

Hunters of Ruin - Draft Rules.

Measurement – All measurement is done in Inches, measured from the base of the warrior. (If you don't have a tape measure with inches on it, use cm and double all the ranges. e.g. 4” becomes 8cm). Players can measure the distance between warriors at any time.

All die rolls are done using a D10 and are rolled against a warrior's target number (their stats). A die roll of 1 always fails and a die roll of 10 always succeeds, regardless of any modifiers on the die roll. However, modifiers are taken into account when determining degrees of success. (see below). Regardless of modifiers, no roll may be higher than a 10 or lower than a 1. When re-rolling a test, the second result must be used. You may only re-roll a test once.

To roll against a stat, first roll the D10 and add any positive modifiers and subtract any negative modifiers to the result of the **roll**. Then, compare the result to the target number required for the task. If the modified roll is under the target number then you have failed. If you meet or exceed the target number then you have passed. If you have exceeded the target number, the amount by which you have beaten it may give you a modifier on following rolls. This modifier is known as a degree of success.

(E.g. A duelist is trying to hit a deranged cultist in combat. The duelist has a Fight stat of 6+, Rolling the die, the duelist scores a 7. However, he has an additional +1 to the roll for charging. This gives him a total of 8. He succeeds in hitting the cultist. As he exceeded his stat by 2 points, he has 2 degrees of success. When the cultist needs to roll to see if he is injured, the degrees of success will be applied as a negative modifier on his Resist test).

Most 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 – This stat will tell you how many inches a warrior may move when taking a move action.

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 – This stat is used to test for movement and speed related actions.

Fight – This stat is used to test for combat and shooting related actions.

Resist – This stat is used to prevent damage to a warrior.

Guts – This stat is used to test for morale and against certain magical attacks.

Faction Stat – This stat is used to test for the special abilities of each faction.

Magic – This stat is used by spell-casters to test for their magical abilities.

Game Sequence.

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 go first in this turn. (On turn 1, re-roll the dice as there was no previous turn).

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/warrior.

Once all warriors have been activated, check to see if any of the scenario's victory conditions have been met and to test for any ongoing effects of spells and abilities. If neither side has won, move on to the next turn.

Activating

A warrior may take 2 actions a turn when they activate. With the exception of the Move action, each action may only be taken once per turn. The actions are:

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

Strike – A warrior may make one attack.

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

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

Focus – A warrior taking the focus action may add +1 to the next test it makes, except for a Strike action.

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. If a warrior takes the charge action it may not take any other action this turn.

Reacting

Warriors may react to enemy actions up to once per turn.

Common reactions are:

Counter attacking a missed Strike.

Dodging a shooting attack.

Counter-spelling an enemy spell.

Moving

A warrior may move across open terrain without penalty. However, some types of terrain are more difficult for a warrior to cross.

Linear terrain – This includes walls, hedges and fences. If the Linear terrain is shorter than the warrior, it may be crossed by reducing the warrior's Move stat by 2". If the terrain is as tall as, or taller than the warrior, it may be crossed, but the warrior may not move any further with this action unless they can pass an Agility test.

Rough terrain – This includes dense undergrowth, rubble and marshy ground. The warrior moves at half speed through this terrain.

Vertical terrain – This includes high walls, cliffs and other climbable obstacles where the warrior is trying to reach a higher level rather than simply go over the terrain. To climb terrain, the warrior must take an Agility test. If the test is passed the warrior may move up to their Move stat in inches vertically, straight up the terrain. If the test is failed, the warrior cannot find any good hand holds and may not move any further this action.

Warriors may not climb terrain that is taller than their Move stat.

To climb down vertical terrain, the warrior again takes an Agility test. If this test is passed, they may move up to the Move stat in inches, straight down the terrain. If the test is failed, they will fall and will need to test for falling damage.

Falling – If a warrior falls, it will need to take a test to see if it takes falling damage. To take a falling test, measure the distance the warrior will fall and use that as a target number. If the test is passed, the warrior lands at the bottom of the terrain and may take no further actions this turn. If the test is failed, the warrior must take a resist test or take damage. The degrees of failure on the test are

applied as negative modifiers to the resist test.

Example: A warrior attempts to climb down from the roof of a building, but fails their Agility test. The wall of the building is 3" high. The warrior needs to roll a D10 and score a 3+. In this case, the warrior is unlucky and rolls a 2, giving one degree of failure on a resistance test.

Water – This includes rivers, ponds and lakes. A warrior must pass an Agility test to move through water. If the test is passed, the warrior may move normally. If the test is failed, the warrior may not move this action.

Leaving combat

If a warrior begins its activation in base to base contact with an enemy warrior, it may attempt to move away. The warrior takes an Agility test. If the test is successful, move the warrior 1"+1" per degree of success directly away from the enemy warrior. If the test is unsuccessful, the warrior may not move this turn.

Fleeing warriors do not need to test to leave combat, they just run.

Striking

A warrior in base to base contact with an enemy warrior may attempt to strike it. Declare which enemy warrior is being attacked and test against your warrior's Fight stat.

Roll 1D10 and add/subtract the following modifiers.

+1 Charging (A warrior must move a minimum of 4" to gain this bonus)

+1 for each friendly warrior in base to base contact with the enemy warrior.

+1 for being on higher ground

-1 If the enemy is behind some form of cover.

+/- Weapon modifiers – see the equipment section.

Cover - Roughly 50% or more of the warrior should be behind the cover from the point of view of the attacker.

If the test is successful, count how many degrees of success you got and proceed to the Damage roll. If the test is failed, then the enemy warrior has the chance to counter attack.

Damage

When a warrior takes damage, it will need to test against its Resist stat.

Roll 1D10 and add/subtract the following modifiers.

+1 Shield

+1 Light Armour*

+2 Heavy Armour*

-1 per degree of success on the enemy attack test.

+/- Weapon modifiers – see the equipment section.

(* A warrior may only have 1 type of armour).

If the test is failed, the warrior reduces its Body stat by one. If this takes the warrior to Body 0, then the warrior is taken out of action. Place the warrior on its side where it was standing.

If the test is passed, then the warrior resists the attack. However, this can still unnerve a warrior, especially if they are alone. See the Morale section for more details.

Counter Attack

When a warrior is attacked, but the attack misses, then the warrior may attempt to counter attack the enemy. A counter attack is just like a normal attack except the only modifiers to the test are the

Weapon modifiers. If this attack is failed, there are no further opportunities to counter attack.

Shooting.

A warrior not in base to base contact with an enemy warrior and equipped with a ranged weapon may attempt to shoot an enemy warrior in range and in Line of Sight. Declare which enemy warrior is being attacked and test against your warrior's Fight stat. Enemy warriors in base to base contact with a friendly warrior may not be selected as a target.

Roll 1D10 and add/subtract the following modifiers.

+1 Target is within 6"

-1 Target is more than 12" away*

-2 Target is more than 24" away*

-1 If the enemy is behind some form of cover

+/- Weapon modifiers – see the equipment section.

(* Only use the higher of these two modifiers).

Cover - Roughly 50% or more of the warrior should be behind the cover from the point of view of the attacker.

If the test is successful make a note of how many degrees of success you got, then the enemy warrior has the chance to Dodge the incoming shot. If the enemy warrior has not yet Reacted this turn, they may take an agility test to try to avoid the attack. The warrior takes an Agility test with the following modifiers:

+1 The attack originates from more than 12" away.

-1 The attack originates from less than 6" away.

If the test is passed, no damage is caused. If the test is failed, the warrior is hit by the attack. Using the degrees of success from the attack, resolve damage from the attack.

Damage – See the damage section above.

Casting

A warrior with the spell-casting ability may attempt to cast a spell. First select a spell to use and then select a valid target for the spell. A target must be in range of the spell being cast and the caster must have line of sight to the target. Roll a test against the warrior's Magic stat.

Roll 1D10 and add/subtract the following modifiers.

+/- Spell modifiers – see the magic section.

If the test is successful count how many degrees of success you got and follow the spell instructions in the magic section.

If the test is unsuccessful, the spell is not cast and you may not attempt to cast the same spell again in the following turn.*

Types of Spell

Direct Damage – These spells work like shooting attacks. If the spell is successful, the target must roll to resist as if they had been hit by a shooting attack. Note that unlike regular shooting attacks, the target warrior is unable to try to Dodge.

Degrees of Success – Degrees of Success when casting a Direct Damage spell effect the Resist test of the enemy warrior.

Summoning – These spells allow a creature or object to be brought into play. The summoned creature or object must be placed entirely within the range limit of the spell and will usually have a limit on its actions in the turn it is summoned.

Degrees of Success – Degrees of Success when casting a Summoning spell allow you to increase the range of the spell by 1” per degree of success.

Manipulation – These spells allow you to affect friendly or enemy warriors. Friendly warriors are affected automatically, but enemy warriors may take a Guts test to prevent the effect.

Degrees of Success – Degrees of Success when casting a Manipulation spell effect the Guts test of the enemy warrior.

*Targeting spell-casters.

If the test is failed and the target also has a Magic stat, they may attempt to counter your spell.

Counter spell.

When a spell-caster is targeted by an enemy spell, but the cast test is failed, they may attempt to counter the spell. The targeted caster rolls a Magic test with no modifiers. If the test is passed, the enemy caster may not attempt to use the same spell again until the countering warrior is taken out of action. If the counter spell test is failed, there is no further action taken.

Morale

When an enemy attack is resisted, most warriors will suffer no further effects. However in some situations, the warrior may need to take a Guts test to stay in the fight.

A warrior will need to take a Guts test in the following situations:

- The warrior is hit by an attack, but not killed.
- If a warrior resists an attack and they are fighting 2 or more enemy warriors and there are no friendly warriors within 3”
- If a warrior resists an attack and the faction leader has already been taken out of action.

To take a Guts test, roll 1D10 and add/subtract the following modifiers.

+1 Faction Leader has not been taken out of action.

+1 Per friendly warrior within 3”

-1 Per enemy warrior in base to base contact.

If the test is passed, the warrior remains where it is and continues fighting and acting as normal.

If the test is failed, the warrior flees. A fleeing warrior moves directly towards the nearest table edge at double their Move stat, avoiding all enemy warriors. If the warrior reaches the table edge, they are removed from play. If the warrior does not reach the table edge, it must take another Guts test (with the same modifiers as above) at the start of it's next activation, either returning to normal or fleeing again. A model which returns to normal may only make 1 action on that turn.

Equipment – A warrior may have up to 3 weapons/shields and 1 type of armour.

Wielding 2 weapons

A warrior may use 2 of the following in any combination, Swords, Axes, Maces. When making a fight test, the warrior may roll 2 dice and take the highest, however there is an additional -1 penalty on the roll. The warrior should choose one of the two weapons as their primary weapon and use all the rules for that weapon for the attack. A warrior may change their primary weapon at the start of their activation.

All Common Equipment, Spells and Weapons can be found in the Warbands PDF file.