

RUNEWARS

MINIATURES GAME



LEARN TO PLAY



Introduction

Something stirs in the north. Long has the thirteenth barony lay dormant, but now, each day another village is swallowed into the mists. Late into the night, long, distant screams can be heard drifting across the hills. He is coming, and his legions will swallow every free city and village they touch. Only the bravest of the Daqan can stand against the coming tide.

Using this Learn to Play Booklet

This Learn to Play booklet teaches new players how to play the **RUNEWARS MINIATURES GAME**. To make your first game easier, this booklet omits some rules exceptions and card interactions. The Rules Reference contains the complete rules of the game and addresses all special exceptions that are not addressed here. The Rules Reference should be consulted as questions arise while playing the game.

Game Overview

The **RUNEWARS MINIATURES GAME** is a competitive game in which each player controls an army of soldiers and fantastical creatures in an epic battle on the fields of Terrinoth. During the game, the armies will maneuver through dangerous terrain, clash in brutal melees, harness potent magics, and much more, all in an effort to win a victory for their faction by defeating the enemy.

Learning the Game

For their first game of the **RUNEWARS MINIATURES GAME**, players are encouraged to play a learning battle. This allows new players to quickly set up and play a short battle and learn the essential rules of the game.

Before players begin the learning battle, they must understand the basic rules presented on pages 4–14 of this booklet. To start, set up the game by following the “Learning Battle Setup” instructions on page 4.

After players have played their first game and have a better understanding of the essential rules, they will be ready to build their own armies and incorporate the additional rules found in the “Expanded Rules” on page 15.

Components



Daqan Lords Units (16 Spearmen Figures, 4 Oathsworn Cavalry Figures, 1 Rune Golem Figure, 1 Kari Wraithstalker Figure, 8 Trays, 1 Character Diorama)*



Waiqar The Undying Units (16 Reanimate Figures, 8 Reanimate Archers Figures, 1 Carrion Lancer Figure, 1 Ardux Ix'Erebus Figure, 8 Trays, 1 Character Diorama)*



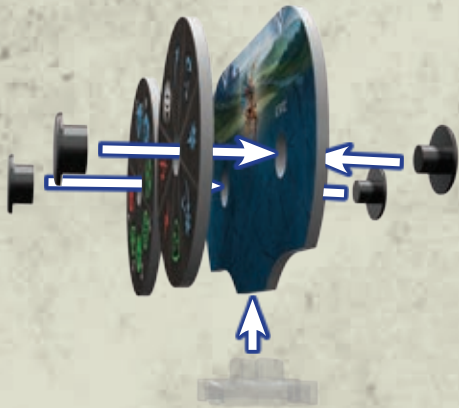
1 Lore Guide



1 Rules Reference

*The figures in the **Runewars Miniatures Game** require some assembly. See page 19 for instructions on assembling all the figures included in this product.

Command Tool Assembly



Before playing, assemble each command tool as shown. Each dial has a code that matches a code shown on a backplate. Use the plastic connectors to fasten each dial to the backplate with the matching code. Each dial's icons must face outward.

Then, insert each command tool into a plastic stand.



8 Command Tools
(8 Punchboard Backplates,
16 Punchboard Dials, 16 Plastic
Connector Pairs, 8 Plastic Stands)



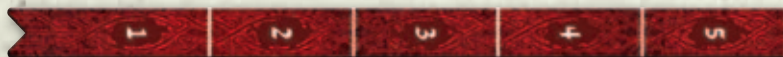
1 Round Counter
(1 Punchboard Dial, 1 Punchboard
Faceplate, 1 Plastic Connector Pair)



9 Movement Templates



6 Attack Dice
(2 Red, 2 Blue, 2 White)



1 Range Ruler



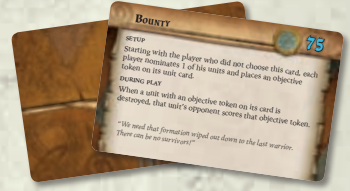
8 Unit Cards



4 Terrain Cards



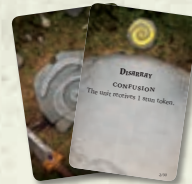
6 Deployment Cards



6 Objective Cards



4 Reference Cards



30 Morale Cards



18 Upgrade Cards



4 Deployment Markers



8 Objective Tokens



10 Wound Tokens



5 Energy Tokens



22 Boon and Bane Tokens



12 Unit ID Tokens



4 Terrain Pieces

Units

The armies in the **RUNEWARS MINIATURES GAME** are composed of organized groups of soldiers called **UNITS**. A unit is represented by one or more connected **TRAYS**, each of which holds one or more plastic **FIGURES**. There are three types of figure, each of which fits in a specifically configured tray, as follows:



Infantry: Infantry are rank-and-file foot soldiers, the lifeblood of an army. An infantry tray includes four figures; each figure has a small, circular base.



Cavalry: Cavalry are typically soldiers mounted on some kind of beast—these units are usually fast, but not very maneuverable. A cavalry tray includes two figures; each figure has a long, oval base.



Siege: A siege unit is large, strong, and defensive, typically some kind of magical creature or war machine. A siege tray includes one figure that has a large, square base.

All units controlled by one player are **ALLIED UNITS**, while all units controlled by the opposing player are **ENEMY UNITS**.

When assembling a unit (see Unit Assembly below), it is important that all figures are oriented to face the same direction. Based on the facing of the figures in the trays, the unit has a front edge, a back edge, and two side edges.

Unit Assembly



To assemble a unit follow these steps:

1. Sort the figures by type, matching them to an illustration on a unit card, then insert a figure into each slot on the tray of the type matching that figure's base.
2. Connect each of the unit's trays using the puzzle-fit edges of the trays.

For the learning battle, players should assemble the units in the way shown in the learning battle setup diagram.

Learning Battle Setup

1. **Establish Play Area:** Establish a 3' x 3' play area on a flat surface. There should be space beyond the edges of the play area for players to place their units, cards, tokens, etc.
2. **Choose Faction:** Each player chooses a faction, the human Daqan Lords or the undead forces of Waiqar the Undying.
3. **Determine First Player:** The Daqan player starts as the first player for the learning battle. He sets the round counter to "1" and places it off of the play area near the edge closest to him.
4. **Prepare Unit Cards and Command Tools:** Each player gathers all the unit cards and command tools for his faction that are in this product and places them off of the play area near the edge closest to him.
5. **Assemble Units:** Each player gathers the figures that come in this product that match his unit cards and slots them into trays. See the "Unit Assembly" sidebar to the left. Each tray must contain only figures of the same type, and all figures in a unit must face the same direction.
6. **Place Units:** Each player places his units on the play area in the approximate positions shown in the setup diagram on the following page.
7. **Prepare Supply:** Place the boon and bane tokens, energy tokens, and wound tokens in separate piles near the play area to create the supply. Remove both copies of the "Discipline Breakdown" cards from the morale deck (these are not used for the learning battle), then shuffle the morale deck and place it facedown near the play area along with the range ruler, movement templates, and dice.
8. **Prepare Energy Tokens:** The Daqan player takes the five energy tokens, shakes them in his hand, and tosses them near the play area. The faceup side of each energy token should be random. These are used for magic, which is explained later.

Object of the Game

The **RUNEWARS MINIATURES GAME** is a competitive game in which each player controls an army attempting to win victory on the field of battle. The object of the game is to destroy as much of the opposing army as possible by the end of the eighth round. The game ends immediately if all of one player's units are destroyed.

Gameplay Diagrams

Each unit shown in a diagram is marked with a colored arrow that points toward the unit's front edge. The color of each arrow indicates the faction that unit belongs to: blue for Daqan, purple for Waiqar.



Daqan Unit



Waiqar Unit

Learning Battle Setup Diagram



- A. Kari Wraithstalker unit card and command tool
- B. Spearmen unit card and command tool
- C. Rune Golem unit card and command tool
- D. Oathsworn Cavalry unit card and command tool
- E. Round counter

- F. Play area
- G. Range ruler
- H. Reanimates unit card and command tool
- I. Carrion Lancer unit card and command tool
- J. Arduus Ix'Erebus unit card and command tool

- K. Reanimate Archers unit card and command tool
- L. Boon and bane tokens
- M. Energy tokens
- N. Morale deck
- O. Attack dice
- P. Wound tokens
- Q. Movement templates

Playing the Game

The **RUNEWARS MINIATURES GAME** is played over eight rounds. Each game round consists of three phases that players resolve in the following order:

Command Phase

The Command Phase is when players make their plans for the round, plotting out their strategy and deciding which units will be marching into battle, rallying together, or attacking the enemy. Each unit in the **RUNEWARS MINIATURES GAME** has different capabilities, which are dictated by a unique command tool. Each command tool comprises two dials: an **ACTION DIAL** and a **MODIFIER DIAL**. The action dial determines which actions a unit can perform, and the modifier dial provides options for modifying those actions. Each **ACTION** and **MODIFIER** is represented on its respective dial by an icon.

During the Command Phase, each player secretly and simultaneously selects an action and modifier for each of his units by rotating both of the command tool's dials until his desired action and modifier are positioned at the **top of each dial**. Each action and modifier has a stance that is indicated by the color of its icon. The stance (color) of the modifier a player selects must match the stance (color) of the action he selects. If an icon is white, its stance matches all other stances. Stances are explained later.



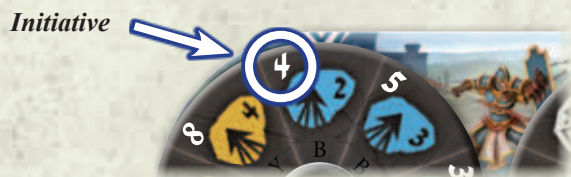
Spearman Command Tool

After a player selects an action and modifier, he places the command tool on the play area near its corresponding unit. The command tool's dials should face toward his side of the play area and kept secret from his opponent.

The Command Phase ends when each unit's command tool has been placed on the play area and neither player wishes to change one of his selected actions or modifiers.

Activation Phase

The Activation Phase is when units spring into action, executing their commands to maneuver around the battlefield and strike down their foes. During the Activation Phase, players activate their units, starting with the unit that has the lowest initiative and continuing in order of ascending initiative. A unit's **INITIATIVE** is the white value shown above the unit's selected action.



Placing the Command Tool



After selecting an action and a modifier with a matching stance, the Daqan player places the command tool beside the Spearman unit on the play area, with the dials facing him.

Players resolve the Activation Phase by counting out loud, starting with "one." When a player has a unit with an initiative that matches the number that was said out loud, the count stops and he activates that unit. If multiple units have the same initiative, the players take turns activating those units, starting with the first player. Players continue counting out loud, stopping to activate units as appropriate, until all units have activated.

To **ACTIVATE** a unit, a player reveals that unit's command tool by tipping it over so the icons on the dials are faceup. Then, he resolves the effects of the selected action and modifier. This usually involves moving or attacking with the unit. Each action and modifier will be described in the following sections of this booklet. After each unit has activated, play proceeds to the End Phase.

End Phase

During the End Phase, the first player casts all the tokens in the energy pool in the same manner as the "Prepare Energy Tokens" step of setup. The energy pool is explained later. After casting the tokens in the energy pool, the first player rotates the round counter so the next highest number is positioned in the window—this number indicates the round number for the next round. Then, he passes the round counter to the other player; that player is the first player for the next round. After the round counter is passed, players begin a new round starting with the Command Phase. The players continue playing rounds until they have either completed eight rounds or all of one player's units have been destroyed.





Winning the Game

The game immediately ends when all of one player's units are destroyed. That player is eliminated, and his opponent wins the game. For the learning game, if neither player has won after eight rounds, the player with the most trays remaining on the play area wins the game. If players have the same number of trays remaining, the game ends in a draw.



Actions

Actions represent everything a unit is capable of on the battlefield. Whether marching to set up the perfect charge, inspiring a shaken squad of soldiers, or firing a hail of arrows, all of what a unit accomplishes is achieved through performing actions. Each action available to a unit is represented by an icon on the action dial (the left dial) of that unit's command tool. When a player activates a unit, he resolves the effects of his selected action. A unit that is resolving an activation is the **ACTIVE UNIT**.

March and Shift Actions

Units move around the play area using the march () and shift () actions. These two actions allow units to do everything from repositioning on the battlefield to closing into melee with an opponent. A march () action allows a player to move a unit forward while a shift () action allows a player to move a unit in any direction: forward, backward, or sideways.

The distance that a unit must march or shift is determined by the **SPEED**, which is the black value in the action's icon on the dial.

Players move units by using movement templates. Movement templates are identified by an icon and a speed. When a unit performs either a march () or shift () action, the player retrieves the straight template matching the speed shown on the dial.

Each movement template has two **GUIDES**. The guide near the template's identifier icon is the **START GUIDE** and the other guide is the **END GUIDE**.





Speed-3 Straight Movement Template

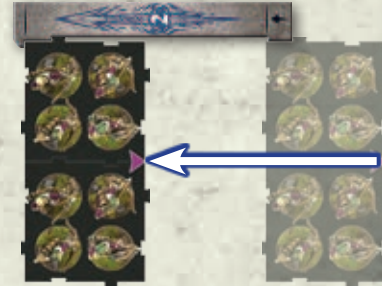
To move a unit, a player takes the appropriate movement template and places it on either side of the unit so that the template's start guide is aligned with the front edge of the unit. Then, the player holds the movement template against the play area and, without moving the template, moves the unit along the edge of the template to the end guide.



The Spearmen perform a speed-3 march ().

Movement Directions

The direction in which a unit moves is dictated by the action being resolved. When resolving a march () action, the start guide of the movement template must be aligned to the unit's front edge. When resolving a shift () action, the start guide of the movement template can be aligned to any edge.




The Reanimate Archers perform a speed-2 shift () backward.

Obstacles and Collisions

While moving, a unit can encounter **OBSTACLES**. Obstacles include terrain, other units, and the edges of the play area. If a unit would overlap an obstacle while moving, the unit's final movement position must be adjusted. To do this, the player slides the active unit backward along the movement template until it would no longer overlap any obstacles. While sliding the unit, adjust its orientation so that its front edge remains perpendicular to the edge of the movement template. After the unit is no longer overlapping an obstacle, place it so that it is touching the obstacle that is closest to the active unit's starting position—this indicates that the moving unit **COLLIDED** with that obstacle. If the active unit collided with an **enemy** unit, the active unit receives one panic token and squares up with the enemy unit for melee combat. Panic and squaring up are explained later.

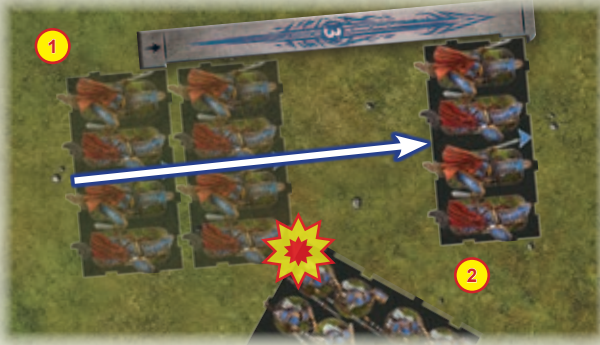
Collision



1. The Reanimates perform a speed-3 march () and collide with the Spearmen.
2. The Reanimates receive one panic and then square up. Panic and squaring up are explained later.

While enemies and terrain are unyielding obstacles on the battlefield, allied units are aware of their allies' movements and will try to let them pass. A unit can move through allied units as long as it would not overlap more than a single tray of each allied unit during this movement. It may not end its movement overlapping an allied unit or obstacle.

Moving Through an Allied Unit

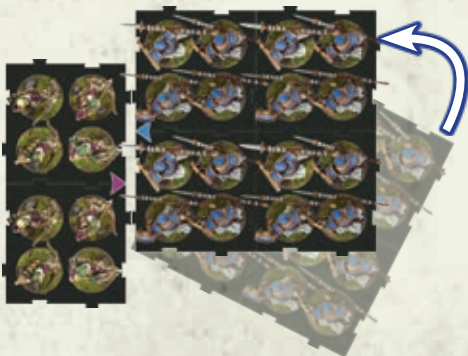


1. The Oathsworn Cavalry perform a speed-3 march (👣) and would collide with a single tray of Spearmen.
2. Since the units are allied and the Cavalry do not overlap an obstacle at the end of the movement, the movement can be completed.

Engaged Units

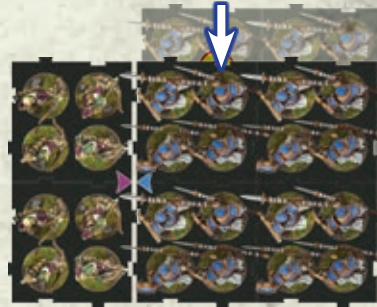
A common tactic in warfare is for battle lines to rush to engage the enemy troops and inflict as many casualties as possible.

Two non-allied units that are touching each other are **ENGAGED**. When units become engaged, the moving unit **SQUARES UP** with the enemy unit it collided with. To square up, the active unit rotates around the point of contact with the enemy unit until the active unit's front edge is parallel with the enemy unit's edge.



The Spearmen rotate their front edge into contact after colliding with the Reanimate Archers.

Then, the player who controls the active unit slides it sideways in any direction of his choice until it has at least one tray aligned with the enemy unit.



The Spearmen slide along the Reanimate Archer trays until they are aligned.

If the front edge of the active unit collides with a corner of the enemy unit, there are two possible directions in which the active unit can rotate. To determine which direction to rotate, take the range ruler and hold it above the units so that the socket on the range "1" end of the ruler is aligned with the contacted corner.

Compare the number of the moving unit's trays on either side of the range ruler, not counting any trays the range ruler passes over. If the range ruler has more trays on one side of it than the other, the active unit must rotate in that direction. If both sides have the same number of trays, the player controlling the active unit decides which direction to rotate the unit.

Squaring Up From a Corner



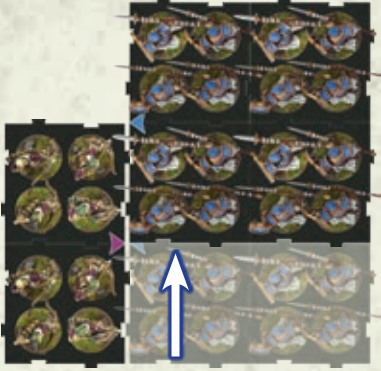
1. The Spearmen collide with the corner of a Reanimate Archers unit, so the range ruler is aligned with that corner.
2. There are two Spearmen trays on the right side of the ruler and zero on the left. The unit rotates so that its right side moves toward the enemy unit.

Moving While Engaged

An engaged unit has limited movement options. The following actions are restricted while a unit is engaged:

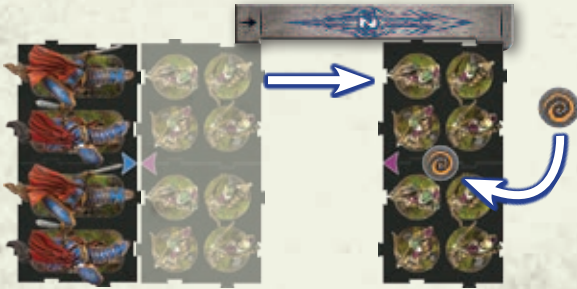
March: When an engaged unit attempts to perform a march (👣) action, it cannot move. The action is canceled.

Shift: When an engaged unit resolves a shift (↻) action, the active unit can reposition by moving along the enemy unit's edge as long as it is still engaged with the same unit at the end of the shift. The active units cannot shift in a direction that would cause a collision.



The Spearmen perform a speed-1 shift (↻) while engaged.

Alternatively, when an engaged unit resolves a shift (↻) action, it can **Disengage** from an enemy unit. To do so, the active unit performs a shift (↻) action following normal rules; however, the unit must move directly away from the enemy unit it was just engaged with. Then, the active unit receives one panic token. Panic is explained later.



The Reanimate Archers perform a speed-2 shift (↻) to disengage and then receive one panic.

Reform Action

Changing battlefield conditions may require a unit to quickly turn to face a new threat. The reform (⊞) action allows a unit to rotate so it is facing any other direction. A player must rotate the unit around its center point. Because multi-tray units have several shapes, the center point for one unit may not be the center point for another unit.

Reforming while Engaged

When an engaged unit resolves a reform (⊞) action, it can change its facing relative to the unit it is engaged with. Instead of rotating around its center point, it can rotate around the center point of any of its individual trays. After the active unit changes its facing in this manner, it must be engaged and aligned with all of the units it was previously engaged with. The player cannot choose a position that puts the unit in contact with any new units or obstacles.

Reforming and Obstacles

If rotating a unit would cause it to collide with an obstacle, the player can pick up the unit and place it on the play area with a new facing as long as the unit's center point remains in the same position and the unit does not overlap any obstacles.

Reforming and Obstacles



1. The Oathsworn Cavalry perform a reform (⊞), but would collide with the rocky outcrop.



2. The player lifts the unit, rotates it so that it is not overlapping the obstacle and then places it back down.



Melee and Ranged Attack Actions

After the troops are in position, it is time for them to strike at the enemy with an attack! A unit can perform an attack using either the melee (⚔) or ranged (🏹) attack actions. A unit performing an attack is the **ATTACKER**. To perform an attack, the attacker chooses an enemy unit to attack; the chosen unit is the **DEFENDER**. If the attacker is performing a melee attack, the attacker and defender must be engaged with each other. If the attacker is performing a ranged attack, the defender must be at range 1–5 and in line of sight. Range and line of sight are explained later. A ranged attack cannot be performed while engaged with an enemy. If an action cannot be performed, it is canceled.

Each unit card has one or more **ATTACK PROFILES**. An attack profile displays the number and color of dice that an attacker rolls when performing an attack. Each attack profile is preceded by either the melee icon (⚔) or the ranged icon (🏹).



Ranged Attack Profile

Melee Attack Profile

The attacker chooses the attack profile on its unit card that matches the type of attack it is performing (melee or ranged). Then, he rolls the number and color of dice from his chosen attack profile. After rolling dice, the attacker spends each of the icons produced by his roll as follows:

Hit (★): For each hit (★) the attacker spends, the defender suffers damage and may suffer wounds (explained later).

Surge (⚡): The attacker can spend any surges (⚡) to activate surge abilities on his unit card. Each ability is preceded by the number of surges (⚡) that must be spent to activate it, and an ability can be activated multiple times if the attacker has enough surges (⚡) to spend. Each individual (⚡) icon can only be spent once.

Mortal Strike (☠): For each mortal strike (☠) spent, the defender suffers one wound, regardless of its defense value. This icon only appears on the white die.

Morale (⊙): At the end of the attack, the defender must resolve a morale test with a severity equal to the number of morale (⊙) spent. Morale tests are explained later.

Accuracy (⊗): For the learning battle, ignore accuracy (⊗).

Precise

The Kari Wraithstalker unit card has an ability called “Precise” that alters a part of the attack not explained for the learning battle. For now, ignore that rule.

Damage

During an attack, the attacker applies **DAMAGE** to the defender’s figures for each hit (★) he spends. The amount of damage applied per hit is equal to the attacker’s **THREAT**, which is determined according to the type of the attack, as follows:

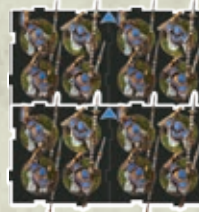
Melee Attack: When performing a melee attack, the attacker’s threat is equal to the number of the attacker’s trays that are along the edge that is touching the defender.



The Spearmen have two trays along the edge that is touching Ardens, so each hit (★) applies two damage.

Ranged Attack: When performing a ranged attack, the attacker’s threat is equal to the number of trays that are along its front edge (in its front rank).

Ranks



Front Rank

Back Rank

Each unit comprises one or more **RANKS**. A rank is a horizontal row of connected trays of one unit. The row of trays along the unit’s front is that unit’s **FRONT RANK**, and the row along the unit’s rear is its **BACK RANK**.

The attacker assigns damage to figures individually, one figure at a time. Damage is expended as it is assigned and cannot be assigned again. Each figure has a **DEFENSE** value, which is shown on that figure’s corresponding unit card. When a figure is assigned damage equal to its defense value, it suffers one wound. When a figure suffers enough wounds it is removed from its tray. Wounds are explained in detail on the next page.



Defense

If all figures in a tray have been removed, that tray is disconnected from its unit and removed from the game. If all of a unit’s trays have been removed, that unit is **DESTROYED**.

When the attacker is assigning damage to the figures, he must choose to assign damage to figures in the back rank first. When the remaining damage is less than a figure’s defense value, that damage is ignored.

Wounds

Each time a figure is assigned damage equal to its defense value as explained in the previous section, it suffers one **WOUND**. The number of wounds a figure can suffer is indicated by a number to the right of the defense value on its unit card; this is that figure's **WOUND THRESHOLD**. When a figure has suffered a number of wounds equal to its wound threshold, that figure is removed from its tray. Most figures have a wound threshold of one.



If a figure's wound threshold is greater than one, the attacker can keep assigning damage to it equal to its defense to cause it additional wounds. The players use wound tokens to track how many wounds that figure has suffered. When a figure suffers a wound, a wound token is placed near that figure on the play area.



Range and Line of Sight

When performing a ranged attack, the attacker must choose a defending unit in **LINE OF SIGHT**. To determine this, the player places the range "1" end of the range ruler so that it touches any part of the front edge of the attacking unit. Then, he aims the ruler at any point on the defending unit. If the ruler can touch any point on the defending unit without the range ruler passing over another unit or a piece of terrain, the attacker has line of sight to the defender.

While determining line of sight, the player must keep the ruler inside the attacking unit's **FIRING ARC**. A unit's firing arc is a cone-shaped area formed by two imaginary lines that extend from the firing-arc lines on the unit. Always use the firing-arc lines found on the two front corners of the unit.



The lowest-numbered section of the range ruler that overlaps the defender's trays along a legal line of sight is the **RANGE** between the units. To perform a ranged attack, the defender must be at range "5" or closer.

Morale Test

Attacks and other game effects can cause a unit to suffer a **MORALE TEST**. When a unit suffers a morale test, that unit's **opponent** draws a number of cards from the morale deck equal to the morale test's **SEVERITY**. During an attack, the severity is equal to the number of morale icons (☉) the attacker spends. Other game effects specifically state the severity of the test.

After a player draws cards from the morale deck, he chooses one of them to resolve. Each morale card contains a number of morale icons. To resolve a morale card, the severity of the morale test must be equal to or greater than the number of morale icons on the card. If the severity of a morale test is low, it is possible that a morale card cannot be resolved.

The effect of a resolved morale card must target the unit that is suffering the morale test. After the effects of the chosen card are resolved, all drawn morale cards are discarded.

After performing a ranged attack, each of the attacker's allied units that are engaged with the defender suffer a morale test with a severity of one.

Determining Range and Line of Sight

The Reanimate Archers reveal a ☉ action, then uses the range ruler to determine line of sight to enemies.

1. The Reanimate Archers do not have line of sight to Kari Wraithstalker because she is not inside the firing arc.
2. The Oathsworn Cavalry are out of range of the Reanimate Archers.
3. The Reanimate Archers do not have line of sight to the Rune Golem because no line can be traced to that unit that does not pass through an obstacle.
4. The Reanimate Archers have line of sight to the Spearmen unit, and that unit is in range. This is the only unit that is an eligible target for this attack.



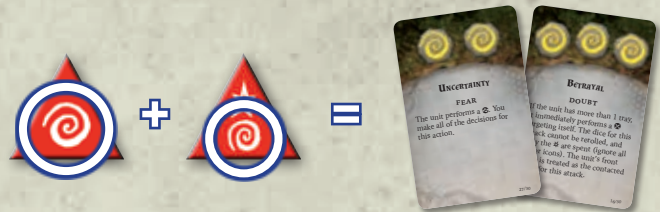
Resolving an Attack



1. A unit of Oathsworn Cavalry is engaged with a unit of Reanimate Archers. The Daqan player reveals a melee attack (⚔) action with a ⚔ modifier for the Oathsworn Cavalry (the ⚔ modifier adds a hit (⚔) to the results of the dice; this and all other modifiers will be explained later).



5. Reanimate Archers have a defense of “1” so the Waiqar player removes one figure for each of the four damage—this leaves a tray empty, so the Waiqar player removes that tray.



2. The Daqan player gathers the attack dice indicated on the Oathsworn Cavalry’s attack profile and rolls them, resulting in a morale (⊙) on one red die; a hit (⚔) and a morale (⊙) on the other; and two surges (⚡) on the blue die.

6. The Daqan player spends the two morale (⊙) icons to draw two morale cards. Then, because “Betrayal” has more morale icons than the severity of the test, the Daqan player chooses to resolve the “Uncertainty” card.



3. The Daqan player spends the two surges (⚡) to activate the Oathsworn Cavalry’s ability so that unit receives one inspiration token.





7. The chosen card forces the Reanimate Archers to perform a reform (⚡) action. The Daqan player chooses to rotate the Reanimate Archers 180 degrees.

4. There are two hit (⚔) results, one from the dice and one from the modifier dial. Each hit (⚔) will deal two damage because the Oathsworn Cavalry have two trays in their front rank. The Daqan player spends both hits (⚔) to deal a total of four damage to the Reanimate Archers.

Rally Action

War is hard on soldiers, and they can find themselves hindered by all manner of negative effects. Inspirational leadership can be used to overcome these challenges.

A unit can use the rally () action to discard any number of its banes, which are described below. If a unit performs a rally () action and does not have any banes, it receives one inspiration token instead.

Boons and Banes

Boons and banes represent the effects of battle on an army beyond simple losses. Units receive boons and banes through various game effects. Each boon or bane is represented by a token. When a unit receives a boon or bane, the corresponding token is taken from the supply and placed on the play area near that unit. A unit can have any number of boon or bane tokens.

BOONS positively affect units while **BANES** negatively affect units. To resolve the effect of a boon or bane, a player spends the corresponding token by returning it to the supply. Players spend boons that belong to their own units, and players spend banes that belong to their opponent's units.

Each boon and bane has unique rules for when a player can spend it and what effect it has, as follows:

Boons





Inspiration: Before a unit with an inspiration token reveals its command tool, its owner can spend that token to remove one bane from that unit.

Banes




Blight: When a unit that has a blight token is performing an attack, the opponent can spend that token before dice are rolled. The attacker removes one die of its choice from the attack.



Immobilize: When a unit that has an immobilize token reveals either a march () or shift () action on its command tool, the opponent can spend that token. That action is canceled and the Activation Phase proceeds with the next unit in initiative order activating.






Panic: When a unit that has a panic token suffers a morale test, that token can be spent to increase the severity by one. Alternatively, when that unit is the defender of an attack, that token can be spent to cause the unit to suffer a morale test with a severity equal to the number of panic tokens and morale () icons spent.



Stun: When a unit that has a stun token reveals its command tool, the opponent can spend that token to cancel the effect of the modifier. The unit can still resolve its action.

Skill Action


Many magical creatures and specially-trained soldiers have capabilities beyond those provided by the other actions. To represent these, most units have the skill () action. This action allows a unit to resolve an ability on its card that is preceded by the skill icon ().

The Rune Golems and Carrion Lancers are the only units in the learning battle that have such an ability. Other units have the skill () icon on their dials, but no skill ability on their cards. These can be used in the full game through the addition of upgrade cards, but are not used in the learning battle.


Card Text and Abilities

Each unit has special abilities described in text on its unit card. These allow units to do powerful and unique things beyond the actions on their dials. The text on each unit card describes the game effect it provides. Some abilities are preceded by one of the icons shown below, which determines when that ability can be used. If an ability does not have an icon, the text describes when it is used.









Any text following a melee icon () can be used when the unit is performing a melee attack.



Any text following a ranged icon () can be used when the unit is performing a ranged attack.



When a unit performs a skill () action, it can resolve one ability preceded by .

: If an ability is preceded by one or more  icons, the attacker can spend surges to activate this ability. Surge abilities are always paired with either the melee () or ranged () icons above.



Modifiers

Modifiers allow units to alter their chosen action, giving them more tactical flexibility or granting them a helpful bonus at the moment they need it most. Each modifier available to a unit is represented by an icon on the modifier dial (the right dial) of that unit's command tool.

When a unit is activated and performs its action, the modifier changes how the action is resolved or provides a bonus. The specific rules for each modifier are described in this section.

Each action and modifier has a **STANCE**, which is represented by the color of the action or modifier icon. To resolve a modifier, its stance (color) must match the stance of the selected action. If the colors do not match, that unit can only resolve the action and the modifier is ignored. **If the modifier is white, its stance matches all other stances.**

Movement Modifiers



Movement modifiers allow units to maneuver and charge into enemies when using the march (♣) and shift (♠) actions. There are four movement modifiers: charge (♣), turn (♠), turning charge (♣), and wheel (♠). These modifiers allow a player to alter the movement template he uses when his unit is performing either a march (♣) or shift (♠) action.

If a movement modifier shows a turn (♠) or wheel (♠), the player uses a turn (♠) or wheel (♠) template, as appropriate, when performing his unit's movement. The player can choose to place the template on either side of his unit, turning it in either direction.

Some movement modifiers have a speed, indicated by a value near its icon. A modifier's speed changes the speed of the chosen action. The speed on modifiers is always preceded by either a plus or a minus. Speeds with a plus are added to the chosen action's speed, and speeds with a minus are subtracted from the chosen action's speed. After an action's speed is modified, a player takes the movement template that matches the type and speed of the movement. If a movement's speed is zero or lower, the unit cannot move during its activation.



Modifier Speed

Some movement modifiers allow a unit to charge. The icon for such a modifier contains a charge burst.

A charge modifier allows the active unit to collide with an enemy unit without receiving a panic token. Additionally, after the move is complete, the active unit can perform a melee attack action. If the active unit **fails to collide** with an enemy unit when charging, the active unit receives one panic token.



Charge Burst

Defend Modifier



When a unit sees a devastating attack coming, it can attempt to lessen the blow by defending. The defend modifier (♣) increases the unit's defense value by the amount shown inside the modifier's icon. The unit's defense is increased immediately when that unit's command tool is revealed, and the defense increase remains until the end of the round.

Enhance Modifier



The soldiers in a unit can coordinate their attack with more precision or ferocity when the battle calls for it by using an enhance modifier. There is an enhance modifier to match each die icon in the game. Units can spend the enhance modifier icons while resolving an attack as if they were die icons.

Bonus Action Modifier

Troops can accomplish more in a short span of time by using bonus action modifiers. These modifiers are actions found on the modifier dial instead of the action dial. To resolve a bonus action modifier, a unit performs the action on the modifier dial immediately after resolving the action on its action dial.

Magic

The forces of magic in the **RUNEWARS MINIATURES GAME** are powerful, but fickle. This magic is represented by an **ENERGY POOL** consisting of five energy tokens that the players randomly cast before the game begins and during the End Phase of each round. To cast the tokens, a player takes the five energy tokens, shakes them in his hand, and tosses them near the play area, randomizing the side that is shown on each token.

Each side of an energy token contains one or more icons representing magical runes. The large runes on a token are the **ACTIVE RUNES** for that side, while the smaller runes are a reference for the runes that appear on the opposite side of the token.



Energy Token

Each rune belongs to one of the following different types of magic: unstable energy (♣), stable energy (♠), and natural energy (♣). Each magic type has a value that changes throughout the game. That value is equal to the number of active runes in the energy pool that match its type. When a rune icon appears in the text of a rule, card, or component, that icon is treated as being equal to that value. For example, if an ability causes a unit to suffer ♣ damage and there are four active ♣ runes currently in the energy pool, that unit suffers four damage.

STOP!

You now know all the rules needed to play the learning battle. Use the reference cards and the table on the back of this booklet for reminders of rules during the game.

After playing, you should read the "Expanded Rules" section starting on page 15.

Expanded Rules

After playing the learning battle, players are ready to learn the rest of the rules needed to play a game of the **RUNEWARS MINIATURES GAME**. This includes choosing deployment and objective cards during setup, using terrain on the battlefield, building armies, and calculating scores at the end of the game.

Scoring

Most victories do not come from total destruction of the enemy, but are victories none the less. In the **RUNEWARS MINIATURES GAME**, if neither player has won after eight rounds, each player calculates his **SCORE** to determine a winner—the player with the highest score wins.

A player's score is equal to the total point value of everything remaining in his army.

To determine the point value of a unit, count the number of trays remaining in the unit. Then, consult the table on the back of that unit's card. The number of the unit's trays should correspond to a point value. If there is not an entry on the table for the number of trays currently in the unit, that number of trays is rounded down to the closest value on the table. If the number of remaining trays is less than the lowest entry on the table, the unit is worth zero points.

Number of Trays *Point Value*

Trays	Cost	Available Upgrades
2	18	[Icon]
4	30	[Icon]
6	40	[Icon]
9	59	[Icon]

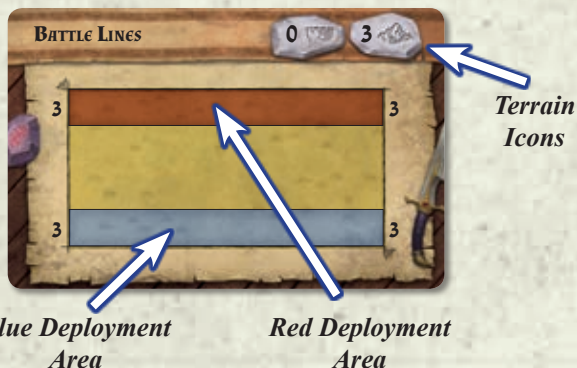
Upgrade cards and objectives can also add to a player's score. Both are explained later in this section.

Deployment and Objective Cards

Deployment and objective cards change the conditions and goals of every battle, giving a story to the conflict and changing how the players approach how they win the game. There will be one deployment card and one objective card used during each game. These cards are chosen during setup, as explained in the "Setup" rules on page 4 of the Rules Reference.

Deployment Cards

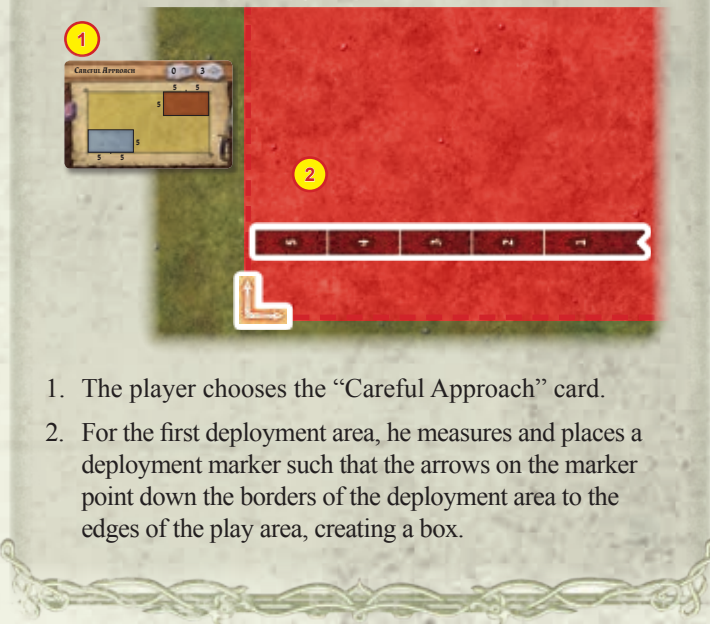
Each deployment card shows the **DEPLOYMENT AREAS** for each of the two players—some areas are highlighted red and the others are highlighted blue.



The deployment areas indicate where players can place their units at the beginning of the game. Players mark the boundaries of each deployment area by placing the deployment markers at the corners of the deployment areas shown on the card. All measurements shown on the deployment card are made perpendicular to a play-area edge using the range ruler.

Deployment cards also indicate the amount and type of terrain that will be used during a game. Terrain is explained later.

Placing Deployment Markers



1. The player chooses the "Careful Approach" card.
2. For the first deployment area, he measures and places a deployment marker such that the arrows on the marker point down the borders of the deployment area to the edges of the play area, creating a box.

Objective Cards

Each objective card provides unique rules for the game that allow players to score additional points. It is important for both players to read the objective card before the game begins. When an objective card instructs a player to "score an objective token," he takes an objective token and places it in front of him. The objective token comes from the supply unless specified otherwise.

At the end of the game, each player's scored objective tokens add to his score. The value of each token is shown in the upper-right corner of the objective card.



Objective Value

If an objective card has a "Setup" section, players resolve that section's instructions during the "Resolve Objectives" step of setup found on page 4 of the Rules Reference. If an objective card has a "Game End" section, players resolve that section's instructions after the final round of the game before scores are calculated.

Terrain

Terrain represents forests, hills, houses, barricades, and any other physical features of the land that might impact the battle. During setup, a number of terrain pieces are placed on the play area.

Each piece of terrain has a reference card that shows its **CAPACITY VALUE**, which determines if units can occupy the terrain, and may show a **KEYWORD**, which denote unique rules for the terrain.



Terrain is an obstacle that a unit can collide with. When a unit collides with terrain, it can choose to **OCCUPY** it if the number of trays in the unit is equal to or lower than the terrain's capacity value. To occupy the terrain, the unit is removed from the play area and placed on top of the terrain.

The effects of terrain keywords are as follows:

Cover X: A unit occupying this terrain increases its defense by X against ranged attacks.

Deadly X: A unit that collides with this terrain suffers X damage.

Elevated: A unit occupying this terrain can trace line of sight over terrain and units.

Exposed: This terrain is not treated as an obstacle when determining line of sight.

Fortified X: A unit occupying this terrain increases its defense by X against melee attacks.

Taxing X: A unit that collides with this terrain receives X panic tokens.

Occupying Terrain



1. The Reanimate Archers perform a march (👤) action and collide with the crumbling wall.
2. The crumbling wall's capacity is 2, so the unit chooses to occupy the terrain.

Attacking and Terrain

Units that are occupying terrain can be attacked. A unit that is occupying terrain is engaged with any enemy units that are touching that terrain. The unit occupying the terrain is treated as having its front edge touching each unit in contact with the terrain.

As such, when a unit that is occupying terrain performs a melee attack, each hit (★) it spends always applies damage equal to the number of trays in its front rank.



The Spearmen collide with the terrain and are now engaged with the Reanimate Archers.

When a unit performs a ranged attack while occupying terrain, the unit can determine range and line of sight by placing the range "1" end of the ruler so that it touches any part of the terrain's border instead of the active unit's front edge. As such, a unit that is occupying terrain can perform ranged attacks in any direction. When an attacker is performing a ranged attack against a unit that is occupying terrain, the attacker determines range and line of sight by aiming the range ruler so that it touches the terrain the defender is occupying instead of one of the defender's trays.

Exiting Terrain

If a unit performs a march (👤) or shift (👤) action while occupying terrain, the unit must **EXIT** the terrain and is no longer occupying it. To exit terrain, a unit does not use a movement template. Instead, the unit is removed from the terrain and placed on the play area such that one of its tray edges is touching the edge of the terrain it just exited and none of its tray edges are touching another obstacle. If a unit exits using a march (👤) action, the unit's **back** edge must be touching the terrain after it exits; if a unit exits using a shift (👤) action, the unit's **side or front** edge must be touching the terrain after it exits. If a unit cannot be legally placed when exiting terrain, it cannot exit the terrain and any march (👤) or shift (👤) actions are ignored. If a unit exits terrain while it was engaged with a unit, it is treated as disengaging from that unit. As such, the exiting unit receives one panic token.



The Reanimate Archers perform a march (👤) to exit the crumbling wall.

Rank Bonuses

Troops that are not engaged with the enemy can still aid in the combat effectiveness of the rest of their unit.

During an attack, if the attacker has a full rank of trays behind its front rank, it can choose and reroll any number of its dice. A **FULL RANK** is a rank that has the same number of trays as the front rank. A unit can perform this reroll one time for each full rank it has behind its front rank. If the attacker has a partial rank, it can choose and reroll a single die. A **PARTIAL RANK** is a rank that has fewer trays than the front rank, but still contains at least one tray. These rerolls occur before abilities can modify dice and before surges are spent.

Flanking

Formations of troops can be vulnerable to flank attacks on their side or back. If a unit's front edge is touching an enemy unit's side or back edge, it is **FLANKING** that enemy unit. During an attack, a flanking unit adds one extra die to its roll. This die can be either a blue or a red die.

Rank Bonus and Flanking



1. The Spearmen are flanking a unit of Reanimates and perform a melee attack (⊗) action, adding an additional red die.



2. They roll ✨ ⚡ on the blue die, but a blank on both the red dice.



3. Because the Spearmen have a single full rank behind their front rank, they select and reroll both red dice, this time rolling ✨ ⚡ and ✨ ✨. A great result!

Closing In

Attacks and other game effects may cause one or more of a unit's trays to be removed from the play area. If trays removed in this way cause two units previously engaged with each other to no longer be engaged, the unit that did not have trays removed may **CLOSE IN**. To close in, the unit performs a speed-1 shift (↻) action and must collide with the enemy unit it was most recently engaged with (the enemy unit that had one or more of its trays removed). If there is a collision with that unit, the shifting unit squares up as normal, but any other game effects that are triggered when units collide are ignored. For example, a unit does not receive a panic token when colliding with another unit while closing in.

A unit cannot close in if it cannot collide with the enemy unit it was most recently engaged with. If a unit does not close in, both units remain in the same position and are no longer engaged (this is not a disengage and thus does not trigger any game effects triggered when units disengage).

Creating Custom Armies

To play a game of the **RUNEWARS MINIATURES GAME**, each player must create a custom army by choosing the units he wishes to use and enhancing them by adding upgrade cards.

Creating an army gives players the ability to customize a force that suits their play style and to battle their opponents using original strategies and ideas. One player may create a diverse force with tools to handle all eventualities, while another might design an army that accomplishes a single strategy with brutal efficiency.

Custom armies use many new game concepts that are described in the following sections. To create your own army, use the "Army Building" rules found on page 3 of the Rules Reference.

Upgrade Cards

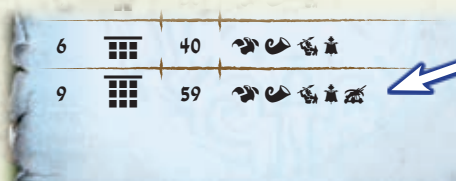
Upgrade cards represent inspirational leaders, frightening banners, elite training, and much more that players can equip to enhance their units. Each upgrade contains an upgrade icon that determines which units can equip that upgrade as well as a point cost for army building and scoring.

The back side of each unit card shows a series of tray configurations for that unit. Next to each tray configuration is a list of one or more upgrade icons.

For each icon shown for a particular configuration, that unit can equip one upgrade card that has a matching icon.



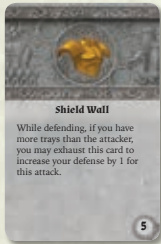
Upgrade Icon



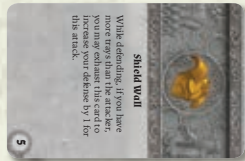
Upgrade Icons

Exhausting Upgrades

Each upgrade describes what game effects it provides. Some upgrade cards must be **EXHAUSTED** to use their effects. To exhaust a card, a player rotates the card 90 degrees. An exhausted card cannot be used until it is readied. When a card is readied, a player rotates the card 90 degrees back to its original orientation.



Readied Card



Exhausted Card

When a unit performs a rally (🌀) action, all of its exhausted upgrades are readied. The unit only receives the inspiration token from the rally (🌀) if the unit has both no banes and no exhausted cards. Additionally, a unit can spend an inspiration token when it reveals its command tool to ready one exhausted upgrade card.

Figure Upgrades

Some upgrade cards contain a silhouette of a figure; these are **FIGURE UPGRADES**. Figure upgrades are equipped in the same way as other upgrade cards; however, when a unit equips such an upgrade, the plastic figure associated with that silhouette is added to the that unit. The plastic figure can be slotted into any tray in the unit's front rank, replacing any other figure that would otherwise be there.

Each figure upgrade has its own defense value and wound threshold that is separate from the default figures of that unit. A figure upgrade can be assigned damage using the same rules as other figures, and its defense value is altered by any game effects that alter the defense value of the unit as a whole.

During an attack, an attacker can spend an accuracy icon (🎯) to force the defender to assign the first wound to a figure upgrade of the attacker's choice. When a figure upgrade is removed from a tray, fill its empty slot with a figure from the back rank (from where damage would normally be assigned next). Then, discard that figure upgrade's corresponding upgrade card. When assigning damage, the defender does not need to assign damage to a wounded upgrade figure before other figures unless an accuracy icon (🎯) is forcing him to.

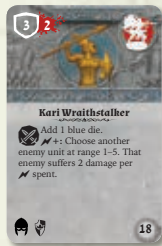


Figure Upgrade

Heavy Upgrades

Heavy upgrades are figure upgrades that use siege-sized figures and are identified by the heavy upgrade icon (🏰). These upgrades can be assigned to units of other unit types (cavalry and infantry) just like any other figure upgrade, but instead of replacing a single figure from that unit, they replace an entire tray from that unit. To add a heavy figure to a unit, a player removes one of the unit's trays, and all of the figures on it, and replaces it with a siege tray that has the appropriate figure slotted into it.

When a heavy figure upgrade is removed, replace the removed tray with a full tray from the back rank.

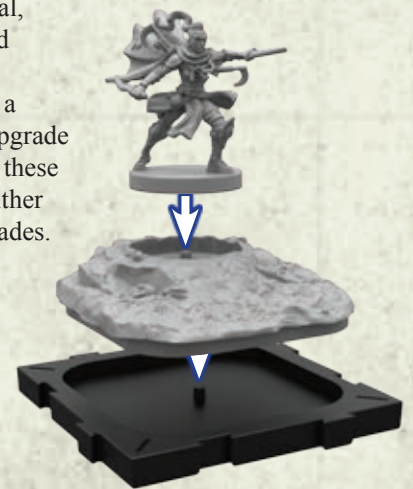
Unique Cards

Some units and upgrades represent famous characters, unique weapons, or renowned, one-of-a-kind units. Each of these units or upgrades has a unique name that is identified by an underline beneath its name on its card. A player cannot include two or more cards that share the same unique name in his army.

Characters

Each faction has several special, exceptionally powerful, named characters that lead their armies. These characters have a corresponding unit card and upgrade card. As such, players can use these characters in their armies as either distinct units or as figure upgrades.

If a player is using a character as its own unit, the player places a character diorama on a siege tray and then slots the character into the character base.



What Now?

Now you know the rules needed to play the **RUNEWARS MINIATURES GAME**. Before playing your first game, consult the army-building rules found on page 3 of the Rules Reference.

To set up a game, use the setup instructions found on page 4 of the Rules Reference. Then, if any questions arise while playing, consult the Rules Reference glossary, which lists detailed rules and concepts alphabetically by topic.

Figure Assembly



The figures included in the **RUNEWARS MINIATURES GAME** require some assembly. Some parts require glue for a secure fit. Super glue is recommended for the quickest assembly of these parts. Players should read all safety instructions included with any glue or other hobby materials they choose to use for assembly.

To assemble figures, follow these steps:

1. Sort the parts for each type of figure as shown above.
2. Assemble each figure using the correct parts as shown above.
3. Allow any glue used during assembly to dry before slotting the figures into trays.



Runewars as a Hobby

Playing the **RUNEWARS MINIATURES GAME** involves more than just winning an individual battle. It also involves collecting and crafting a thematic, efficient, and beautiful army to create many memorable battles with your friends. Through collecting, army building, and painting you can shape an immersive game experience unique to you.

Collecting

After you have decided which faction you are interested in collecting, you can begin adding to it with a host of different options. New units, characters, and upgrades are available for all factions to build a varied and unique force. The rules for creating an army for an individual battle can be found on page 3 of the Rules Reference, and a good collection will contain many different figures so that you can modify your army and try different combinations and strategies each time you play.

When looking for inspiration for collecting and building an army, the Lore Guide included in this box can be a great source for thematic ideas related to your favorite faction. Stories of the famous heroes and armies from Terrinoth provide great examples and can generate exciting ideas for your collection.



Runewars expansions are the best way to build your collection. In addition to the trays, dials, and tokens needed to field these new miniatures, each expansion contains upgrade cards not available in the core set. By increasing the size of or adding new units to your collection, you also expand your tactical options!

Community

Playing a miniatures game is often more involved than other types of tabletop games, largely due to the space needed to play. Thankfully, many game stores have dedicated miniatures gaming tables complete with a collection of model terrain. Your local game store can be the perfect place to get to know other players, schedule painting nights to get your forces looking their best, or even organize a campaign or tournament. Fantasy Flight Games offers an online forum for all of our games, and if you are looking to learn more about **RUNEWARS**, be sure to see what others have to say at:

<https://community.fantasyflightgames.com>

There are obviously a number of other online sources to share tactics, painting tips, custom terrain, or campaign ideas, but the support of your local game store and the fostering of a local community will often prove the most effective way to develop and enjoy the **RUNEWARS MINIATURES GAME** to the fullest.



Organized Play

If you are interested to meet new players and to test your tabletop tactics, we offer a number of Organized Play events at local, regional, national, and world-championship levels. Your local store can purchase tournament kits full of unique prizes, and as the year progresses, you can test your skills against increasingly tougher and more varied competition. These series culminate each year at the FFG headquarters in Roseville, Minnesota where the best of the best compete to be crowned the World Champion! If you would like to learn more about our Organized Play program or would like to encourage your local retailer to participate, be sure to check out what we have to offer online at:

<https://www.fantasyflightgames.com/en/op/>



Personalizing Your Army

While it is perfectly fine to play with the assembled grey plastic figures as they are packaged in a **RUNEWARS MINIATURES GAME** product, bringing a force that has been completely painted to the table creates a memorable battle that is a sight to behold. Painting your figures also allows you to personalize your army down to the individual unit. There is no need to use ID tokens when each unit has its own colorful flair!

After you have assembled your miniatures following the instructions included in their package, you can begin painting. You should be able to find all the supplies you need to paint your army at your local hobby store.

The Lore Guide provides some guidance on the themes and specialities of the various baronies and other groups in the different factions. You can paint your army in the colors of one of these groups or you can create your own color scheme. There is no wrong way to personalize your army!

As you learn how to paint miniatures, there are many resources available online with tips and tricks to improve your technique. Make sure to check the **RUNEWARS MINIATURES GAME** page on the Fantasy Flight Games website at:

<https://www.fantasyflightgames.com/en/products/runewars-the-miniatures-game/>



This Rune Golem is painted to look as if it were from the barony of Carthridge. The painter decided to use a darker and more threatening scheme than the Rune Golems of other baronies.

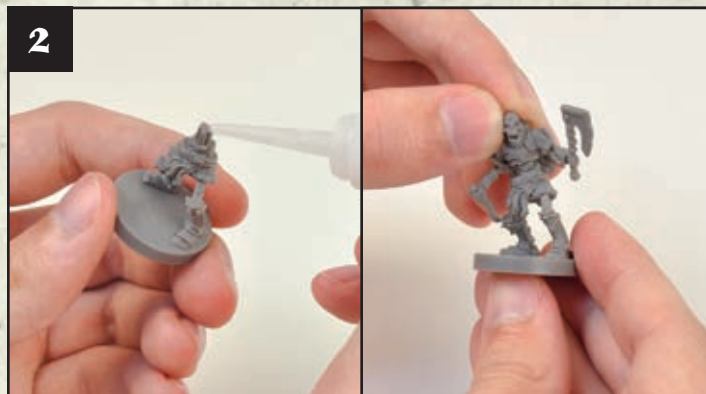
Preparing Your Miniatures For Paint

Painting your collection of miniatures can be every bit as rewarding as playing the game itself. As mentioned before, the online painting community has gone to great lengths to provide useful videos, online articles, and general tips for taking your first steps into painting miniatures as easy and effective as possible. We intend to give you some direction on how we paint our studio miniatures on our website, but be aware that there are nigh endless possibilities and examples of how to paint your miniatures. To get you started, here are some very basic practices to get your miniatures ready for painting.



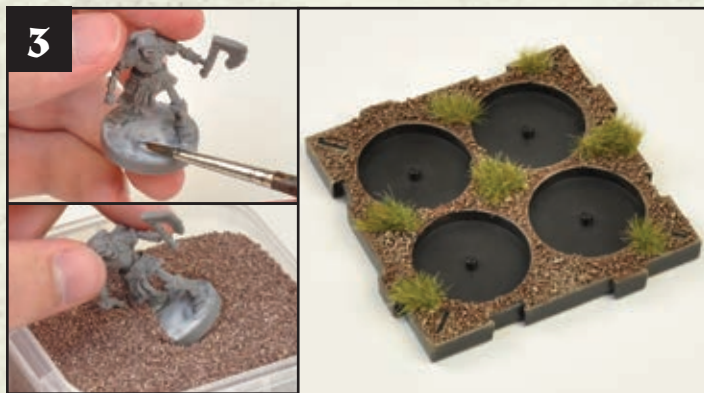
1. Cleaning

Before you begin to assemble your miniatures, it is a good idea to remove any bits of flash (extra material) or mold lines that are present from the casting process. This will provide a clean surface on which to paint and increase the overall finished look of your miniatures. With a hobby knife, carefully remove any indication of a seam on the components. Use a motion which draws the blade away from your fingers, hands, and body to avoid injury.



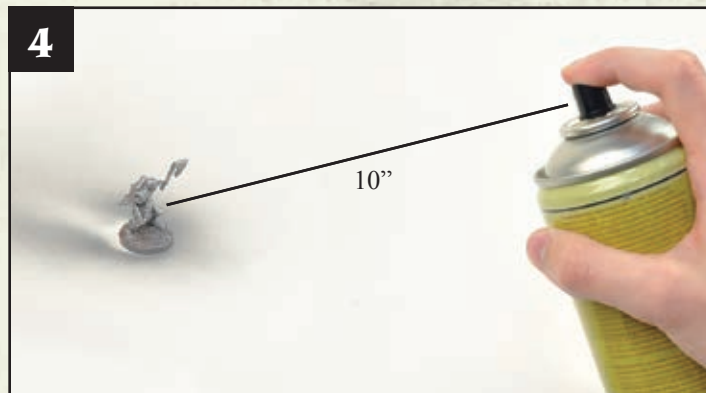
2. Assembly

To avoid damaging your paint job, there should be no movement or potential disassembly of your miniatures after you have started the painting process. As such, you should glue the components of your miniatures together with super glue. First, test fit the components to ensure they fit together well. If you are satisfied with the fit, use a small dab of super glue and press and hold the components together until they are secure.



3. Basing

Basing your miniatures before you prime them will help secure the basing material for when you paint it later. Apply white glue to the base with a brush and then submerge the base in a shallow container filled with your basing material. A mixture of sand and small rocks works well. This process can be used for texturing your unit trays to help them blend in with your bases and table surface. Just be sure to wipe away any basing material that gets on the sides of the trays so they continue to fit together well.



4. Priming

Before you paint your miniatures, you should apply a primer basecoat to help the paint adhere and increase the durability of your paint job. When selecting a spray primer, choose a flat finish primer. Gloss or satin primers are not recommended. Prepare your priming area with a back drop and spray your miniatures from about 10" away. When a figure is dry, lay it down to spray any recessed areas that were missed. Repeat this process until the entirety of the model has a thin and even coverage of primer.

*Primed**Basecoated**Washed**Layered**Detailed*

Painting Your Figures

The images above show the standard approach that many miniatures painters use when painting their figures. The process starts with a primed figure followed by basecoats. Then, washes are used to define the recessed areas, followed by layering highlights to increase contrast. Painting the base and tidying up mistakes follows. Finally, a detail step addresses the finishing touches to really make the model look great. Be sure to check our website for insight on how to paint your own collection.

Creating the Battlefield

Many gamers spend time creating not only a personalized army, but also putting together a battlefield worthy of fighting over. To create the play area, Fantasy Flight Games offers various playmats at the exact size needed to define a play area for the **RUNEWARS MINIATURES GAME**. Additionally, your local hobby store likely has terrain mats available for sale or tables open for you to bring in your miniatures and play a game at the store.

After you have a painted army and a thematic play area, you may want to use your own models of various landscape features to represent terrain instead of the punchboard terrain that comes in this box. The rules for terrain in the **RUNEWARS MINIATURES GAME** are designed to be flexible for whatever models you want to use to represent terrain. When using modeled terrain, choose which of the terrain cards best represent that terrain, and when that card is drawn, use the physical model to represent that terrain instead of the template. Feel free to adjust the capacity value based on the size of the terrain you are using.

If you cannot find existing terrain on one of the cards that would act as a good representation of a model you have, feel free to use the terrain keywords on page 19 of the Rules Reference to create rules that you feel best represent the models you have.



Modular Terrain

Should you decide to make your own terrain for **RUNEWARS**, you should consider making your terrain modular to better accommodate the size of rank-and-file units. The forest above is a good example of this. By leaving the individual trees unattached to the base which marks the footprint of the terrain, you have the ability to move the trees out of the way to make room for a unit to occupy the forest. The example above uses a piece of hardboard textured with sand to match the table surface. Static grass is then glued down in patches to mimic vegetation. The trees are purchased as a kit from a hobby shop. As mentioned before, there is a huge variety of tutorials online for making your own terrain. Your imagination is your only limitation!



A few tree stands and painted rock formations make for an effective improvement to the look of this battlefield while remaining easy to pack up for storage.

Action Dial Reference

Modifier Dial Reference

Ardus IX/Erebus

1	2	3	4	5	6	7	8	9	
			👁️	👁️					👁️ 🗡️ 🏹 🏹
		🛡️		🛡️					🛡️ +1
		🔴							🔴 ⚡
	🏹								

Carrion Lancers

1	2	3	4	5	6	7	8	9	
			👁️	👁️		👁️			👁️ 🗡️ 🏹
		🛡️		🛡️					🛡️ +1
		🔴		🔴					🔴 🌀
	🏹			🏹					🛡️ +1 🏹

Reanimate Archers

1	2	3	4	5	6	7	8	9	
				👁️	👁️				👁️ 🗡️
	🛡️			🛡️	🛡️				🛡️
				🔴			🔴		🔴 ⚡

Reanimates

1	2	3	4	5	6	7	8	9	
			👁️	👁️					👁️ 🗡️ 🏹 🏹
		🛡️	🛡️		🛡️				🛡️ +1
		🔴							🔴 🌀

Kari Wraithstalker

1	2	3	4	5	6	7	8	9	
		👁️	👁️						👁️ 🗡️ 🏹 🏹
	🛡️			🛡️					🛡️ +1
	🔴								🔴 ⚡ 🎯

Rune Golems

1	2	3	4	5	6	7	8	9	
			👁️			👁️			🗡️
		🔴		🔴					🔴 🛡️

Oathsworn Cavalry

1	2	3	4	5	6	7	8	9	
		👁️	👁️	👁️		👁️			👁️ 🗡️ 🏹 🏹 🏹
		🛡️				🛡️			🛡️ +1
		🔴				🔴			🔴
	🏹								

Spearmen

1	2	3	4	5	6	7	8	9	
			👁️	👁️					👁️ 🗡️ 🏹 🏹 +1
		🛡️	🛡️		🛡️				🛡️ +1
						🔴			🔴
	🏹					🏹			

Frequently Overlooked Rules

- If the stance of the selected modifier doesn't match the stance of the selected action, the modifier is ignored.
- After a unit enters a piece of terrain, its activation immediately ends. If it had a bonus action to perform, that action is canceled.
- A unit receives one panic token when it collides with an enemy during a march (👁️) or shift (👁️) action, when it fails to collide with an enemy during a charge, or when it disengages from an enemy by performing a shift (👁️).
- Exhausted cards are only readied when the unit they are equipped to performs a rally (👁️) action or spends an inspiration token.
- The ranged attack (🏹) action can target an enemy unit at range 1–5 and in line of sight.
- When a ranged attack (🏹) targets an enemy that is engaged with allied units, those allies each suffer a severity-1 morale test.
- If a unit fails to square up with an enemy unit, the units are still engaged with each other as long as their trays are touching. If a unit is engaged in this way, and is not engaged with another enemy, it attempts to square up after revealing its command tool.

