Hunters of Ruin

December 1st 2015

Index

The Basics.

To help people get started with Hunters of Ruin, the first step is to lay down some guidelines about certain key points that will be necessary to enjoy the game to it's fullest. The aim of this game is for all the players to have fun playing it and to provide a balanced, fair and enjoyable experience for all concerned.

How the Rules Work.

The rules are presented as a set of general rules which apply to every warrior. Through the purchase of Skills, Spells and Equipment, warriors gain access to special rules. In all cases, a special rule provides an exception to the general rule.

Example:
If a general rule states that a warrior may NOT do Action X, but they have a skill which says, 'This warrior may do Action X', then the special rule overrides the general rule and that particular warrior may do the listed Action.

Models and Measurement.

All models in the game under the control of a player are referred to as Warriors. Regardless of whether they are a mindless zombie or a wizard who has mastered the arcane arts. When the rules reference a friendly warrior, they mean a warrior under the control of the same player as the warrior taking the action. An enemy warrior is any warrior not under the control of the same player as the warrior taking the action. Even in a multi-player game, warriors not under your control will count as enemy warriors for the effects of the rules, regardless of alliances. Likewise, warriors under your control due to the effect of magic spells or other in game changes will count as friendly to your other warriors for the duration of the effect.

All warriors must be mounted on an appropriately sized base. For most war-games figures, this is usually around 20-25mm in size, though larger warriors will need a larger base to support them. All measuring is done to and from the bases of warriors, so players are recommended to choose a base which suits the warrior. There is no prescribed base shape, so players are free to use whatever they happen to prefer.

Warriors should generally carry equipment similar to what they have written on the faction roster. This isn't always possible, especially in the case of more irregular equipment. It is the responsibility of the controlling player to make sure that his opponent is aware of what each warrior is equipped with. Both players should exchange rosters and warband details before the game begins and check with each other about any points they are unsure of.

Players are free to measure distances at any time during their own activations. When another player is activating his warriors, you may only measure to check the range of declared actions. All measurements in the game are given in inches. For players who prefer to use the metric system, simply double all the numbers given and use centimetres. While it's not exactly the same, the game should play out in a similar way. Just don't try to mix the two in one game.

Line of Sight.

Several rules in the game require a warrior to have line of sight to his target. Line of sight is determined by bending down to get a "Model's eye view" of the table, from the position of the warrior taking the action. If the target warrior is clearly visible, the action can be attempted. For the purposes of Line of Sight, wings, banners, weapons and other large decorative items should be ignored.

If there is something obstructing your view to a part of the target warrior, they may get an advantage for being in cover. If only a tiny part of the warrior is visible, say the tip of a toe or a square millimetre of the body seen through a crack in a piece of terrain, it is best to say that the warrior is not visible at all.

Conflict Resolution.

While it would be nice to imagine that all the rules in this game were fool proof, there may be some unintended conflicts between different rules and abilities, or the author may have just assumed that everyone would understand what he meant. Sorry. If such conflicts do arise, they should be resolved as follows:

First of all, read the rules over again, just to be sure that you have read them correctly. Decide between you on the best outcome for the rules conflict. If you can't agree on the exact result, both players should roll a dice and the higher scoring player determines the result for the conflict, which will be used for the remainder of the game. After the game, look online for the correct answer.

If in doubt, you should always choose the least overpowered interpretation of any rules conflict. If something seems absurdly powerful compared to other options, it is probably due to an error or mistake that should be pointed out and corrected as soon as possible. The aim of the game is for both players to have fun playing, not for one of them to deliberately misread a rule and win without any effort.

Die Rolls.

All tests and rolls in Hunters of Ruin are done using a 10 sided dice, or d10 for short. For the purposes of all Tests in the game, a 1 is always a failure and a 10 is always a success, regardless of modifiers.

All modifiers are applied to the result shown on the dice, not the target number for the test being taken. No matter how many modifiers are applied, no roll can be lower than 1 or higher than 10. (One simple way to do it is to simply roll the dice up or down as modifiers are applied). Anyone rolling an 11 on a dice is obviously cheating and should be kicked out of the gaming area ASAP.

Anatomy of a Warrior.

In Hunters of Ruin, a warrior's abilities and fighting power are represented by Stats, Skills, Equipment and Spells.

All warriors have 7 Stats. 2 of these are Fixed Stats and don't require any tests or rolls to use. The
other 5 are Target Stats and are used for all of the tests in the game. Spell-casters usually have an extra stat for their magical ability. Most warriors do not have this stat.

The Fixed Stats are:
Movement (Move) – This stat will tell you how many inches a warrior may move when taking a move action.
Body (Body) – This stat will tell you how much damage a warrior can take before he is taken out of action.

The Target Stats are:
Agility (Agi) – This stat is used to test for movement and speed related actions.
Fight (Fig) – This stat is used to test for combat and shooting related actions.
Resist (Res) – This stat is used to prevent damage to a warrior.
Guts (Gut)– This stat is used to test for morale and against certain magical attacks.
Faction Stat (Fac) – This stat is used to test for the special abilities of each faction.
Magic (Mag) – This stat is used by spell-casters to test for their magical abilities.

Skills allow warriors to perform extra actions, to add modifiers to their tests and penalties to their enemy's tests. Some skills may be used by anyone, some are limited to a specific faction or type of warrior.

Equipment affects how your warriors will perform on the tabletop. Some warriors are given heavy armour and powerful weapons, whereas others may be more lightly equipped.

Spells are only available to warriors with a Magic stat. Spells are usually very powerful and can make a big difference to the success or failure of your warband.

Tests.

When a warrior performs certain actions, they may be called upon to take a test of some kind. Tests always use one of the warrior's Target Stats. To make a test, you must roll equal to or higher than the value given in the warrior's stat line. Usually there will be some modifier to the test based on skills, equipment and enemy actions. Roll 1d10 to take the test and add/subtract all the modifiers to the dice roll. If the final score is equal to the target number, then you have passed the test. If the roll is greater than the number, then you also score 1 Degree of Success for each point you exceed the target. If you roll lower than the number, then you fail the test. You also score 1 Degree of Failure for each point you roll lower than the target number. Degrees of Success and Failure play a part in modifying following tests.

Example:
A warrior with a Fight stat of 7+ makes a Strike action against an enemy warrior. The warrior currently has a modifier of +1 to his roll as he charged into combat this turn. The warrior rolls an 8 on his d10. Including his modifier for charging, he passes the test and scores 2 Degrees of Success. His opponent will now have a penalty on his Resist test to avoid being wounded.

Later in the game, the same warrior charges again, making another Strike action. This time he rolls a 5. Including his modifier, he scores a 6, failing the test and scoring 1 Degree of Failure. If his opponent hasn't activated yet, the warrior could be in a great deal of trouble.

Game Play

Hunters of Ruin games are split into several turns, where players will activate warriors one at a time in an effort to complete the objectives of a scenario. Each player will usually activate one warrior before play switches across to their opponent and then back to the first player.

Game Sequence.
    I.   Initiative Phase – Players determine who will activate first.
    II. Activation Phase – Players activate and move their warriors.
    III. End Phase – Spell effects end, Victory Points are scored from objectives.

Initiative Phase.
        At the start of each turn, both players roll 1d10. The highest scoring player can choose to activate a warrior first or allow their opponent to go first. In the event of a draw, the player who went second in the last turn **must** activate a warrior first in this turn. (On turn 1, re-roll the dice as there was no previous turn).

Activation Phase.
        Each player takes it in turns to activate 1 warrior at a time. A warrior must complete all their actions before play passes to the next player. When it is your turn to activate a warrior, you must choose a warrior which has not yet activated this turn. If all of your warriors have already been activated this turn, you have to pass and your opponent gets to activate a warrior. Play continues in this manner until all players have activated all of their warriors.

Tactical Pause.
        If at the start of the turn, your opponent has 3 more warriors to activate than you do, you may take a Tactical Pause instead of activating one of your warriors. When it is your turn to activate a warrior, you may choose to take a Tactical Pause, returning play to your opponent. None of your warriors activate and your opponent must continue with their activation. For every 3 additional opposing warriors, you gain one additional Tactical Pause.

Additional Enemy Warriors	Tactical Pauses this turn
3	1
6	2
9	3
+3	+1

        In some cases, a player may be able to activate two or more warriors at the same time due to a skill or a spell. Each warrior is activated separately and must complete all their actions before the next warrior is activated. You cannot take an action with one warrior, activate another and then reactivate the first one.

End Phase.
        During the End Phase, both players check to see if they scored any additional Victory Points from the scenario this turn. Any additional victory conditions are also checked.
        Also during the End Phase, any unattended spells are removed from play (See the Magic section for more details) and any Focus markers are removed from warriors.

Activating Warriors

Each turn, a warrior may move, shoot, attack or take other actions depending on their controlling player's wishes. No matter how powerful or skilful the warrior, they are still limited in how fast they can move and how many actions they may take during a turn.

Usually, a warrior may take 2 Actions in a turn and 1 Reaction. Actions are taken when a warrior activates and Reactions are usually (but not always) taken when an enemy warrior activates. Reactions can happen before, during or after a warrior's activation.

No matter what combination of skills, spells or other abilities are used, a warrior may never have more than 3 Actions and 2 Reactions in a single turn. If a warrior would somehow gain an Action or Reaction in excess of this number, the ability is wasted.

Actions.

Each turn, a warrior may perform 2 Actions when they are activated. With the exception of the Move Action, a warrior may not normally take the same Action twice in a turn. Some Actions require that a warrior uses both of their available Actions to perform. These are called Double Actions. A warrior cannot normally take a normal Action and then take Double Action.

The Actions available are:

Movement Actions (See the Movement section)

Move   A warrior may move up to it's Move stat in inches. (A model may move twice in a turn).

Charge   A warrior taking the charge action may move up to double it's Move stat in inches and then make one strike. The move must be in a straight line and the warrior must end it's move in base to base contact with an enemy warrior. (Double Action)

Gallop   A warrior with the Mounted or Beast rule may move up to three times it's Move stat in inches, but may not pass through or over terrain, nor may it carry any markers. (Double Action)

Combat Actions (See the Combat section)

Strike   A warrior may make one attack with a melee weapon.

Shoot   A warrior may make one attack with a ranged weapon.

Cast   A warrior with the spell-casting ability may attempt to cast a spell.

Strategic Actions (See the Strategic section)

Focus   A warrior adds +1 to the next test it makes, except for a Strike action.

Interact A warrior may interact with an objective marker.

Inspire   A warrior with the Character rule may allow other warriors nearby to use his Guts stat for making Moral Checks

Reactions.

Each turn a warrior may perform 1 Reaction. This usually takes place outside of a warrior's usual activation. As the name implies, a Reaction can only be taken as a response to another action occurring. Some Faction rules allow warriors to give up their Reaction to make a test of some kind. A warrior may only give up their Reaction if they have not already used it this turn.

The Reactions available are:

Chase   A warrior may follow a fleeing warrior that leaves contact. (See the Morale section)

Riposte A warrior may make a strike after an enemy warrior misses. (See the Combat section)

Dodge   A warrior may try to avoid an enemy cast or shoot action. (See the Combat section)

Counter A warrior with a Magic stat may try to stop an enemy cast action. (See the Combat section)

Movement

During a warrior's activation, a warrior may want to move around the battleground, whether it is to get a clear shot at a target, capture an objective or to avoid being charged.

When a warrior takes a Movement Action, they may move in any direction and, with the exception of a Charge Action, may turn and manoeuvre freely during that Action. When moving through Open Terrain (see below), no Tests are required. Other types of terrain may require a test of some kind.

Move Action.

The Move Action allows a warrior to make one move, up to the maximum of their Move Stat in inches.

Example:
A warrior with a Move Stat of 4, can move between 0" and 4" with a single Move Action.

- Move Actions impose no additional modifiers, benefits or penalties on the warrior taking the action.
- A warrior may use a Move Action to move into contact with an enemy warrior.
- If a warrior's base would make contact with the base of an enemy warrior, the Move Action ends immediately.
- Warriors are free to pass through/over friendly warriors (assume that they step aside if need be), so long as neither warrior is in contact with an enemy warrior and that their bases do not overlap at the end of the Move Action.

Charge Action.

A Charge Action is used to bring a warrior into contact with an enemy warrior and deliver a Strike Action to the target.

To make a Charge Action, nominate an enemy warrior and then move the charging warrior up to double it's Move Stat in inches in a straight line towards the nominated enemy. The charging warrior must finish it's move in contact with the nominated enemy. The charge may bring the warrior into contact with any part of the enemy warrior's base, so long as the charge is made in a straight line.

Once the warrior has completed their movement, they may make a Strike Action against the nominated warrior. Note that even if the charge brought the warrior into contact with additional enemy warriors, only the nominated warrior may be attacked.

- If the charging warrior moved at least 4", they will get a bonus on their Strike Action, see the Combat Section for more details.
- During a Charge Action, a warrior may not pass over any other warrior's base, friendly or enemy.
- A Charge Action is a Double Action, meaning that it takes up both of a warrior's usual actions during their activation.

Gallop Action.

Only warriors with the Beast or Mounted special rules may take Gallop Actions. A Gallop Action represents a warrior moving as fast as possible while avoiding contact with the enemy. A warrior making a Gallop Action may move up to three times their Move Stat in inches. During the action, they may not move within 1" of an enemy warrior, nor may they cross the base of any other warriors, friendly or enemy.

- Warriors taking a Gallop Action may not take an Interact Action in the same turn, regardless of available actions. Warriors taking a Gallop Action will automatically drop any markers they are carrying and may not carry any markers during the Gallop Action.
- A Gallop Action is a Double Action, so it takes up both of a warrior's usual actions during their activation.

In Contact.

When a warrior's base is touching the base of another warrior, they are said to be In Contact. Warriors may move into contact by using a Move Action or a Charge Action, or through the use of some spells or skills.

- Warriors in contact with friendly warriors may act freely, with no special restrictions.
- Warriors in contact with enemy warriors may not move or act freely.
- Warriors in contact with an enemy warrior may not make Shoot actions, nor may they make Cast actions with Damage (ranged) type spells or Summoning type spells. Damage (melee), Manipulation and Enchantment type spells must all target either the warrior casting the spell or an enemy warrior in contact.
- Warriors may not target enemy warriors in contact with a friendly warrior with Shoot actions or Cast actions with Damage (ranged) type spells.
- Warriors which are Taken Out no longer count as being in contact for any purpose.
- A warrior in contact with a Fleeing enemy warrior does not count as being in contact for the purposes of taking Move or Charge actions.

Disengaging.

A warrior in contact with an enemy warrior that wishes to take a Move action, must first take a Disengage test. This test is made using the warrior's Agility stat and the following modifiers:

Per enemy warrior beyond the first in contact: -1
Per friendly warrior in contact: +1

- If the test is successful, move the warrior 1" + 1" per Degree of Success in any direction, though they may not move over/through an enemy warrior, nor may they move back into contact with the same enemy warrior(s). This takes up the warrior's Move Action.
- If the test is unsuccessful, the warrior doesn't move and the action is wasted.
- Warriors may make any number of attempts to Disengage in a turn, so long as they have Move actions available to do so.

Terrain

The battlefields of Hunters of Ruin represent a diverse range of locations, covered with a variety of natural and unnatural obstacles and hindrances. While it would be impossible to create rules for every type of terrain players may have in their collection, the following rules provide an outline for how to deal with the more common types that may be encountered.

Any modifiers, tests or penalties from terrain only apply to the movement a warrior makes over/in that piece of terrain.

Example:
A warrior with a Move Stat of 4" wants to enter some rubble which is 2" away from their starting position. The first 2" of movement are completed normally, leaving the warrior with 2" remaining. As rubble is Rough Terrain (see below), it halves a warrior's speed, meaning the warrior may only move 1" into the rubble.

Warriors taking two Move Actions involving terrain must deal with each Action separately. Any tests required are taken for individual Move Actions.

Clear Terrain.

Clear Terrain covers such things as open fields, low hills, roads and paths. Moving through Clear Terrain carries no penalties or modifiers and will not slow or reduce a warrior's speed.

Rough Terrain.

Rough Terrain covers those areas where footing is unstable or a range of impediments slow movement. Woodland, scree, rubble and steep hills will all be classified as Rough Terrain.
Rough Terrain usually covers an area of the table a few inches across. Players will need to define where the boundaries of the terrain begin and end.

Warriors moving in Rough Terrain move at half their speed. For example, if a warrior wants to move through 3" of woodland, it will cost them 6" of movement to do so.

Linear Terrain.

Walls, fences, hedges and the like are examples of Linear Terrain. Unlike Rough Terrain, Linear Terrain should only be defined by it's height, rounded up to the nearest full inch.

To move over linear terrain, simply reduce a warrior's movement by the height of the terrain. A warrior may not cross Linear Terrain if the movement reduction would reduce their move to below zero or where they would not be able to position their base fully on the opposite side of the terrain.

Tall Linear Terrain.

In some cases walls, hedges etc. might be taller than the warriors attempting to cross them. If a piece of Linear Terrain is taller than the warrior, it becomes more difficult to move over it. A warrior must first pass an Agility Test before they can move over Tall Linear Terrain.

The warrior making the attempt must roll equal to or higher than their Agility Stat, with the following modifiers.

Per Friendly Warrior in contact: +1
Per Enemy Warrior in contact: -1

- If the test is successful the warrior may move over the terrain following the usual rules for Linear Terrain above.
- If the test is unsuccessful, the Move Action is wasted and the warrior may not move any further with this action. (Though they may still move as normal if they have any actions remaining).
- Warriors may not Charge or Gallop across Tall Linear Terrain.

Water Terrain.

Deep water and swamps can severely slow movement and can be dangerous for warriors in heavy armour. Rivers, lakes, ponds and swamps are all examples of Water Terrain. Shallow streams may be classed as either Water Terrain or Rough Terrain.

Water Terrain follows the same rules as Rough Terrain, with the following exceptions.

Warriors beginning a Move Action in addition Water Terrain must take an Agility Test with the following modifiers:

Wearing Light Armour: -1
Wearing Heavy Armour: -2
Wearing Full Plate Armour: -3

- If the test is successful, the warrior may continue their activation as normal.
- If the test is unsuccessful, the warrior loses any remaining Actions and may not make Reactions for the remainder of the turn.
- Warriors may not Charge or Gallop through Water Terrain.

Vertical Terrain.

Cliffs, buildings and tall trees are all examples of Vertical Terrain and may be climbed if there is space to fit a warrior's base at the top of the terrain. Climbing is a dangerous activity as warriors may easily be injured by falling.

To climb up or down Vertical Terrain, a warrior must first make an Agility Test with the following modifiers:

Per friendly warrior in contact: +1

- If the test is successful, a warrior may move at half speed straight up/down the side of the terrain piece.
- If the test is unsuccessful, the warrior will not move and the current Move Action is wasted. They may continue to move normally if they have any remaining actions.
- If a warrior doesn't have enough movement to reach the top/bottom of the Vertical Terrain, indicate their height off the ground in inches by placing a counter of some kind next to them.

A warrior beginning a Move Action while partway up a piece of Vertical Terrain, must make an Agility Test to continue moving up or down. No additional bonuses or penalties are applied to the roll.

- If the test is successful, the warrior may continue moving.
- If the test is unsuccessful, the warrior loses their grip and Falls to the ground. Immediately make a Resist Test with the following modifiers:
  Per inch of height fallen: -1

After falling, no further tests are required or permitted. (E.g. Faction Tests from Resisting/Receiving damage, Resolve Tests, etc.). The warrior's current Move Action is wasted, though the warrior may continue moving if they have any actions remaining.

- Warriors who are partway up a piece of Vertical Terrain may only make Move Actions.
- Warriors may not Charge or Gallop up a piece of Vertical Terrain.
- Warriors in contact with enemy Warriors may not attempt to climb Vertical Terrain.

Jumping Down.

A warrior may attempt to jump down from the top of a piece of Vertical Terrain. A warrior may jump down 2" without penalty. If the Vertical Terrain is higher than 2", the warrior must first make an Agility Test with the following modifiers:

Per enemy warrior in contact: -1

- If the test is successful, the warrior may jump down 2" + 1" per degree of success. If this distance is insufficient to reach the ground, the warrior will Fall and may take damage. Measure the height of the Vertical Terrain and subtract the distance successfully jumped to determine the distance fallen. Use the rules for Falling while climbing above.
- If the test is unsuccessful, the warrior will Fall and may take damage. Again, measure the height of the Vertical Terrain and subtract 2" to determine the distance fallen. Use the rules for Falling while climbing above.

Buildings.

The interiors of Buildings are treated as Clear Terrain, similarly doors and archways are treated as Clear Terrain. Windows and other smaller openings are treated as Linear Terrain, though they should be big enough for warriors to move through.

- Warriors may not Gallop into/through/inside Buildings, though they may Charge if they can move in a straight line to their target through a doorway or window.
- Warriors may not move through walls.
- Warriors need to use a Move Action to move to another floor of a building and may not Charge or Gallop.

Combat

There are three ways to damage an enemy warrior in Hunters of Ruin: attacking a warrior in contact with a melee weapon such as a sword or spear by making a Strike Action; attacking them at a distance with a ranged weapon such as a bow or a throwing dagger by making a Shoot Action; or using a magic spell by making a Cast Action.

- Every warrior may make Strike Actions, regardless of their equipment, though having a melee weapon makes it easier to do so.
- Warriors may make Shoot Actions only when equipped with a ranged weapon or if they have a skill that works like a ranged weapon.
- Warriors may make Cast Actions only if they have a Magic Stat (not all warriors do) and if they have a Spell they can use.
- A warrior may only make one Strike, Shoot or Cast Action per activation. (E.g. a warrior may Shoot at an enemy or Cast a spell, but they may not do both in the same turn).
- The bonus from a Focus Action may only be applied to Shoot or Cast Actions. Warriors do not have time to pause and aim during a Strike Action.
- Warriors making a Charge Action automatically make a Strike Action at the end of their movement.

Strike Actions.

To make a Strike Action, first declare a target for the action. This must be an enemy warrior in contact. Next, take a Fight Test with the following modifiers:

Weapon Bonus: variable
Striking warrior Charged at least 4": +1
Striking warrior is on higher ground: +1
Per friendly warrior in contact with the target: +1
Target is behind cover: -1

- If the test is successful, count the degrees of success and move on to the damage step. Degrees of Success will become Power modifiers to the Resist Test.(See below)
- If the test is unsuccessful, the attack misses. Enemy warriors may be able to React and make a Counter Attack.

Counter Attack.

When a warrior makes a Strike Action and misses (fails the Fight Test), the target of the Strike may attempt to make a Counter Attack.

- The Counter Attacking warrior must have a Reaction available to them to make a Counter Attack.

A Counter Attack works exactly like a Strike Action except for the following:

- The target must be the warrior who made the initial Strike Action.
- No modifiers are applied to the Counter Attack except Weapon Bonuses.
- A Counter Attack which misses may in turn be Counter Attacked. This process can continue until a warrior makes a successful Strike Action or a warrior has no Reactions left.
- A warrior doesn't have to make a Counter Attack and may keep their Reaction for later in the turn if they wish.

Shoot Actions

To make a Shoot Action, a warrior must be equipped with a ranged weapon of some kind.
- A warrior can't make a Shoot Action if they are in contact with an enemy warrior.

First of all, nominate an enemy warrior as the target of the Shoot Action. The target must be within range of the weapon being used and must be within line of sight of the warrior taking the action.

Once the target has been decided, take a Fight test with the following modifiers:

Target is in Short Range: +1
Target is in Long Range: -1
Target is behind cover: -1

- If the Fight test is successful, make a note of how many Degrees of Success were scored. If the target has a Reaction available, they may attempt to Dodge the attack, otherwise, proceed to the damage step (see below).
- If the Fight test is unsuccessful, the attack misses and the action is finished.

Ranges.

- Short Range on all ranged weapons is 6" or less.
- Long Range on all ranged weapons is any distance of more than 1/2 the maximum range of the weapon.

Example:

A Bow has a maximum range of 24". Targets closer than 6" are in Short Range. Targets over 12" away are in Long Range.

Dodge.

Warriors who are targeted by Shoot Actions (and some specific Cast Actions, see below) and have a Reaction available may attempt to Dodge the attack.

To make a Dodge Reaction, take an Agility test with the following modifiers:

Shoot/Cast Action was at Long Range: +1
Per point of Accuracy modifier: -1

- If the test is successful, the attack is Dodged and no damage is taken. No additional tests are required and the Shoot Action is complete at this stage.
- If the test is unsuccessful, proceed to the damage step as usual.

Accuracy Vs. Power.

When a Shoot Action has successfully hit an enemy warrior and has scored one or more degrees of success, these may be applied as either Accuracy modifiers or Power modifiers.

- Accuracy modifiers apply -1 per Degree of Success to Dodge Reactions.
- Power modifiers apply -1 per Degree of Success to Resist tests.
- Degrees of Success on a Shoot Action are Power modifiers by default. Players are free to change some or all of them to Accuracy modifiers when an enemy warrior declares a Dodge Reaction, but before any dice are rolled.

Cast Actions

- Cast Actions may only be made by warriors who have both a Magic Stat and an available Spell to cast.

Spells fall into one of four categories, Damage, Manipulation, Enchantment and Summoning. Damage spells are used in a similar fashion to Strike or Shoot Actions and allow the caster to harm enemy warriors. Manipulation spells are used to move friendly and enemy warriors or to force warriors to take tests and actions. Enchantment spells are used to increase or decrease stats, or to grant special rules to friendly and enemy warriors. Summoning spells are used to create temporary terrain, or to bring new warriors into play.

Regardless of type, all spells require a Magic test. However, spells will have different targets, restrictions and ways to use Degrees of Success.

Type of Spell	Target
Damage (melee)	Enemy warrior in contact.
Damage (ranged)	Enemy warrior, not in contact.
Manipulation	Friendly or Enemy warrior.
Enchantment	Friendly or Enemy warrior.
Summoning	Any point on the tabletop.

If there are any other targeting limitations, these will be included in the spell description.

To make a Cast Action, declare a target, check that the target is in range of the spell and that the warrior taking the action has Line of Sight to the target. Once that has been done, take a Magic test with the following modifiers:

Per enemy warrior with a Magic Stat within 6": -1
Per friendly warrior with a Magic Stat within 6": +1
Per time the spell was successfully Countered: -1

Spell Type Modifiers

◆ Damage (melee)
Per friendly warrior in contact with the target: +1
Target is in cover: -1

◆ Damage (ranged)
Target is in cover: -1

◆ Manipulation
None

◆ Enchantment
Per Enchantment spell (friendly or enemy) already in effect on the target: -1

◆ Summoning
Per Summoning spell currently in play from this caster: -1

- If the test is successful, make a note of any Degrees of Success and move on to the Spell Resolution step.
- If the test is unsuccessful, the spell effect does not resolve. In addition, this warrior may not attempt to cast the same spell again in the next turn of the game.

Cast Actions and Reactions.
- Damage (melee) spells allow for and cause the same Reactions as a Strike Action.
- Damage (ranged) spells allow for and cause the same Reactions as a Shoot Action.
- An enemy warrior with a Magic Stat targeted by a Damage (melee), Damage (ranged), Manipulation or Enchantment spell which is unsuccessful may attempt to Counter the Cast Action.

Counter Reactions

When a warrior with a Magic Stat is targeted by an unsuccessful Cast Action, they may attempt to Counter that spell.

Take a Magic test with no modifiers.

If the test is successful, the enemy warrior suffers a cumulative -1 penalty on all further tests to Cast the same spell for the duration of the game.

If the t

Spell Resolution

Each type of spell resolves differently.

Damage (melee)

Any Degrees of Success become Power modifiers to the Resist test. Proceed to the Damage step.

Damage (ranged)

Any Degrees of Success become Power modifiers or Accuracy modifiers. Make any Dodge Reactions and if necessary, proceed to the Damage step.

Manipulation

If the spell targeted a friendly warrior, it automatically succeeds and no further tests are required. Follow the steps in the spell description.

If the spell targeted an enemy warrior, any Degrees of Success become Willpower modifiers and apply a -1 penalty per Degree of Success to the enemy warrior's test. The target warrior must take a Willpower test using the Guts stat with the following modifiers:

Per point of Willpower modifier: -1
Per friendly warrior with a Magic stat within 6": +1

- If the test is unsuccessful, follow the steps in the spell description.
- If the test is successful, the spell has no effect.

Enchantment

No further tests are required at this stage. Any Degrees of Success become Control modifiers. (See the Spell section for more details on how these work). Follow the steps in the spell description.

Summoning

No further tests are required at this stage. Follow the steps in the spell description. For each Degree of Success, the summoned effect or warrior may be moved 1" after all steps in the spell description have been resolved. This may take the summoned effect or warrior out of the range listed in the spell description.

Damage step

Any warrior that is successfully hit with a Strike, Shoot or a damage causing Cast Action, will need to try and resist the damage taken. Regardless of the action which caused it, the damage step is resolved in the same way.

When damage is caused, a warrior needs to take a Resist test with the following modifiers:

> The warrior is wearing Light Armour: +1*
> The warrior is wearing Heavy Armour: +2*
> The warrior is wearing Full Armour: +3*
> The warrior is equipped with a Shield: +1
> Per point of the attackers Power modifier: -1

*Only one type of armour may be worn at any time.

- If the test is successful, the damage is completely resisted. If the warrior has more than 1 point of Body remaining, no further tests are required.
- If the warrior has only 1 point of Body remaining (or started the game with only 1 point of Body), they will need to take a Resolve test. (See the Resolve section).
- If the test is unsuccessful, the warrior takes damage and reduces their Body Stat by 1. A warrior which reduces their Body Stat to 0 is Taken Out. Place the warrior on it's side in the spot it occupied on the tabletop. Taken Out warriors may not make Actions or Reactions, though they may take Tests.
- If, after reducing their Body Stat, a warrior has not been Taken Out, they will need to take a Resolve test. (See the Resolve section).

Taken Out

A warrior who is reduced to zero points of Body is Taken Out. A Taken Out warrior is placed on it's side and left on the tabletop.

- Taken Out warriors counts as Rough Terrain for other warriors attempting to move over them.
- Taken Out warriors do not activate.
- Taken Out warriors may no longer make Actions or Reactions, though they may take Tests if they are required to do so.
- Taken Out warriors may not use skills and any modifiers they were applying to themselves and other warriors immediately end.
- Taken Out warriors may not Maintain Enchantment spells, any Summoning spells are immediately removed from the tabletop.
- Taken Out warriors may not be targeted by Actions.

Tactical Actions

At times it is better for warriors to wait for the most advantageous moment to strike, or to retrieve a key objective before enemy warriors can reach it. In game terms, these are covered by the Focus and Interact Actions.

Focus Actions

A Focus action represents a warrior waiting for an opening, summoning their power, or bracing for an impact. By taking a Focus action, a warrior gains a positive modifier to their next test. However, delaying for too long will mean that their opponents may be able to take advantage of their hesitation. Likewise, in the swirling clash of swords and spears, bold initiative is required to score a killing blow.

- When a warrior takes a Focus action, they gain a +1 Focus modifier that they may use on any one test they take this turn.
- A warrior may only take one Focus action per turn, but if a warrior has more than one Focus modifier, they may use them on one test or split them across multiple tests.
- All unused Focus modifiers are lost at the end of the turn, or if a warrior is Taken Out.
- Focus modifiers can be used on any test except for Fight tests from Strike actions.

Interact Actions

Many scenarios require a warband to complete certain objectives to win. Interact actions represent the warriors taking the time to search for magical relics, pick up items of equipment, complete a ritual and so forth. Each scenario will have a more detailed description of when Interact actions can be used.

- Warriors may only take one Interact Action a turn.
- Warriors must be in contact with the target of their Interact Action.
- Warriors may not take an Interact action while they are in contact with an enemy warrior.

Interact Actions and Objective Markers.

- Warriors may only carry one Objective Marker at a time.
- Warriors carrying an Objective Marker may not Climb or Gallop.
- Warriors may drop an Objective Marker at the end of any action, place the marker in contact with the warrior.
- Warriors which are Taken Out will drop any carried Objective Markers. Place the marker in contact with the warrior.

Resolve and Willpower

During the course of a scenario, warriors will face not just physical dangers, but mental dangers as well. These type of dangers are split into two types of test, Resolve and Willpower. Both of the tests use the Guts stat as their basis.

When a warrior is hit or damaged by an enemy Action or Reaction, they may need to take a Resolve test. Resolve tests may also be caused by some skills or scenario rules.

When a warrior is targeted by enemy Manipulation spells, they may need to take a Willpower test. Willpower tests may also be caused by some skills or scenario rules.

Resolve Tests
A warrior will need to take a Resolve test in the following situations:
- After a warrior loses a point of Body, but is not Taken Out.
- After a warrior with only 1 point of Body remaining (or which began the game with only 1 point of Body) successfully passes a Resist test.

Regardless of cause, a warrior will only need to take one Resolve test from each Action, including any subsequent Reactions.

Resolve tests are always taken after every other step of an Action or Reaction has been completed. A Resolve test is made using the Guts stat with the following modifiers:

Per point of Body remaining: +1
Per friendly warrior within 3": +1
Faction leader has not been Taken Out: +1
Per enemy warrior in contact: -1

- If the test is successful, there is no further effect.
- If the test is unsuccessful, the warrior will Flee. Make a note of any Degrees of Failure from the test.

Flee
A warrior which Flees will try to escape from the enemy and, if possible will leave the tabletop.

When a Resolve test is unsuccessful, move the warrior their Move stat in inches, +1" per Degree of Failure on the Resolve test. This Move must be towards the controlling players table edge (See the Scenarios section for more details).
- The warrior must move along the shortest route possible, though they may move around terrain if it will allow them to move further.
- The warrior may not move into contact with enemy warriors.
- Any objective markers being carried are immediately dropped at the start of the Flee move.
- If the warrior reaches their table edge, they are removed from play, all skill and spell effects end as if they had been Taken Out.

Parting Shot
If an enemy warrior is in contact with a warrior which Flees and they have a Reaction available, they may make a Parting Shot. A Parting Shot follows the same rules and modifiers as a Counter Attack, and uses the warrior's Reaction.

No Escape
A warrior who Flees, but cannot move the maximum distance because they would move into contact with an enemy warrior is immediately Taken Out.

Regroup

A warrior which is Fleeing may attempt to Regroup during their next activation. As soon as the warrior activates, make another Resolve test using all the modifiers above.

- If the test is successful, the warrior may activate as normal this turn.
- If the test is unsuccessful, the warrior will continue to Flee, following the rules above. Degrees of Failure on a Regroup test will result in additional movement at a rate of +2" per Degree of Failure.

Willpower Tests

A warrior will need to take a Willpower test when they are targeted by a successful enemy Cast - Manipulation Action. A Willpower test is made using the Guts stat with the following modifiers:

Per point of Willpower modifier: -1
Per friendly warrior with a Magic stat within 6": +1

- If the test is successful, the spell has no effect.
- If the test is unsuccessful, follow the steps in the spell/skill/scenario description.

Spells

Spells fall into one of four categories, Damage, Manipulation, Enchantment and Summoning.

Damage spells are used in a similar fashion to Strike or Shoot Actions and allow the caster to harm enemy warriors. Damage spells only have an effect during the action in which they are used. Once that action has been resolved, the spell is finished. Damage spells may only ever be cast on enemy warriors and are opposed by the enemy warrior's Resist stat.

Manipulation spells are used to move friendly and enemy warriors or to force warriors to take tests and actions. Like Damage spells, Manipulation spells only have an effect during the action in which they are used. Manipulation spells are opposed by the enemy warrior's Guts stat. Manipulation spells may be cast on both friendly and enemy warriors. When used on friendly warriors, no Guts test is required. For spells where the result of the Guts test is important, friendly warriors are considered to fail the test with zero degrees of failure.

Enchantment spells are used to increase or decrease stats, or to grant special rules to friendly and enemy warriors. Enchantment spells remain in play from turn to turn. At the end of each turn, the warrior who cast the spell must Maintain the spell or the spell will end. If the warrior who cast the spell is Taken Out, the spell automatically ends at the end of the turn. If the target of the spell is Taken Out, the spell ends immediately. A warrior may choose not to Maintain a spell.
- If both players need to Maintain spells, the player with initiative takes all their tests with one warrior first, then their opponent, alternating players/warriors until all tests are complete.

To Maintain an Enchantment spell, take a Magic test with the following modifiers:

Per point of Control modifier: +1*
Per Enchantment spell on the target warrior: -1
Per Enchantment spell this warrior has maintained this turn: -1**

*Only applies on the turn the spell was cast.
**Cumulative. The first spell has no modifier, the second is -1, the third is -2, etc.
Enchantment spells may be cast on both friendly and enemy warriors.

Summoning spells are used to create temporary terrain, or to bring new warriors into play. Summoning spells are not cast on a target warrior, but on a point on the tabletop. Summoning spells will either place a marker or a warrior onto the target point. Summoned Markers may be placed anywhere so long as all of the marker is placed completely on the tabletop.
- Summoned warriors must be positioned at least 1" away from all other warriors.
- A warrior may only have one Summoned Marker or Summoned Warrior of a particular type in play at a time.

Example:
A warrior may have a Wall of Fire Marker and a Wall of Stone Marker in play at the same time. They may not have 2 Wall of Fire Markers in play at the same time.

- If a warrior casts a Summoning spell which would place a new Marker or Warrior which is already in play, the old Marker or Warrior is immediately removed from the tabletop before the Magic test is taken and replaced with the new Marker or Warrior if the spell is successful. All effects of the old spell end.
- If a warrior who cast a Summoning spell is Taken Out, any Summoned Markers or Warriors are immediately removed from the tabletop and all effects of the spell end.
- If a Summoned Warrior is Taken Out, it is immediately removed from play and all effects of the spell end.

Elemental Spells

All spell-casters may choose spells from the Elemental Spells Lists below unless their Faction Roster states otherwise.

Air Spells

Hammering Wind - Range 12" - Manipulation - A targeted enemy warrior is pushed 1" + 1" per Degree of Failure on their Willpower test directly away from the warrior casting this spell. A targeted friendly warrior may move up to 4" in any direction. If a warrior moves into contact with another warrior or a piece of terrain, they immediately stop. Warriors moved by this spell may move out of contact with enemy warriors without needing to make a Disengage test.

Wall of Wind - Range 6" - Summoning - Place a 6" long by 1" wide Wall of Wind marker on the table. Warriors making a Shoot action over the wall suffer a -2 penalty to their Fight test. Warriors treat the marker as Rough terrain.

Updraught - Range 6" - Enchantment - The target warrior may move over terrain without penalty, so long as they start and finish their Move, Charge or Gallop actions completely within Clear terrain.

Thunderclap - Range 18" - Manipulation ? Target warrior may not use any spells or skills for the remainder of the turn.

Zephyr - Range 12" - Enchantment - All Shoot actions taken by target warrior get +1 to their Fight test and 1 point of Accuracy modifier.

Earth Spells

Swallow Up - Range 6" - Enchantment - This spell may only target a friendly warrior in play that has been Taken Out. The warrior casting this spell may use any Skills or Spells the target warrior had. When this spell ends, place the target warrior in contact with the warrior which cast the spell.

Quake - Range 6" - Summoning - Place a 6" long by 2" wide Chasm marker on the table. When the marker is placed, each warrior whose base overlaps the marker is moved the shortest distance possible so that their base no longer touches the marker. Warriors may only cross the marker by making a successful Agility test with no modifiers.

Wall of Earth - Range 6" - Summoning - Place a 6" long by 1" wide Wall of Earth marker on the table. When the marker is placed, it may not overlap any warriors.
No line of sight may be drawn over the marker. Warriors may pass the marker as if it were linear terrain 3" high.

Fracture - Range 18" - Damage (ranged) - If a warrior loses a point of Body as a result of this spell, but is not Taken Out, they suffer a -1 Fight modifier for the rest of the game.

Skin of Stone - Range 6" - Enchantment - The target warrior gains +2 Resist, but -1". This spell cannot be cast more than once per turn on any warrior.

Fire Spells

Fireball - Range 18" - Damage (ranged) Warriors receive no modifiers for shields when attempting to resist this spell.

Wall of Fire - Summoning - Range 12" - Place a 6" long and 1" wide wall marker on the table. If the marker overlaps any warrior's base they must make an immediate Agility test. If the test is successful, move the warrior so that their base no longer overlaps the marker. If the test is failed, the warrior suffers damage as if from a successful Strike action with zero Degrees of Success. After resolving the Resist test, move the warrior the shortest possible distance so that their base no longer overlaps the marker. Any warrior crossing the wall suffers damage as if from a successful Strike action with zero Degrees of Success.

Ignite - Range Contact - Damage (melee) - A warrior affected by this spell who passes their Resist test, must pass a second Resist test (with no Power modifier) at the end of their next activation or lose 1 point of body.

Burning Armour - Range 6" - Enchantment - Any warrior attacking the target of this spell with a Strike action, must first pass an unmodified Agility test. For each Degree of Failure, the warrior receives -1 on their Fight test.

Flaming Blade - Range 6" - Enchantment - The target warrior's Strike actions gain an additional +1 Power modifier.

Water Spells

Refreshing Spray - Range 12" - Manipulation - The target warrior may make 1 extra Reaction this turn.

Crushing Waves - Range 12" - Manipulation - The target warrior may not take any Reactions this turn.

Rising Mist - Range 12" - Enchantment - Target warrior counts as being in cover against all enemy warriors.

Deluge - Range 12" - Summoning - Place a 3" diameter Deluge marker on the table. Choose a point on the tabletop. All warriors treat the marker as Rough terrain. In addition, warriors within the area of the marker may not be affected by other warrior's skills.

Wall of Water - Range 12" - Summoning - Place a 6" long by 1" wide Wall of Water marker on the table. Warriors may not Charge or Gallop over the marker.

Faction Rules

Faction rules are different from faction to faction. Each rule provides a situational bonus or effect to a warrior. Some Factions have a skill or common rule as standard among their warriors, these are not Faction rules. A Faction rule will always be clearly labelled as such.

- Faction rules all require a successful result on a Faction test to be used. There are no modifiers on a Faction test.
- Faction rules may only be used when a specific criteria is met. The criteria is specified in the Faction rule.
- Some Faction rules are used as Actions, some are used as Reactions and some have no Action/Reaction requirement.
- All Faction rules take precedence over the standard rules for the game.
- When two warriors would be eligible to use a Faction rule at the same time, the controller of the active warrior may decide the order in which the Faction rules are resolved. A warrior waiting to resolve a Faction rule may not declare a second attempt to use their Faction rule.

Warbands

The first step in building a Warband is to select a Faction. All factions have access to the same common skills, spells and equipment. In addition, each faction will have it's own special ability to use with it's Faction Stat, (known as a Faction Rule) and will have access to unique skills, spells or equipment. All of the necessary information for a Faction will be included in it's Faction Roster

Once you have chosen your faction, you will need to build a warband from the warriors available from the faction roster. The usual starting points value of a warband is 200 points, though players are free to agree on a higher or lower value if they wish.

All of the warriors in a warband will fall into one of three categories:

The first type of warrior is Regulars. These warriors are those with basic training and abilities. Regulars are limited in the skills and equipment that they may use.
- Regulars may only take up to 10 points worth of optional upgrades.

The second type of warrior is Specialists. These warriors are those with some experience of combat and with better abilities than the regulars.
- Specialists may spend up to 20 points on optional upgrades.
- Note that you cannot have more specialists in your warband than regulars.

The final type of warrior is Characters. These warriors are unique individuals with powerful abilities.
- Characters may spend as many points as they like on optional upgrades.
- You must have at least 1 character in your warband, which will be the leader of the warband.
- You may not have more than 2 of the same type of character in your warband.

Each warrior comes equipped with only a light weapon (or claws/fangs for the more bestial types) as standard. Some warriors may have certain skills as standard. These do not count towards the limits on optional upgrades.

Equipment, skills and spells all cost points and are usually taken as optional upgrades to warriors. When selecting your warband, be sure to leave a few extra points for purchasing upgrades. Not every warrior may take skills, spells or certain types of equipment. Your faction roster will tell you which optional upgrades a warrior may select.

Warrior Subtypes

Not every warrior in Hunters of Ruin is a human and some may not even be humanoid. Most warriors will follow the standard rules, but a few are under extra limitations.

Unliving

This subtype covers warriors which are not actually alive in usual sense, such as Undead, Plants and Elemental creatures. Unliving warriors do not fear death in the same way as others, but are more susceptible to certain types of magic.

- Unliving creatures receive a +1 Resolve modifier and a -1 Willpower modifier.

Beasts

While some animals can be trained to perform certain tasks in combat, the majority are incapable of more complex tasks. However, their natural power and speed can still make them valuable members of a warband.

- Beasts may take Gallop Actions, but may not take Interact Actions.
- Beasts automatically have the Bite/Claw equipment and may not purchase other weapons.

Ethereal

Whether a lingering spirit of the dead or a creature formed of arcane energies, ethereal warriors are more in tune with the magical realm than the material world. Able to manifest into a solid form for only a limited time, they drift across the battleground as easily as a wisp of smoke.

- Ethereal warriors may move over/through all types of terrain (but not markers) as if they were Clear terrain.
- Ethereal warriors suffer -1 to all Resist tests when damaged by spells and magical weapons.
- Ethereal warriors carrying Objective markers lose this subtype until they drop the marker.

Equipment

All warriors in Hunters of Ruin are assumed to be carrying some form of weapon, by default this is a light weapon (a dagger, staff or a simple wooden cudgel). By upgrading a warrior's weapons and equipment, you will have more choices to make in terms of available actions, and your warriors will be better able to defeat their opponents.

Warriors are limited in how many weapons they can carry and in how many they can use at one time.

- No warrior may carry more than 3 weapons/shields at any time.
- A warrior may not use more than 2 single-handed weapons/shields or 1 double-handed weapon at one time.
- A warrior may switch between weapons when they activate and at no other time.
- A shield counts as a weapon only for the purposes of how many weapons a model may be equipped with and for how many weapons it may use at one time. Warriors may not use it as an actual weapon.
- A warrior buying new equipment may forgo their free Light Weapon if they would rather purchase a different one.

Two Weapon Fighting

Some warriors may use two single-handed weapons at the same time.

- At the start of each Action or Reaction, the warrior may select which weapon they wish to use.

Example:
A warrior is equipped with an axe and a sword. The warrior charges at an enemy, using the axe. The attack misses and the enemy warrior counter attacks. The enemy counter attack also misses, so the warrior switches to his sword for their own counter attack.

Melee Weapons

Melee weapons are used to make Strike actions and to counter attack. They may only be used against enemy warriors that are in contact.

Weapon	Points	Single/Double	Rules
Light Weapon	Free	Single-handed	N/A
Sword	2	Single-handed	+1 Fight when making a counter attack.
Axe	2	Single-handed	+1 Fight when charging.
Hammer/Mace	2	Single-handed	+1 Power modifier.
Spear (Foot)	2	Single-handed	Enemy warriors receive no bonuses for charging.
Spear (Mounted)	2	Single-handed	+1 Power modifier when charging.
Claws/Bite	Free*	Double-handed	-1 Resolve modifier for target.
Flail	3	Single-handed	+1 Fight when charging, +1 Power modifier when charging, -1 Fight when making a counter attack.
Great Weapon	4	Double-handed	+1 Fight when making any strike action, -1 Fight when making a counter attack.

* Beasts automatically have the Claws/Bite attack for free. Other warriors may not select it as an optional upgrade.

Ranged Weapons

Ranged weapons are necessary to make Shoot actions. They may not be used against warriors in base to base contact and may not make counter attacks.

Weapon	Points	Range	Single/Double	Rules
Thrown Weapon	1	6"	Single-handed	No range modifiers to Shoot actions.
Sling	3	12"	Single-handed	+1 Accuracy modifier.
Bow	4	24"	Double-handed	N/A
Crossbow	6	24"	Double-handed	+1 Power modifier.
Longbow	6	36"	Double-handed	N/A

Armour

Armour is used to increase a warrior's Resist rolls when struck by enemy actions.

- A warrior may only have 1 type of armour and 1 type of shield.
- Shields count as 1 weapon for the limits of a warrior's weapon choices.

Armour	Points	Rules
Light Armour	2	+1 Resist.
Heavy Armour	4	+2 Resist.
Full Plate Armour	6	+3 Resist, -1" Move. Warrior may only have 2 weapons/shields.
Buckler Shield	1	+1 Resist against Strike actions only.
Full Shield	2	+1 Resist.
Pavise Shield	4	+1 Resist, -1 Agility, -1 Fight to enemy shoot actions. May not be used while mounted.

Mounts

Whether riding a horse of some more exotic creature, some warriors find that the added mobility and speed of a mount is very useful in combat. Not all warriors have the necessary skills and training to control a mount in combat, so only those warriors with a mount option listed in their faction roster may take one.

- Mounted warriors may use the Gallop action.
- Mounted warriors may not climb. Any attempt to climb will result in the warrior automatically falling.
- Mounted warriors use their mount's Move stat for all Move actions.
- Mounted warriors use their mount's Agility stat for all Move actions and any Dodge reactions.
- Mounted warriors making a Strike action may use either their own attacks and weapons or the mount's attacks and weapons.
- Any spell which targets the warrior also affects the mount.
- Mounts increase the mounted warrior's Body stat by the listed amount.
- Mounts change the mounted warrior's Resist stat by the listed amount.
- Mounted warriors equipped with a spear use the Spear (mounted) line on the equipment table.

Dismounting

Being mounted atop a horse offers a lot of advantages, but at times it is better to dismount and fight on foot.

Warriors are free to Dismount when they activate. Immediately remove the mount from the tabletop and the warrior reverts to their original stats and rules.

- Warriors may not remount during the game.
- Any points of Body lost are removed first from the mount and then from the warrior.
- Warriors which are Taken Out automatically Dismount.

Skills

Each faction has it's own unique skills listed in it's faction roster. In addition to their faction skills, any warrior eligible to take skills may also select from the following common skills list.

- Warriors may mix skills from both their faction skills and the common skills list.
- Each skill costs 5 points.

(Weapon) Expert - Choose 1 weapon. This warrior gains +1 Fight when using that weapon.

Leader (1) - When this warrior activates, a number of friendly warriors within 3", equal to the value of the skill, may also activate at the same time. All the warriors must perform the same actions, though they may select different targets for their actions. A warrior may be purchase this skill up to 3 times, (within their normal allowance of skills), increasing the value of the skill by 1 each time. Complete each warrior's activation before moving on to the next warrior.

Inspiring - This warrior grants a +1 bonus to friendly warriors taking Resolve tests, if they have line of sight to each other.

Marksman - When making a shoot action, this warrior gets a +1 Accuracy modifier.

Nimble - This warrior may move through rough terrain at their normal movement speed.

Brave - This warrior suffers no penalties on Resolve tests for enemies in contact.

Prepared Defence - This warrior may use it's Reaction to receive +1 Resist against any Strike, Shoot or Cast - Damage spell.

Rapid Shot - This warrior may take 2 Shoot actions in a turn, but receives -1 Fight on each.

Rapid Strike - This warrior may take 2 Strike actions in a turn, but receives -1 Fight on each.

Sprint - When taking 2 move actions, or when charging, this warrior moves an additional 2".

Sidestep - After successfully resisting an enemy strike, this warrior may move 2" in any direction without taking any tests.

Born in the Saddle - When Mounted, this warrior may choose to use it's own Agility stat for Move actions or Dodge reactions.

Crushing Charge - When Mounted, this warrior's Strike actions get +1 Power modifier.

Attuned - This warrior may take 2 Cast actions in a turn, but receives -1 Magic on both tests.

Blink of an Eye - Once per game, this warrior may take an extra Action during their activation. A warrior may not take more than three Actions per turn.

Traits

Traits are special rules that are used in a similar manner to skills. Unlike skills however, traits are not optional. Warriors will have any relevant traits listed in their faction roster.

Big - This warrior makes all Strike actions with a +1 Power modifier. However, all Shoot actions targeting this warrior receive a +1 Accuracy modifier.

Terrifying - Enemy warriors in contact with this warrior suffer -1 Guts for all Resolve tests.

Bloodthirsty - This warrior may not attempt to Disengage from enemy warriors in contact and must always make Counter Attacks when able to do so. This warrior does not need to make Resolve tests while in contact with enemy warriors.

Cowardly - This warrior suffers -1 to all Resolve tests. This warrior receives +1 Agility when making Dodge and Disengage tests.

Stupid - This warrior suffers -1 to all Willpower tests. Until this warrior activates in a turn, they may not make Reactions.

Combat Action Summary

Strike Action.
Declare target warrior in contact.
Active warrior takes a Fight test.
Target takes a Resist test.
(Target takes a Guts test).

Shoot Action.
Declare target warrior in contact.
Active warrior takes a Fight test.
(Target warrior may attempt to Dodge).
Target takes a Resist test.
(Target takes a Guts test).

Cast Action - Enchantment/Summoning.
Declare target.
Active warrior takes a Magic test.

Cast Action - Manipulation.
Declare target.
Active warrior takes a Magic test.
Target takes a Guts test. (Enemy warriors only).

Cast Action - Damage (melee).
Declare target.
Active warrior takes a Magic test.
Target takes a Resist test.
(Target takes a Guts test).

Cast Action - Damage (ranged).
Declare target.
Active warrior takes a Magic test.
(Target warrior may attempt to Dodge).
Target takes a Resist test.
(Target takes a Guts test).