WARHAMMER®

DISKWARS™



Rules of Play

Introduction

Welcome to the Old World. It is a place riven by war and the lure of power. The forces of Destruction seek to overthrow all civilised nations in fire and blood. At their forefront are the insidious servants of Chaos, howling out of the far North, and the brutish Orc hordes that lurk in the fringes of every kingdom, pillaging at their whim. The forces of Order make a tenuous common cause to defend the works of civilisation. They are championed by the extensive armies and powerful artillery of the Empire, and the fading realms of the High Elves, who wield ancient magics. In every corner of the Old World armies march relentlessly toward battle, led by powerful heroes who fight for the preservation of their homelands, for the glory of dark gods, or simply for the sake of spreading strife.

The Golden Rule

If a special ability on a card or disk conflicts with the rules in this book, the special ability always takes precedence.

What is Diskwars?

Warhammer: Diskwars is an exciting, fast-paced battle game which is easy to learn but difficult to master. Players command armies of heroes and units from the Warhammer world that are represented by disks. During the game, players activate disks to move and attack, wreaking destruction across the battlefield.

In *Warhammer: Diskwars*, players do not use a ruler to measure unit and hero movement. Instead, players move disks by flipping them end over end. If a disk flips in such a way that it covers up another disk, the disk on top pins the disk below it. Pinning is a key part of the game: disks that overlap each other fight at the end of each round. A player achieves victory by destroying all opposing armies or by fulfilling his objective.

Players can customise both their armies and the battlefield, meaning no two battles are ever the same!



Components



38 small disks



16 medium disks



8 large disks



4 initiative tokens



1 six-sided dice (d6)

3 battle dice



10 wound tokens



45 activation tokens



7 empowerment tokens



22 damage tokens



4 battle ability tokens



4 battlefield corners



1 range ruler



12 deployment cards



5 terrain cards



5 scenario cards



1 special scenario card



24 command cards



5 terrain pieces (double-sided)

Play Surfaces

It is strongly recommended that the play surface is covered with cloth, felt, or any similar material. This creates friction to prevent the disks from inadvertently sliding out of place when flipping.

For Your First Game

Players new to *Warhammer: Diskwars* are encouraged to play the learning scenario. This scenario is designed to familiarise two players with the core elements of the game. After players are comfortable with the learning scenario, they will be ready to fight with larger armies and build a variety of battlefields. To play the standard game, follow the setup rules that can be found on page 12. If playing with more than two players, also refer to the special multiplayer rules on page 15. Rules and clarifications that are only used during the learning scenario are marked with a ✱ icon.

✱ Learning Scenario Setup

Follow these steps to play the learning scenario:

1. ***Choose armies.*** Each player selects either the basic Empire (✠) army or the basic Orc (☗) army. If players cannot agree who should play which army, assign armies randomly. Each army comprises 9 disks and a hand of 4 command cards, as listed below by title. These armies do not follow the regular army customisation rules, and are meant to be played only with the learning scenario.

Orc Disks

1 Grom the Paunch
2 Arrer Boyz
1 Boar Boyz
3 Orc Boyz
1 Stone Fangz Shaman
1 Wolf Riders

Empire Disks

1 Karl Franz
1 Bright Wizard
2 Hochland Pistoliers
3 Marienburg Swordsmen
2 Reikland Crossbowmen

Orc Command Cards

Approach, Eager Troops, Lure, Waaagh!

Empire Command Cards

Entrap, Myrmidia's Blessing, Push, Rally

2. ***Define the battlefield.*** *Warhammer: Diskwars* is not played on a game board. Players instead measure a 3' by 3' area on a flat surface; this area is the battlefield. The included range ruler is 1' long and can be used to measure the dimensions. Mark the four corners of the battlefield with the battlefield corners.

3. ***Create supply.*** Players create the supply by sorting the activation, damage, empowerment, initiative, and wound tokens and placing them near the battlefield.



LARGE INITIATIVE TOKEN

4. ***Determine initiative.*** Each player rolls a six-sided dice (d6), and the player with the highest result takes the large initiative token. If there is a tie, reroll until all ties are broken. The player with the large initiative token is the first player.

5. ***Choose sides and create deployment zones.*** Players choose opposite sides of the battlefield and take 3 deployment cards each, with the text side facedown. Each player places his deployment cards adjacent to each other along the battlefield edge, as near to the centre of the edge as possible. This creates a single large DEPLOYMENT ZONE.



DEPLOYMENT CARD

DEPLOYMENT VALUE

Pinning

Pinning occurs when a disk is on top of another disk. The disk on top PINS the disk on bottom, which is known as the PINNED disk. However, if there is a disk between two disks, then the top disk is not pinning the bottom disk; only the disk in the middle is pinning the bottom disk.

Example: Two disks are stacked on top of a third disk. Disk A is being pinned by disk B, which is being pinned by disk C. Disk C, however, is not pinning disk A because disk B is between them.



6. *Deploy disks.* Starting with the first player, each player places all 9 of his disks completely within the bounds of his deployment zone. The deployment zone extends to medium range from the battlefield edge as measured by the range ruler. Deployed disks can be placed on top of each other.

Players are now ready to play the game.



Range

Ranged attacks and other abilities have a specified maximum range. There are four ranges: SHORT, MEDIUM, LONG, and SIEGE.

Short, medium, and long range each have a corresponding segment on the range ruler. A player can measure range whenever he wants, and range is always measured from the short end of the range ruler (see "Making a Ranged Attack" on page 11).

Siege range is any distance that is beyond long range (long range is the full length of the range ruler).

Example: *This is an invalid deployment. Disk 1 is outside of medium range of the battlefield edge. Disk 2 is not in the battlefield, and disk 3 is not completely within the bounds of the deployment zone.*



Example: *This is a valid deployment. Disk 1 is now within medium range of the battlefield edge. Disk 2 is now in the battlefield, and disk 3 is completely within the bounds of the deployment zone.*



LEARNING SCENARIO SETUP



Command Hand

Deployment Zone











Supply









Range Ruler



Initiative Token





Deployment Zone

Command Hand



Playing the Game

This section provides players with the basic rules for *Warhammer: Diskwars*. A game round is divided into 3 phases:

1. Activation Phase
2. Melee Phase
3. End Phase

Activation Phase

During the activation phase, players play command cards to activate disks. The activation phase is divided into 3 steps:

1. Choose Command Cards
2. Resolve Command Cards
3. Discard Command Cards

Players **repeat** the steps of the activation phase until all disks on the battlefield are either pinned or activated, or each player has no more command cards left to play. When this occurs, proceed to the melee phase after step 3.

1. Choose Command Cards

Each player secretly selects a command card from his hand and places it facedown in front of him. After each player has selected his command card, all players reveal their command cards simultaneously.



COMMAND CARD

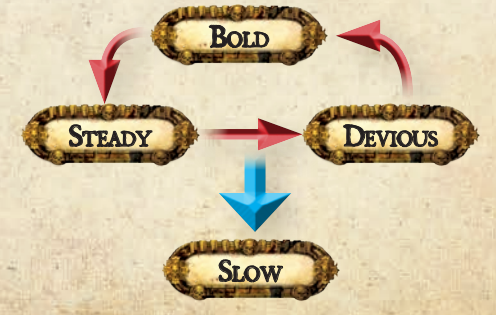
2. Resolve Command Cards

Each command card has a STRATEGY which players use to determine the order in which they resolve their revealed command cards. The four strategies are BOLD, STEADY, DEVIOUS, and SLOW.

Players resolve bold cards before steady cards, steady cards before devious cards, and devious cards before bold cards. Slow cards are resolved last.

STRATEGY





If players reveal a card with the same strategy, the first player resolves his card first.

> **Example:** *Jon reveals "Assault," a bold command. Kelly reveals "Disrupt," a devious command. Since devious commands resolve before bold commands, Kelly resolves her card first, activating 3 disks.*

ACTIVATION VALUE



Each command card also has an activation value. When it is a player's turn to resolve his chosen command card, he must activate a number of his disks equal to the command card's activation value.

Command Card Abilities

Most command cards have a special ability. There are two types of abilities that can appear on command cards: PASSIVE ABILITIES and BATTLE ABILITIES.

The effects of a command card's passive ability last until the command card is discarded.

PASSIVE ABILITY

Each disk activated with this command gains 1.

* "Waaagh!" has a passive ability that gives each Orc () disk activated with the command the **relentless** keyword (see "Disk Abilities" on page 9).

* "Myrmidia's Blessing" has a passive ability that gives a single Empire () disk activated with it an extra 2 movement ().

BATTLE ABILITY

Hero: Empower target disk within medium range.

Let faith strengthen your blows, and you will not falter this day.

Unlike passive abilities, battle abilities are used by particular disks. Disks that can use a battle ability are presented in **bold** type on the card. A battle ability is optional and can only be used once, before or after using that command card to activate a disk. Players must measure any range restrictions for a battle ability from the disk using the ability (see "Making a Ranged Attack" on page 11). Disks using battle abilities do not have to activate to perform the ability, and can even use it while pinned.

* Each player has a card with a battle ability that empowers a disk (see the next page) within medium range of a HERO (Karl Franz and Grom the Paunch).

Activating Disks

When activating disks, a player can activate any of his disks that are not already activated or pinned. A disk with an activation token (◎) on it is ACTIVATED.



PINNED DISK



ACTIVATED DISK

When a player activates a disk, the disk must take one of the following actions:

- Move.
- Resolve a focus ability.
- Make a ranged attack.
- Pass.

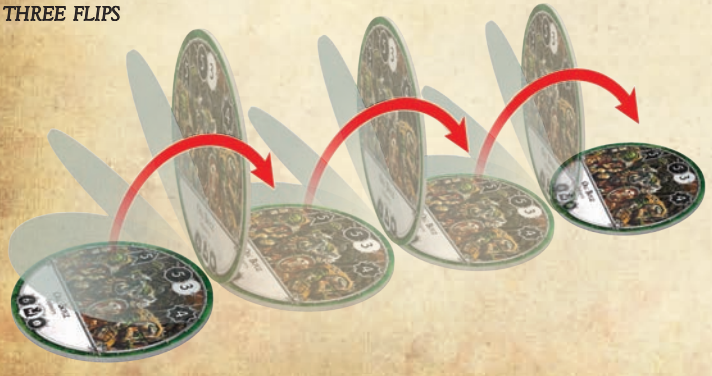
After a disk takes an action, the player places an activation token on it, indicating that the disk has been activated.

Move. The activating player flips the chosen disk end over end a number of times up to its movement. The disk must stop moving if it pins an enemy disk.

MOVEMENT



THREE FLIPS



Resolve a focus ability. Some disks have a FOCUS ABILITY, marked by the ✪ symbol. Each focus ability is unique. When resolving a focus ability, follow the instructions on the activated disk.

FOCUS ABILITY



Make a ranged attack. Some disks have a RANGED ATTACK, marked by the ▶ symbol. When making a ranged attack, roll battle dice against another target disk (see "Making a Ranged Attack" on page 11).

RANGED ATTACK



Pass. The activated disk does nothing.

3. Discard Command Cards

Each player discards the command card he just resolved by placing it faceup in his command card discard pile. Players then return to the choose command card step unless all of their disks are activated or pinned.



COMMAND CARD DISCARD PILE

Empowering Disks

When a player resolves a special ability that empowers a disk, he places an empowerment token (♛) on that disk. An empowered disk gains 1 attack strength (↻), 1 counter strength (↺), and 1 toughness (⬢) for as long as the empowerment token remains on the disk.

A player cannot empower a disk that is already empowered.



EMPOWERMENT TOKEN

Disk Abilities

Keywords are special abilities presented in a disk's text box in **bold** type. For a complete description of all keywords, see "Disk Abilities" on page 21.

Traits are descriptors presented in a disk's text box in *italic* type. Unlike keywords, traits have no special abilities, but only serve as a reference for other abilities.



✱ Several disks in the learning scenario have keyword special abilities:

Flying. This disk does not have to stop moving when it pins an enemy disk during movement.

Impact X. This disk deals X damage to any disk when it pins that disk, including ally disks. A disk with flying only deals this damage on its last flip.

Magic X. This disk can activate to deal X damage to an enemy disk within medium range.

Mobile. This disk can use its ranged attack or focus ability in addition to moving.

Relentless. This disk does not have to stop moving the first time it pins an enemy disk during movement.

Scout. This disk can take a move action before the first round of the game, after both players' disks are deployed. It does not receive an activation token for this move.

✱ Some disks used in the learning scenario also have other special abilities, as listed in their text boxes:

- The Bright Wizard takes 1 damage when it uses its magic keyword.
- The Stone Fangz Shaman deals more magic damage for each Orc disk near it, including itself.
- Karl Franz can use his focus ability to move activation tokens from ally disks to other ally disks.

Melee Phase

During the melee phase, players resolve each engagement. An engagement is created each time a disk pins an enemy disk. The first player chooses the order in which engagements are resolved.

After players resolve all engagements, the game round continues to the end phase.

Resolving an Engagement

Most engagements involve two disks: an attacker and a defender. The disk pinning the other is the attacker, and the disk being pinned is the defender. Disks attack and defend simultaneously: the attacker deals damage equal to its attack strength to the defender, and the defender deals damage equal to its counter strength to the attacker.

Example: *An Orc Boyz disk pins a Marienburg Swordsmen disk. When players resolve this engagement, the Orc Boyz deals 5 damage to the Swordsmen and the Swordsmen deals 3 damage to the Orc Boyz.*



When a disk takes damage, place damage tokens (✪) on it equal to the amount of damage dealt. If a disk ever has damage on it equal to or exceeding its toughness (✹), it takes a wound (✹) and is immediately removed from the battlefield and placed in its player's casualty pile. Each player should define his own casualty pile somewhere near the battlefield.

Some engagements involve multiple attackers and defenders. Each disk can only deal melee damage to one enemy in an engagement. Starting with the attacking disks, each player chooses which enemy disks his disks damage, if necessary.



Example: *Karl Franz pins both an Arrer Boyz disk and an Orc Boyz disk. When players resolve this engagement, the Empire player decides to deal Karl Franz's 5 melee damage to the Orc Boyz, since a disk cannot deal its damage to more than one disk in the engagement. Both the Arrer Boyz and Orc Boyz deal their melee damage back to Karl Franz, for a total of 6 damage.*



The Orc Boyz only have a toughness of 4, and so it takes a wound and the disk is removed. Karl Franz only has a toughness of 5, and so he takes a wound as well. However, he is not removed since this is his first wound and he has a stamina of 1.



Resolving a Scrum

A disk that is pinned by an enemy disk and is also pinning another enemy disk itself, is an EMBATTLED disk, as it is both an attacker and a defender in separate engagements.

A SCRUM occurs when multiple engagements overlap each other, resulting in one disk becoming embattled. Resolve a scrum one engagement at a time, starting at the top of the pinned disks (the one where the embattled disk is the defender).



EMBATTLED DISK

Stamina and Wounds

A disk with stamina has the ability to sustain wounds before being taken as a casualty.



STAMINA



WOUND TOKEN

When a disk with stamina takes a wound, it is only removed as a casualty if it already has wound tokens on it equal to its stamina. Otherwise, remove all damage tokens from it and replace them with a wound token.

When resolving a scrum, a player may need to move a disk to either read information on a pinned disk or to remove a pinned disk as a casualty. To maintain the original position of the pinning disk, it is helpful for the player who controls the disk to remove any tokens on the disk and lift the disk directly upward, returning it as close to its original position as possible after noting the previously concealed information or removing the other disk from the battlefield.

For an example of resolving a scrum, see "Scrums" on page 20.

End Phase

During the end phase, each player removes all tokens from his disks, except wound tokens. Each player then returns all command cards in his discard pile to his hand.

After completing the end phase, the round ends and a new round begins, unless the game has ended (see "Winning the Game" on page 11).

Physical and Arcane Damage

There are two types of damage: physical (✪) and arcane (✪). Both cause damage tokens to be placed on disks, but some disks are resistant or immune to a specific type (see "Disk Abilities" on page 21). Melee combat deals physical damage.

Making a Ranged Attack

When a player activates a disk with a ▶, he may use that disk to make a ranged attack targeting another disk. The target disk must be within the maximum range listed by the attack.



When a ranged attack or ability specifies a range, the player must measure the range using the range ruler. To do so, players measure from the surface of the disk that is using its ranged attack or ability to the surface of the other disk. The point where the range ruler touches the other disk defines the measured range between the disks. If the measured range is within the maximum range of the disk using its ranged attack or ability, the other disk is in range. After range has been established, the attacking player rolls a number of battle dice (■) equal to the missile value of the ranged attack.



Players resolve results of the battle dice as follows:

• Scatter (↗): Reroll this battle dice against the disk nearest to the target within short range, if able. Ignore any scatter result, but apply other results as normal. For an example of resolving scatter, see page 20.

• Hit (💀): Deal damage of the type specified to the target equal to the strength of the attack. **Ignore this result when making an attack at siege range.**

• Critical Hit (💀): Deal damage of the type specified to the target equal to the strength of the attack. If the target disk is not activated, also place an activation token on it.

• Miss (✕): No effect.

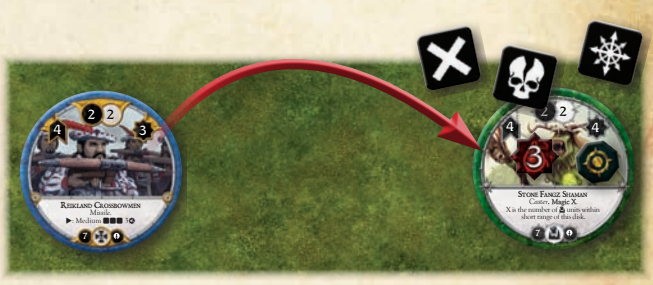
• Chaos (✵): This result has no effect unless the attacking disk has an ability that references it.

If a ranged attack has a strength of "d6", roll a six-sided dice along with the battle dice to determine the amount of damage dealt by each hit and critical hit.

Example: *Matt makes a range measurement by placing the range ruler on top of his Reikland Crossbowmen and pointing it toward a Stone Fangz Shaman. The ruler touches the Shaman within the medium range segment, which matches the maximum range of the Crossbowmen. Since the Shaman is in range, Matt activates the Crossbowmen to make a ranged attack targeting it.*



Matt rolls 3 battle dice for the Crossbowmen. He rolls a ✕, 💀, and ✵. The ✕ and ✵ have no effect, but the 💀 deals 3 damage to the Shaman. It does not take a wound since it has a toughness of 4, but an activation token is placed on it in addition to the damage.



Winning the Game

The game ends after five rounds. At the end of the last round, each player moves all remaining disks in his reserve to his casualty pile. Then each player scores a number of victory points (VPs) based on his objective. The player with the most victory points wins the game, with ties broken in initiative order.

✱ In the learning scenario, both players share the same objective and score 1 victory point for each disk in his opponent's casualty pile.

If a player has no disks remaining on the battlefield at any time, he is immediately eliminated from the game. If all but one player is eliminated, the remaining player wins the game.

✱ Time for Battle!

You are now ready to play the learning scenario. Use the reference section that starts on page 18 as necessary. Rules regarding the standard game start on the next page.

Expanded Rules

The rules in this section provide a deeper and more varied experience than the learning scenario, and allow up to four players to fight at once. To play a standard game of *Warhammer: Diskwars*, each player needs an army (including command cards) with an equal number of regiments as each other player has (see "Customising an Army" on page 16). It is recommended to play with 2 regiments per player for a shorter game, or 3 regiments per player for a longer, more epic game.

Standard Setup

Follow these steps to play the standard game:

1. ***Define the battlefield.*** *Warhammer: Diskwars* is not played on a game board. Players instead measure a 3' by 3' area on a flat surface; this area is the battlefield. The included range ruler is 1' long and can be used to measure the dimensions. Mark the four corners of the battlefield with the battlefield corners.

2. ***Create supply.*** Players create the supply by sorting the activation, battle ability, damage, empowerment, initiative, and wound tokens and placing them near the battlefield.

3. ***Assign deployment edges.*** Each player selects an edge of the battlefield from which to deploy his disks. In a two player game, players must select opposite edges.

4. ***Determine initiative.*** Each player rolls the d6 and adds any unspent recruitment points to his roll. If there is a tie, tied players reroll until all ties are broken. The player with the highest adjusted roll assigns a single initiative token to each player. The "3" initiative token is only assigned in a three player game, and the "4" is only assigned in a four player game.

Initiative Order

INITIATIVE ORDER begins with the player who has the large initiative token (the first player), and continues with the players who have the "2", "3", and "4" initiative tokens, respectively, as necessary. The player last in initiative order is known as the LAST PLAYER. To resolve a card or game effect in REVERSE INTIATIVE ORDER, start with the last player and continue in ascending order to the first player.

5. ***Select scenario and determine objectives.*** Shuffle all scenario cards. The last player draws 2 scenario cards and chooses 1 of them to place faceup next to the battlefield. This is the active scenario card and its SCENARIO ABILITY affects the game. Reshuffle all scenario cards but the active card and deal 1 facedown to each player. These cards give each player his own secret objective that provides victory points at the end of the game. Ignore the objective on the card that is the active scenario, and ignore the scenario ability on the cards that are dealt as objectives.



SCENARIO CARD

6. ***Create deployment zones.*** Shuffle all deployment cards and deal a number of them next to the battlefield, with the text side faceup, equal to the total number of regiments in all armies (e.g., in a two player game with two regiments per player, deal 4 cards). In reverse initiative order, players take turns selecting deployment cards until all cards have been selected. When a player selects a deployment card, he places it along his edge of the battlefield with either side faceup (more restrictions apply in a three or four player game; see "Multiplayer" on page 15). If a player places a deployment card adjacent to another deployment card, they create a single deployment zone. Any special abilities on deployment cards in the same zone apply to the whole zone.



SINGLE DEPLOYMENT ZONE



TWO DEPLOYMENT ZONES

If a deployment card is placed in a discrete location (not adjacent to another card) it creates a new deployment zone. A player cannot place his deployment cards in such a way that any deployment cards overlap each other.

7. Place terrain. Shuffle all terrain cards and deal 4 faceup next to the battlefield. In reverse initiative order, players take turns selecting terrain cards and placing the corresponding terrain piece on the battlefield. Players can place terrain with either side faceup, but each piece must be completely within the bounds of the battlefield and cannot be within short range of another terrain piece or a battlefield edge. Each piece of terrain has keywords (see "Terrain Abilities" on page 22) or other special abilities, as listed on the corresponding card. After placing the terrain, keep the terrain card next to the battlefield for reference.



8. Deploy disks. Each player, in reverse initiative order, places a number of his disks completely within the bounds of his deployment zones. The number of disks deployed in each zone must equal the sum of the deployment values on each deployment card making up that zone. Deployment zones extend into the battlefield up to medium range (see "Range" on page 5). All hero disks must be deployed. Disks can be deployed on top of each other. Each player places his undeployed disks next to the battlefield in an area called the RESERVE. Each player has his own reserve. Disks in the reserve can be reinforced later in the game.

Players are now ready to play the game.

The Reserve

The reserve is an area near the battlefield where a player places his undeployed disks. A player's reserve is kept separate from his casualty pile.

Reinforcing. A player can activate a disk in his reserve to REINFORCE it. This is the only action available to a disk in a player's reserve. When reinforcing, the player places the chosen disk onto the battlefield within the bounds of one of his deployment zones and places an activation token on it.

Example: *Julia activates the Marienburg Swordsmen in her reserve, and places them on the battlefield, within her deployment zone. An activation token is then placed on the Swordsmen.*



Line of Sight

Line of sight is required for making ranged attacks and targeting disks with abilities. Disks have line of sight to each other unless there is a piece of terrain with the "blocks sight" keyword in between them. If a straight line can be traced from any portion of one of the disks to the other without intersecting the terrain, the disks have line of sight to each other. Terrain does not block line of sight to and from a disk that is overlapping it, only to and from disks that are outside its bounds.



COMPLETE SETUP



Command Hand



Deployment Zones









Terrain



Scenario Card









Supply



Terrain Cards





Range Ruler



Objective



Initiative Token



Reserve



Game Options

Warhammer: Diskwars can be played under a variety of conditions. Players are encouraged to come up with their own variants and battlefield setups to suit their gaming tastes, such as a 1 regiment "deathmatch", a team game, or a game that is played on an asymmetrical battlefield.

Special Scenario Game

When playing a special scenario game, choose a special scenario card prior to setup and follow its instructions. Unless the card says otherwise, the standard setup rules are used.

The "Strongholds" special scenario card requires that players have access to one *Warhammer: Diskwars* core set per player.



SPECIAL SCENARIO CARD

Expanding Warhammer: Diskwars

Future releases will continue to add new disks, command cards, and terrain with which to expand your battles in the Old World.

Purchasing a second core set also provides you with many more customisation options when army building, and terrain cards can be combined from multiple core sets to create interesting new terrain choices during setup.

Multiplayer

Warhammer: Diskwars can be played with up to four players. Use the following rules when playing with more than two players. Rules in this section override rules in other sections if there is a conflict.

Setup

Players are restricted from placing deployment cards near the corners of the battlefield.

- In a three player game, one player is "squeezed" because his deployment edge is adjacent to both of the other players' edges. The squeezed player may use his full deployment edge, but the other two players must place deployment cards within long range of the battlefield corner opposite the one they share with the squeezed player.
- In a four player game, no player can place deployment cards within medium range of any battlefield corner.

Command Card Resolution

To resolve command cards, compare the strategy of the first player's card to the strategy of each other player's card when determining the order in which they are resolved.

> **Example:** *Frank is the first player and reveals a bold command. Jill reveals a devious command and Matt reveals a steady command. Because Frank is the first player, timing priority is decided by comparing all of the cards to his. So Jill's command goes first, followed by Frank's, and then Matt's.*

If the first player plays a slow command, compare the rest of the cards to each other to determine the order of resolution (the slow command is still resolved last), with ties broken by initiative order.

Resolving Engagements

Enemy disks attack or defend together if they are both pinning or being pinned by other enemy disks. Players choose where to deal their disks' damage in initiative order.

Winning the Game

If players are tied after victory points are determined, resolve the ties in initiative order.

> **Example:** *At the end of the fourth round, Buster and Lucille both have 10 points, more than any other player. Since Lucille has the "2" initiative token and Buster has the "3," Lucille wins the game.*

Customising an Army

Customising an army in *Warhammer: Diskwars* is a rewarding experience. Army customisation yields new strategies and leads to an ever-changing environment, keeping the game fresh and fun. Each army comprises a number of REGIMENTS. Players must agree on the number of regiments they are using before playing a game.

Building a Regiment

A player must choose a hero to lead each regiment. Each hero has recruitment points that are spent to recruit units into the regiment.



RECRUITMENT POINTS

Each unit has a recruitment cost which indicates how many points that unit costs to recruit. A hero cannot recruit disks whose total recruitment cost exceeds that hero's recruitment points.



RECRUITMENT COST



Faction and Racial Affiliation

Disks in the core set belong to four different races, and each is affiliated with either the Order or Destruction faction. Disk affiliation is indicated by a racial affiliation symbol and border color.

Order Races: High Elves ( ) & Empire ( )

Destruction Races: Chaos ( ) & Orcs ( )



RACIAL SYMBOL

Additionally, when building an army, players must obey the following restrictions:

- A player cannot have both Order and Destruction disks in the same army.
- A player cannot have more than 1 copy of a unique disk in his army. The unique symbol ( ) appears in front of a disk's title.
- A hero cannot recruit disks affiliated with another race.
- A hero must recruit an equal or greater number of small disks than the total number of medium and large disks. The hero itself does not count toward this limit.
- A player must have at least 1 unique hero in his army.
- There cannot be more than 3 copies of a small disk, 2 copies of a medium disk, and 1 copy of a large disk per regiment.
- There cannot be more than 1 elite disk per regiment. The elite symbol ( ) appears in front of a disk's title.

Choosing Command Cards

In addition to recruiting units, each hero has a command value. A player selects a number of command cards equal to this value to add to his hand of command cards. Players cannot have more than 1 copy of a command card (by title) in their hand of command cards.

COMMAND VALUE



Example: *Kimmie selects Kairos Fateweaver to lead a regiment, and looks through her Chaos disks to see what Kairos can recruit. Since Kairos' special ability interacts with the* daemonic *trait, she decides to add 1 Bloodthirster and 1 Bloodcrushers to her regiment. The Bloodthirster has a cost of 15, and the Bloodcrushers have a cost of 10. This uses 25 of Kairos' 33 recruitment points, leaving 8 unspent points. However, the army building rules require Kimmie to have at least as many small disks as medium and large disks in each regiment. Looking at the small disks, Kimmie sees that the lowest cost disks available are Kurgan Marauders for 5 points each. Even taking two of these would exceed Kairos' recruitment points. Since Kimmie is most excited about playing her Bloodthirster, she decides to switch out the Bloodcrushers for a Plaguebearers. The Plaguebearers only cost 8 points, and so adding in the two necessary Marauders gives Kimmie a total of 33 points. This is equal to Kairos' recruitment points, and the regiment is complete.*

Next, Kimmie needs to select 2 command cards to add to her command hand from Kairos' command value. Looking at the cards, she decides that the first card she wants is "Eager Troops". This card gives each disk activated with it an extra movement. Kimmie wants to use this card to put Kairos in a better position to summon units onto the battlefield. Her second choice is more difficult. "Nurgle's Rot" looks like it would be useful, as it interacts with daemonic *disks. However, "Intimidate" is also a strong card. Thinking about how she would use both cards in the game, Kimmie selects "Intimidate". This card allows Kairos to flip an enemy disk that is pinning him, allowing him to use his focus ability even if a disk jumps on top of him.*



Prebuilt Armies

If a player does not wish to customise his own army, he can use a prebuilt army by selecting the desired number of Order or Destruction regiments, listed below as **Hero**: Units; Command Cards.

Azhag the Slaughterer: *1 Big Boss, 1 Arrer Boyz, 1 Wolf Riders, 1 Boar Boyz; Fists of Mork, Approach*

Grimgor Ironhide: *3 Orc Boyz, 1 Arrer Boyz, 1 Rock Lobber; Waaagh!, Strength of Gork*

Grom the Paunch: *1 Stone Fangz Shaman, 1 Black Orcs, 1 Wolf Riders, 1 River Troll; Eager Troops, Lure*

Archaon the Everchosen: *2 Kurgan Marauders, 1 Flamers, 1 Bloodthirster; Storm of Chaos, Assault*

Kairos Fateweaver: *1 Kurgan Marauders, 1 Plaguebearers, 1 Hellstrider, 1 Hellcannon; Intimidate, Nurgle's Rot*

Valkia the Bloody: *2 Flamers, 1 Sorcerer of Tzeentch, 1 Bloodcrushers; Blood for the Blood God, Stall*

Alarielle the Radiant: *1 Militia Archers, 2 Swordmasters of Hoeth, 1 Sky Cutter; Speed of Asuryan, Arcane Attack*

Teclis: *2 Militia Spearmen, 1 High Mage, 1 Sun Dragon; Shield of Saphery, Push*

Tyrion: *1 Maiden Guard, 1 Militia Archers, 1 Ellyrian Reavers, 1 Bolt Thrower; Winds of Morai-Heg, Entrap*

Karl Franz: *3 Marienburg Swordsmen, 1 Huntsmen, 1 Helblaster Volley Gun; Myrmidia's Blessing, Rally*

Luthor Huss: *1 Bright Wizard, 1 Talabheim Greatswords, 1 Knights Panther, 1 Hochland Pistoliers; Fulminating Cage, Inspire*

Volkmar the Grim: *2 Reikland Crossbowmen, 1 Steam Tank, 1 Hochland Pistoliers; Garrison, Attack*

Reference

This section clarifies rules and explains advanced concepts. It is divided into two subsections:

1. ***Rules Reference.*** This addresses topics and terminology that players encounter during the course of a game. It is arranged alphabetically.

2. ***Ability Reference.*** This explains the various keywords and special abilities on command cards, disks, and terrain, in that order.

1. Rules Reference

Ally

All disks controlled by the same player are allies.

See also: Enemy

Battle Abilities

• A player can only trigger each battle ability once during each resolve command card step.

Cannot

• The word "cannot" overrides the words "may" and "can" when there is a direct conflict between them.

Command Cards

• A player must play a command card, if able, even if all of his disks are activated and pinned.

• A player does not have to reinforce disks from his reserve when resolving a command card if all of his other disks are activated and pinned.

• A player can look through an opponent's command card discard pile at any time.

• If a player cannot activate disks equal to a command card's activation number, any unused activations are ignored.

• In a four player game, a command card loop can occur when three players play bold, devious, and steady commands and the first player plays a slow command. If a command card loop is created, players resolve all but the slow command in initiative order first, treating the loop as if it is a tie. Then the first player resolves the slow command.

• In a game with more than two players, if the first player is out of command cards, the other players compare their cards' strategy to the card of the player next in initiative order who played a card.

Control

A player controls all disks he owns, unless control changes through an ability. Selected deployment and scenario cards are controlled by the player who takes them during setup.

• A player can only activate disks he controls.

• Some effects refer to controlling terrain. A player controls a piece of terrain when a disk that he controls is overlapping that terrain and no enemy disk is also overlapping that terrain.

See also: Own, Overlapping

Disk Values

• If a disk gains or loses , , , , , or an ability from an effect that has no listed duration, the gain or loss only lasts as long as the effect is active.

Enemy

All disks not controlled by the same player are enemies.

See also: Ally

Engagements

An engagement includes all attacking and defending disks that can be traced back to a common attacker or defender in such a way that no disk is embattled.

• No disk can be both an attacker and defender in the same engagement.

• A disk must deal its melee damage, if able; it cannot choose to refrain from an engagement.

• Damage persists from engagement to engagement.

• If a new engagement occurs as a result of another engagement being resolved, players cannot resolve the new engagement during the same melee phase. This most commonly occurs when an embattled disk is removed as a casualty, allowing the disk on top of it to pin the disk that was below it.

See also: Scrums

Engages

A disk engages an enemy disk when one of those disks pins the other. Both disks are considered to have engaged each other.

> **Example:** *Archaon is flipped onto by Marienburg Swordsmen, and his ability to deal arcane damage triggers.*

Moving

• A disk does not pin a disk again after a flip if it was already pinning that disk prior to the flip.

• A player *can* change the orientation of a disk mid-flip by rotating the disk in any direction when it is at a ninety-degree angle with the playing surface. A player *cannot* "roll" the disk by moving the edge of the disk in contact with the playing surface.

• If an activated disk is ever completely outside the bounds of the battlefield after a flip, place it in its player's casualty pile.

Own

A disk or command card that was recruited by a player into his army or selected for his hand of command cards is owned by that player.

See also: Control

Overlapping

A disk that covers any part of another disk or terrain piece is overlapping that disk or terrain piece.

• A disk does not have to be in contact with another disk or terrain piece to overlap it. A disk can overlap another disk even if there is an intervening disk between them. Because of this, a disk that is overlapping another disk is not necessarily pinning that disk.

• A disk is not overlapping another disk or terrain piece if the only points in contact between them are along their edges.

Player Elimination

• If all remaining players' disks are removed as casualties at the same time, no one wins.

• Disks in a player's reserve do not prevent him from being eliminated.

Reinforcing

• A disk can pin other disks when it is reinforced.

• A disk with no movement can be reinforced.

• Activation tokens are still placed on disks that are reinforced through effects, instead of through a disk action.

Range

• The maximum range specified by a disk ability is always measured from the disk itself.

• A disk is always within range of itself.

• When measuring range, the point at which the range ruler touches the target disk defines the actual range between the two disks.

> **Example:** *A Rock Lobber targets a High Mage with its ranged attack. The Rock Lobber has a maximum range of siege range, but the High Mage is within long range of the Rock Lobber. Any ⛨ rolled by the Rock Lobber during its attack will deal damage to the High Mage because the attack is being made at long range.*

Ranged Combat

• A disk can make a ranged attack against a disk that it is pinning.

• A disk can make a ranged attack against an ally.

• A disk cannot make a ranged attack against itself.

• All damage from ⛨ and 💀 results during a ranged attack action is dealt simultaneously.

• If a disk has an ability that is triggered by certain ■ results during a ranged attack, that ability is only resolved based on the initial roll of the dice. Any further results are ignored.

> **Example:** *A Hellcannon makes a ranged attack. The Hellcannon rolls 💀, ✕, and ➚. There is a disk within short range of the target, so the scatter is resolved. The scatter reroll result is ✵. However, only an initial ✵ triggers the Hellcannon's ability, so it does not flip toward the nearest disk.*

• If a disk has an ability that treats ■ results as other results during a ranged attack, that ability applies to all dice rolled when resolving the attack, including results from scatter.

> **Example:** *A Maiden Guard disk makes a ranged attack. The Maiden Guard rolls ⛨ and ➚. There is a disk within short range of the target, so the scatter is resolved. The scatter reroll result is ✵. This counts as ⛨ for the Maiden Guard.*

See also: Scatter

Scatter

• ➚ results can be resolved against the disk making the ranged attack.

• If there are no other disks within short range of the target, ➚ has no effect.

• If a player rolls ➚ during a ranged attack, he must resolve ➚ before he resolves ⛨ or 💀.

• A disk overlapped by or overlapping the target disk is eligible for scatter. The closest disk is always a disk engaged with the target disk. If more than one disk is engaged with the target, the closest disk is the one that is most overlapped by or overlapping the target.

• If multiple ➹ are rolled during a single attack, then each one must be resolved against a different disk within short range, if able, in order of the disks' proximity to the original target. If there are more ➹ than disks within short range, resolve additional ➹ against the closest disk again and repeat this process until there are no more ➹ to resolve.

• If a ranged attack deals random strength damage, use the d6 result from the initial roll when resolving ➹.

See also: Ranged Combat

Example: *A High Elf Bolt Thrower attacks Archaon at siege range. The Bolt Thrower rolls ☠, ☠, and ➹.*



The ➹ is resolved first, and the dice is rerolled against a Kurgan Marauders disk within short range of Archaon. The scatter reroll is ☠, but since ☠ are ignored at siege range, no damage is dealt. Then the original ☠ is resolved, and Archaon is dealt 3 physical damage and an activation token is placed on his disk.



Scrums

If there is more than one embattled disk in a single scrum, players must resolve all engagements where an embattled disk is defending before the engagements where an embattled disk is attacking. This results in a top-down resolution, where disks not being pinned in the scrum attack first and each engagement is resolved individually until none remain.

See also: Engagements

Example: *A Wolf Riders disk pins both Teclis and a High Mage. Then a River Troll also pins Teclis. Later, a Militia Spearmen pins the River Troll and it becomes embattled, creating a scrum.*



When the scrum is resolved during the melee phase, the River Troll's engagement with the Militia Spearmen must be resolved first (1). The Spearmen deals 3 damage, and the River Troll deals 5 damage, and the Spearmen takes a wound and is removed as a casualty. Next, the Wolf Riders and the River Troll are both pinning Teclis, meaning that they are participating in the same engagement against both Teclis and the High Mage (2). The Orc player decides that the Wolf Riders will deal damage to the High Mage. Then the High Elf player decides that Teclis will deal damage to the River Troll. The Wolf Riders and the High Mage each take a wound and are removed, while Teclis' counter is enough to deal the River Troll a wound when combined with the damage already dealt to it from the Spearmen.

Target

A target is anything selected by a player to be affected by a disk's ranged attack, ability, or other effect that uses the word "target".

• Targeting a disk requires line of sight to that disk (see "Line of Sight" on page 13). Some abilities do not use the word "target," and do not require line of sight to resolve.

• The target of an attack or an ability must be chosen before the attack or ability resolves.

Wounds

• When a disk with stamina is dealt damage, no more than 1 wound token is placed on it regardless of how much damage was dealt.

II. Ability Reference

Command Card Abilities

This section clarifies abilities found on command cards.

Keywords

Similar to disks and terrain, some command cards have keywords on them.

Order or Destruction Only. These command cards can only be chosen by a player who has a hero in his army of that faction affiliation.

Unstable. This keyword appears on command cards with a battle ability that can potentially backfire on the disk using the ability. When resolving the ability of a command card with this keyword, roll 1 battle dice. On a ✵ result, apply the effects of the ability to the disk that used the ability in addition to all targets.

Specific Abilities

These entries provide clarification about specific command cards.

"Winds of Morai-Heg". This ability has no affect on a disk that already has a maximum range of siege range.

"Nurgle's Rot". If "Nurgle's Rot" is used on a disk that is already damaged, that disk immediately takes a wound (and the damage is removed) if the amount of damage on the disk now exceeds its new toughness.

"Blood for the Blood God". "Blood for the Blood God" ignores the normal rules for resolving engagements in a scrum. It can resolve any engagement the disk is involved in, whether or not that disk is embattled.

Disk Abilities

This section clarifies abilities found on disks.

Keywords

Flank. A disk with flank can be reinforced from any battlefield edge, except into an opponent's deployment zone or in such a way that it pins an enemy disk. A disk reinforced with flank must be placed so that it is completely within the battlefield but touching a battlefield edge. Reinforcing with flank is optional; a disk with flank can also be reinforced into a deployment zone normally.

Flying. A disk with flying ignores disks and terrain during movement. A disk with flying still counts as pinning any disk or overlapping any terrain piece that it ends its movement on.

Frenzy. A disk with frenzy can attack all disks it is pinning, instead of just one disk.

Immune (X). A disk with immune (X) cannot be targeted or damaged by X (keywords, ✿, ▶, etc.).

Impact X. A disk with impact deals physical damage equal to its impact value to each disk it pins after a flip. A disk cannot deal impact damage to a disk it was already pinning prior to flipping. Impact damage is not applied when a disk is deployed or reinforced pinning another disk, or when a flying disk moves over a disk without ending its movement.

Magic X. A disk with magic can activate to deal arcane damage equal to its magic value to a target enemy within medium range. Using magic is considered to be resolving a focus ability, and is not a ranged attack.

Mobile. A disk with mobile can use its focus ability or ranged attack when making a move action. The focus ability or ranged attack must be resolved separately, either before or after the move action is resolved.

> **Example:** *A Hochland Pistoliers disk activates to move. The Pistoliers may make a ranged attack before or after completing the move action, but it cannot flip part of its movement, attack, and then flip its remaining movement.*

Relentless. A disk with relentless does not have to stop moving the first time it pins at least 1 enemy disk during movement.

Resistant (X). A disk with resistant (X) takes only half the amount of damage each time it is dealt damage by X, rounded up (keywords, ✿, ▶, etc.).

Scout. A deployed disk with scout may make a free move action before the first activation phase of the game. The disk cannot overlap or deal damage to an enemy during this move. If multiple players have disks with scout, resolve each player's scouting in initiative order. A disk making a scout move is affected by terrain, as normal. No activation token is placed on the disk after it scouts.

Slow (◔), (◔), or (◔,◔). A disk with slow deals the damage from its specified strength value after other disks in melee combat that do not also have slow. This means that a disk with slow can be removed as a casualty before it deals its damage.

Strider. A disk with strider ignores terrain abilities during its movement.

> **Example:** *A Huntsmen disk activates to make a move. It flips four times and overlaps the Gully. Because the Huntsmen has strider, it ignores the rough keyword on the Gully and flips a fifth time. The Huntsmen also do not take any damage from the dangerous keyword on the Gully.*

Swift (), (), or (,). A disk with swift deals the damage from its specified strength value before any other disk in melee combat that does not also have swift. If this is enough damage to remove an enemy disk as a casualty, then it does not deal its melee damage.

Specific Abilities

These entries provide clarification about specific disks.

Big Boss. The Big Boss' special ability can remove activation tokens from any disk with "Boyz" in its title.

Hellcannon. When the Hellcannon rolls a ✵ result during a ranged attack, it must flip toward the nearest disk it is not pinning. If the Hellcannon is able to overlap the nearest disk with its flip, it must do so. However, it is up to the controlling player how best to flip it, provided the end result is that it overlaps the nearest disk, if able.

Kairos Fateweaver. An activation token is placed on the disk reinforced with Kairos Fateweaver's ability.

Plaguebearers. The Plaguebearers' ability is active at all times. If an empowered disk moves within short range of the Plaguebearers, it loses its , even if it immediately moves out of range.

Steam Tank. When activating to make a ranged attack, the Steam Tank can choose to use any one of its three ranged attacks, provided the range requirement of the attack is met.

Tyrion. Tyrion makes a separate d6 roll for each disk he engages.

Terrain Abilities

This section clarifies abilities found on terrain.

Keywords

Blocks Sight. This terrain blocks line of sight.

Cover. A ranged attack that targets a disk overlapping this terrain rolls 1 fewer battle dice (to a minimum of 1). This does not affect scatter rerolls.

Dangerous (or). If a disk overlaps this terrain after a flip or after being reinforced, roll a d6. Deal damage of the specified damage type to that disk equal to the result of the roll. Taking damage does not end a disk's movement action. Do not roll a d6 when deploying disks on dangerous terrain.

Defensive. A disk overlapping this terrain gains **swift ()**.

Fortified. A disk overlapping this terrain gains **immune (impact damage).**

High Ground. A disk overlapping high ground can draw line of sight across anything that blocks sight.

Rough. If a disk overlaps rough terrain after a flip, it must immediately stop moving. A disk does not have to stop moving after a flip if it was already overlapping that rough terrain prior to the flip.

Specific Abilities

These entries provide clarification about specific pieces of terrain.

Cave. ➚ results can be resolved against disks overlapping the Cave, even if the disk targeted by the ranged attack is not overlapping the cave.

Ruined Windmill. When reinforcing a disk with the Ruined Windmill's special ability, the reinforced disk does not have to be completely within the bounds of the Windmill, just overlapping it.



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Symbols Reference

- Focus ability
- Ranged attack
- Battle dice
- Hit result
- Critical hit result
- Miss result
- Scatter result
- Chaos result
- High Elf
- Orc
- Chaos
- Empire
- Attack strength
- Counter strength
- Toughness
- Movement
- Elite disk
- Unique disk
- Damage token
- Physical
- Arcane
- Stamina
- Wound
- Activation token
- Empowerment token

Core Set Icon

Each card and disk in the core set is marked with this icon.

Disk Anatomy

a. Movement

b. Attack Strength

c. Counter Strength

d. Toughness

e. Command (hero)

f. Stamina

g. Text box (title, keywords, traits, and abilities)

h. Recruitment points (hero) or cost (unit), racial symbol, and set icon

