test but has one remaining action, it can try again by taking another Disengage action.

Disengaged Towering Models

A **Towering** model automatically succeeds at Disengage DEX characteristic tests against non-towering models.

Vision and Line of Sight

Most attacks and special abilities require a model to be able to see its target.

A model can see another model if it has Line of Sight to it. In order to determine if the source model has the target model in line of sight, consider an imaginary line from the center of the source model's base to the target model's base center. If the line has no obstruction from other model bases walls, obstacles or barriers, then the source model has line of sight to the target model.

Sometimes terrain such as solid walls block line of sight, as do other models, friendly or enemy. The base diameter of the model determines if it can see over other models and terrain. Line of Sight is blocked if it passes over models with a base size equal to or larger than both the source model and the target model. Similarly, terrain taller than either the source or target model blocks line of sight.
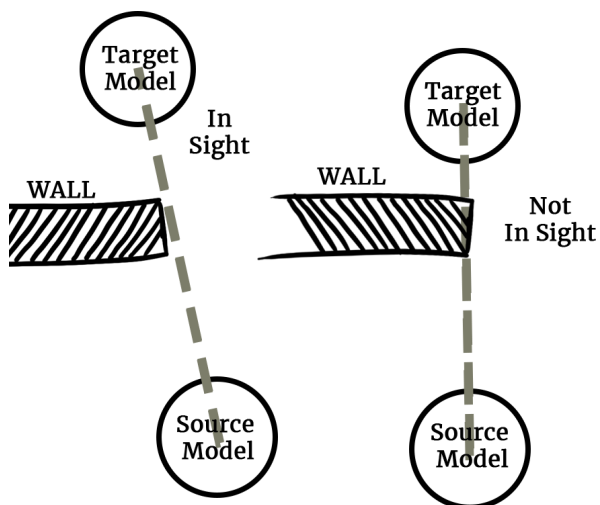
Barriers and Cover

A model may benefit from Cover against an attack if it is behind a Barrier.

If during an Attack a model has **Cover** from terrain or a special rule, then it gains the ability to reroll a single successful ATK dice from its aggressor rolls, like if it has a GUARD! Shout Order (the two stacks and 2 rerolls are possible).

A **Barrier** is a long physical obstacle such as a fence or wall typically no thicker and taller than 30mm. A model in base contact with the Barrier gains a number of benefits:

- If the Barrier is not taller than the base diameter of the model, the model can see over the Barrier.
- The model's threat range extends across the Barrier to the other side and beyond out to its normal distance.
- A model gains the Cover bonus against melee and ranged attacks if line of sight passes over the Barrier.
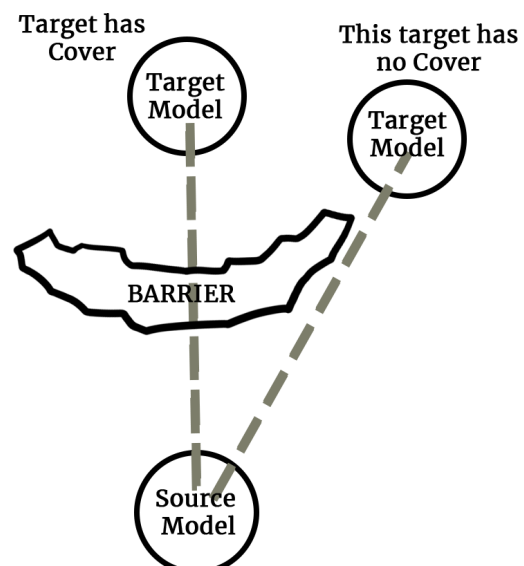
Attack Action

When a model takes the **Attack** action, it targets an enemy in range with one of its weapons listed on the model's unit card.

There are four steps to performing an attack action: Declaring weapon and target, gathering and rolling attack dice, determining successes, and applying wounds.

Declaring Attack

The first step when performing an attack is to decide which weapon the active model is using and which enemy model is the target. If the attacking model has more than one weapon, choose only one of them for the attack. Check to see if the target is within range of the weapon and within line of sight to the attacker.

It's possible to split melee attacks between two or more targets, as long as all targets are within range.

Attack Dice

After determining the weapon and the target, the attacker gathers an offensive dice pool with a number of dice equal to the ATK characteristic of the chosen weapon. When attacking a single target, all dice are assigned to the one target. When splitting attacks between two or more targets, assign each die to a target first before rolling any of them.

Example: Uldar the Shapeshifter, a hero with 4 ATK, is engaged with a Kobold and an Ogre. During its Activation, after failing a Disengage, he decides to Attack both enemies. Before rolling his 4 ATK dice, he declares he wants to assign 3 Dice to the Ogre and only 1 to the Kobold, which is much weaker. He rolls 1D6 and wounds the Kobold, killing it, then rolls the remaining 3D6 to kill the Ogre.

However, when Attacking a true Formation, it's always the player who controls the target Formation who decides which model gets the Wounds first. In this case, even a single target Spell or Weapon targeting a Formation will potentially Vanquish more targets if enough Wounds are obtained.

Deflection Check

After gathering an offensive dice pool and assigning attacks to melee targets, choose one of the targets and resolve the attacks against it. To resolve an attack, roll the attack dice assigned to it and apply any modifiers or rerolls. If none of the attack dice results are equal to or greater than the target's DEF characteristic, then the attack Fails. If one or more die results equals or exceeds, for each result that meets or exceeds the target's DEF characteristic, the attack is a *Success* and deals one Wound. A Critical Hit (die result of 6) causes an additional one Wound.

Shield Roll

Models that specialize in defending themselves with a shield have an (S) in brackets on the side of the DEF characteristic.

When a model with a shield receives one or more Wounds, it may perform a free Shield Roll by rolling a D6. On a 5+, 1 Wound is ignored during the Attack Action, totally absorbed by the Shield. If a Formation with this feature does a Shield Roll, you can roll 1D6 for each model of the Formation and ignore no more than 1 Wound for each one. Shield Roll isn't available to models possessing a Broken Shield Token.

Apply Wounds

After determining the amount of *Successes* caused by an attack, the target model suffers a number of Wounds equal to the amount of *Success* suffered.

Damage Types

A model's attacks may indicate a type of damage, such as Fire or Lightning. If the Damage type is not specified, then it's considered to be *Physical*. Weakness or Resistance are used to reduce or increase the Wounds received depending on the type.

Example: You decide to unleash Thunderbeak The Gryphon's Thunder Breath against a formation of 3 Blackrazor Soldiers. With this specific Weapon Set the Gryphon will inflict Thunder Wounds.

Resistance and Weakness (R/W)

Certain models have Resistance or Weakness to one or more damage types.
When a model with **Resistance** to a damage type takes one or more damage from that type, reduce the total number of wounds suffered from that attack by one, to a minimum of zero.

When a model with **Weakness** to a damage type takes one or more damage from that type, increase the total number of wounds suffered from that attack by one.

Resistances and Weakness can also affect conditions: If an ability or effect would apply a special condition to a model with Resistance to that condition, the model can do a reroll to resist against this condition in case of a characteristics test.

Example: A Draugr has Weakness to Fire and Resistance to Frost. This model receives 1 Frost Wound, and thanks to its Resistance it reduces it to 0. On the same Round, a Firebolt hits him causing just 1 Wound: being Weak to Fire, the Draugr receives 2 Wounds instead and is Vanquished.

Healing

Some special rules allow a model to Heal wounds or **Recover** from special conditions.

When a model Heals wounds, remove that number of wounds from the model. Healing from Heroic Wounds is distinct from regular wounds; an effect that heals wounds has no effect on Heroic Wounds and vice versa.

When an effect allows a model to Recover from a condition, remove that condition token from the model.

Example: Gino the Brewmaster has 1 Heroic Wounds and 1 normal Wound. He uses his Ability "Gino's Spiced Brew (T)" during the End Phase to take a sip of his brew and Heal from 2 Wounds and all his Fatigue Tokens. First of all he collects a Torment Token being a Torment Ability, next, he removes 1 Wounds and all the Fatigue Tokens from his Card. He can't recover from the Heroic Wound with this Ability."

Vanquished Models

Models who collect enough Wounds to match their MIGHT score are immediately *Vanquished* and removed from the game. This doesn't happen so simply for Heroes, as seen in the next paragraph. At the end of a Quests, Vanquished models are calculated to obtain Glory Points (as we will see in the chapter on Campaigns), so it's important to keep track of which player has Vanquished which model, especially because wandering monsters can score their victims too!

Casualties are calculated at the end of a Quest if you play a Campaign, as Vanquished models are not guaranteed to be able to participate in the following Quest. Take care of your army!

Heroic Wounds

Wounds which would normally kill a soldier or mercenary are not enough to stop a Hero, legendary commanders, warriors and arcanists who have the ability to withstand the most ferocious wounds and survive.

Every time a model with more than 1 Heroism (Skull Icons) gets enough Wounds to match its Might it doesn't get Vanquished; it instead receives a *Heroic Wound Token.*
Each Wound that exceeds the Might is accumulated as a regular Wound, with the possibility of adding up to future Wounds and thus transforming into an additional Heroic Wound.

In short, a model with 2 or more Heroism gets a Heroic Wound every *X* Wounds, where *X* stands to its Might (everytime he should be Vanquished).

This generates the possibility that enough Wounds are being inflicted to match the Might multiple times, inflicting more Heroic Wounds. The Heroic Wounds Tokens are collected on the Unit Card.

If enough Wounds are inflicted to surpass the Might, a Heroic Wound is caused and the rest of the Wounds are allocated as regular Wounds; those will add up with future Wounds eventually turning into a Heroic Woud.

When enough Heroic Wounds are collected on the Unit Card to match or surpass his Heroism, the model is removed from the gaming table (exactly how normal models are Vanquished).

Example: A Hero (5 DEF, 3 MIGHT, 3 Heroism) is being Attacked by a Dragonpeak Barbarian. The Barbarian rolls 3 ATK and obtains a 5, a 5 and a 6. 5 are 2 Success (2 Wounds) and 6 a Critical Hit (2 Wounds); the Barbarian Attack inflicts 4 Wounds: it matches the Hero's Might, inflicting him 1 Heroic Wound and 1 additional Wound. The Hero survived this Attack Action who would have Vanquished an Infantry model of the same Might, but having 3 Heroism is still alive and can receive more.

During another round, the Barbarian makes a Formation with 2 other Dragonpeak Barbarians and the three Attack during the same Attack Action the wounded Hero. By rolling all at once, they generate a total of 5 Wounds. 5 Wounds are not enough to match the Might of the enemy Hero 2 times, but lucky for the Barbarians, the Hero is already carrying an Heroic Wound and a regular Wound from a previous Round, and so he is slain and removed from the game collecting a total of 3 Heroic Wounds.

Resurrection

Models who are not Vanquished are considered In Game, as Vanquished models are placed outside of the Battlefield.

Specific Abilities might come back models into the gaming table during a Quest to let them fight for more rounds, these effects are said to *Resurrect* a model. Unless specified otherwise, these models are Resurrected in the same spot they were Vanquished, with no Wounds, Heroic Wounds or any kind of other Token on it.

Abilities

There are three kinds of abilities: Passive, Fatigue, and Torment.

Passive

Passive abilities are always in effect, or take effect when an event or circumstance in the game triggers them.

When a passive ability is triggered on a *double*, *triple*, or *scale* result of an attack roll, its effect occurs simultaneously with the damage.

Example: Flokir the Bard shot an arrow against a Svartwood Troll. By obtaining 1, 3, 3, 5, it inflicts 1 Wounds (thanks to the 5), and its passive ability occurs, casting Forge Chant automatically, empowering his allies.

Active

Active abilities can be used during a model's activation. An active ability might also come with a cost associated with using it. You are never forced to use an ability which is not Passive, not even if it activates out of your Round.

Fatigue

Fatigue abilities are active abilities that cause the model to gain one Fatigue token. A model cannot use a Fatigue ability if it already has one or more fatigue tokens.

A heroic model with one or more Fatigue tokens cannot use Fatigue active abilities or Heroic Reactions.

As described in the Conditions, heroic models with even 1 single Fatigue Token are considered *Fatigued* and are not able to perform Heroic Reactions or Fatigue Abilities!

Torment

Torment abilities are active abilities that cause the model to gain one or more torment tokens. When a model gains enough torment tokens, it might suffer a torment break. A model can't use a torment ability if it already has its maximum torment limit.

Certain Abilities make uses of Tokens to provide certain benefits. On these Abilities, variable numbers are described with an *X*, where *X* stands for a variable number of your choice, depending on the situation. For example you might choose to discard X token to provide the same amount of ATK tokens.

Recovering from Fatigue or Torment

At the end of the Event Phase, remove one Fatigue or Torment token from each model that has one.

Summons

Certain Abilities, or even Spells, let you **Summon** additional allies to aid your Guild. Contrary to resurrected models, these models are temporary and disappear at the end of the Quest you still need to place their card on your Card Zone. This is imprescindible to check their condition, exhaust them as you Activate the corresponding models and so on.

Transformation

Some Unit cards have the **Transformation** tag. These units cannot by themselves be added to your Guild, they are automatically acquired when you have the Unit capable of transforming into this Card, like Uldar the Shapeshifter and his Druidical Beast version.

When a model is Transformed by an ability, effect, or spell, remove its model from the table and put the model of the transformed version in its place. Also the Card in the Zone Card is replaced with that of the Transformation until the end of the Quest (or until otherwise indicated).

Area of Effect (AoE)

An **Area of Effect** (AoE) ability is one that can target a point on the battlefield and affect multiple models in an area, such as within a circular radius from that point.

AoE can be used to hit enemies that you can't or don't want to target, like invisible enemies or units that apply certain conditions if targeted, such as the Hive Colossi.

An ability which has an AoE will describe the shape of the AoE that could be a Circle, a Cone, a Square or a Line, which always starts from the edge of the caster's base. An AoE ability still needs to have an unobstructed line to each model in the area in order to affect the model

Be careful: unless AoE Attacks, Spells and Abilities specify that they affect only Enemies, they actually affect all models inside a designated area, including allies. *Be careful with those explosions and cannonballs*!

AoE Attacks, Abilities or Spells can hit even invisible Units, however it's still possible to take shelter from those behind obstacles such as Walls. In the case of AoE which propagates in a radius from a designated point, such as Fire Explosion, you calculate if the targets are protected behind a Wall tracing an imaginary line from the Designated point: if it's obstructed by obstacles (but not Units) the model can't be targeted.
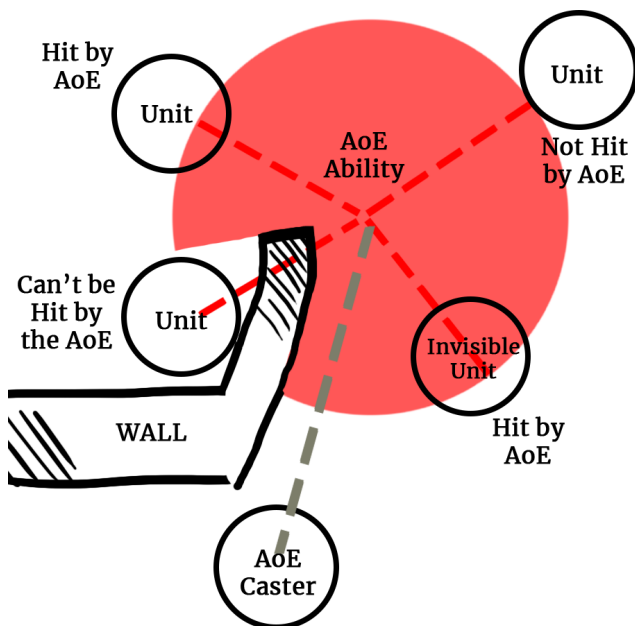
AoE Attacks Dice

AoE Spells, Attacks, Items and Abilities that potentially inflict AoE Wounds are considered *AoE Attacks*. AoE Attacks always indicate a number of *AoE ATK Dice*.
These ones differ from regular ATK dice because they are multiplied by the models in the Area.

The caster of the AoE Attack rolls the corresponding dice to each target separately (one by one), and compares the corresponding dice results to the target Defense before rolling for the next target.
AoE ATK dice in a range of 0" are Attacks that target all Engaged models, rolling the amount of ATK dice indicated to every target.

Example: Vesdra the Shaman casts Fire Cannon, which has 2 AoE ATK dice, on an area with 6 Skeletons. She needs to roll a total of 12 ATK dice (2 for each Skeleton), so she starts by rolling and comparing 2 dice with the first target, Vanquishing it. After the first Skeleton has been Vanquished, she proceeds rolling on the next Skeleton. After she repeated the process with all 6 skeletons the Spell is terminated.

Absolute AoE (A)

Certain AoE, like most Animancy Spells, earthquakes, or magic effects that manifest from the ground are Absolute and marked with an (A). Absolute AoE, differently from regular AoE which explode on a point and radially reach models in the area unless interrupted by a wall, pass through any kind of wall.

Weaponry

The strategic choice of which weapons to bring into battle can determine the victory or defeat of your Guild. In this chapter you will learn about the properties that apply to many of the GUILDS Weapons.

The special properties of a Weapon are described in an abbreviation in brackets next to the range of a Weapon.

Certain weapons have no special properties, but as you will see in the Unit Cards, most of the weapons without properties are used with a shield or in combination with other weapons.

Bonus Attack (BA)

Lightweight, versatile weapons or some arcane bolts can be used by some models to inflict extra Attacks, called Bonus Attacks.

A weapon with Bonus Attack (**BA**) can be used once during the model's activation as a free extra action: before Attacking with any other weapon, or even after.

Example: a model with a sword and one-handed crossbow with BA can fire its crossbow at a model within the allowed range, and, during the same activation, charge it in melee and strike it with its sword.

Breath Weapon (BW)

Certain arcane weapons or even monster breath have the **BW** property. **BW** Attacks are AoE Attacks (see the previous chapter) that hits all models inside a cone of 90° which starts from the edge of the base of the caster and extends till the maximum range of the weapon, hitting friendly or enemy models alike in this area. You can decide where to direct the cone.

Dual Weapon (DW)

Dual Weapons (**DW**) are pairs of weapons that are used simultaneously to inflict many wounds with great accuracy. These types of weapons are listed on the unit card as if they were a single weapon.

Using Weapons with the **DW** property during an Attack action allows you to reroll a single result at will (this is added to a possible Shout Order). A Hero can reroll a single result of a Heroic Counterattack (seen in the Heroic Reactions Chapter) using a **DW** Weapon.

Indirect Engagement (IE)

Certain long weapons such as staves, spears, lances, and halberds have the Indirect Engagement property (**IE**).

A model possessing an Indirect Engagement weapon has an extended Threat Range up to the range of the Weapon, being generally 2".

This means that an IE Weapon can be used to Engage and Attack the target being outside of his Threat Range and without being base to base with it, for example if the enemy is at a distance beyond its normal threat range but within yours.

Additionally, a model using a IE Weapon can Attack a target indirectly through a friendly unit by being in base contact with another friendly model, if the other friendly model is in base contact with the target enemy model. This works in Formation, so the rear line of a Formation using IE weapons can Attack a target behind their allies as described above.

However, when attacking enemies with a IE weapon being base to base with the target, an attack result of 6 is not considered a Critical Hit and only deals 1 wound.

Example: a Formation of six Oldburgs Lancers rolling 1 ATK 0-2" deployed with 3 models in the Front line and 3 models deployed in the Rear line, attacks 2 Requiem Purifiers with Def 5. Formations can roll ATK dice at the same time, but the Oldburgs in the front line are engaged in Melee so they cannot take advantage of the Indirect Engagement. For this reason the ATK dice of the Front line models must be rolled separately from the models of the Rear line formation. The 3 rolled ATK of the Front line result in 6, 3, 5, but instead of inflicting 3 Wounds they inflict just 2 because the 6 is not considered Critical Hit. The Rear line rolls 2,1,6 and inflicts 2 Wounds, in this case the 6 is considered Critical Hit because of this feature.

Powerful Critical (PC)

Weapons such Greatswords, Flamberges and Claymore generally have the **Powerful Critical** property (**PC**).
These weapons require lots of strength, but are able to inflict wounds with greater precision by bypassing opponent defenses.

By Attacking with a PC Weapon, Critical Hits are even deadlier inflicting 3 Wounds instead of 2.

Shieldbreaker (SB)

Weapons such Mauls and Great Axes generally have the **Shieldbreaker** property (**SB**).
When a model tries a Shield Roll (or an Heroic Shield Roll) against a Shieldbreaker Weapon and rolls 1 or 2, it receives a Broken Shield Token, unable to use his shield till the end of the Quest.

Steady Shot (SS)

Weapons such as Crossbow generally have the **Steady Shot** property (**SS**). A model using a weapon with **SS** property during an Attack action gets +1 ATK if no Movement action was used in the current Round (such as a charge or Disengage); this model cannot Move afterward.

Heroic Reactions

What distinguishes the bravest warrior from a Hero? Soldiers and mercenaries claim Heroes are far more resourceful leaders whose fate has been favored by the Gods; is it true, or it's just a matter of dedication, skill and cold blood?

After being attacked, a Heroic model can use a Heroic Reaction to dodge, block, or counterattack.

Heroic Reactions cause the heroic model to gain **2 Fatigue tokens** as a cost to perform.

Heroic Active Dodge

When an enemy attacks a heroic model with an attack against the heroic model's DEF, after total damage is calculated but before applying wounds, the hero may attempt a **Heroic Active Dodge**. The hero performs a DEX characteristic test.

If the test is failed, the hero suffers wounds from the damage of the attack as normal.

If successful, the hero may move up to 3", or disengage if it's engaged in melee. If the hero is outside of the range of the attack after performing this move, then the attack counts as a miss. Reduce the Wounds to zero.

Heroic Shield Block

When an enemy attacks a heroic model with an attack against the heroic model's DEF, after total damage is calculated but before applying wounds, if the hero has a shield (marked with '(S)' by its DEF characteristic), the hero may attempt a **Heroic Shield Block**. The hero performs a DEF characteristic test.

If the test is failed, the hero suffers wounds from the damage of the attack as normal.

If successful, reduce the wounds by the result rolled on the die for the DEF characteristic test, to a minimum of zero.

A model with the Broken Shield condition can't perform a Heroic Shield Block.

Heroic Counterattack

When an enemy attacks a heroic model with a melee or ranged attack and misses (none of the attack dice hit), after resolving the attack, the heroic model may perform a **Heroic Counterattack** with a weapon of the same type.

Choose one of the heroic model's melee or ranged weapons matching the type of the enemy attack that triggered the counterattack. You cannot choose an AoE weapon, a spell, or an ability. The target must be in range and line of sight. The heroic model immediately performs an attack action with the chosen weapon targeting that enemy model.

A heroic model may perform a Heroic Counterattack in response to an enemy missing with its own Heroic Counterattack.

Conditions

Some effects apply a special condition on a model, which may impose some negative penalty or positive enhancement to that model. Mark that model with a token to show it has that particular condition.

Common conditions are described here. Uncommon conditions are described on the ability or spell that causes them.

Blind

A model marked with a **Blind** token has the Blind condition. When a blind model rolls offensive dice, only a result of a 6 counts as a success, and when it makes a DEX characteristic test, only a result of a 6 counts as a success.

At the end of this model's activation, remove one Blind token from each model in that model that has one.

Burning

A model marked with a **Burning** token has the Burning condition. At the beginning of its activation, a burning model suffers 1 Fire wound, then removes one Burning token from that model.

Broken Shield

A model marked with a **Broken Shield** token has the Broken Shield condition, and can't perform Shield Rolls or use the Heroic Shield Block reaction. This condition is permanent unless removed by specific effects.

A model can only have up to one broken shield token.

Charmed

A model marked with a **Charmed** token has the charmed condition. A charmed model takes a Will test to Charge, Attack or use offensive Abilities and Spells against the model that caused this condition; if it fails, it cannot take attack actions toward it.

At the end of this model's activation, remove one Charmed token from each model that has one.

Confusion

A model marked with a **Confusion** token has the Confusion condition. When this model activates, remove a Confusion token and take a Will characteristic Test. By failing the test, the confused model must attack their allies. If a confused model has a ranged weapon and a friendly model is in range, it must target the closest friendly model with a ranged attack. If not, the model must use a movement action to come within melee range of the closest friendly model, then attack it in melee. if the confused model is engaged with an enemy model it must take a disengage test, to try to attack or approach an allied model. If this is not possible, that model takes no action during its activation. Resolve each confused model's actions in any order first before resolving any other model's actions of the same Unit card.

Fatigued

When a hero performs a Fatigue active ability or a Heroic Reaction, mark the model with a number of Fatigue tokens equal to the cost of the ability. Other effects might place Fatigue Tokens on models.

A model marked with one or more Fatigue tokens has the Fatigued condition. A fatigued model has -1" to its maximum movement, and can't perform Fatigue active abilities or Heroic Reactions.

At the end of this model's activation, remove one Fatigue token from each model that has one.

Freezing

A model marked with a Freezing token has the Freezing condition. A Freezing model's Dexterity is reduced by 1, to a minimum of 1. When a freezing model is attacked, if the result of the dice roll is a scale, double the final damage total.

At the end of the round, remove one Freezing token.

Frostmetal models are immune to Freezing.

High Ground

The *High Ground* rule is considered when a model Attacks another one who is at least 2" below, both with Melee (Indirect Engagement) or Ranged Attacks; for example by shooting an

arrow from a hill or by hitting a model with a spear from the top of a rock.

A model on High Ground gets +1 ATK dice against a model not on *High Ground*, cumulative with eventual Abilities, such *Aimed Shot*. This also applies to every member of a Formation.

Impact Force

When a model receives an Impact *Force* (for example from a large monster Attack) it is forced to Move Back an amount of inches back, pushed by the force of the blow.

A model suffering from Impact Force that cannot be pushed backwards for the amount indicated in the Effect, Spell or Ability (trapped by walls, barriers or other models) will receive 1 extra Wound, potentially being Vanquished and remain Engaged with the Attacker. Impact Force might be even applied from a single model to all the engaged targets (described in the Attack)..

Towering models are immune to Impact Force from non-towering models.

Immobilized

A model marked with **Immobilized** tokens has the Immobilized condition. An immobilized model can't perform the Movement action during its activation.

At the end of the round, remove one Immobilized token.

Levitation

Models with "(L)" indicated in their DEX score may Levitate (or fly) during their movement.

They ignore Difficult/Special Terrain penalties and can avoid Engagement with models that they pass along their Movement; they still get Engaged to models when their Movement ends.

In addition, models with this rule may also Take Altitude by declaring it, consuming half their movement and receiving a Flying Token. Models with a Flying token are invulnerable to Melee and Ranged Attacks targeting them see their range halved. Differently, a model with a

Flying Token may perform Actions without penalties.

A specific ability/attack may also possess the Levitation condition. In that case it applies the ignoring of the Difficult/Special Terrain penalties and avoiding Engagement benefits only during the use of such ability/attack

A unit with a Flying token cannot perform Melee Attacks. The unit can choose to end this condition at any time removing the Flying token

Mind control

A model marked with a **Mind Control** token has the Controlled condition. When an effect causes the Controlled condition, also mark which player caused the condition. When a unit card with one or more Controlled models activates, those models are under the control of the player indicated by the condition token instead of the original player. After all other models in the unit card have taken their actions, the controlling player may take actions with the controlled models in any order.

At the end of the round, remove one Mind Control token from each model that has one

Poisoned

A model marked with a **Poison** token has the Poisoned condition. A poisoned model's Might characteristic is reduced by 1, to a minimum of 1. If this reduction of Might would cause a model's number of wounds to be equal to its might, it's immediately vanquished.

At the end of the round, remove one Poison token from each model that has one.

Statistic Boost or Penalty

Conditions, terrain and spells might temporarily modify the model's statistics. Regardless of the effect the model's:,

-MIGHT, HEROISM, WILL, DEX and ATK can never go under 1.

-DEF can never go under 2 and never over 6. *Critical Defense:* if DEF goes up to 6, Critical Hits (natural 6) are received as regular Successes (1 single Wound).

Stealth

While a model is in **Stealth**, it can't be In Vision: it can't be the target of Single Target Ranged Attacks and Abilities, but it can be Engaged if it comes into contact (base to base) with an enemy model and is still vulnerable to any kind of AoE. This Condition can be provided by Abilities, Spells or Items , and remains until the model performs any action other than a movement or run. More details on how to enter or exit Stealth are included in the Ability, Item or Spell providing it. Models in Stealth mode gain -1 DEX.

Stunned

A model marked with a **Stun** token has the Stunned condition. A stunned model's DEF characteristic is reduced by 1, to a minimum of 2. At the beginning of a unit's activation, each stunned model must perform the Recover action, removing the Stun Token but the model consumes half moviment to do it.

Unsaddled

A Hero who is *Unsaddled* by a *Heroic Mount* must surpass a WILL test, otherwise it gets 1 Torment point. A Hero who is Unsaddled will not be able to mount the Heroic Mount until the end of the current Round. More details on Heroic Mount in the next chapters.

Terror

A model marked with a Terror token has the Terrified condition. Also mark the source of the the terror.

When a unit card with one or more terrified models activates, those models must flee the source of terror. At the beginning of that unit's activation, each terrified model must perform a WILL characteristic test. If successful, remove a Terror token from that model and it may perform actions as normal. If failed, that model must perform a movement action to move directly away from the source of the terror. The model must try to move as far from the source as possible by the shortest route. Repeat performing movement actions to flee until the model has no more actions. Resolve each terrified models' activations in any order first before resolving the other model's actions of the same Unit card.

If a model moves to the edge of the battlefield while fleeing, it is considered vanquished.

Fallen One models are immune to Terror.

Dynamic Formations

A formation is an optional rule that allows 3 or more identical models to activate, move, and attack together.

Formation Requirements

- Formations are groups of at least 3 identical models belonging to the same card or to different cards depicting the same models, moving and acting together.
- Each model of the Formation must be at the same distance to another model in the Formation in order for the Formation to maintain cohesion.
- A Formation needs to be declared when Moving into Formation to be considered as such.
- Every model in a Formation must have its Control Area touching (or overlap) at least another one of the same Formation.

By respecting these requirements, the models can be scattered, divided into ranks or in a single row.
If one of the models in the Formation moves away from the rest of the group (Control Areas are not touching), it exits the Formation.
If the model count becomes less than 3, the Formation is broken:
If needed, a Formation may break by declaring it during its Activation, even after part of the Movement has been accomplished

Move Into Formation

Formation can be declared from the beginning of the Quest itself, or can be formed during *your* Activations if the models are close enough to respect the fundamental requirements just described. Formations must be *Declared* when Formed (even if they are formed since the beginning of the Quest).

Models can go into Formation for free during their Movement just by adjusting their distance; and then Move further if they have still inches left to move, calculated by the model with less Movement left.

If all the models in the Formation have an Action left during the Movement, they can continue with their Formation Action (or second Movement).

Formation: Activation

To define itself as such, a Formation must Activate, Move and perform Actions and Tests simultaneously.

Formation: Displacement

The models in Formation can either *Tighten the Ranks* (get close till touching each other bases), or Widen up to the maximum allowed (2") if needed. Take advantage of this rule to avoid being wiped out by powerful AoE Spells and Attacks.
These Formation changes are calculated as part of a normal Movement and costs 1" of movement to it.

You can calculate the movement of one of the Formations members and move the whole unit accordingly. The models in Formation perform Special Movements and eventual DEX Tests simultaneously, whoever does not pass them leaves the Formation (with the risk of breaking it).

Formation: Engagement

Formations may Engage a single model, a group of various models, or even an enemy Formations. When the First Line of a Formation Engages an opponent's Formation, the Formations are Engaged, just as if they were single huge models. When this happens, the models in the front row touch with their opponents, and those in the rear approach as close as possible.
In this case if there are rear models in the Formations they can't attack unless they are using Indirect Engagement weapons or similar Abilities.

Formation Attacks

Models in Formation roll their ATK dice all at once in a single powerful Attack Action. When Attacking a Formation, if one member of the target formation is Vanquished it is always the defending Player who decides which one it is. However, when you distribute Wounds on a model in Formation, you must keep allocating to the same model until it's Vanquished before assigning Wounds to another.

Formation: Melee Attacks

Target of an Attacker Formation must be a single model or a single Formation, otherwise the Formation breaks during the Attack to split among the targets.
When your Formation attack, simultaneously roll all the ATTACK dice in the Formation, potentially obtaining more *Scales* and *Doubles* if the Formation members can take advantage of it.

Formation: Ranged Attacks

Even shooting, the target of a Formation must be a single model or a single Formation, otherwise the Formation breaks.
To calculate the line of Vision, the Range is measured from the center of the Formation to the target, or up to the center of the enemy Formation. Models in Formation do not consider allies in their Formation to be interposed when shooting.

Single Model vs Formation

A single model can Attack a Formation with a melee, a ranged weapon, an Active Ability or even a Spell, but unless described otherwise in the Model Abilities, it's the Target Formation who decides exactly which model gets Vanquished if there are enough Wounds.
When Attacking a Formation, a single Unit can't attack models who are not In Vision, this could happen when part of the Formation is visible and a part no.

A single model has to successfully pass a WILL Test in order to charge and Engage an enemy Formation if its number of models is greater to his own WILL score.

If the model, even Heroic, fails the test, it can't charge and engage the target, wasting its Movement.
Heroic models failing this test get 1 Torment.

Breaking a Formation

There are several ways to break your Formation, but unless it's Broken by an enemy Spell or Attack (by Vanquishing some of the members), you can willingly decide to Break it only during *your* turn.
After a Formation has been declared, you might choose to break it after the movement, for example, to attack distinct groups of enemies.
However, the state of the Formation remains the same after the Attack Action has been done, till your next Activation.

Example: A Formation of 5 Slathaai Psionic can't shoot at two Ogre who are not in Formations. As they need to, they split into two groups: a formation of 3 Slathaai to the left, and 2 independent Slathaai models to the right. The formation on the left Vanquish the Ogre, but the group of 2 Slathaai on the right just Wound it. As their Activation has ended, they can't change their Formation status till the beginning of their next Activation.

Formation Resistance and Weaknesses

In Formation, when models Attack a target Weak to a specific damage source with that element, triggering its Weakness, each single figure composing the Formation will inflict +1 Wound.
The other way around, each single target will take advantage of its Resistance against the Attack (if present) ignoring no more than 1 Wound for each model.

To simplify Wound calculation, add up at the beginning of the count 1 Wound due to the Weakness if triggered and then add up the rolled Wounds.

Combined Formation

During the course of the game you can make a Formation of models belonging to multiple identical Cards by following these rules:

- As long as the Combined Formation is active, its correspondent Cards are considered one.
- If at the time of Moving into a Combined Formation one of the Unit Cards is exhausted because it has already been activated, the new Formation is automatically Exhausted.
- If only one model composing the Combined Formation has already used its Action, the whole training will not be able to perform actions.

Taking advantage of the Combined Formation will allow you to create larger formations, and to Move into Formations models who come in numbers inferior to 3, like Cards who provide you 2 or 1 models.

Always remember that Heroes and Heroic Mount cannot go into formation.

Example: your Deck Models Cards has two Orc Barbarian Cards for a total of 6 models (three models for each card). When the first Orc Barbarian Card is activated, you decide to form a Combined formation of 4 Orc Barbarians: 3 models belonging to the first Card and 1 model belonging to the second Card. You decide to keep the last 2 Orc Barbarians out of this Formation so that they can attack other enemies. As long as the Combined Formation is active, all Orc Barbarians belonging to the two Cards, both those in Formation and those not, will be activated during the same Activation following the normal game rules.

The Arcane

Arcane energy is one of the mysterious forces that governs the balance of the universe. Arcanists, those who study its intricate principles, are strange, peculiar individuals who constantly test their sanity in order to further unravel the secrets and rules that dominate this wild energy. The masters of Arcane energy shape it in every imaginable way: they move objects with thought, invoke the elements as they please, generate spectacular explosions, open portals to remote places and change their appearance by transforming themselves into legendary creatures! The only limitation in this art is the Arcanist's Willpower, which may not be enough to bear such tremendous power!

Spells, forms of Arcane control born from the cleverness of past and present Arcanists, generate strong instability in the mind of those who use them, often damaging them irreversibly. Planar Demons, terrifying beings able to move between dimensions, are attracted to Arcane manipulators like moths to a Fire. These filthy Demons can take advantage of an Arcanist's loss of control to break into their Soul and take possession of their bodies. This could be the fate of those who plunge into witchcraft: a power so great as to entail great risks, but capable of changing the fate of the world.

Arcanists

An Arcanist is a model capable of casting one or more Spells. The spells an arcanist is able to cast is listed on its Unit card, and some guild cards expand an arcanist's spell options.

Arcane Domains

The scope of all magic spells is divided into a number of categories called Domains. There are four arcane domains:

- Animancy
- Druidcraft
- Elementalism
- Necromancy

A typical Arcanist is proficient in one Arcane Domain and can only learn spells from that domain but some exceptional individuals may be proficient with more than one domain. The Arcanist Card will indicate which spells the model can cast initially.

Unlocking New Spells

Other Spells can be unlocked and assigned to a single Arcanist when your guild acquires additional Guild Cards called Arcanums. There's one for each Spell Domain.

Spell Scrolls

Each spell has a Rank, from 1 to 3, which determines the Torment cost to cast it. As part of the Spellcasting action, the arcanist gains a number of Torment tokens equal to the rank of the spell cast.

Casting a Spell

There are two ways to cast a spell: using a Spellcasting action during its activation, or as an empowered spell which requires spending two actions.

Declare Spell

First, declare the spell being cast. As a cost of casting the spell, the arcanist gains one torment token per rank of the spell, plus an additional torment if the spell is being cast as an empowered spell.

Spell Target

Next, declare the target(s) of the spell. Each spell will specify if it targets friendly or enemy models, the arcanist themself, or a point on the battlefield. Regardless of the type of target, it must be within range and line of sight to the arcanist in order to be a valid target.

Spell Roll

A spell may have an immediate effect, or it may require a roll. If a spell requires an offensive dice roll, the spell's description will state the number of offensive dice rolled and if it uses a model's DEF or WILL characteristic as the target number. Some spells cause the target to make a characteristic test, with the spell's effect depending on if the target succeeds or fails.

Example: An Arcanist using Frost Bolt (Rank 1 Spell) against a enemy model will roll 2 ATK dice and apply the Effect of the Spell depending how many ATK die equals or surpass the DEF score of the target; in this case, the Effect says 1 Wound for each Success. If the target possesses 5+ DEF and the Arcanist obtains a result of 4 and 5, one die breached the Defense inflicting 1 Wound.

Empowering Spells

When casting a spell using an Empowered Spellcasting action, the spellcaster receives +1 torment token, but the spell gains additional effects. Often for an attack spell, you roll additional dice for the attack roll.

Spells and Torment

Torment tokens represent mental anguish and focus necessary to control arcane power. Whenever an arcanist casts spells, they gain torment tokens. Other effects may cause a model to gain torment, such as when a Guildmaster gives a command that isn't successfully carried out.

An arcanist with a number of Torment tokens equal to or greater than its WILL characteristic cannot cast spells.

Arcane Instability

After declaring a spell and paying its cost in Torment, if an arcanist has a number of torment tokens equal to or greater than its WILL characteristic, it must immediately take an Arcane Instability test before the spell takes effect.

Roll a number of dice equal to the rank of the spell being cast, plus an additional die if the spell was cast with Empowered Spellcasting.

Add up the results of all the dice for a total. The total determines what happens as a consequence of the Arcane Instability:

If the total is less than the arcanist's WILL characteristic, the Arcane Instability test is successfully passed. The spell is successfully cast. Remove one torment per rank of the spell being cast, plus one additional torment if it was Empowered.

If the total is exactly equal to the arcanist's Will characteristic, the Arcane Instability test is a critical success. The spell is successfully cast, and removes all Torment tokens from the arcanist.

If the total is greater than the arcanist's WILL characteristic, the Arcane Instability test is failed. The spell fails to cast, and the arcanist is unable to cast any further spells for the rest of the encounter. The arcanist suffers a random Doom. Remove all Torment tokens from the arcanist. By obtaining Double or Triple 6, the Archanist immediately enters the state of Possessed by a Planar Demon, a Doom affliction described in the Doom Chapter.

Dispel Attempt

An arcanist may attempt to Dispel an enemy spell as a Heroic Reaction.

Like other Heroic Reactions, performing a Dispel attempt causes the arcanist to gain 2 Fatigue tokens as a cost to perform, in addition to a number of Torment tokens.

Dispel Reaction

When an enemy arcanist declares a spell and target(s), before any dice rolls or spell effects take place, an arcanist may attempt a Dispel Reaction. The spell's target must be within line of sight and within 24" of the arcanist.

Declare how many dice you will use for the Dispel attempt. The arcanist gains a Torment token for each die used in the dispel attempt. Then add an additional die if the Arcanist has proficiency with the domain of the spell being cast.

When you attempt to Dispel a Spell which doesn't roll dice, the caster 2D6 for each rank of the Spell, just to confront the Dispel Roll.

If the results of the Dispel Roll beat the result of the enemy Arcanist's Spell Roll the Spell fails and none of its effects occur. If you roll the same or lower Spell takes effect as normal.

Example: Kentarg Grotar uses the spell Frost Bolt and rolls 3 ATK with the result 3,4,6, no matter how many Wounds are scored, the result of the sum of the dice is 13. Agatha The Pillar Of Light decides to use Dispel Reaction against Kentarg's spell. Choose how many D6 you want to use, for example 4, accumulating 4 Torment points and 2 Fatigue points, if the result is 14+ the spell is dispelled and no effect is applied.

Doom

The hearts and courage of heroic models let them face the toughest shocks, where any other soldier or mercenary would yield or give up. Withstanding brutal combat, witnessing unspeakable terrors or through Arcane Instability, Heroic models accumulate Torment which eventually gain them Dooms. Dooms are mental states that are often afflictions and rarely virtues.

Torment Tokens   (TT)

Torment Tokens, abbreviated as *TT*, represent a Hero, Heroic Mount or Heroic Beasts's mental damage and pressure, in fact, regular models don't use it. Torment Tokens can't exceed the Will score of a heroic model. A heroic model (even Arcanists) who accumulates enough Torment Tokens to reach their WILL has to immediately roll a random Doom from the List.

Sources of Torment

Torment Tokens are received by Heroes, Heroic Mounts or Heroic Beasts from a variety of situations and sources:

- Guildmasters accumulate 1 TT at the end of the Round if their Shouted Orders are not accomplished.

- When a model tagged Arcanist casts a Spell.

- By using an Active Abilities marked with a "(T)", 1 TT is accumulated on the Unit Card using it.

- Various Spells inflict TT instead of Wounds.

- Some specific Terrain, Quests Special Rules or Artifacts could inflict Torment Tokens.

Doom Roll List

Heroic models are affected by collected Dooms until the end of the Campaign if you are playing one. Otherwise, they last until the end of the current Game. Campaign sheets let you keep track of your heroic model's Dooms, which also come in Cards to collect. Once a heroic model rolls a Doom, the Torment Tokens are completely removed. Heroic models can't get more than 1 Doom. When a heroic model affected by a Doom accumulates enough Torment Tokens to reach their Will he

has to roll a random Doom from the list again. The new Doom assigned replaces the previously owned Doom, but if it turns out to be the same Doom already owned, the heroic model will be immediately Vanquished. Once your heroic model needs to roll to receive a Doom, roll 2D6, add the results together and consult on the table below. Assign that Doom to the heroic model that made the roll.

(2) Permanent Death

The heroic model is immediately removed from the battlefield. If playing a Campaign the heroic model does not return for the next Quests, and the slots used to add it **does not go back**!

(3) Visionary

You see creepy things and hallucinations that sometimes lead you to act in an erratic manner. During each Activation Phase the heroic model must perform a Will test; when the test fails the heroic model is confused.

(4) Hopeless

You can't perform Heroic Reactions (such as Dispel or Heroic Shield Block), and your DEF is lowered by 1.

(5) Brutal

You want to witness violence. You must use your Activations to approach and Attack the nearest enemy model using the shorter route. You can't heal any Wound or Heroic Wound or Disengage. If you have Abilities that inflict Wounds, you must use them on your enemies whenever possible.

(6) Masochist

Whenever you fail any roll (Attack, Abilities, Spells, Characteristic Tests), you punish yourself and your Might is reduced by 1.

(7) Kleptomaniac

You must spend your Activations trying to approach and get the nearest Treasure on the map, going through the shorter route from your point to it, risking the chance of engaging any enemy model you pass across. In Quests without Treasure this Doom has no effect.

(8) Fearful

If you possess even a single Wound you can't Engage enemies, and when you start your Activation Engaged you are forced to try a Disengage and move away from the opponent. During a WILL Test you always Roll 2 die and use the worst (higher) result.

(9) Warrior's Wit

You may Reroll any ATK dice and keep the best result.

(10) Stalwart

You may Reroll any WILL Test and keep the best result. You are also immune to *Terror*.

(11) Cunning

You may Reroll any DEX Test and keep the best result. You also Move 1" more.

(12) Unstoppable

Your Willpower and Might is increased by 1.

(*) Possessed by a Planar Demon

This Doom is received through the *Arcane Instability Test* and can't be normally rolled. You become controlled by a *Planar Demon*, who is an enemy to all Players and acts as a Wandering Monster (placing the Demon model in place of the Arcanist). If the Planar Demon is Vanquished the Arcanist will return to its location and roll for a random Doom, it also loses the ability to cast Spells or Dispel till the end of the current Quest.

Planar Demon **			
Demon, Monster, Large			
Might	**Dex**	**Def**	**Will**
5	5	5	5
Demon Claw	**4 Atk**		0"
Soul Rend (P)			
ATK rolls resulting in *Doubles* apply a -1 WILL Token to the target.			

Heroic Mounts

Heroic Mounts are powerful creatures, faithful steeds, or ravenous beasts that fight alongside heroes. A single heroic mount is a merciless threat that can turn the tide of battle.

Heroic Mounts can be deployed on the battlefield independently, or as the mount of a hero using a single miniature representing the beast with the rider.

Heroic Mounts are limited as to which hero can ride atop them. Only a hero of the same force with an appropriate rider model can mount a heroic mount.

Mount the Saddle

If a hero in base contact with a friendly heroic mount, that hero can spend an action to Mount the Saddle.

Replace the Heroic mount model with the Heroic Mount version of that same model, then remove the hero model from the battlefield. Move the hero's unit card onto or alongside the heroic mount's unit card in your card area, to show that the hero is mounted.

As long as the hero is mounted, the mount and rider activate together as a single model.

The hero mounted on the heroic mount has the following rules:

- The DEX and DEF value is that of the heroic mount.

- The Hero's *Dexterity* and Movement becomes the one of the Heroic Mount. If the player chooses to use a Movement twice, the Heroic Mount will not be able to Attack that turn, in fact.

- A Hero riding a Heroic Mount, during his Activation, can perform an additional Attack Action: one attack for hero and one attack for heroic mount. It will be up to the player to decide in which order.

- Enemy attacks (other than AoE attacks) cannot target the hero riding on the mount. Attacks targeting the combined model target the mount. AoE attacks affecting the model can cause damage to both the rider and the mount.

- If the heroic mount is vanquished, the rider is automatically Unsaddled.

- An HM with the Dooms *Death, Visionary, Brutal, Masochist, Kleptomaniac and Fearful* is not rideable and automatically unsaddle the Hero.

Dismounting from the Saddle

The combined heroic mount and rider model can spend an action the Dismount. Place the Hero model anywhere in base contact with the heroic mount model, then replace the heroic mount model with the heroic beast version of that model.

After dismounting, it's considered the same activation for the hero and the heroic beast. Each model is considered to have spent an action. The controller can finish the activation by taking actions with the hero and heroic beast models in any order.

Move the hero's unit card in the card zone to separate it from the heroic beast's unit card, to show they are no longer mounted and no longer count as a single unit for purposes of activation.