

HORDES MK II

Field Test Rules

November 2009

Privateer Press was founded with the goal of making the best damn games possible, and with WARMACHINE Mk II ready to hit shelves this January it's time for HORDES players to sink their claws into the next era of Monstrous Miniatures Combat.

HORDES Mk II plays faster, smoother, and more aggressive than ever. Based on three years of player feedback, organized play data, and tournament observation, Mk II is the culmination of thousands of hours of design, playtest, and redesign with the single objective of improving the player experience.

While we've been putting Mk II through its trials for the past several months, we know the amount of playtesting we can perform is nothing compared to the rigors it will face once it's in the hands of the public. Therefore, as the final phase in finishing the next iteration of HORDES, we are asking you—the players who have helped shape the evolution of the game since the beginning—to assist us in putting the final conditioning on this massively muscled beast.

We're asking you to put HORDES Mk II to the test. Rile your beasts, rally your troops, and put this game through its paces! Then use our online feedback form to tell us how it performed.

This field test of the Mk II rules is close to the final version, but we're relying on you to help tighten everything up. Your feedback on rules wording and model interactions will assist us in identifying hidden errors and ensure that the final product is as clear and as balanced as possible. Register at <http://fieldtest.privateerpress.com/> to submit your feedback from November 30th through December 20th.

Please note that because this document represents a work in progress, we removed some of the features that will appear in *Primal Mk II*. We left out some of the rules, such as warbeast bonding and scenarios, and we stripped out artwork, graphics, photographs, and textures in order to keep the file simple and manageable. Similarly, page references will maintain their draft form of "p. XXX" until we begin final layout of *Primal Mk II* in early 2010.

Thank you!

Rules Basics

GENERAL KNOWLEDGE FOR COMBAT IN HORDES

Game Overview

Take control of a powerful warlock and wreak havoc on your foes with a horde of hulking warbeasts fueled by unbridled rage. In HORDES, only the strongest, fastest, and most cunning will survive—the rest are a feast served up for your warbeasts.

HORDES is a fast-paced and aggressive 30 mm fantasy tabletop miniatures combat game set in the wilds of the Iron Kingdoms. Players jump into the action controlling powerful warrior-sorcerers or battle-shamans known as warlocks. While warlocks are formidable combatants in their own right, their true strength is drawn from their parasitic synergy with packs of savage warbeasts—large and monstrous creatures of flesh, blood, muscle, and bone—that allow the warlocks to contend on equal footing with the greatest modern armies of the Iron Kingdoms. Players collect, assemble, and paint fantastically detailed models representing the varied beasts, minions, and warriors in their horde. This book provides rules for using those models in brutal and visceral combat. This is monstrous miniatures combat, and your tabletop will never be the same!

A horde is built around a warlock and his warbeasts. Squads of soldiers and support teams may be added to bolster a horde's combat capabilities. Sometimes huge hordes with multiple warlocks and legions of soldiers take the field to crush their enemies with the combined might of spears, spells, and claws.

Warbeasts are mighty creatures born or trained to fight and drawn from the wilds of the continent of Immoren: deep in the forests, mountains, frozen tundra, or across the desert wastes. All are chosen for their ability to fight and work themselves into a frenzied rage at the command of their warlocks. Most rely on claw and fang but boast other supernatural powers, and some wield massive weapons, both melee and ranged.

A warlock maintains constant telepathic contact with the allied warbeasts in his vicinity, and he can force them to attack with greater accuracy, perform exceptional feats of strength, or launch difficult special attacks, all of which generate fury. During the course of a confrontation the warlock can leech this fury from his warbeasts and use it to boost his combat abilities, heal himself or his beasts, transfer his own injuries onto warbeasts, or cast formidable spells. A warlock can also tap the dormant innate power (called "animus") of the warbeasts brought to battle.

Warlocks are both the tie that binds the horde and its weakest link. If all warlocks fall, the warbeasts lose interest in the fight and head home.

The outcome of battle depends on your ability to think quickly, use sound tactics, and decisively employ your forces. A crucial component of strategy is the warlock's management of warbeasts' fury to enhance their attacks and fuel his own powers. Properly managed, the use of fury can turn a warpack into an unstoppable horde of destruction! However, generating too much fury can backfire, causing warbeasts to frenzy uncontrollably and attack whatever is nearest—whether friend or foe.

**In these conflicts it's survival of the fittest,
so bring the hurt or head for the hills!**

Summary of Play

Before a battle begins, players agree on an encounter level and a scenario, and then they create their armies based on those guidelines. Next, determine the turn order. It will not change throughout the game. Players then deploy their forces and prepare for battle to begin.

Battles are conducted in a series of game rounds. During a game round, each player receives one turn to command his horde. During his turn, a player activates all the models in his horde, one after the other. When activated, a model can move and then make one of a variety of actions such as attacking or casting spells. Once both players have taken their turns, the current game round ends and a new one begins starting again with the first player. Game rounds continue until one player wins by destroying the opposing warlock or warlocks, meeting scenario objectives, or accepting the surrender of his opponent or opponents.

WHAT YOU NEED

In addition to this book and your army of HORDES models, you will also need a few basic items to play:

- A table or playing surface where you can conduct your battles (typically 4' x 4').
- A tape measure or ruler marked in inches and fractions thereof to measure movement and attack distances.
- A few six-sided dice. Six will be plenty.
- A handful of tokens to indicate fury points, spell effects, etc.
- The appropriate stat cards included with each model. We suggest you put them in card sleeves and use a dry erase marker to mark damage.
- The markers and templates on pp. XXX of this book. You may photocopy them for personal use.

Dice and Rounding

HORDES uses six-sided dice, abbreviated d6, to determine the success of attacks and other actions. Most events, such as attacks, require rolling two dice (abbreviated 2d6). Other events typically require rolling from one to four dice. Die rolls often have modifiers, which are expressed as + or – some quantity after the die roll notation. For example, melee attack rolls are described as “2d6 + MAT.” This means “roll two six-sided dice and add the attacking model’s MAT stat to the result.”

Some events call for rolling a d3. To do so, roll a d6, divide the result by 2, and round up.

Some instances call for a model’s stat or a die roll to be divided in half. For distance measurements, use the actual result after dividing the number in question. For everything else, always round a fractional result to the next highest whole number.

DICE SHORTHAND

A six-sided die is referred to as a d6. When you need two or more of these, a numeral before the small d indicates the number of dice to roll. Two six-sided dice are abbreviated as 2d6, three dice as 3d6, and so on.

The term d3 is a shortcut for “roll a d6, divide by 2, and round up.” Quite a mouthful! Here’s how to read the results of a d3 roll quickly:

1 or 2 = 1

3 or 4 = 2

5 or 6 = 3

Additional Dice and Boosted Rolls

Sometimes a special ability or circumstance will allow a model to roll an **additional die**. An additional die is a die added to the number of dice a model would ordinarily roll. For example, when a model makes a ranged attack roll, it generally rolls 2d6 and adds its RAT stat. If the model gains an additional die on this attack, it would roll 3d6 and add its RAT stat.

A die roll can include multiple additional dice as long as each additional die comes from a different rule or ability.

Some effects grant models boosted attack or damage rolls. Add one extra die to a boosted roll. Boosting must be declared before rolling any dice for the roll. Each attack or damage roll can be boosted only once, but a model can boost multiple rolls during its activation. When an attack affects several models, the attack and damage rolls against each individual model must be boosted separately.

Example: A model that hits a target with a charge attack gains a boosted damage roll, meaning it adds an extra die to its damage roll. Because this roll is boosted, the model cannot spend fury to boost the damage roll again for a total of two extra dice on the roll.

General Guidelines

This section covers how HORDES handles game terms, the relationship between standard and special rules, sportsmanship between players, and the procedures for resolving rules disputes.

Game Terms

When these rules define a game term, it appears in bold.

For the sake of brevity, the phrase “model with the ___ability” is sometimes replaced with the ability’s name. For example, a model with the Pathfinder advantage is a pathfinder, and a model with the Spellcaster ability is a spellcaster. Similarly, the phrases “attack with the ___weapon” and “attack granted by the ___ability” can be replaced by the expression “___attack.” For instance, the extra attacks granted by the Strafe ability of a Legion of Everblight Seraph’s Blight Strike are referred to as “Strafe attacks” and the attacks a trampling warbeast makes against models it moved over are called “trample attacks.”

All models in your army are **friendly models**. Models controlled by your opponent are **enemy models**. If your opponent takes control of one of your models or units during play, it becomes an enemy model or unit for as long as it is under your opponent’s control. If you take control of one of your opponent’s models or units, it is friendly for as long as it is under your control.

The abilities of models are written as if speaking to the current controller of the model. When a model’s rule references “you” or “yours,” it refers to the player currently controlling the model.

In a model’s rules, “this model” always refers to the model carrying the rule.

The various nations and tribes within the Iron Kingdoms are represented by the different factions. Hordes are made up of a single faction and may include minions that will work for that faction. When a rule references “Faction” it refers to the faction of the model carrying the rule. On a Minion model, for instance, “friendly Faction warbeast” means “friendly Minion warbeast”; the same text on a Circle model means “friendly Circle warbeast.”

A model or unit may be referenced by either line of its name, in whole or in part. The Pyg Bushwhackers unit, for example, has the name “Pyg Bushwhackers” and is a “Trollblood Unit.” This unit could be referenced specifically by its unit name Pyg Bushwhackers, as a Trollblood unit, as a unit, or as Pygs.

Unless specified otherwise, when a model’s rules reference another model by name, the model referenced is assumed to be a friendly model. For example, the Skorne warbeast called Molik Karn has an Affinity rule that grants it +1 FURY while it is in Makeda’s control area. Molik Karn gains +1 FURY only if its controlling player also controls Makeda. An enemy Makeda model does not grant +1 FURY to Molik Karn.

Rule Priority

HORDES is a complex game providing a multitude of play options, but its rules are intuitive and easy to learn. The standard rules lay the foundation upon which the game is built and provide all the typical mechanics used in play. Additional special rules apply to specific models and modify the standard rules in certain circumstances. When they apply, special rules take precedence.

Unless otherwise specified, multiple instances of the same effect (that is, effects with the same name) on a model are not cumulative. If a model would be affected by a second instance of an effect, the second instance is not applied and does not change anything about the first instance, including its expiration. If the effect has a duration, this means it expires when the first applied effect expires. Multiple instances of the same effect are not cumulative even when the effect comes from different sources.

Different effects are cumulative with each other, however, even if they happen to apply the same modifier to a model. For example, being hit by the Breath Stealer spell reduces your DEF by 2. Spirit Fang does the same thing but is a different effect, and so a model in both effects would have its DEF reduced by 4.

Situations can occur where two special rules conflict. Use the following guidelines, in order, to resolve special rules interactions.

- If one rule specifically states its interaction with another rule, follow it.
- Special rules stating that something “cannot” happen override rules stating that the same thing “can” or “must” occur. (Rules directing or describing actions or circumstances are treated as if they used “must.” Examples include “Gain an additional die,” “Knocked down models stand up,” and “This model gains cover.”)

Example: A model has a rule stating it cannot be knocked down, and it is affected by something that states it is knocked down. Since the rules make no specific mention of each other, follow the second guideline, and the model is not knocked down.

Sportsmanship and Sharing Information

Although HORDES simulates violent battles between mammoth forces, you should still strive to be a good sportsman in all aspects of the game. Remember, this is a game meant to provide entertainment and friendly competition. Whether winning or losing, you should still be having lots of fun.

From time to time, your opponent may wish to see your records to verify a model’s stats or see how much damage a particular warbeast has taken. Always represent this information honestly and share your records and information without hesitation.

During the game, when a player makes a measurement for any reason he must share the information with his opponent.

Resolving Rules Issues

These rules have been carefully designed to provide as much guidance as possible in all aspects of play. That said, you still might encounter situations where the proper course of action is not immediately obvious. For instance, players might disagree on whether a model has line of sight to its intended target.

During a game, try to resolve the issue quickly in the interest of keeping the game flowing. There will be plenty of time after the game to determine the best answer, which you can then incorporate into future games.

If a situation arises in which all players cannot agree on a solution, briefly discuss the matter and check this rulebook for an answer, but do not spend so much time doing so that you slow the game. In striving to resolve an issue, common sense and the precedents set by related rules should be your guides.

If you cannot solve the dispute quickly, roll for a resolution. Each player rolls a d6, and the person with the highest roll decides the outcome. Reroll any ties. In the interest of fairness, once a ruling has been made for a specific issue, it applies for all similar circumstances for the rest of the game. After the game ends, you can take the time to reference the rules and thoroughly discuss the issue to decide how best to handle that same situation in the future.

Measuring Distances

When making any measurement, you cannot measure past the maximum range of the attack, ability, spell, or effect for which you are measuring.

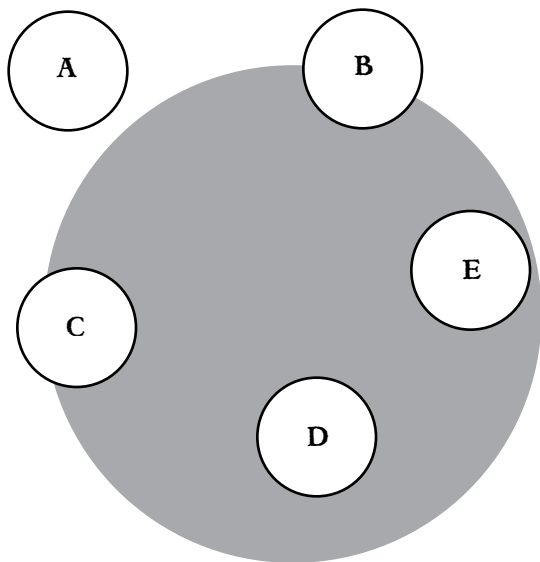
When measuring the distance from a model, measure from the edge of the model’s base. Similarly, when measuring the distance to a model, measure up to, but not past, the edge of that model’s base. Thus, a model is **within** a given distance when the nearest edge of its base is within that distance, or equivalently, when any part of its base is within the given distance. If two models are exactly a certain distance apart, they are within that distance of each other.

A model is **completely within** a given distance when its entire base is within that distance. Equivalently, a model is completely within a given distance when the farthest edge of its base is within that distance.

If models’ bases overlap, they are within 0” of each other.

When determining the effects of a spell or ability that affects models within a specified distance of a model, the effect is a circular area extending out from the model’s base and including the area under the model’s base. Unless the spell or ability says otherwise, however, that model is not considered to be within the distance itself. For example, when a Trollkin Runeshaper uses its Tremor special attack, it affects all models within 2” of itself, but Tremor does not affect the Runeshaper.

Within vs. Completely Within



Model A does not have any portion of its base in the shaded area, so it is not within the shaded area. Models B and E do have a portion of their bases in the shaded area, so they are within it. Models C and D are completely within the shaded area because each of their bases is entirely within the shaded area.

Models

MODEL TYPES, STATS, AND DAMAGE CAPACITY

Each HORDES combatant is represented on the tabletop by a highly detailed and dramatically posed miniature figurine referred to as a model. There are several basic **model types**: warlocks, warbeasts, troopers, and solos. Warlocks, troopers, and solos are collectively referred to as **warriors**. Models are **living models** unless otherwise noted.

Independent Models

Independent models are those that activate individually. Warlocks, warbeasts, and solos are independent models.

Warlocks

A **warlock** is a tremendously powerful sorcerer, shaman, or druid with the ability to control a group of warbeasts telepathically. A warlock is a deadly opponent highly skilled in both physical combat and arcane spell casting. A **battlegroup** includes a warlock and the warbeasts he controls.

During battle, a warlock commands his battlegroup of warbeasts in an effort to complete his objectives. A warlock can use his fury points drawn from the warbeasts in his battlegroup to enhance his combat abilities and cast spells. Throughout a battle, the warlock forces warbeasts to excel in combat.

Warlocks are independent models. A model with the model type Warlock has many rules that are common to all warlocks and are not listed on the model's stat card (see "Warlock Special Rules," p. XXX). All warlocks are characters.

In the game of WARMACHINE, the parallel of the warlock is called a **warcaster** and is a commander of warjacks and soldiers.

Warbeasts

Warbeasts are creatures noted for formidable battle prowess and an affinity or conditioned ability to be controlled by warlocks. Warbeasts come in a variety of shapes and sizes and are drawn from diverse geographies and ecologies. They are smarter than animals but more primitive and savage than the cultured races leading the battles across the face of Immoren. Each of the armies in HORDES brings distinct types of warbeasts to their battles and employs specialized techniques in recruiting and controlling them. Once warbeasts are brought to fight, the fury of their attacks strengthens their warlocks, and together they form an almost unstoppable synergy.

Warbeasts would be termed the most terrible of monsters by civilized nations, for each is capable of ripping a dozen armed men limb from limb. Many have had their considerable natural abilities enhanced by being outfitted with heavy armor and the best-made weapons their warlocks can find. Most have endured considerable training to capitalize on their abilities and fight ably alongside both warriors and warlocks. Though warbeasts are capable of acting on their own, a warlock's dominating will overrides their individuality except in cases of frenzy.

Warbeasts are classified according to base size: a **lesser warbeast** has a **small base** (30 mm), a **light warbeast** has a **medium base** (40 mm), and a **heavy warbeast** has a **large base** (50 mm). Even though it is assigned to a specific battlegroup, each warbeast is an independent model.

A model with the model type Warbeast has many rules that are common to all warbeasts and are not listed on the model's stat card (see "Warbeast Special Rules," p. XXX).

Solos

Solos are individuals who operate alone, such as monster hunters and heroes. Solos are independent models.

Units

A unit is a group of similarly trained and equipped troopers operating together as a single force. A unit usually contains one Leader and one or more additional troopers. Models in units do not activate individually; instead all members of the unit activate at the same time and progress through the steps of an activation together. See "Anatomy of a Unit," p. XXX, for more detailed rules on units.

Troopers

Troopers are individuals such as swordsmen, archers, and scattergunners who operate together in groups called units. A unit always operates as a single coherent force. All models in a unit are troopers. Trooper models in a unit generally share identical attributes and carry the same weapons.

Grunts

Grunts are the basic troopers in a unit.

Unit Commanders, Leaders, and Officers

Each unit is led by a unit commander. A unit commander sometimes has different weaponry than the other models in its unit and has the ability to give his unit orders that allow the unit to perform specialized battlefield maneuvers.

In most cases, the Leader of a unit is its unit commander. Some units are led by Officers (♁). While an Officer is in play, it is the unit commander of its unit.

Attachments

Attachments are troopers that can be added to some units. They include unit attachments and weapon attachments. A unit can have only one of each type of attachment. Models in an attachment are not Grunts. Attachments are easily identified by their "Attachment" rule, which specifies the unit or units to which they can be attached.

Model Profiles


Every model and unit has a unique profile called a **model entry** or **army list entry** that translates its combat abilities into game terms. HORDES uses a set of stats to quantify and scale the attributes fundamental to gameplay. In addition, a model can have special rules that further enhance its performance. The faction section provides all the game information required for your army to battle across the tabletop. For even more models and information for the factions, check out the *Forces of HORDES* books.

A model or unit's **stat card** provides a quick in-game reference of its profile and special rules. The card's front lists the model's name and model type, its model and weapon stats, field allowance, point cost, and a graphic for tracking damage if the model can suffer more than 1 damage point. The text for special rules appears on the card's back. A warlock has an additional stat card that explains his spells and feat. Refer to this and other HORDES books for the complete text of special rules and spells.

Model Statistics

Model **statistics**, or **stats**, provide a numerical representation of a model's basic combat qualities—the higher the number, the better the stat. These stats are used for various die rolls throughout the game. A **stat bar** presents model statistics in an easy-to-reference format. The abbreviation for each stat shows how it is referenced in the rules.

KAYA						
SPD	STR	MAT	RAT	DEF	ARM	COM
7	5	6	4	16	13	8



Kaya the Wildborne's stats

SPD, Speed – A model's movement rate. A model moves up to its SPD in inches when making a full advance.

STR, Strength – A model's physical strength. STR is used to calculate melee damage, grab onto or break free from a model, or determine how far a model is thrown.

MAT, Melee Attack – A model's skill with melee weapons such as swords and hammers or natural weapons like fists and teeth. A model uses its MAT when making melee attack rolls.

RAT, Ranged Attack – A model's accuracy with ranged weapons such as guns and crossbows or thrown items like spears and knives. A model uses its RAT when making ranged attack rolls.

DEF, Defense – A model's ability to avoid being hit by an attack. A model's size, quickness, skill, and even magical protection all contribute to its DEF. An attack roll must be equal to or greater than the target model's DEF to score a hit against it.

ARM, Armor – A model's ability to resist being damaged. This resistance can come from natural resilience, worn armor, or even magical benefits. A model takes 1 damage point for every point that a damage roll exceeds its ARM.

CMD, Command – A model's willpower, leadership, and self-discipline. To pass a command check, a model must roll equal to or less than its CMD on 2d6. Command also determines a model's command range.

FURY, Fury – When warbeasts are forced to perform certain actions, they generate fury. Warlocks draw on that fury to enhance their own abilities. Fury determines a model's control area and beginning fury points. A warbeast's FURY is a measure of how much the warbeast can be forced. A model uses its FURY when making magic attack rolls.

Base Stats, Current Stats, and Modifiers

Rules in HORDES can refer to a model's base stats or its current stats. A model's **base stats** are typically those printed in its stat bar. Some special rules can change a model's base stat to a specific value, however. Apply this change before applying any other modifiers to the stat. If a model is affected by multiple rules that change a base stat, the base stat becomes the lowest value. For example, a model that is both stationary (base DEF 5) and suffering Paralysis (base DEF 7) would have a base DEF of 5.

A model's modified stats are referred to as its **current stats**, differentiating them from the model's base stats. Unless a rule specifies otherwise, always use a model's current stats.

To determine a model's current stat, start with the base stat and then apply modifiers in the following order.






1. Apply modifiers that double the model's stat.
2. Apply modifiers that halve the stat.
3. Apply bonuses that add to the stat.
4. Apply penalties that reduce the stat.

The result is the model's current stat. Except for DEF, a model's base and current stats can never be reduced to less than 1; its base and current DEF can never be reduced to less than 5.


Example: Stationary models have a base DEF of 5, and cover grants +4 DEF. Therefore, a stationary model behind cover has a current DEF of 9 (base DEF 5 + 4 DEF for cover). A stationary model (base DEF 5) affected by a Woldwarden's Undergrowth animus (-2 DEF) would still have a current DEF of 5.


Advantages


Advantages are common model abilities, described below. A model's advantages are represented by symbols beneath its stat bar; the text of the abilities does not appear in the model entries or on the cards. Advantages are always in effect and apply every time a game situation warrants their use.


LORD OF THE FEAST						
SPD	STR	MAT	RAT	DEF	ARM	COM
5	8	7	7	12	17	10
						

These symbols show that the Lord of the Feast has Advanced Deployment, Fearless, Pathfinder, Stealth, and Terror.


 **Abomination** – This model is a terrifying entity (p. XXX). Models and units—friendly and enemy—within 3" of this model must pass a command check or flee.


 **Advance Deployment** – Place this model after normal deployment, up to 6" beyond the established deployment zone.


 **Arc Node** – In WARMACHINE, this advantage denotes a warjack with an Arc Node. Arc Nodes enable warjacks to channel spells (p. XXX).


 **Combined Melee Attack** – This model can participate in combined melee attacks with other models in its unit (p. XXX).


 **Combined Ranged Attack** – This model can participate in combined ranged attacks with other models in its unit (p. XXX).


 **Commander** – A friendly Faction model or unit in this model's command range can replace its current CMD with the current CMD of the commander when making command checks (p. XXX). Models with the Commander advantage should not be confused with unit commanders that lead individual units (p. XXX). All warlock models have this advantage.

 **Construct** – This model is not a living model, never flees, and automatically passes command checks. Warbeasts with the Construct advantage never make threshold checks and cannot be healed.


 **Eyeless Sight** – This model ignores cloud effects (p. XXX) and forests (p. XXX) when determining line of sight. This model ignores concealment (p. XXX) and Stealth when making attacks.


 **Fearless** – This model never flees (p. XXX). All warlock models have this advantage.


 **Gunfighter** – This model is a gunfighter (p. XXX). The gunfighter has a melee range of 0.5" and can make ranged attacks targeting models in its melee range.


 **Incorporeal** – This model can move through rough terrain and obstacles without penalty. It can move through obstructions and other models if it has enough movement to move completely past them. Other models, including slammed, pushed, or thrown models, can move through this model without effect if they have enough movement to move completely past it. This model does not count as an intervening model. This model suffers damage and effects only from magical weapons, magic attacks, animi, spells, and feats and is immune to continuous effects. This model cannot be moved by a slam. When this model makes a melee or ranged attack, before the attack roll is made it loses Incorporeal for one round.


 **Jack Marshal** – In WARMACHINE, this denotes a non-warcaster model that can control warjacks.

 **Officer** – This model is an Officer (p. XXX). The Officer is the unit commander of its unit.

 **Pathfinder** – This model can advance through rough terrain (p. XXX) without penalty and can charge and make slam and trample power attacks across obstacles (p. XXX).

 **Standard Bearer** – This model is a standard bearer (p. XXX).

 **Stealth** – Ranged and magic attacks declared against this model when the point of origin of the attack is greater than 5" away automatically miss. This model is not an intervening model (p. XXX) when determining line of sight from a model greater than 5" away.

 **Terror** – This model is a terrifying entity (p. XXX). Enemy models/units in the melee range of this model or with this model in their melee range must pass a command check or flee.

⊗ **Tough** – When this model is disabled, roll a d6. On a 5 or 6, this model heals 1 damage point, is no longer disabled, and is knocked down.

☠ **Undead** – This model is not a living model and never flees.

Immunities

Immunities are advantages that protect models from some types of damage and effects. A model never suffers damage from a damage type to which it is immune. If the damage has multiple damage types, a model that is immune to any of the types will not suffer the damage.

❄ **Immunity: Cold** – This model does not suffer cold damage (p. XXX).

☠ **Immunity: Corrosion** – This model does not suffer corrosion damage and is immune to the Corrosion continuous effect (p. XXX).

⚡ **Immunity: Electricity** – This model does not suffer electrical damage (p. XXX).

🔥 **Immunity: Fire** – This model does not suffer fire damage and is immune to the Fire continuous effect (p. XXX).

Immunity to Continuous Effects

Some immunities and special rules also grant immunities to some or all continuous effects (p. XXX). A model that is immune to a continuous effect never suffers the effect to which it is immune. The continuous effect is never applied to that model. If a model gains immunity to a continuous effect while the model is suffering that continuous effect, the continuous effect immediately expires.

Weapon Statistics

On a model's weapon stat bar a sword icon denotes a melee weapon, a pistol icon denotes a ranged weapon, and a horseshoe icon denotes a Mount. The entry for a model with two identical weapons has a single weapon stat bar with "x2" on the icon. A weapon's stat bar lists only the stats that apply to its use. Those that are not applicable are marked with "—".

HELLSINGER				
RNG	ROF	AOE	POW	
12	2	—	12	☠

Sample ranged weapon stat bar

SWORD		
POW	P+S	
3	9	x2

Sample melee weapon stat bar for a pair of identical weapons

MOUNT	
POW	
10	

Sample mount weapon stat bar

RNG, Range – The maximum distance in inches between the attack's point of origin and the target before the attack will automatically miss. Measure range from the edge of the point of origin's base nearest to the target up to the maximum range of the attack. Spray attacks use special range descriptors including "SP" (p. XXX). A RNG of "*" indicates the model's special rules contain information about determining the RNG.

ROF, Rate of Fire – The maximum number of times a model can make attacks with this ranged weapon during its activation. Reloading time limits most ranged weapons to only one attack per activation.

AOE, Area of Effect – The diameter in inches of the template an area-of-effect (AOE) weapon uses for determining which models are hit by the attack. When using an AOE weapon, center the template on the determined point of impact. All models within the template are affected and potentially suffer the attack's damage and effects. See p. XXX for detailed rules on AOE attacks. Templates for AOE's can be found on p. XXX.

POW, Power – The value used when making damage rolls. A weapon or attack marked with a POW of "—" does not cause damage.

P+S, Power plus Strength – The stat used for a melee weapon when making its damage rolls. The P+S value provides the sum of the model's Power and Strength stats for quick reference.

L/R/H, Location – A warbeast's weapon stat bars indicate where its weapons are located: left arm (L), right arm (R), or head (H). These weapon locations are used when resolving headlocks and weapon locks (p. XXX). A weapon that is not in one of these locations is marked with "—".

Weapon Qualities


Weapon qualities are special effects that are marked as a symbol on a weapon's stat block. Weapon qualities include damage types, magical weapons, and specific continuous effects.


LIGHTNING SPEAR		
POW	P+S	
7	12	☠ ☠ ☠ ☠


These symbols show that Krueger the Stormwrath's melee weapon Lightning Spear has Magical Weapon and Reach.


🛡 **Buckler** – This weapon has an integral buckler that gives the model a cumulative +1 ARM bonus; for example, a model with two of them gains a bonus of +2 ARM. A model does not gain this bonus while the weapon system with the buckler is being held in a weapon lock or when resolving damage that originates in its back arc.


☠ **Continuous Effect: Corrosion** – A model hit by this attack suffers the Corrosion continuous effect (p. XXX).


 **Continuous Effect: Fire** – A model hit by this attack suffers the Fire continuous effect (p. XXX).


 **Critical Corrosion** – On a critical hit, the model hit by this attack suffers the Corrosion continuous effect (p. XXX).


 **Critical Fire** – On a critical hit, the model hit by this attack suffers the Fire continuous effect (p. XXX).


 **Damage Type: Cold** – This weapon causes cold damage (p. XXX).


 **Damage Type: Corrosion** – This weapon causes corrosion damage (p. XXX).


 **Damage Type: Electricity** – This weapon causes electrical damage (p. XXX).


 **Damage Type: Fire** – This weapon causes fire damage (p. XXX).

 **Magical Weapon** – This weapon is a magical weapon (p. XXX).

 **Open Fist** – This weapon is an **Open Fist**. A warbeast's Open Fist enables it to make certain power attacks. A warbeast with an Open Fist can make arm lock, headlock, and throw power attacks; a warbeast with two Open Fists can also make double-hand throw power attacks. A warbeast cannot use a crippled Open Fist to make power attacks.

 **Reach** – This weapon has a 2" melee range (p. XXX).

 **Shield** – This weapon is a shield that gives the model a cumulative +2 ARM bonus; for example, a model with two of them gains a bonus of +4 ARM. A model does not gain this bonus while the weapon system with the shield is being held in a weapon lock or when resolving damage that originates in its back arc.

 **Weapon Master** – When attacking with this weapon, add an additional die to its damage rolls.

Special Rules

Most HORDES combatants are highly specialized and trained to fill unique roles on the battlefield. To represent this, most models have **special rules** that take precedence over the standard rules. Depending on their use, special rules are categorized as abilities, feats, special actions, special attacks, or orders.

In addition, "Warbeasts" (p. XXX) and "Warlocks and Fury" (p. XXX) detail many special rules common to all warlocks and warbeasts that do not appear on their stat cards or in their army list entries.

Abilities

An ability typically gives a benefit or capability that modifies how the standard rules apply to the model. Abilities are always in effect and apply every time a game situation warrants their use.

Some abilities have a range (RNG). An ability's range is the maximum distance in inches it can be used to affect another model or unit. Measure range from the edge of the base of the model using the ability nearest to the target up to the maximum range of the ability. If the nearest edge of the target model's base is within the maximum range of the ability, the target is in range. A RNG of "CMD" indicates the ability has a range equal to the model's CMD.

When a model uses an ability with a RNG, it must target a model in its line of sight. Determine if the target is in the range of the ability. If the target model is within range, it is affected by the ability. If the target model is outside the range of the ability, it is not affected but the ability has still been used.

Feats

Each warlock has a unique feat that can be used once per game. A warlock can use this feat freely at any time during his activation in addition to moving and making an action. A warlock cannot interrupt his movement or attack to use his feat. He can use his feat before moving, after moving, before making an attack, or after making an attack, but not while moving or attacking.

Special Actions (★Actions)

A special action lets a model make an action normally unavailable to other models. A model can make a special action instead of attacking as its action if it meets the requirements for the special action's use.

Special Attacks (★Attacks)

A special attack gives a model an attack option normally unavailable to other models. Warbeasts can also make a variety of punishing special attacks called power attacks, described on pp. XXX–XXX. A model can make one special attack by choosing that option during its combat action if it meets the specific requirements of the attack. Special attacks can be made only during a model's activation.

Orders

An order lets a unit perform a specialized combat maneuver. A unit can be given an order by its unit commander at the beginning of its activation (see "Issuing Orders," p. XXX).

Damage Capacity and Life Spirals

A model's **damage capacity** determines how many damage points it can suffer before being destroyed. Most troopers do not have a damage capacity; they are destroyed and removed from the table when they suffer 1 damage point. The army list entry for a more resilient model gives the total amount of damage it can suffer before being destroyed. Its stat card provides a row of **damage circles** for tracking the damage it receives. Unmarked damage circles are sometimes called

wounds. Some models, such as warbeasts, have their damage circles arranged in a **damage spiral**.

Every time a model with multiple damage circles suffers damage, mark one damage circle for each damage point taken. A model with damage capacity is **destroyed** once all its damage circles are marked. However, a warbeast can suffer from crippled aspects before its damage spiral is completely filled. A warbeast's life spiral is arranged into three aspects: Mind, Body, and Spirit. When all damage circles for a specific aspect have been marked, that aspect is crippled. See "Recording Damage" (p. XXX) for more information.



Sample damage spiral from a Dire Troll Mauler

Base Size and Facing

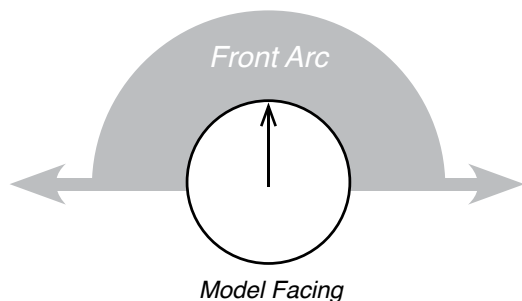
The physical models themselves have some properties important to gameplay, namely base size and facing.

Base Size

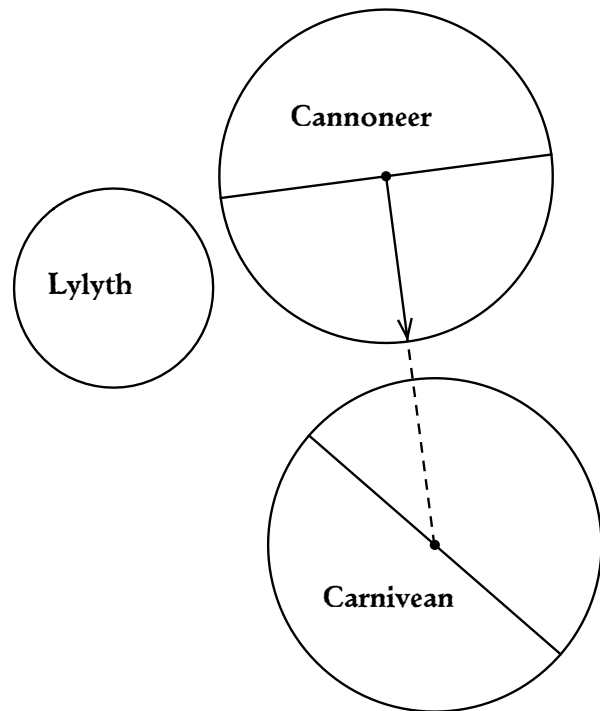
The physical size and mass of a model are reflected by its **base size**. There are three base sizes: **small bases** (30 mm), **medium bases** (40 mm), and **large bases** (50 mm). Generally speaking, most human-sized warrior models have small bases, larger creatures and light warbeasts have medium bases, and very large creatures and heavy warbeasts have large bases. A model's army list entry states its base size.

Facing

A model's **facing** is determined by its shoulder orientation. The 180° arc in the direction its shoulders face defines the model's **front arc**; the opposite 180° defines its **back arc**. You may also make two small marks on either side of each of your models' bases to indicate where the front arc ends and the



Facing and Directly Facing



Lylyth and the Carnivean are within the Titan Cannoneer's front arc, so the Cannoneer is facing both Lylyth and the Carnivean.

The center of the Cannoneer's front arc also lines up with the center of the Carnivean's base, so the Cannoneer is directly facing the Carnivean. Note that although it is facing the other warbeast, the Carnivean is not directly facing the Cannoneer.

MARKING YOUR MODEL'S FACING

We recommend players paint lines on their models' bases to define their facing clearly.

back arc begins instead of relying on the positioning of its shoulder. If a model lacks shoulders and does not have a 360° front arc, you must mark its base or discuss its facing with your opponent before the game starts.

A model's front arc determines its perspective of the battlefield. A model typically directs its actions, determines line of sight, and makes attacks through this arc. Likewise, a model is usually more vulnerable to attacks from its back arc due to a lack of awareness in that direction.

A model is facing another model when the second model is within the first model's front arc. A model is **directly facing** another model when the center of its front arc aligns with the center of the second model's base.

A model with a 360° front arc has no back arc and is both facing and directly facing all models.

Preparing for War

ARMIES, SETUP, AND VICTORY CONDITIONS

Building Your Army

A warlock and his warbeasts form the central fighting group of every HORDES force. Units and solos with a variety of abilities further support the warlock and his warbeasts. In larger battles, you can even field multiple warlocks for greater might.

To create an army, first choose a faction and decide on an encounter level, and then spend the allotted army points to add models and units from your chosen faction and the mercenaries who will work for that faction. You can even field an army made up entirely of Minion models, using the minion pact rules found in *Forces of HORDES: Minions*.

Every horde list entry provides the model's or unit's point cost and field allowance values to use when designing your force. Specific scenarios can modify the standard horde creation rules.

Encounter Levels

HORDES battles are played at different encounter levels to allow for a diversity of army sizes, strategies, and game experiences. Each **encounter level** gives the maximum number of **army points** each player can spend on an army. You need not spend every point available, but your army cannot exceed the maximum number of points allowed by the chosen level.

Each encounter level also dictates the number of warlocks available to each player. Warlocks do not cost army points to include in your army but instead grant you some number of **warbeast points** that can be spent only on warbeasts for your warlock's battlegroup. These bonus points are in addition to the army points determined by the encounter level. Each warlock's warbeast points that are not spent on warbeasts for his battlegroup are lost.

Example: Bryan and Doug are playing a 25-point skirmish. Bryan chooses Hoarluk Doomshaper, Shaman of the Gnarlis as his warlock, and Doug chooses Krueger the Stormwrath. Because Bryan chose Doomshaper, he has 6 warbeast points to spend on warbeasts in his battlegroup. Based on the encounter level, he also has 25 points that he can spend on whatever models he chooses.

Warbeast points can be divided among warbeasts in the warlock's battlegroup; they do not have to be spent on a single warbeast. They can also be combined with army points to pay for an eligible warbeast.

Example: Doug has 25 army points from the encounter level and 5 warbeast points from Krueger. He wants to add a pair of 4-point Woldwatchers to Krueger's battlegroup. He spends his 5 warbeast points toward the point total of 8 for the two warbeasts and pays for the remaining 3 points with army points.

Duel

Max. Warlocks: 1 Army Points: 15

Est. Play Time: 20–45 Minutes

A duel occurs when two warlocks cross paths. Sometimes they are on special assignments, but other times they are out to settle vicious rivalries. A duel is the perfect match for playing with the contents of a warpack starter box.

Skirmish

Max. Warlocks: 1 Army Points: 25, 35, or 50

Est. Play Time: 45–90 Minutes

A skirmish is an encounter that includes a single warlock and his warbeasts supported by a small retinue of units and solos. Skirmishes can occur over such things as routine patrols or small-scale missions.

Grand Melee

Max. Warlocks: 1 Army Points: 75 or 100

Est. Play Time: 90–120 Minutes

As warfare rages across the land, escalating hostilities rage unchecked. Each faction races to bring its most devastating beasts of war to the battlefield to ensure total victory. Everywhere warlocks command armies to march to battle.

Battle Royale

Max. Warlocks: 2 Army Points: 100, 125, or 150

Est. Play Time: 2–3 hours

Battles decide the pivotal events in the course of a campaign. With two warlocks in an army, you can fully realize the opportunities for army customization and heavy firepower.

War

Max. Warlocks: 3 Army Points: 150, 175, or 200

Est. Play Time: 3–4 hours

When objectives can no longer be achieved by deploying small forces and both sides refuse to yield, nothing less than full-out war can decide the differences. This huge game, in which each side fields up to three warlocks, allows your forces enough breadth and depth to inflict and recover from staggering blows as the fight swings back and forth.

Apocalypse

Max. Warlocks: 4+ Army Points: 200+

Est. Play Time: 4+ hours

When a conflict rages so bitterly that war itself cannot resolve it, the final reckoning has arrived. You have summoned the apocalypse. An apocalypse is a massive game employing four or more warlocks in each force. Although this vast endeavor should never be undertaken lightly, it yields game experiences found in no other arena. One warlock can be added to an army for each additional increment of 50 points.

SAMPLE ARMY

The following army illustrates the force creation rules of HORDES. This army is designed for a 100-point battle royale encounter, so each player can field up to two warlocks.

WARLOCK: LYLTYH, HERALD OF EVERBLIHT (+6 warbeast points)

Lyltyh's Battlegroup	Point Cost
1 Carnivean Heavy Warbeast	11
1 Teraph Light Warbeast	5
2 Shredder Lesser Warbeast	4 (2 ea.)

WARLOCK: THAGROSH, PROPHET OF EVERBLIGHT (+5 warbeast points)

Thagrosh's Battlegroup	Point Cost
2 Seraph Heavy Warbeasts	16 (8 ea.)
1 Carnivean Heavy Warbeast	11
1 Harrier Lesser Warbeast	2

UNITS

2 Blighted Nyss Strider Units (FA 2)	12 (6 ea.)
2 Blighted Nyss Archer (FA 2) with 10 troopers	16 (8 ea.)
3 Blighted Nyss Swordsmen Units (FA 2) with 6 troopers	15 (5 ea.)
1 Blighted Ogrun Warmonger Unit (FA 3) with 3 troopers	5
1 Spawning Vessel Unit (FA 1) with 7 models	3

Total Points: 111 (100 army points +11 warbeast points)

The chosen warlocks are Lyltyh, Herald of Everblight and Thagrosh, Prophet of Everblight, avoiding duplication since they are named characters. Lyltyh adds 6 warbeast points and Thagrosh adds 5, so the horde can include up to 111 points of models in addition to the warlocks. The nine warbeasts in the army are assigned to specific battlegroups.

The units of Blighted Nyss Swordsmen are minimum-strength units with only six troopers each, as allowed by the unit options. There are two units of Blighted Nyss Archers, each with ten troopers as allowed by their unit option. We also included two Blighted Nyss Strider units that always include six troopers each. There is one minimum strength unit of Blighted Ogrun Warmongers, which includes three troopers. With the unit's FA 3 and two warlocks, this army could have a total of six such units. The army also includes a single Spawning Vessel unit with seven models as allowed by the unit options. The total of army points spent is 111, so no points are left unused.

A warlock can force only the warbeasts in his battlegroup. If an army has multiple battlegroups, it is important to distinguish which warbeasts are controlled by each warlock. See "Warlocks and Fury" (p. XXX) for more information on battlegroups.

Characters

Some models represent unique individuals from the Iron Kingdoms. These personalities carry proper names and are identified as **characters**. Characters follow the rules for their basic model type.

Unique units and units that include named characters are designated as **character units**. They remain character units even after the named characters in them are no longer part of the unit or in play at all.

An army can include only one model of each named character and only one of each character unit. For instance, you can never have two Baldur the Stonecleavers in the same army. However, two battling Circle players could each field Baldur. How can this be?

In the chaos and tumult that engulfs war-torn Immoren, pretenders and imposters abound. Thus, a warlock might find himself impossibly facing his apparent double across the field of battle. Which is the *real* Baldur the Stonecleaver or Madrak Ironhide? Victory alone can determine the answer.

Point Costs

A model's point cost indicates how many army points you must spend to include one of these models (or in the case of units, one basic unit) in your army. Some models and units have different costs associated with different play options. For example, many units have one cost listed for the minimum-strength unit and a separate cost for the maximum-strength unit.

A model or unit's entry in your army list must specify which point cost option you took. Remember, a warlock adds warbeast points that can be spent only on warbeasts in his battlegroup.

Field Allowance

Field allowance (FA) is the maximum number of models or units of a given type that can be included for each warlock in an army. For example, Trollblood Scattergunner units have FA 2, indicating an army can have up to two Scattergunner units

Battlegroups

Each warlock in an army controls a group of warbeasts. A warlock and his assigned warbeasts are collectively referred to as a **battlegroup**. There is no limit to the number of warbeasts that can be fielded in each warlock's battlegroup. Warbeasts must begin the game assigned to a battlegroup.

for each warlock. An army with two warlocks could have up to four Scattergunner units.

A field allowance of “U” means an unlimited number of these models or units can be fielded in an horde. A field allowance of “C” means the model or unit is a character; only one model of each named character and only one of each character unit is allowed per horde regardless of the number of warlocks.

Field allowance is not faction-specific. If an army includes both faction and minion warlocks, count all the warlocks in the army when determining field allowance limits for both faction and minion models and units. For example, if a Trollblood army contains both a Trollblood warlock and a minion warlock, that army can include up to four Scattergunners units just as if it had two Trollblood warlocks.

Some solos, like Troll Whelps, are purchased in small groups for a single point. In these cases, Field Allowance determines the number of groups of these models a player can include in his army rather than the number of individual models. For example, Troll Whelps are FA 3 and cost 2 points for five Whelps. That means a player can add three groups of Troll Whelps, a total of fifteen models, to his army for each warlock in his army.

Setup, Deployment, and Victory Conditions

HORDES games can be played in a variety of ways. The primary influences on a game’s setup are its encounter level, number of players, and victory conditions. Players can also agree to play a specific scenario or even design one of their own.

Two-Player Games

In a typical HORDES game, two players match forces across a 4' × 4' **battlefield**, a playing surface sometimes referred to as “the table”. After setting up the battlefield according to the rules in “Terrain” (p. XXX), players roll a d6 to make a **starting roll**. The player who rolls the highest number chooses which player will be the **first player**.

Players then deploy their armies. The first player chooses any edge of the battlefield and deploys all his forces completely within 10" of that edge. This area is the player’s **deployment zone**. Deploy units so that all their troopers are in formation. The second player then deploys his forces on the opposite side of the battlefield following the same guidelines.

After both players have deployed their forces, the first player takes the first turn of the game. Players then alternate taking turns for the rest of the game. This is the **turn order**. Once established, the turn order remains the same for the rest of the game.

Multiplayer Games

When playing multiplayer games of HORDES, players can choose to play either a team game or a free-for-all game.

Agree on the type of game to be played, then set up the battlefield and use the following guidelines to determine the game’s turn order.

Team Games

Before beginning a **team game**, players split into two opposing sides. Each side decides the composition of its teams. Teams should be made up exclusively of models from the same faction and the minions that will work for that faction. If a team wishes to field an all-minion force, all the members of the team must use the same minion pact. Each team can include only one of any character model. To begin, have one player from each team roll a d6 to establish the turn order. The team that rolls highest gets to choose which team goes first, and the first team chooses which of its players will be the first player. Once the first player is determined, the opposing team chooses which of its players will go next. The first team then names one of its players to be third, followed again by the opposing team. This continues until all players have a place in the turn order and ensures the turn order will alternate between players of opposing teams.

Force deployment should be done in turn order following the above guidelines, with teammates sharing the same deployment zone across the battlefield from their opponents’ deployment zone.

Free-for-All Games

You can also choose to play a multiplayer game in which each player fights independently in a **free-for-all game**. To establish turn order, each player rolls a d6. Starting with the highest roller and working to the lowest, each player chooses any available position in the turn order. Reroll ties as they occur with the highest reroller winning his choice of position, followed by the next highest reroller, and so on.

***Example:** Matt, Jason, Mike, and Steve roll 6, 5, 5, and 3 respectively for turn order. Matt chooses his position first. Then Jason and Mike reroll their tie, getting a 4 and a 2, respectively. Jason chooses next, followed by Mike. As the lowest roller, Steve gets the remaining position in the turn order.*

Use your best judgment to establish deployment zones based on the number of players and the size and shape of your playing surface. Deployment zones should be spaced such that no player gets a significant advantage or disadvantage—unless mutually agreed upon. As a starting point, for games with three or four players on a 4' × 4' playing surface, deploying forces completely within 10" of any corner of the playing area should ensure adequate separation.

Scenarios

If all players agree, you can set up the game according to a specific **scenario**. Scenarios add an extra layer of excitement by incorporating special circumstances and unique rules. A player wins a scenario by achieving its objectives, not necessarily by eliminating his opponent’s forces. Certain scenarios have specific guidelines for battlefield



size, terrain setup, deployment zones, and turn order. See “Scenarios” (pp. XXX–XXX) for the scenario descriptions. If you feel particularly daring, you can randomly determine which scenario to play.

As long as all players agree, you can even design your own scenarios to create a unique battle experience. Just be sure to allow a minimum of 28” between rival deployment zones. Feel free to be creative when setting up your games. For instance, if you have three players, one player could set up in the middle of the table as a defender and the other two could attack from opposite edges. Furthermore, you could have a four-player team game with teammates deploying across from each other on opposite edges of the battlefield so everyone will have enemies on either side. Your imagination is the only limit.

Victory Conditions

Establish **victory conditions** before deploying forces. Typically victory goes to the player who accepts his opponent’s surrender or who has the last warlock(s) remaining in play. A scenario can define other specific objectives. The objectives can even be customized for each side.

Starting the Game

After establishing victory conditions and deploying forces, the first game round begins. Every warlock and other model with the Fury Manipulation ability begins the game with a number of fury points equal to its FURY stat. Starting with the first player, each player takes a turn in turn order. Game rounds continue until one side achieves its victory conditions and wins the game.

Gameplay

TURN SEQUENCE, MOVEMENT, AND ACTIONS

The Game Round

HORDES battles are fought in a series of **game rounds**. Each game round, every player takes a turn in the order established during setup. Once the last player in the turn order completes his turn, the current game round ends. A new game round then begins starting again with the first player. Game rounds continue until one side wins the game.

For game effects, a **round** is measured from the current player’s turn to the beginning of his next turn regardless of his location in the turn order. A game effect with a duration of one round expires at the beginning of the current player’s next turn. This means every player will take one turn while the effect is in play.

The Player Turn

A player’s turn has three **phases**: Maintenance, Control, and Activation.

Some effects are resolved at the beginning of a player’s turn. These effects are resolved before the start of the Maintenance Phase. Remember to remove any effects that expire at the beginning of your turn.

Maintenance Phase

During the Maintenance Phase, perform the following steps in order:

1. For each of your models with the Fury Manipulation ability, remove all fury points in excess of its FURY stat. Leave fury points on warbeasts at this time.
2. Check for expiration of continuous effects on any models you control. After removing all expired continuous effects, resolve the effects of those that remain in play. All damage dealt by continuous effects is resolved simultaneously (see p. XXX).
3. Resolve all other effects that occur during the Maintenance Phase.

Control Phase

During the Control Phase, perform the following steps in order:

1. Each of your models with the Fury Manipulation ability, like warlocks, can leach (see p. XXX) any number of fury points up to its current FURY from warbeasts in its battlegroup in its control area.
2. Each model with the Fury Manipulation ability can spend fury points to maintain its upkeep spells in play. If a model does not spend fury points to maintain a spell requiring upkeep, the spell expires and its effects end immediately.
3. Make a threshold check (p. XXX) for each of your warbeasts with 1 or more fury points left on it. Any warbeasts that fail the check immediately frenzy (p. XXX).
4. Resolve all other effects that occur during the Control Phase.

Activation Phase

The Activation Phase is the major portion of a player’s turn. All models you control must be activated once per turn. This is usually done during the Activation Phase, but some effects allow a model to activate earlier in the turn. Units and independent models are activated one at a time in the order you choose. A model cannot forfeit its activation unless allowed to do so by a special rule. A model must be on the table to activate.

Activating Models

When a model activates, it is granted its normal movement and its action. The normal movement must be resolved before the action is made.



Activating Independent Models

Independent models activate individually. Only one independent model can activate at a time. The active model must end its activation before another model or unit can be activated. The model then makes its normal movement if it was not forfeited. After resolving its normal movement, if the model did not forfeit its action, then it uses its action to make either a combat action or special action. After resolving its action, the model then ends its activation.

WHAT DOES A MODEL DO WHEN ACTIVATED?

Generally an active model moves before going on to its action. Depending on the movement option chosen, the model might be able to make either a combat action or a special action. A combat action lets a model make attacks. A special action lets a model perform a unique battlefield function such as digging in or creating a protective aura.

Activating Units

Troopers do not activate individually. Instead, the entire unit activates at once. When a unit begins its activation, every trooper in it activates. First determine if any models in the unit are out of formation. A trooper that is out of formation at the start of its unit's activation must spend its normal movement making a full advance toward or directly toward its unit commander. If it makes a full advance, it must forfeit its action.

After resolving the normal movement of each activated trooper, each trooper can then make its action, one trooper at a time. Completely resolve the movement of one trooper before moving on to the next. After one trooper resolves its action, another can begin its action.

Units require strong leadership and guidance to be effective on the battlefield. Since a unit operates as one body, it functions best when all members are in formation. A unit must receive an order from its unit commander in order to run or charge. Some unit commanders can have other special orders that allow the unit to perform a specialized combat maneuver.

Line of Sight

Many game situations such as charging, ranged attacks, and magic attacks require a model to have **line of sight (LOS)** to its intended target. Simply put, having line of sight means a model can see another model.

There are several steps to determining whether one model has LOS to another. If any step results in a model's potential LOS being blocked, return to the first step and try a different line.

If no line can be found to pass all steps, then the model does not have LOS to the desired model.

Each model occupies a **volume** of space above the bottom of its base determined by its base size. A model's volume is used for determining if terrain blocks LOS to a model.

In the following descriptions, Model A is determining LOS to Model B:

1. Draw a straight line from any part of Model A's volume to any part of Model B's volume that is within Model A's front arc.
2. The line must not pass through terrain.
3. The line must not pass over the base of an intervening model that has a base size equal to or larger than Model B.
4. The line must not pass over an effect that blocks LOS, like a cloud effect.

Intervening Model

If you can draw any straight line between the bases of two models that crosses over any part of the base of a third model, the third model is an **intervening model**.

How Elevation Affects LOS

When determining if Model A has line of sight to Model B, ignore intervening models on terrain more than 1" lower than Model A except for those within 1" of Model B. Additionally, ignore those models within 1" of Model B that have equal or smaller-sized bases than Model A.

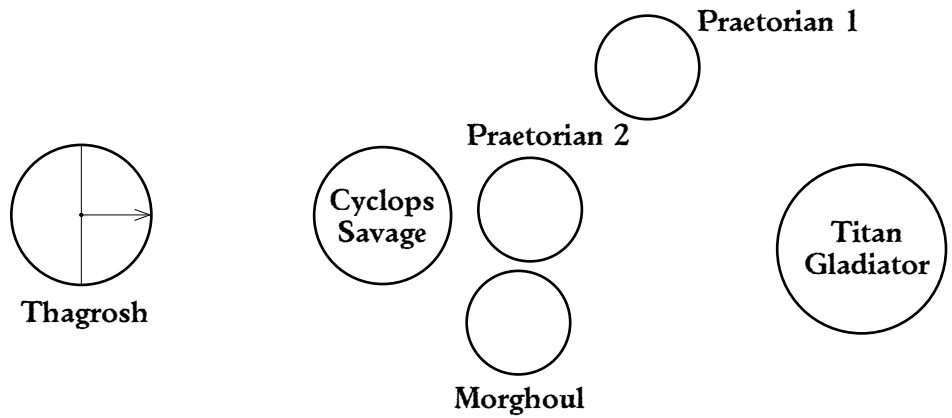
When Model A is on terrain at least 1" lower than Model B, Model A ignores intervening models on terrain more than 1" lower than Model B.

Using Reference Objects

If you cannot easily determine LOS between your model and another model due to the position of terrain on the table, use reference objects for drawing the line. First confirm the other model is in your model's front arc; if it is not, your model cannot have LOS to it. Otherwise, choose an edge of your model's base and an edge of the other model's base. For each model, hold an object next to the chosen edge that is the height used to determine its volume (1.75", 2.25", or 2.75"). If you can draw a line from the inside edge of the object next to your model to the inside edge of the other object that does not pass through a terrain feature, your model's LOS to the other model is not blocked by terrain.

LOS and Targeting

Thagrosh obviously has LOS to the Cyclops Savage. Since the Cyclops Savage has a medium base, it blocks LOS to other models with medium and small bases. Thagrosh has LOS to Praetorian 1 because you can draw an unobstructed line from Thagrosh's front arc to the edge of Praetorian 1's base that does not cross the Cyclops Savage's base. On the other hand, Thagrosh does not have LOS to Praetorian 2 because you cannot draw a line between their bases that does not cross the Cyclops Savage's base. Because they have smaller bases than the Titan Gladiator, the Cyclops Savage and the two Praetorians do not block LOS to it. Thagrosh can draw LOS to the Titan Gladiator as if those models were not there.



Thagrosh has LOS to Morghoul because Morghoul's base is not completely obscured.

If Thagrosh were on terrain more than 1" higher than the other models, Thagrosh would have LOS to Praetorian 2. The Cyclops Savage does not block this LOS because its base is the same size as Thagrosh's and it is within 1" of Praetorian 2.

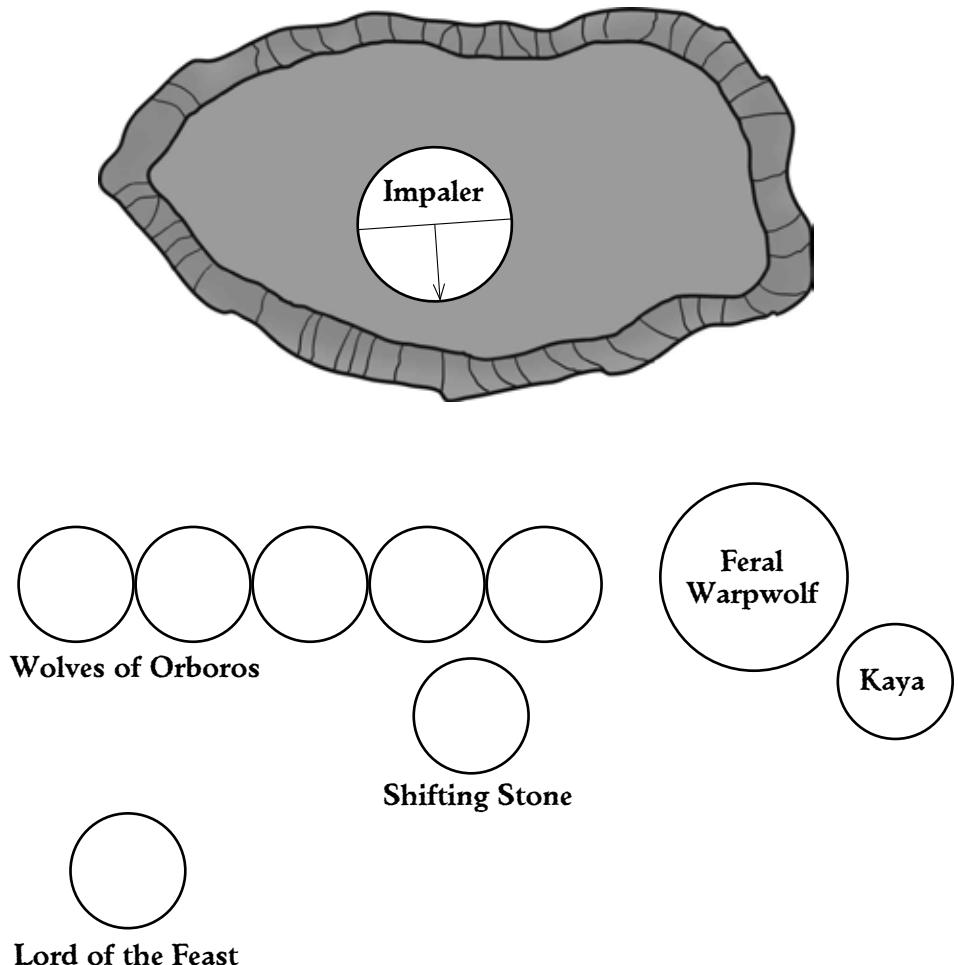
LOS and Elevation

The Troll Impaler is on a hill 1" higher than the other models.

The Troll Impaler has LOS to the Lord of the Feast because the Lord of the Feast is on a lower elevation and there are no intervening models that would block line of sight within 1" of it.

The Troll Impaler has LOS to the Shifting Stone because none of the intervening models has a base larger than the Troll Impaler's.

The Troll Impaler does not have LOS to Kaya because the Feral Warpwolf is an intervening model that is within 1" of Kaya and has a larger base than the Troll Impaler.



DETERMINING MODEL VOLUME

A small-based model occupies the space from the bottom of its base to a height of 1.75".

A medium-based model occupies the space from the bottom of its base to a height of 2.25".

A large-based model occupies the space from the bottom of its base to a height of 2.75".

A model is considered to occupy a standard volume regardless of its pose or the size of the sculpt itself.



Lord of the Feast
Small Base

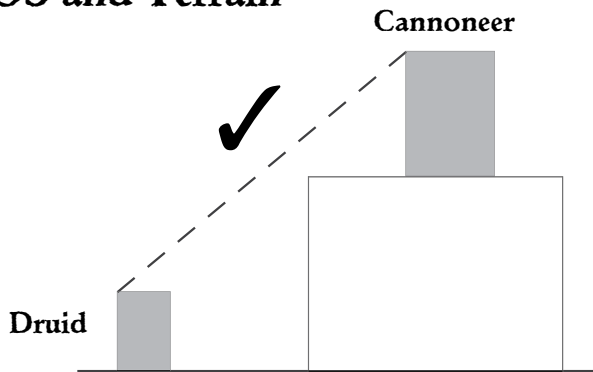


Basilisk Krea
Medium Base

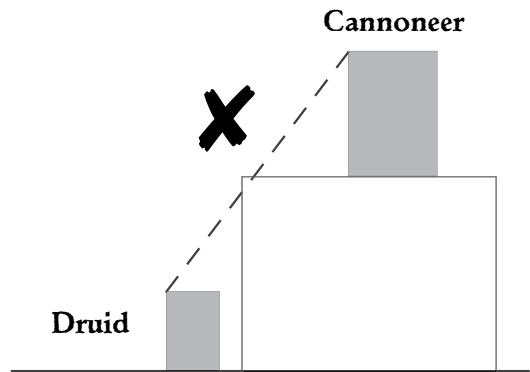


Carnivean
Large Base

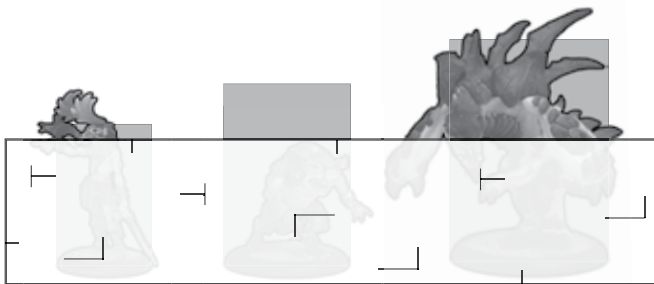
LOS and Terrain



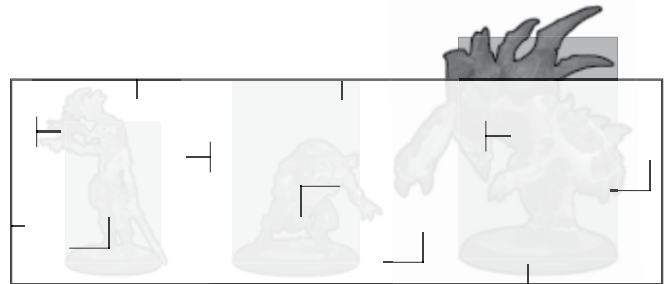
Here, the Titan Cannoneer has line of sight to the Druid of Orboros because an unobstructed line can be drawn from its volume to the Wolf of Orboros' volume.



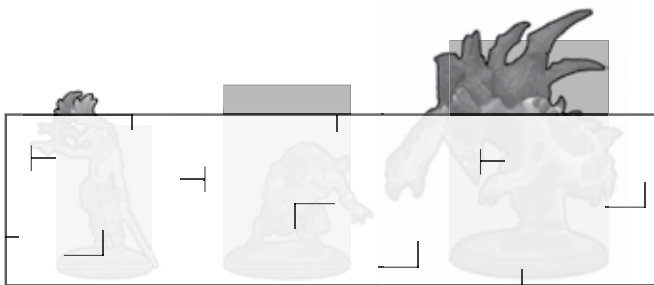
Here, the Titan Cannoneer does not have line of sight to the Druid of Orboros because there is no unobstructed line between their volumes.



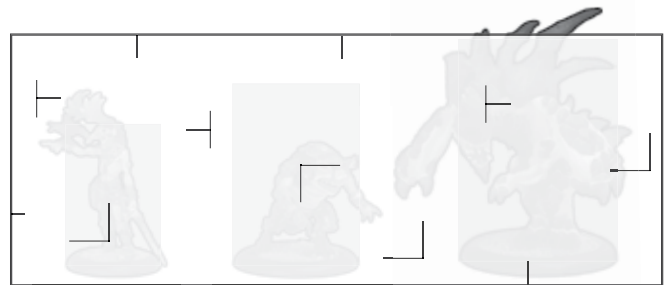
This wall is shorter than 1.75". It will not block line of sight to any of the models behind it.



This wall is taller than 2.25" but shorter than 2.75". It will block line of sight to small- and medium-based models behind it.



This wall is taller than 1.75" but shorter than 2.25". It will block line of sight to small-based models behind it.



This wall is taller than 2.75". It will block line of sight to all models behind it.

Base to Base and Contact

Models whose bases are touching are in **base-to-base (B2B) contact**. If a model has an ability that allows it to move through another model, while it is moving through the other model they are considered to be in base-to-base contact.

One model contacts another when it changes from not being base to base with it to being base to base with it. Additionally, when a model is already base to base with another and would move toward it, it is considered to contact that model again.

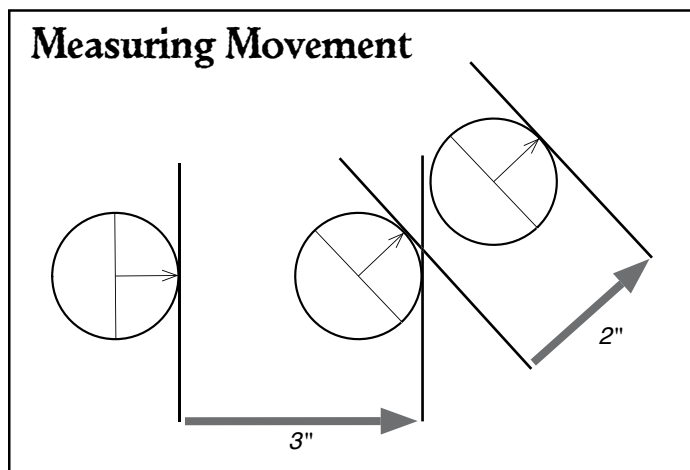
Movement

Normally the first part of a model's activation is its normal movement. Special rules can also permit it to move at other times.

A moving model's base cannot pass over another model's base.

The term **normal movement** refers to the movement a model makes during the movement portion of its activation.

Advancing refers to any movement a model intentionally makes, not to any movement caused by other effects such as being pushed or being slammed. A model can change its facing at anytime during its advance, but when it moves it must always move in the direction it is facing. Make all measurements from the front of an advancing model's base. Determine the distance a model advances by measuring how far the front of its base travels. The distance moved is absolute; we suggest using a flexible measuring device to keep accurate track of a model's movement. Changing facing by rotating in place does not cost any movement.



Terrain, spells, and other effects can increase or reduce a model's movement and/or its SPD. Modifiers to movement apply only to the model's normal movement, while modifiers to SPD apply whenever the model's SPD is used to determine the distance. See "Terrain" (pp. 86–89) for full details on terrain features and how they affect movement.

Example: A model running as its normal movement would move at twice its SPD plus any movement modifiers. If that same model then runs outside its normal movement, it would move at twice its SPD.

There are three basic types of advancing: full advance, run, and charge.

Models can also move without advancing, typically due to being pushed or slammed or from other effects. Determine the distance a model moves in this way by measuring the distance traveled by the edge of the model's base in the direction of the movement. Unless otherwise specified, a model's facing does not change when it moves without advancing.

BY ANY OTHER NAME

Remember that all intentional movement, whether full advancing, running, or charging, is considered advancing whether or not it takes place during the movement portion of a model's activation.

Full Advance

A model making a **full advance** advances up to its current speed (SPD) in inches.

Run

A model that **runs** advances up to twice its current SPD in inches. A model that uses its normal movement to run cannot make an action, cast spells, or use feats that activation, and its activation ends immediately after it ends its movement. A model that forfeits its action cannot run during its normal movement that activation.

If a model cannot run due to some effect and is required to run, instead of running it makes a full advance, then its activation immediately ends.

Some models must meet special requirements to run:

- A warbeast must be forced (see p. XXX) to run during its normal movement.
- A trooper must receive a run or charge order to run during its normal movement, or it must be compelled to run as a result of a game effect (like fleeing or being out of formation, for example).

Charge

A **charging** model rushes into melee range with a target and takes advantage of its momentum to make a more powerful strike. A model suffering a penalty to its SPD or movement for any reason other than for being in rough terrain cannot charge, regardless of offsetting bonuses. A model can charge through rough terrain. A model must have both its normal movement and action in order to use its normal movement to charge. A model without a melee range cannot charge.

Declare a charge and its target before moving the model. The charging model must have LOS to a model to declare it as a charge target. After declaring a charge, the

charging model turns to face any direction that will bring it to within melee range of its target, ignoring terrain, the distance to the charge target, and other models. The charging model then advances its current SPD plus 3" in that direction, in a straight line. The charging model cannot voluntarily stop its movement until its target is in its melee range, then it can end this movement at any point. Once the charge target is in the charging model's melee range, it must stay in the charging model's melee range for the entire charge or the charge fails. The charging model stops if it contacts a model, an obstacle, or an obstruction. At the end of the charge movement, the charging model turns to face its target directly.

Some effects require a model to charge. A model required to charge must charge a model to which it can draw line of sight. If there are no models in its line of sight, or if it cannot charge, the model activates but must forfeit its movement and action.

A charging model that ends its charge movement with its charge target in its melee range has made a **successful charge**. It must use its action to make a combat action, choosing to make either initial melee attacks or (if it can make a special attack with a melee weapon) a melee special attack.

The charging model's first attack after ending its charge movement must target the model it charged. If the charging model advanced at least 3", this attack is a **charge attack**. A charge attack is not in addition to the regular attacks a model would get for its combat action. Rather, it modifies the model's first attack after its charge movement. The attack roll is made normally and can be boosted. If the charge attack was made with a melee weapon and the attack hits, the damage roll is automatically boosted. After making a charge attack

during its activation, the charging model completes its combat action normally.

If a charging model moved less than 3", its first attack is not a charge attack because the model did not move far or fast enough to add sufficient momentum to its strike. Its first attack must still be made against the charge target, however. The charging model completes its combat action normally.

If a charging model ends its charge movement without its charge target in its melee range, then it has made a **failed charge**. If a model makes a failed charge during its activation, its activation immediately ends.

Some models must meet special requirements to charge:

- A warbeast must be forced (see p. XXX) to charge during its normal movement.
- A trooper must receive a charge order to charge during its normal movement. A trooper that receives a charge order must either run or charge during its normal movement. Troopers in the same unit can charge the same target or multiple targets.

Cavalry models have additional rules governing charges. (See "Cavalry," p. XXX.)

If the charging model cannot make its first melee attack against the charge target, the charging model can make its first melee attack against another eligible target, but this is not a charge attack. It does not lose its first attack.

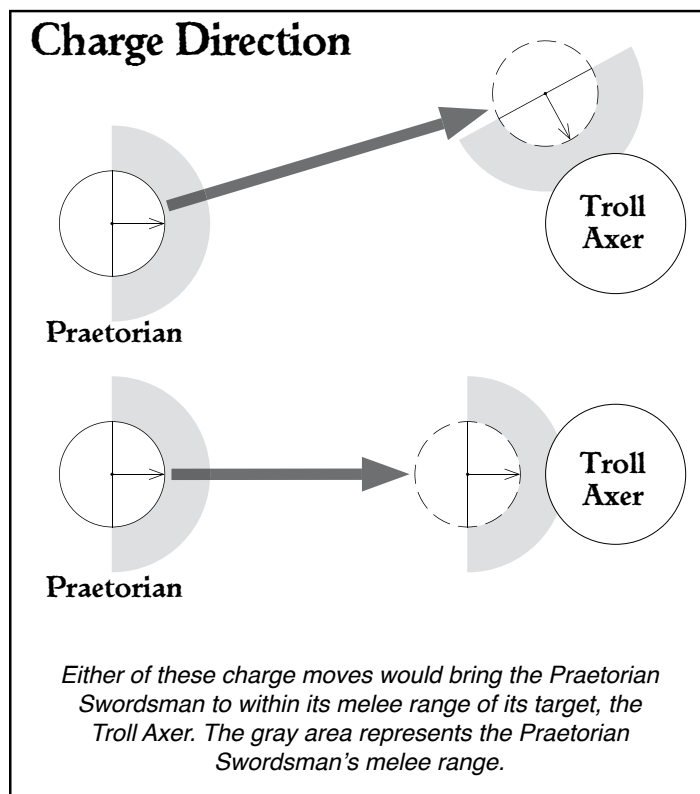
Charges Outside of Activation

When a model charges without using its normal movement/ combat action, such as with the Counter Charge ability, follow the rules above but ignore any references to the model's action or combat action. When a model makes this type of charge, it makes only one attack. If it made a successful charge and moved at least 3", that attack is the charge attack. If it made a successful charge but did not move at least 3", that attack is a single normal melee attack subject to the targeting restrictions above. Counter charging cavalry models still make their impact attacks. A model that charges outside its activation cannot make a special attack when resolving that charge. If the model fails its charge it does not make any attack.

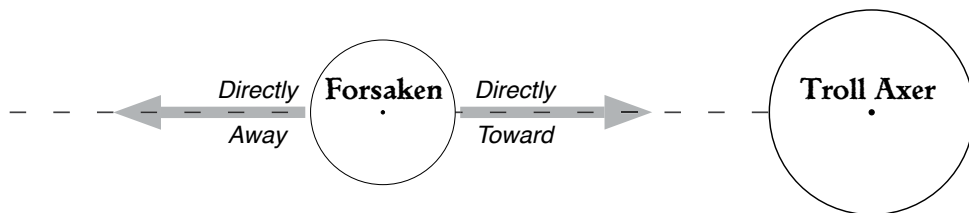
Movement Restrictions

Some effects place restrictions on how a model moves or advances. There are four types of these restrictions. In the following descriptions, Model A is moving with some restriction relative to Model B.

- *Model A Must Move Toward Model B:* Model A can move along any path such that the distance between Model A and Model B is always decreasing during the movement.
- *Model A Must Move Directly Toward Model B:* Model A moves along the straight line that connects the center points of Model A and Model B such that the distance between them decreases during the



Directly Toward and Directly Away



The dotted line represents the line connecting the center points of the Forsaken and the Troll Axer. To move directly toward or directly away from the Troll Axer, the Forsaken must travel along this line.

movement. A model that moves directly toward a point cannot change its facing after moving.

- **Model A Must Move Away From Model B:** Model A can move along any path such that the distance between Model A and Model B is always increasing during the movement.
- **Model A Must Move Directly Away From Model B:** Model A moves along the straight line that connects the center points of Model A and Model B such that the distance between them increases during the movement. A model that moves directly away from a point cannot change its facing after moving.

Movement restrictions are cumulative. For example, a model required to advance toward one model and away from another would need to move in a manner to satisfy both requirements. If a moving model cannot satisfy all restrictions on the movement, it cannot move at all.

Movement Penalties

Some rules reference **movement penalties**. A movement penalty is any effect applied to a model that reduces its SPD or movement. Effects that cause a model to move at half rate are also movement penalties.

Placed

Sometimes models are **placed** in a new location as a result of an ability or spell. When a model is placed it is not considered to have moved or advanced. Because the model is not considered to have advanced it cannot be targeted by free strikes. There must be room for the model's base in the location the model is placed. A model cannot be placed in impassable terrain or with its base overlapping an obstacle, an obstruction, or another model's base. The player placing the model chooses its facing.

When an effect causes a friendly trooper model other than the unit commander to be placed and that model is in formation, it cannot be placed out of formation. When an effect causes a unit commander to be placed, it can be placed without restriction.

Actions

An activated model might be entitled to make one action depending on the type of movement it made. There are two broad **action types**: combat and special. A combat action lets a model make one or more attacks. A special action lets a model perform a specialized function. A model cannot move after making any action unless a special rule specifically allows it to do so.

Combat Actions

A model can use its action to make a combat action if it did not use its normal movement to run. A combat action lets a model make attacks. A **normal attack** is an attack with a weapon that is not a special attack. A model making a **combat action** chooses one of the following options:

- A model can make one normal melee attack with each of its melee weapons. These attacks are called **initial melee attacks**. A model making more than one attack can divide them among any eligible targets.
- A model can make one normal ranged attack with each of its ranged weapons. These attacks are called **initial ranged attacks**. A model making more than one attack can divide them among any eligible targets. Each ranged weapon makes only one initial attack regardless of its ROF.
- A model can make one special attack (★Attack) allowed by its special rules.
- A model that did not use its normal movement to charge can make one power attack allowed by its special rules. A power attack is considered both a melee attack and a special attack.

After resolving these attacks, a model might be able to make **additional attacks**. A model can make additional attacks only during its combat action. Each additional attack is a normal attack that can be made with any appropriate weapons the model possesses, including multiple attacks with the same weapon. A ranged weapon cannot make more attacks than its rate of fire (ROF) during a model's activation, however. Completely resolve each attack before making another attack.

Warlocks can spend fury points to make additional attacks (see "Fury: Additional Attack," p. XXX). Warbeasts can be forced (see p. XXX) to make additional attacks.

Unless noted otherwise, a model cannot make both melee and ranged attacks in the same combat action. A model can make additional attacks after a special attack or power attack.

Special attacks listed as a rule of a melee weapon are melee special attacks. Special attacks listed as a rule

of a ranged weapon are ranged special attacks. A special attack made with a ranged weapon counts toward the ROF of the weapon. Special attacks listed as a rule of the model itself are neither melee attacks nor ranged attacks. The rules for these special attacks indicate the nature of any additional attacks that can be made afterward, if any. A model cannot make a special attack or a power attack as an additional attack.

See “Combat” (p. XXX) for detailed rules on making attacks and determining their results.

Special Actions

Some models can make a **special action** (★Action) as their action. A model cannot make a special action if it uses its normal movement to run or charge. A special action’s description details its requirements and results.

Skill Checks

Some special actions appear with a **skill value** following their names. When a model makes one of these special actions, make a **skill check** to determine its success. Roll 2d6. If the result is equal to or less than the skill value listed, the model passes its skill check and its results are applied immediately. If the result is greater than the model’s skill value, the special action fails. Typically nothing happens if a model fails a skill check, but some special actions impose negative consequences for failing a skill check.

Combat

MELEE ATTACKS, RANGED ATTACKS, AND DAMAGE

Combat Overview

A model’s combat action allows it to make attacks. Special rules might also permit models to make attacks at other times. An attack roll determines if an attack hits its target. A damage roll determines how much damage, if any, an attack deals.

Unless stated otherwise, an attack can be made against any model, whether friendly or enemy, and against certain terrain features.

There are three main types of attacks: melee attacks, ranged attacks, and magic attacks. A model cannot make both melee and ranged attacks during its combat action. In other words, a model cannot make a ranged attack after making a melee attack, and it cannot make a melee attack after making a ranged attack. Magic attacks have no such restrictions. Some models, such as warlocks, can make magic attacks and melee or ranged attacks during the same activation.

Certain rules and effects create situations that specifically prevent a model from being targeted. A model that cannot

be targeted by an attack still suffers its effects if inside the attack’s area of effect. Other rules and effects, such as Stealth, only cause an attack to miss automatically; they do not prevent the model from being targeted by the attack.

Melee Combat

A model using its combat action for **melee attacks** can make one initial attack with each of its melee weapons. Some models have special rules that allow **additional melee attacks** during their activations. Warlocks can spend fury points and warbeasts can be forced to make additional melee attacks during their activations, for example. Each additional melee attack can be made with any melee weapon the model possesses with no limit to the number of attacks made per weapon.

A melee attack can be made against any target in the melee range of the weapon being used and in the attacker’s line of sight. A model making more than one melee attack can divide its attacks among any eligible targets.

Melee Weapons

Melee weapons include such implements as spears, swords, hammers, claws, clubs, and axes. Some models, such as warbeasts, have attack options allowing them to make attacks without their weapons (power attacks, for example).

$$\text{Melee Damage Roll} = 2d6 + \text{POW} + \text{STR}$$

Melee Range and Engaging

A model can make melee attacks against any target in its melee range that is in its line of sight. A player can measure his model’s melee range at anytime.

A weapon’s **melee range** extends 0.5” beyond the model’s front arc for any type of melee attack. A weapon with Reach (👁️) has a melee range of 2”. Some effects and special rules increase a weapon’s melee range beyond this. A model’s melee range is the longest melee range of its usable melee weapons. A model that has a Reach weapon and another melee weapon can attack an opponent up to 2” away with its Reach weapon, but its other weapons can only be used to attack models within their normal 0.5” melee range. Non-warbeast models with no melee weapons have no melee range. Warbeasts always have at least a 0.5” melee range.

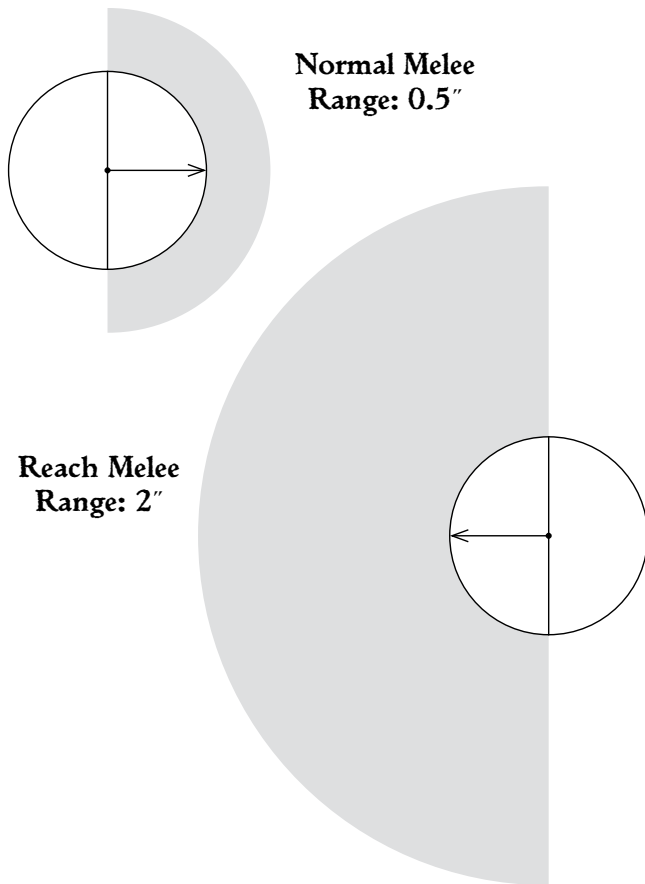
When a model is within an enemy model’s melee range and in that model’s line of sight, it is **engaged** in combat and primarily concerned with fighting its nearest threat. When a model has an enemy model in its melee range and line of sight, it is **engaging** that model. When a model is either engaged or engaging, it is **in melee**, which prevents it from making ranged attacks.

Melee Range and Elevation

When a model makes a melee attack against a model 1” or less higher or lower, ignore the vertical distance between the two models when determining melee range.



Melee Range, Engaged Models, and Reach Weapons



If a model is in melee range and line of sight, it has engaged its opponent in melee combat. When opposing models are in each other's melee range, they are both engaged. However, a model with a Reach weapon can take advantage of its greater melee range to engage an opponent that has only normal melee range weapons without becoming engaged itself. Though both models are considered to be in melee, a model is engaged only if it is in its opponent's melee range!

Free Strikes

When an engaged model advances out of the enemy's melee range or line of sight, the enemy model can immediately make a **free strike** against it just before it leaves. The model makes one normal melee attack with any melee weapon that has sufficient melee range to reach the moving model and gains a +2 bonus to its melee attack roll. If the attack hits, the damage roll is boosted. Always treat the free striking model as being in the advancing model's back arc, if it has one, when the free strike is made. Free strikes do not benefit from back strike bonuses.

Melee Attack Rolls

Determine a melee attack's success by making a melee attack roll. Roll 2d6 and add the attacking model's melee attack stat (MAT). Roll an additional die if the attack roll is boosted. Special rules and certain circumstances might modify the attack roll as well.

$$\text{Melee Attack Roll} = 2d6 + \text{MAT}$$

A target is **directly hit** by an attack if the attack roll equals or exceeds the target's defense (DEF). If the attack roll is less than the target's DEF, the attack misses. A roll of all 1s on the dice is a miss. A roll of all 6s is a direct hit unless you are rolling only one die, regardless of the attacker's MAT or the target's DEF. Sometimes a special rule causes an attack to hit automatically. Such automatic hits are also direct hits.

Melee Attack Modifiers

The most common modifiers affecting a model's melee attack roll are summarized here for easy reference. Where necessary, additional detail can be found on the pages listed.

- *Back Strike* (p. XXX): A back strike gains +2 to the attack roll.
- *Free Strike* (above): A free strike gains +2 to the attack roll and a boosted damage roll.
- *Intervening Terrain* (p. XXX): A model with any portion of its volume obscured from its attacker by an obstacle or an obstruction gains +2 DEF against melee attack rolls.
- *Knocked Down Target* (p. XXX): A melee attack against a knocked down model hits automatically.
- *Stationary Target* (p. XXX): A melee attack against a stationary model hits automatically.

Power Attacks

Power attacks are special attacks that can be made by some models. The power attacks available to non-warbeast models are described in their special rules. Warbeasts can make power attacks as indicated by the following list.

- All warbeasts: head-butt, push, and slam
- Heavy warbeasts: trample
- Warbeasts with at least one Open Fist (👊): headlock/weapon lock and throw
- Warbeasts with two Open Fists (👊👊): double-hand throw

A warbeast must be forced to make a power attack.

A model cannot make a power attack as its charge attack. Power attacks are melee attacks with a 0.5" melee range.

When a model makes a power attack, do not apply the special abilities on its weapons unless they specifically reference power attacks.

Headlock/Weapon Lock

A model making a headlock/weapon lock can **lock** a warbeast or warbeast's weapon or head and prevent its use.

A warbeast must have at least one Open Fist to

make a headlock/weapon lock power attack. Declare what the attacking model is attempting to lock before making the attack roll.

When a warbeast makes a headlock/weapon lock, also declare which weapon with Open Fist it is using to make the attack before making a melee attack roll. A knocked down model cannot be locked. If the attack hits then the specified head/weapon is locked. Headlock/weapon lock attacks do not cause damage.

Maintaining Locks and Being Locked

When a weapon is locked the target model cannot make attacks with the locked weapon along with all other weapons in the same location. Locking a weapon with a location of “—” has no effect on other weapons. A model held in a headlock cannot make attacks with any weapons located in its head (H). A model held in a headlock/weapon lock cannot make special attacks.

While involved in a lock, the attacker cannot make special attacks or attack with the weapon with which it made the lock attempt, nor can it use any other weapon in the same location. The attacker and the defender are free to attack with any of their other melee weapons.

Example: *Doug's Woldwarden successfully locks the head of Rob's Titan Gladiator with an Open Fist. The Gladiator cannot make Tusk attacks or special attacks (including power attacks), and the Woldwarden cannot make attacks with its Open Fist until the headlock is broken or released.*

At the beginning of its combat action, a model suffering a headlock/weapon lock must attempt to break the lock. For each weapon lock and headlock, both models involved in the lock roll a d6 and add their STR. If the locked model's total exceeds that of the model holding the lock, the lock is broken. The locked warbeast can make its initial attacks with any melee weapons not located in a locked system as normal. After resolving these attacks and attempts to break free, a warbeast can be forced to make more attempts to break a lock or to make additional attacks with usable weapons. The warbeast can make one attempt or additional attack each time it is forced. Once a lock is broken, the model can use the weapon that was locked. A model can voluntarily release a lock it is maintaining at any time during its activation.

Neither model can advance or be pushed while involved in a lock. A lock is broken automatically if:

- An effect causes either model to move or be placed;
- An effect knocks down either model;
- An effect causes either model to become incorporeal;
- An effect causes the attacker to become stationary; or
- Either model is destroyed or removed from play.

Head-butt

A model making a **head-butt** power attack smashes its head into a model to drive it to the ground. The attacking model

makes a melee attack roll against its target. If the attack hits, the target is knocked down and suffers a damage roll with a POW equal to the attacker's current STR.

A model cannot head-butt while held in a headlock. A model cannot head-butt a model with a larger base.

Push

A model making a **push** power attack uses its bulk and strength to shove another model. A push power attack automatically hits and deals no damage. Both models roll a d6 and add their STR. If the defender's total is greater, it resists being pushed. If the attacker's total equals or exceeds the defender's, the defending model is pushed 1" directly away from the attacker.

After a model is pushed by a push power attack, the attacker can immediately advance directly toward the pushed model up to the distance the pushed model was moved.

Being Pushed

A pushed model moves at half rate through rough terrain, suffers the effects of any hazards it moves through, and stops if it contacts an obstacle, obstruction, or another model.

Remember that a pushed model is not advancing and therefore cannot be targeted by free strikes during this movement.

A pushed model falls off elevated terrain if it ends its push movement with less than 1" of ground under its base. See "Falling" (p. 63) for detailed rules on determining damage from a fall.

Slam

A model making a **slam** power attack rams a model with the full force of its body to send the target model flying backward and knock it to the ground. Any effects that prevent a model from charging, such as a penalty to its SPD or movement for any reason other than for being in rough terrain, also prevent the model from making a slam power attack. A slamming model can advance through rough terrain. A model must have both its normal movement and action available in order to use its normal movement to make a slam power attack.

During its activation, a model can attempt to slam any model that is in its line of sight at the beginning of its normal movement. A knocked down model cannot be moved by a slam.

Declare the slam attempt and its target before moving the model.

Declare the slam attempt and its target, then turn the slamming model to face the slam target directly. The slamming model then advances its full SPD plus 3" directly toward its target. The slamming model cannot voluntarily stop its movement unless its target is in its melee range, but it can end this movement at any point with its slam target in its 0.5" melee range. It must stop if it contacts a model,

an obstacle, or an obstruction. The slamming model cannot change its facing during or after this movement.

A slamming model that ends its slam movement with its slam target in its 0.5" melee range has made a **successful slam**. If it advanced at least 3" it makes a melee attack roll against its target. A model that power attack slams a model with a larger base suffers -2 on its attack roll. If the attack hits, the target is slammed directly away from the attacker (see "Being Slammed," next).

If a slamming model makes a successful slam but moved less than 3", it has not moved fast enough to get its full weight and power into the blow. The model makes an attack roll against its target. If the target is hit, it suffers a damage roll with a POW equal to the attacker's current STR but is not slammed. These are still slam attack rolls and slam damage rolls.

A model that does not end its slam movement within 0.5" of the target has failed its slam power attack. If a model fails its slam power attack during its activation, its activation ends.

Being Slammed

A **slammed** model is moved d6" directly away from its attacker and is then knocked down. If the slamming model has a smaller base than the slam target, the model is slammed half the distance rolled. It then suffers slam damage as described below. A slammed model moves at half rate through rough terrain, suffers any damaging effects through which it passes, and stops if it contacts an obstacle, an obstruction, or a model with an equal or larger-sized base. If a slammed model cannot be knocked down, it must still forfeit its action or movement if it activates later in a turn in which it was slammed.

A slammed model moves through models with smaller bases than its own. If it would end up on top of a model, follow the **rule of least disturbance** (p. XXX) to move the models into legal positions.

A slammed model falls off elevated terrain if it ends its slam movement with less than 1" of ground under its base. See "Falling" (p. XXX) for rules on determining damage from a fall. Resolve any falling damage simultaneously with slam damage.

Slam Damage

Apply **slam damage** after movement and knockdown effects, regardless of whether the model actually moves or is knocked down. The model hit suffers a damage roll with a POW equal to the attacker's current STR. Add an additional die to the damage roll if the slammed model contacts an obstacle, an obstruction, or a model with an equal or larger-sized base. Slam damage can be boosted.

Collateral Damage

If a slammed model contacts a model with an equal-sized base or moves through a model with a smaller base, that model is knocked down and suffers collateral damage. A model suffering **collateral damage** suffers a damage roll with a POW equal to the attacker's current STR. Collateral damage cannot be boosted. A contacted model with a larger base than the slammed model does not suffer collateral damage and is not knocked down. Resolve any collateral damage simultaneously with slam damage. Collateral damage is not considered to be damage from an attack or model. For example, an effect triggered by being "damaged by an enemy attack" would not trigger due to collateral damage.

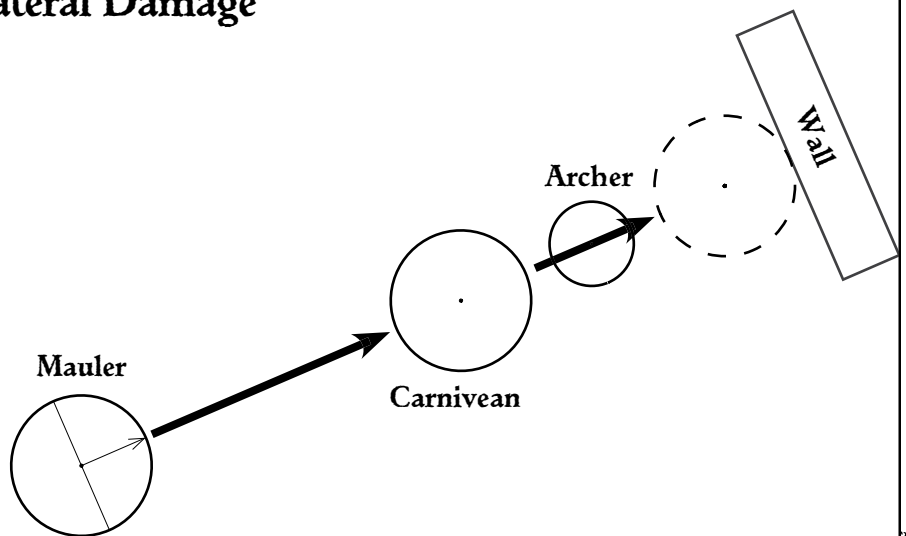
Throw

A model making a **throw** power attack picks up and throws another model. A model cannot throw a model with a larger base. A warbeast must have at least one Open Fist to make a throw power attack.

The attacking model makes a melee attack roll against its target. If the attack hits, both models roll a d6 and add their current STR. If the target's total is greater, it breaks free without taking any damage and avoids being thrown. If

Slam Movement and Collateral Damage

A Dire Troll Mauler declares a slam attack against a Carnivean. Because it moved more than 3' to make contact with the Carnivean, the Dire Troll Mauler will be able to slam its target. The attack succeeds, and the Carnivean is knocked back d6". The roll comes up a 6, but the Carnivean stops when it hits the wall 4" behind it. During the slam, the Carnivean passes over a Blighted Nyss Archer, and the Archer suffers collateral damage. In addition, because the Carnivean was slammed into a wall, it suffers a damage roll of 3d6 plus the STR of the Dire Troll Mauler (2d6 plus an extra die for colliding with a solid terrain feature). This damage roll can still be boosted on top of the additional die.



the attacker's total equals or exceeds the target's, the target model is thrown.

POWER ATTACK EFFECTS FROM OTHER SOURCES

A model can be pushed, slammed, or thrown as a result of a spell or an ability rather than from a power attack. The resolution of a push, slam, or throw caused by an effect might differ slightly from the resolution of one caused by a power attack. For example, a model thrown as a result of Krueger the Stormwrath's Tornado spell suffers a POW 13 damage roll instead of suffering damage based on Krueger's STR.

Being Thrown

When your model throws another, choose a direction for the thrown model to be moved. This direction must be away from the attacker. Measure a distance from the target equal to half the attacker's current STR in inches along the chosen direction to a point on the table. This point is the thrown model's intended point of impact. A large-based model throwing a small-based model adds 1" to this distance.

From this point, determine the thrown model's actual point of impact by rolling for deviation. Referencing the deviation rules (pp. XXX-XXX), roll a d6 for direction and a d3 for distance in inches. The deviation distance cannot exceed half the distance between the thrown model and the intended point of impact.

The **thrown** model is moved directly from its current location in a straight line to the determined point of impact. A thrown model moves through models with smaller bases during this movement without contacting them. Unlike when a model is slammed, rough terrain and obstacles do not affect this movement, but the thrown model still stops if it contacts an obstruction or a model with an equal or larger-sized base. The thrown model is then knocked down and suffers throw damage. If a thrown model cannot be knocked down it must still forfeit its action or movement if it activates later in a turn in which it was thrown.

If a thrown model would end on top of another model, that model is contacted. Follow the rule of least disturbance (p. XXX) to move the models into legal positions.

A thrown model falls off elevated terrain if it ends its throw movement with less than 1" of ground under its base. See "Falling" (p. XXX) for rules on determining damage from a fall. Resolve any falling damage simultaneously with throw damage.

Throw Damage

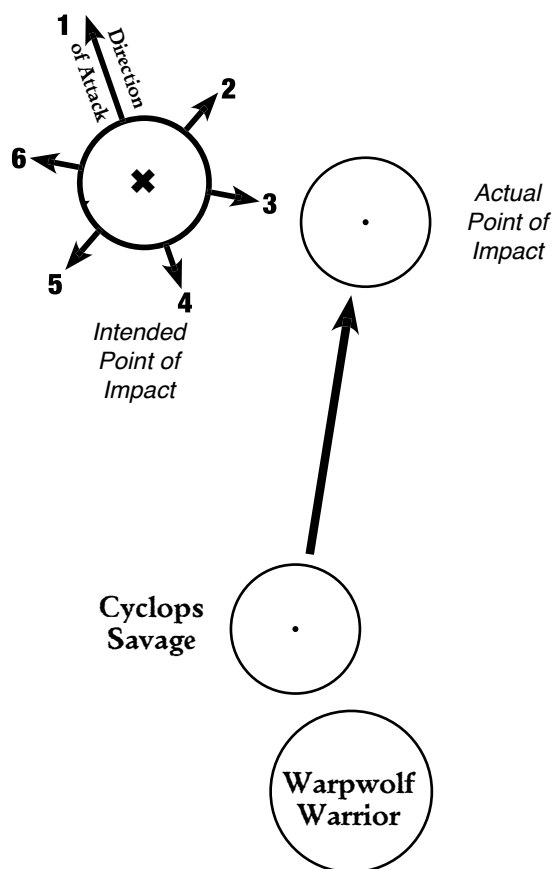
Apply throw damage after movement and knockdown effects, regardless of whether the model actually moves or is knocked

down. The thrown model suffers a damage roll with a POW equal to the attacker's current STR. Add an additional die to the damage roll if the thrown model contacts an obstruction or a model with an equal or larger-sized base. Throw damage can be boosted.

Collateral Damage

If a thrown model contacts a model with an equal or smaller-sized base, that model is knocked down and suffers collateral damage. A model suffering collateral damage suffers a damage roll with a POW equal to the attacker's current STR. Collateral damage cannot be boosted. A contacted model with a larger base than the thrown model does not suffer collateral damage. Resolve any collateral damage simultaneously with throw damage. Collateral damage is not considered to

Example of a Throw



A Warpwolf Warrior throws a Cyclops Savage. Since the Warpwolf Warrior has a STR of 10, measure 5' from the thrown model to determine the intended point of impact and determine deviation from that point. The Warpwolf Warrior rolls a 3 for deviation direction and a 6 for distance. On a d3, that equals 3' of deviation, reduced to 2. 5' because the deviation cannot exceed half the throw distance. Measure the deviation distance in the direction indicated by the deviation diagram to determine the actual point of impact. The Cyclops Savage moves from its current position directly toward the point of impact.

be damage from an attack or model. For example, an effect triggered by being “damaged by an enemy attack” would not trigger due to collateral damage.

Double-Hand Throw

A model making a **double-hand throw** power attack uses both its arms to pick up and throw another model. A model cannot throw a model with a larger base. A warbeast must have two Open Fists to make a double-hand throw power attack.

The attacking model makes a melee attack roll against its target. If the attack hits, the target rolls a d6 and adds its current STR. The attacker rolls 2d6 and adds its current STR. If the target’s total is greater, it breaks free without taking any damage and avoids being thrown. If the attacker’s total equals or exceeds the target’s, the target model gets thrown.

To determine the direction of the double-hand throw, the attacker can either follow the steps for determining the direction of a regular throw (see “Being Thrown,” previous) or simply throw the model at another model within the attacker’s line of sight. Ignore the model being thrown when determining line of sight to the other model. The throw distance is equal to half the attacker’s current STR in inches. A large-based model throwing a small-based model adds 1” to this distance. If the other model is within range, the attacker makes a melee attack roll against it. If it is outside this range, resolve the throw using the rules in “Being Thrown,” above, as if the thrown model were thrown directly toward the other model. On a hit, move the thrown model from its current location directly toward the other model’s base until it contacts the target. This throw does not deviate. A double-hand throw at another model is not an attack against that model.

If the attack roll misses, determine the thrown model’s point of impact by rolling deviation from the center of the other model’s base. Referencing the deviation rules (pp. XXX–XXX), roll a d6 for direction and a d3 for distance in inches. If the other model is beyond the throw distance, determine deviation from a point on the line to it equal to the throw distance. The thrown model moves directly from its current location in a straight line to the determined point of impact.

A thrown model moves over models with smaller bases during this movement without contacting them. Unlike when a model is slammed, rough terrain and obstacles do not affect this movement, but the thrown model still stops if it contacts an obstruction or a model with an equal or larger-sized base. The thrown model is then knocked down. If a thrown model cannot be knocked down it must still forfeit its action or movement if it activates later in a turn in which it was thrown.

If a thrown model would end on top of a model, that model is contacted. Follow the rule of least disturbance (p. XXX) to move the models into legal positions.

A thrown model falls off elevated terrain if it ends its throw movement with less than 1” of ground under its base. See

“Falling” (p. XXX) for rules on determining damage from a fall. Resolve any falling damage simultaneously with throw damage.

Resolve damage resulting from a double-hand throw using the “Throw Power Attack,” “Throw Damage,” and “Collateral Damage” rules above.

Trample

A model making a **trample** power attack crashes its way through small-based models in its path. Any effects that prevent a model from charging, such as a penalty to its SPD or movement for any reason other than for being in rough terrain, also prevent the model from making a trample power attack. A trampling model can advance through rough terrain. A model must have both its normal movement and action available in order to use its normal movement to make a trample power attack. Light warbeasts cannot make trample power attacks.

Declare a trample power attack at the beginning of the model’s normal movement. Choose a direction in which you wish to trample, and turn the model to face that direction. The model then advances up to its current SPD plus 3” in a straight line in that direction. It moves through any small-based model in its path, but there must be room for the trampling model’s base at the end of the movement. It stops if it contacts a model with a medium or larger base, an obstacle, or an obstruction. The trampling model cannot change its facing during or after this movement. Do not resolve free strikes against the trampling model during this movement.

After the model has finished its trample movement, it makes a melee attack roll against each small-based model it contacted. Models hit by a trample attack roll suffer a damage roll with a POW equal to the current STR of the trampling model. Trample damage can be boosted.

Resolve free strikes against the trampling model after resolving all trample attacks. Models contacted cannot make free strikes against the trampling model. Ignore the distance between models when resolving free strikes against the trampling model; if a model was eligible to make a free strike against the trampling model during the trampling model’s movement it can do so whether or not the trampling model ended its movement in the eligible model’s melee range.

Ranged Combat

Some would argue there is no honor in defeating an enemy without being close enough to look him in the eyes. When a rabid warpwolf with a pair of enormous flesh-tearing claws bears down on you faster than a charging destrier, it is a good plan to keep your distance and consider your ranged attack options.

A model using its combat action for **ranged attacks** makes one initial attack with each of its ranged weapons. Some models have special rules that allow additional



ranged attacks during their activations. For example, warlocks can spend fury points and warbeasts can be forced to make additional ranged attacks during their activations. Each additional attack can be made with any ranged weapon the model possesses, but a ranged weapon can never make more attacks in a single activation than its rate of fire (ROF).

A ranged attack can be declared against any target in its line of sight, subject to the targeting rules. A model making more than one ranged attack can divide its attacks among any eligible targets. A model in melee cannot make ranged attacks.

Some spells and special rules allow certain models to make magic attacks. Magic attacks are similar to ranged attacks and follow most of the same rules, but they are not affected by rules that affect only ranged attacks. See “Offensive Spells and Magic Attacks” (p. XXX) for details on magic attacks.

Ranged Weapons

Ranged weapons include bows, rifles, crossbows, throwing axes, cannons, and catapults.

Ranged Weapon Damage Roll = 2d6 + POW

Declaring a Target

A ranged attack can target any model in the attacker’s line of sight (see “Line of Sight,” p. XXX), subject to the targeting rules. A ranged attack cannot target open ground or a permanent terrain feature. Some terrain features and objects can be targeted, but they will say so in their individual rules. A ranged attack need not target the nearest enemy model, but intervening models can prevent a model farther away from being targeted.

The attack must be declared before measuring the range to the intended target. Unless a model’s special rules say otherwise, it can make ranged attacks only against models in its front arc.

Measuring Range

A ranged attack must be declared against a legal target before measuring range. After declaring the attack, measure to see if the target is within the Range (RNG) of the attack. Measure range from the edge of the point of origin’s base to the target up to the maximum range of the attack. If the nearest edge of the target model’s base is within the maximum range of the attack, the target is in range. If the target is in range, make a ranged attack roll. If the target is beyond range, the attack automatically misses. If a ranged attack has an area of effect (AOE) and the target is out of range, the attack automatically misses, and its point of impact will deviate from the point on the line to its declared target at a distance equal to its RNG. See “Area-of-Effect (AOE) Attacks” (pp. XXX–XXX) for details on these attacks and deviation.

Rate of Fire

A weapon’s **rate of fire (ROF)** indicates the maximum number of ranged attacks it can make in an activation. Reloading

time prevents most ranged weapons from being used more than once per activation. Some ranged weapons reload faster and can make multiple attacks if a model is able to make additional attacks. A ranged weapon cannot make more attacks per activation than its ROF, though, regardless of the number of additional attacks a model is entitled to make. Ranged attacks made outside of a model’s activation are not limited by ROF.

Ranged Attack Rolls

Determine a ranged attack’s success by making a ranged attack roll. Roll 2d6 and add the attacking model’s Ranged Attack (RAT). A boosted attack roll adds an additional die to this roll. Special rules and certain circumstances might modify the attack roll as well.

Ranged Attack Roll = 2d6 + RAT

A target is directly hit by an attack if the attack roll equals or exceeds the target’s Defense (DEF). If the attack roll is less than the target’s DEF, the attack misses. A roll of all 1s on the dice is a miss. A roll of all 6s is a direct hit unless you are rolling only one die, regardless of the attacker’s RAT or its target’s DEF.

Sometimes a special rule causes an attack to hit automatically. Such automatic hits are also direct hits.

Ranged Attack Roll Modifiers

The most common modifiers affecting a model’s ranged attack roll are summarized here for easy reference. Where necessary, additional detail can be found on the pages listed.

- *Aiming Bonus*: A model can forfeit its movement to gain an aiming bonus. The aiming bonus adds +2 to every ranged attack roll the model makes that activation. This bonus does not apply to magic attack rolls.
- *Back Strike* (p. XXX): A back strike gains +2 to the attack roll.
- *Cloud Effect* (p. XXX): A model inside a cloud effect gains concealment.
- *Concealment* (below): A model with concealment in relation to its attacker gains +2 DEF against ranged and magic attack rolls.
- *Cover* (next page): A model with cover in relation to its attacker gains +4 DEF against ranged and magic attack rolls.
- *Elevated Target*: If the target is on terrain at least 1” higher than the attacker, it is an elevated target. When drawing line of sight to an elevated target, ignore intervening models on terrain at least 1” lower than the target. An elevated target gains +2 DEF against ranged and magic attack rolls.
- *Elevated Attacker*: If the attacker is on terrain at least 1” higher than the target, it is an elevated attacker. When drawing line of sight from an elevated attacker, ignore intervening models on terrain at least

1" lower than the attacker unless they are within 1" of the target. Additionally, ignore intervening models within 1" of the target that are on terrain at least 1" lower than the attacker and have equal or smaller-sized bases than the attacker.

- *Knocked Down Target* (p. XXX): While knocked down, a model has its base DEF reduced to 5.
- *Stationary Target* (p. XXX): While stationary, a model has its base DEF reduced to 5.
- *Target in Melee* (p. XXX): A ranged or magic attack roll against a target in melee suffers a -4 penalty.

Concealment and Cover

Terrain features, spells, and other effects can make it more difficult to hit a model with a ranged or magic attack. A model within 1" of a terrain feature that obscures any portion of its base from an attacker can gain either a concealment or cover bonus, depending on the type of terrain, to its DEF against ranged and magic attacks. Concealment and cover bonuses are not cumulative with themselves or each other, but they are cumulative with other effects that modify a model's DEF. See "Terrain" (pp. XXX-XXX) for details on terrain features and how they provide concealment or cover.

Some terrain features and special effects grant a model **concealment** by making it more difficult to be seen, but they are not actually dense enough to block an attack. Examples include low hedges or bushes. A model within 1" of a concealing terrain feature that obscures any portion of its volume (p. XXX) from an attacker gains +2 DEF against ranged and magic attack rolls. Concealment provides no benefit against spray attacks.

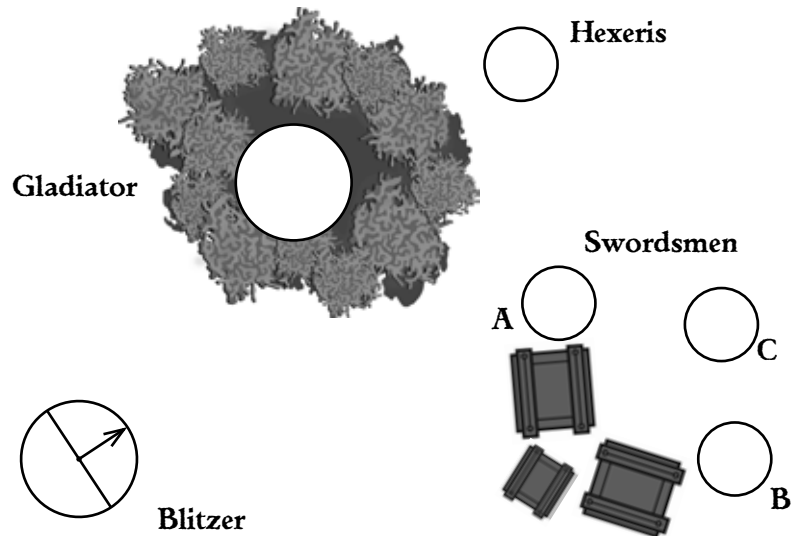
Other terrain features and special effects grant a model **cover** by being physically solid enough to block an attack against it. Examples include stone walls, giant boulders, and buildings. A model within 1" of a covering terrain feature that obscures any portion of its base from an attacker gains +4 DEF against ranged and magic attack rolls. Cover provides no benefit against spray attacks.

Targeting a Model in Melee

A model making a ranged or magic attack roll against a target in melee risks hitting another model participating in the combat, including friendly models. The standard targeting rules, including line of sight, still apply when targeting a model that is in melee.

In addition to any other attack modifiers, a ranged attack roll against a target in melee suffers a -4 penalty.

Concealment and Cover in Action



It might appear at first that the Dire Troll Blitzer has several targets from which to choose, but many of them are actually well defended. The forest grants concealment (+2 DEF) to the Titan Gladiator, and the crates grant cover (+4 DEF) to Praetorian Swordsman A and to Praetorian Swordsman B. The Blitzer cannot draw line of sight to Hexeris at all because there is a forest between them. Praetorian Swordsman C is behind the crates, but because he is more than 1" from them, he does not receive the cover bonus.

If the attack against the intended target misses and the target was in range, it might hit another combatant. If the target was not in range, the attack misses automatically and will not potentially hit another combatant.

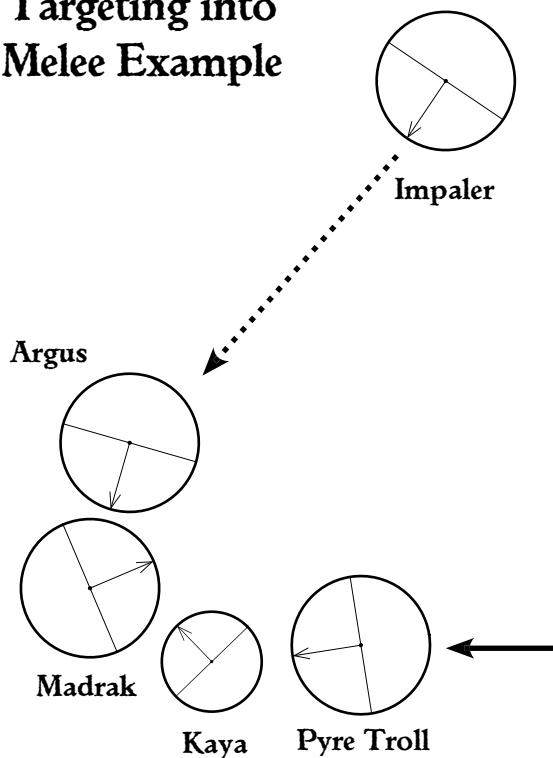
If the target was in range, the attacker must immediately reroll his attack against another model in that combat. When determining the attack's new target, the only models considered to be in the same combat are those in melee with the attack's original target and any models in melee with them. Any model meeting these criteria can become the new target. However, a model cannot become the new target if a special rule or effect prohibits it from being targeted by the attack or if the attacker's line of sight is completely blocked by obstructing terrain. Ignore intervening models when determining a new target. If multiple models in the combat are eligible targets, randomly determine which model becomes the new target (excluding the original target).

Example: Using a d6, if there are three other models in the combat, the first model will become the new target on a 1 or 2, the second on a 3 or 4, and the third on a 5 or 6. If the attacker cannot draw line of sight to one of those models due to an obstruction (e.g., it's around the corner of a building), ignore that model and randomize the attack between the other two: it targets the first on a 1, 2, or 3 or the second on a 4, 5, or 6. If one of those two models cannot be targeted for some reason, only one model is an eligible target and thus a random roll is not necessary.

If the attack against the new target misses, it misses completely without targeting any more models.

Example: Madrak is in melee with a Cyclops Savage affected

Targeting into Melee Example



Madrak is in melee with Kaya and an Argus. A Pyre Troll enters the fight from the side to engage Kaya but not the Argus. A Troll Impaler makes a ranged attack against the Argus and misses. Since Madrak is in melee with the Argus and Kaya is in melee with Madrak, they are both in the same combat as the intended target. The Pyre Troll is not included because it is not in melee with the intended target (the Argus) or with another model in melee with the intended target (Madrak). It is far enough from the intended target not to be attacked accidentally.

A random die roll determines Kaya is the new target. Unfortunately, since the Impaler is more than 5' away from Kaya and she is affected by her Occultation spell, she has Stealth (S), which causes the attack to miss automatically without even rolling. Even though Stealth prevents Kaya from being hit, she can still be targeted. Since the attack missed both its intended target and the new target, it misses completely with no further chance of hitting Madrak or the Mauler.

by the Defender's Ward spell. A Troll Impaler forfeits its movement, aims, targets the Cyclops Savage with a thrown spear, and is forced to boost its attack roll. The Impaler's attack roll gains an additional die for boosting the attack roll, gets +2 to the roll for the aiming bonus, and suffers the -4 penalty for targeting a model in melee. In addition, the Savage's DEF against this attack is enhanced due to the spell affecting it.

If the attack misses, the Impaler rerolls the attack, this time targeting Madrak. It still includes the additional die for boosting the attack roll, the +2 aiming bonus, and the -4 penalty for targeting a model in melee. If Madrak is behind cover in relation to the Impaler, he gains +4 DEF against this attack.

An area-of-effect attack that misses a target in melee deviates normally instead of following these rules. Spray attack rolls

that miss a model in melee do not follow these rules; they simply miss.

Area-of-Effect (AOE) Attacks

An attack with an area of effect is sometimes referred to as an **AOE attack**. A ranged attack with an AOE is a ranged attack. A magic attack with an AOE is a magic attack. A melee attack with an AOE is a melee attack. An area-of-effect attack, such as from an explosive spell or a gas cloud, hits every model in an area centered on its point of impact. The attack covers an area with a diameter equal to its area of effect (AOE). Templates for AOE's appear on p. XXX.

An AOE attack follows all normal targeting rules. A successful attack roll indicates a **direct hit** on the intended target, which suffers a direct hit damage roll of $2d6 + POW$. Center the AOE template over the point of impact—in the case of a direct hit, the center of the targeted model's base. Every other model with any part of its base covered by the AOE template is hit, but not directly hit, by the attack and suffers a **blast damage** roll of $2d6 + 1/2 POW$. Make separate damage rolls against each model in the AOE; each roll must be boosted individually.

$$\text{Blast Damage Roll} = 2d6 + 1/2 \text{ POW}$$

AOE attacks are simultaneous attacks (p. XXX).

An AOE attack that misses its target deviates a random direction and distance. An AOE attack declared against a target beyond its range (RNG) automatically misses, and its point of impact deviates from the point on the line from the attack's point of origin to its declared target at a distance equal to its RNG away from the attack's point of origin. An AOE attack that misses a target in range deviates from the center of its intended target.

Damage Point of Origin

An AOE attack's point of impact determines the origin of damage and effects for models not directly hit by the attack. For instance, suppose an AOE ranged attack targets a trooper in a unit that has used the Shield Wall order. If the attack hits, the target trooper will benefit from the Shield Wall if the attacker is in the trooper's front arc, as will other troopers that have the target trooper in their front arc; troopers that do not have the target trooper in their front arc will not benefit from Shield Wall, though, as the damage is originating in their back arc. Should the attack miss and deviate long, into the target trooper's back arc, the target trooper would not benefit from being in the shield wall either. See p. XXX for more information on point of origin and origin of damage.

Deviation

When an AOE attack misses its target, determine its actual point of impact by rolling **deviation**. Referencing the deviation template (p. XXX), roll a d6 to determine the direction the attack deviates. For example, a roll of 1 means the attack goes long and a roll of 4 means

the attack lands short. Then roll another d6 to determine the deviation distance in inches. Determine the missed attack's actual point of impact by measuring the rolled distance from the original point of impact in the direction determined by the deviation roll. If the deviated point of impact would be off the table, reduce the deviation distance so the point of impact is on the edge of the table instead. If the intended target is beyond the weapon's RNG, determine deviation from the point on the line from the attack's point of origin to its declared target at a distance equal to its RNG.

If the target is within range of the attack, the point of impact will not deviate more than half the distance from the attack's point of origin to its intended target. If the target is not within range of the attack, the point of impact will not deviate more than half the RNG of the attack. Use the exact value for this maximum; do not round it. For instance, an attack made at a

target 5" away from the attack's point of origin will deviate a maximum of 2.5" even if the attacker rolls a 3, 4, 5, or 6 for deviation distance.

Terrain features, models, or other effects do not block deviating AOE attacks. They always take effect at the determined point of impact.

Center the AOE template over the point of impact. Every model with any part of its base covered by the AOE template is hit, but not directly hit, by the attack and takes a blast damage roll. Deviating AOE attacks never cause direct hits even if the point of impact is on top of a model.

Spray Attacks

An attack using the spray template is sometimes referred to as a **spray attack**. Some weapons and spells, such as scatterguns and Fell Caller's sonic blast, make spray attacks. This devastating short-ranged attack can potentially hit several models. A spray uses the spray template and will have a RNG of "SP 6," "SP 8," or "SP 10." Effects that modify RNG do not affect spray attacks. The spray template appears on p. XXX.

When making a spray attack, center the spray template laterally over an eligible target with the narrow end of the template touching the nearest edge of the point of origin's base. The target itself need not be under the template. The targeting rules apply when choosing the attack's primary target. Every model with any part of its base covered by the appropriate section of the spray template can be hit by the attack.

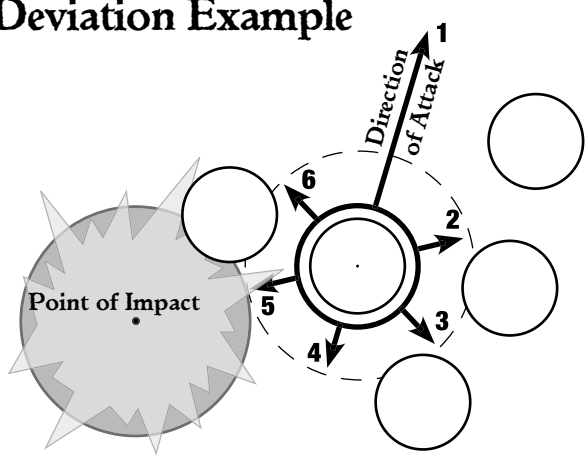
Make separate attack rolls against each model under the template. Remember that each roll must be boosted individually. Spray attacks ignore concealment, cover, Stealth, and intervening models because the attack comes over, around, or in some cases through its protection.

A spray ranged or magic attack roll against a model in melee does not suffer a -4 penalty and a spray attack roll against a model in melee that misses is not rerolled against another model. It misses completely.

A model under the spray template cannot be hit by the attack if the attacker's line of sight to it is completely blocked by terrain.

Every model hit by a spray attack suffers a direct hit. Make separate damage rolls against each model hit. A spray attack is a simultaneous attack.

Deviation Example

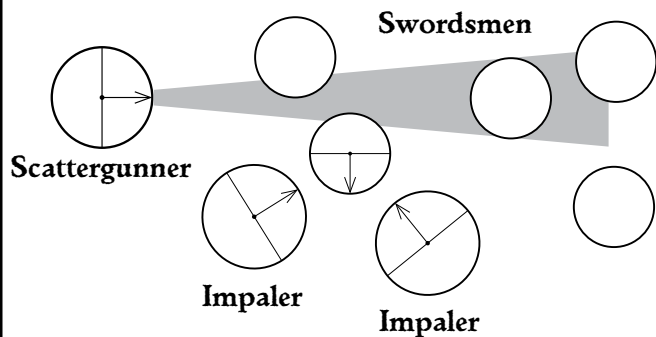


Swordsmen

Cannoneer

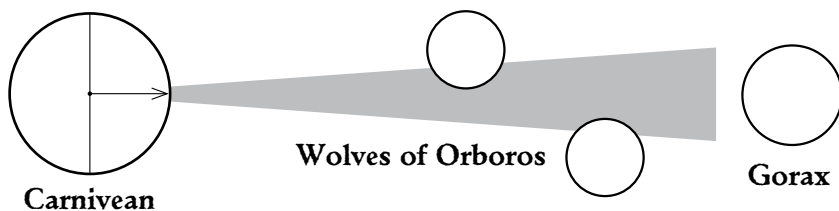
A Titan Cannoneer makes a ranged attack with its siege gun targeting the Blight Nyss Swordsmen in the middle of the unit 10" away. If the target is hit, the siege gun will catch four Swordsmen under the template! The Cannoneer's ranged attack roll misses, however, and since the attack is an AOE attack, the Cannoneer's controller must roll deviation to determine the attack's point of impact. The roll is a 5 for direction and a 4 for 4" of deviation. Measure this distance in the deviation direction from the center of its original target to locate the point of impact. Models under the template suffer blast damage and are subject to the attack's special effects. The Cannoneer does not hit as many Swordsmen as it wanted, but it still catches one under the template.

Examples of Spray Attacks



A Trollkin Scattergunner makes a spray attack against a group of Praetorian Swordsmen. The Trollblood player centers the SP 8 spray template laterally over an eligible target, choosing the centermost Praetorian Swordsman.

Targeting that trooper also lets the player cover the greatest number of Praetorian Swordsmen without covering his own nearby Troll Impalers. He makes a ranged attack roll against each of the four Praetorian Swordsmen in the spray. If an attack roll against the Praetorian Swordsman in melee with the Impalers misses, it will not hit one of the Impalers.



Two Wolves of Orboros have advanced to within range of a Carnivean's Dragon Breath. The Circle player has been careful to place them far enough apart so a spray attack targeted against either one of them will not catch the other under the template. Unfortunately he has not taken the Gorax behind them into account. The Carnivean has line of sight to the Gorax and therefore can target it with its Dragon Breath even though it is out of range. Doing this will cover both Wolves of Orboros with the spray template.

Attacks That Hit or Miss Automatically

Some special rules cause attacks to hit automatically or miss automatically.

If a special rule causes an attack to **hit automatically**, you do not have to make an attack roll. If you do make a roll (because you want to try for a critical hit, for example), the attack no longer hits automatically. If the attack roll fails, the attack misses.

If a special rule will cause an attack to **miss automatically**, do not make an attack roll. The attack just misses.

If one rule causes an attack to hit automatically and one causes it to miss automatically, the automatic hit takes precedence over the automatic miss. For instance, an effect that allows attacks to hit automatically would override special rules such as Stealth that would otherwise cause an attack to miss automatically.

Back Strikes

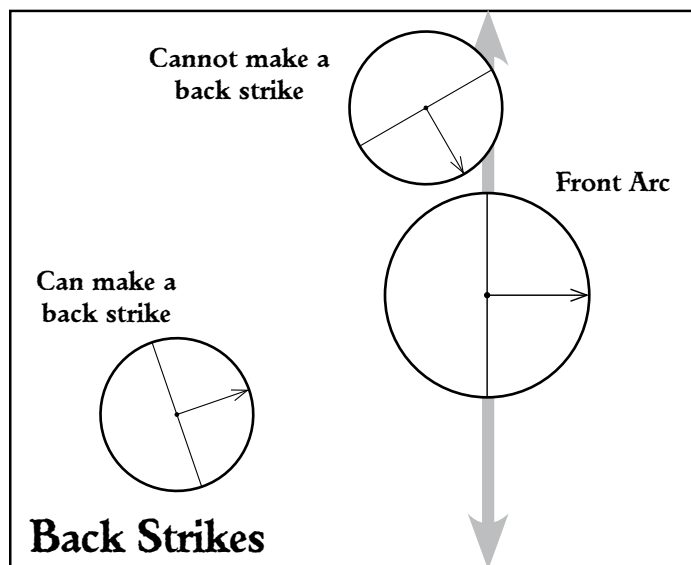
A **back strike** grants a +2 bonus to the attack roll of any melee, ranged, or magic attack made against a model from its back arc. For a model to receive the back strike bonus, the point of origin of the attack must have been in the target's back arc for the attacker's entire activation up to the moment of the attack. If the attack's point of origin was in the target's front arc at any time during the attacking model's activation, the attacker does not receive this bonus. A model receives a back strike bonus only during its activation.

Special Combat Situations

The chaos of a battlefield is constantly producing the unexpected. Although situations can arise as a result of unique circumstances or a model's special rules, the rules in this section should enable a smooth resolution. Savvy players will use these rules to their best advantage.

Attack-Generating Abilities

When a model is granted more attacks as a result of an attack it made, it gains only one. If two or more abilities would grant the model another attack as a result of making an attack, its controlling player chooses which ability to apply. The attack is then resolved using the rules for that ability. These attacks can, in turn, earn more attacks of their own.



Combined Melee Attacks

During their unit's activation, two or more troopers with this ability with the same target in their melee range can combine their melee attacks against that target. In order to participate in a combined melee attack, a trooper must be able to declare a melee attack against the intended target. Choose one model in the attacking group to be the primary attacker and make one melee attack roll for the group. Add +1 to the attack and damage rolls for each model participating in the attack, including the primary attacker. All other bonuses and penalties to the attack and damage rolls, such as the bonus for intervening terrain, are based on the primary attacker.

**Each model in a combined melee attack =
+1 to the attack and damage rolls**

In a combined melee attack, only the primary attacker actually makes an attack. The other participants lose their attacks, contributing them to create the combined attack. A model that charged during its activation can participate in a combined melee attack, but the combined attack cannot be a charge attack unless all contributed attacks are charge attacks. If any non-charge attack is contributed, the combined attack is not a charge attack.

A unit's melee attacks can be grouped in any manner, including multiple combined melee attacks. Troopers capable of multiple melee attacks can divide them among eligible targets and participate in multiple combined melee attacks. Units with Combined Melee Attack ignore the rule that one trooper's combat action cannot begin until the previous model's combat action ends.


Example: Four members of a Wolves of Orboros unit make a combined melee attack against a Skorne Titan Gladiator. One model is chosen to make the melee attack for the group, adding +4 to his attack and damage rolls since there are four models participating in the attack. Two other troopers in the same Wolves of Orboros unit make a combined melee attack against a nearby Basilisk Drake. The trooper declared as the primary attacker makes one melee attack and adds +2 to his attack and damage rolls.

Combined Ranged Attacks

During their unit's activation, two or more troopers with this ability can combine their ranged attacks against the same target. In order to participate in a **combined ranged attack**, a trooper must be able to declare a ranged attack against the intended target and be in formation. Choose one model in the attacking group to be the primary attacker and make one ranged attack roll for the group. Add +1 to the attack and damage rolls for each model participating in the attack, including the primary attacker. All bonuses and penalties for the attack are based on the primary attacker.

**Each model in a combined ranged attack =
+1 to the attack and damage rolls**

Combined ranged attacks cannot target a model in melee.

In a combined ranged attack, only the primary attacker actually makes an attack. The other participants lose their attacks, contributing them to create the combined attack. After declaring all participants, check each one to see if a ranged attack made on its own would have automatically missed due to lack of range or a special rule. Models that would have automatically missed do not contribute to the attack and damage roll bonus but still forfeit their attacks. If the primary attacker would have automatically missed, the combined attack automatically misses. For example, models found to be more than 5" away from a target with the Stealth  ability do not contribute to the combined attack, and the entire combined attack automatically misses if the primary attacker is more than 5" away from the target.

A unit's ranged attacks can be grouped in any manner, including as multiple combined ranged attacks. Troopers capable of multiple ranged attacks can divide them among eligible targets and participate in multiple combined ranged attacks. Units with Combined Ranged Attack ignore the rule that one trooper's combat action cannot begin until the previous model's combat action ends.

Example: Four members of a Blighted Nyss Archer unit that are in formation declare a combined ranged attack against a Trollblood Dire Troll Blitzer. When measuring range, the player discovers one trooper is out of range. That model's participation in the attack will not add to the attack or damage roll, though it still forfeits its attack. The model chosen to make the ranged attack for the group gains only +3 to its attack and damage rolls since only three of the four models participating in the attack contribute to it.

Gunfighter

A model with the Gunfighter advantage has a melee range of 0.5" and can make ranged attacks targeting models in its melee range. This model does not get an aiming bonus when targeting a model in its melee range but can forfeit its movement to use other special abilities. A ranged attack roll does not suffer the target in melee attack roll penalty when the attacker is in melee with the target. However, if such an attack misses and there are multiple models in the combat, the attack can still hit another random model in the combat, excluding the attacker and the original target. Resolve these situations following the rules in "Targeting a Model in Melee" on p. XXX.

A model with the Gunfighter advantage can make charges. If it makes a charge, the model can make its initial attacks with its ranged weapons; if its first attack is made with a ranged weapon, however, that attack is not a charge attack. A model with Gunfighter can make free strikes with its ranged weapons.

Remember that Gunfighter does not allow this model to make melee and ranged attacks during the same activation.

Model Destruction and Tokens

Special rules cause some models to gain certain types of tokens when a model is destroyed. A model

generates only one of each type of token when destroyed. If multiple models are eligible to gain a specific token, the nearest eligible model gets the token. If a model has a limit on how many of a specific token it can have and is at that limit, it is not considered an eligible model.

Falling

A model that is slammed, thrown, pushed, or that otherwise moves off of an elevated surface to another surface at least 1 full inch lower falls. A **falling** model is knocked down and suffers a damage roll. A fall of up to 3" causes a POW 10 damage roll. Add an additional die to the damage roll for every additional increment of 3" the model falls, rounded up.

Fall Damage Roll = 2d6 + 10 + d6 for every 3" of the fall after the first

Example: A model falling 3" suffers a damage roll of 2d6 + 10. One falling 5" suffers a damage roll of 3d6 + 10, and one falling 7" suffers a damage roll of 4d6 + 10!

If a falling model lands on top of another model, follow the rule of least disturbance (p. 64) to move the non-falling model into a legal position.

If a falling model contacts a model with an equal or smaller-sized base, the contacted model is knocked down and suffers the same damage roll as the falling model. A contacted model with a larger base than the falling model, however, does not suffer damage and is not knocked down. All damage resulting from the fall is simultaneous.

Knockdown

Some attacks and special rules cause a model to be **knocked down**. While knocked down a model cannot move, make actions, make attacks, cast spells, use animi, use feats, be used to channel a spell, or give orders and does not have a melee range. A knocked down model does not engage other models and cannot be engaged by them. As a consequence, a model is never in melee with a knocked down model. A melee attack roll against a knocked down model automatically hits. A knocked down model has a base DEF of 5. A knocked down model does not block line of sight and is never an intervening model. A knocked down model cannot be locked or moved by a slam.

A knocked down model can stand up at the start of its next activation unless it was knocked down during its controller's turn; in that case it cannot stand up until its controller's *next* turn even if it has not yet activated this turn. A model cannot become knocked down while it is knocked down. For example, if a model is knocked down during your opponent's turn and before it gets a chance to stand up is affected by an effect that would ordinarily cause it to be knocked down on your turn, it is not affected by the second instance of knockdown and can still stand up on your turn.

To stand up, a model must forfeit either its movement or its action for that activation. A model that forfeits its movement to stand can make an action, but it cannot make attacks involving movement such as a slam. A model that forfeits its

action to stand can use its normal movement to make a full advance but not to run or charge. When a model stands, it ceases to be knocked down. Some special rules allow a model to stand up. In that case, the model may stand up even if it was knocked down during the current player's turn

Beyond the Play Area

If an effect would cause a model to move or be placed beyond the table edge (such as being thrown or slammed), the model stops at the table edge and remains in play. The table edge does not count as an obstacle; models do not take additional damage for stopping there.

Point of Origin

The **point of origin** of an effect or attack is the location or model from which the attack or effect originates. Typically this is the model causing the effect or making the attack, but not always. For example, when a warlock channels a spell through a model, the model the spell is channeled through is the point of origin of the spell even though the warlock is the model casting the spell. For attacks or effects that require line of sight to the target model, both line of sight and any attack roll modifiers that depend on line of sight (such as concealment) are checked from the point of origin of the attack. Range is also checked from the point of origin, including the placement of spray templates. Ignore the target in melee attack roll penalty when the point of origin of the magic attack is in melee with the model against which the attack roll is being made.

For most attacks, the **origin of damage** will be the same as the point of origin of the attack. The origin of damage for a *direct hit* with an AOE attack is the attack's point of origin, but the origin of damage for *any other* damage caused by an AOE attack is the point of impact.

Finally, some non-AOE attacks, such as Chain Lightning, have special rules that allow them to damage models besides the attack's target. The origin of damage in those cases is the model or point from which you measure the range to other affected models. For example, when the lightning generated by Chain Lightning arcs to another model, the immediately previous model struck by the lightning is the origin of that damage.

Replacing Models

When **replacing** one model with another, place the new model so the area covered by the smaller of their bases is completely within the area covered by the larger. If the two bases are the same size, place the new model in the same location as the one being replaced. There must be room for the model's base in the location the model is placed. The player choosing the placed model's new location chooses its facing.

Entering

A model **enters** an area when its position in play changes such that its previous position was not within the area

and its new position is within the area, or when it is put into play in the area. A model can suffer the effects of entering any particular area only once each time it advances.

Stationary Models

A **stationary model** cannot activate. A stationary model does not have a melee range. A stationary model does not engage other models nor can other models engage a stationary model. A model is never in melee with a stationary model. A stationary model cannot advance, make actions, make attacks, cast spells, use animi, use feats, or give orders.

A melee attack roll against a stationary model automatically hits. A stationary model has a base DEF of 5.

Least Disturbance

Some rules can cause moving models to overlap the bases of other models temporarily, such as when a model is thrown or slammed. Once the model has stopped moving, models must be repositioned so that there are no longer any overlapping bases. The model that was moving stays in its final position; other models are moved out of the way to make room.

To determine which models to move and where to move them, first identify the fewest models that would need to be moved to make room. Then find the locations to move them that create the least *total* distance moved. If there are multiple options that yield the least distance—if one model is centered over another, for example—randomly determine the option to use. A model's facing does not change if it moved as a result of this rule.

Forfeiting

Some rules require a model to forfeit its activation, movement, or action, or allow it to do so voluntarily for some benefit.

A model cannot voluntarily forfeit something if it is also required to forfeit it. A model cannot forfeit the same thing to multiple effects. For example, a model that is knocked down cannot forfeit its movement to stand up and also gain an aiming bonus for forfeiting that movement.

A model can forfeit its activation only before it activates in a turn. If it does so, resolve the effect to which the activation is being forfeited, then the model ends its activation, triggering any relevant effects. A model cannot forfeit its activation if it cannot activate. A model cannot forfeit its activation unless it is required to do so or has a rule that allows it to do so. Forfeiting a model's activation does not trigger effects that take place at the end of movement and those that take place at the end of an action.

A model can forfeit its movement anytime before it moves. When a model forfeits its movement, resolve the effect to which the movement is being forfeited, then the model ends its movement, triggering any relevant effects. A model cannot forfeit its movement if it cannot move or does not have a movement available.

A model can forfeit its action anytime before it takes an action. When a model forfeits its action, resolve the effect to which the action is being forfeited, then the model ends its action, triggering any relevant effects. A model cannot forfeit its action if it cannot take an action or does not have an action.

Rerolls

Some models have special abilities that enable them to reroll attack or damage rolls or that cause another model to reroll its attack or damage rolls. These rerolls occur before applying effects that are triggered by hitting/missing for attack rolls or by damaging/not damaging for damage rolls. The results of a reroll completely replace the results of the roll that was rerolled. For example, if a reroll causes a hit model to be missed, it is missed. If a reroll causes a missed model to be hit, it is hit. Multiple reroll effects can come into play on the same roll. Resolve them all before resolving any other effects dependent on hitting/missing or damaging/not damaging.

Switching Targets

Some models have the ability to cause another model to be directly hit by an attack in their place. Others can cause themselves to be directly hit by an attack in place of another model. Switching targets occurs immediately after a hit or a miss has been determined, including the resolution of all rerolls.

Damage

Warlocks, warbeasts, and some other models can take a tremendous amount of damage before they fall in combat. What might be an incapacitating or mortal wound to a regular trooper will just bruise a warbeast or be deflected by a warlock's arcane protections.

Damage Rolls

Determine how much damage is dealt to a model by making a **damage roll**. In the case of ranged, magic, and most other damaging effects roll 2d6 and add the Power (POW) of the attack. In the case of melee attacks, roll 2d6 and add the POW + Strength (STR), or P+S, of the attack. A boosted damage roll adds an additional die to this roll. Special rules for certain circumstances might modify the damage roll as well.

$$\text{Damage Roll} = 2d6 + \text{POW} (+ \text{STR if melee})$$

Compare this total against the Armor (ARM) of the model suffering the damage. That model takes 1 **damage point** for every point that the damage roll exceeds its ARM.

A weapon or attack with POW “—” does not cause damage.

Attacks that generate multiple attack and/or damage rolls do so simultaneously. See “Simultaneous and Sequential” (p. XXX) for details on simultaneous damage.

Recording Damage

A model's army list entry gives the total amount of damage it can suffer before being **disabled** (p. XXX). For models without damage circles, this is 1 damage point. A model resilient enough to take more than 1 point of damage will have a row of **damage** circles on its stat card for tracking damage it receives. Record its damage left to right by marking one damage circle for each damage point taken. A model is disabled once all its damage circles are marked. Unmarked damage circles are sometimes called **wounds**.

Warbeasts have **life spirals** consisting of six branches of damage circles labeled with the numbers 1 through 6. Different life spirals might be slightly different in shape and number of damage circles, but they function the same way. When a model with a life spiral suffers damage, roll a d6 to determine which branch takes the damage. Starting with the outermost unmarked circle in that branch and working inwards, mark one damage circle per damage point taken. Once a branch is full, continue recording damage in the next branch clockwise that contains an unmarked damage circle. Continue filling branches as required until every damage point taken has been recorded.

When a rule specifically states a model suffers damage to the "first" aspect of a given type, find the lowest numbered branch on the model's card that has an unmarked damage circle of that type. Within that branch, mark the outermost unmarked damage circle of that type.

Damaging Aspects

Life spirals are divided into three **aspects** that can be **crippled** as a model suffers damage. As a warbeast's aspects are crippled its performance on the battlefield suffers. While all the damage circles corresponding to an aspect are marked, that aspect is crippled. The effects of crippled systems are as follows:

- **Crippled Body:** The warbeast rolls one fewer die on damage rolls.
- **Crippled Mind:** The warbeast rolls one fewer die on attack rolls. Additionally, the model cannot make chain attacks or special attacks, including power attacks.
- **Crippled Spirit:** The warbeast cannot be forced.

If 1 or more damage points are removed from a crippled aspect, the aspect is no longer crippled.

A LESSON IN ABSTRACTION

Obviously a warbeast's spirit could not be literally damaged. These rules are an abstraction of the effects of damage suffered by a warbeast. For instance, as a warbeast suffers damage on the battlefield, its physical well-being may be compromised (Body Aspect) or it may lose the will to fight (Spirit Aspect).

Disabled and Destroyed

A model is **disabled** when all of its damage circles are marked, or when it suffers 1 damage point if it does not have damage circles. When a model is disabled, immediately resolve any effects triggered by being disabled. A model cannot suffer more damage than it has damage circles. If 1 or more damage points are healed or removed from a model, it is no longer disabled.

After resolving any effects triggered by being disabled, if it is still disabled it is considered to be **boxed**. When a model is boxed, after resolving any effects triggered by being boxed it is **destroyed**, triggering any relevant effects. Remove the destroyed model from the table.

If an effect causes a model to leave play or cease being disabled, such as when damage is removed on a successful Tough roll, do not resolve any more effects triggered by the model being disabled. The model does not become boxed or destroyed, thus effects triggered by the model becoming boxed or destroyed do not occur.

Likewise, if an effect causes a boxed model to leave play or no longer be boxed, do not resolve any additional effects triggered by the model being boxed. For example, if an effect causes a boxed model to be removed from play, no additional effects triggered by the model being boxed take place, and the model is not destroyed. In this case, the removed model does not provide a soul token because it was not destroyed.

In most cases, a model simply takes damage and is destroyed. Some abilities and effects can interrupt or modify the process of taking damage, though, and that's when these steps come into play.

Removed from the Table and Removed from Play

Some rules cause a model to be **removed from the table**, such as when it is destroyed or does something like burrowing into the ground. The model is removed from the playing field and set aside.

Destroyed models can be returned to the table by many means, but other effects that remove a model from the table list specific rules on how and when it can return to play.

Some rules cause a model to be **removed from play**; sometimes this is instead of being destroyed, and at other times it is in addition to being destroyed. A model removed from play is removed from the table and set aside for the rest of the game; it cannot return to the table for any reason.

Warlock Destruction

Should a warlock be unfortunate enough to fall in combat, his entire horde suffers from the harsh blow. When a warlock is destroyed or removed from the table, all upkeep spells cast by the warlock immediately expire. Every warbeast in the warlock's battlegroup immediately goes **wild**.

While it is wild, a warbeast must run during its activation. It is not required to move the full distance of its run, however, and it can even run 0" if desired. If a wild warbeast cannot run, it makes a full advance and must forfeit its action. A wild warbeast cannot make actions, be forced, advance outside of its normal movement, use its animus, or make attacks, including attacks that do not take place during the model's or unit's activation, such as a free strike. It also does not gain an ARM bonus for shields or bucklers.

Taking Control of Wild Warbeasts

A friendly Faction model with the Battlegroup Commander special ability, such as a warlock, that ends its movement in base-to-base contact with a wild warbeast can take control of it. To take control of the warbeast, the model must forfeit its action this turn but can still cast spells, use its feat, and use special abilities. The controlled warbeast is no longer wild, but it must forfeit its activation and cannot be used to channel spells the turn it becomes controlled. The warbeast becomes part of its new controller's battlegroup.

Healing and Removing Damage

Some abilities, spells, and other effects remove damage points from a model. When a model with a life spiral is **healed** or has **damage removed**, remove the damage points from anywhere on the model's life spiral. Remember, if a model heals damage while disabled, it is no longer disabled.

Return to Play


Some special rules can cause a model to **return to play** after it is removed from the table. Unless otherwise specified, a model that is returned to play can activate that same turn and has all damage removed. Returned models cause their units to lose benefits or effects received from the original destruction of the models returned. Models removed from play cannot be returned to play.

If a model has an ability it can use once per game that it has already used this game, it cannot use that ability again even if it returns to play.

Damage Types

Some weapons inflict a specific **damage type** that might affect some models differently than others. When a damage type is referenced in text, it is described as an "X damage roll." For example, a damage roll that causes electrical damage is described as an "electrical damage roll."

A model with immunity to a certain damage type does not take damage of that type. A single attack can inflict damage of several types. If a model is immune to any of those types, it does not suffer damage from the attack. A model that is immune to damage from an attack can still suffer other effects from the attack.

Example: *The Pyre Troll is a warbeast with Immunity: Fire . If it were hit by an attack that caused fire damage, the warbeast would not suffer a damage roll from the attack.*

Some damage types are identified by their attack type. For example, damage caused by a ranged attack might be referred to as "ranged attack damage."

Damage types and immunity to those types include:



Cold



Corrosion



Electricity



Fire



Immunity:
Cold



Immunity:
Corrosion




Immunity:
Electricity



Immunity:
Fire

Magical Weapons

A magical weapon can damage and affect models with the Incorporeal  ability. Attacks made with magical weapons are not magic attacks. Magical ranged weapons make ranged attacks. Magical melee weapons make melee attacks.


Special Effects

Many attacks cause special effects in addition to causing damage. Each special effect is unique in its application. There are three categories of special effects: automatic effects, critical effects, and continuous effects. A special effect can belong to more than one category, and its category can change depending on the weapon. For instance, one weapon might cause the Fire continuous effect automatically on a successful hit, but another might require a critical hit to cause the Fire continuous effect.

Pay close attention to the exact wording for each model's special effects. Even if the effect is the same for different models with the same weapon or ability, it might require different conditions to function. Some models' special effects function if the target is hit, and others require the target to take damage. Critical effects require a critical hit on the attack roll.

Automatic Effects

Apply an automatic effect every time it meets the conditions required to function.

Example: *The Pyre Troll's Spew Fire has the Continuous Effect: Fire  weapon quality. Any model hit by the fire spewed by the troll automatically suffers the Fire continuous effect.*

Critical Effects

Apply a critical effect if any two dice in the attack roll show the same number and the attack hits; this is a **critical hit**. The target model suffers the special effect even if it takes no damage from the damage roll. An AOE attack's critical effect functions only with a direct hit, but every model under the template suffers the critical effect.

Continuous Effects

Continuous effects remain on a model and have the potential to damage or affect it some other way on subsequent turns. A model can have multiple continuous effects on it at once, but it can have only one of each continuous effect type on it at a time.

Resolve continuous effects on models you control during your Maintenance Phase. First roll a d6 for each continuous effect; if the result is a 1 or 2 the continuous effect immediately expires without further effect. On a 3, 4, 5, or 6 the continuous effect remains in play. After rolling for expiration for all continuous effects, apply the effects of all continuous effects that remain in play simultaneously.

Continuous effects do not require fury points for upkeep and cannot be removed voluntarily. Remove a continuous effect only when it expires, a special situation causes it to end, or the affected model is removed from the table.

Example: A Pyre Troll attacks a Titan Gladiator with Spew Fire. Spew Fire has Continuous Effect: Fire 🔥, so the Titan Gladiator now suffers the Fire continuous effect. It takes no damage from the fire at this point. During its controller's next Maintenance Phase, the Titan Gladiator's controller rolls a d6. The result is a 5, so the Titan Gladiator suffers a POW 12 damage roll from the fire. The Pyre Troll hits it with another Spew Fire attack, but since the Titan Gladiator is already on fire, there is no further effect from the hit. When the Maintenance Phase of the Titan Gladiator's controller comes around again, he rolls another d6 for the fire. This time the result is a 1, so the fire goes out without causing the Titan Gladiator to suffer another damage roll.

Some common continuous effects are represented on a weapon's stat bar as weapon qualities.

🔪 **Corrosion** – A model hit by this attack suffers the Corrosion continuous effect, which slowly erodes its target. Corrosion does 1 damage point each turn to the affected model during its controller's Maintenance Phase until it expires. Models with Immunity: Corrosion (🛡️) (p. XXX) never suffer this continuous effect.

🔥 **Fire** – A model hit by this attack suffers the Fire continuous effect, which sets it on fire. A model on fire suffers a **POW 12 damage roll** each turn during its controller's Maintenance Phase until the continuous effect expires. Models with Immunity: Fire (🛡️) (p. XXX) never suffer this continuous effect.

🔪 **Critical Corrosion** – On a critical hit, the model hit suffers the Corrosion continuous effect.

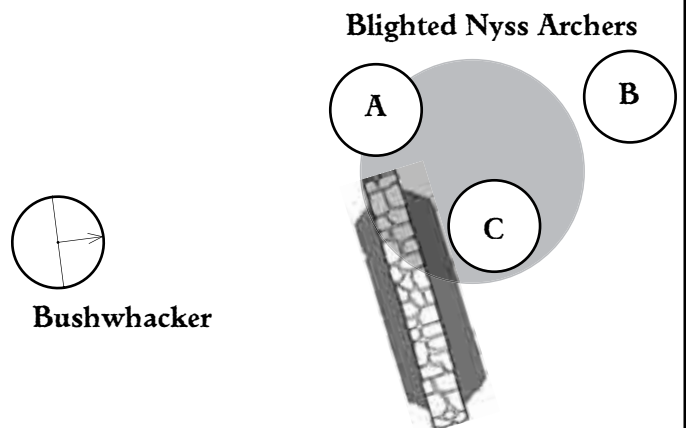
🔥 **Critical Fire** – On a critical hit, the model hit suffers the Fire continuous effect.

Cloud Effects

A **cloud effect** produces an area of dense smoke, magical darkness, thick mists, or the like that remains in play for a specified length of time. Use an AOE template of the appropriate diameter to represent the cloud. Every model with any part of its base covered by the cloud's template is within the cloud and susceptible to its effects.

In addition to being affected by a cloud's special rules, a model inside a cloud effect gains concealment (see p. XXX). The cloud effect does not block line of sight from models within it to those outside of it, but it completely obstructs line of sight from models outside of it to anything beyond it. Thus, a model can see into or out of a cloud effect but not through one. A cloud effect provides no protection from melee attacks.

Cloud Effects



Bushwacker

The Pyg Bushwacker has line of sight to Blighted Nyss Archers A and C, but they both gain +2 DEF from concealment against any ranged or magic attacks from the Bushwacker for being in the cloud effect. The Bushwacker's line of sight to Blighted Nyss Archer C crosses a solid terrain feature that's within 1" of Blighted Nyss Archer C, so Blighted Nyss Archer C gains +4 DEF from cover against the Bushwacker's attacks instead of gaining concealment (since concealment and cover are not cumulative). The Bushwacker and Blighted Nyss Archer B do not have line of sight to each other since the cloud effect is between them.

Blighted Nyss Archers A and C can make ranged or magic attacks against the Bushwacker at no penalty.

Anatomy of a Unit

COMPONENTS, FORMATION, AND MOVEMENT

An horde's soldiers and support personnel are organized into **units**. Every member of a unit is similarly equipped and trained to fill a certain battlefield role. Some units specialize in melee combat, others excel with ranged weapons, and some provide critical or highly specialized capabilities.

Unit Components

Most units are made up of a single Leader model and one or more Grunts that all share the same stat profile. Some units are led by an Officer with a different stat profile than the models it leads. All models in a unit are troopers in addition to their types explained below.

Grunts

Grunts are the basic troopers in a unit. The number of Grunts in a unit is noted on the unit's card.

Leader

In most units, the **Leader** is the unit commander.

When the Leader model in a unit is destroyed or removed from play, immediately promote a Grunt model in the unit to become the new Leader by replacing the Grunt with the Leader model. See "Field Promotion" (p. XXX) for details on this. The new Leader cannot make an attack during the turn it was promoted.

Officers

An **Officer** is a special type of unit commander. Unlike with a Leader, if an Officer is destroyed or removed from play, do not promote a Grunt in the unit to be the new Officer.

Other Trooper Models


Some units contain models that are not Leaders or Grunts. These models might have different stats and weapons than the other models in the unit.

Standard Bearer

While the **standard bearer** is in formation, models in its unit that are also in formation can reroll failed command checks. Additionally, the unit can reroll failed unit-wide command checks while the standard bearer is in formation. Each failed roll can be rerolled once as a result of the presence of a standard bearer.

When the standard bearer is destroyed or removed from play, you can choose a Grunt in its unit that is within 1" of it to take its place and become the new standard bearer. If you choose to replace the standard bearer, replace the Grunt model with the standard bearer model. Effects on the destroyed or removed standard bearer expire. Effects on the replaced Grunt are applied to the new standard bearer. The new standard bearer has the same number of unmarked damage circles remaining as the Grunt it replaced. The new standard bearer cannot make an attack during the turn it replaced the Grunt.

Unit Commander


The **unit commander** is the focal point of a unit. In most cases, the unit commander is the Leader of the unit. If a unit is led by an Officer , the Officer is the unit commander. If a unit has neither an Officer or a Leader, designate another model in the unit to be the unit commander. That model remains the unit commander as long as it is part of the unit.

A trooper's proximity to its unit commander determines whether it is in unit formation. The unit commander issues orders to its unit and can attempt to rally its unit when the unit flees.

Attachments

Attachments are made up of one or more models that can be added to a unit of the same type as the attachment. They can be fielded only as part of a unit, not as individual models. Attachments cannot be added to weapon crews. There are two different types of attachments: **unit attachments** and **weapon attachments**. A unit can have only one of each type of attachment added to it. Models in an attachment are not Grunts.

Each attachment's rules list the unit types to which it can be added.

An Officer  can be added to a unit with a normal unit Leader as part of a unit attachment. If the unit contains both an Officer and a normal unit Leader, the Officer is the unit commander.

Tactics

Tactics are abilities granted to units by some unit attachments. The unit retains these abilities even if the model that granted them is destroyed or removed from play.

Weapon Crews

Weapon crews are small units that operate light artillery. Weapon crews cannot have attachments.

The unit Leader is on the same base as the light artillery and is treated as having the same base size as the Grunts in its unit.

Unlike with other units, if the Leader of a weapon crew leaves play it replaces a Grunt in the unit only if the Grunt is within 1". Otherwise the Leader model leaves play and the player controlling the weapon crew chooses another model in the unit to become the unit commander. See "Field Promotion" on p. XXX.

Unit Formation

Regardless of a unit's role on the battlefield, one thing is certain: a unit is most effective when all its members are **in formation**. The unit commander is always in formation. A model is in formation if it is within its unit commander's command range. A unit's controller can measure the distance between the unit commander and a model in its unit anytime during that unit's activation.

All models in a unit must begin the game in formation.

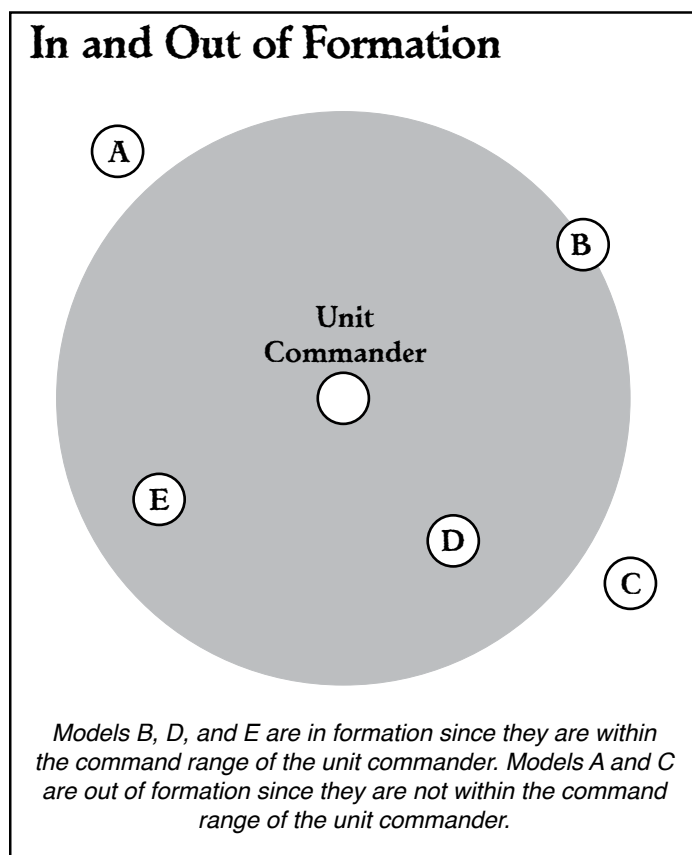
Out of Formation

While **out of formation**, a trooper cannot make actions, advance outside of its normal movement, receive orders, cast spells, or make attacks, including attacks that do not take place during the model's or unit's activation, such as a free strike. The trooper also suffers -2 CMD.

At the beginning of a unit's activation, determine if any troopers are out of formation. Those who are will not receive any order given to their unit. A trooper that

is out of formation at the start of its unit's activation must use its normal movement to make a full advance toward or run directly toward its unit commander. If it makes a full advance, it must forfeit its action.

At the end of a unit's activation, every out-of-formation trooper must pass a command check or flee. Unlike most other command checks made by troopers, an out-of-formation trooper makes this command check individually. If he fails the check, he does not cause the entire unit to flee. See "Command" (p. XXX) for detailed rules on command checks and fleeing.



Moving Units

When a unit makes its normal movement, troopers can move in any order. Remember, a trooper that is out of formation at the start of its unit's activation must advance toward or run directly toward its unit commander. If it makes a full advance, it must forfeit its action.


A unit required to make a command check as a result of its proximity to a terrifying entity during its normal movement does not do so until after every trooper in the unit has completed its movement.

Issuing Orders

Orders let models make specialized combat maneuvers during their activation. Unlike other warrior models, troopers

cannot automatically choose to run or charge during their normal movement; they must receive an order to do so. Similarly, a cavalry trooper must receive an order to make a ride-by attack (see "Cavalry," p. XXX). A unit can receive an order from its unit commander at the beginning of its activation. The unit commander is the only model in a unit that can issue its unit orders.

Some units have orders described in their special rules that can be issued by their unit commanders, such as the Cataphract Cetrati's Shield Wall order. A unit commander can issue any order to its unit that is specified in the unit's special rules.

Orders that appear in the special rules of an Officer  can be issued only by that Officer. If the Officer leaves play, those orders cannot be issued by the new unit commander.

A unit can receive only one order per activation. Every trooper in formation receives the order and is affected by it. Out-of-formation troopers are not affected by orders received by their units. Models in a unit that do not receive an order can make a full advance and make their actions normally. Orders do not carry over from one activation to another.

Field Promotion

When a unit's Leader is destroyed, removed from play, or otherwise no longer part of its unit, choose a Grunt in that model's unit to take its place and become the new Leader. Replace the Grunt model with the Leader model. Effects on the destroyed Leader expire. Effects on the replaced Grunt are applied to the new Leader. The new Leader has the same number of unmarked damage circles remaining as the Grunt it replaced. Leader models are replaced even if there is an Officer model in the unit. The new Leader cannot make an attack during a turn it was promoted.

If the Officer leading a unit leaves play and there is a Leader model in its unit, the Leader model becomes the unit commander.

If the unit's Leader is the unit commander and it leaves play and there is no Grunt to replace it, or if an Officer is destroyed and there is not a Leader model in the unit, choose another model in the unit to become the unit commander. That model remains the unit commander as long as it is part of the unit. If that unit commander is destroyed, choose another model to become the unit commander.

Example: The Leader of a Tharn Ravager unit is destroyed. The unit's controlling player decides to make a Grunt with four unmarked damage circles remaining the new unit commander. He replaces the Grunt model with the Leader model. The new Leader model has the same number of unmarked damage circles remaining as the Grunt it replaced. If the Grunt was also suffering from the Fire continuous effect when it was replaced, the new Leader would continue to suffer from the continuous effect.

Example: The Officer in charge of a Praetorian Swordsmen unit is destroyed. Instead of replacing a Grunt in the unit with the Officer model, the Officer leaves play and the Leader of the unit becomes the new unit commander.

Example: If a Kriel Warrior unit currently consists of a Leader, a Piper, a Caber Thrower, and a Grunt, and an AOE attack destroys both the Leader and the Grunt, the controlling player must make the Piper or the Caber Thrower the unit commander. In either case, the model is not replaced by the Leader because neither is a Grunt.

Spells and Effects

Some special rules and spells affect entire units. Those special rules and spells are noted in their descriptions. If a special rule or spell specifies “target unit,” it must target a trooper in a unit but will affect all models in the unit. Effects that specify “target model/unit” can target any model, including non-troopers, but if the target model is a trooper the effect will apply to the entire unit.

Warbeasts

SPECIAL RULES, FORCING, AND FRENZY

Warbeasts are living engines of rage and are the greatest assets in a warlock’s arsenal. They are armed with a broad variety of melee and ranged weaponry and embody the primal power of their respective factions. A single warbeast can annihilate dozens of men, and side by side, several warbeasts together comprise a threat no enemy can ignore.

Warbeast Special Rules

All warbeasts have the following special rules in common.

Life Spiral

Warbeasts have life spirals. A warbeast is not destroyed until all the circles in its life spiral are marked.

Fearless

Though the icon does not appear on their stat lines, all warbeasts have the Fearless advantage (see p. XXX).

Animus

Warbeasts have dormant arcane abilities called **animi** that can be tapped by the warlocks who control them. A warbeast can be forced to use its animus, or the warlock who controls the warbeast can treat the animus as if it were one of his own spells while the warbeast is in his control area.

Warbeast Melee Range

Warbeasts always have at least a 0.5” melee range.

Warbeast Constructs

Warbeasts with the Construct advantage (see p. XXX) never make threshold checks and cannot be healed.

Fury & Forcing

A warbeast is a primal engine of rage that reaches its full potential only when under the control of a model with the

Fury Manipulation ability. A warbeast can be **forced** only while in its controller’s control area, but it does not need to be in its controller’s line of sight to be forced. When a warbeast is forced, declare the desired effect and place 1 fury point on it. This fury point does not come from the warlock. A warbeast can be forced several times during its activation, but it can never have a fury point total higher than its current FURY. If a warbeast’s current FURY is reduced for any reason, immediately remove excess fury points. A warbeast cannot be forced if the fury point gained would cause it to exceed its current FURY. Wild warbeasts cannot be forced. Fury points remain on warbeasts until removed by leaching, reaving, or a special rule.

Additional Attack

During its activation, a warbeast can be forced to make additional melee or ranged attacks as part of its combat action (see “Combat Actions,” p. XXX). It can make one additional attack each time it is forced.

Boost

During its activation, a warbeast can be forced to boost any of its attack rolls or damage rolls during. Add an extra die to the boosted roll. Boosting must be declared before rolling any dice for the roll.

Remember, a single roll can be boosted only once, but a warbeast can boost as many different rolls as you can afford to force it to.

Charge

A warbeast must be forced to charge.

Run

A warbeast must be forced to run.

Make a Power Attack

Warbeasts can make power attacks but must be forced to do so. All warbeasts can make the slam, head-butt, and push power attacks. Heavy warbeasts can make the trample power attack. Warbeasts with at least one weapon with the Open Fist weapon quality can make headlock/ weapon lock and throw power attacks. Warbeasts with two weapons with the Open Fist weapon quality can make double-hand throw power attacks. A warbeast cannot make power attacks while its Mind Aspect is crippled.

Rile

During its activation, a warbeast can be forced for the sole purpose of gaining fury points. When a warbeast is riled, it can gain any number of fury points but cannot exceed its current FURY. A warbeast can be riled even if it runs.

Shake Effects

During your Control Phase after leaching, a warbeast that is knocked down can be forced to stand up.

During your Control Phase after leaching, a warbeast that is stationary can be forced to cause the stationary status to expire.

Use Animus

Once per activation, at any time, a warbeast can be forced to use its animus. Instead of gaining only 1 fury point when it is forced to use its animus, the warbeast gains a number of fury points equal to the COST of the animus. A warbeast cannot use its animus during an activation it runs. (See “Spells & Animi” on p. XXX for details.)

Threshold & Frenzy

Tapping into the primal energies of vicious warbeasts is not without risks. The fury generated by pushing a warbeast can potentially send it into a blind rage, causing it to frenzy. During your Control Phase, after your warlocks have leached fury from their warbeasts and spent fury to upkeep their spells, each of your warbeasts with 1 or more fury points remaining on it must make a successful threshold check or frenzy. To make a threshold check, roll 2d6 and add 1 to the roll for each fury point on the warbeast. If the roll exceeds the warbeast’s current Threshold (THR) stat, it fails and frenzies.

Example: during his Control Phase Rob makes a threshold check for his Titan Gladiator, which has 3 fury points on it. Rob rolls 2d6 and adds 3 to the roll for the Titan Gladiator’s fury points. He then compares the result to the Titan Gladiator’s THR of 9. The Titan Gladiator passes the threshold check and nothing happens if Rob rolls 6 or less (the Gladiator’s THR of 9 – 3 fury points = 6). If Rob rolls 7 or more, the Titan Gladiator frenzies because the result exceeds its THR.

A frenzied warbeast immediately activates and attempts to attack another model. If there are models in melee range, it will attack one of them, enemy models first. If there are no models in the warbeast’s melee range but there are models engaging it, the warbeast will advance toward and attack the closest. Otherwise, the frenzied warbeast will charge and attack the nearest model in line of sight. If the frenzied warbeast cannot charge, it will advance toward the selected model instead. If there are no models in the frenzied warbeast’s line of sight, it will advance toward and attack the nearest model. When there is a choice of models, select one of them at random. A frenzied warbeast that is knocked down will forfeit its movement to stand up and attack if possible. Otherwise it will forfeit its action and advance toward the nearest model.

A frenzied warbeast never makes special attacks. It makes one attack with its melee weapon with the highest POW. The attack and damage rolls for this attack are boosted.

The warbeast remains frenzied for one round. While frenzied, the warbeast cannot be forced or can have damage transferred to it. Because a frenzied warbeast activates in the Control Phase, it cannot activate again during the Activation Phase that turn.

Warlocks and Fury

SPECIAL RULES, MANAGING FURY POINTS, AND CASTING SPELLS

Warlocks are the most powerful models in HORDES. They are powerful shamans and deadly warriors as effective in martial combat as when wielding arcane forces. A warlock’s greatest talent, however, lies in harnessing the primal power contained within his warbeasts. If a warlock is the most powerful model in an army, warbeasts are his greatest asset. Without warbeasts, a warlock’s power is greatly diminished.

Battles can be won or lost purely by how well a player manages his models’ fury, how he forces his warbeasts, and what he does with the fury generated. HORDES is a game of risk management, pure and simple. A player is required to know not only where he needs to boost an attack or cast a spell but also how far he is willing to push the warbeasts under his control. Choosing poorly can result in a frenzied warbeast charging ahead of the rest of the army, or worse, assaulting its controlling warlock in a blind rage.

Warlock Special Rules

All warlocks have the following special rules in common.

Battlegroup Commander

This model can control a group of warbeasts. This model and its assigned warbeasts are collectively referred to as a **battlegroup**. This model can force the warbeasts in its battlegroup.

Since warlocks and warbeasts are independent models, each model in a battlegroup can move freely about the battlefield separate from the rest of the group. Although warbeasts usually benefit from remaining within their warlock’s control area, they are not required to do so.

Only friendly models can be part of a battlegroup. If a rule causes a warbeast to become an enemy model, it is not part of its original battlegroup while that rule is in effect.

If an effect causes a battlegroup commander to fall under your opponent’s control, while he is controlled by your opponent the warbeasts in his battlegroup remain under your control but are not considered to be part of their former controller’s battlegroup. If you regain control of the battlegroup commander, he resumes control of the warbeasts in his battlegroup unless some other model has already taken control of them.

Forcing Warbeasts

A battlegroup commander can force his warbeasts as long as they meet the following criteria. The warbeast must be in the battlegroup commander’s own battlegroup and



in his control area (see “Control Area,” next page), though it need not be in his line of sight. Take care to remember which warbeasts belong to which battlegroup; a battlegroup commander cannot force warbeasts in another model’s battlegroup even if they are both part of the same army.

Commander

Though the icon does not appear on their stat lines, all warlocks have the Commander advantage (see p. XXX).

Fearless

Though the icon does not appear on their stat lines, all warlocks have the Fearless advantage (see p. XXX).

Feat

Each warlock has a unique **feat** that can turn the tide of battle if used at the right time. A warlock can use his feat at any time during his activation. A warlock cannot use his feat if he runs and cannot interrupt his movement or attack to use it. He can use his feat before moving, after moving, before an attack, or after an attack, but not while moving or attacking.

A warlock can use his feat only once per game.

Fury Manipulation

This model has a **Fury (FURY)** stat. During your Control Phase, this model **replenishes** its fury points by leaching fury from the warbeasts in its battlegroup. A warlock cannot exceed his FURY in fury points as a result of leaching. This model begins the game with a number of fury points equal to its FURY. Unless otherwise stated, this model can spend fury points only during its activation.

Damage Transference

When a warlock suffers damage, he can immediately spend a fury point to **transfer** the damage to a warbeast in his battlegroup in his control area. The warbeast suffers the damage instead of the warlock. Determine where to mark the damage normally. Transferred damage exceeding the warbeast’s unmarked damage circles is applied to the warlock and cannot be transferred again. A warlock cannot transfer damage to a *frenzied* warbeast, a *wild* warbeast, or a warbeast that has a number of fury points equal to its FURY stat. The warlock is still considered to have suffered damage even if the damage is transferred.

Healing

At any time during its activation, this model can spend fury points to heal damage it or a warbeasts in it battlegroup in its control area has suffered. For each fury point spent this way, this model heals 1 damage point.

Spellcaster

This model can **cast spells** at any time during its activation by paying the COST of the spell. In addition to the spells listed

on its card, this model can also cast the animi of the warbeasts in its battlegroup in its control area as spells. This model cannot cast spells during an activation it runs. (See “Spells & Animi” on p. XXX for details.)

Control Area

This model has a **control area**, a circular area centered on this model with a radius that extends out from the edge of its base a number of inches equal to twice its current FURY. A model is always considered to be in its own control area. When a special rule changes a model’s FURY, its control area changes accordingly. Some spells and feats use the control area, noted as “CTRL,” as their range or area of effect.

A warbeast must be in its warlock’s control area to be forced by the warlock.

Measuring Control Areas

You can measure the control area of your models at any time for any reason. Specifically, you can measure the distance from a model to any point within its control area at any time.

For control area effects against opposing models, you do not have to measure the control area until after the enemy model commits to its movement or action.

***Example:** A warlock casts a spell that turns his control area into rough terrain. That warlock’s controller does not have to measure his control area prior to an enemy model entering it. The opposing player will have to adjust his model’s position after completing its movement if it entered the warlock’s control area and had its movement reduced by the spell’s effect.*

Fury: Additional Attack

This model can **spend fury** to make additional melee or ranged attacks as part of its combat action (see “Combat Actions,” p. XXX). It can make one additional attack for each fury point it spends.

FOR THE MATHEMATICALLY INCLINED

Some effects use terminology like “increases control area by 2”.” Inches are a unit of length, not area, and so the phrase may seem a bit odd. Likewise, some effects “double the control area.” The correct interpretation is that the length of the line extending out from the model’s base is the value being modified, not the area enclosed by sweeping that line around the model.

Fury: Boost

This model can spend 1 fury to boost any of its attack rolls or damage rolls during its activation. Add an extra die to the boosted roll. Boosting must be declared before rolling any dice for the roll.

Remember, a single roll can be boosted only once, but a warlock can boost as many different rolls as you can afford.

Fury: Shake Effect

During your Control Phase after leaching, if this model is knocked down it can spend 1 fury point to stand up.

During your Control Phase after leaching, if this model is stationary it can spend 1 fury point to cause the stationary status to expire.

PERFORMANCE POWER

Remember that a warbeast must be forced to run, charge, use its animi, or make a power attack. Warlocks can also spend their fury points to cast spells or heal damage.

Spells and Animi

Some models, like warlocks, have the ability to cast spells and tap the dormant primal power of a warbeast known as an animus. A model with the Battlegroup Commander and Fury Manipulation abilities can tap the animus of a warbeast in its battlegroup that is in its control area and cast it as if it were a spell of its own. A warbeast must be forced to use its animus. When a warbeast uses its animus, it is not considered to be casting a spell, but when the warbeast's controller taps its animus, the controller is considered to be casting a spell.

A model can cast a spell or be forced to use its animus only during its activation.

Spellcasting

Models with the Fury Manipulation ability cast spells by paying the COST of the spell or animus in fury points. A model can cast any number of spells during its activation for which it can pay the COST. A spell can be cast multiple times per activation if the COST can be paid.

When a model casts a spell, resolve the spell's effects immediately.

A spell's point of origin is the model casting the spell or the model through which the spell is channeled (see "Channeling," p. XXX). Unless noted otherwise, spells that target a model other than the casting model or the model channeling the spell require line of sight to their targets. Unlike ranged attacks, being in melee does not prevent a model from casting a spell.

A model can cast spells at any time during its activation but cannot interrupt its movement or attack to cast a spell. It can cast a spell before moving, after moving, before an attack, or

after an attack, but not while moving or attacking. A model cannot cast spells during an activation it ran.

Example: A warlock could cast a spell, move, use his combat action to make a melee attack, cast two more spells, and then spend another fury point to make an additional melee attack.

Animi

When a warbeast uses its animus, it gains a number of fury points equal to the COST of the animus. A warbeast cannot exceed its FURY in fury points as a result of using its animus. If the fury points gained by using its animus would cause a warbeast's fury point total to exceed its FURY, it cannot use the animus. A warbeast can be forced to use its animus only once per activation. Immediately resolve the effects of the animus.

When a warbeast uses its animus, resolve its effects immediately.

An animus' point of origin is the warbeast using the animus or the model casting it as a spell. A model that can cast as an animus as a spell can also channel that animus. Unless noted otherwise, animi that target a model other than the model using the animus require line of sight to their targets. Unlike ranged attacks, being in melee does not prevent a model from using an animus.

A warbeast can be forced to use its animus any time during its activation but cannot interrupt its movement or attack to use its animus. It can use its animus before moving, after moving, before an attack, or after an attack but not while moving or attacking. A warbeast cannot use its animus during an activation it ran.

A model or unit can have only one friendly animus in play on it at a time. If another friendly animus is cast on a model or unit the older friendly animus expires and is replaced by the new one when the affected model is hit by the animus. The older friendly animus expires even if only a single model in the unit is affected by the new friendly animus. This applies to animi used by warbeasts as well as those cast as spells.

If an animus affecting a unit expires on one model in the unit, it expires on all models in the unit.

Spell and Animus Statistics

Spells and animi are defined by the following six statistics:

COST – The number of fury points that must be spent to cast a spell or the number of fury points a warbeast gains by being forced to use its animus.

RNG, Range – The maximum distance in inches from the spell or animus' point of origin to its target. Measure range from the edge of the point of origin's base to the target up to the maximum range of the spell or animus. If the nearest edge of the target model's base is within the maximum range of the spell or animus, the target is in range. A RNG of "SELF" indicates that a spell can be cast only on the model casting it or an animus can only be cast on the model using it. A RNG

of “CTRL” indicates the spell uses the spellcaster’s control area as its range. Animi never have a RNG of CTRL.

POW, Power – The base amount of damage a spell or animus inflicts. The POW forms the basis of the spell or animus’ damage roll. A spell or animus with POW “—” does not cause damage.

AOE, Area of Effect – The diameter in inches of the template an AOE spell or animus uses for damage effects. When casting an AOE spell or animus, center the template on the determined point of impact. A model with any part of its base covered by the template potentially suffer the spell or animus’ effects. See pp. XXX–XXX for details on AOE attacks. Templates for AOE spells appear on p. XXX. A spell with an AOE of “CTRL” is centered on the warlock and affects models in his control area.

UP, Upkeep (Yes/No) – Whether the spell can be upkept. Animi cannot be upkept. An upkeep spell remains in play if the model that cast it spends 1 fury point to maintain it during its controller’s Control Phase.

OFF, Offensive (Yes/No) – Whether the spell or animus is offensive. An offensive spell or animus requires a successful magic attack roll in order to take effect. If the attack roll fails, the attack misses and the spell or animus has no effect. A failed attack roll for an offensive spell or animus with an area of effect deviates.

If a stat is listed as “*” the spell or animus does not use the stat in a normal way and contains special rules relating to that aspect of the spell or animus.

Example: A spell or animus that has an AOE but does not use one of the standard 3”, 4”, or 5” templates would have “*” as its AOE stat and include rules explaining how its AOE is measured.

Offensive Spells, Animi, and Magic Attacks

An **offensive spell** or **animus** is a magic attack that requires that the model casting the spell or using the animus succeed in a magic attack roll to put its effects in play. Magic attacks are similar to ranged attacks and follow most of the same rules but are not affected by a rule that affects only ranged attacks.

An offensive spell or animus cannot target its point of origin.

Some spells and animi have “*” in the OFF column rather than “YES” or “NO.” Treat these spells as non-offensive when targeting friendly models and offensive when targeting enemy models.

Casting a Spell or Using an Animus

To cast a spell, a model must first pay its COST. If the spell is an upkeep spell, any other copies of that spell cast by the spellcaster immediately expire.

When a warbeast uses an animus, it gains a number of fury points equal to the COST of the animus. A warbeast cannot exceed its FURY in fury points as a result of using its animus. If the fury points gained by using its animus would cause a warbeast’s fury point total to exceed its FURY, it cannot use the animus.

Next, declare the target. A spell or animus can target any model in the point of origin’s line of sight (see “Line of Sight,” p. XXX) subject to the targeting rules. Non-offensive spells and animi with a numeric RNG can also target the point of origin of the spell. A spell or animus cannot target open ground or a permanent terrain feature.

Certain rules and effects create situations that specifically prevent a model from being targeted. A model that cannot be targeted by an attack still suffers its effects if inside the attack’s AOE. Other rules and effects, such as Stealth, only cause an attack to miss automatically. They do not prevent the model from being targeted by the attack.

Measuring Range

After declaring the target, **measure** to see if the target is within the Range (RNG) of the spell or animus. Measure range from the edge of the point of origin’s base to the target up to the maximum range of the spell or animus. If the nearest edge of the target model’s base is within the maximum range of the spell or animus, the target is in range. If the target is in range and the spell or animus is non-offensive, apply the spell’s effects. If the target is in range and the spell or animus is offensive, make a magic attack roll to see if it hits. If the target is beyond maximum range, a non-offensive spell or animus does not take effect and an offensive spell or animus automatically misses. If a magic attack has an area of effect (AOE) and the attack’s target is out of range, it automatically misses, and its point of impact will deviate from the point on the line to its declared target at a distance equal to its RNG. See “Area-of-Effect (AOE) Attacks” on pp. XXX–XXX for details on these attacks and deviation.

Magic Attack Rolls

Determine a magic attack’s success by making a **magic attack roll**. Roll 2d6 and add the attacking model’s current FURY. Roll an additional die if the roll is boosted. Special rules and certain circumstances might modify the attack roll as well.

$$\text{Magic Attack Roll} = 2d6 + \text{FURY}$$

A target is directly hit if the attack roll equals or exceeds the target’s DEF. If the attack roll is less than the target’s DEF, it misses. A roll of all 1s on the dice causes an automatic miss. A roll of all 6s is a direct hit unless you are rolling only one die, regardless of the attacker’s FURY or its target’s DEF.

Sometimes a special rule causes an attack to hit automatically. Such automatic hits are also direct hits.

A magic attack roll does not suffer the target in melee attack roll penalty when the attacker is in melee



with the target. If such an attack misses and there are multiple models in the combat, however, the attack can still hit another random model in the combat, excluding the attacker and the original target. Resolve these situations following the rules in “Targeting a Model in Melee” on p. XXX and “Spell Targeting” on the next page. An AOE spell that misses in this situation will deviate normally.

Magic Attack Roll Modifiers

The most common modifiers affecting a model’s magic attack roll are summarized here for easy reference. Where necessary, additional detail can be found on the pages listed.

- *Back Strike* (p. XXX): A back strike gains +2 bonus to the attack roll.
- *Cloud Effect* (p. XXX): A model inside a cloud effect gains concealment.
- *Concealment* (p. XXX): A model with concealment in relation to its attacker gains +2 DEF against ranged and magic attacks.
- *Cover* (pp. XXX–XXX): A model with cover in relation to its attacker gains +4 DEF against ranged and magic attacks.
- *Elevated Attacker*: If the attacker is on terrain at least 1” higher than the target, it is an elevated attacker. When drawing line of sight from an elevated attacker, ignore intervening models on terrain at least 1” lower than the attacker unless they are within 1” of the target. Additionally, ignore intervening models within 1” of the target that are on terrain at least 1” lower than the attacker and have equal or smaller-sized bases than the attacker.
- *Elevated Target*: If the target is on terrain at least 1” higher than the attacker, it is an elevated target. When drawing line of sight to an elevated target, ignore intervening models on terrain at least 1” lower than the target. An elevated target gains +2 DEF against ranged and magic attack rolls.
- *Knocked Down Target* (p. XXX): While knocked down, a model has its base DEF reduced to 5.
- *Stationary Target* (p. XXX): While stationary, a model has its base DEF reduced to 5.
- *Target in Melee* (p. XXX): A ranged or magic attack roll against a target in melee suffers a –4 penalty. Remember that a model making a magic attack while in melee with its target does not suffer this penalty. If the attack misses, it will deviate and might hit a nearby model instead.

Spell Targeting

Many spells and animi can be cast only on certain types of models, such as warbeasts or enemy troopers. Such restrictions are noted in a spell’s description. To abbreviate these targeting restrictions, when a spell’s description mentions an effect against a “target something,” the spell can be cast only on that type of model.

Example: *Kaya the Wildborne’s spell Wild Aggression states “target friendly warbeast in this model’s battlegroup can run, charge, or power attack slam or trample without being forced and gains boosted melee attack rolls.” Therefore when Kaya casts this spell it can target only a warbeast her battlegroup.*

When using an offensive spell or animus to attack a structure, ignore its targeting restrictions.

When an offensive spell or animus targeting a model in melee misses, ignore its targeting restrictions when determining which model in the combat might be hit instead. If the new target is an invalid one for the spell or animus, the spell or animus has no further effect. (See “Targeting a Model in Melee” on p. XXX and “Offensive Spells, Animi, and Magic Attacks” above for details on resolving a magic attack against a model in melee.) An AOE spell or animi that misses will deviate normally instead.

Example: *Hoarluk Doomshaper, Shaman of the Gnarl attempts to cast Stranglehold on a Legion Blighted Nyss Swordsman trooper in melee with one of his Pyre Trolls, which is itself in melee with two other Blighted Nyss Swordsman troopers. Thus, there are four models in the combat. If he misses, determine which of the other three models might be hit by the spell instead as usual.*

Upkeep Spells

Upkeep spells can be maintained for more than one round. During your Control Phase, your models can spend fury to keep their upkeep spells in play. Each upkeep spell requires 1 fury point for its upkeep every time. A model can maintain an upkeep spell even if the spell’s effects are outside that model’s control area. If fury is not spent to maintain one of your upkeep spells during your Control Phase, the spell immediately expires.

A model can have only one instance of each specific upkeep spell in play at a time, but it can maintain any number of different upkeep spells simultaneously if it spends enough fury points to do so. A model or unit can have only one friendly and one enemy upkeep spell in play on it at a time. If another upkeep spell is cast on a model or unit that already has one from the same side—friendly or enemy—the older upkeep spell expires and is replaced by the newly cast one when the affected model is hit by the spell. The older upkeep spell expires even if only a single model in the unit is affected by the new upkeep spell. Likewise, an upkeep spell on one model expires if its unit is affected by a new upkeep spell from the same side.

A model can recast any of its upkeep spells already in play. If this happens, the spell’s previous casting immediately expires when the COST of the new casting is paid.

If an upkeep spell affecting a unit expires on one model in the unit, it expires on all models in the unit.

Example: *A unit of Skorne Cataphract Cetrati currently has the Savagery spell in play on it. The Skorne player decides it would be more beneficial to have the Defender’s Ward spell cast on the unit instead and casts it, which immediately removes the Savagery spell when he pays Defender’s Ward’s COST. During the*



Trollblood player's turn, Doomshaper casts Death Sentence on the unit. This does not remove the Defender's Ward spell because an enemy upkeep spell does not replace a friendly one.

Multiple Spell Effects

Although it is not possible to have more than one friendly upkeep spell and one enemy upkeep spell on a model or unit at a time, it is possible for a model or unit to be affected by more than one spell or animus at a time. As long as a model or unit is under the effects of no more than one friendly and one enemy upkeep spell, it can be affected by any number of non-upkeep spells and up to one friendly animus effect at the same time.

Example: A Troll Impaler targets a Dire Troll Blitzter already under the effects of Sure Foot with Far Strike. Sure Foot does not expire when the Dire Troll is affected by Far Strike because Far Strike is not an upkeep spell.

Channeling

Some models, known as **channelers**, can act as passive relays for spells and extend their effective range. A spellcaster can cast spells through any channeler in its battlegroup that is also in its control area. The spellcaster is still the attacker and the model casting the spell, but the channeler becomes the spell's point of origin. This means that eligible targets and the spell's range are measured from the channeler and that the channeler must have line of sight to the spell's target. Channeling a spell does not require the spellcaster to have line of sight to either the channeler or the spell's target. There is no additional fury cost for channeling a spell.

A channeler engaged by an enemy model cannot channel spells. A stationary channeler can channel spells, but one that is knocked down cannot. A channeler can be the target of a non-offensive spell it channels, but a spell with a RNG of "SELF" cannot be channeled. A channeler cannot be the target of an offensive spell channeled through it.

Make a magic attack for a channeled offensive spell normally. The warlock can spend fury to boost die rolls or otherwise enhance the spell normally.

CHANNELING 101

Channeling a spell does not require the spellcaster to have line of sight to either the channeler or the spell's target. The channeler must have line of sight to the spell's target, though.

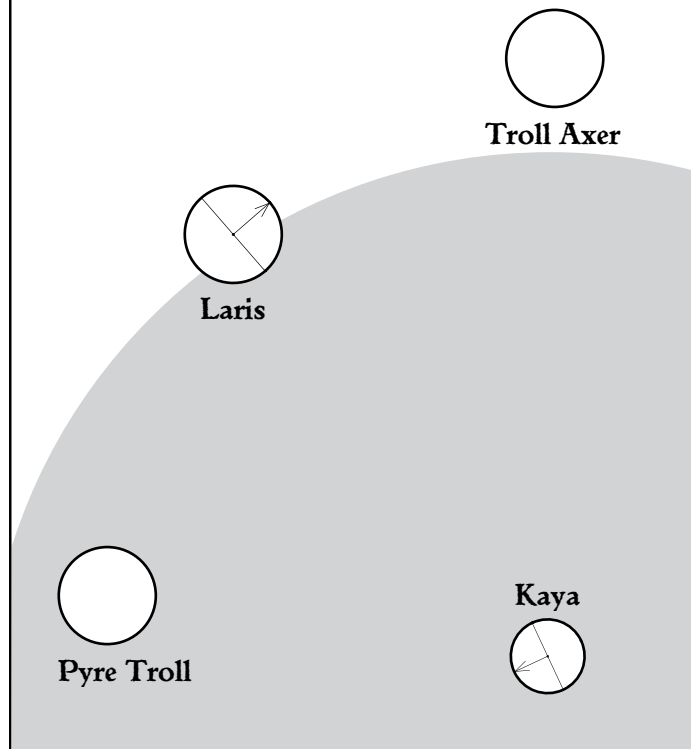
A warlock can channel a spell through only a single channeler at a time. Spells cannot be relayed from one channeler to another.

The warlock casts the spell, but the channeler is the spell's point of origin. A channeler cannot be the target of an offensive spell channeled through it.

Remember, the channeler is just a relay. Being used to channel a spell is a passive effect that occurs during a spellcaster's activation and has no impact on the channeler's own activation. A channeling warbeast cannot be forced to pay the spell's COST or boost its rolls, for example.

Only spells can be channeled, including animi cast as spells by warlocks. An animus used by a warbeast cannot be channeled because it is not a spell.

Control Area and Channeling



Kaya the Moonhunter has FURY 6, so her control area (represented by the shaded area) measures 12' from her base. Kaya can channel spells through Laris as long as Laris is in her control area.

A channeler must have line of sight to a target in order to be used to channel spells at it. Therefore Kaya can use Laris to channel spells at the Troll Axer, but she cannot use it to channel spells at the Pyre Troll even though Kaya herself has line of sight to it.

Additional Rules

CAVALRY, EPIC, AND MORE

Cavalry

Mounted forces are renowned for their terrifying charges, which couple tremendous speed with great weight. Even troops who can avoid being cut down by lances and sabers are still vulnerable to being crushed underfoot.

Certain HORDES models and units are designated as **cavalry**. In addition to all the standard rules for models of their types, cavalry models have the following additional rules in common.

Tall in the Saddle

Cavalry models ignore intervening models with bases smaller than their own when making melee attacks.

Ride-by Attack

A cavalry model can combine its normal movement and action in a **ride-by attack**. Declare that the model is doing so at the beginning of its normal movement. The model makes a full advance and can halt its movement at any point to make its combat action. Do not resolve abilities that trigger when the model ends its normal movement at this time. After it ends its combat action, the model resumes its movement. Therefore, a model making a ride-by attack triggers end-of-action effects before end-of-normal-movement effects. A cavalry trooper making a ride-by attack must complete both its movement and its combat action before the next model begins its normal movement.

Models in a cavalry unit must receive an order to make a ride-by attack. A cavalry model that received a ride-by attack order can make its attacks that activation even while out of formation.

Mount

A cavalry model's **Mount** not only provides transportation but also is a weapon in its own right. Mounts are indicated by a horseshoe icon in their stat bars. A Mount weapon has a 0.5" melee range. Attacks made with a Mount are melee attacks and are resolved normally except that the damage roll is only 2d6 plus the POW of the Mount. Do not add the cavalry model's STR to Mount damage rolls. Mount attack and damage rolls cannot be boosted.

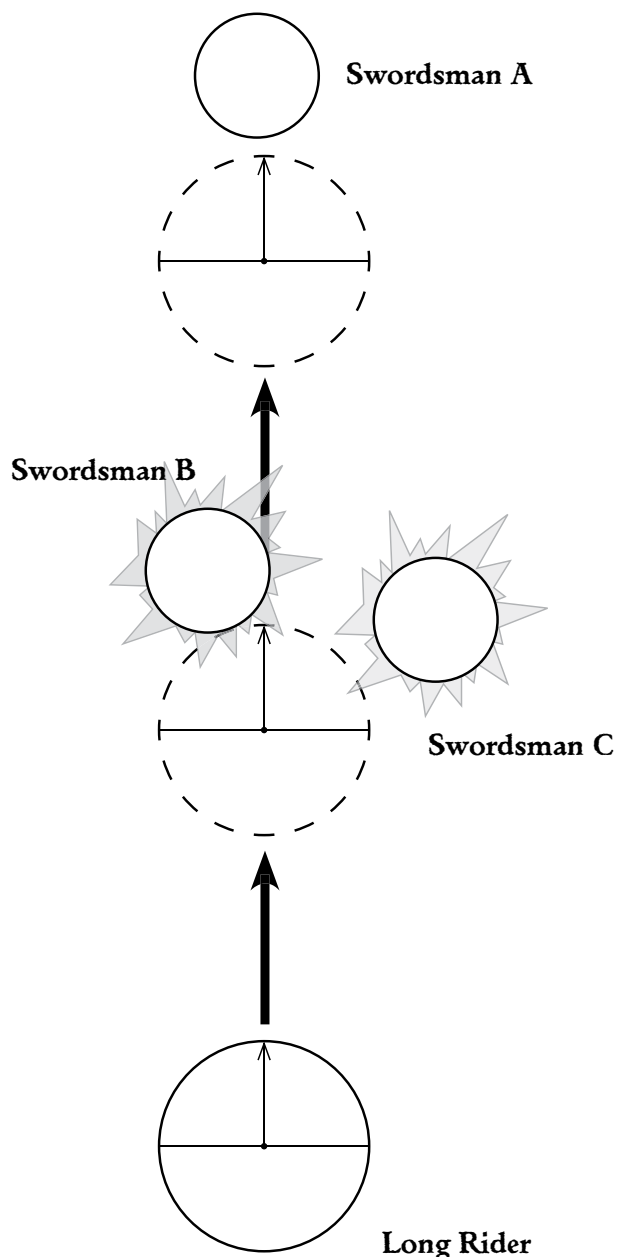
Mount Melee Attack Roll = 2d6 + POW of Mount

Normally a model can use its Mount only to make impact attacks (see "Cavalry Charge," next).

Cavalry Charge

A charge made by a cavalry model differs in several ways from a standard charge. When declaring a charge target, cavalry models ignore intervening models with bases smaller than their own.

Cavalry Charge Example



The Trollkin Long Rider declares a charge targeting Praetorian Swordsman A. The Long Rider then moves in a straight line toward his target. After moving 4', he stops short when he moves into base-to-base contact with Praetorian Swordsman B. He then makes impact attacks targeting Praetorian Swordsman B and C since both models are in his Mount's melee range.

After hitting and destroying Praetorian Swordsman B and C, the Long Rider continues his charge movement to Praetorian Swordsman A.

If Praetorian Swordsman C had not been destroyed, the Long Rider could have continued the charge anyway although he would have suffered a free strike. If Praetorian Swordsman B had not been destroyed, the Long Rider's charge would have been unable to continue, and the charge would have failed.

If a charging cavalry model contacts another model during its movement and has moved at least 3", it stops and makes **impact attacks** with its Mount (see "Mount," previous) against all models in the Mount's melee range. The model makes these attacks even if it is out of formation. Impact attacks are simultaneous. After resolving the impact attacks, the charging model resumes its charge movement. It cannot make further impact attacks during this charge. If the charging cavalry model did not move at least 3" before contacting the other model, it does not make any impact attacks and must stop its movement at that point. If the cavalry model's target is not in melee at the end of the charge movement, the charge fails. If the charge target is the first model contacted by the charging cavalry model, the charging model can still make an impact attack against it.

A cavalry model gains +2 to charge attack rolls. Impact attacks do not receive this bonus.

Dragoons

Dragoons are cavalry models that begin the game mounted but can become dismounted during play. For some dragoons the ability to be dismounted is optional. Adding this ability to the dragoon increases its point cost and total damage capacity.

While mounted, a dragoon is subject to all the normal cavalry rules. Once the dragoon has become dismounted, it is no longer a cavalry model and loses all cavalry abilities, including its Mount weapon. A model's Dragoon rule might list abilities and weapons that the model loses when it becomes dismounted. Dragoons have stats with two different base values. Use the first value while the dragoon is mounted and the second once the dragoon has become dismounted.

When a mounted dragoon suffers damage, apply the damage to its mounted dragoon damage circles. When all these damage circles are marked, the dragoon becomes disabled unless it has the ability to become dismounted. If the dragoon does have that ability, it becomes dismounted instead. Damage points in excess of the mounted dragoon's remaining unmarked damage circles are not applied to its dismounted damage circles. If this occurs while the dragoon is advancing, it cannot continue to advance; if it occurs during the dragoon's activation, the activation ends immediately. Remove the mounted dragoon and replace it with the dismounted dragoon model (see "Replacing Models," p. XXX). Apply effects that were on the mounted dragoon to the dismounted dragoon. Once this replacement is complete, any further damage the dragoon suffers will be applied to its dismounted dragoon damage circles. The model is disabled when all its dismounted dragoon damage circles have been marked.

Light Cavalry

Some cavalry models are designated as **light cavalry**. They follow all the normal cavalry rules with the following alterations.

Immediately after an independent light cavalry model or all models in a light cavalry unit complete their activation, the model/unit can advance up to 5". A light cavalry model cannot make ride-by attacks or impact attacks. A light cavalry model can make initial attacks with its Mount. When making additional attacks, a light cavalry model can use its Mount.

Character Warbeasts

Character warbeasts represent the pinnacle of each faction's evolution. Due to their unusual or unpredictable nature, character warbeasts cannot typically bond unless a special rule specifically allows them to do so. (For details see Appendix B: Warbeast Bonding on p. XXX and "Affinities," below.)

Affinities

Affinities are special abilities conveyed to some character warbeasts when the warbeast is part of a specific warlock's battlegroup. The warbeast gains the affinity when controlled by any version of the warlock listed in the name of the ability. A character warbeast with an affinity can be bonded to that warlock (see Appendix B: Warbeast Bonding, p. XXX). The "warlock" referenced in the text of an affinity always refers to the warbeast's controller.

Elite Cadres

Some models confer abilities to other models of a certain type in an army. Models that gain abilities from an **Elite Cadre** rule retain them even if the model that granted those abilities is destroyed or removed from play.

Epic Models

Constant exposure to the carnage of the battlefield and the tumultuous nature of combat takes its toll. The warriors fighting in the shadow wars of western Immoren are locked in desperate struggles where they must persevere or face annihilation, forcing them to test their limits. The rigors of these clashes affect the mightiest of warlocks, and no one can weather them unchanged.

Epic models are variations of character models with fresh abilities, strengths, and weaknesses. Epic models are not more powerful versions of the original characters but instead reflect character growth and changes described in major story arcs. If these models were simply improvements on older versions, the older models would quickly become obsolete. Epic models do not replace the original models on which they are based but instead offer players the opportunity to play whichever version they prefer. There may be several epic versions of a model from which to choose.

In story terms, these characters have not lost their original abilities but have instead adapted to the demands of war by adopting new tactics, equipment, and spells as necessary.

Because all versions of a model are considered the same character, an army or team can include only one of those versions. Just as a player cannot field two

Alten Ashley, Monster Hunter models in the same army, he cannot field both Master Tormentor Morghoul and epic warlock Lord Assassin Morghoul at the same time.

Epic Warlock Bonding

Some epic warlocks have the **Warbeast Bond** ability, representing an exceptionally powerful connection between the warlock and some of his warbeasts. This ability allows the epic warlock to start a game bonded to a warbeast in his battlegroup. These bonds follow the rules given in Appendix B: Warbeast Bonding (p. XXX) except as noted here. Do not roll on the bond effect tables for these bonds. Their effects are described in the epic warlock's special rules.

Designate which warbeast is bonded to the epic warlock before the start of the game.

Campaign Play

In **campaign play**, the warlock need not bond with the same warbeasts from battle to battle. These bonds are in addition to any other bonds the warlock forms during play (see Appendix B: Warbeast Bonding, p. XXX). A warbeast can be bonded to only one warlock at any time, however. If an epic warlock's Warbeast Bond ability is applied to a warbeast that is already bonded to a warlock, including himself, the previous bond is broken and its effects are lost. After the battle, do not make a bonding check for a warbeast affected by the Warbeast Bond ability; it is already bonded to the warlock.

Magic Ability

Some models have the ability to cast spells as a special action or attack without spending fury. The spells a model can cast are listed in its entry under its **Magic Ability** special rules. Magic Ability special attacks are magic attacks but are resolved using the model's Magic Ability score instead of the FURY stat. A model's Magic Ability score appears in brackets next to "Magic Ability"; for example, a Druids of Orboros model has "Magic Ability [7]."

Determine a Magic Ability attack's success by making a magic attack roll. Roll 2d6 and add the attacking model's Magic Ability score.

Magic Ability Attack Roll = 2d6 + Magic Ability Score

Casting a Magic Ability spell does not require a skill check.

Minion Warlocks and Warbeasts

A **minion warlock** counts toward the maximum number of warlocks allowed in an army. Field allowance is not faction-specific. If an army includes both faction and minion warlocks, count all the warlocks in the army when determining field allowance limits for both faction and minion models and units. If the only warlocks in an army are minions, only minion models can be included in that army.

Minion warbeasts can be controlled only by minion warlocks. By the same token, a minion warlock can control only minion warbeasts.

Theme Forces

Theme Forces are themed armies for specific warlocks. A Theme Force can include only the warlock named in its title. If you are playing a game with two or more warlocks in each army, you cannot use these rules.

Theme Forces are broken into tiers. Each tier has a set of requirements that restricts your army composition. If your army meets the requirements of a tier and the tiers before it, you gain the benefits listed. These benefits are cumulative: you gain the benefits of every tier for which your army meets the requirements.

If a Theme Force can include a given unit, you can add any attachments to the unit that are available to it.

Theme Forces and their requirements and benefits can be found in each faction's *Forces of HORDES* book.

Command


COMMAND CHECKS, FLEEING, AND RALLYING

Regardless of a soldier's skill at arms, his real worth to an army is measured by his will to fight. Warriors might break and flee after suffering massive casualties or when confronted by terrifying entities, while manipulative spells can warp the minds of the weak-willed and cause them to attack their allies. The inspiring presence of a nearby warlock or unit commander can steel the nerves of warriors faced with these mental assaults and even rally them before their panic becomes a full-blown rout. Command checks determine the outcome of these game situations that test a combatant's discipline or mental resolve.

Command Range

Every model has a **command range** equal to its CMD in inches. A model is always in its own command range.

Models in a unit that are in their unit commander's command range are in formation. A unit commander can rally and give orders to models in its unit that are in formation. A trooper that is out of formation cannot rally and will not receive orders (see p. XXX). A trooper making an individual command check can use its unit commander's CMD if it is in formation.

Some models have the **Commander**  **advantage**, which allows friendly Faction models or units in the model's command range to use its current CMD in place of their own when making a command check if they prefer. When making a command check for a unit, only one model in the unit must be in the command range of the model with the Commander advantage in order for the unit to use that model's

CMD for the command check. A model with the Commander advantage can rally any friendly Faction model or unit that is in its command range (see “Rallying,” next page).

Command Checks

Several different circumstances require a model or unit to make a command check: massive casualties, terrifying entities, and a spell or other attack’s special rules.


When a model or unit is required to make a **command check**, roll 2d6. If the result is equal to or less than its Command (CMD) stat, it passes the check.

Passed Command Check: $2d6 \leq \text{CMD}$

Failed Command Check: $2d6 > \text{CMD}$

In most cases, this means the model or unit continues to function normally or rallies if it was fleeing. If the roll is greater than the CMD, the check fails and the model or unit suffers the consequences. When a unit fails a command check, every trooper in that unit suffers the effects, including out-of-formation troopers.

Example: A Trollblood Fell Caller has a CMD of 9. The Fell Caller passes a command check on a 2d6 roll of 9 or less.

An independent model makes a command check on an individual basis using its own CMD. It can use the CMD of a friendly Faction model with the Commander  advantage instead of its own if it is in that model’s command range, but it is not required to do so.

In most cases, troopers make command checks at the unit level. Some exceptions include troopers that end their activations out of formation and spells that specifically target single models. When you make unit-level command checks, use the unit commander’s CMD, and apply its results to every trooper in that unit unless stated otherwise. Just as with an individual model, a unit making a command check within command range of a friendly Faction model with the Commander advantage can use that model’s CMD instead. Only one model in a unit must be in the commander’s command range for a unit-level check to be able to use the commander’s CMD.



A trooper making an individual command check can use its unit commander’s CMD if it is in formation. Alternatively, it can use the CMD of a friendly Faction model with the Commander advantage if it is within that model’s command range, but it is not required to do so.

Massive Casualties

A unit suffers **massive casualties** when it loses 50% or more of the models that were in it at the beginning of the current turn. The unit must immediately pass a command check or flee. A unit makes only one command check per turn due to massive casualties. After you make a massive casualty roll during a turn, pass or fail, you will not make another one for

that unit that turn for any reason. If you pass, the unit will not flee as a result of massive casualties that turn.

Terrifying Entity

A **terrifying entity** is one with the **Abomination**  or **Terror**  advantage.

A model or unit within 3” of a model with Abomination—friendly or enemy—must pass a command check or flee.

A model or unit in melee range of an enemy model with Terror, or a model or unit with an enemy model with Terror in its melee range, must pass a command check or flee.

Make command checks due to proximity with terrifying entities during a model’s or unit’s normal movement when the model or unit ends its normal movement. If a model or unit encounters a terrifying entity at some other time, such as when an enemy model gains the Terror ability or a terrifying entity is placed near the model or unit, make the command check immediately after resolving the attack or effect that caused the encounter.

Example: If Thagrosh, Prophet of Everblight moves into melee with a Kriel Warrior, the Kriel Warrior’s unit makes a command check as soon as Thagrosh ends his movement. If a Kriel Warrior moves into melee with Thagrosh, however, make a command check for his unit after all the troopers in the unit finish moving. In either case, make the command check before any model makes an action. If Thagrosh used *Mutagenesis* to place himself into the melee range of a Kriel Warrior, make the command check after the placement is resolved.

A single terrifying entity can cause a model or unit to make only one command check per turn due to proximity. Additionally, a model or unit that passes a command check caused by its proximity to a terrifying entity does not make further command checks as a result of proximity to the entity if it remains inside the range that triggered the effect. If these models become separated and encounter each other during a later turn, another command check will be required.

A unit that consists of terrifying entities counts as a single terrifying entity for the purpose of these rules. A model or unit need only make a single command check for encountering the unit regardless of how many of its troopers it actually encounters.

Fleeing

A model or unit that fails a command check against fleeing **flees**. Some special rules can even cause a model to flee without making a command check at all. If this occurs during the model’s or unit’s activation, the activation immediately ends. Fleeing does not cause the model to move until its next activation; a model that is already fleeing cannot flee again and does not make command checks against fleeing.

Example: If Thagrosh, Prophet of Everblight moves within melee range of a fleeing model, the fleeing model does not make a command check against fleeing.

A fleeing model must run during its activation. It is not required to move the full distance of its run, however, and it can even run 0" if desired. If a fleeing model cannot run, it makes a full advance and must forfeit its action. A fleeing model cannot advance toward any enemy models. While fleeing, a model cannot make actions, advance outside of its normal movement, give orders, cast spells, or make attacks, including attacks that do not take place during the model's or unit's activation, such as a free strike.

At the end of its activation, a fleeing model or unit might have an opportunity to rally.

Rallying

A fleeing model or unit can make a command check to **rally** at the end of its activation. If a trooper is fleeing but its unit is not, it can make a command check to rally only if it is in formation with its unit commander or if it is within the command range of a friendly Faction model with the Commander advantage. If a fleeing unit makes a command check to rally, every trooper in the unit is affected by the result regardless of its formation status.

If the model or unit passes the command check, it rallies. When a model or unit rallies, it is no longer fleeing. If the fleeing model or unit fails the command check, it is still fleeing.

Fearless Models

A model with the **Fearless** ⚔ advantage never flees and automatically passes command checks against fleeing. It still makes other command checks as normal. Fleeing models that become Fearless immediately rally.

Terrain

THE BATTLEFIELD, HAZARDS, AND STRUCTURES

The lay of the land has a tremendous impact on an army's ability to maneuver. The most cunning commanders use terrain conditions to their best advantage. These terrain rules provide guidelines for establishing the effects and restrictions a battlefield's objects and environment can have on a game. Covering the rules for every possible terrain type would be an endless task, so players themselves must determine the exact nature of each terrain feature on the battlefield before the game begins.

Before Play

Players must discuss the terrain setup and agree on the characteristics for different terrain features prior to deploying their armies. Decide which terrain features grant cover or concealment, which provide elevation and at what level, which are impassable, and so on. It is vital to understand the rules for all terrain features in play before the start of the

game; developing the habit of discussing terrain before the game will help you avoid unnecessary disagreements and misunderstandings during play.

Battlefield Setup

SETTING TERRAIN DETAILS

When discussing the specifics of terrain features, it may be handy to keep the following questions in mind:

- Does it provide cover or concealment?
- Is it rough terrain? Impassable?
- Does it provide elevation? If so, does it have a gradual or sloped surface? Are some parts of the elevated terrain feature gradual while others are sheer?
- Does it have any special rules? Is it forest, shallow water, a trench, a structure, or so on?
- What characteristics of terrain are likely to become important during the game due to the abilities and spells of the models in my army?

When placing terrain, strive for a visually appealing and tactically challenging battlefield. These qualities provide the most exciting and memorable games. Battlefield setup and terrain placement is not a competitive portion of the game—players should not strategically place terrain features in a manner that unfairly aids or penalizes a specific army. However, a scenario might dictate doing so to represent an overmatched force defending a village or mountain pass, for example. In such a scenario, giving the defending army a strong defensive position would be one way to make up for being outclassed by its opponent.

Use the amount of terrain that suits the type of game you wish to play. A table with few terrain features favors ranged attacks and swift movement, while using more terrain features shifts the emphasis toward melee combat.

Consider model base sizes when placing terrain features close together, since a model can move between obstructions or impassable terrain only if its base will fit between them. With careful placement, you can create narrow passages that can be accessed only by models with smaller bases.

Terrain Types

A model's movement can be affected by the type of ground it covers. In HORDES, terrain falls into one of three categories: open, rough, and impassable.

Open Terrain

Open terrain is mostly smooth, even ground. A model in open terrain moves 1" for every 1" of its movement. Examples include grassy plains, barren fields, flat rooftops, dirt roads, sloped hillsides, elevated walkways, and paved surfaces.

Rough Terrain

Rough terrain can be traversed but at a significantly slower pace than open terrain. As long as any part of its base is in rough terrain, a model suffers a movement penalty that causes it to move only 0.5" for every 1" of its movement. Examples include thick brush, rocky areas, murky bogs, shallow water, and deep snow.

Impassable Terrain

Impassable terrain is terrain that completely prohibits movement. Examples include cliff faces, oceans, and lava. A model cannot move across or be placed within impassable terrain.

Terrain Features

Natural and man-made objects on the battlefield are terrain features. Each terrain feature is unique, so you must decide its specific qualities before starting the game. Terrain features are virtually limitless in their variety, but you can quantify each by how it affects movement, the type of protection it affords, and any adverse effects it causes.

In addition to hindering movement, terrain features can also provide protection against attacks. A terrain feature such as a hedge grants a model concealment by making it more difficult to be seen even though the feature is not dense enough to block the attack itself. A terrain feature such as a stone wall or a building grants a model cover by being solid enough to block an attack physically.

Obstacles

An **obstacle** is any terrain feature less than 1" tall. These affect a model's movement, provide protection from attacks, and serve as intervening terrain during melee combat.

A model with any portion of its volume obscured from its attacker by an obstacle gains +2 DEF against melee attack rolls.

Moving over Obstacles

Obstacles are low enough that they can be climbed upon or, in some cases, easily crossed. An obstacle must be at least 1" thick, such as a raised platform or the sides of a ziggurat, in order for a model to climb atop and stand on it.

An advancing model suffers a movement penalty when it climbs atop an obstacle. Once the model has contacted the obstacle, it needs to spend 2" of its movement to climb up. A model cannot climb an obstacle if it does not have at least 2" of movement remaining. Place a model that climbs an obstacle atop it with the front of the model's base making only 1"

of forward progress. Once atop an obstacle, the model can continue with the remainder of its movement. Remember that a charging model cannot pay this movement penalty, cannot climb an obstacle and ends its movement upon contact.

A medium- or large-based model might have trouble balancing atop an obstacle if it does not continue moving after initially climbing it. With only 1" of forward progress, the back of the model's base will overhang the back of the obstacle. This is fine—just prop up the model with some extra dice or replace it with an empty base until it can move again.

A moving model can descend an obstacle without penalty.

Linear Obstacles

An obstacle up to 1" tall but less than 1" thick, such as a wall or hedge, is a **linear obstacle**. A non-charging advancing model can cross a linear obstacle at no penalty as long as the model can move completely past it. Otherwise the model must stop short of the linear obstacle. A model cannot partially cross, climb atop, or stand atop a linear obstacle.

Obstructions

An **obstruction** is a terrain feature 1" tall or greater, such as a high wall or a gigantic boulder. A model cannot move through or climb an obstruction. Like an obstacle, obstructions provide protection from attacks and serve as intervening terrain during melee combat. A model with any portion of its volume obscured from its attacker by an obstruction gains +2 DEF against melee attack rolls.

Variably Sized Terrain Features

Terrain features can have some parts that are greater than 1" tall and some parts that are less, such as a crumbling wall. In such cases players should decide before the start of the game whether they are treating the terrain feature as an obstacle, an obstruction, or both. If they are treating it as both, the portions less than 1" tall are obstacles and the parts over 1" tall are obstructions.

Forests

A typical **forest** has many trees and dense underbrush, but any terrain feature that hinders movement and makes a model inside it difficult to see can also be designated a forest. A forest is rough terrain and provides concealment to a model with any part of its base inside its perimeter.

When drawing line of sight to or from a point within a forest, the line of sight can pass through up to 3" of forest without being blocked, but anything more blocks it. When a model outside of a forest attempts to draw line of sight to another point outside of a forest, the forest blocks line of sight to anything beyond it. Thus, a model can see 3" into or out of a forest but not completely through one regardless of how thick it is.

Hills

A **hill** is a terrain feature with a gentle rise or drop in elevation. Since many terrain pieces use stepped sides instead of gradual slopes to represent a hill's elevations, be sure to declare whether the terrain feature is a hill or an obstacle.

A hill might be open or rough terrain depending on the ground's nature. Unlike obstacles, hills do not impose any additional movement penalties, nor do they provide cover or concealment. They simply provide elevation to models on them. A model can charge up or down a hill in open terrain at no penalty.

Water

Depending on its nature, water can be hazardous to both warriors and warbeasts. When placing a water terrain feature, declare whether it is deep or shallow.

Deep Water

A model cannot begin a charge or run while in deep water. As long as any part of its base is in deep water a model moves only 0.5" for every 1" of its movement and cannot make actions, cast spells, use feats, or give orders. A model in deep water cannot engage other models or make attacks. A warlock in deep water can still force warbeasts and use fury points to maintain upkeep spells.

A model in deep water has base DEF 7. A warrior model ending its activation in deep water automatically suffers 1 damage point.

Shallow Water

Shallow water is rough terrain.

Trenches

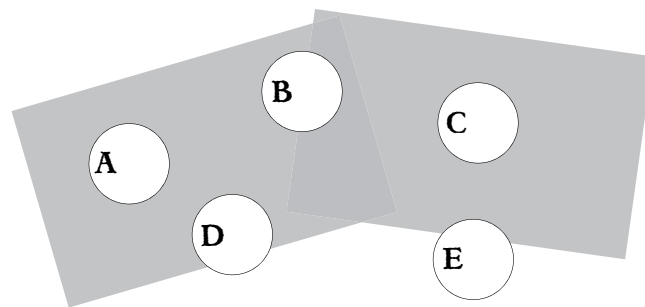
Trenches are earthwork fortifications represented by 3" x 5" templates (included on p. XXX). Trench templates are designed to be placed in contact with each other to create networks of trenches on the table.

A model completely within the area of one or more trench templates has cover from attacks made by models not touching at least one of the trench templates the model is in. Models completely within the area of a trench template do not suffer blast damage unless the origin of damage is in a trench template they are touching. When drawing line of sight to a model not completely within one or more trench templates, ignore models completely within one or more trench templates.

Structures

Structures present unique opportunities for terrain arrangement and tactical play. A **structure** is any terrain feature that can be damaged and destroyed. The most common structures are buildings, but you can use these guidelines for fortress walls, bridges, and similar

Trenches



Models A, B, and C are completely within the area of one or more trench templates, so they have cover and do not suffer blast damage unless the origin of the damage is in a trench template they are touching.

Models D and E are not completely within the area of one or more trench templates, so they do not gain the benefits of being within the trench.

constructions as well. Keep in mind that these rules are guidelines and might need to be adapted to the actual terrain pieces you are using.

Example: A burned-out building that has only its exterior walls remaining might be large enough that models deep within its interior are far enough away from those walls not to suffer damage when the structure collapses.

Example: A house might have attached fences and field walls. Those walls and fences are best treated as separate structures from the house itself even though they are part of the single terrain piece. After all, shooting at a fence should not cause the house to collapse!

Before the start of the game, players must agree which, if any, terrain features can be damaged during play.

Structure Material	ARM	Damage Capacity (points per inch)
Wood	12	5
Reinforced Wood	14	5
Brick	16	10
Stone	18	10
Iron	20	20
Steel	22	20

Damaging and Destroying Structures

An attack against a structure must target a section of the structure. An attack against a structure in range automatically hits. A structure is also automatically hit by a spray attack if any part of the structure is within the spray template. Not all weapons are effective against structures, however, so a model must have a weapon that will do the job if it intends to punch through. Ranged weapons such as handguns, rifles, and crossbows are all but useless. A ranged attack must have a POW of at least 14 to damage a structure. Melee attacks, magic attacks, and AOE attacks do full

damage against structures, as do ranged attacks that cause fire or corrosion damage. Structures suffer blast damage and collateral damage. A magic attack does only its normal damage to a structure; except for its stats and damage type, ignore a spell's rules when it targets a structure. A structure cannot be charged or slammed.

A structure can suffer only so much damage before being destroyed. Every structure has an Armor (ARM) stat and damage capacity corresponding to its composition, size, and nature. Before the start of the game, the players must agree on each damageable structure's ARM and damage capacity. A structure's damage capacity is determined by its composition and size. A wooden structure typically has a capacity of 5 damage points per inch of perimeter. The damage capacity of stone structures is typically 10 per inch. A reinforced stone or metal structure has a capacity of 20 or more damage points per inch. See the table below for typical ARM and damage capacity values. For mixed-composition structures, ARM values might vary from location to location. Assign damage capacity of mixed-composition structures proportionally.

Example: A 1"-wide or so wooden door in an otherwise stone building would contribute only 5 points to the structure's damage capacity. The door has ARM 12 while the surrounding stone has ARM 18.

Undamaged portions of walls or other freestanding structures remain intact as the structure suffers damage, so the total damage capacity of such structures is determined by their total perimeter (or length, for linear structures such as walls or small structures such as obelisks). Complex structures such as buildings and bridges, however, rely on the support of all portions to remain standing. Such a structure's damage capacity is only half the value determined by its composition and perimeter or length.

Example: A 3"-wide stone wall is destroyed once it suffers a total of 30 damage points (3' length \times 10 points per inch), but a 3' \times 6" stone building collapses when it suffers 90 points of damage (18" perimeter \times 10 points per inch \div 2).

When a structure is destroyed it **collapses**. Remove the collapsed structure from the table and replace it with an equal-sized ruin. A ruin is rough terrain and provides cover to a model with any part of its base inside the ruin's perimeter. In addition, the destroyed structure can damage models that are inside it when it collapses.

A model inside the structure when it collapses suffers a damage roll with Power (POW) equal to the structure's ARM times the number of levels in the structure, after which the model is knocked down.

Example: A warbeast inside a three-story brick building when it collapses suffers a POW 48 (brick structure ARM 16 \times 3 levels) damage roll. Whatever is left of the warbeast is then knocked down.

Entryways

Some terrain features such as buildings and walls have **entryways** that allow models to pass through or enter them.

A model cannot enter a terrain feature if the interior is not physically accessible to the players.

Example: A model can enter a ruined building that is missing its roof or one that has a removable roof. It cannot enter a building with a fixed roof that cannot be opened in some other way to allow access to the models inside of it.

Before the start of the game, players must agree on which terrain features can be entered and the locations of any entryways into those terrain features. Player should also determine which base sizes those entryways accommodate.

Example: Players might decide that a heavy warbeast is unable to pass through a doorway much smaller than its base size or that warrior models of any size can move through ground floor windows.

Appendix A: Timing

STEP BY STEP THROUGH ATTACKS, DAMAGE, AND ACTIVATIONS

Every ability or effect that is not always “on” has conditions dictating when it begins and ends. Situations where multiple effects resolve at the same time are not uncommon, and it is important to be able to sort out the order effects resolve.

The rules on timing of abilities use the terms **active player** and **inactive player**. If a model is making an attack, its controller is the active player. If no model is making an attack, the active player is the player whose turn it is. In both cases, the other player is the inactive player. When resolving effects that occur “after the attack is resolved,” the active and inactive players remain the same as during the attack until all effects triggered by the attack are resolved.

Some effects cause certain conditions of an attack, such as whether it hit or what models it boxed, to change during resolution. When resolving triggered effects, recheck trigger conditions as you resolve each ability. If a condition is no longer met, the effect does not resolve. Similarly, if an effect on one model causes a condition to change on another, effects triggered by that condition will resolve for each of those models.

There are many times during an attack when abilities can resolve. The structure of an attack is outlined below. In most cases the exact sequence shown here does not need to be followed step by step, but this description will help you resolve complex interactions if they occur.

Simultaneous and Sequential

When an effect causes multiple attacks or damage against multiple models, the attacks and damage can be either simultaneous or sequential. These labels denote whether various effects can resolve before all the attacks or damage are resolved or if the effects can intercede, possibly changing the outcome of the original effect. When resolving simultaneous effects, completely resolve all attack and damage rolls before applying any of the target’s special rules triggered by suffering damage, being destroyed, or being removed from play.

Example: *When a model is slammed, the slam damage is simultaneous with the collateral damage, so first resolve the damage roll on every affected model. Then resolve effects triggered by a damage roll being sufficient or insufficient to damage them. Finally, apply damage to every affected model.*

At Any Time During This Model’s Activation

Many effects and rules state they resolve or can be used “at any time during this model’s activation.” This is not literally true. The resolution or opportunity for use does occur at any time during the model’s activation—*except* when it or another model is resolving a movement, attack, or any other effect.

Example: *Warlocks can cast spells “at any time during their activation.” This means Thagrosh, Prophet of Everblight can cast a spell before and after moving, before and after an attack, before using his feat, and after placing all models from his feat. He cannot, however, cast a spell while he is moving, making an attack, or using his feat to place a Carnivean back into play.*

Activation Timing

1. Resolve effects that occur before activating.
2. Resolve effects that occur at the beginning of activation.
3. Resolve all required forfeiture of movement and action.
4. If activating a unit, the unit commander can issue an order.
5. Resolve effects that occur before moving.
6. The model makes its normal movement.
7. Resolve effects that occur at end of normal movement.
8. If activating a unit, repeat steps 6 and 7 for all troopers, then resolve effects that occur at end of unit’s movement.
9. The model makes its action.
10. Resolve effects that occur at end of action and at end of combat action.
11. If activating a unit, repeat steps 9 and 10 for all troopers, then resolve effects that occur at end of unit’s actions.

Attack Timing Main Sequence

1. Determine what the attacker can target.
2. Resolve effects that occur before attacking.
3. Declare the attack and its target.
4. If the attack is a ranged or magic attack, check the range to the target. If the target is out of range, the attack automatically misses; do not make any attack rolls, and go to step 7.
5. Resolve effects that occur when a model is targeted by an attack, such as effects that cause an attack to hit or miss automatically.
6. Make all **attack rolls** as dictated by the type of attack and its special rules. For example, a spray attack would go through the attack roll sequence for each model in the template before proceeding to step 7.
7. Resolve effects that cause the attack to hit a model other than the target automatically.
8. Resolve AOE hit or deviation. All models within the AOE at its final position are now hit by it. Remember that only the target of the AOE attack is directly hit, and then only if the attack roll against it succeeds. All other models are hit but not directly hit.
9. Resolve all other effects that are triggered by hitting or missing.
10. Roll all **damage rolls** against models that have been hit, or as specified by special rules.
11. Apply all **damage**.
12. The attack is now resolved. After the attack is resolved:
 - a. Resolve effects that automatically damage, destroy, or remove models from play.
 - b. Resolve active player effects that do not involve making an attack.
 - c. Resolve inactive player effects.
 - d. Resolve active player effects that involve making an attack.

Attack Roll

1. Resolve effects that change the number of dice rolled, such as boosting the roll.
2. Roll the dice.
3. Resolve effects that allow a player to choose or remove dice from the roll.
4. Determine if the model would be hit or missed by the attack roll against it.
5. Resolve effects that cause the attack roll to be rerolled, returning to step 2.
6. The attack roll is complete. Return to the main sequence.

Damage Roll

1. Resolve effects that change the number of dice rolled, such as boosting the roll.
2. Roll the dice.
3. Resolve effects that allow a player to choose or remove dice from the roll.
4. Determine if the roll would damage the model.
5. Resolve effects that cause the damage roll to be rerolled, returning to step 2.
6. Resolve effects triggered by a damage roll being sufficient or insufficient to damage a model.
7. The damage roll is complete. Return to the main sequence.

Damage Application

1. Mark damage on the appropriate stat card.
2. Resolve effects triggered by a model suffering damage.
3. If the damage applied in step 2 fills the last damage circle for a model, that model becomes disabled. Resolve effects triggered by the model becoming disabled.
4. If the model is still disabled, it becomes boxed. Resolve effects triggered by a model becoming boxed.
5. If the model is still boxed, it is destroyed. Resolve effects triggered by a model being destroyed.
6. Remove the destroyed model from the table, then return to the main sequence.