





WARCROW 1.6

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WHAT IS WARCROW?

Warcrow! Wow, what a game.

These rules references are **aimed at people who already have a vague understanding of miniatures wargames and need a printer-friendly version of the rules.** (It's not totally print-friendly, but you get what you pay for.)

There are plenty of other reference tools online. Always check the official Warcrow page.

■ [The official rules are of course free at from Corvus Belli.](#)

Want a searchable rules reference? Try these:

🔗 Warcomp at <https://warcomp.app/>.

🔗 <https://armaklan.github.io/warcrow-companion>

Also all the cards/profiles are free. See **Corvusphere** at <https://sphere.corvusbelli.com> to see if they've changed. For army building alternatives you can also check out:

🔗 <https://warcrowarmybuilder.com/>

🔗 <https://warcomp.app/>.

I tried to focus on readability and information hierarchy in these rules, but all the actual rules mechanics should be perfectly preserved, with a few minor rewordings to make the lovely Iberian prose a bit more concise without losing the rules effects. Got questions or comments? Hit up WarLore.

BASIC CONCEPTS

How to Resolve Contradictions

When two or more rules contradict each other, follow this conflict resolution guide, ordered from highest to lowest priority:

1. If a rule states that an effect **cannot** be applied (written in bold), then this prohibition takes precedence over everything else.
2. The adventure rules prevail over the unit game profiles and the rules in this book.
3. The unit's game profiles take precedence over the rules in this book.
4. If the conflict occurs **during a unit's activation**, the **player controlling that unit decides the order** in which the rules are resolved.
5. In any other case, the **player with the initiative has the final say**.

Miniatures: Troops and Units

Every combatant is represented by a miniature on its included base.

You must use the same base size as the one provided with the model in the box. Bases define occupied space and may never overlap. When moving an opponent's miniatures or game elements, ask permission first or tell them where to place it.

The group of units under a player's control is their **company**, the military force that will face off against their opponents

to achieve victory on the battlefield (see "Recruit a Company").

All individual miniatures are referred to as **troops**. A mounted Hegemony Hetman, an Orc Hunter, and a Rock Troll are all considered troops.

Units are groupings of one or more troops, and their game information is presented on a profile card.

Number of Troops Per Unit

Each Warcrow box contains exactly the miniatures and profile cards needed to play with the units purchased. Each card specifies the number of troops that make up the unit. Look at the small icon in the lower left.

Leader

Every unit must have a designated troop leader. The leader sets the reference point for movement, determines which troops count as in formation, and defines what actions the unit is performing. Single-troop units (such as Characters) are their own leader.

Following the Leader

All troops follow the leader's actions without exception. Same charge target, same combat engagement, same firing decisions. If the leader can't see or reach a target, the unit doesn't act on it, even if individual troops could.

When the leader is removed, a new one is designated immediately. In practice the leader is removed last, so this only comes up when the unit is down to its final troops.

Game Profile

Each unit has its own game profile, printed on a card, which contains the set of values, keywords, and rules necessary to play with it during the game.




1. **Name of the unit.**

2. **Cost.** The number of points a player must spend to recruit the unit into their company.

3. **Attributes.** These values define the basic characteristics of each of the troops in the unit.

- **MOV (Movement).** The pair of values "A-B" indicates the maximum distance the unit can travel during normal movement. The number in parentheses "(C)" is

the charge distance (see "► Charge"). All values are in strides.

- **W (Wounds).** The maximum amount of damage  each troop in the unit can sustain. When the total number of damage tokens equals or exceeds this value, a troop is taken out of combat. When the number of troops in a unit drops to the threshold shown on its Combat Panel (usually half its initial size), its combat effectiveness decreases (see "Combat Panel").
 - **WP (Willpower).** A dice roll representing the determination, willpower, and mental resilience of the unit. It is also the roll used by Spellcasters to cast spells (see "Magic").
 - **MOR (Morale).** The maximum amount of stress the unit can withstand. Whenever accumulated stress exceeds this value, the unit must pass a Willpower roll to avoid becoming demoralized (see "Stress and Morale").
 - **AVB (Availability).** Determines the maximum number of units with this profile that can be added to a company, as long as they do not exceed the total army points cost agreed upon for the game.
4. **Characteristics** (first line) and **Keywords** (second line). Characteristics are descriptive labels (for example, Dwarf) used to refer to units that share that characteristic. Keywords (for example, Scout) refer to special rules that indicate how the unit behaves (see "Keywords").
 5. **Characters** can represent two types: Officer or Support (see "Characters").
 6. **COM (Command).** The number of command tokens the unit contributes to a company at the start of the game.
 7. **Combat Panel.** Displays the unit's attack and defense values during combat, as well as its ability to control objectives.
 - **Members.** Units composed of multiple troops have two entries on their Combat Panel. Depending on the number of troops remaining, attack and defense rolls and modifiers may differ. The first entry applies when most members are standing; the second when troop count is reduced by half.
 - **Attack.** Two symbols, one for ranged attacks and one for melee. Ranged attacks list a range in strides. If no ranged attack value is shown, the unit cannot make ranged attacks.
 - **Defense.** The unit's ability to avoid damage from an attack, whether through armor, skill, or a combination. May have one or more switches associated with it (see "Switches").
 - **Conquest.** Taken into account when contesting the control of an objective (see "Adventures").
 8. **Available skills** for the unit (see "Skills").
 9. **Profile of Character in a Unit.** The values and skills that the Character brings to the unit they join.
 10. **Initial number of troops.** The quantity of miniatures that make up the unit.

Game Profile Text

The rules and effects in the game profiles are written in the second person (you), referring to the unit that possesses them. The restriction "during your activation" refers to that unit's activation.

Personalities of Lindwurm

Some products in the Warcrow range include a miniature that can represent both the standard version of a unit and a named Lindwurm character. The same miniature might represent both a generic Hetman of the Hegemony of Embersig and a named character, such as Drago the Anvil.

Allied, Enemy, and Neutral Units

All units controlled by a player within their company are **allied** with each other. All units controlled by the opponent are considered **enemies**.

In some adventures, **neutral** units may be deployed or appear. These units have their own profile but do not belong to either side. The rules regarding their use are described in their profile or in the adventure itself (see "Adventures").

Allied Unit Skills and "Other Units"

Every unit is considered an ally of itself. When the text of an effect, action, or passive skill of a unit indicates that it affects "an allied unit," "allied units," or "your allies," it includes the unit itself. If the text indicates that it affects "**other units**" (allied or not), that primary unit is excluded.

Units and Formation

All troops in a unit, whenever possible, must be in formation. A troop is in formation with its unit if:

- It is no more than 2 strides away from its troop leader.
- Its troop leader has Line of Sight (LoS) to it (see "Line of Sight").

The troops of a unit cannot break formation voluntarily. If it is impossible for a troop to remain in formation, it must position itself as close as possible to the troop leader.

Broken Formation

Formation breaks when any troop is more than 2 strides from the leader or the leader loses LoS to it.

When a unit with a broken formation is activated, it can only perform the move action. If the first move restores formation, the unit acts normally after and can make other actions. If not, the second action must also be a move.

Distances and Measurements

Distances are measured in strides. One stride equals the radius of an infantry base (15 mm).

Miniature distances are base to base; terrain uses the base edge.

Distance between game elements can be measured at any time and for any reason.

Line of Sight (LoS)

A unit's **Line of Sight (LoS)** represents everything it can see on the battlefield. **You can check it any time you want.**

A unit has LoS to another unit if the troop leader can draw a straight line between its base and the base of at least half of the other unit's troops (rounded up). This line is not valid if it passes through any game element that blocks LoS (such as miniatures from other units or a building). The LOS Rules are:

- A troop always has LoS to itself and adjacent troops.
- The troops that make up a unit do not block LoS for their troop leader.
- *All other units* (allied, enemy, and neutral) block LoS.
- Miniatures have a 360° viewing angle, so LoS can be traced from any point on their base.
- The lines that join the center of the base of troops of the same unit (as long as they are in formation) block LoS to other game elements.
- Terrain elements with the keyword "Block LoS" prevent LoS from being drawn through them (see "Terrain").
- When checking LoS to a unit, the troops that comprise it do not block LoS to other members of the same unit. When drawing LoS to a unit of Orc Hunters, those in the front do not block those behind them.
- A unit has LoS to a terrain element if the troop leader can draw a straight line from any point on its base to any point on the base of the terrain.
- **Units engaged in combat can only draw LoS to themselves, to adjacent units, or to units they are engaged with.**

Range

All ranged attacks, as well as some skills, specify a range which the target must be within.

Range is always measured from the troop leader. Against another unit, measure to the closest troop in the target unit (not necessarily their leader). Against terrain, measure to the terrain's base.

Target "Within X Strides"

When an effect's target must be "within X strides," the distance must be between 0 and X strides.

Adjacent

A game element is adjacent to another if the distance between them is 0. A unit is **adjacent** to a terrain element if the unit leader's base is in contact with the terrain's base.

DICE AND SYMBOLS

Warrior uses a series of eight-sided dice, differentiated by color, which contain the following symbols:

★ Success, ☆ Hollow Success, ■ Block, □ Hollow Block, ! Special, / Hollow Special.

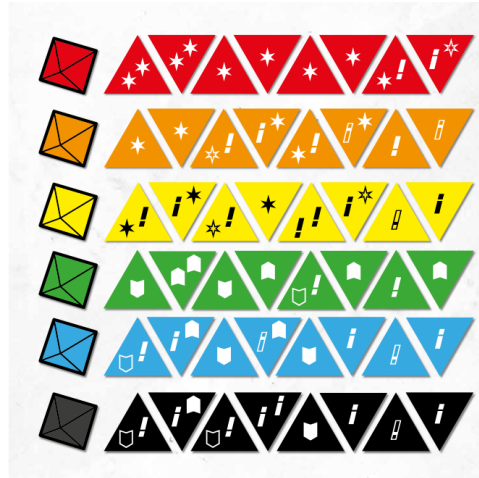
Offensive and Defensive Dice

The red 🎲, orange 🎲, and yellow 🎲 dice are used for offense. These dice can yield the ★ symbol, representing a favorable outcome in both attack and skill rolls.

The green 🎲, blue 🎲, and black 🎲 dice are used for defense. These dice have the ■ symbol, representing a favorable defense roll.

The ! symbol gives troops the possibility to activate special skills and other interactions (see "Switches").

The hollow versions ☆ □ / of the symbols are only valid in certain situations, such as during switches.



Dice Rolls

Some unit attributes or values are represented by a combination of dice the player rolls, shown with icons representing the color-specific dice. For example, 🎲 🎲 🎲 means the player rolls 2 orange dice and 1 blue die.

Automatic symbols may appear next to these icons and must be added to the result obtained. For example, 🎲 ★ means the player rolls 1 orange die and adds a ★ to the result.

Players cannot roll more than three dice of the same color under any circumstances. So the dice pack you have is plenty.

Type of Dice Rolls

Two types exist, depending on who participates:

- **Simple Roll:** only one player rolls the dice.
- **Face to Face Roll:** both players roll at the same time, intending to influence the outcome of the other.

Simple Roll

In a Simple Roll, only one player participates. Steps:

1. **Create the dice pool.** Gather the dice indicated for the action. If any rule or effect allows dice to be added or removed, apply it now. If the unit includes a Character, also add their bonuses.
2. **Roll the dice.** If any rule or effect allows dice to be rerolled, apply it now.

3. **Add automatic symbols**, if applicable. These are added directly to the roll result.
4. **Cancel dice and symbols**. Apply these effects now, if applicable.
5. **Apply switches**. The player can spend as many symbols as they want to apply any number of switches the roll has available (see "Switches").
6. **Determine the outcome**. The result of the roll consists of all symbols that haven't been canceled or spent applying switches. If at least one ★ symbol is obtained, the player succeeds on the roll; otherwise, they fail.

Occasionally, a roll requires 2 or more ★ results to be considered successful. In these cases the required number is indicated in parentheses, for example "(☆☆)".

Willpower Test (WP)

A Willpower test is a Simple Roll using the unit's WP value. The unit passes the test if it gets at least one ★. Otherwise, it fails.

Some rules or effects may require more than one ★ to pass a Willpower test, for example Intimidating (see "Keywords, Intimidating").

Face to Face Roll

In a Face to Face Roll, both players participate simultaneously, so their rolls affect each other. Steps:

1. **Create the dice pool**. Take the dice indicated for the action. If any rule or effect adds or removes dice, do so now. Add Character bonuses if applicable.
2. **Roll the dice at the same time**. If any rule or effect allows dice to be rerolled, apply it now.
3. **Add automatic symbols** to rolls, if applicable.
4. **Cancel dice and symbols**. Apply these effects now, if applicable.
5. **Apply switches**. The active player can spend as many symbols as they want from their roll to apply any number of switches available this turn. Then the opponent has the same opportunity (see "Switches").
6. **Block successes**. Each ■ cancels one ★ from the opponent.
7. **Determine the outcome**. The remaining, uncanceled symbols are the result of both rolls. Each player resolves the effects of the symbols they still have. If at least one ★ remains, that player succeeds on the roll.

Sometimes a Face to Face Roll is resolved "against the system" (for example, combat against a neutral, Hostile unit). The opponent makes all decisions on behalf of the system, including applying switches.

Switches

Switches allow players to spend some of the symbols obtained from rolling the dice to activate special effects before determining the outcome.

Available switches are listed on a unit's profile with two parts:

1. **Requirement**: the symbols that must be spent to activate the switch.
2. **Effect**: the rules that apply when the switch is activated.

Rules for switches:

- Each symbol spent on a switch can no longer be used in other switches, in effects, or to determine the result of a roll.
- The same switch can be activated multiple times, as long as enough symbols are available.
- A switch can be activated even if its effects cannot be applied, or can only be applied partially. A symbol can be spent on a switch that heals 1 🩸, even if the unit hasn't suffered any damage.
- A switch can only be used in the roll to which it is associated.

If a switch has multiple effects, they are applied in the order written. For example: "Cancel ★■ from your target and add ★ to your roll." Even if the opponent obtained no ■ to cancel, the player can still add the ★ to their roll.

Switches and Tinge

Some switches require spending 1 or more ✨ tokens to activate. The ✨ tokens must be spent as part of the switch's requirement before its effects apply.

PREPARING THE GAME

Before the game can begin, the following preparations must be followed in the order shown:

1. Prepare the game table.
2. Choose an adventure.
3. Recruit a company.
4. Form Command Token Reserve (COM).
5. Decide who has initiative.
6. Prepare terrain elements.
7. Choose the deployment zone.
8. Deploy units.

Once these steps have been completed, players can begin the first round (see "Playing the Game").

1. Prepare the Game Table

The game table is any firm surface holding all game elements. The battlefield within it is 90×90 cm for a standard game. Leave room around it for profile cards, dice, tokens, the turn counter, and the rulebook.

2. Choose an Adventure

Both players agree on an adventure. You can find some on warcrow.com/resources/warcrow. Each adventure specifies deployment zones, terrain setup, and victory and end conditions. Full details are in the Adventures chapter. Both players should read and agree on the rules before starting.

3. Recruit a Company

With the adventure chosen, players now build their companies.

3a - Agree on Points Both players agree on a points total. Standard games use 250 points. All adventures are balanced for 250; if you use a different total, adjust the number of turns per round accordingly (more turns for larger games, fewer for smaller.)

3b - Choose a Faction: Choose one that you like!

3c - Select a Commander: Choose and pay for one Officer Character from your faction as your commander. Any Character with the **High Command** characteristic automatically becomes commander if included; a company cannot have more than one.

3d - Fill Out the Company Add units by paying their army point cost, subject to two rules:

- Total company cost cannot exceed the agreed points limit. You can have less though, 240pts is fine in a 250pt game.
- No unit can be included more copies of than its availability value (AVB).

4. Form Command Token Reserve (COM)

Players add up the total COM (Command) value of all the units recruited for their company and take as many command tokens as the total obtained. That becomes the command pool.

Command tokens represent the leadership capacity of some units in the company, allowing units to activate command skills, powerful effects that can sometimes tip the balance of the battle (see "Skills").

Spent command tokens are not recovered, unless the effects of a unit or the adventure allow it.

5. Decide Who Has Initiative



To determine who will have the initiative, players resolve a Face to Face Roll:

- Gather dice.
- The person with the most COM adds to their roll.
- The player who rolls the most decides whether to keep the Initiative Token or give it to their opponent. In case of a tie, repeat the roll until one player rolls more .

Whoever has the initiative decides:

- Who starts by deploying their units (see step 8).
- Who will be the first to activate in the first round.

Whoever does not have the initiative:

- Decides who starts by placing the first terrain element (see step 6).
- Chooses a deployment zone (see step 7).

6. Prepare Terrain Elements

A lot of the time, the terrain is already set up when you sit down to play. Especially at tournaments or if you don't want to muck about with drafting. If you do, there are rules for it.

The player who does not have the initiative decides who will start by placing the first terrain element anywhere on the battlefield. Both players must each place at least one, then they will take turns placing terrain elements until a satisfactory amount has been placed or all available terrain has been used.

Number of Terrain Elements

Warcrow does not impose strict rules on the characteristics of placed terrain or how many pieces to deploy. Some tips that can serve as a guide for a first game:

- Place at least two terrain elements where the base has a surface area equivalent to a square with sides measuring between 7 and 10 strides, and which would affect movement or LoS (forests, hills, a lake, or ruins).
- Place up to two buildings or up to four small structures.
- Place up to four fences, barricades, or walls.

More detail is in the "Terrain" chapter.

Distance Between Terrain Elements

Arrange the terrain so that the resulting adventure is playable for both companies. Dead ends or overlapping elements can hurt the gaming experience, so terrain should be spaced at least 2 strides apart, with the exception of fences or barricades. Experienced players can agree to break this guideline for a challenge.

Placing terrain elements within 5 strides of an adventure objective is also not recommended, as these are points where most units will converge (see "Adventures").

7. Choose Deployment Zones

The player who does not have the initiative chooses the deployment zone they will use to place their units on the battlefield. Their opponent will use the remaining zone.

8. Deploy Units

The initiative player decides who deploys first. Players then alternate deploying one unit at a time until all units are placed. Each unit deploys fully within its zone, all bases entirely inside the boundary, all troops in formation.

A character counts as a unit, and they get deployed as one alternating placement. (When you place it, you say if it's attached to a unit.)

SPECIAL – SCOUTS

You now have the chance to deploy your **Scouts** if you kept them in reserve. (See their Keyword ability later.) If you have scouts, you place them now; if both players have scouts, the Initiative player decides who goes first then you take turns placing scouts.

Deploy them in one of two ways:

- Deploy the unit anywhere within their deployment zone, but without engaging it in combat with enemy units.
- Deploy the unit adjacent to one of the battlefield edges, except in the opponent's deployment zone, provided that no enemy unit within 12 strides has LoS to it.

You can also keep your scouts off the table and deploy them later on during the game. See the keyword for more.

PLAYING THE GAME

Read all your rules! Clarify any questions about the rules beforehand to avoid arguments that could disrupt the flow of the game.

The battlefield is set, the objectives are clear, and players have recruited their company. It's time to roll the dice.

A game of Warcrow unfolds over a series of **game rounds** (or simply, **rounds**), divided into **turns** in which players alternate activating their units.

The game ends when either player meets the victory conditions or they have played the maximum number of rounds indicated by the adventure.

Turn Counter

The turn counter has ten numbered positions, each corresponding to a game turn. The central dial has an arrow that points to the current game turn.

A number of game elements are tracked here: when potential adventure events occur, how long spell effects last, and when demoralized units can rally. All are represented by tokens placed on the turn counter when the rules indicate. When placing a token on a position that already has another token, place it on top to form a stack.

"End of Round" Token

This token indicates which turn will end the current round, after unit activations and the resolution of events or effects. This token must always be at the bottom of a formed stack.

Game Rounds

Each round consists of the following phases:

- Start of the round
- Turn phase
- End of the round

Round and **turn** are two different concepts. A round is composed of several turns.

Start of the Round

At the beginning of the first round, set the turn counter dial to position "1" and place the "End of Round" token on the position indicated by the adventure rules.

(In most tournament scenarios, it's 5 turns.)

Next, all effects that indicate they apply "at the start of the round" take place. Each effect must be applied and resolved in order, one after another. First the adventure effects, then the effects of both companies. If both players have effects to apply, the player with the initiative decides which side executes all of its effects first, as well as the order in which the effects are applied.

Turn Phase

Each round is a sequence of turns where players alternate activating units.

The player with initiative decides activation order on the first turn; that order holds for the rest of the round. The

round ends when the turn marked by the "End of Round" token on the turn counter resolves.

Each turn of the game has the following order:

1. Company A activates **one** of their units.
2. Company B activates **one** of their units.
3. Events.

Once both players have finished all activations, check the turn counter for any unresolved events and advance the dial one position. If one of the effects indicated by the dial is the "End of Round" token, the current round ends (see "End of Round"). Otherwise, proceed to play another game turn.

Start and End of Turn

Effects with the condition "at the start of a turn" apply before any activations. Effects with the condition "at the end of the turn" apply after both players' activations, but before the event phase.

Pass

If a player has already activated all of their units on the battlefield (excluding demoralized units), they may choose to pass without activating a unit. If the opponent also passes, advance the dial on the turn counter to the "End of Round" token (triggering all effects along the way). Treat this turn as the last one of the current round.

If the opponent does not pass, the passing player will have another opportunity to activate a unit or pass on the next turn.

If no units can be activated, the player must pass.

Events

Check if any events are triggered on the turn counter, as well as manage active effects or demoralized units. Steps:

1. Resolve the effects indicated by the tokens in the current position the turn dial is pointed to, one by one, starting with the top token. After resolving each token, remove it (except for the "End of Round" token).
2. If the "End of Round" token is in the current turn position, always resolve it last. Apply all the steps of the "End of Round" phase to resolve it. If the requirements for ending the game are not met, start a new round.
3. The marker advances one position. If it is in position 10, it moves to position 1.

Event Tokens

The adventure rules may indicate that events will be triggered at the end of certain turns. These are represented by **Event Tokens**. These tokens are placed on the turn counter at the position indicated by the adventure, and when they are triggered, the associated event takes effect (see "Adventures").

For example: if the adventure indicates that the "Rain" event is triggered on the sixth turn, place an event token on position "6" of the turn counter. When turn six ends, the event token is removed and the effects indicated in the adventure under "Rain" are applied.

☒ Demoralized Unit Tokens

When placed on the turn counter, each of these tokens represents a unit that is demoralized. When this token is

resolved, the associated unit will attempt to rally, or otherwise flee again (see "Stress and Morale, Demoralized Unit").

End of the Round

All effects that apply "at the end of the round" take place, applied and resolved in order, one after another. Adventure effects go first, then the effects of both companies. If both players have effects to apply, the player with the initiative decides which side executes all of its effects first. Each player decides the order in which their effects are applied.

Once all "end of the round" effects have resolved, perform the following steps in order:

A. Victory Points

Victory Points (VP) are earned by controlling objectives or fulfilling the adventure's requirements. Players calculate their total VP now and check if they have achieved victory to end the game (see "Adventures").

B. Reduce Stress

Reduce the stress on units that are not demoralized (see "Stress and Morale"):

- Reduce the stress level by a maximum of two levels for units that were not activated during the round. These units do not have an activation token.
- Then reduce the stress level by 1 for units that were activated (those with an activation token).

C. Check for Effects of the Tinge

Units that have at least 1 **X** in their profile must deal with the effects of the Tinge (see "Magic, Effects of the Tinge").

D. No One Gets Left Behind

- Whoever has the initiative decides who performs this step first.
- All units on the battlefield that do not have an activation token on their profile can perform the **move** action once (see "Activating a Unit, Move") or the **Rest** action (see "Activating a Unit, Rest") if they meet these requirements:
 - They are not **X** demoralized.
 - They are not engaged in combat.

E. Remove Activation Tokens

Players remove activation tokens from all units.

F. Change of Initiative

Whichever player has fewer Victory Points (VP) will have the initiative during the next round. In case of a tie, the initiative token changes hands to whoever did not have initiative last round.

G. Advance the "End of Round" Token

If the requirements to end the game are not met, a new round begins. Move the token forward as many spaces as there are turns per round indicated in the adventure, and continue the game.

End of the Game

When players meet the requirements that end the adventure, or when the maximum number of rounds have been

played, the game ends. The player that has accumulated the most VP will be the winner. In case of a tie, the adventure will indicate how to resolve it, if possible.

ACTIVATING A UNIT

When a player declares that one of their units is activating, they place an activation token on its game profile. If it already has one assigned, the unit will suffer **⚡** 1 stress instead (see "Stress and Morale").

During its activation, a unit can perform:

A. Up to two simple actions. Any combination. The only action that can be repeated is moving.

- Move
- Attack
- Perform a combat skill
- Perform a Tinge skill
- Perform a magic skill

B. A single long action (▶):

- ▶Assault
- ▶Charge
- ▶Rest

Units may have skills (combat, Tinge, or magic) with the **▶** icon at the beginning of their name. In those cases, performing the skill requires a long action instead of a simple action, thus exhausting the unit's entire activation.

Declare an Action

The first step in performing an action is declaring it. The requirements for an action must be met before it can be declared. Any effects related to the declaration of an action must be resolved before any of the action's effects are applied. The **▶Assault** action is composed of two simple actions: move and attack. Each of these is declared before being performed.

If the effects of a single action include performing (and therefore declaring) another action, this second action does not count toward the action limit of the activation.

At the End of the Activation

At the end of a unit's activation, players must follow these steps:

- 1. Effects and skills.** Apply game effects and skills that trigger "at the end of the activation".
- 2. Stress.** All units whose stress level exceeds their MOR value must make a successful WP roll to avoid becoming demoralized and fleeing (see "Stress and Morale").
- 3. Contest for control of objectives.** The unit contests control of objectives within 3 strides (see "Adventures, Objectives").

Some "at the end of the activation" skills allow other units to activate. Only one of those skills may be used per activation, with priority going to the player currently activating a unit. Its effects will be applied after contesting the control of objectives.

Move

To perform this action, players consult the two "A-B" values of the unit's movement (MOV) attribute. Each of these two numbers represents a distance, measured in strides, that the unit can travel in any order the player chooses. A unit with MOV 3-2 can move 3 strides and then 2 strides, or 2 strides and then 3 strides.

It is not mandatory for a unit to travel the entire distance of each segment. With MOV 3-2, players can move up to 3 strides and then up to 2 strides. Any distance not covered during the first segment is not carried over to the next.

Movement 0

A unit with a MOV value of 0 cannot use that value to move across the battlefield. A unit with MOV 3-0 that declares the move action can only perform a single 3-stride movement.

Templates

To move a unit, place the short template against the edge of the base using the side matching the troop's movement value.

You don't have to use the full movement.

The path must be a straight line, clear of enemy bases, neutral unit bases, and Impassable terrain.

Movement is measured from the "front" to the "back" of the base. The indicated amount of movement is not the total distance a unit travels, as this distance is measured between the initial and final positions. To calculate the total distance, the diameter of the base itself must be factored in (marked on the long template).

Units Composed of Several Troops

To move a unit composed of two or more troops:

- Move the troop leader.
- Position the other troops in the unit in formation (a maximum of 2 strides away from the troop leader and with the leader having LoS to them).

The troop leader ignores the other troops in their unit during movement. If they end their movement on top of one of the other troops in their unit, remove that troop first, resolve the troop leader's movement, and then place the removed troop back in formation.

Keep in mind:

- A unit can perform the **move** action but not actually go anywhere if you want (travel distance 0).
- A unit can move through any terrain element that does not have the Impassable keyword. Other keywords may reduce a unit's movement capabilities (see "Terrain Element Keywords").
- A unit cannot end its movement on terrain elements with the keyword **Impassable** or **Unstable**.
- A unit cannot end its movement in contact with other enemy or neutral units.
- A unit cannot move through the lines that join the center of the bases of troops that form another enemy or neutral unit (as long as their members are in formation).

Engage in Combat

A unit is **engaged in combat** (or simply **engaged**) with an enemy unit whenever at least one of its troops is in base-to-base contact with one or more troops of the enemy unit.



A unit engaged in combat:

- Can only perform simple actions when activated.
- Can only draw LoS to itself and to units adjacent to or engaged with.

Opportunity Attack

If a player declares a move action with a unit that is engaged in combat, the enemy unit engaged will have the opportunity to suffer ⚡ 1 stress in order to perform an attack of opportunity before the unit moves.

Steps:

- 1. Declaration.** The unit declaring the opportunity attack is considered the attacker, and the enemy unit is considered the defender.
- 2. Face to Face Roll.** A Face to Face Roll is performed between the attacking unit's attack roll and the defending unit's defense roll. During this roll, players cannot apply switches or activate any available modifiers.
- 3. Resolving the Attack.** Each unit inflicts 1  on its opponent for each  it achieves in the dice roll result.

Once the Face to Face Roll has been resolved, the unit will perform its movement. The enemy unit cannot make an attack of opportunity if it is demoralized.



Attack

All units have at least one attack listed in their profile:



- 1. Type.** Attacks can be of two types: **ranged attacks** (projectile attacks) or **melee attacks**.
- 2. Range.** Distance within which the target of the ranged attack must be.
- 3. Attack roll.** The dice players must roll when performing an attack (may include automatic symbols).
- 4. Modifier.** A unit can suffer 1 stress to add the modifier value to the roll. The unit must be able to suffer stress, meaning it must have less stress than its MOR value.
- 5. Switches.** Spend some of the symbols obtained in the attack roll to apply various effects.




Modifiers and Tinge


Some modifiers show the  symbol, indicating that the unit will receive  when they are added.

Melee Attack

A unit that is engaged in combat can initiate a combat. The unit performing the action will be the **attacker**, and its target will be the **defender**.

Steps:

- 1. Declaration.** The attacking unit selects an enemy unit it is already engaged with as the target of the attack.
- 2. Positioning Maneuvers.** If any troops in the attacking unit are not engaged in combat, they must perform positioning maneuvers to join the fight (see "Positioning Maneuvers").
- 3. Face to Face Roll.** A Face to Face Roll is performed between the attacking unit's attack and the defending unit's defense. When creating the dice pool, starting with the defending unit, units can suffer 1 stress to add the associated modifier to their roll.
- 4. Attack Resolution.** Each unit inflicts 1  on its opponent for each  it achieves in the dice roll result.
- 5. Combat Result.** The unit that inflicts the most  on its opponent is the **winner** of the combat; the other is the **defeated unit** and suffers 1 stress. If both units inflict the same amount of damage, the combat ends in a draw (neither unit is the winner nor the defeated).

When determining the damage () caused by each unit, add up all the damage inflicted from the declaration of the attack until its resolution, including that inflicted by skills or switches.

- 6. Pushing Back the Defeated Unit.** If both units are still engaged, the unit that has won the combat has the option of pushing back the defeated unit. Apply:
 - The defeated unit may suffer 1 stress to avoid being pushed back. If it does, ignore the remaining steps.
 - The winning unit shoves the defeated unit back a distance equal to the latter's initial MOV value. If the defeated unit has more than one troop, when repositioning to maintain formation, these troops should, if possible, end up further away from the victorious unit than their troop leader.
 - If the winning unit is no longer engaged in combat, it can choose to pursue the defeated unit, moving entirely its first movement value to end up as close as possible to it. If its troop leader touches the base of a troop from the defeated unit, they remain engaged in combat.
- 7. End of the Attack.** If the victorious unit remains engaged, it must perform positioning maneuvers. If the winning unit is not engaged in combat and the defeated unit was destroyed during the attack, the winning unit can perform the move action for free (it does not count as an activation).

Positioning Maneuvers & Piling In

When a unit attacks, all its troops must attempt to engage the target. The unit must already be in combat to perform this.

1. If the leader isn't engaged with the target, swap it with a troop that is. The leader must be engaging the target.
2. Place any remaining unengaged troops so they become engaged using the placement rules, in the following priority order:

- A. Troops may only engage units they're already fighting; no new engagements through this.
- B. If a troop can't engage (no space, or formation would break), place them in contact with the leader or any friendly troop, as close to the enemy as possible.
- C. If that's also impossible, place them as close to the leader as possible.





Multiple Combats

If a unit is engaged with more than one enemy unit, its performance is penalized. When the player creates the attack or defense dice pool, they must **remove one die or automatic symbol**. This penalty also applies to opportunity attack rolls.

Ranged Attacks

A unit that is not engaged in combat can perform a ranged attack (if it has one). The unit performing the action is the attacker, and its target is the defender.

Steps:

- 1. Declaration.** The attacking unit selects an enemy unit as its target that it has LoS to and that is within attack range.
- 2. Face to Face Roll.** A Face to Face Roll is performed between the attacking unit's ranged attack and the defending unit's defense. When creating the dice pool, starting with the defending unit, units can suffer 1 stress to add the associated modifier to their roll. In this roll, the defending unit can only use the defensive dice (green, blue, and black) and the automatic symbols  and ; all other dice and automatic symbols are ignored. The defending unit cannot activate any switches.
- 3. End of the Attack.** The attacking unit inflicts 1  on the defending unit for each  it achieves in the dice roll result.

Units engaged in combat cannot resolve ranged attacks.

Cover

When a unit is targeted by a ranged attack, it can benefit from cover if it is adjacent to a game element (another unit or a terrain element) with the **Cover (D)** keyword. An additional condition must be met depending on whether the game element blocks LoS:

- **Block LoS** (for example a miniature or a building). The unit is in cover if the element blocks the LoS to at least half of the troops in the unit (rounding up).
- **Does not block LoS** (for example a fence or a barricade). The unit is in cover if, when drawing LoS to at least half of the troops (rounding up), it has to pass through the element.

If a unit can benefit from several coverage values, the player must choose one.

Ranged Attack Into Combat

A unit can make a ranged attack against an enemy unit that is engaged in combat. The player must treat other units engaged with their target as providing Cover (◆), following the LoS and Cover rules. When an attack is declared, the units engaged with the target suffer ⚡1 stress.

Perform a Combat Skill

To perform this action, a unit must have at least 1 combat skill in its profile. Choose one of the combat skills, verify that the requirements are met, and apply its effects (see "Skills").

Perform a Tinge Skill

To perform this action, a unit must have at least 1 Tinge skill and 1 ✂ in its profile. Choose one of the Tinge skills, verify that the requirements are met, spend 1 ✂, and apply the effects (see "Skills").

Perform a Magic Skill

Spellcasters can cast spells using their magic skills. To perform this action, a unit must follow the spellcasting steps (see "Magic").

► Assault

This action allows a unit to move to engage an enemy unit and attack. When a player declares this action, they must select a target enemy unit (LoS is not required). This long action consists of two simple actions that must be performed in this order:

- 1. Move.** The troop leader of the unit must be able to move, using both of the unit's MOV values, until it engages in combat with the target unit. Otherwise, this action cannot be performed. Move the troop leader and position the other troops in formation. At this point, the unit is considered to have **assaulted**. This step is an exception to the rule that a unit performing a Move cannot engage another unit.
- 2. Attack the target unit in melee.** The unit initiates combat with the enemy unit, resolved by applying all the rules described in "Melee Attack".

► Charge

This action allows a unit to move in a straight line to engage an enemy unit and attack. When a player declares this action, they must select a target enemy unit that they have LoS to. This long action consists of two simple actions:

- 1. Move.** The troop leader must be able to move in a straight line, using the unit's charging movement, until engaged with the target unit. Otherwise, this action cannot be performed. Move the troop leader and position the other troops of the unit in formation. At this point, the unit is considered to have **charged**. This step is an exception to the rule that a unit performing a Move cannot engage another unit.

- 2. Attack the target unit in melee.** The unit initiates combat with the enemy unit, resolved by applying all the rules described in "Melee Attack".

Because the unit charged, it can repeat its attack roll.

Hold and Shoot

When a player declares a charge or assault against a unit with a ranged attack, the opposing player may choose for the unit to suffer ⚡1 stress so that it may **hold and shoot**, if the unit has LoS.

When a unit holds and shoots: resolve a ranged attack against the enemy unit before it moves, ignoring the ranged attack's range. During this attack, the firing unit cannot activate any switches. Once the ranged attack is resolved, the enemy unit proceeds with its declared action.

► Rest

When a unit performs this action, the player may apply each of these options once:

- Eliminate all the unit's stress.
- Remove a state of choice from the unit's profile.
- Remove 1 ✂ from the unit's profile.
- Perform a movement using only its first MOV value.

SKILLS

Skills are the set of effects and abilities that units have in Warcrow. Each skill is presented with:

1. Type of skill
2. Name of skill
3. Requirements
4. Effects

► Long Action

Combat, Tinge, or Magic skills may include the ► icon at the beginning of their name. This icon indicates that the skill requires the use of a long action, instead of a simple action, to be performed.

Requirements

To perform a skill, all the stated requirements must be met. Different kinds of requirements:

Line of Sight (LoS)

All skills require LoS to the target, unless the requirements specify that they are **No LoS**.

Limitation

Some skills have limitations on their use. For example: **Once per round**.

Skills can only be performed **once during the specified timing** in their requirements.

Target

Determines the target (which can be one or more) of the skill, as well as the range within which the target must be located

to be valid. A unit can target units that are engaged in combat with its skills, following the LoS rules.

Some skills affect more units than just the target specified in the requirements. When this happens, the unit performing the skill only needs LoS to the target specified in the requirements.

Timing

Specifies the exact moment when a player can perform the skill. Examples:

- At the beginning of your activation
- When you are the target of an attack

Some skills indicate that they are performed during unit activation, whether allied or enemy ("during your activation", "during the target's activation"). These skills can be used before or after an action performed during the activation, but not while the action is being resolved.

Duration

Skills can have a duration expressed in two ways:

- **Duration: X turns.** An effect token is placed X positions ahead of the current turn on the turn counter. The skill's effects are active until the effect token is resolved, during the event phase of the corresponding turn. Effect tokens are numbered on one side to make it easier to associate them with the skills that share the same number.

If a unit or terrain element is targeted by a skill with a duration effect that is already active, the previous duration ends (removing the effect tokens) before placing the new tokens.

Availability

Skills are only available while the unit is on the battlefield and is not demoralized, except if they have:

- **Permanent.** Skills with Permanent apply their effects even if the unit is not present on the battlefield, is destroyed, is demoralized, or, in the case of a Character, joins another unit (even if that skill is not present in its character-in-a-unit game profile).
- **Dauntless.** Skills with Dauntless apply their effects even if the unit is demoralized.

Types of Skills

Several different types of skills exist in Warcrow:



Combat Skills

These skills may be performed with the action **Perform a combat skill**.



Magic Skills

Also known as **spells** (see "Magic"), Spellcasters may perform these skills with the action **Perform a magic skill**.



Tinge Skills

These skills require spending 1 **✖** to perform. They may be performed with the action **Perform a tinge skill**.



Command Skills

These skills require spending one command token to use. Unlike the previous skills, command skills do not require spending an action. They are not limited to a unit's activation, but can be used whenever the requirements are met.



Passive Skills

Passive skills have no cost for the unit and, like command skills, may be used outside the unit's activation as long as their requirements are met.

MAGIC

Spellcasters can make use of the magical skills they have listed in their game profile.

Special Characteristics of Magic Skills

Alterations

Magical skills can have alterations that allow players to modify the characteristics of the spell. More than one alteration can be applied during the casting of a spell.

Two types of alterations exist:

- **◆**: These allow the spell to be enhanced in exchange for forcing the Spellcaster to make a Tinge roll if the casting roll is successful.
- **✖**: Called **Tinge alterations**. These allow the Spellcaster to spend **✖** tokens they have on their game profile to enhance the spell. The Spellcaster must have the necessary **✖** tokens to declare their use during the first step of casting.

Automatic

Magical skills may have the **Automatic** requirement. In these cases, the spellcasting steps will not be resolved; instead, their effects will be applied directly, as if they were a combat skill.

Casting a Spell

Steps to cast a spell:

1. **Declaration.** The player indicates which spell their unit will cast and, if they wish to use them, the alterations it will apply. They then select a game element as their target that meets the spell's requirements.
2. **Blocking the Spell.** If the opponent wants to attempt to block the spell, they must declare it now (see "Blocking a Spell").
3. **WP Roll.** Roll the Spellcaster's WP. Once, during the apply switches step, the Spellcaster can receive 1 **✖** in order to add **★★** to their roll. If the roll is a success, the Spellcaster has cast their spell and must spend as much **✖** as indicated by the applied Tinge alterations.
4. **Apply the Effects of the Spell.** If the spell succeeds in being cast, apply the effects, taking into consideration the altered properties.

5. **Applying the Consequences of the Tinge.** If a player has successfully cast the spell and applied ♦ alterations, they must perform a Tinge roll. If the Spellcaster received ✖ on the WP roll (to add ★) or on the Tinge roll, they must face the effects of the Tinge. If the opponent has received ✖ by blocking the spell, they must face the effects of the Tinge.

Blocking a Spell

During the second step of the spellcasting process, the opposing player may declare that they will attempt to block it with their own Spellcaster unit. In which case, the WP roll step becomes a Face to Face Roll against 3 ♦.

For each □ the blocker rolls, their Spellcaster receives 1 ✖. If it receives at least 1 ✖, the Spellcaster must apply the effects of the Tinge in the "Apply the Consequences of the Tinge" step.

A spell cannot be blocked more than once or with more than one unit.

Tinge Roll

Steps to perform a Tinge roll:

1. **Create the Tinge roll.** Take as many ♦ dice as indicated by the cost of the applied alterations. The maximum is always 3 ♦ dice, even if the alterations add up to more.
2. **Perform the Tinge roll.** For each □ obtained, the Spellcaster receives 1 ✖.

Tinge Effects

When a unit must face the effects of the Tinge, consult the following table and apply the effects from the row corresponding to the number of ✖ tokens the unit has.

Table of Tinge Effects

- 1-4: Suffer 1 stress.
- 5-6: Suffer 1 stress and 1 🩸.
- 7+: The unit is destroyed. All units within 5 strides receive 1 ✖.

Table of Tinge Effects for the Scions of Yaldabaoth

Units that belong to the Scions of Yaldabaoth faction use this table instead of the general one.

- 1: No effect.
- 2-7: Roll 1 ♦ die and apply the effects that correspond exactly to the result obtained: ★ suffer 1 stress; ★! receive 1 ✖; ★! receive the slowed state; ☆! Displace (3); ! heal 1 🩸; ! suffer 1 🩸.
- 8+: The unit is destroyed. All units within 5 strides receive 1 ✖.

STRESS AND MORALE

Stress in Warcrow represents the tension of combat, physical fatigue, and mental exhaustion that the troops are subjected to.

A unit suffers stress if:

- It is activated after being previously activated during the current round.
- The player decides to add modifiers to the unit's attack or defense roll.
- It loses in melee combat.
- It chooses not to be pushed back after a combat in which it has lost.
- The effects of a skill or a switch cause stress.
- It performs an Opportunity Attack.
- It chooses to Hold and Shoot.

Place one stress token on the unit's profile each time it suffers 1 stress. The stress tokens are numbered to indicate the level of stress (or total stress) the unit has, using a single token.

Increasing and Reducing Stress Levels

- When a unit suffers 1 stress, add 1 to its current stress level.
- When a unit is instructed to reduce its stress, subtract 1 from its current stress level.
- When a unit is indicated to suffer X levels of stress, add X to its stress level.
- When a unit is indicated to reduce stress by X levels, subtract X from its current level (a unit cannot have stress below zero).

Morale (MOR)

A unit's MOR value indicates the maximum level of stress it can withstand before its nerves are put to the test.

Effects of Stress

If a unit has an activation token and its stress is equal to its MOR, it can only be activated to perform the ► Rest action.

If a unit has as much stress as its MOR, it **cannot suffer stress voluntarily**. A player cannot apply any effects or rules with the unit that require it to suffer stress. A player cannot stress it to add a modifier to its attack or defense roll, or stress it to prevent it from being pushed back at the end of combat.

If at any time a unit's stress exceeds its MOR, it must pass a WP roll at the end of the current activation or it will become demoralized and must flee immediately.

If a unit's stress exceeds its MOR value by at least 2, then it must obtain at least ☆★ on the WP roll to avoid becoming demoralized and fleeing. If a unit has MOR 2 and their stress level is 4 or higher, the player must obtain ☆★ or more on their WP roll.

Regardless of the outcome of the roll, remove all stress tokens from the unit that exceed its MOR.

Demoralized Unit

As soon as a unit becomes demoralized:

- Place a demoralized unit token (small) on its profile.
- Take the corresponding demoralized unit token (large, with the same number) and place it on the turn counter two positions ahead of the current turn.

If a unit is demoralized:

- It cannot be activated or perform actions in any way.
- It cannot suffer stress in any way, nor can it reduce stress.
- It cannot contest the control of objectives (the capture value is considered null).
- If it participates in a combat, it will always flee after the result.
- It cannot use its skills (except for Permanent ones).

Demoralized Unit Tokens

These tokens have a unique numbering system to easily identify units that are demoralized. They come in pairs with the same number: a smaller one that is assigned to the unit and a larger one that is placed on the turn counter to indicate at the end of which turn the unit will attempt to rally.

Fleeing

If a unit flees, it must immediately be moved using both of its movement values toward the player's deployment zone, following the shortest possible path. If it is already in the deployment zone, it moves toward the nearest edge of the battlefield. When a fleeing unit comes into contact with one of the battlefield edges of its deployment zone, it is removed from the game. The unit will be considered destroyed for all purposes.

To consider a unit as being within a player's deployment zone, its troop leader's base must be entirely within the zone's boundaries.

Fleeing does not trigger opportunity attacks.

✘ Rally a Demoralized Unit

When the turn counter dial activates the demoralized unit token for a player's unit, ✘ they must make a WP roll to rally it:

A. If the roll is a success

- The unit is no longer demoralized. Remove the demoralized unit tokens from the turn counter and its game profile.
- Reduce the unit's stress to its MOR value minus 1.
- The move action can be performed once.

B. If the roll is failed

- The demoralized unit token advances two positions on the turn counter.
- The unit flees.

Multiple Rally Attempts

It is possible for a demoralized unit to make more than one attempt to rally in the same round if, after failing a roll and advancing the demoralized unit token, it is still before the "End of Round" token.

Even if the unit's stress exceeds its MOR, obtaining just ★ is enough to pass the roll.

Rallying Automatically

If an effect or rule allows a unit to automatically rally (even before the demoralized unit token is activated), follow the steps as if it had passed the WP roll.

Reducing Stress

At the end of each round, reduce the stress of each unit that is not demoralized (see "End of the Round").

STATES

States are represented by their respective tokens. When a unit suffers a state, place the corresponding token on its profile. The effects of the states are applied immediately and last until the state is removed.

A unit can only have one token of the same state. If they receive a state that they already have, do not place a new token.

☹ Frightened

Unit must reroll the dice from WP rolls on which it obtains at least ★.

Remove this state after resolving a WP roll.

★ Slowed

Unit reduces its second movement value to "0" and reduces its charge movement by 4 (to a minimum of 0).

Remove this state after performing the move action (including the move action that is part of ▶ Charge or ▶ Assault).

If a unit receives the slowed state during a move action and was using its second movement value or had already used it, it must automatically stop its movement and end the action.

🔒 Disarmed

In the "cancel dice and symbols" step, the opponent cancels 1 die from this unit's attack rolls on which at least ★ was rolled. Modifiers cannot be added to the attack roll.

Remove this state after resolving an attack roll.

🛡 Vulnerable

In the "cancel dice and symbols" step, the opponent cancels 1 die from this unit's defense rolls on which at least 🛡 was rolled. Modifiers cannot be added to the defense roll.

Remove this state after resolving a defense roll.

Although units may receive the **disarmed** or **vulnerable** states due to a switch, this will not affect the current roll, because the "cancel dice and symbols" step is resolved before the switches.

Immunity to a State

If a unit receives a state effect to which it is immune, do not place the token on its profile and completely ignore its effects.

If a unit gains immunity to a state effect it already has, remove it immediately.

DAMAGE

Units can take damage from an attack, as well as from the effects of a skill or terrain element. When a unit takes damage, or is dealt or inflicted X amount of damage, X damage tokens are placed on the unit's profile. When the total number of damage tokens equals or exceeds the value of its Wounds (W), one of its troops is taken out of combat. Immediately remove the miniature from the battlefield, and remove from its game profile as many damage tokens as its W value.

When removing troops from a unit engaged in combat, those that are not engaged with the unit that inflicted the damage must be removed first. If necessary, swap the troop leader with another troop in the unit before removing it.

The troop leader should always be the last one to be removed.

A unit is destroyed when the last troop that composed it is out of combat. In the case of units with an attached Character, see "Assigning Damage to Units with Characters." Remove all tokens and markers assigned to the unit's profile.

Units composed of multiple miniatures have two entries on their combat panel. The first represents the unit's performance when it has all or most of its members, and the second represents the unit's combat capability when its number of troops is reduced by half.

Characters count towards the calculation of the number of troops in their unit.

Heal

If an effect allows a player to "heal X  from a unit, remove a maximum of X damage tokens from it.

Recover

If an effect allows a player to "recover X troops" from a unit, take as many miniatures out of combat as indicated by X and place them on the battlefield in formation with their unit.

A unit cannot recover troops beyond its initial number, regardless of whether it has a Character attached to it.

CHARACTERS

Characters are single-miniature units that have the keyword **Character** in their profile. Depending on the strength of their leadership or their role in a player's company, these can either be Officers or Supports.

The type of Character is indicated by an icon on their profile: **Officer** or **Support**.

Joining a Unit

Characters with the ability to join a unit have this indicated in their profile by the keyword **Join (X)**, where X can be the name of a unit, or one or more characteristics or keywords, separated by commas, and may also include multiple groups separated by lines ("|"). The target unit must possess all the elements indicated within a group.

Characters that do not have the Join (X) keyword **cannot** be added to any unit in any way.

Examples:

- **Join (Infantry).** The Character can join a unit with the Infantry characteristic.
- **Join (Orc Hunters).** The Character can only join an "Orc Hunters" unit.
- **Join (Infantry, Varank).** The Character can join a unit that has both the Infantry and Varank characteristics.
- **Join (Infantry, Ghent | Scout).** The Character can join a unit that has both the Infantry and Ghent characteristics; or a unit with the Scout keyword.

A unit cannot include more than one Character.

Chain of Command

Officer-type Characters automatically become the troop leader of the unit they join.

Characters Joining a Unit

Characters can join a unit during deployment or during its activation.

A. Join During Deployment

When a Character is deployed during the "Deploy Units" step of setup, one of the already deployed units is selected (that meets the requirements of the Character's Join keyword and does not already have another Character), and the player declares to their opponent that a Character is joining it. Then, it is placed on the battlefield in formation with its unit. Troops may be repositioned to make room for the Character and ensure the unit remains in formation.

If the Character is of the Officer type, they become the troop leader, so the troops in the unit must stay in formation.

Characters can also be attached to a unit that deploys at a different point in the game (Scouts and Ambushers, for example). When that unit deploys, the Character must deploy attached to it.

Some Characters grant the Scout or Ambusher keyword to the unit they join. In these cases, players can choose to attach the Character to a unit that has not yet deployed, thus deploying the unit at a later point in the game.

B. Join During Activation

At the start of a Character's activation, a player may declare that it will join a unit (that meets the requirements of its Join keyword), as long as:

- There are no other Characters in the unit.
- The unit is not demoralized.
- The unit is not engaged in combat.

The only action a Character can perform is to move (they can move twice) and must end their activation in formation with their new unit (having LoS and being within 2 strides of the troop leader).

At the end of its activation, a Character becomes part of the unit. However:

- If the Character is an Officer, they can swap their position with the unit's previous troop leader, so that all the troops are in formation.

- The unit the Character has joined contests the control of objectives.
- The Character will only be able to perform skills with the timing "At the end of your activation" if they are in its Character in unit profile, or in the joined units profile.

Tokens on Characters (Joining)

If a Character has tokens on their profile, handle each type as follows:

- **Damage Tokens.** The Character keeps their damage tokens on their own profile. While joined to a unit, these tokens are ignored. They will only be taken into account again if the unit is destroyed or the Character leaves the unit.
- **Stress Tokens.** Compare the stress levels between the Character and the unit, and leave the greater of the two values on the unit.
- **✖ Tokens.** Compare the number of ✖ tokens between the Character and the unit, and leave the greater of the two on the unit.
- **State Tokens.** Place the Character's state tokens on the unit. Since a unit can only have one token of each state, remove any duplicates.
- **Effect Tokens.** If the Character has any effect tokens assigned to it (spells, for example), these are transferred to the unit's profile.
- **Activation Tokens.** Place the Character activation token on the unit, or remove it if the unit already had one.

Character Game Profile in Units

When a Character joins a unit, they must use their "Character in Unit" game profile. To manage this combination more easily, the game profile cards have been designed so that the Character card can be placed under the unit card, keeping both profiles together.

These values can be of two types:

- **Absolute values.** They replace the unit's value.
- **Bonuses** (preceded by "+"). They are added to the unit's value.

If a Character has modifiers or switches on its Character in Unit profile, those are added to the unit. Regarding modifiers, the unit will suffer 1 stress for each modifier it wants to apply to a roll.

Characters as Members of a Unit

Characters count as an additional member of the unit when determining the number of troops that compose it (to determine which combat profile it will use, or its conquest value, for example).

A Character that joins a unit loses its individual unit state and does not share its characteristics or keywords with the unit it joins, which retains its own characteristics and keywords.

Effects that refer to a Character (without specifying that it must be a unit) can be applied even if the Character joins a unit. In these cases, to check the range, measure to the Character, not to the unit it is part of.

Skills

The unit can use the skills present in the "Character in Unit" profile as if they were its own, since it is the unit that is activated and performs the actions.

Characters Leaving a Unit

When a unit with an attached Character is about to activate, a player may declare that the Character leaves the unit and activates instead. Steps:

1. The player declares to their opponent that the Character is leaving their unit. At this moment, they are no longer attached to it, so the player must manage the distribution and assignment of tokens (see next section).
2. Activate the Character.
3. If the Character is an Officer, place the unit's troop leader in the position where the Officer was at the start of their activation.

Characters cannot voluntarily leave their unit if they are engaged in combat.

Tokens on Characters (Leaving)

If the unit has tokens on its profile, handle each type as follows:

- **Damage Tokens.** The unit keeps all the damage tokens. Characters only retain the damage tokens they had before joining the unit.
- **Stress Tokens.** The Character receives the same level of stress as the unit.
- **State Tokens.** The Character receives the same state tokens as the unit has.
- **Demoralized Unit Token.** If the unit is demoralized, the Character receives their own demoralized unit token (the corresponding token is placed on the tum counter in the same position as the unit's token).
- **Effect Tokens.** The unit keeps all the effect tokens.
- **✖ Tokens.** The Character receives the same amount of ✖ as the unit has.
- **Activation Tokens.** If the unit had already been activated, the Character receives one activation token.

When a Character leaves their unit, the unit regains its original attribute values (although the unit may end up with a stress level higher than its Morale).

When an Officer leaves their unit, a new troop leader must be designated.

A Character cannot leave and join a unit (and vice versa) during the same activation.

Assigning Damage to Units with Characters

Officer Characters that are part of a unit are the last to suffer damage, as they are the troop leader.

Since Support Characters are considered just another troop in the unit, when the damage suffered equals the unit's Wounds value, the Support Character can be *removed instead* of a regular troop.

If the Support Character is the only troop that is not engaged, a player may swap its position with another troop (that is not the leader), thus removing it instead of the Character.

Characters and Destroyed Units

When all the troops of a unit (excluding the Character) are taken out of combat, the unit is considered *destroyed*.

Separate the Character and unit profile cards, inflicting any excess damage to the Character. For other tokens, follow the rules in the "Tokens on Characters" section.

Even though the original unit has been destroyed, the Character is still considered the same unit for gameplay purposes.

TERMINOLOGY AND KEY- WORDS

The most common gaming terminology and keywords used in this rulebook and in the game profiles.

Enhancements

Enhancements are game elements without a physical representation on the battlefield.

To join an enhancement to a unit, place its card below the unit's profile card, the same way as with a Character.

Enhancements apply bonuses to both attributes and combat panels, and may enable new skills for the unit they join.

An enhancement is not considered a troop of the unit.

A unit cannot have more than one joined enhancement at the same time.

Rolls, Dice, and Symbols

Cancel a Die

When a rule allows a player to cancel a die from a roll, they select the die they want from among all those rolled and remove it. Apply this effect during the "cancel dice and symbols" step of the roll. All symbols obtained on the selected die are completely ignored, as if it had never been rolled.

Cancel a Symbol

When a rule allows a player to cancel a symbol from a roll, they select the one they want from among all the symbols obtained from rolling the dice (including automatic symbols). The selected symbol should be ignored as if it had not been rolled. Apply this effect during the "cancel dice and symbols" step of the roll.

Repeat a Die

When a rule or effect allows a player to repeat a die from a roll, they may reroll any die they choose. This must be done after rolling the dice for the first time and before proceeding to the switches step.

When a rule or effect requires a player to reroll a die, they must roll again a die that meets the indicated requirements.

A die cannot be repeated more than once per roll.

Repeat a Roll

A rule or effect may allow or require a player to repeat a roll. In that case, roll all the dice again before proceeding to the switches step.

Fix a Dice Roll

When an effect allows the result of a die roll to be fixed, take one of the dice and, instead of rolling it with the others, place it on the board showing the face the player wants. This die and the symbols it displays are considered to have been rolled along with the others for all purposes.

Dice with fixed results cannot be repeated.

Shove, Attract, Place, and Displace

The effects of some unit's actions, switches, and skills can shove, attract, place, and displace a target unit. The target unit does not trigger opportunity attacks when the effect is applied.

A unit **cannot** shove, attract, place, or displace a unit to take it off the battlefield.

Some actions, switches, and skills **shove, attract, place, or displace** a target unit. The target **does not** trigger opportunity attacks when this happens. A unit cannot be shoved, attracted, placed, or displaced off the battlefield.

If the target unit comes into contact with an enemy unit, it will become engaged in combat with it.

"Collide"

When a shoved, attracted, or displaced unit stops by contacting another unit or Impassable terrain, they collide.

Shove (X)

The target unit moves X strides directly away from the activating unit's troop leader, measured center to center. This movement cannot be voluntarily reduced. If the target contacts another unit or Impassable terrain, it stops.

Attract (X)

The target unit moves X strides directly toward the activating unit's troop leader, measured center to center. This movement cannot be voluntarily reduced. If the target contacts another unit or Impassable terrain, it stops.

Displace (X)

The target unit moves up to X strides, with the direction and distance decided by the player activating the effect. If the target contacts another unit or Impassable terrain, it stops.

Place (X)

The target unit's troop leader is placed anywhere on the battlefield within X strides of the activating unit (LoS not required). The controlling player then places the rest of the unit in formation with the troop leader. Other troops may only be placed in base contact with a unit if the troop leader is also in base contact with it. Miniatures cannot be placed on top of other miniatures, Impassable terrain, or Unstable terrain.

KEYWORDS

Aim

Unit can reroll its ranged attack rolls. The target unit of the ranged attack cannot benefit from Cover (D).


Ambusher

During the "Deploy Units" step, this unit can be kept off the battlefield, without deploying it.

During the game, when the player needs to activate a unit, they can activate an Ambusher unit that has not yet been deployed. Steps:

- 1. Deploy the unit onto the battlefield.** Choose one of two options: deploy the unit within their deployment zone, even if it is engaged in combat with an enemy unit; or deploy the unit anywhere on the battlefield, except in the opponent's deployment zone, as long as no enemy unit within 12 strides has LoS to it.
- 2. Then activate the unit.** Now that it's on the battlefield, players activate the unit as they would normally. During this activation, the unit must suffer 1 stress if the player wishes to perform a ► long action.

Berserker Rage

During the "Add Automatic Symbols" step of an attack, defense, or WP roll, the unit can inflict 1  upon itself to add a symbol of choice.

A unit cannot inflict damage if it would result in the destruction of their unit. This damage is not taken into account when resolving combat.

Bloodlust (X)

If this unit is not engaged in combat at the start of its activation, it is forced to ► Charge or ► Assault an enemy unit indicated by X, whenever possible. X can be a unit name, a keyword, or groups of these separated by lines ("|"). If no X value is specified, this unit must ► Charge or ► Assault the nearest enemy unit.


If this unit charges or assaults due to its Bloodlust skill, it may reroll all of its attack rolls against the enemy unit while engaged with it. This effect is retained if, after pushing back and pursuing, both units remain engaged.

At the start of its activation, this unit can ignore the effects of Bloodlust until the end of its activation by passing a WP roll.

Cover (D)





Adjacent units (allied or not), but not this unit itself, treat this unit as if it were a terrain element with the keyword **Cover (D)**.

Dispel (D)

When this unit is targeted by a magic skill, it can attempt to block it. The D value indicates the dice or automatic symbols that must be rolled to block the spell. This unit does not receive ✨ for  results. A magical skill cannot be blocked

more than once or with more than one unit (see "Magic: Blocking a Spell").

Elite

While performing WP, attack, or defense rolls, and those made as part of a skill's effect, the unit may replace any ✨ with ✨, any  with , and any  with  during the "Add Automatic Symbols" step.

Does not apply to other rolls made by the unit (such as blocking a spell, including Dispel).

Fearless

- Ignores the effects of Intimidating.
- Immune to the frightened state.

Golem

- Unit ignores the effects of Intimidating and Sinister.
- Unit is immune to the frightened state.
- Unit cannot become demoralized. If it suffers stress beyond its MOR value, it ignores the excess stress.

Immovable

Cannot be shoved, attracted, placed, displaced, or pushed back unless the player wants it to be.

Intimidating (N)

When this unit engages in combat or an enemy unit engages with it, the enemy unit must make a WP roll, needing to obtain at least as many ✨ results as indicated by N to avoid stress. For each ✨ result they fail to obtain, they will suffer 1 stress.

A unit can only suffer the effects of Intimidating once per activation.

If a unit with Intimidating (2) engages in melee combat with an enemy unit and that unit only gets ✨ on its Willpower roll, it will suffer 1 stress. If it gets no ✨, it will suffer 2 stress.

Large

- Large units can move through other units that are not Large.
- Only other Large units and terrain elements with the keyword Block LoS can block LoS to or from Large units.
- Large units are Immovable.
- Ignores the effects of Immovable from units that are not Large.

Manned

- Ignores the effects of Intimidating.
- Doesn't suffer stress when it loses a combat.

Preferred Terrain (E)

This unit can ignore keyword effects of terrain elements according to the value indicated in E, which can specify a type of terrain element, a keyword, or multiple groups of them separated by lines ("|").

- If E indicates a **keyword**, the unit can ignore that keyword on terrain elements.
- If E indicates a **type of terrain element**, the unit can ignore any keywords it wishes from the indicated elements.
- If E indicates **both a keyword and a type of terrain**, the unit can ignore that keyword from the indicated elements.

Preferred Terrain (Forest, Rugged | Lake) would allow a unit to ignore the effects of the Rugged keyword in forests and any keywords the player chooses from all lakes.

Raging

Unit adds 1★ to its attack rolls when charging.

Scout

During the "Deploy Units" step, this unit can be kept off the battlefield, without deploying it. The unit can be deployed later in two different ways:

1. Once the "Deploy Units" step is complete, before the game begins. If the opponent also has Scouts, the player with the initiative decides who deploys first, and then they take turns deploying units.
2. During the game, when a player needs to activate a unit, they can deploy a Scout unit that hasn't been deployed yet and activate it. During this activation, the unit can only perform a single simple action.

When a Scout unit is deployed outside of the "Deploy Units" step, the player must choose one of these options:

- Deploy the unit anywhere within their deployment zone, but without engaging it in combat with enemy units.
- Deploy the unit adjacent to one of the battlefield edges, except in the opponent's deployment zone, provided that no enemy unit within 12 strides has LoS to it.

Spellcaster

Can perform magic skills and block spells (see "Magic, Blocking a Spell").

Tinge

Unit will receive 1✳ token at the start of each round.

Characters with Tinge Attached to Units

Characters receive 1✳ at the start of the round, and since they are part of a unit, the ✳ is automatically transferred to the unit.

If a unit is outside the battlefield, it will not receive a ✳ token.

Gaining Keywords

If a unit gains a keyword that specifies a numerical value "(N)" or a die roll "(D)" and already has that keyword, they do not combine, and players must choose which of the two to use when the effects come into play.

If a unit has Dispel(◇) and gains Dispel(◆◆), when targeted by a spell, it can block it with either ◇ or ◆◆.

If a unit gains a keyword that specifies a name (or a list of names) "(X)" or "(E)" and already has that keyword, both must be combined by joining them with "|".

If a unit has Preferred Terrain (Rough) and gains Preferred Terrain (Lethal), it should be treated as if it had Preferred Terrain (Rough | Lethal).

In other cases, if the keywords do not specify any value, the unit will ignore the keyword it has gained, retaining its normal functionality.

TERRAIN

You can use whatever terrain you like when playing **War-crow** as long as both players agree!

There are currently no rules for verticality in this 1.6 rules document.

Mount terrain on a **base** where possible; It makes distance measurement unambiguous and clarifies when a unit is inside the element. No base? Use the structure's walls. Don't have a forest base? Put down three trees and the triangular area inside becomes a Forest. It's easier.

Terrain Element Keywords

Terrain elements have one or more keywords. Some keywords are followed by "(X)", meaning their effect applies only to units matching X. "X" can be a unit name, characteristic, keyword, or multiple such groups separated by "|". If no X is given, the effect applies to *all* units.

Block LoS

The element blocks all LoS drawn through it, as well as LoS drawn from within it and those drawn toward it.

Terrain elements do not block LoS unless they possess the Block LoS keyword.

Cover (D)

Units adjacent to this terrain feature can benefit from cover against ranged attacks. The value D indicates the dice or automatic symbols that adjacent units add to their defense roll.

Impassable

Units cannot move through this terrain feature or end their movement on it. If a terrain element gains Impassable during the game (due to a spell, for example), units within it must move to an adjacent location.

Lethal (X : D)

When a unit comes into contact with this terrain element it must face its defense against a D roll, without applying any modifiers or switches. The unit suffers 1♥ for each uncancelled ★. The terrain element cannot be damaged.

Rugged (X)

A unit that is in contact at any point in time with a piece of Rugged terrain will automatically have the slowed state applied.

Units cannot charge if their charge movement passes adjacent to the terrain element at any point along their path.

Sinister (X)

Units within 3 strides of this element at the end of their activation must pass a WP roll or suffer 1 stress.

Unstable

Units can move through this terrain element, but they cannot end their movement or be placed on it.

Terrain Suggestions

This is a list of suggested terrain elements for Warcrow. They're **only suggestions**, feel free to come up with your own terrain combinations and rules.

Remember, a unit is **Adjacent** to a terrain element if the unit leader's base is in contact with the terrain's base/area.

TERRAIN ELEMENT	KEYWORDS	DESCRIPTION	BASE DIMENSIONS
Fence/Hedge, Barricade	Cover(◆), Unstable	Gain Cover(◆) against ranged attacks if unit leader is adjacent. Can move over it without penalty, but can't end on top.	4-13 strides long, <1 stride wide. (60-200mm) <i>Terrain elements with a height equal to or less than half the height of a humanoid model.</i>
Wall	Cover(◆), Unstable.	Gain Cover(◆) against ranged attacks if unit leader is adjacent. Can move over it without penalty, but can't end on top.	4-13 strides x <7 strides (60–200mm, <100mm wide). <i>Sturdier walls, equal to or less than half the height of a model.</i>
Small structure	Block LoS, Cover(◆), Impassable	Gain Cover(◆) against ranged attacks if unit leader is adjacent. Can't draw LOS through it or move through it.	4-7 strides per side (60-100mm) <i>Small edifices; a well, a fountain, a statue, a tent, giant a mausoleum, a shrine, ice crystals...</i>
Building	Block LoS, Cover(◆), Impassable	Gain Cover(◆) against ranged attacks if unit leader is adjacent. Can't draw LOS through it or move through it.	7 to 10 strides per side (90-150mm) <i>Farmhouses, mills, inns, watchtowers, old stone walls, or hermitages.</i>
Light forest	Block LoS, Cover(◆)	Gain Cover(◆) against ranged attacks if unit leader is adjacent to the forest. If <u>more than half</u> the unit is totally within the light forest, units can't draw LoS to it.	7 to 10 strides per side <i>Decide on a forest area, then place trees on top that you can move or remove.</i>
Dense forest	Rugged (Cavalry, Golem), Block LoS, Cover(◆)	Gain Cover(◆) against ranged attacks if unit leader is adjacent to the forest. If more than half the unit is totally within dense light forest, units can't draw LoS to it. Cavalry and Golem units are ✘slowed if they move into contact the dense forest at any time and can't charge through it.	7 to 10 strides per side
River	Rugged	A unit adjacent to a river during its activation receives the ✘ slowed state. Units cannot charge if their charge movement passes adjacent to the terrain element at any point along their path.	4 to 13 strides long, less than 7 strides wide. (60-200cm, <100mm wide)
Lake	Impassable	Units cannot move through or end their movement on top of a lake. <i>You can have the edge of a lake or river be Rugged, and then make the "deep water" be Impassable.</i>	7 to 10 strides per side (100-150cm)
Ruins	Rugged, Cover(◆)	Gain Cover(◆) against ranged attacks if unit leader is adjacent. If any unit is adjacent to the Ruins at any point, it gains the ✘ slowed state. Units cannot charge if their charge movement passes adjacent to the ruins at any point in its path. <i>If you can't physically put miniatures on the ruins, treat it as a small structure instead. This type of terrain makes it difficult for units to advance. Ancient elven ruins from Gae Assail; remnants of a fire or earthquake.</i>	7 to 10 strides per side (100-150cm)
Rough terrain	Rugged	All units get the ✘ Slowed state whenever adjacent to this terrain during their activation, and can't Charge if the path would bring them adjacent to it at any point during movement.	7 to 10 strides per side (100-150m)

ADVENTURES & SCENARIOS

Companies in Warcrow are small warbands assembled for specific purposes. Battles are more interesting with objectives; they give the units and the army a reason to exist beyond killing everything on the other side.

“Adventures” provide the context for why both companies are fighting, along with the rules, victory conditions, and end-of-game conditions for that specific battle. Both players should understand the rules and how Victory Points are earned before the game starts! Settle any questions about terrain and unit rules in advance.

There are “**standard adventures**” for competitive and casual play called the **Warcrow Tournament System** or **WTS**. If you’re looking for missions, check those.

[WARCROW Resources](#)

OBJECTIVES

Adventures often involve confrontations between companies for control of important strategic points on the battlefield. These valuable strategic points constitute the **objectives** and are represented on the battlefield by markers with the diameter of an infantry base (2 strides).

Objectives are terrain elements with the keywords **Impassable** and **Block LoS**, although each adventure may include different ones.

Colored Objectives

In some adventures, objectives are marked with the same color as one of the deployment zones.

This means that these objectives belong to the faction with that color, but it doesn’t mean they are controlled by that faction. If you want to **control** an objective of your own color, you still need to take it with a conquest marker.

Conquest Markers

When a player controls an objective, they place a **Conquest Marker** on it showing the color corresponding to their deployment zone.

Controlling an Objective

Unless the adventure states otherwise, objectives begin free of control from either side.

Both opponents use Conquest Markers, in their respective colors, to determine which side controls an objective.

An objective without a Conquest Marker is not considered controlled by either company.

An objective can only be controlled by one company at a time.

If a player gains control of an objective, they place their Conquest Marker on it, removing their opponent’s marker if they had one.

Contesting Control of an Objective

When a unit finishes its activation, it contests control of objectives within 3 strides of the troop leader.

Other units that are within 3 strides of those objectives also contest its control.

For each objective:

- Both players must add up the conquest value of their units that are contesting control of the objective.
- The player with the highest value gains control of the objective. In case of a tie, control of the objective does not change.

Once a player has control of an objective, they do not need to keep any units within 3 strides of it; it will remain under their control as long as the opponent doesn’t take it from them.

NEUTRAL UNITS

In some adventures, neutral units with their own profile that do not belong to either side may appear or be deployed.

These units’ game profiles are very similar to that of any other unit, except that they add the initiative attribute (INI) and a table to interpret their behavior when activated:

- **Initiative (INI).** When the neutral unit is deployed, place an event token on the turn counter position indicated by the adventure. If no position is indicated, place it as many positions ahead as the INI value. When this event token is activated, the neutral unit activates, applying its behavior. Once its activation is complete, advance the event token as many positions as its INI value.
- **Behavior.** A table that indicates which objective the unit will attempt to take and what actions it will perform, whether it has an objective or not. In the case of random behavior, a dice roll may be used to determine what the neutral unit will do.

Neutral units are neither allies nor enemies of either player.

Hostile Neutral Units

Hostile neutral units are enemies of all units of any faction, including other neutral units.

When a Hostile neutral unit is activated, it is very likely to attack a unit belonging to either player. In that case, resolve the attack as if it were an action performed by a player’s units. Whoever is not the target of the attack must make the rolls on behalf of the Hostile unit.

Hostile units always push back when they win combat and will always pursue units they push back. They will not refuse to be pushed back if they are defeated.

The game profile of these units may contradict the previous paragraph and indicate other rules that must apply.

1. **Prepare table.** Standard battlefield: 90x90cm (3'x3').
2. **Choose an adventure.**
3. **Recruit a company** (standard: 250 points), limited by AVB. Select a Commander from among the *Officer* Characters in your company. Characters with **High Command** ability automatically become your commander.
4. **Form COM Reserve.** Get Command Tokens = total COM icons.
5. **Decide initiative.** Both roll ♦♦ (orange+yellow). Player with more COM adds 1 extra ♦ (orange). Player with most ★ chooses who gets ♠ Initiative. **Re-roll ties.**
Has initiative: decides who deploys first; who activates first each round.
No initiative: chooses deployment zone, places first terrain if board's not ready.
6. **Prepare terrain.** ≥2 large elements (forests/LOS blockers); up to 2 buildings/4 small structures; up to 4 fences/barricades/walls, >5 strides from objectives.
7. **Choose deployment zones.** Player *without* initiative chooses their zone first.
8. **Deploy units.** Player with Initiative ♠ picks who deploys first. Alternate one unit at a time, all bases fully inside the deployment zone in formation. **May keep Ambusher/Scout aside.** Characters deploy separately, then join their unit.

GAME ROUND

START OF ROUND (PG. 32)

Place the End of Round token on the position the adventure indicates (i.e. '5'). All "start of round" effects in order: adventure first, then both companies. If both players have effects, the player with initiative decides which side resolves first and the order within.

URNS PHASE (PG. 32)

First turn of the round: player with ♠ initiative decides turn order.

- (A) Company A activates a unit.
- (B) Company B activates a unit.

End of turn effects (if any) apply after both activations but before the Events trigger.

- (C) End of Turn: **Events** - resolve tokens on current turn position top-first; remove each after resolving, advance the dial.

Pass: if a player has activated all their units, they may pass. If both pass, advance the dial to the End of Round token (triggering all effects along the way) and treat this as the last turn of the round. If only one passes, the passing player gets another chance to activate or pass on the next turn. If no units can be activated, the player must pass.

END OF ROUND (PG. 35)

Round ends when dial reaches "End of Round" token. Apply "end of round" effects first (adventure, then companies). Then in order:

1. **Victory Points.** Calculate VP then check for victory / game end.
2. **Reduce stress:** Not demoralized: up to -2 for units *not* activated; up to -1 for units that *were*.
3. **Tinge effects.** Units with ≥1✖ face **Consequences of Tinge**.
4. **No One Gets Left Behind.** Initiative chooses who does all NOGLBs first. Units without an activation token, not demoralized, not engaged, may perform **Move Action** or **Rest** action.
5. **Remove activation tokens.**
6. **Change initiative ♠.** Player with fewer VP takes initiative. On a tie, it switches.
7. **Advance End of Round token.** Begin next round.

END OF THE GAME

The game ends when either player meets the victory conditions, or when the maximum number of rounds indicated by the adventure have been played.

FACE TO FACE ROLL

1. **Create the dice pool.** Gather dice, apply add/remove effects, add Character bonuses.

Melee and ranged attacks: Starting with the **defending unit**, units may suffer 1 stress ♣ to add their modifier to the roll.

If your unit is engaged in multiple combats, remove 1 attack die or automatic symbol.

Fix a Die (before rolling): Place one die showing the desired face; counts as rolled for all purposes. Fixed dice cannot be repeated.

2. **Roll simultaneously.** Apply effects that allow you to *repeat* your roll or *repeat (x)* dice now. A dice may only be rerolled once. If you repeat a die in your roll you may not repeat the entire roll.

3. **Add automatic symbols**, if applicable. *Apply Berserker Rage here if applicable.*

4. **Cancel dice and symbols.**

- **Cancel a Die:** Remove one die; all its symbols ignored.
- **Cancel a Symbol:** Ignore one symbol from all results (incl. automatic).
- **‡ Disarmed** ⚔: Opponent cancels 1 attack die showing ≥1★; **Vulnerable** ⚔: cancels 1 defense die showing ≥1♠. No modifiers either. Neither applies if received via a switch; cancel step resolves before switches.

5. **Apply switches - active player first, then opponent.**

- Spent symbols cannot be *reused* in other switches, effects, or resolution.
- Same switch may activate *multiple times* if enough symbols remain.
- May activate even if effect does nothing, (IE "heal 1♠" when unit has no damage)
- A switch can only be used in the roll it is associated with.
- Multiple effects means you apply them in written order.
- Tinge switches: ✖ tokens listed as requirement must be spent first.

6. **Block successes.** Each ⚔ cancels 1★ from the opponent. Both apply simultaneously. Symbols added by switches participate.

7. **Determine outcome.** Remaining symbols are the final result. At least 1★ = success. Attacker can also take damage.

Rolls requiring 2+ successes indicated as "(2★)". Both players can fail simultaneously. Against neutral characters or rolling "against the system," opponent makes all decisions including switches.

ACTIVATING A UNIT

Place an activation token on the unit's profile. If it already has one, the unit suffers 1 stress ♣ instead.

Choose (A) up to two simple actions (only Move may be done twice) or (B) one **long action**.

SIMPLE ACTIONS

Move (pg. 40)

Use MOV A–B values in any order, front to back, don't need to use all the movement. Cannot end on Impassable/Unstable terrain or in contact with enemy/neutral units. Can't pass through the line joining base centers of a formed enemy unit.

Multi-troop squad: move troop leader, then position others (max 2 strides, LoS to leader required).

OPPORTUNITY ATTACK (pg. 43)

A unit is engaged when ≥1 troop is in base contact with an enemy. If an engaged unit declares Move, enemy may suffer 1 stress ♣ to attack first. Make a F2F Roll with no modifiers or switches. Each unit inflicts 1♠ per ★. No stress for 'losing.' Cannot make opportunity attack if demoralized ✖

Melee Attack (pg. 45)

1. **Declaration.** Select an engaged enemy unit.
2. **Positioning Maneuvers.** (Also performed by the victorious unit at the end of combat if still engaged.)

All troops in the attacking unit must assist in the fight. Do these:

- (1) If the troop leader is not engaged, swap it with an engaged troop.
- (2) Place any remaining non-engaged troops so they become engaged with the target unit. Rules: cannot use maneuvers to engage a unit not already engaged with; if no space to engage, place troop in contact with the troop leader (or any other troop in the unit) as close to the enemy as possible; if that is also impossible, place as close to the troop leader as possible. At the end of a combat the victorious unit, if still engaged, must also perform positioning maneuvers.

3. **F2F Roll** - attack vs. defense. Defender decides modifier first.

4. **Resolution.** Each unit inflicts 1♠ per uncancelled ★.

5. **Combat Result.** Unit that inflicted the most ♠ wins. **The defeated unit suffers 1 stress ♣.** Tie = draw (neither side wins or is defeated).

6. **Push Back.** Winner may shove the defeated unit a distance equal to the latter's initial MOV value. The defeated unit may suffer 1 stress ♣ to avoid being pushed back. If the winning unit is no longer engaged, it may pursue using its first MOV value.

Ranged Attack (pg. 49)

- Attacker must have LoS to the target and target must be within range.
- Units engaged in combat **cannot** resolve ranged attacks.
- A non-engaged unit *can* target an engaged enemy. Each unit engaged with the target provides Cover (♠), and suffers 1 stress when the attack is declared.

Attacker: 1♠ per uncancelled ★. May add modifier (suffer 1 stress ♣).

AIM keyword: May repeat ENTIRE attack roll; target cannot benefit from Cover (D).

Defender: Dice pool: defensive dice only (♦green, ♦blue, ♦black) + automatic ⚔ and ⚔ only; all other dice and automatic symbols ignored. No switches. Can add stress Modifiers.

Cover (D): Unit must be adjacent to a Cover (D) element or unit. If it blocks LoS: element must block LoS to ≥half the troops. If it doesn't block LoS (e.g. fence): LoS line to ≥half the troops must pass through it. If multiple Cover values apply, player chooses one.

Perform a Combat Skill (pg. 51)

Requirements must be met before declaring. LoS required unless stated otherwise. These are all different types of skills, so you can mix and repeat them.

Perform a Magic Skill (see Magic)

Cast a spell, may be Long, see Magic & Tinge box.

Perform a Tinge Skill

Requires ✖ to be spent.

LONG ACTIONS

Assault (pg. 52)

LoS not required. Move using both MOV values until engaged, then melee attack.

Charge (pg. 53)

LoS required. Move in a straight line using charge movement to engage, then melee attack. The attacker may repeat its attack roll.

Hold and Shoot: When a **Charge** or **Assault** is declared against a unit with a ranged attack, the defending player may suffer 1 stress ♣ to resolve a ranged attack against the charging unit before it moves (Needs LOS, ignore range). Firing unit cannot activate any switches.

Rest (pg. 53)

Apply each of the following options once: eliminate all stress ♣; remove a state of choice; remove 1✖; perform a movement using only its first MOV value.

Command Skill (pg. 51)

Spent 1 command token; no action needed.

Passive Skill (pg. 51)

No cost; usable outside activation. Not an action.

AT THE END OF THE ACTIVATION

1. **Effects and skills** that trigger "at the end of the activation."
2. **Stress check.** Units with stress ♣ exceeding MOR must pass a WP roll or become demoralized ✖ and flee.
3. **Contest objectives** within 3 strides of the troop leader; other units within 3 strides of those objectives also contest. Both players total conquest values; highest wins control. Ties change nothing. Control persists until the opponent takes it.

Only one "end of activation" skill that triggers another unit's activation may be used per activation. Effects apply after contesting objectives.

STATES

(PG. 69)

Last until removed. A unit cannot hold duplicate state tokens. Immunity = ignore, can never have tokens for that state.

Frightened: Must reroll WP dice showing ≥ 1 . Remove after resolving a WP roll.

Slowed: Second MOV becomes 0; charge movement -4 (min 0). Remove after a Move action (incl. within \gg Charge or \gg Assault). If received mid-move while using second MOV, stop immediately.

Disarmed: Step 4: opponent cancels 1 attack die showing ≥ 1 . Modifiers cannot be added. Remove after resolving an attack roll.

Vulnerable: Step 4: opponent cancels 1 defense die showing ≥ 1 . Modifiers cannot be added. Remove after resolving defense roll.

Disarmed/Vulnerable received via a switch cannot affect the current roll; the cancel step resolves before switches.

MAGIC & TINGE

(PG. 60)

CASTING A SPELL

Automatic magic skills skip casting steps; their effects apply directly as if combat skills.

1. **Declaration.** Spell, valid target, any number of alterations.

- alterations give the listed enhancements. If the cast succeeds, the Spellcaster must make a Tinge Roll.
- alterations ("Tinge alterations"): burn tokens already on the Spellcaster's profile to enhance the spell.

2. **Blocking the Spell.** If the opponent wants to block, they must declare now.

- The WP roll at step 3 becomes a Face to Face Roll. Caster rolls their WP as normal. The blocker rolls 3 black dice (◆◆◆), no automatic symbols.
- For each □ the blocker rolls, the blocking Spellcaster receives 1✘.
- If blocker receives ≥ 1 ✘, they face **Tinge Consequences** at step 5c.
- Cannot block the same spell more than once or with more than one unit.

3. **WP Roll.** Roll the Spellcaster's WP. Once, during the switches step, the Spellcaster may receive 1✘ to add 1★ to the roll.

4. **Apply the Effects of the Spell,** taking any altered properties into account.

5. **Tinge Consequences:**

- If ◆-type alterations were applied, perform a Tinge Roll.
- If the Spellcaster received ✘ on the WP roll or Tinge roll, face Tinge Effects.
- If the blocker received ✘, they face Tinge Effects.

TINGE ROLL

Roll ◆ (black) dice = alteration cost (max 3). For each □, Spellcaster receives 1✘.

TINGE EFFECTS

✘	STANDARD EFFECTS
1-4	Suffer 1 stress.
5-6	Suffer 1 stress + 1♠.
7+	Destroyed. All within 5 strides: 1✘.

✘	EFFECTS FOR SCIONS OF YALDABAOTH
1	No effect.
2-7	Roll 1 Orange ◆ ★ = stress ★! = 1✘ ★! = Slowed ★! = Displace(3) ! = heal 1♠ ! = 1♠
8+	Destroyed. All within 5: 1✘.

UNIT KEYWORDS

(PG. 86)

Aim: May reroll ranged attack rolls. Target cannot benefit from Cover (D).

Ambusher: May be kept off in deployment. When activate, deploy it:

A. Anywhere in your DZ (even engaged w/ enemy) or

B. Anywhere on the battlefield except the opponent's deployment zone, as long as no enemy within 12 strides has LoS to it.

Then activate normally. Must suffer 1 stress ⚡ to perform a \gg long action this activation.

Berserker Rage: During the "Add Automatic Symbols" step of an attack, defense, or WP roll, the unit can inflict 1♠ upon itself to add a symbol of choice. A unit cannot inflict damage if it would result in the destruction of their unit. This damage is not taken into account when resolving combat.

Bloodlust (X): If not engaged at start of activation, must \gg Charge or \gg Assault unit X (or nearest enemy). If doing so, may reroll all attack rolls while engaged. May pass WP at start of activation to ignore until end of that activation.

Cover (D): Adjacent units (allied or not, but not this unit) treat it as terrain with Cover (D).

Dispel (D): When targeted by a magic skill, may block using D. Does not receive ✘. Cannot block same spell twice or with more than one unit.

Elite: At step 3 (WP, attack, defense incl. skill rolls): may replace $\star \rightarrow \star$, $\square \rightarrow \blacksquare$, $\# \rightarrow \#$. Does not apply to spell blocking.

Fearless: Ignores Intimidating. Immune to Frightened \boxtimes state.

Golem: Ignores Intimidating and Sinister. Immune to Frightened \boxtimes . Cannot be demoralized ✘; excess stress beyond MOR ignored.

Immovable: Cannot be shoved, attracted, placed, displaced, or pushed back unless the controller chooses.

Intimidating (N): When this unit engages or is engaged, enemy must roll WP and obtain at least N ★. For each ★ short, they suffer 1 stress ⚡. Once per activation.

Large: May move through non-Large units. LoS blocked only by other Large units or Block LoS terrain. Is Immovable; ignores Immovable of non-Large units.

Manned: Ignore Intimidating. No stress ⚡ when it loses combat.

Preferred Terrain (E): May ignore keyword effects of terrain types or keywords specified by E.

Raging: Adds 1★ to attack rolls when charging.

Scout: Held off the battlefield, deployed in one of two windows.

Window 1 (before game): after all step 8, after all other units are deployed.

Window 2 (during game): deploy *instead of* activating a unit, then activate the scout. Only one simple action this activation. **Options (either window):** A.

Anywhere in your DZ, not engaged with enemies. B. Adjacent to any battlefield edge except the opponent's DZ, hidden from any enemy LOS within 12 strides.

Spellcaster: Can perform magic skills and block spells.

Tinge: Receives 1✘ at start of each round. Characters with Tinge attached to a unit transfer their ✘ automatically.

STRESS & MORALE

(PG. 64)

Stress = MOR + has activation token: can only \gg Rest, Cannot suffer stress voluntarily (no modifiers, no pushback prevention).

Stress > MOR: must pass WP roll at end of current activation or become ✘demoralized and flee. If ⚡ exceeds MOR by ≥ 2 , need 2★.

Regardless of WP outcome, remove all stress tokens exceeding MOR.

✘DEMORALIZED

Cannot activate, stress, reduce stress, or contest objectives. Flees automatically from melee. Place small token on profile, large token +2 turns ahead on counter.

Rally (when counter hits token): WP roll. *Pass:* remove tokens, ⚡becomes MOR-1, may move once. *Fail:* token advances +2, unit flees.

Flee: move both MOV values toward DZ then board edge. No opportunity attacks triggered.

LINE OF SIGHT & MEASURING

(PG. 14)

You have LOS if your **troop leader** can draw a straight line to the base of \geq half (round up) of the target's troops. 360° viewing angle. A unit always has LOS to itself.

BLOCKS LOS

Other units' miniatures (allied, enemy, or neutral)
Terrain with **Block LoS**
Lines between centers of bases of troops in the same unit (if in formation)

DOES NOT BLOCK LOS

A unit's own troops (for that unit's leader)
target unit's own troops
Terrain without the **Block LoS** keyword

Engaged unit: LoS only to itself, adjacent units, and units engaged with it.

Adjacent	Distance is 0. A unit is adjacent to terrain if the leader's base contacts the terrain's base.
Range	Measured from troop leader to the closest troop in the target unit (not necessarily their leader), or to the terrain's base.
Within X strides	Distance must be between 0 and X strides.

TERRAIN KEYWORDS

(PG. 94)

Block LoS: Blocks all LoS drawn through, from within, or toward it. Terrain does not block LoS unless it has this keyword.

Cover (D): Adjacent units add D dice/symbols to defense rolls vs. ranged attacks.

Impassable: Cannot move through or end movement on it.

Lethal (X:D): On contact: D roll, no modifiers/switches; suffer 1♠ per uncancelled ★.

Rugged (X): Units adjacent during activation receive Slowed ✘. Cannot charge if path passes adjacent to it.

Sinister (X): Units within 3 strides at end of activation must pass WP or suffer 1 stress ⚡.
Unstable: Can move through; cannot end or be placed on it.

POSSIBLE TERRAIN EXAMPLES

ELEMENT	KEYWORDS
Fence / Barricade	Cover(◆), Unstable
Wall	Cover(◆), Unstable
Building	Block LoS, Cover(◆), Impassable
Light Forest	Block LoS, Cover(◆)
Ruins	Rugged, Cover(◆)

FOG

Any unit ending its activation within 3 strides of a Fog Marker receives 1✘. Fog Markers don't block LoS and don't impede movement; units walk through freely. A Fog Marker cannot be placed within 7 strides of another Fog Marker.

SHOVE / ATTRACT / PLACE / DISPLACE

(PG. 84)

No opportunity attacks triggered. Cannot move a unit off the battlefield. If target contacts an enemy unit it becomes engaged.

Shove (X): X strides directly away from activating unit's troop leader. Cannot be reduced. Stops on contact.

Attract (X): X strides directly toward activating unit's troop leader. Cannot be reduced. Stops on contact.

Place (X): Troop leader placed anywhere within X strides (no LoS required). Remaining troops placed in formation. Cannot place on miniatures, Impassable, or Unstable terrain.

Displace (X): Up to X strides; direction and distance chosen by the player activating the effect. Stops on contact.

Collide: When a shoved, attracted, or displaced unit stops by contacting another unit or Impassable terrain, they collide.