



WRATH OF KINGS




FIVEHOUSES







■ A brief History of Arikania

Arikania is a continent formed by the strongest of magics but shaped by the still greater powers of ruthless ambition and unfettered hubris. All who live today are inheritors of a bloody legacy, of literally unknown millennia of violence, scheming, and magically oppression. The Ancient Kingdom is lost, gone for over three centuries, and with it went the greatest era of peace and stability humanity has ever known. Now we teeter precariously on the edge of war, dangerously close to falling into the patterns that history shows have doomed all mortal races over and over again. Only a few among the great powers of Arikania can prevent this, and I fear none have the will—or even the desire—to do so.

Over the last century, ruins of tremendous age have been revealed, and careful scholarship has shown that much of the history we long believed is a lie, a deliberate falsehood invented to keep us subservient. It seems that new evidence comes to light almost daily that challenges or overturns previously cherished beliefs regarding our past. Still, there are some things we do know for certain, and perhaps they can give some meaning to the present and its growing troubles.

We know little of how the world was shaped, but we know that the elemental lords forced their way into our world and did battle with the celestial gods. And we know that mortals were their soldiers and pawns. We long thought that the gods retreated from the world, leaving mortals to abase themselves before the elemental hierarchies for

protection against a hostile world. This is untrue. We now know that after an age of conflict, the gods banished the elementals at the cost of also locking themselves beyond the walls of the world. Mortals finally stood on their own as true masters of their own fate. But such responsibility takes great courage, and the allure of security and arcane power the elemental lords promised proved too great for many. Slowly, elemental cultists discovered ways to summon their masters to Arikania. They patiently built their power before striking, destroying many mortal nations, and plunging all of humanity into an age of superstition and ignorance, with hope for little beyond servitude to uncaring, otherworldly masters.

All this changed just over fifteen centuries ago. The Ancient King—a man whose identity, whose very name, has been subsumed by what He became—returned to Arikania. Raised in a primitive tribe in the far north, He had sailed from our shores and lived in distant lands remembered here only as legends. He brought with him decades of learning, enormous wealth, great mastery of celestial magic, an army of skillful retainers, and an unconquerable will; and He turned all these to the liberation of humanity. In a generation He had built a new nation from His homeland, and just as the elemental hierarchies noticed they had a new rival for power, He enacted His greatest magical feat: the Binding.

Perhaps the greatest spell ever worked by mortals, the Binding not only expelled the elemental lords from Arikania, it also altered the fundamental nature of



magic. The world itself now rejected the very substance of the elemental demons and their works. Cities, nations, whole ways of life that depended on channeling elemental magic simply ceased to function. A civilization over two millennia old violently collapsed literally overnight. Millions died, and many millions more were left bereft of purpose, direction, or understanding. Into this void stepped the Ancient King. His diplomats came first, and His armies followed after, and in less than a century, He controlled the entire continent, forging the greatest nation any mortal has ever known. For 1,200 years, the Ancient Kingdom spread stability, peace, prosperity, and hope to a land that had known precious little of any of these. It was humanity's golden age.

It could not last. The Ancient King never named an heir, and His death took everyone by surprise. His five legitimate children each controlled powerful Scion

Kingdoms within His greater Kingdom, and each had come to distrust of the others. Elemental worship—and worse blasphemies—spread unchecked, and Arikania collapsed into civil war within two years. And so we find ourselves, 350 years later, with the borders little changed and the ambitions undiminished. But now there is a sense of destiny in the air, of long-laid plans finally coming to fruition. We stand at a turning point, where we may fall back into the bloody patterns of our ancestors or finally break out, and give meaning to the uncountable years of bloodshed by becoming something more. Those two roads lie before us, and our course will be determined by those with the moral courage and clear vision to lead their nation and their people to glory.



■ A Condensed WoK Faction Backgrounds

Kartoresh is the successor to the Ancient Kingdom. Magadar Nasier, first born son and rightful heir of the Ancient King, built this nation with diplomacy and violence and has ruled it for seven hundred years. By right of blood, the Everthrone is his, and he will let nothing keep him from his inheritance.

All his life, Nasier prepared himself to inherit the throne. He strove to outdo his siblings in every endeavor, but despite all his successes, it was never enough. He finally turned to proscribed philosophies and blasphemous powers. He learned the folly of his father's oppression of the elemental cults, embraced an elemental hierarchy called the Efrenti, and finally gained the strength he needed to rule.

Now, transformed by his patrons' power and his indomitable will, Nasier has focused his nation on reclaiming his birthright. All Kartoresh marches to war behind their Burning Lord, knowing that as they lead the Ancient Kingdom, so shall they lead the kingdom to come.

Felskar is the future. Maubetrad Teknes alone among the scions truly understood his father's work, and only the House and nation Teknes founded can see it fulfilled. Only Felskar's people have shaken off the superstition and fear that kept them enslaved to otherworldly powers. Only here is humanity truly free.

Though a center of industry, innovation, and commerce for centuries, after the Kingdom fell, Felskar was dominated and exploited by an influential few for petty gains. Purposeless, the nation drifted until the discovery of Teknes's last diaries. These revealed his belief that humanity must stand strong without patrons, and he described ways to work magic without servitude to elementals, gods, or other powers.



The humanum philosophy these ideas created drove popular revolutions that swept away the old order less than thirty years ago. Now, infused with a noble purpose to match their industry, the people of Felskar prepare to liberate all humanity. The chains of superstition will melt and a new world will emerge from Felskar's countless forges.

Oserkar is the right hand of Fate. Their founder and ruler, Tylaties Hadross, has seen the end of the world. The grand plans of the Ancient King will vanish in fire, water, and blood. Nothing can stop it. The Deep Voices have shown Hadross this, and he has dedicated himself and his people to fulfilling the vision.

Only Hadross saw the darkness surrounding his eldest brother Nasier. No matter how he strove, however, he could not match Nasier's drive or skill. In desperation,

Hadross bargained with a truly alien power. He saw the full danger Nasier posed, gained arcane might he had never dreamed of, and learned that nothing he did would matter.

Oserkar serves the Mouthpieces of the Deep Voices and their reclusive king with zeal, for they know a new world is coming. They work tirelessly for Hadross's vision because, though they are pawns, they know that in a game well played, any pawn may become a king.

Telloria is the power in the shadows, a haunted land where half-seen monsters long banished from the rest of Arikania still prey on humanity. Though Scion King Arnulf brought the light of civilization and the celestial gods to these darkened forests, even his crusading zeal could change little.

Then tragedy befell Arnulf, leaving the Ancient King's youngest son crippled and bitter. Shadows crept into his heart, offered him strength, and he accepted. Embracing the darkness he had long sought to destroy, Arnulf came to command powers older even than the elemental lords, and his people named him Goritsi—the haunted mountain.

Though treachery destroyed Arnulf, scions of his blood still rule Telloria's nights, and those gifted with his Blessing wield powers unlike any others. The price is high. The Blessed maintain their strength only through bloody bargains, though they pay willingly. They are the reason ancient humanity feared the darkness, and as their ambition and power grows, all Arikania will learn to fear the night.

Achrion is the last torchbearer; the lone light in the darkness. House Shael Han alone preserves the spirit of the Ancient King, and only they strive to complete His grand plan. Achrion is a bastion of beauty and power against growing chaos and cruelty. And they do not stand idle.

Shael Han alone of the Scions was with the Ancient King at His death, and His final words let her see His grand design as none of the others could. She reshaped her nation in a bloody civil war and dedicated her people and House to the celestial gods and the fulfillment of her father's dream.

The other kingdoms circle Achrion's island holdings like sharks, but they have miscalculated. House Shael Han is prepared for war and welcomes the fight. The time has come for the culmination of long-laid plans. They know the new dawn will only come after a night of blood and fire and war. Achrion is ready, and determined to win.



GAME CONCEPTS

Anyone who says, 'We're all in this together,' has never tried putting seven people in a lifeboat built for six."

— Commander Rikyo,
4th Hadross Battle Squadron

Wrath of Kings employs a number of concepts and terms that players use throughout the game.

Game Terms

Element: Anything on the table that your models interact with during play is an element. This includes things like terrain pieces and models, but not markers, for example.

Model: Models are elements that represent your forces on the table. Terrain and markers are not models.

Terrain: Terrain makes up the non-model elements of the battlefield, such as trees, ruins, rocks, and more. Objectives act as special types of terrain and are described later.

Marker: Many effects require you to place markers on the table. These markers are not elements and serve only as reminders, such as for damage or toggle effects.

Contact: Many rules refer to two elements being in contact. Contact is defined as two or more elements being base-to-base, or with overlapping bases.

Measuring

The distance between models and other game elements matters a great deal. You may measure distances on the battlefield at any time. All distances are measured using inches. Actions with a range stat affect elements that have any part of their base within the listed range. When checking the distance between two elements, you always measure from the closest point on the base of the first element to the closest point on the base of the second.

Dice

Wrath of Kings uses ten-sided dice (D10). A variety of circumstances will require you to roll multiple dice. No matter how many dice you roll, read each die individually to find the results. Never add die results together. Wherever possible, roll all the dice involved at the same time. Because each die produces an individual result, combining the rolls this way speeds up play.

Re-rolls

The rules may occasionally allow you to re-roll dice. When you re-roll a die, you only count the results of the second roll. Ignore any previous result. A single player may not re-roll a die more than once. This includes any combination of forced or optional re-rolls. Any required re-rolls are resolved before any optional re-rolls. With re-rolls, the attacking player's resolve before defender's re-rolls. This means the resolution order of re-rolls is: Required Attacker, Required Defender, Optional Attacker, Optional Defender.

EXAMPLE 1: An Ashmen Swordsman moves into contact with a Union Worker using an Individual Activation. For his attack action he chooses Sword Slash and rolls a 4 on a single die resulting in a 'Block' (⊗) result on the Union Worker's Defense Chart. Using his ability to re-roll one attack die, the Swordsman rolls again, this time scoring a 9 which causes a Strike (⚡). The result of the second die is always counted, even if it was lower than the first die roll.

EXAMPLE 2: Three Ashmen Swordsmen activate in a Sword Slash Combined Action against a Citizen Linemen they are currently in contact with. Each Swordsman rolls a single die, scoring a 1, 5 and an 8. The Swordsmen may choose to re-roll any number of dice, in this case, choosing to re-roll the 1 and the 5. The second roll is a 1 and a 2, both Misses (⊙). Since the 8 was not re-rolled it still counts as a Strike (⚡).



Statistics

Name: Alyana Heska

Faction: Ashmen

Traits: Leader, Character

Move: 7

Willpower: 7

Damage Threshold: 2

Wounds: 3

Faction Symbol: Ashmen

Rank: 2

Size: 2

Deployment Zone: C

Abilities:

- Whirling Death:** Melee 4, +2 Re-roll
- Leader (7):** Combined: For each parry or block result generated, add 1 die to the attack (max 3 per activation). Commander: All models gain gang up. Gang up: When 2 or more models with this ability are attacking the same target during a combined activation, the attack gains +1 re-roll.

Every model in *Wrath of Kings* has a number of statistics (stats) that describe its abilities on the battlefield.

Move : This is the distance, in inches, a model can move during the movement portion of its activation.

Willpower : Willpower measures a model's strength of will. This stat is used to power some magical abilities and resist spells, possession, and other mind-affecting abilities.

Damage Threshold : Damage Threshold measures how difficult it is to wound this model. A model suffers one damage each time it sustains hits equal to its Damage Threshold.

EXAMPLE: The Bloodchild is in contact with 2 Deepmen and a Deepmen Leader who are attacking with a Combined Activation. A total of 2 hits have been scored against The Bloodchild, who has a Damage Threshold of 2. This results in the Bloodchild taking 1 damage. Since he has 2 wounds , now it is his turn to enact bloody revenge.

Wounds : This measures how much damage a model can sustain. When a model accumulates damage equal to its Wounds, it is removed from the game as a casualty.

Size: This represents how much space the model takes up. A model's Size can be any number greater than 0.

Base: Base is the size of a model's base such as, 30mm, 40mm, 50mm, and 80mm. Note that the rules for terrain bases are different. See Terrain.

Traits: A model's Traits are keywords used to describe the model for purposes of special rules.

Type: A model's Type defines its purpose on the battlefield, such as Infantry, Heavy, Fast Attack, Monster, or Specialist.

Rank: Models are broken into Ranks. A higher rank usually means the model is more skilled or rare.

Abilities: These are special rules the model possesses in addition to its standard statistics.

Deployment Zone (DZ): This indicates where you may place a model on the battlefield at the start of the game. Some models may possess more than one deployment zone. (See Battlefield Setup for more information on deployment.)

The Defense Chart

When a player attacks, he rolls his model's attack dice and compares them to the target's Defense Chart (DC) to determine the results. When referring to a Defense Chart, *low* indicates an entry closer to the bottom (1), and *high* indicates an entry closer to the top (10). Obviously, rolling higher is better for the attacker, but not so good for the target. Only *Strike* ⚡ and *Overpower* 💀 results deal damage, but other results may trigger special abilities. Defense Charts have a number of potential results, including:

💀 **Overpower:** The attack has massively overcome the target's defenses. Each *Overpower* 💀 result causes one hit and adds an overpower die to the attack. You can choose to not roll overpower dice. If you do roll them, they are automatically added to the attack that generated them. Overpower dice cannot generate additional overpower dice.

⚡ **Strike :** The attack penetrates the target's defenses, potentially injuring the defender. Each die producing a *Strike* ⚡ result causes one hit.

⬆️ **Cover:** The defender manages to duck behind cover before the attack can land, leaving the defender unscathed.

✳️ **Magic:** The defender possesses some form of magical defense and mystically defeats the attack. *Magic* ✳️ results can potentially cause a magical backlash (see Magical Attacks).

🛡️ **Parry:** The defender harmlessly parries the attack out of the way.

⊗ **Block:** The defender blocks the attack with their shield or weapon.

🛡️ **Armor:** The defender's armor takes the brunt of the attack, leaving the target unharmed.

🏃 **Dodge:** With nimble ease, the defender dodges the attack, avoiding injury.

🎯 **Miss:** The defender sneers as the attack misses entirely.

Name — Alyana Heska

Trait — Ashmen

Move — 7

Willpower — 7

Damage Threshold — 2

Wounds — 3

Faction Symbol — [Ashmen Symbol]

Rank — [Rank Symbol]

Defense Chart — [Defense Chart]



■ Modifying the Defense Chart

✧ variety of effects and abilities can alter a target's Defense Chart. Anything that replaces existing entries on a model's Defense Chart does so from the bottom up.

EXAMPLE: A Teknes Union Worker's Savage Blow attack has the Block (X) = Strike (S) 1 ability. So when attacking, it replaces the lowest Block result on the defender's Defense Chart with a Strike result.

If a target does not have an entry on its Defense Chart that matches the entry in the ability, the ability has no effect.

A model without Block (X) on its Defense Chart would ignore the Block (X) = Strike (S) 1 ability.

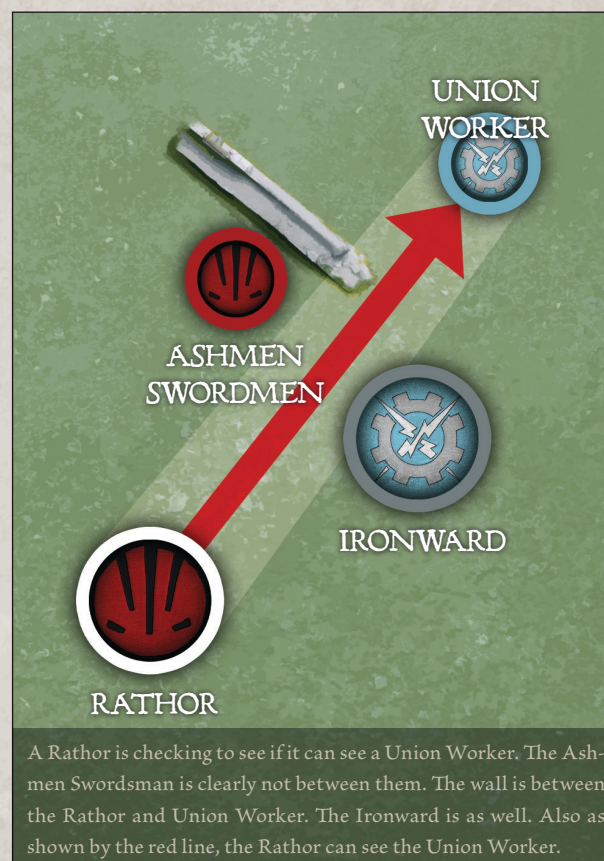
If an ability affects more entries than a target has on its Defense Chart, it suffers no effect beyond replacing all those entries it does have.

EXAMPLE: An attack with the ability Block (X) = Strike (S) 2 replaces the lowest two Block (X) entries on the Defense Chart. If the target only possesses one Block (X) entry, that entry is replaced, and the target suffers no further effects from this ability.

Line of Sight

The Line of Sight (LoS) rules determine if one element can see another and if any other elements lie between them.

To determine LoS, select two elements. The first, the element you are checking line of sight for, is the *viewer*. The second, the element you want to confirm that the viewer can see, is the *target*. Once you have selected those elements, draw an imaginary line connecting the left side of the viewer's base to the left side of the target's base, and then do the same for the right side. This area is the LoS window and is used to determine a number of things.



Always determine LoS from one element to another. Just because one model can see another does not mean the reverse is true.



■ How can I tell what my element can see?

To determine if the viewer can see the target, draw a straight line inside the LoS window from the viewer's base to the target's base. If this line crosses any blocking element, the viewer cannot see the target. If this line is unobstructed, the viewer can see the target.

■ What is a blocking element?

All elements of equal or greater size than the target are, by default, blocking. Elements smaller than the target and those with the special rule "does not block LoS" are not blocking.

■ What is Between?

Any element other than the viewer or target with its base in the LoS window is between the viewer and target. Many rules may apply when an element is between two models. For example, a terrain element could provide cover if between an attacker and its target.

ACTIVATIONS

Each game takes place over a number of *rounds*, during which players take *turns* using *activations*. The *active player* is the player whose turn it currently is.

There are two kinds of activations: *individual activations* and *combined activations*. Players activate either one model with an individual activation or multiple models with a combined activation.

Players take turns activating models until all players have activated all of their models. If a player has un-activated models and the other players do not, the player may continue to take turns until he runs out of un-activated models. Each model can only be activated once per round. When activated, a model can move and perform an action. It can do this in any order but cannot interrupt one to do the other.



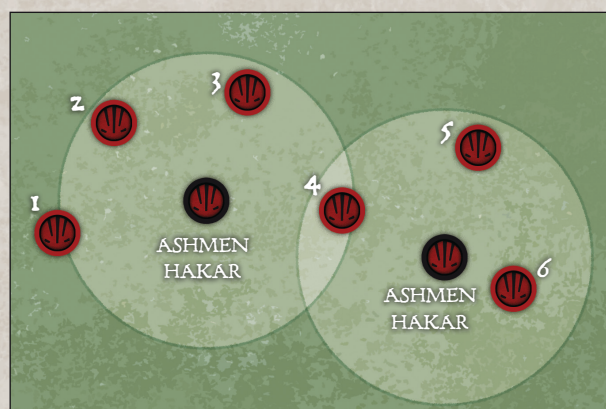
Individual Activations

An individual activation involves only a single model. When using an individual activation, the active player chooses a single model that has not yet activated this round. That model can then *move* and perform an *action* in any order the player chooses, but cannot interrupt one to do the other. Once a model has completed both its movement and an action, the individual activation ends.



Combined Activations

A combined activation functions much like an individual activation but involves more than one model. In order to use a combined activation, the active player must select models that fall within a leader's leadership area. The leader is passive in this process but can be selected as one of the models to participate in the combined activation. The active player cannot select more models than the leader's ability allows, and all models selected to participate in the combined activation must share the same matching trait. Models involved in a combined activation do not have to share a trait with the leader, nor must they end their activation in the leader's leadership area. The selected models do not need to be able to see one another.



Swordsmen 1 2 and 3 can be selected for a combined activation, so can 4, 5, and 6.

However 3, 4, and 5 cannot combined activate because they are not in the same Leadership area.



After selecting all the models, the active player chooses whether to move first or perform actions first. All models in a combined activation will move and perform actions in the same order. Resolve all movements at the same time; resolve all actions at the same time. After all the models in a combined activation have performed their movement and actions, the combined activation ends.

EXAMPLE: Mika has an Ashmen Hakar. He checks the Hakar's leadership area and has 7 Ashmen Swordsmen and 3 Pelagarth Bloodmasks in the Hakar's leadership area. The Hakar has Leader (5), allowing 2 to 5 models who share the same trait to activate together. Either the Ashmen can be selected as they have the Ashmen trait (along with the Hakar) or the Pelagarth may be selected. You may not select Ashmen and Pelagarth to perform a combined action together as they do not share a trait. However, the Hakar can activate with either the Ashmen OR the Pelagarth even though he does not share a trait with the Pelagarth as he has the Leader trait and the combined action is within his Leadership area.



Leaders

and Commanders

Some models have the ability to command the troops around them, coordinating maneuvers and actions on the battlefield. These models are called leaders and possess the Leadership ability. Models with the Leadership ability act as focal points on the battlefield, through which players can use combined activations.

■ Leadership Area

★ Models with the Leadership ability have a leadership area that extends 6" out from the model. When a leader is in its commander's leadership area, replace that leader's Leader value with the value of the commander (if it is higher). The Leader value of a force commander will replace the Leader value of any friendly, subordinate Leader model as long as they are within the Leadership Area of the force commander.

EXAMPLE: An Ashmen Hakar is within 6" of Alyana Heska. Since Alyana is the Force Commander, the Ashmen Hakar replaces his Leader (5) trait with Leader (7).

■ Combined Abilities

When 2 or more models involved in a combined activation match at least one trait with a leader whose Leadership area they are all in, they may gain the benefit of one of its combined abilities. Models may only benefit from a single combined ability during a combined activation.

■ Benefits of Command

While many models can function as leaders, only one is the true commander of a player's force. During force organization (see below), select one leader model as the army's commander. The commander gains the following bonuses: +1 Wounds, +1 to the value of their Leader ability, and the commander's Leadership area extends to 8".

■ Command Abilities

Leaders have abilities called command abilities.. These abilities grants a bonus to all models in the player's force, not just those participating in a combined activation.

MOVEMENT

Models move for two reasons: forced movement and free movement. A forced movement is denoted by the word force. Free movement is all non-forced movement. Forced movement ignores the Disengage Penalty (see below) and other abilities that prevent disengaging.

Models cannot move through other models. Any forced movement that moves a model into another model or impassible terrain ends as soon as the moving model contacts the other model or terrain element.

EXAMPLE 1: Kevin has 3 Dragon Legionnaires and a Dragon Legion Keeper that he wants to use to take control of an objective. Kevin activates Dragon Legionnaire 1 and chooses to move him 6". Kevin can move in any direction as long as he does not move him more than 6". Movement is measured from the front of the base in a straight line, the model can turn to



face any direction at any time to change direction but must still be moved straight forward. You cannot bend or twist your measuring device to move in an arc.

EXAMPLE 2: *Derek has a Neridan Construct that is inside his commander's Leadership area who just killed a Dragon Legionnaire. There is another Dragon Legionnaire within 3" of the Neridan Construct that is marked. Using the Commander ability, the Neridan Construct forces the Dragon Legionnaire to move into contact with him.*

Disengage Penalty

For a model in contact with an enemy to break contact, it must forfeit 3" of movement before it can begin moving and cannot end this movement in contact with any enemy models. If a model is in contact with more than one enemy, it only has to pay the disengage penalty once.

A model in contact with an enemy model can reposition itself around the model it is in contact without paying the Disengage Penalty, as long as it does not need to break contact to move to its new position.

EXAMPLE: *Kevin has a Dragon Legionnaire in contact with a Deep Caller. Kevin wants to move his Legionnaire away from the Deep Caller. To do so he forfeits 3" of his 6" movement and then can move his Legionnaire 3" in any direction away from the Deep Caller, being sure to not end this movement in contact with another enemy model.*

ACTIONS

During their activation, models may only perform a single action, but they might have a number of different actions available to them. Actions fall into two broad categories, *attack actions* and *special actions*. All descriptions of actions include:

Name: The name of the action, such as Sword Strike.

Type: The type of action: melee, ranged, magic, toggle, or interact.

Rating: If the action involves a dice roll, this is the number of dice rolled.

Range: This is the maximum distance, in inches, that the target can be from the acting model. An action with a range of 00 can only target an element in contact with the acting model.

Special Rules: Any special rules the action possesses. (See below for a list of attack special rules.)



Special Actions

Special actions encompass all actions that are not attacks. All models have access to the generic special actions listed below, even though they do not appear on the models' statistics.

■ Generic Special Actions

Name: Sprint

Type: Special

Rating: 0

Range: 00

Special Rules: Move this model up to 4".

EXAMPLE: *Derek has a Deepman that he wants to claim an objective. He moves the model 5" towards the objective, which is an inch short of contact that would allow him to claim the objective for the turn. He chooses to use the "Sprint" Special Action to move the Deepmen up to 4". This extra movement is enough to contact the objective and claim it for the turn.*

Name: Interact

Type: Special

Rating: 0

Range: 00

Special Rules: Certain pieces of terrain and objectives require models to interact with them through the course of the game. This requires an Interact action. Generally, a model must be in contact with an element to make an Interact action. The element's special rules describe the effects of any Interact actions.



■ Special Action Types

Special action types are categories of special actions that define how to resolve those actions. The types currently include the following:

Willpower Check: Willpower checks represent powers or magical abilities allowing a model to tap into magical reserves or summon assistance to the battlefield. Willpower checks only target friendly models.

When a model performs a willpower check, roll the dice and compare them to the target's Willpower stat. Each result equal to or less than the target's Willpower is a success. All Willpower checks describe their effect based on the number of successes.

Toggle: Many models possess special abilities or powers that require them to perform an action for the power to become active. These are called *toggle* actions. Most toggle actions do not require a roll to activate. Once the toggle action has been performed, the ability becomes active. Toggle effects remain in play until the end of the round.

EXAMPLE: Derek has Ooroth of Sysor Deep in contact with three Ashmen Swordsman. At the beginning of its activation, Derek chooses to use the "Stinging Field" Special Ability on Ooroth. Since this is a Toggle Special Action, he must use his Action to activate it, but it remains in play for the round.

Attack Actions

When attacking, players choose from among the different attack actions their models possess with the aim of wounding and hopefully removing the target of the attack from play.

There are four types of attack actions: *ranged*, *melee*, *willpower*, and *magical*. All four attacks function in much the same way, with any differences discussed below. Not all models can perform all four types of attacks. The model's statistics include any attacks it can make.





To make an attack, the player chooses an attack action available to the active model, selects a target, ensures that the attacker can see the target and that it's in range, assigns

attack dice, and rolls all dice involved in the attack action. For ranged, melee, and magical attacks, check all die results against the target's Defense Chart to determine the outcome. Apply all results simultaneously. Some terrain may interact with attacks. (See the Terrain section for details.)



■ Melee Attacks



Melee attacks function as described above except that they may target multiple elements. When choosing a melee attack action, the attacker may divide the attack dice among any number of legal targets.

■ Magical Attacks

Magical attacks function as described above with the following changes: Magical attacks cannot be parried. Convert any *Parry*  results generated by a magical attack into *Strike*  results. Targets of a magical attack cannot use counterattack abilities to defend against the magical attack. When a magical attack generates a *Magic*  result on the target's Defense Chart, the attacker suffers a magical backlash. For each *Magic*  result generated by a magical attack, the attacker must make a Willpower check (1). The attacker suffers one damage for each failed check.

■ Ranged Attacks

Ranged attacks function as described above with the following exceptions: Ranged attacks cannot be made against a target in contact with the attacker. Ranged attacks cannot be parried. Convert any *Parry*  results generated by a ranged attack into *Strike*  results. Targets of a ranged attack cannot use counterattack abilities to defend against the ranged attack.


An attacker making a ranged attack against an enemy in contact with a friendly model suffers a penalty. After the dice from a ranged attack have been rolled, the attacker must re-roll any *Strike*  (but not *Overpower* ) results.

■ Willpower Attacks

Willpower attacks function as described above, except that they do not use the Defense Chart to determine results. Instead, each die result that exceeds the target's Willpower generates a success. All willpower attacks describe their effects based on the number of successes.



■ Damaging a Model

Anytime a model is dealt a number of hits equal to its DT, it takes 1 damage. When a model has accrued damage equal to its Wounds , it is removed from play as a casualty.

MORALE

The objective of battle is to kill or route your opponent. This is represented by a force's morale. A player begins each game with a *starting morale* value. During the course of the game, each player's morale will increase and decrease as a result of casualties, motivations, and other factors. When a player's morale reaches zero, his forces quit the battlefield, and he loses the game. Though rare, it is possible for all players to reach zero morale at the same time, causing a draw.

Starting Morale

Game size, motivation, and force selection determine each force's starting morale. As the player builds his force, the starting morale may increase, since some selections modify morale. After a player has selected his force, he must select a motivation, which further modifies the starting morale value. Certain other factors may modify

morale, such as faction-specific terrain, magical or other effects, special models present on the battlefield, and so on. (See Getting Ready to Play for details on determining starting morale.)

■ Gaining and Losing Morale

A force's morale increases and decreases throughout the game, representing the ebb and flow of battle. The most common influences on morale are casualties and motivations. Apply effects that influence a force's morale as soon as they occur. When a force's morale reaches zero, the game ends, and that player has lost. A force's morale can be raised above its starting value due to positive modifiers during play. If a force would gain and lose morale at the same time apply all gains before applying all losses.

■ General Morale Modifiers

Players gain and lose morale based on their motivation as well as a number of events during the game. Below is a list of general conditions that alter morale during play regardless of motivation. Apply these as soon as the event occurs.

- For every three models removed as casualties, the force loses 1 morale.
- For every leader model removed as a casualty, the force loses morale equal to the rank of the leader. This is in addition to the above loss.



GETTING READY TO PLAY

Before players begin, they must prepare for battle. Players must determine the size of the game they wish to play, organize their force, choose a motivation, and determine their starting morale. The details of these steps are listed below.

Select Game Size: In order to build their forces, players must first decide what size of game they would like to play.

Force Organization: After selecting game size, each player must build a force. Players consult the force organization chart for the game size they are playing to find what types of models they can choose that will make up their force for the game. (see page 62)

Choose Motivation: After players have chosen their forces, each player must select a motivation for their commander. Motivations are detailed in the Morale section.

Determine Starting Morale: Once players have chosen motivations, they must determine their starting morale. To determine starting morale, divide the total number of models in your force by 3, rounding down. Next, add up all the Ranks of Leader for every Leader model in your force. Add these two values together to get your starting morale.

Battlefield Setup

The game is played on a 4'x4' battlefield. Before the game begins, players must set up the battlefield, place terrain, and deploy their forces. The steps involved in setting up the battlefield and starting the game are detailed here.

Place Terrain: Terrain elements provide players with more than an empty, flat battlefield on which to fight. Players must select and place terrain before determining the starting player.

Each player selects three terrain elements from those listed in the Terrain section. Players roll 1d10 and alternate placing terrain pieces in descending order until all pieces are in play. Terrain elements may be placed anywhere on the battlefield.

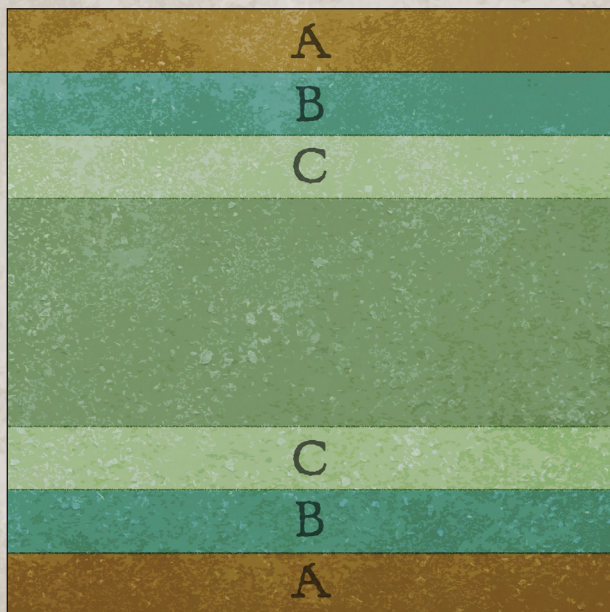




Deploy Forces: Once all terrain elements have been placed, players begin deploying their forces. The player who placed the first piece of terrain chooses a side of the battlefield and deploys all of their models first. Each opponent then deploys in the same order as terrain placement.

Each deployment zone is five inches deep and extends the width of the battlefield. The deployment zones have letters to designate them for use during deployment. Deployment Zone A is at the player's table edge, Deployment Zone B is the second deployment zone in from the table edge, and Deployment Zone C is the deployment zone closest to the center of the battlefield.

Each model can only be deployed in its listed deployment zone and must be deployed entirely within that deployment zone. If a model possesses more than one deployment zone, it may be placed in either deployment zone, or it may be placed so that it straddles both deployment zones. After all models have deployed, the game begins, and players make the first initiative roll.



Initiative roll: At the beginning of each round, players will roll initiative to determine the first player. All players roll 1d10. The player with the lowest current morale gains a +1 to this roll. The player with the highest total wins the roll and is the first player for the round. Re-roll ties. Players then take turns in descending order.

Players' Turn: The active player first chooses whether to do an Individual or a Combined activation and the model or models that they will activate. They then activate those models, completing their movements and actions, fully resolving each. Then they pass play to the next player. Once all players have activated all their models, the round ends. When a new round begins, players roll for initiative and the game continues as above until only one player is left with a morale above 0, signaling the end of the game.

TERRAIN

Terrain encompasses the elements that make up the battlefield. All players may place generic terrain—including hills, ruins, fences, and such—on the field, while faction specific terrain is restricted to specific terrain types that can alter the way factions perform in battle.

Each individual terrain piece has two parts that describe how it interacts with other elements, its base, and its keywords. The base of a terrain piece is the space it occupies on the table. Anytime an element contacts or overlaps the edge of that base in any way, the element is on that terrain piece. The keywords of a terrain piece describe the special rules and ways that the terrain interacts with the other elements on the table.

Before play begins, all players must agree on the keywords assigned to each terrain piece. A list of keywords assigned to generic terrain pieces is included below, so use this as a guide. Additional keywords may be assigned by scenarios or other special rules. Record the keywords for each terrain piece so that all players may reference them at any point during play.

All terrain pieces follow a few basic rules unless otherwise indicated.

- No terrain piece may be placed in contact with another terrain piece before play begins.
- A terrain piece must have a Size or the "Does Not Block Line of Sight" keyword.
- A terrain piece blocks LoS to other elements of equal or smaller size.



Generic Terrain

Hill: Elevated 1, Size 2, can have other terrain pieces stacked on it, provided those pieces' bases fit completely within the hill's base.

Tree Stand: Cover, Rough 1, Size 4

Ruins: Cover, Rough 1, Size 4.

Bolder/Pillar/Tree: Impassable, Size 1-3.

Wall: Cover, Size 1-2, Wall.

Broken Ground: Rough 1, Does Not Block Line of Sight.

Fence: Cover, Wall, Does Not Block Line of Sight.

Pond: Impassable, Water, Does Not Block Line of Sight.



Terrain keywords

Cover: This piece of terrain grants cover if it is between the target of an attack and the attacker (see Line of Sight). A model in cover replaces the lowest *Strike* ⚡ result on its defense chart with *Cover* ⬆.

Does Not Block Line of Sight: This element does not block line of sight.

Elevated X: Increase a model's size by X when checking LoS. Moving to an increased level of elevation uses X additional points of movement. If a model cannot spend this movement, it cannot enter the element. This element's size is equal to X.

Impassable: Models cannot move through this element.

Inspiring X [trait/type]: This element carries certain spiritual, magical, or emotional inspiration to certain soldiers. Models that possess the matching trait or type, such as Infantry or Pelegarth, gain +X *Will* 🔥 when within 6" of this element.

Magic: This element is constructed by or of magic, making it susceptible to specific effects and attacks.

Nexus X: This element is a point of intense magical energy, granting +X additional dice to all magic attacks made by models while in this element's base.

Objective: Objectives are used in the special rules of scenarios and motivations. Their use is described in those specific scenarios and motivations.

Damaging X: Models beginning their activation within or moving into this element suffer an attack with a Rating equal to X. These attacks cannot be parried or blocked; all *Parry* ⚡ or *Block* ⚡ results count as *Strikes* ⚡. These attacks resolve after the model has finished moving.

Rough X: Models beginning their activation or moving into the base of this element subtract X from their movement. If a model cannot spend this movement, it cannot enter the element. This can result in a model being unable to move.

Wall: A model cannot take a sprint action through, or end its movement on, this element. This element is impassable to forced movement. Models cannot move through a wall with a size greater than the size of a model.

Water: This element is a water feature, which can affect certain abilities and actions.



FORCE ORGANIZATION CHARTS



Small

■ Leader

1 rank in leaders

■ Infantry

6 R1 Infantry :

- May trade 2 R1 Infantry for 1 R1 fast attack
- May trade 3 R1 Infantry for 1 R1 heavy

■ Specialist

2 R1 Specialist

■ Options

6 R1 infantry

- May trade 2 R1 Infantry for 1 R1 fast attack
- May trade 3 R1 Infantry for 1 R1 heavy

Or

2 R1 Specialists



Medium

■ Leaders

(must select one as Commander)

3 ranks in leaders

■ Infantry

18 R1 Infantry

- May trade 2 infantry for 1 fast attack
- May trade 3 infantry for 1 heavy

■ Specialists

2 R1 Specialist

- May trade 2 R1 Specialist for 1 R2 Specialist

■ Options

6 R1 Infantry

- May trade 2 infantry for 1 fast attack
- May trade 3 infantry for 1 heavy

Or

2 R1 Specialist

- May trade 2 R1 Specialist for 1 R2 Specialist



Large

■ **Leader**
(One must be selected as Commander)
5 ranks in leaders

■ Infantry

24 R1 Infantry

- May trade 2 R1 Infantry for 1 R1 fast attack
- May trade 3 R1 Infantry for 1 R1 heavy

■ Specialists

4 R1 Specialist

- May trade 2 R1 Specialist for 1 R2 Specialist

■ Options

1 R2 Monster

Or

12 R1 Infantry

- May trade 2 R1 Infantry for 1 R1 fast attack
- May trade 3 R1 Infantry for 1 R1 heavy

Or

4 R1 Specialist

- May trade 2 R1 Specialist for 1 R2 Specialist

MOTIVATIONS

Motivations represent the reason the battle is taking place. Before the game begins, after players have chosen their forces, each player selects one motivation to serve as their commander's guiding drive for the game. Commanders may only choose motivations from one or two categories. Players can choose any single motivation from the categories their commander allows. The motivation chosen modifies the player's starting morale and influences how he gains and loses morale during play.

Each commander may choose a Motivation available to the House of their Commander.

Goritsi: Intrigue, Treachery

Hadross: Greed, Vengeance

Nasier: Duty, Vengeance

Shael Han: Duty, Intrigue

Teknes: Greed, Treachery





Controlling an Objective: The player with the most models within 3" of an objective controls that objective. If both players have the same number of models within 3" of an objective, then neither player controls that objective.



Greed

■ Land Grab

Objective: Objectives in this motivation are 50mm round base objectives that are size 2 and impassable.

Your commander has chosen to personally claim the surrounding territory under the guise of expanding his nation's borders. But before the land can be taken, the enemy must be driven from the field of battle.

After placing terrain but before forces are deployed, place four objectives on the battlefield. These objectives cannot be placed in your deployment zones, within 6" of each other, or within 6" of the edge of the battlefield. Beginning at the end of the second round, determine who controls each objective. For each objective you control, your opponent loses 2 morale.



■ Rags to Riches

Objective: Objectives in this motivation are 30mm terrain objectives that do not block line of sight.

The spoils of the battlefield are sometimes a soldier's greatest reward. Your commander has opted to allow his troops the honor of scavenging anything of value from their fallen enemies, hoping their greed will drive them to victory.

When an enemy leader, character, or commander is removed from play, place an objective in contact with the model's base before removing the model. When any one of your models is in contact with the objective, they can make an Interact action to loot the body, and your opponent loses 2 morale. You then remove the objective.

■ The Wealth of a Nation

Objective: Objectives in this motivation are 50mm terrain objectives that are size 2 and impassable. The objectives represent large stockpiles of supplies.

You have found one of your enemy's vital supply lines. Your commander sets out to raid these supplies and cripple the enemy's resources.

During deployment, place an objective anywhere within the 'B' band of your deployment zone. A friendly model in contact with the objective may perform an Interact action to pillage the supplies, causing your opponent to lose 1 morale.



Duty

■ Hold at all Costs

The enemy has pushed far into your homeland, and you must hold back one piece of the invading force. No price is too high to keep the enemy from driving further, and the longer you delay the enemy, the more time your reinforcements have to arrive.

At the end of each round you lose morale based on enemy models completely within your deployment zones. You only lose morale for each deployment zone once per round.

- 'C' deployment zone, you lose 1 morale.
- 'B' deployment zone, you lose 2 morale.
- 'A' deployment zone, you lose 3 morale.

■ Protection

Objective: Objectives in this motivation are 30mm round based models that are size 2 and cannot be attacked.

A senior commander or influential patron has taken an interest in one of your soldiers. If anything happens to this VIP, dishonor will fall upon your commander. The chosen soldier, however, insists on fighting alongside the rest of the troops.



A friendly model in contact with the objective may perform an Interact action to have a VIP follow that model until the end of their activation. When that model finishes their movement this activation, place the objective marker in contact with the active model. If the objective is in your enemy's deployment zone at the end of the round your opponent loses 5 morale and the objective is removed.

Intrigue

■ Lambs to the Slaughter

Orders have come down, and your commander's soldiers are to be sacrificed in a bold military engagement. Whether to punish past failures, garner sympathy from citizens back home, or simply the whims of a devious rival, the attack must happen, and your soldiers must die.

Friendly models with the Infantry type removed from play during the game do not impose morale losses, and do not count towards starting morale. The loss of Leader models imposes double the leader's rank in morale loss instead of the regular loss.

■ Shell Game

Objective: Objectives in this motivation are 50mm round base objectives that are size 2 and impassable.

An object of great importance to your commander is currently in enemy hands. The enemy has gone to great lengths to conceal its presence on the battlefield and your forces must locate the object before the battle has ended.

During deployment, you may place four objectives anywhere within your opponent's deployment zones. These markers cannot be placed within 6" of each other, or within 6" of the edge of the battlefield. After these objectives are placed, your opponent secretly selects which of these is the true objective. Friendly models in contact with an objective may perform an Interact action to reveal its true nature. When the true objective is revealed, your opponent loses 5 morale and all objectives are removed.

■ Vital Communiqué

Objective: The objective in this motivation is a 30mm marker that represents the communiqué.

Your commander is attempting to take advantage of the battle and slip a vital communiqué past enemy lines. You must ensure this message reaches its destination.

During deployment, select one of your non-leader models to be the courier. Place the objective marker in contact with this model. The marker follows the model wherever it goes. If this model is killed, the marker is left in contact with the courier before it is removed. Friendly non-leader models in contact with the marker may perform an Interact action to become the new courier. If the courier ends the turn in the opponent's 'A' deployment zone, your opponent loses 5 morale.



Treachery

■ Execution

A member of the opposing army has been selected for assassination and your commander has selected a small team to carry out the task.

During deployment, secretly select an enemy model that is a character or leader; this model is the target of the execution order. In addition to the target, you may select 2 specialist models that will act as the assassins. If the target is killed by one of the assassins, your opponent loses 5 morale in addition to any regular morale losses from losing the model.



■ Bribery

Objective: One objective is a marker representing the bribe. The other objective is a 30mm model that will be the traitor.

One of your enemies is willing to exchange valuable intelligence for simple wealth. The battle breaks out before your commander can arrange a meeting, and you must attempt to hand off the bribe during combat.

After forces are deployed but before the first turn, place the traitor objective in your opponent's 'B' deployment zone, and select one friendly model to carry the bribe marker. When the friendly model with the marker is in contact with the traitor, it may make an Interact action to hand over the bribe, your opponent loses 5 morale and the marker and traitor are removed from play. If the model carrying the bribe is killed, the marker is left in contact with the model before it is removed. Friendly non-leader models in contact with the marker may perform an Interact action to carry the bribe.



■ Ransom

Objective: Objectives in this motivation are 30mm models that cannot be attacked.

Your commander has chosen to free recently captured personnel rather than pay their ransom. Whether for personal gain or the benefit of the nation, the targets must be freed in order to ensure success.

After forces are deployed, but before the first turn, your opponent places 1 objective per Leader rank within 3" of any of their models. Friendly models in contact with an objective may perform an Interact action to free a Prisoner, your opponent loses 2 morale, and the objective is removed.



Vengeance

■ Push Them Back

Enemy forces are holding the line. Your commander has sworn that he will break their line. Failure is not an option.

At the end of every round, check to see if any of your models are completely within an enemy's deployment zone. Your opponent loses 2 morale for every deployment zone your models are completely within. You only lose morale for each deployment zone once per round.

■ Wipe Them Out

The crimes of the enemy have grown so heinous that your wrath knows no bounds. This hatred has become an all-consuming need for revenge that cannot be contained.

Your opponent loses 1 additional morale for every 3 models killed.

■ Eye for an Eye

A vengeful and spiteful person, your commander takes every loss personally and swears to answer every death back upon the enemy.

During the battle you must inflict an equal amount of casualties on your enemy as he inflicts upon you. At the end of every round, determine the number of models lost by both sides. If you have inflicted an equal or greater number of casualties on your enemy as they have imposed upon you, your opponent loses 2 morale.





EXAMPLE GAME

Setup and Round 1

Derek is playing Nasier and has selected this force (starter):

ASHMAN HAKAR ASHMEN SWORDSMEN x 6

RATHOR.

His starting morale is 3, and he selected the Wipe Them Out motivation from the Vengeance category.

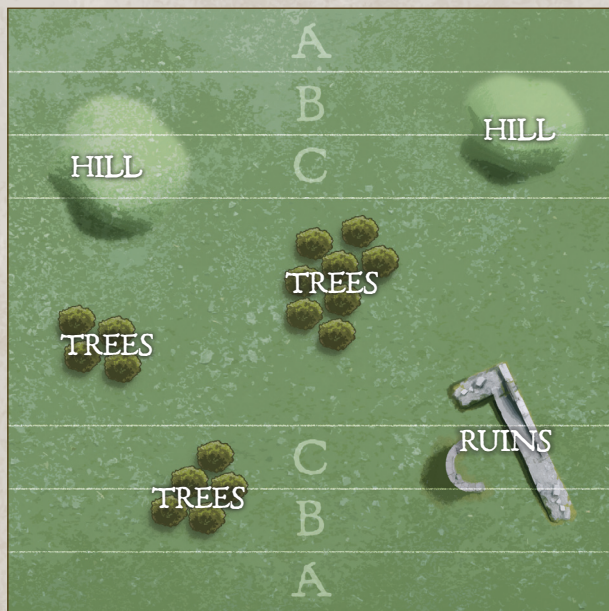
Jason is playing Teknes he has selected this force (starter):

UNION BOSS UNION WORKER x 6

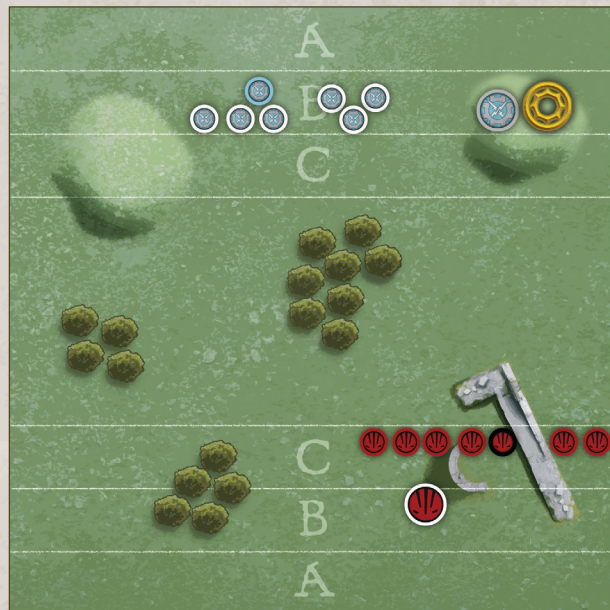
SORIK THE UNFINISHED.

His starting morale is 3, and he selected The Wealth of a Nation motivation from the Greed category.

The players roll off for who will place the first piece of terrain and set up first, and Jason wins. They take turns placing terrain. When they finish, the table looks like this.



Derek picks his table edge, and Jason sets up his force.



Then Derek sets up his force.

Both players roll initiative, and Derek wins.

Derek chooses to do a combined activation with his Ashmen Hakar and all 6 of his Ashmen Swordsman. With the Hakar's Combined ability, the group gains +2 Move for the activation. Since Derek's Hakar is the commander of the



force, his leadership is 6, allowing him to select 6 models to participate. He moves his models forward 9". He then has them Sprint for their action, moving them an additional 4". Jason also chooses to do a combined activation. He selects the 3 Union Workers on his left, and using the Combined ability of the Union Boss, causes them to suffer 1 point of damage. This activates their 'Pain Fueled' ability, and he moves them 8" to intercept the advancing Ashmen.

Derek selects his remaining Ashmen Swordsman and moves them forward 7". He again selects Sprint for the Action.

Jason chooses to do another combined activation with his remaining 3 Union Workers and his Union Boss, moving them up and behind the other Union Workers.

Derek selects his Rathor, moves him forward, and also has him also Sprint for his Action.

Jason finishes the round by activating Sorik the Unfinished, who moves into contact with the Objective and performs an Interact Action to pillage the supplies. Derek loses 1 morale.

After the first round the table looks like this:



Round 2

At the start of round 2, both players roll initiative, and Derek wins.

Derek selects his 6 Ashmen Swordsman for a Combined Activation. He moves 4 of them into contact with the 3 Union Workers closest to him and the remaining 2 into contact with Sorik the Unfinished.

Since the Activation is a Combined Activation, all participating models must perform the same Action. Derek chooses to use the Sword Slash. He assigns his attack dice to the 3 Union Workers with 4 of his Ashmen Swordsman—1 to the model on his left, 1 to the model on the right and 2 to the model in the middle—and 2 to Sorik.

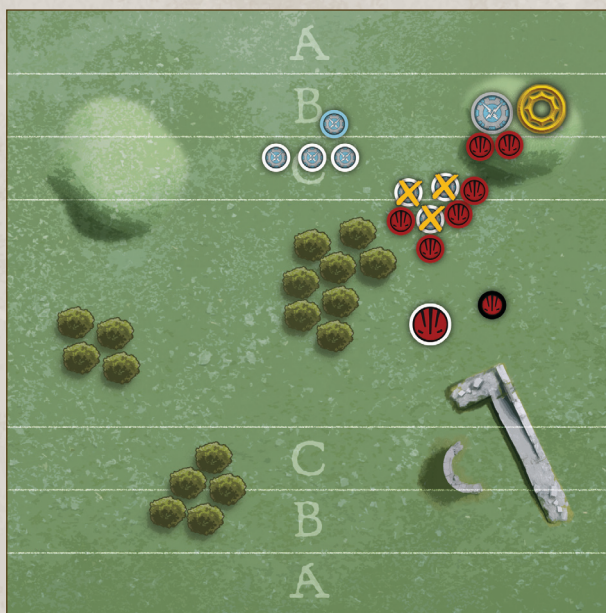


Derek rolls his attacks individually, even though all of them will resolve at the same time. Against the leftmost Union Worker he rolls a 6. He rolls a 10 and 4 against the middle Union Worker, and a 2 against the rightmost Union Worker. He rolls a 7 and 3 against Sorik. With the Ashmen Swordsmen, Derek can re-roll one attack die for each of his models, but since this is a combined activation, he can add another re-roll if he so chooses. Derek decides to re-roll the 4 and 2 against the Union Workers and both of the attack dice against Sorik. His new rolls, are a 10 against the left Union Worker and a 6 against the right. Against Sorik, his re-rolls are 9 and 1. Derek had 3 **Overpower** (👹) results from these rolls (the 10s against the Union Worker and the 9 against Sorik) so he can now roll Overpower dice as part of the attack. Against the Union Workers, his Overpower roll is a 6 and 9. Against Sorik, his re-roll is a 4. When the dust settles, the Union Worker on the left is Hit 1 time, the Union Worker in the middle is Hit 3 times, and the Union Worker on the right is hit 2 times. Sorik is Hit 1 time.



Since a model is damaged when it receives hits equal to or greater than its Damage Threshold, the Union Workers will take 1 point of damage for each Hit sustained, and Sorik will take a point of damage when he sustains 2 or more hits in an action. In this case, the first Union Worker takes 1 damage, removing it from the game since it sustained 1 point of damage in round 1 for using the Combined ability from the Union Boss. The second Union Worker takes 3 damage and the third takes 2 damage, which is enough to remove them both from the game as casualties. Since Sorik only suffered 1 hit, and he has a DT of 2, he does not take any damage.

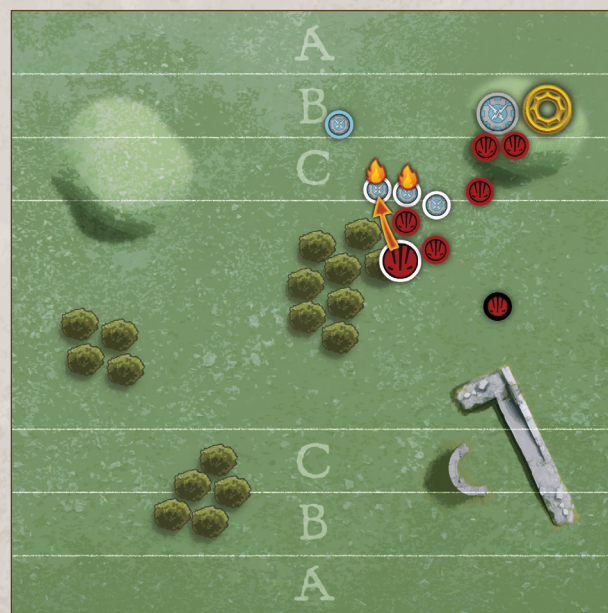
At the end of this combat, Jason loses 2 Morale; 1 for losing 3 models and 1 for the 'Wipe Them Out' Motivation.



Jason elects to do a Combined Activation with his remaining Union Workers. He moves them toward the Ashmen Swordsmen, but only manages to get 2 of them into Contact. He chooses Savage Blow for their Action and assigns one die to each of the Ashmen Swordsman. He rolls a 4 and a 7, a Dodge (D) and a Strike (S) result. As the Ashmen Swordsman have a DT of 1, the Strike result causes 1 hit on the second Swordsman, and he is removed as a casualty.



Derek then activates his Rathor, moves him forward 6", and chooses to send Efrenti Blast at the Union Worker not currently in contact with anyone. He allocates 1 die for the attack and a second die to the Union Worker next to him, per the ability of the attack. He rolls a 7 and a 6, both Strike (S) results. Each result causes 1 hit and deals 1 point of damage to each Union Worker, reducing each to 1 wound.

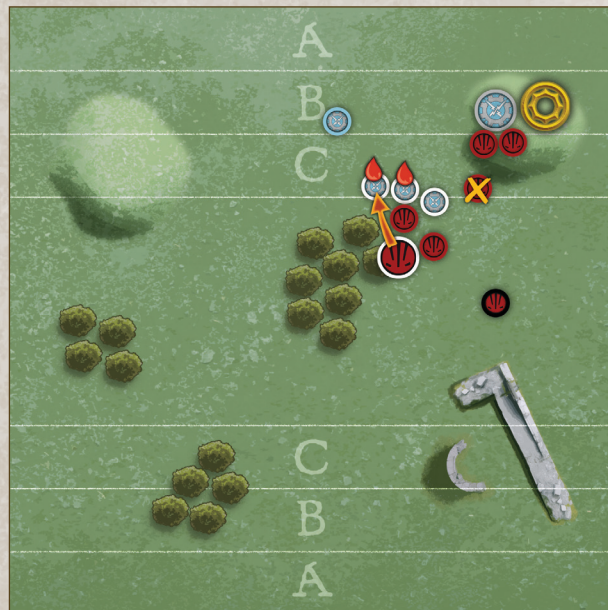




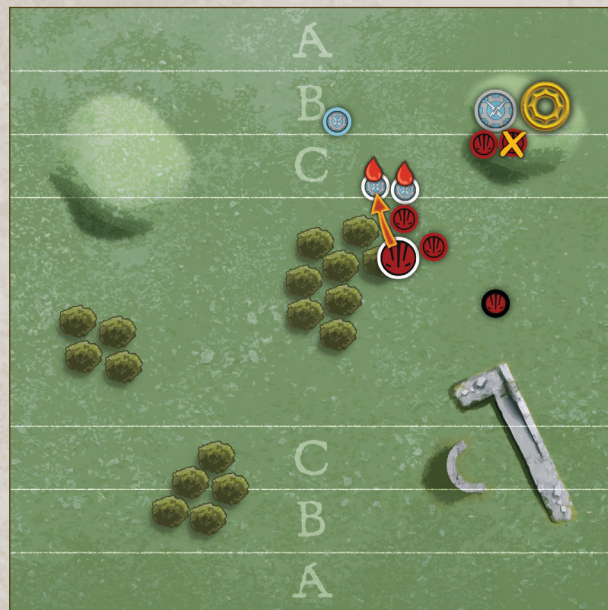
Jason activates the Union Boss and moves him toward the melee. He chooses 'Whip It' as his Attack Action, since this attack has Reach, and he is not in contact with any models. There are two Ashmen Swordsman in range of this attack, so Jason allocates 1 die to each. He rolls a 3 and an 8, a Dodge (🛡️) and a Strike (⚡), removing 1 as a casualty.



Derek next activates the Ashmen Hakar and moves him into contact with the unengaged Union Worker. He chooses Sword Slash and allocates both dice to this model. Rolling a 1 and a 9 generates a Miss (🎯) and a Strike (⚡). He re-rolls the 1, however, and scores a 10, an Overpower (💀). He rolls his Overpower die and scores a 7, another Strike (⚡). The Union Worker suffers 3 Hits, causing 3 damage, and leaves the field as a casualty.



Jason activates Sorik and chooses to use his Shredding Claws, allocating 1 die to each Ashmen Swordsman in contact. He scored a 4 and a 10, an Armor (🛡️) and an Overpower (💀) result. Rolling his Overpower die produces another 10, but alas Overpower die cannot generate an additional Overpower die. The second Ashmen Swordsman still suffers 2 hits and is removed as a casualty. This is the third model so removed for Derek, so he loses 1 Morale.





GAME RULES



■ Model Special Abilities:

1. **Against all Odds** - When this model is in contact with more than one enemy, it gains Strike = Magic 2.

2. **Battle Fever** - At the beginning of this model's activation, make a will check (1). If you fail this check, this model must move towards the nearest enemy model it can see. If it does not end this movement in contact with an enemy model, it must sprint towards the closest enemy model it can see.

3. **Blood Drive** - If this model has 2 or more damage on it at the beginning of its activation, it must make a will check (1). If it fails, your opponent controls it for this activation.

4. **Can't Sprint** - This model cannot make the Sprint standard action.

5. **Counterattack (Y) X** - For each X result generated by the attack, this model may select one of its legal attacks and roll a number of dice equal to Y. This may be higher or lower than its normally attack. Attacks made this way must target currently activated models.

6. **Crawlin** - This model ignores rough terrain movement costs.

7. **Death Rattle** - When this model is killed, mark one enemy model within 4"

8. **Deflection**: This model can Parry Ranged and Magic attacks.

9. **Eat what you kill** - This model heals 1 damage when it kills a model with a melee attack.

10. **Fear** - Aura 6" Enemy models suffer -1 Will.

11. **Distraction** - When a friendly model attacks an enemy model in contact with this model, the friendly model gains +1 die on the attack.

12. **Flying** - During voluntary movement, this model can move through models and impassable terrain. It cannot end its movement with its base overlapping a model or impassable terrain feature.

13. **Gang Up** - When 2 or more models with this ability are attacking the same target during a combined activation, the attack gains +1 re-roll.

14. **Increased backlash** - When a model suffers a backlash due to attacking this model, roll an additional die. If either die fails, the attacking model suffers 1 damage.

15. **Land Rage** - At the beginning of this model's activation if it can see an enemy model, make a Will Check (1). If the check fails this model must move towards the nearest enemy model or a marked model before it can perform its action.

16. **Lean on me (Model Y)** - If this model activates and is not within 6" of a friendly Model Y then all of its actions gain slow.

17. **Marked Destruction** - When this model attacks a marked model, it gains expertise (1).

18. **Nimble** - This model ignores the penalties to movement for Rough Terrain.

19. **Overwhelming Horror (X)** - When this model is placed on the battlefield, the opposing player loses X morale. When this model is removed from play, the opposing player gains 2X morale.

20. **Pain Fueled** - When this model has 1 or more damage on it, it gains +2 move and +1 die to all attacks.

21. **Paralytic Presence** - Enemy models in contact with this model cannot disengage.

22. **Push Back** - [Reaction] (X): After attacks are rolled but before damage is calculated, move an attacker 1" directly away from this model per X result generated.

23. **Pair (Model Y)** - If this model is selected during force organization, you must also select a Model Y.

24. **Rally Point** - While this model is in a friendly leadership area, he gains the Leader ability equal to the model with the highest Leader value in the area.

25. **Swim** - This model ignores the rough terrain quality when the element also has the water quality.

«The Ancient King is dead,
his Kingdom in ruins.
Who will rise to seize his Crown?»

WRATH OF KINGS



Across the continent of Arikania, vast armies move on a scale not seen for centuries. No longer will the raids and brush wars, the petty posturing and subtle maneuvering suffice to advance the plans of kings, princes, and would-be emperors. Now is the time when fragile truces fail under the hammers of ambition and destiny, when arcane energies and summoned horrors devastate the land for the glory of the Scion Kings.

Wrath of Kings gives you control of these mighty forces. Command armies fighting for power, prestige, or personal advancement in this fast-paced and nuanced 30mm tabletop miniatures game. Enter a world of ancient arcane terrors, violent ambition, and lethal secrets.

This book provides you with:

- . All the rules needed to play the Wrath of Kings miniature game.
- . A complete history of Arikania, the Ancient Kingdom, and the world its destruction has created.
- . Detailed descriptions of each of Arikania's Scion Kingdoms.

The prizes of victory are many and sweet, but the penalties for failure are dire indeed. An empire awaits to be won, but only by those bold enough to dare. Take up your sword, summon your troops, and experience a tabletop battle unlike any other.



www.WrathOfKings.com

www.coolminiornot.com