



# HIGH COMMAND™



THE GAME OF STRATEGIC DECK-BUILDING CONQUEST IN THE IRON KINGDOMS

## RULEBOOK





# HIGH COMMAND™

THE GAME OF STRATEGIC DECK-BUILDING CONQUEST IN THE IRON KINGDOMS

2-4 PLAYERS

## CONTENTS

Game rules

386 *High Command* cards:

89 Cygnar cards

89 Protectorate of Menoth cards

89 Khador cards

89 Cryx cards

15 Location cards

15 Winds of War cards





# BATTLE FOR IMMOREN



Immoren is a continent fraught with danger and adventure. It is a land steeped in a history of brutal struggles between proud peoples, and the current era has been swept up by the turmoil of war. Whether clashing over land, religion, or more nefarious agendas, each of the peoples of the region is convinced its faction deserves ultimate supremacy.

Wars in Immoren center around the battle prowess of elite soldier-sorcerers known as warcasters. These peerless combatants direct legions of soldiers as well as hulking warjacks, iron fighting machines powered by a fusion of steam technology and arcane science. In *WARMACHINE High Command*, you take on the role of a military strategist directing your nation's warcasters, warjacks, and soldiers in various theaters of war.



## CYGNAR |SIG-nahr|

Cygnar is the crown jewel of the Iron Kingdoms, rich in both resources and manpower. This great nation originally developed warjack technology and is the most technologically advanced of the human factions. Cygnar prides itself on waging war for honorable reasons—though its enemies may dispute that claim. The faction symbol for Cygnar is a golden Cygnus on a royal blue field.



## KHADOR |KAY-dohr|

Khador is home to a proud tradition of strength and endurance. Building on this heritage, its empress seeks to expand her empire to reclaim ancient glories and spread the influence of her people. Although Cygnar invented the warjack, Khador invented the first steam engine, and its engineers pride themselves on the reliability of their battle-tested machines. This nation has modernized its military in the last few decades to create a crushingly effective and varied force. Its faction symbol is a black Anvil on a deep red field.



## THE PROTECTORATE OF MENOETH |MEN-awth|

The devoted masses of the Protectorate of Menoth march forth from the gates of their cathedral fortresses to enlighten the surrounding heathen nations for Menoth's greater glory. They worship the Creator of Man fervently and believe all others

should follow suit. What they lack in technological sophistication they more than make up for with devotion and strength of numbers. Virtually the entire population of the Protectorate can be called to war in times of need. Their faction symbol is a stylized Menofix on a cream field.



## CRYX |kriks|

The Nightmare Empire of Cryx is a terrifying legion of undying creatures. These worshipers of the Dragonlord Toruk are led into battle by horrible necromantic warcasters who seek to spread his blight of malevolence and life-devouring savagery over the

land. The forces of Cryx specialize in speed and exploiting weaknesses, however small. Their leader has no problem sacrificing soldiers to set up a greater victory. The faction symbol for Cryx is the coiled skeleton of a serpent on a black field.

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# INTRODUCTION

*High Command* is a deck-building game in which players purchase and deploy armies to gain victory points for their faction. The player with the most victory points at the end of the game is victorious.

The deck-building card game genre takes the elements of building an army in a miniatures game or building a deck in a collectible card game and uses that foundation to create a unique gameplay experience. Rather than beginning the game with a fine-tuned army or deck, players in deck-building card games begin with a small handful of the most basic cards. Each turn, they use those cards to buy or earn better cards, which go to their discard pile. Once their deck runs out, they reshuffle their discard pile to make a new and improved deck. Over the course of a deck-building game, players will reshuffle numerous times, drawing from an increasingly powerful arsenal of cards with each shuffle. Typically, the player who builds a better deck over the course of the game will win the game overall.

One of the big draws of deck-building games is the variety of the gameplay experience. Depending on the game, this ranges from the possibility of building different sorts of decks to diverse card selection allowing decks to change substantially from game to game. In *High Command*, variety comes from a number of sources—the diverse faction play styles, different card detachments within each faction, and different warcaster cards.

The key strategic element of most deck-building games is the tradeoff of immediate gains versus long-term investments, and *WARMACHINE High Command* is no different. Players must assess their own options as well as the options of their opponents to know when to purchase more army cards, attempt to take a location, or utilize a powerful warcaster card. The level of randomization in each game adds an element of luck, however, keeping even the most experienced players on their toes.



## ARMY CARD

- 1 Resource icons:** These icons show the quantity of **CMD** or **WAR** a player gains when he discards the card as a resource. Note that some cards can be discarded only for one of the two resource types, and some cards cannot be discarded for resources at all.
- 2 Card name:** Each card's name is listed at the top of the card.
- 3 Card type(s):** Beneath the card name, each card lists its card type or types. Many cards refer to groups of cards by using the term for one of the card's types. The "character" subtype indicates that you can have only one copy of that card in play at a time.
- 4 Set icon:** This icon designates that this card is from the *WARMACHINE High Command* core set.
- 5 Faction symbol:** This shows which faction the card is part of.
- 6 Power:** This shows how much damage the card deals when its owner attacks at the card's location.
- 7 Health:** This shows how much damage an opponent must deal to this card to destroy it.
- 8 Detachment color:** The card's detachment color is used when setting up a game of *High Command*. See "Starting the Game" on p. 6 for additional information.
- 9 Ability box:** The card's ability box lists any special rules the card follows. Be sure to read card abilities carefully because they vary greatly. Abilities can affect the orders step of your turn, the battle step of your turn, or portions of your opponents' turns. When multiple cards at the same location have the same ability, apply the ability once for each card.
- 10 Victory points:** The card's victory points (if any) are shown here. They help determine which player wins the game. Note that many army cards are not worth victory points and do not show any on the card.
- 11 Purchase box:** The card's purchase box shows the resources a player must discard in order to add the card to his army deck *or* to add the card from his hand to one of the locations.
- 12 Rush box:** The card's rush box shows the resources a player must discard in order to add the card directly to one of the locations.





## WARCASTER CARD

- 1 Card name:** Each warcaster's name appears at the top of the card.
- 2 Card type(s):** Beneath the card name, each card lists its card type or types. The "character" subtype indicates that you can have only one copy of that card in play at a time.
- 3 Set icon:** This icon shows that this card is from the *WARMACHINE High Command* core set.
- 4 Faction symbol:** This shows which faction the card is part of.
- 5 Power:** This icon shows how much damage the card deals when its owner attacks at the card's location.
- 6 Detachment colors:** The warcaster's detachment colors are used when setting up a game of *High Command*. See "Starting the Game" on p. 6 for additional information.
- 7 Ability box:** The warcaster's ability box lists any special rules the card follows. These rules are in addition to the core rules for warcaster cards explained later in the instructions.
- 8 Rush box:** The warcaster's rush box shows the resources a player must discard in order to add the card directly to one of the locations.



## LOCATION CARD

- 1 Resource icons:** These icons indicate the quantity of CMD or WAR a player gains when he discards the location card as a resource.
- 2 Card name:** Each card's name appears at the top of the card.
- 3 Set icon:** This icon shows that this card is from the *WARMACHINE High Command* core set.
- 4 Ability box:** The card's ability box lists any special rules the card follows. Some location card effects work while these cards are in play as locations, while other effects work after these cards are captured or when discarded for resources.
- 5 Victory points:** The card's victory points are shown here. They help determine which player wins the game.



## WINDS OF WAR CARD

- 1 Set icon:** This icon shows that this card is from the *WARMACHINE High Command* core set.
- 2 Stage label:** This portion of the card indicates whether this is an Early-war, Mid-war, or Late-war card.
- 3 Card name:** Each card's name is listed here.
- 4 Ability text:** The card's ability text lists any special rules all players must follow for the round after that Winds of War card is revealed.
- 5 Flavor text:** This portion of the card has no game effect. It gives background information on battles in the Iron Kingdoms.



# STARTING THE GAME

If necessary, sort the *WARMACHINE High Command* cards into six separate stacks—Cygnar faction cards (89 cards), Protectorate of Menoth faction cards (89 cards), Khador faction cards (89 cards), Cryx faction cards (89 cards), location cards (15 cards), and Winds of War cards (15 cards easily recognizable by their different Winds of War card backs).

Shuffle the **location** cards and place them off to the side as the location deck. Then draw a number of locations from the location deck equal to the number of players and place those location cards face up in a row in the center of the table.

Shuffle each of the three card types (Late, Mid, and Early) for the **Winds of War** deck. Place the Late-war cards face down on the table first and the Mid-war cards face down on top of them. Place the Early-war cards face down on top of that stack to create the complete Winds of War deck.



DETACHMENT COLORS

Next, each player selects one faction, takes all of the cards corresponding to that faction, and sets the warcaster cards aside. He then sorts the cards by **detachment color**. In every game, players will use all of their faction's **basic resource** cards, but the **warcaster** cards and **detachment** cards will vary from game to game. This card choice provides a different gameplay experience for each game even when using the same faction. After sorting the army cards, you will have 6 stacks of cards corresponding to the 6 colors: blue, red, orange, green, purple, and yellow. These 6 piles are your army's detachments.



CHOOSE THREE WARCASERS

Once the faction cards are sorted into detachments, choose three of your faction warcaster cards. Then, for each warcaster, choose *one set* of detachment cards that match a color on that warcaster. Those thirty-six cards (three sets of twelve color-coded detachment cards, each of which match one warcaster) make up your **reinforcement deck** for the current game. Shuffle your reinforcement deck, set it to your left (face down), and then place its top four cards face up in a row to the right of your reinforcement deck. This row of four cards is your **reserves**.



BASIC RESOURCE CARD

You also need to shuffle the twelve basic resource cards for your faction. Basic resource cards are easily recognizable because they are the only cards without detachment colors. Those cards are the starting cards for your **army deck**. This deck will grow over the course of the game with cards representing new forces for your army as well as improved resource cards. Place your army deck to your right (face down).

Place your three warcaster cards face up on your far left, and return all other faction cards to the box.



THREE CHOSEN WARCASERS

Players are now ready to determine the first player and then begin their conflict over the location cards. For newer players, the player who has read the rules most thoroughly is the first player. For experienced players, the player who earned the fewest victory points in the last game of *WARMACHINE High Command* is the first player. Each player draws six cards from his army deck, and the first round begins.

## QUICK START SETUP

The deck lists described here make it easier for players to get up and running even more quickly. Use them for your first game and when introducing new players to the game. It's best to begin with two-player games and then increase the number of players as you become more comfortable with the fundamentals of play.

1

First, each player selects one faction and takes the following cards for that faction. Return all the other cards to the box.

**CYGNAR** – Commander Coleman Stryker, Commander Adept Sebastian Nemo, red detachment cards, purple detachment cards, basic resource cards

**PROTECTORATE** – High Exemplar Kreoss, Grand Scrutator Severius, yellow detachment cards, red detachment cards, basic resource cards

**KHADOR** – Kommander Sorscha Kratikoff, Vladimir Tzepesci the Dark Prince, orange detachment cards, blue detachment cards, basic resource cards

**CRYX** – Warwitch Deneghra, Iron Lich Asphyxious, yellow detachment cards, blue detachment cards, basic resource cards

The twenty-four detachment cards are your **reinforcement deck**. Shuffle your reinforcement deck and set it facedown to your left. Take the top four cards and place them faceup in a row to the right of the deck. This row of four cards is called your **reserves**.

Shuffle the twelve basic resource cards for your faction. Those are the starting cards for your **army deck**. Place your army deck to your right (face down).

Place your two warcaster cards faceup on your far left.

2

Next, find the following location cards:

*Ancient Icthier, Corvis, Fort Falk, Highgate, Ironhead Station, Midfast*

These six location cards will be the **location deck** for this game. Return all the other location cards to the box. Shuffle the location deck and place it to the side. Then draw two cards and place them faceup next to each other in the center of the table.

3

Finally, find one of each of the following **Winds of War** cards:

**EARLY** – *Arrayed for Battle, Fresh Recruits, Requisition*

**MID** – *Coal Shipment, Escalation, Fresh Recruits*

**LATE** – *Day of Reckoning*

These seven cards will be the **Winds of War** deck for this game. Return all remaining cards to the box. Shuffle each of the three card types (Late, Mid, and Early) for the Winds of War deck separately. Place the "Late" war card facedown on the table first, place the "Mid" war cards facedown on top of it, and place the "Early" war cards facedown on top of those cards to create the complete Winds of War deck.

Randomly determine the first player. Each player draws a hand of six cards from his army deck and the first round begins!



# GAME TABLE SETUP



WINDS OF WAR  
DISCARD PILE

WINDS OF WAR DECK



LOCATIONS

REINFORCEMENT DECK

RESERVES

ARMY DECK

OCCUPYING FORCES



THREE CHOSEN WARCASERS



HAND



DISCARD PILE



# GAMEPLAY

In *High Command*, players seek to score the most victory points (VPs) for their faction by purchasing army cards worth VPs and, most of all, through capturing location cards for VPs.



Each game of *High Command* is split into the **Winds of War** step and the player turns. Player turns during each round are further split up into the **capture** step, **orders** step, and **battle** step.

## TURN ORDER

1. Winds of War step
2. Player turns
  - A. Capture step
  - B. Orders step
  - C. Battle step

## WINDS OF WAR STEP

At the start of each game round, the first player draws one card from the Winds of War deck, reads the effect aloud, and then discards the card face up into Winds of War discard pile, located beside the Winds of War deck. The effect of the top card of the Winds of War discard pile remains active until the start of the next game round, when the first player draws a new Winds of War card and that effect becomes active.

## PLAYER TURNS

After revealing the round's Winds of War card, the first player takes a turn (consisting of a capture step, an orders step, and a battle step). Then the other players take turns in order, going clockwise around the table. The player currently taking a turn is called the **active player**. The turn order remains the same throughout the game.

Once each player has taken a turn, the first player reveals the next Winds of War card to kick off a new round.

## TERMINOLOGY

The phrase “draw a card” without any other qualifiers or clarifications means to draw a card from your army deck and add it to your hand. Similarly, “discard a card” means to remove a card from your hand and place it face up into your discard pile (located beside your army deck). In cases where you need to draw or discard in any other way, the rules will reference that specifically. The Winds of War cards, for example, are discarded to the Winds of War discard pile instead of simply being “discarded.”

Cards are considered “friendly” cards if they are under the control of the same player. They're considered “enemy” cards if they are under the control of other players.

## CAPTURE

During the **capture step**, if the active player has at least two *more* army cards than any other player at a single location, he takes that location card and adds it to the discard pile of his army deck. Gaining the location card earns him valuable victory points, and the card will provide resources during future orders steps.

Some location cards have an ability that triggers when a player captures that location. If a player captures a location with a “When you capture this location” rule, he must follow that rule before adding the location card to his discard pile.

The first time a player captures a location, he creates an **occupying forces** pile to the right of his army deck. When a player captures a location, he must move his cards at that location to his occupying forces pile. Cards in a player's occupying forces pile still count toward his victory points but are no longer used in his fights to take new locations. Other players who had cards at that location place those cards in their discard piles.

At the end of the capture step, replace each captured location with the top card of the location deck so that the number of locations in the middle of the table always equals the number of players. If you cannot do so, the game ends. (See “Endgame,” p. 11)

### CAPTURE EXAMPLE 1



LOCATION: FORT FALK



WILL'S CARDS (CYGNAR)

Will is the active player. He has two cards at a location where no other players have cards. Will captures the location and adds it to his discard pile, then moves his Long Gunner Platoon and Charger to his Occupying Forces pile.



## CAPTURE EXAMPLE 2

### JACK (PROTECTORATE)



### ED (CRYX)



LOCATION:  
FIVE FINGERS

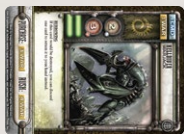
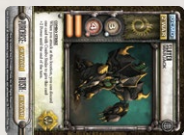
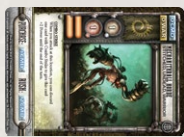


### WILL (CYGNAR)

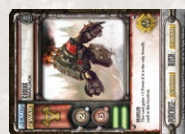
Jack is the active player. He has four cards at a location where Will has two cards and Ed has one card. Jack has at least two more cards at the location than any other player, so he captures the location and adds it to his discard pile. He moves his four cards to his Occupying Forces pile, and Ed and Will discard the cards they had at the location.

## CAPTURE EXAMPLE 3

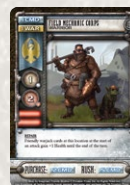
### ED (CRYX)



### TONY (KHADOR)



LOCATION:  
STEELWATER FLATS



### WILL (CYGNAR)

Ed is the active player. He has four cards at a location where Will has three cards, and Tony has two cards. Ed does not have *two more* cards at the location than Will, the player with the next-highest number of cards there, so he does not capture the location.



## ORDERS

During the **orders** step of a player's turn, that player discards cards for resource points used to **deploy**, **purchase**, or **rush** cards. The first resource type is **command points**, abbreviated **CMD**, primarily used to deploy, purchase, or rush warrior cards. The other resource type is **warjack points**, abbreviated **WAR**, primarily used to deploy, purchase, or rush warjack cards.

When deploying, purchasing, or rushing cards, a player can discard each card in his hand for the **CMD** or **WAR** value shown on the card. Note that a card can be discarded only for *one* of the two resource types. There are some versatile cards that provide either resource type, but when a player discards one of these cards, he must choose whether to use it for **CMD** or **WAR** (never both). Note that cards do not need to have the "Resource" card type in order to be discarded for resources—nearly any card can be discarded for minor resource gains.

After a player chooses to deploy, purchase, or rush a given card, he discards cards for resources until he has discarded total resources equal to the cost of performing that action. Players can overpay (discarding two cards worth 2 CMD each to pay for a card costing 3 CMD, for example), but any leftover resources are lost. They are not carried over to pay for the next cost.

### DEPLOY

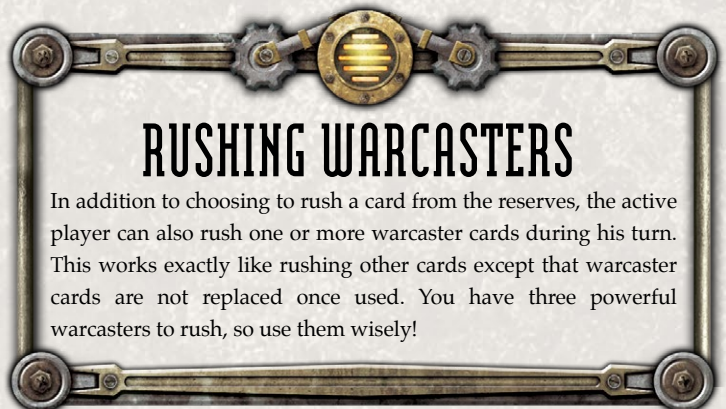
Deploying a card moves it from the player's hand to a location. To **deploy** a card, a player chooses a card in his hand, pays its purchase cost in resources, and then places it beside one of the locations on the table.

### PURCHASE

Purchasing a card moves it from the player's reserves to his discard pile. To **purchase** a card, a player chooses an army card from his reserves, pays its purchase cost in resources, and then adds it to his discard pile. After purchasing a card, the player must draw a new card from the reinforcement deck and place it in his reserves. There should be four cards in each player's reserves at all times.

### RUSH

Rushing a card moves it from the player's reserves to a location. To **rush** a card, a player chooses an army card from his reserves, pays its rush cost in resources, and then places it beside one of the locations on the table. *Players cannot rush cards during the first two rounds of the game.* After rushing a card, the player must draw a new card from the reinforcement deck and place it in his reserves so there are four cards in the reserves.



## RUSHING WARCASERS

In addition to choosing to rush a card from the reserves, the active player can also rush one or more warcaster cards during his turn. This works exactly like rushing other cards except that warcaster cards are not replaced once used. You have three powerful warcasters to rush, so use them wisely!



## REFRESHING CARDS

The active player also has the option to **refresh** cards in his reserves during his orders step. To refresh a card in your reserves, you must first discard a card. You then place a card from your reserves on the bottom of your reinforcement deck and place the top card of your reinforcement deck in the open spot in your reserves. The refresh option is typically used when a player has numerous cards in the reserves that require a specific resource (CMD or WAR) and the opposite type of resources in hand. You can refresh cards in your reserves as many times as you like (as long as you can pay the cost of discarding a card each time).

Some cards have special rules that can be used during the orders step for additional effects. These effects can trigger when a card is discarded for resources *or* they may require the player to discard the card to gain them. Discarded cards do not *also* grant resources that turn, so the player must choose between discarding the card for resources or the special effect.

## WARCASTERS

Warcaster cards are the most powerful cards a player can use in an attack. They do not have Health stats and they cannot be destroyed, but they only stay in play for a single attack. During the turn a warcaster is **rushed**, its Power will contribute to the attack at its location, its Battlegroup Commander ability will add to the Power of friendly warjacks at that location, and its other warcaster-specific ability will enhance friendly cards, hinder enemy cards, or provide more specialized effects such as forcing your opponent to discard a card. At the end of the battle step, a warcaster's abilities end, and its owner places it in his occupying forces pile whether or not the active player won the location.

## BANK

Players will usually use most or all of the cards from their hands to deploy, purchase, or rush their cards. If a player has cards left over at the end of his orders step, he can **bank** one card by placing it face down in front of him. Any other cards in his hand, however, must be discarded.

Banking a card usually happens when a player has a card left over in his hand, but it can also be a strategic option a player uses to build up resources or to save a powerful card for a later turn.

## DRAW

After banking and discarding, the active player draws six cards from his army deck. Note, however, that six cards is not the maximum hand size. Some abilities or effects (like banking a card, for example) will enable you to have more than six cards in a single turn. After drawing, retrieve any cards you banked, if applicable.

When you need to draw and your army deck has run out of cards, you can select *one* card from your discard pile and move it to your occupying forces pile (effectively removing that card from the game in order to fine-tune your deck). Then shuffle your discard pile to make a new army deck, and finish drawing cards as normal.

## BATTLE

During the battle step, the active player **attacks** *each* location that contains other players' cards *and* one or more of his cards. When attacking multiple locations, the attacks can be resolved in any order.

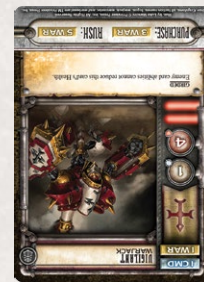
## ONE OPPONENT

To perform an attack in a location where only one opponent has cards:

1. Players first check if any of their cards at that location have 0 Health due to card abilities. Cards with 0 Health are discarded immediately.
2. Each player adds up the total Power of all his cards at that location.
3. Each player can then declare what enemy cards to destroy at that location with total *combined* Health equal to or less than his total card Power at that location (as determined in step 2), beginning with the attacking player.
4. All players simultaneously place their destroyed cards in their discard piles.

Note that card abilities will often affect Power and Health or will affect the order in which a player can choose to destroy enemy cards. Some card abilities even destroy additional cards or cause an opponent to discard cards. A card is not active after it is destroyed, however, so it is ignored for the purpose of card abilities that look at other cards at that location.

## ONE OPPONENT



JACK (PROTECTORATE)



LOCATION: BLACKWATER



NATE (CRYX)

In this example, Nate attacks Blackwater. He has two cards at that location: a Helldiver and a Blood Witch Coven, which each have 2 Power and 3 Health. Jack has one card there: a Vigilant with 1 Power and 4 Health. Nate's total Power of 4 is enough to destroy Jack's Vigilant, but because Jack has only 1 Power he is unable to destroy either of Nate's cards.



## MULTIPLE OPPONENTS

To perform an attack in a location with *multiple* opponents, first choose if it is a **targeted** attack or an **all-out** attack.

### TARGETED ATTACK

For a targeted attack, choose one opponent and resolve the attack *exactly* as if it were an attack against only that opponent, ignoring any other players' cards at that location. During a targeted attack, only the active player and the targeted player's cards can destroy enemy cards, and only those cards can be destroyed.

### ALL-OUT ATTACK

For an all-out location attack, use the following attack process instead:

1. All players with cards at that location check if any of those cards have 0 Health due to card abilities. Cards with 0 Health are discarded immediately.
2. Each player adds up the total Power of all his cards at that location.
3. The active player's opponents add their total Power at that location together.
4. The active player can destroy enemy cards at that location whose total combined Health is less than or equal to his total card Power (as determined in step 2). The player to the active player's left can destroy the active player's cards at that location whose total combined Health is less than or equal to the total opponent Power (as determined in step 3).
5. All players simultaneously place destroyed cards in their discard piles.

Once a player's battle step is complete, the next player's turn begins.

## MULTIPLE OPPONENTS

WILL (CRYX)



JACK (CYGNAR)



LOCATION:  
HIGHGATE



TONY (KHADOR)

Tony has a powerful force of Doom Reaper Berserkers, Winter Guard Rocket Korps, and a Juggernaut. He chooses to make an all-out attack against Jack's Minuteman and Will's Bane Thrall Cadre and Deathripper.

Tony's total Power at Highgate is 10 (4 + 3 + 3), and Jack and Will's combined total Health there is 9 (3 + 4 + 2), so Tony has enough power to destroy all three opponent cards.

As the player to Tony's left, Jack then chooses how to use his and Will's combined Power of 6 (2 + 3 + 1) against Tony. That's not enough to destroy more than one of Tony's cards, so Jack chooses to destroy the biggest target he can: the Juggernaut. Finally, the Minuteman, Bane Thrall Cadre, Deathripper, and Juggernaut are all simultaneously placed in their respective owners' discard piles.



# ENDGAME

There are two ways a game of *High Command* can end.

When the Day of Reckoning card is revealed during the Winds of War step, it ends the game.

Alternately, the game ends as soon as there are no locations remaining in the location deck.

Once the game ends, each player adds up the number of victory points in his army deck, discard pile, and occupying forces pile.

**The player with the most victory points wins the game.** In the case of a tie, the player who captured the most location cards wins the game. In the rare case there is *still* a tie, the player earliest in the turn order wins the game (the first player if he is one of the tied players, the second player if he is one of the tied players and the first is not, etc.).

# CUSTOMIZING DETACHMENTS

*WARMACHINE High Command* is designed to be a complete game experience with significant replayability. Players should be able to enjoy many hours of play by mixing and matching warcasters and different detachment combinations within each of the four factions.

After players have sufficiently experienced the combinations available from the game box, however, they may wish to explore the excitement and fun of building and customizing the different detachments for each faction, allowing them even greater control over the cards that appear in their Reserves deck.

Players can use cards both from the *WARMACHINE High Command* core sets and *WARMACHINE High Command* expansion sets when customizing their detachments.

## DETACHMENT CUSTOMIZING RULES

A detachment must contain exactly twelve cards that share the same color and faction symbol. Additionally, a player cannot use more than one of the same warcaster card.

A player's reinforcement deck cannot contain more than five cards with the same name. A card can appear in different detachments within the faction, but there can be no more than five copies total in the deck.

A player's reinforcement deck must always be constructed from detachments of three different colors. For example, it cannot include two purple detachments even if the player chooses two warcasters who have a purple detachment colors.



# COMMON TERMS

The following terms are used throughout individual card abilities in *High Command*.

**ability:** The rules text on an army card. When multiple cards at the same location have the same ability, apply the ability once for each card.

**attack:** The portion of a battle step in which combat is resolved at a single location that contains cards from both the active player and one or more of his opponents. Note that effects that happen "when you attack" happen only during your own turn.

**bank:** To put a card from your hand aside in order to save it for a future turn. You retrieve any banked cards after you draw cards at the end of the orders step.

**battle step:** The portion of a player's turn in which he attacks the locations that contain friendly cards as well as opposing cards. Note that "your battle step" is the battle step of your own turn.

**cannot be destroyed:** The card cannot be chosen to be destroyed while stated conditions are met. As soon as those conditions are not met, the card can be destroyed as normal.

**capture a location:** To move a location card from being in play to being in your discard pile.

**character:** If a card has the character subtype, you can have only one copy of it in play at a time.

**deploy:** To discard cards equal to (or greater than) the purchase cost of a card in your hand in order to move it from your hand to a location. Note that "the turn this card is deployed" includes only that player's turn, not the entire round.

**destroy:** To move a card from a location to its owner's discard pile.

**discard:** To move a card from a player's hand to his discard pile.

**location:** The card type that players fight to win. Once captured, a location is placed in its owner's discard pile so it can be used for resources in future turns and for victory points at the end of the game.

**move:** To take a card from a specified area and place it in a different specified area. The most common example is moving a card from one location to another.

**occupying forces pile:** A pile for cards that are no longer in the game but that are still counted when tallying victory points at the end of the game.

**overall Power:** The total Power a player has at a location. Note that effects that increase or decrease the "overall Power" do not affect each card's Power; they simply modify the total.

**participate in an attack:** If a card cannot participate in an attack, its Power counts as 0 when adding up the friendly cards' Power at its location during an attack.

**purchase:** To discard cards with CMD and/or WAR equal to (or greater than) the purchase cost of a card in your reserves in order to move it to your discard pile.

**refresh a card in your reserves:** To take a card from your reserves, place it on the bottom of your reinforcement deck, and place the top card of your reinforcement deck face up in its place.

**refresh all cards in your reserves:** To take all four cards from your reserves, place them on the bottom of your reinforcement deck, and place the top four cards of your reinforcement deck face up in their place.

**reinforcement deck:** The pile of cards used to replenish your reserves.

**reserves:** The four cards from your reinforcement deck that are face up and currently available to purchase or to rush. Whenever you move a card out of your reserves, replace it with a card from your reinforcement deck.

**rush:** Discarding cards with CMD and/or WAR equal to (or greater than) the rush cost of a card in your reserves in order to move it from your reserves to a location.



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