

RUNEWARS

MINIATURES GAME



RULES REFERENCE



Using this Rules Reference

This document is the comprehensive source for the complete rules of the **RUNEWARS MINIATURES GAME**. Unlike the Learn to Play booklet, the Rules Reference is not designed to teach players how to play the game.

After playing the learning battle, it is recommended that players read the Army Building rules on page 3, then play a complete game using the setup rules found on page 4. As questions arise during the game, use the glossary on page 6–22 to find the complete rules for the relevant topic.

This reference contains six sections:

Army Building **page 3**

This section describes how players can assemble an army from their units and upgrades to play a complete game.

Setup **page 4**

This section details each step performed when setting up a complete game of the **RUNEWARS MINIATURES GAME**.

Glossary **page 6**

The majority of this reference is the glossary. This lists detailed rules and clarifications alphabetized by topic.

Optional Rules **page 21**

This section describes how to play a three- or four-player game and how to play a smaller, faster battle.

Diagrams **page 22**

This section contains diagrams that help illustrate several rules from the glossary.

Index **page 23**

This section contains a comprehensive list of topics and the locations to find them in this reference.

Stop!

Before using this Rules Reference, make sure you have already learned to play the game using the Learn to Play booklet.

The Golden Rules

The golden rules are fundamental concepts on which all other rules are built.

- If something in this reference contradicts the Learn to Play booklet, the Rules Reference takes precedence.
- If an effect on a card or another component contradicts rules found in the Learn to Play booklet or Rules Reference, that component takes precedence.
- If a card effect uses the word “cannot,” that effect is absolute and cannot be overridden by other game effects.



Army Building

To play a standard game of the **RUNEWARS MINIATURES GAME**, each player must create a custom army by choosing the units he wishes to use and enhancing them with upgrade cards. This section describes the rules for building an army. To build an army large enough for a complete game, and to increase army-building options, players will need to obtain other **RUNEWARS MINIATURES GAME** expansion sets containing additional figures and upgrades.

Why Create a Custom Army?

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

Points

Each army consists of units and upgrade cards. Units and upgrades both cost points, and the total point value of everything in an army cannot exceed 200.

Units

An army can include any number of units of any types from the same faction. Each unit can be added to an army in different configurations, each of which costs a different number of points. The possible configurations for a particular unit are shown on the back of its unit card in its costing table.

The “Trays” column indicates the possible tray configurations for that unit. Each entry in that column indicates a number and an arrangement of trays. The bar along the top of a tray arrangement represents that unit’s front edge. The “Cost” column indicates the point cost for the configuration in that row of the table.

Trays	Cost	Available Upgrades
2	18	[Two upgrade icons]
4	30	[Four upgrade icons]
6	40	[Six upgrade icons]
9	59	[Nine upgrade icons]

Costing Table

Upgrades

Upgrade cards are equipped to units in an army. However, some upgrade cards have a unit type or faction icon, denoting that these cards can only be equipped to a unit of the matching type in an army of the matching faction.

Each upgrade card costs the number of points shown on the lower-right corner of its card. The costing table on the back of each **unit card** has an “Available Upgrades” column that includes icons that match those found on upgrade cards. Each tray configuration has its own “Available Upgrades” entry, which indicates the type of upgrades that a unit with that tray configuration can equip. For each icon shown in an entry, a unit with the corresponding configuration can equip one upgrade card that has a matching icon.

Army Configuration During Play

During a game, players do not need to continually check if their army is legal. As players lose figures, trays, and upgrades, their armies may become configured in ways that are counter to the army-building rules. This is okay—the army-building rules only apply when building an army, not while playing the game.

For example, if a unit has an upgrade equipped during setup based on its configuration, it keeps that card, even if its configuration changes during the game.

ID Tokens

If an army has multiple units of the same type but with different upgrades, it can become difficult to keep track of which unit has which upgrades. To help both players distinguish multiple units of the same type, when deploying units, place a unique ID token on each of them. Then, place each unit’s matching ID token on its corresponding card.



ID Token

Characters

Some characters’ unit cards include rules that alter what is allowed in an army. If that character is included as a unit in an army, those rules override any army-building rules described in this section. Each army can only include one unique unit for every 100 points. So, for a complete 200-point game, each army can include up to two unique units.

Building Armies Using a Small Collection

For a standard game of **RUNEWARS: THE MINIATURES GAME**, each player builds an army using his collection of figures, trays, and cards. However, if players only have a small collection, such as an army box and a few expansions, they can share components. It is suggested that one player receive all the components from one faction and another player receive all the components from another. If two factions are not available, the players should divide the available components as equally as possible. Then, all the remaining upgrade cards are shuffled and dealt randomly to the players.

For this game, players will build smaller armies and play on a smaller play surface than a standard game. These rules are described in the “Skirmish Rules” section on page 21 of this document.

Setup

To set up a game of the **RUNEWARS MINIATURES GAME**, proceed through the following steps in order.

1. **Build Armies:** For a standard game, each player builds an army that costs 200 or fewer points. Players typically complete this step without knowledge of what army their opponent is building. If players wish to play a smaller or larger game, they can agree on an army-point value of their choice.
2. **Define Play Area and Gather Components:** Establish a 3' by 6' play area on a flat surface. The players sit across from each other on the 6' edges of the play area and place their units, cards, and command tools off the play area. Then, they assign ID tokens to their units if necessary.
3. **Determine First Player:** The player whose army has the lowest point total chooses which player starts as the first player; the first player takes the round counter, sets it to "1," and places it near his edge of the play area. If both players' armies have the same point total, flip a coin to determine which player chooses the first player.
4. **Choose Deployment and Objective:** Separately shuffle the objective cards and deployment cards, then deal three of each faceup on the play area. The first player chooses one of the six cards and discards the other two cards of the same type as the card he chose. Then, the other player chooses one of the remaining three cards and discards the two cards not chosen. The two chosen cards determine the deployment and objective for the game and are placed near the play area.

The player that chose the deployment card chooses either the red or blue deployment area as his own; the other player is assigned the remaining deployment area. Players measure out their respective deployment areas indicated on the chosen deployment card and mark them with the deployment markers

5. **Place Terrain:** Shuffle the terrain cards together. Then, deal out a number of cards equal to the number listed next to the defensive terrain (🏰) icon on the chosen deployment card. Set aside the terrain pieces indicated on the defensive-terrain half of the dealt cards. Repeat this process for the number shown next to the dangerous terrain (🏹) icon as well.

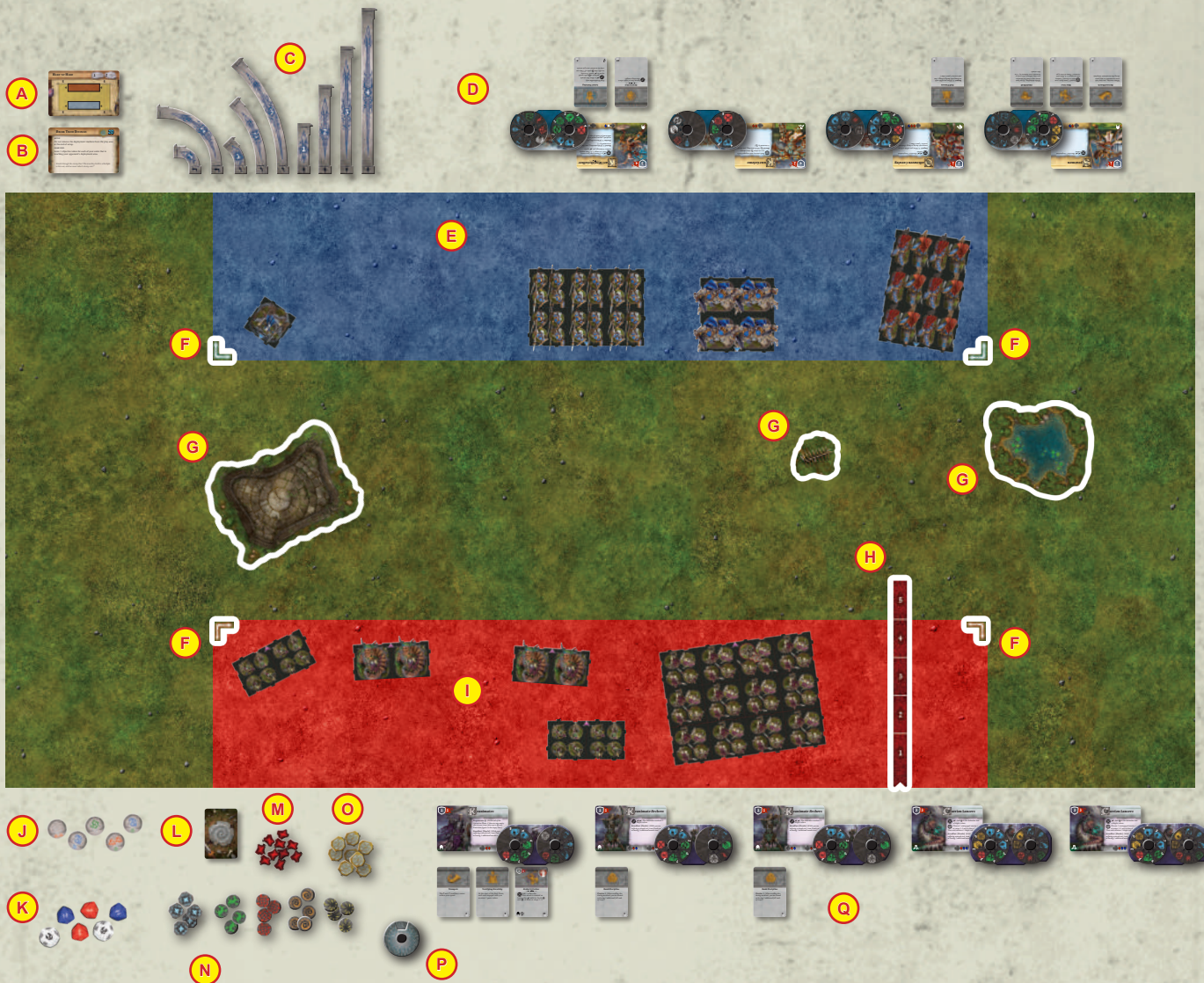
Then, starting with the player who chose the deployment card, the players take turns choosing pieces of set-aside terrain and placing them on the play area until all of them have been placed. Terrain cannot be placed at range 1–2 of the edge of the play area, at range 1–2 of other terrain, or touching either deployment area.

6. **Resolve Objectives:** Resolve any "Setup" instructions described on the chosen objective card.
7. **Deploy Units:** Starting with the first player, the players take turns deploying a single unit from their army within their respective deployment area. Players continue taking turns until all units have been deployed.
8. **Prepare Supply:** Remove the deployment markers from the play area. Place the boon tokens, bane tokens, wound tokens, and objective tokens in separate piles near the play area to create the supply. Then, shuffle the morale deck and place it facedown near the play area along with the range ruler, movement templates, and dice.
9. **Prepare Energy Tokens:** The first player prepares the energy pool by casting the five energy tokens near the play area.

Related Topics: Army Building, Deployment Cards, Energy, First Player, ID Tokens, Objective Cards, Play Area, Supply, Terrain, Unit



Setup Diagram



A. Deployment card

B. Objective card

C. Movement templates

D. Daqan Lords unit cards, upgrade cards, and command tools*

E. Daqan Lords deployment area

F. Deployment markers

G. Terrain templates

H. Range ruler

I. Waiqar the Undying deployment area

J. Energy pool

K. Dice

L. Morale deck

M. Wound tokens

N. Boon and bane tokens

O. Objective tokens

P. Round counter

Q. Waiqar the Undying unit cards, upgrade cards, and command tools*

*This setup diagram assumes that the players have units and upgrades belonging to a core set and multiple expansions. It also assumes a specific deployment terrain and objective card were chosen. Setups may vary based on the chosen deployment and objective cards.

Glossary

This glossary provides detailed rules for all the **RUNEWARS MINIATURES GAME** gameplay terms and phrases in alphabetical order. Each topic within an entry is annotated with a number; the index on page 23 refers to these numbers for easy reference.

I Abilities

Abilities are game effects found on unit cards and upgrade cards. Each ability describes the game effect it provides.

- 1.1 If a unit's ability is preceded by a melee (⚔) icon, it can use that ability when performing a melee attack (⚔) action.
- 1.2 If a unit's ability is preceded by a ranged (🏹) icon, it can use that ability when performing a ranged attack (🏹) action.
- 1.3 If a unit's ability is preceded by one or more surge (⚡) icons, it must spend one surge for each of that ability's surge icons to resolve that ability.
 - ♦ Abilities preceded by a surge (⚡) icon are associated with either a melee (⚔) or ranged (🏹) icon. To use such an ability, a unit must spend the appropriate number of surges while performing the corresponding attack action.
- 1.4 If a unit's ability is preceded by a skill (🎮) icon, it can resolve it when he performs a skill (🎮) action.
 - ♦ For each skill (🎮) action a unit performs, it can resolve one ability that is preceded by a skill (🎮) icon.
- 1.5 An ability that is not preceded by an icon is accompanied by text that describes when a unit can use that ability.
- 1.6 Some abilities require a unit to exhaust the card on which the ability appears. If a card is exhausted, a unit cannot use an ability on that card until the card is readied.
- 1.7 A unit can only use abilities that are on its unit or upgrade card; a unit cannot use abilities on cards that belong to other units.

Related Topics: Actions, Surge ⚡, Upgrade Cards

2 Accuracy ☒

Accuracy (☒) is a die icon that allows attackers to wound figure upgrades during an attack.

- 2.1 When resolving an attack, for each accuracy (☒) icon the attacker rolls, he chooses one of the defender's figure upgrades and assigns that accuracy (☒) icon to that figure.
- 2.2 A figure upgrade can have multiple accuracy (☒) icons assigned to it.
- 2.3 If the defender has no figure upgrades, the attacker cannot assign any accuracy (☒) icons; they are ignored.
- 2.4 During the "Spend Mortal Strikes" and "Spend Hits" steps of an attack, the attacker can assign wounds and damage to figures that have been assigned an accuracy (☒) icon, even if they are in a tray that cannot normally be assigned wounds or damage.
- 2.5 Each time a wound is suffered by a figure that has an accuracy (☒) icon, one accuracy icon on that figure is spent.

- 2.6 When a figure upgrade is removed from a unit, any remaining accuracy (☒) icons assigned to it are ignored.

Related Topics: Attack, Damage, Wounds

3 Action Dial

See "Command Tool."

4 Actions

Units perform actions during the Activation Phase to move, attack, remove banes, or resolve abilities. A unit's actions are shown on its action dial.

- 4.1 Each icon on the action dial consists of an initiative value, a stance, and an action.
- 4.2 During the Command Phase, each player selects an action on each of his unit's command tools. The action that is positioned at the top of the action dial is the selected action.
- 4.3 Units perform actions during the Activation Phase. Each icon represents a different action, as follows:
 - ♦ **March** 🚶
 - ♦ **Shift** 🔄
 - ♦ **Reform** 🔄
 - ♦ **Melee Attack** ⚔
 - ♦ **Ranged Attack** 🏹
 - ♦ **Rally** 📣
 - ♦ **Skill** 🎮
- 4.4 During the Activation Phase, each unit must perform its selected action if it is able to do so.

Related Topics: Activation, Activation Phase, Command Phase

5 Activation

Units are activated during the Activation Phase. When a player activates one of his units, he resolves the following steps in order:

- 5.1 **Step 1—Reveal Command Tool:** The player reveals his unit's command tool by tipping it over so the icons on the dial are faceup on the play area.
- 5.2 **Step 2—Perform Action:** The unit performs the action selected on its action dial, applying the effects of the modifier selected on the modifier dial.
- 5.3 **Step 3—Perform Bonus Action:** If the selected modifier is a bonus action, the unit performs this action after the first action is resolved.
- 5.4 After a unit has activated, its command tool remains revealed to indicate that the unit has activated.
- 5.5 Each unit can activate once per round.
- 5.6 If, after revealing its command tool, a unit is engaged with a single enemy unit but not aligned with that enemy, the active unit attempts to square up with that enemy unit.

Related Topics: Activation Phase, Command Tool, Squaring Up

6 Activation Phase

During the Activation Phase, players activate each of their units, starting with the unit that has the lowest initiative and continuing in order of ascending initiative.

- 6.1 Players resolve the Activation Phase by counting out loud, starting with “one.” At each number during the count, the first player declares if he has a unit with an initiative value that matches that number. If he does, he activates one unit that has that initiative value. Then, the second player declares if he has a unit with that initiative value. If he does, he activates one unit that has that initiative value. This process continues back and forth until both players have activated all units with that initiative value. Then, players continue counting out loud, stopping to activate units as appropriate, until all units have activated.
- 6.2 If a command tool has no chosen action, the unit is activated at initiative 10. The unit cannot perform any actions or gain the benefit of any modifiers for the activation.

Related Topics: Activation, Initiative

7 Aligned

See “Squaring Up”

8 Allied

All units controlled by the same player are allied units.

- 8.1 A unit is allied to itself and can affect itself with any of its abilities that affect allied units unless those abilities explicitly affect “other” allied units.

Related Topics: Abilities, Enemy, Unit

9 Army Building

See “Army Building” on page 3.

10 Attack

A unit can perform an attack when it reveals either the melee attack (⚔) or ranged attack (🏹) actions during the Activation Phase. To perform an attack, the unit resolves the following steps in order:

- 10.1 **Step 1—Choose Attack Profile:** The attacker chooses which of its attack profiles to use. The attack type of the chosen profile must match the attack type specified by the attack action selected—ranged (🏹) or melee (⚔).
- 10.2 **Step 2—Choose Target:** The attacker chooses an enemy unit as the target of the attack. That enemy unit is the defender.
 - ♦ If the attacker is performing a melee attack (⚔) action, he must be engaged with the defender.
 - ♦ If the attacker is performing a ranged attack (🏹) action, the defender must be at range 1–5 and in line of sight.
- 10.3 **Step 3—Roll Dice:** The attacker rolls the dice indicated by the chosen attack profile.
 - ♦ If a game effect removes dice from an attack such that there are no dice to roll, the attack is canceled.

- 10.4 **Step 4—Reroll For Extra Ranks:** The attacker rerolls dice based on the number of full and partial ranks he has behind his front rank.
 - ♦ If the attacker has a full rank behind his front rank, he can choose and reroll any number of his dice. 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, he can choose and reroll a single die after performing rerolls for full ranks.
- 10.5 **Step 5—Modify Dice:** Both players may resolve any abilities that allow them to modify the dice results.
- 10.6 **Step 6—Spend Surges:** The attacker can spend surge (⚡) icons to use abilities on his unit card or upgrade cards that are preceded by surge icons.
- 10.7 **Step 7—Assign Accuracy:** The attacker assigns each accuracy (🛡) icon to one of the defender’s figure upgrades.
 - ♦ When resolving the “Spend Mortal Strikes” and “Spend Hits” steps of an attack, the attacker can assign wounds and damage to figures that have been assigned an accuracy (🛡) icon even if they are in a tray that cannot normally be assigned wounds or damage.
 - ♦ Each time a wound is suffered by a figure with an accuracy (🛡) icon, one accuracy icon on that figure is spent.
 - ♦ If the defender has no figure upgrades, the attacker cannot spend any accuracy (🛡) icons; they are ignored.
 - ♦ A figure upgrade can have multiple accuracy (🛡) icons assigned to it.
- 10.8 **Step 8—Spend Mortal Strikes:** The attacker spends mortal strike (💀) icons to cause the defender to suffer one wound for each icon spent.
- 10.9 **Step 9—Spend Hits:** The attacker spends hit (★) icons to cause the defender to suffer an amount of damage equal to the number of hit icons spent multiplied by the attacker’s threat.
- 10.10 **Step 10—Reconfigure:** The defender removes any trays from his unit that no longer contain figures. Additionally, if a figure upgrade was removed from the unit, that figure upgrade’s card is discarded.
- 10.11 **Step 11—Resolve Morale:** The attacker spends any combination of morale (🌀) icons and panic tokens from the defender to cause the defender to suffer a morale test with a severity equal to the total number of morale (🌀) icons and panic tokens spent.
- 10.12 The unit performing an attack is the attacker. The unit targeted by an attack is the defender.
- 10.13 All icons generated by a roll during an attack must be spent if possible.

Related Topics: Accuracy 🛡, Damage, Defense, Engagement, Hit ★, Melee Attack ⚔, Modifying Dice, Morale 🌀, Morale Test, Mortal Strike 💀, Range, Ranks, Ranged Attack 🏹, Surge ⚡, Threat, Wounds

II Attack Profile



Each unit card has one or more attack profiles. Each attack profile contains either a melee (⚔) or ranged (🏹) icon, which determines the type of attack that profile corresponds to. Each attack profile also depicts the color and number of dice that a player rolls when performing attacks using that profile.

Related Topics: Attack, Melee Attack (⚔), Ranged Attack (🏹), Unit

I2 Banes

Each bane a unit receives is represented by a token that is placed near that unit on the play area.

12.1 An opponent can spend one or more banes from a unit to resolve a negative effect against that unit for each bane spent. Each bane causes a unique effect, as follows:

- ♦ **Blight:** When a unit that has a blight token is performing an attack, that token can be spent before dice are rolled to force the attacker to remove one die of his choice from the attack.



- ♦ **Immobilize:** When a unit that has an immobilize token reveals either a march (👣) or shift (👉) action on his command tool, that token can be spent to cancel that action.



- ♦ **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, that token can be spent to cancel that unit's modifier. The unit still resolves its action.



12.2 When a bane is spent, it is discarded.

12.3 A bane's standard effect is ignored if the bane is used as a cost for another effect.

Related Topics: Actions, Attack, Modifiers, Morale (🌀), Spend

I3 Boons

Each boon a unit receives is represented by a token that is placed near that unit on the play area.

13.1 A unit can spend one or more of its boons to resolve a positive effect for each boon spent. Each boon causes a unique effect, as follows:

- ♦ **Inspiration:** Before a unit with an inspiration token reveals its command tool, that token can be spent to remove one bane from that unit or to ready an upgrade card on that unit.



13.2 When a boon is spent, it is discarded.

13.3 A boon's standard effect is ignored if the boon is used as a cost for another effect.

Related Topics: Banes, Command Tool, Rally (👑)

I4 Bonus Actions



A bonus action is a modifier that appears on some modifier dials. Bonus actions use the same icons as actions.

14.1 After a unit performs its selected action, that unit performs its selected bonus action.

14.2 A unit can perform its bonus action even if its first action was canceled.

Related Topics: Actions, Modifiers, Modifier Dial

I5 Cancel

Actions and modifiers can be canceled.

15.1 If an action or modifier is canceled, a unit cannot perform that action or resolve that modifier.

- ♦ A game effect cannot be resolved if it is triggered from an action or modifier that is canceled.

15.2 A modifier is not canceled when the action is canceled. However, movement modifiers and the enhance modifiers have no effect if their corresponding action is not performed.

Related Topics: Actions, Modifiers

I6 Charge



A charge is indicated by a burst icon displayed at the end of the directional arrow of some movement modifiers. A charge modifier is used to collide with and attack an enemy unit.

16.1 When a unit performs an action modified by a charge, it does not receive a panic token when colliding with an enemy unit during the current activation.

16.2 When a unit resolves a charge, it receives one panic token if it does **not** collide with an enemy unit.

- ♦ If a unit's charge modifier or action modified by a charge is canceled, that unit does not receive this panic token.

16.3 If a unit resolving a charge collides with an enemy unit, the charging unit performs a melee attack (⚔) action targeting that enemy unit after the move is complete.

- ♦ If a charging unit collides with more than one enemy unit, it chooses one of those units to target with the attack.

16.4 Any game effects that trigger "during a charge" can be triggered while a unit performs an action modified by a charge.

Related Topics: Collision, Melee Attack (⚔), Movement Modifiers

I7 Closing In

If two units are engaged and a game effect removes one or more trays from one of those units such that those units are no longer engaged, the unit that did not have any trays removed may close in.

17.1 To close in, a 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 unit squares up as normal, but any other game effects that are triggered when units collide are ignored.

- ♦ If the closing-in unit cannot collide with the enemy unit it was most recently engaged with, both units remain in the same position and are no longer engaged. Any game effects triggered when units disengage are ignored.
- ♦ The straight, speed-1 movement template moves a unit the distance of the width of a single tray. When a unit is closing in to fill the gap left by a single tray being removed, the close in results in a collision. The gap left by the tray and the distance covered by the straight, speed-1 template are identical—even though they sometimes appear not to be as a result of trays being bumped.

17.2 A unit cannot close in if it is engaged with one or more enemy units.

Related Topics: Enemy, Engagement, Movement, Shift ⚡

18 Collision

After a unit performs a march (👣) or shift (⚡) action, if it is touching an obstacle that it was not touching before performing that action, it has collided with that obstacle.

- 18.1** If the active unit collides with an enemy unit, the active unit receives one panic token and then squares up with that unit.
- ♦ The active unit does not receive this panic token if it was performing an action with a charge modifier.

Related Topics: Banes, March 👣, Movement, Obstacles, Shift ⚡

19 Command Tool

Each command tool comprises a backplate and 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.

- 19.1** Each action and modifier is represented on its respective dial by an icon and a stance. Each action also contains an initiative value.
- ♦ The selected action and modifier is indicated by the icon that is positioned at the top of each dial.
- 19.2** The backplate of each command tool contains the unit's type, defense value, and wound threshold.

Related Topics: Actions, Action Dial, Modifiers, Modifier Dial

20 Command Phase

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.

- 20.1** Each player places his command tools next to the matching units on the play area so the dials face away from his opponent.
- ♦ A player's selected action and modifier on a command tool are hidden from his opponent until the command tool is revealed when the unit activates.

20.2 The Command Phase ends when both players are satisfied

with the actions and modifiers they have selected on each of their command tools and each unit on the play area has a command tool next to it.

Related Topics: Actions, Command Tool, Modifiers

21 Contacted Edge

See "Engagement."

22 Damage

Units can suffer damage from attacks and other game effects.

- 22.1** When a unit suffers damage, the attacker—or the unit's opponent when the damage is not caused by an attack—assigns damage to one figure at a time until all of the damage has been assigned.
- ♦ Each time a figure is assigned an amount of damage equal to its unit's defense value, that figure suffers one wound.
- 22.2** When assigning damage to a figure, enough damage must be assigned to wound the figure before damage can be assigned to another figure.
- 22.3** Damage can only be assigned to figures in the backmost rank of the unit.
- 22.4** Damage cannot be assigned to any figures in a tray that, if removed from the unit, would cause that unit to be split into two separate groups of trays.
- 22.5** When performing an attack, the attacker can spend any number of accuracy (⌘) icons to allow him to assign damage to figure upgrades that cannot normally be assigned damage.
- 22.6** When the amount of unassigned damage is less than the defense value of any figure in the unit that can be assigned damage (i.e., there is not enough damage remaining to wound a figure), the remaining damage is ignored.

Related Topics: Defense, Figure Upgrade, Ranks, Wounds

23 Defend

Defend is a modifier. When a unit performs an ability with a defend modifier, that unit's defense value increases by the amount indicated in the defend icon.

- 23.1** The effects of the defend modifier take effect when the command tool is revealed, and the effect remains for the duration of the round.
- 23.2** If a unit has one or more figure upgrades, those figures also receive the benefits of the defend modifier.

Related Topics: Defense, Figure Upgrade, Modifiers


24 Defense

A unit's defense is the number printed inside the shield on both the upper-left corner of the unit card and the backplate of that unit's command tool.



- 24.1** A unit's defense indicates the amount of damage that must be assigned to a figure in that unit for that figure to suffer a wound.



- 24.2 All modifiers to a unit's defense are cumulative. After all modifiers have been applied, if a unit's defense value is less than one, it is treated as one.
- 24.3 Each figure upgrade has its own defense value that is separate from the default figures of that unit. A figure upgrade's defense value is printed inside a shield in the upper-left corner of its upgrade card.
- 24.4 Effects that increase a unit's defense also increase the defense of all figure upgrades in the unit.

Related Topics: Defend , Figure Upgrade, Unit

25 Deployment Cards

Deployment cards are chosen during setup and determine both where players can place their armies during the "Deploy Units" step of setup and how much terrain is placed during the "Place Terrain" step of setup.



- 25.1 The player who chose the deployment card selects which color of deployment areas he will use for the game, and his opponent uses the deployment areas of the other color.
- 25.2 The deployment card indicates the amount of defensive terrain () and dangerous terrain () that is used for the game.

Related Topics: Setup, Terrain

26 Deployment Area

A player's deployment area is the portion of the play area in which he is allowed to place units at the start of the game.

- 26.1 Deployment areas are specified by the deployment card chosen during the "Choose Deployment and Objectives" step of setup.
 - ♦ After choosing the deployment card, the players mark the deployment areas by placing deployment markers at each corner of the deployment area that is within the play area.
- 26.2 Each player must deploy each of his units within a deployment area that matches his deployment area color (red or blue).
 - ♦ Each unit must be deployed entirely within an eligible deployment area.
 - ♦ If a unit cannot fit within a deployment area, the unit must be deployed so its back edge is touching a part of the 6' edge of the play area inside the deployment area.
 - ♦ If a unit cannot be deployed, it is destroyed.

Related Topics: Deployment Cards, Play Area

27 Destroyed

A tray of figures is destroyed when every figure has been removed from that tray. A unit is destroyed when its last tray is destroyed.

When a tray is destroyed, it is disconnected from the unit and placed next to its matching unit card off of the play area.

- 27.1 A destroyed unit is no longer in play.

- 27.2 All upgrade cards equipped to a unit are discarded when the unit is destroyed.

Related Topics: Play Area, Unit, Upgrade Cards, Wounds


28 Discard

Upgrade cards, morale cards, and tokens can be discarded.

- 28.1 When an upgrade card is discarded, it is flipped facedown.
- 28.2 When a morale card is discarded, it is placed in a discard pile next to the morale deck.
- 28.3 When a token is discarded, it is placed in the token supply.

Related Topics: Banes, Boons, Morale Test, Upgrade Cards

29 Disengage

See "Shift 

30 Elimination

A player is eliminated from the game if all of his units are destroyed.

- 30.1 A player wins the game if he eliminates another player.

Related Topics: Destroyed, Winning and Losing

31 End Phase

During the End Phase, the first player casts all the tokens in the energy pool, then increases the round counter by one and passes it to the other player; that player is now the first player. The number on the round counter indicates the round number for the next round.

Related Topics: Energy, First Player, Round

32 Enemy




All units controlled by a player's opponent are enemy units.

Related Topics: Unit

33 Energy

Magic is represented by an energy pool consisting of five energy tokens, each of which contains one or more icons representing magical runes.



- 33.1 Players cast energy tokens during the End Phase of each game round and during setup before the game begins.
- 33.2 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.
- 33.3 "Energy pool" is the collective term for the five energy tokens placed near the edge of the play area.
- 33.4 Each side of an energy token contains one or more icons depicting magical runes. The large runes on a token are the active runes for that side while the smaller runes indicate which runes appear on the opposite side of that token.
- 33.5 Each rune belongs to one of the following types: unstable () energy, stable () energy, and natural () energy.

33.6 Each magic type has a value that changes throughout the game. When a rune (☁, ☁, or ☁) appears anywhere on a game component, that rune is treated as the number equal to the number of times that rune is shown as an active rune on the faceup sides of the energy tokens in the energy pool.

Related Topics: End Phase, First Player, Play Area, Setup

34 Engagement

If any part of a unit's trays are touching any part of an enemy unit's trays, those units are engaged.

34.1 A unit can be engaged with multiple units at the same time.

34.2 If allied units are touching, those units are **not** engaged.

34.3 While two units are engaged, an edge that is touching an enemy unit is called a contacted edge.

- ♦ If a unit is engaged only through the corner of one of its trays, the contacted edge is the edge to which the enemy unit would square up if able.

34.4 If a tray being removed causes two units to no longer be engaged, the unit that did not have trays removed can attempt to close in.

34.5 A unit that is not engaged with any other units is an unengaged unit.

Related Topics: Closing In, Enemy, Melee Attack ☁, Terrain

35 Enhance ✨ ⚡...

Enhance is a modifier. When a unit performs an attack action with an enhance modifier, that unit adds the icon from the enhance modifier to the dice results.

Related Topics: Attack, Modifiers

36 Exhausted

A player must exhaust some upgrade cards to resolve their effects. An exhausted card cannot be exhausted again until it is readied.

36.1 To exhaust a card, a player rotates it 90 degrees clockwise so it is oriented horizontally.

36.2 When a card is readied, a player rotates it 90 degrees counterclockwise so it is oriented vertically.

36.3 When a unit performs a rally (☁) action, all of its exhausted upgrades are readied.

36.4 All cards begin the game readied.

36.5 A game effect that forces a player to exhaust one or more upgrade cards cannot target upgrade cards that do not need to be exhausted to resolve their effects.

Related Topics: Rally ☁, Readied, Upgrade Cards

37 Faction

There are multiple factions in the **RUNEWARS MINIATURES GAME**. A unit or upgrade is part of a faction if the face of a card contains a faction's icon.

Related Topics: Unit, Upgrade Cards

38 Figure Upgrade



Figure upgrades are a type of upgrade card that also adds a unique figure to the unit.

38.1 Figure upgrades are denoted by a silhouette of a figure in the upper-right corner of the card. When a unit equips such an upgrade, the plastic figure associated with that silhouette is slotted into that unit's front rank, replacing one of the figures from that unit.

38.2 Each figure upgrade has its own defense value that is separate from the default figures of that unit. A figure upgrade's defense value is shown in the upper-left corner of its upgrade card.

38.3 While a figure upgrade is equipped to a unit, the figure that corresponds to that upgrade must be slotted in that unit's front rank, replacing the default figure that would otherwise be slotted there.

38.4 Upgrade figures can be assigned damage like any other figure in the unit, using the upgrade's associated defense and wound threshold in place of the unit's defense and wound threshold.

38.5 All defense modifiers applied to a unit also apply to figure upgrades equipped to that unit.

38.6 Attackers can assign damage to figure upgrades that are not in the backmost rank by spending one or more accuracy (☁) icons during attacks.

38.7 When a figure upgrade is destroyed, either through damage or other game effects, its upgrade card is discarded, and its figure is removed from its tray. Then, the figure upgrade's empty slot in the front rank is replaced with another figure from that unit that could be assigned damage following normal rules.

- ♦ If there is not a figure to replace the figure upgrade's empty slot, that slot remains empty.

Related Topics: Damage, Defense, Unit, Upgrade Cards

39 Firing Arc

Each tray has four firing-arc lines used to measure a unit's firing arc. A unit's firing arc is the area formed by extending the firing-arc lines from the two firing-arc lines on the front corners of a unit's front rank. A firing arc extends across the entirety of the play area.

39.1 If any part of a unit's tray is inside a firing arc, the entire unit is treated as being inside that firing arc.

39.2 The lines that compose the boundaries of a firing arc are treated as being inside that firing arc.

39.3 When a unit is determining line of sight, both points by which line of sight is determined must be within that unit's firing arc.

Related Topics: Line of Sight, Ranks, Unit

40 First Player

The first player is the player who has the round counter.

- 40.1 If both players have effects with the same timing, the first player resolves all of his effects with that timing first.
- 40.2 If multiple units have the same initiative, the players take turns activating them one at a time starting with the first player.
- 40.3 During the End Phase, the first player casts all the tokens in the energy pool.

Related Topics: End Phase, Energy, Initiative, Second Player

41 Flanking

An engaged unit can be flanking or flanked by other units depending on the orientation of the engaged unit.

- 41.1 If a unit's front edge is in contact with the side or back edge of an enemy unit, it is flanking that enemy unit.
 - ♦ If a unit is engaged only through the corner of one of its trays, the contacted edge is the edge to which the enemy unit would square up if able.
 - ♦ When performing an attack, the flanking unit adds one extra die to its roll. This die can be either a blue or a red die.
 - ♦ When the flanked unit performs an attack against the flanking unit, the flanked unit does not receive any rerolls for having additional ranks.
- 41.2 If two units are engaged, but neither unit's front edge is a contacted edge in that engagement, neither unit is flanking the other.

Related Topics: Attack, Engagement, Modifying Dice, Ranks

42 Hit ✨

Hit (✨) is a die icon that allows attackers to damage figures during an attack.

- 42.1 For each hit (✨) icon an attacker spends during an attack, the defender suffers an amount of damage equal to the attacker's threat.

Related Topics: Attack, Damage

43 ID Tokens

Players use ID tokens to distinguish their units.

- 43.1 If a player has multiple copies of the same type of unit, he must assign ID tokens to each of them. If both players' armies belong to the same faction, each player must assign ID tokens to each of his units.
- 43.2 Players assign ID tokens to their units during the "Gather Components" step of setup.
- 43.3 An ID token is assigned to a unit by placing the token on one of the unit's trays and placing a matching token on that unit's card.
- 43.4 All of an army's ID tokens must display the same color and cannot display the color being used by the opposing army.

Related Topics: Faction, Setup

44 Initiative

Initiative determines the order in which units activate during the Activation Phase.

- 44.1 Each unit has an initiative value for the round that is determined by the action selected on its action dial.
- 44.2 An action's initiative value is the white number to the upper-left of that action's icon.
- 44.3 During the Activation Phase, players activate each of their units, starting with the unit that has the lowest initiative and continuing in order of ascending initiative.
- 44.4 If multiple units have the same initiative, the players take turns activating them one at a time, starting with the first player.

Related Topics: Action Dial, Activation Phase, First Player

45 Keywords

Each unit has one or more keywords. Each keyword produces the following effect for each unit with that keyword:

- 45.1 **Brutal X:** While attacking, a unit with this keyword has its threat increased by X.
- 45.2 **Impact X:** When a unit with this keyword collides with an enemy unit during a charge, that unit receives X panic tokens.
- 45.3 **Precise X:** When rerolling dice during an attack, a unit with this keyword is treated as having X additional full ranks of trays.
- 45.4 **Regenerate X:** At the end of the Activation Phase, if a unit with this keyword has any empty slots in its trays, slot X new figures corresponding with that unit's card in the empty slots.
 - ♦ The number of figures slotted cannot exceed the number of empty slots.
 - ♦ Figures are slotted one at a time into the front-most tray with empty slots. Each figure must be slotted in a tray that contains one or more other figures if possible.
- 45.5 **Resilient [X]:** If a unit with this keyword would receive the bane specified by X, the unit does not receive that bane.
- 45.6 **Steadfast [X]:** While a unit with this keyword is suffering a morale test, the cards of the type specified by X are treated as having one additional morale icon.
- 45.7 If an upgrade or other game effect causes a unit to have one or more instances of a keyword that has an "X" value, treat the unit as having a single instance of that keyword with an "X" value equal to the sum of the "X" value of all of that unit's other instances of that keyword.
- 45.8 If an upgrade or other game effect gives a unit a keyword that does not have an "X" value and that unit already has that keyword, ignore the new instance of that keyword.

Related Topics: Banes, Collision, Morale Test, Threat, Ranks



46 Line of Sight

To perform a ranged attack (☘) or resolve other ranged effects that require line of sight, a unit must have line of sight to its target.

46.1 To determine if a unit has line of sight to a target unit, a player uses the range ruler to trace a line from any point along his unit's front edge to any point on the target unit. If the line is traced through a piece of terrain or another unit, either friendly or enemy, the unit that is either performing the attack or resolving the effect does not have line of sight to the target unit.

- ♦ Both points that the line is traced between must be inside the firing arc of the unit that is either performing the attack or resolving the effect.
- ♦ When tracing line of sight, players use a single edge of the range ruler; the width of the ruler is irrelevant.
- ♦ Line of sight is always traced from a tray of one unit to a tray of another unit; figures are not used to determine line of sight.
- ♦ The connectors on each tray are viable points for determining line of sight.

Related Topics: Firing Arc, Obstacles, Range, Terrain

47 March

March is an action. When a unit performs a march (👣) action, it moves forward using the straight template corresponding to the action's speed.

47.1 If a player performs a march (👣) action with a movement modifier that shows a turn (↻) or wheel (↻), the player uses a turn (↻) or wheel (↻) movement template instead of a straight template.

47.2 A unit that is engaged with an enemy unit cannot perform a march (👣) action. If it reveals a march action, the action is canceled.

Related Topics: Actions, Engagement, Movement, Speed

48 Melee Attack

Melee attack is an action. To perform a melee attack (🗡) action, a unit attacks an enemy unit it is engaged with.

48.1 When performing a melee attack (🗡) action, a unit can use any of its attack profiles that are preceded by the melee attack icon.

Related Topics: Actions, Attack Profile, Engagement

49 Modifiers

Units resolve modifiers when performing actions during the Activation Phase. A unit's modifiers are shown on its modifier dial.

49.1 Each icon on the modifier dial has a stance that determines the actions with which that modifier can be resolved.

49.2 During the Command Phase, each player selects a modifier on each of his unit's command tools. The modifier positioned at the top of the modifier dial is the selected modifier.

49.3 Units resolve modifiers during the Activation Phase. Each icon represents a different action, as follows:

- ♦ Turn ↻
- ♦ Charge ⚡
- ♦ Turning Charge ⚡
- ♦ Wheel ↻
- ♦ Defend 🛡
- ♦ Enhance ✨ ⚡...
- ♦ Bonus Action 🎯 🎯...

Related Topics: Actions, Command Phase, Modifier Dial

50 Modifier Dial

See "Command Tool"

51 Modifying Dice

During an attack, abilities can allow players to add and remove dice to an attack as well as modify dice results.

51.1 Players resolve abilities that add or remove dice before the "Roll Dice" step of an attack.

51.2 Abilities that add dice are resolved before abilities that remove dice as follows:

- ♦ **Add Dice:** When a die is added, the attacker rolls an unused die of the indicated color and adds the result to any other results his roll produced.
- ♦ **Remove Dice:** When a die is removed, the attacker rolls one fewer die for that attack. If an effect does not specify the color of the die to remove, the attacker chooses which die to remove.

51.3 Players resolve abilities that change the results of a die during the "Modify Dice" step of an attack.

51.4 Abilities that add icons are resolved before abilities that change dice, and abilities that change dice are resolved before abilities that remove icons as follows:

- ♦ **Add Icon:** When an icon is added, treat the dice results as containing the indicated icon. Players can set spare dice to a face with the indicated icon to track what icons have been added to the dice results.
- ♦ **Change Dice:** When a die is changed, the die is rotated to display the face containing the indicated icon.
- ♦ **Remove Icon:** When an icon is removed, it is ignored and cannot be spent. To track which icons have been removed, players can set aside the die that contains that icon or rotate that die—if an icon is removed from a face with multiple icons—to a face without the removed icon showing.

Related Topics: Attack

52 Morale ☉

Morale (☉) is a die icon that allows attackers to force units to suffer a morale test.

- 52.1 For each morale (☉) icon and panic token an attacker spends during an attack, the defender increases the severity of his morale test by one.

Related Topics: Banes, Morale Test

53 Morale Test

Attacks and other game effects can cause a unit to suffer a morale test.

- 53.1 When a unit suffers a morale test, that unit's opponent draws a number of cards from the morale deck equal to the severity specified by the game effect that caused the test. Then, he chooses one of the drawn cards and resolves its effects.
- 53.2 During an attack, the severity of a morale test is equal to the number of morale (☉) icons and panic tokens spent.
- ♦ Panic tokens are spent before cards are drawn.
- 53.3 Only morale cards showing a number of morale icons equal to or lower than the severity of the morale test can be resolved.
- 53.4 There are three types of morale card: Doubt, Fear, and Confusion.
- ♦ A morale card's type does not have any inherent effects; however, game effects may refer to a morale card's type.
- 53.5 In the text of morale cards, "the unit" refers to the unit suffering the test, while "you" refers to that unit's opponent.
- 53.6 After resolving a morale test, all drawn cards are discarded.
- 53.7 When there are no cards remaining in the morale deck, shuffle the discard pile and then place it facedown as the morale deck.



Related Topics: Discard, Morale ☉

54 Mortal Strike ☠

Mortal strike (☠) is a die icon that causes the defender to suffer wounds directly.

- 54.1 For each mortal strike (☠) icon spent, the defender suffers one wound, ignoring its defense.
- 54.2 The attacker chooses which figure suffers the wound. The chosen figure must be one that could be assigned damage following normal rules.

Related Topics: Defense, Wounds

55 Movement

A unit can move when it reveals either the march (➡) or shift (↻) actions during the Activation Phase.

To move a unit, a player places the appropriate movement template so that the start guide on the template is aligned with the tray edge that matches the direction the unit is moving. Then, the player holds the movement template firmly against the play

surface and slides the unit along the template until the same tray edge that was aligned with the template's start guide is aligned with the template's end guide.

- 55.1 Before moving a unit, a player must determine which movement template to use. The movement template used is dictated by the game effect that is causing the movement.
- 55.2 When aligning a tray with either the start guide or end guide on the movement template, the edge of the tray and the movement template must be in contact with each other.
- 55.3 If a unit would overlap an obstacle while moving, that unit's movement is halted. Then, the unit slides backward along the movement template until it is touching the obstacle, but not overlapping it. The unit collides with that obstacle.
- ♦ While sliding the unit backward, its orientation must be adjusted so its front edge remains perpendicular to the template. If it is difficult to determine the unit's exact final orientation, place the range ruler on the play area with the two points at the range "1" end of the ruler touching the edge of the movement template, then align the front edge of the unit with the long edge of the range ruler that is closest to the start of the movement template.
 - ♦ If the unit would overlap no more than a single tray of an allied unit during a move and does not overlap any part of that allied unit at the end of the move, that allied unit is not treated as an obstacle and does not cause a collision. To complete this movement, the unit may need to be picked up and moved over the allied unit.
 - ♦ If the only part of a unit that would overlap an obstacle is a connector on one of the unit's side edges, the unit can be slightly nudged directly away from the obstacle such that the connector no longer overlaps the obstacle. Then, the movement proceeds as normal. (When moving sideways, this rule applies to the connectors on the front and back edges of the unit instead of the side edges.)

55.4 Units can move forward, backward, or sideways. If a unit is moving forward, the movement template's start guide must be aligned with the unit's front edge. If the unit is moving backward or sideways, the movement template's start guide must be aligned with the unit's back edge or one of its side edges, respectively.

- ♦ The direction a unit moves is dictated by the game effect that is causing the movement. For example, when performing a march (➡) action, the unit must move forward.
- ♦ When moving sideways or backward, the unit treats the edge that was aligned with the start guide as its front edge when resolving collisions and squaring up.

Related Topics: March (➡), Movement Modifiers, Shift (↻)

56 Movement Modifiers

Movement modifiers allow a player to alter the movement template he uses when his unit is performing either a march (➡) or shift (↻) action.

- 56.1** If a movement modifier shows a turn (↻) or wheel (⤵), the player uses a turn (↻) or wheel (⤵) movement template, as appropriate, when performing his unit's movement.
- ♦ The movement template the player uses to perform a march (⤵) or shift (↻) action must also match the speed of his selected action and modifier.
- 56.2** A movement modifier's speed is always added to or subtracted from the selected action's speed.
- ♦ A speed with a plus is added to the selected action's speed, and a speed with a minus is subtracted from the selected action's speed.
 - ♦ If a movement's speed is zero or lower, the active unit cannot move during its activation.
 - ♦ If a movement's speed is higher than the speed on the available templates of that type, the player uses the template of that type with the highest available speed value.
- 56.3** If a movement modifier's icon has a burst at the end of it, that movement is also a charge.

Related Topics: March (⤵), Movement, Shift (↻), Speed

57 Objective Cards

Objective cards provide a way for players to score additional points during the game.



- 57.1** Players choose one objective card during the "Choose Deployment and Objective" step of setup.
- 57.2** Each objective card has a name, a point value, and one or more sets of instructions, as follows:
- ♦ **Setup:** Players resolve "Setup" instructions during the "Resolve Objectives" step of setup.
 - ♦ **During Play:** Players resolve "During Play" instructions by following the instructions on the cards.
 - ♦ **End of Game:** Players resolve "End of Game" instructions after the final game round, before determining scores.
- 57.3** When an objective card instructs a player to "score an objective token," he takes the indicated objective token and places it in front of him.
- ♦ If the instructions do not indicate a specific objective token, one is taken from the supply.
- 57.4** At the end of the game, for each objective token a player has, he gains a number of points equal to the point value shown on the upper-right corner of the objective card.

Related Topics: Scoring, Setup, Winning and Losing

58 Objective Tokens

See "Objective Cards"



59 Obstacles

An obstacle is any game object on the play area that units can collide with while moving.

59.1 Obstacles include:

- ♦ Other units, both enemy and allied
- ♦ All terrain
- ♦ The edges and all area outside of the play area

59.2 Obstacles block line of sight when a unit is performing a ranged attack (⤵) action.

59.3 If the unit would overlap no more than a single tray of an allied unit during a move and does not overlap any part of that allied unit at the end of the move, that allied unit is not treated as an obstacle and does not cause a collision.

Related Topics: Collision, Line of Sight, Play Area, Terrain, Unit

60 Overlapping

When a game component would occupy the same physical space as another game component, those components are overlapping.

- 60.1** When a unit would overlap an obstacle as part of a march (⤵) or shift (↻) action, it resolves a collision.
- 60.2** When a unit is performing a reform (⊞) action, it cannot complete the action in a position where it would overlap or touch an obstacle.
- 60.3** The templates and rulers used during the game will often overlap with other components of the game (units, terrain, etc.). When this happens, the players should hold the template or ruler directly over the position it would be on the play area, looking straight down at the ruler or template to approximate the measurement.

Related Topics: Collision, March (⤵), Reform (⊞), Shift (↻)

61 Play Area

The play area is the defined area of a flat surface on which units, terrain, and other game components are placed.

The recommended play area is 3' by 3' for a game using only the core set and 3' by 6' for a 200-point game.

61.1 The edges of the play area and all area outside the play area are treated as obstacles.

Related Topics: Obstacles, Setup



62 Premeasuring


62.1 Players can measure using the range ruler at any time.

62.2 Players can only use movement templates while performing a move action. Movement templates cannot be used in any way to measure or predict the outcome of a movement at any other time during the game.

Related Topics: Line of Sight, Movement, Range

63 Rally


Rally () is an action. When a unit performs a rally () action, it removes all of its banes and readies any of its exhausted cards.

- 63.1 If the unit performing a rally () action has no banes or exhausted cards, it receives one inspiration token.

Related Topics: Actions, Banes, Boons, Exhausted, Readied


64 Range

Range is the distance between two components on the play area as measured by the range ruler.


- 64.1 The range ruler contains lines that segment the ruler into five bands; each band contains a range represented by a number.
- 64.2 The lines on the range ruler that divide two adjacent bands are treated as part of the band closest to the base of the ruler (the range “1” end). For example, the line that divides band “3” and band “4” is treated as part of band “3.”
- 64.3 Before measuring the range between two components, a player must choose a point on one component to measure from and a point on a second component to measure to, as follows:
 - ♦ When measuring range for a game effect that requires line of sight—typically when performing a ranged attack () action—a player must use the same points used for determining line of sight.
 - ♦ When measuring range for a game effect that does not require line of sight, a player chooses the two points (one on each component) that are closest to each other—this will ensure that the measurement determines the shortest range between the two components.
- 64.4 To measure the range between two components, a player holds the range “1” end of the range ruler over a point on one component and aims the ruler toward a point on a second component. The range band on the range ruler that intersects with the second point is the range between the two components.
 - ♦ When measuring, players use a single edge of the range ruler; the width of the ruler is irrelevant.
- 64.5 If a player needs to measure range to or from a play area edge or deployment edge, his measurement point can be anywhere along that edge.

- 64.6 The following language may be used when discussing range:

- ♦ **At:** If any portion of a unit’s tray is inside a specified band, that unit is at that band.
- ♦ **Beyond:** If no portion of a unit’s tray is inside either a specified band or band closer to the range “1” end of the range ruler than the specified band, that component is beyond the specified band.
- ♦ **Range #-#:** This range includes all of the range bands from the minimum to the maximum ranges specified.
- ♦ **Within:** If the entirety of all of a unit’s trays are inside a specified band, that unit is within that band.

Related Topics: Line of Sight, Premeasuring, Ranged Attack 

65 Ranged Attack

Ranged attack is an action. To perform a ranged attack () action, a unit attacks an enemy unit that is inside the attacker’s firing arc, at range 1–5, and in the attacker’s line of sight.

- 65.1 When performing a ranged attack action, a unit can use any of its attack profiles that are preceded by the ranged attack icon.
- 65.2 A unit cannot perform a ranged attack if it is engaged.
- 65.3 After an attacker performs a ranged attack against an enemy that is engaged with one or more of the attacker’s allied units, each of those allied units suffers a severity-one morale test.

Related Topics: Attack, Engagement, Line of Sight, Range

66 Ranks

Each horizontal row of trays running the width of a unit is one rank of that unit.



- 66.1 A unit’s front row of trays is that unit’s front rank, and a unit’s back row of trays is that unit’s back rank.
 - ♦ When a unit is made up of a single rank, that rank is both the front and back rank.
- 66.2 A full rank is any rank that contains as many trays as the front rank for the unit.
- 66.3 A rank is partial if it contains at least one tray, but fewer trays than the front rank of the unit.
- 66.4 A unit’s front rank is not full or partial.
- 66.5 When determining the number of ranks of a unit, and if those ranks are full or partial, only trays are relevant; the number of figures remaining in a tray is irrelevant.


Related Topics: Attack, Unit

67 Readied

See “Exhausted”

68 Reform

Reform () is an action. When a unit performs a reform () action, that unit can be picked up, rotated, and placed on the play area facing any direction as long as the unit’s center point remains in the same position and the unit does not overlap or touch any obstacles it was not already touching.

- 68.1 When a unit performs a reform, it must rotate around its center point such that its center point does not move.
 - ♦ A unit’s center point is determined by drawing a rectangle around the outer-most edges of the unit’s trays and finding the center point of that rectangle.
- 68.2 If an active unit performs a reform () action while engaged with one or more units, the active unit can rotate around either its center point or the center point of any of its individual trays.
 - ♦ After performing the reform action while engaged, the active unit must be touching the same enemy units along the same contacted edge of the enemy unit that it was touching before performing the reform action.

- ♦ The active unit cannot be touching any new enemy units or other new obstacles.

Related Topics: Actions, Collision, Engagement, Obstacles

69 Round

A game round consists of three phases resolved in the following order: Command Phase, Activation Phase, and End Phase.



- 69.1 Players use a round counter to track the current round; the current round number is equal to the number shown in the window of the round counter.
- 69.2 The first player increases the round counter by one during each End Phase before the next round begins.
- 69.3 The game is over at the end of the eighth round.

Related Topics: Activation Phase, Command Phase, End Phase

70 Scoring

If neither player is eliminated after eight rounds, each player calculates his score to determine a winner.

- 70.1 The player with the highest score is the winner.
 - ♦ If both players have the same score, the game ends in a tie.
- 70.2 A player's score is equal to the total point value of all units and upgrades remaining in his army plus any points gained through objective tokens.
- 70.3 To calculate the point value of his remaining army, each player adds up the point value of all units and upgrades in his army that were not destroyed or discarded throughout the game.
- 70.4 To determine the point value of a partially-destroyed unit—a unit missing only some of its trays—a player counts the number of the unit's remaining trays. Then, he consults the "Cost" column that corresponds to that number of trays on the costing table on the back of that unit's card; that "Cost" number is the point value of the partially destroyed unit.
 - ♦ If there is not a "Trays" entry on the table that matches the number of remaining trays for that unit, a player rounds down to the closest "Cost" value on the costing table; that number is the point value of the partially-destroyed unit.
 - ♦ If a player has to round down to zero, his unit is worth zero points, though its upgrades still count toward his score.
- 70.5 For each objective token a player has, he gains a number of points equal to the value shown on the upper-right corner of the objective card. These points are added to his final score.

Related Topics: Objective Tokens, Unit, Winning and Losing

71 Second Player

The second player is the player who does not have the round counter.

Related Topics: End Phase, First Player, Round

72 Setup

See "Setup" on page 4.

73 Shift

Shift (↻) is an action. When a unit performs a shift (↻) action, it moves forward, backward, or sideways using the straight template corresponding to the action's speed.

- 73.1 If a player performs a shift (↻) action with a movement modifier that shows a turn (↻) or wheel (↻), the player uses a turn (↻) or wheel (↻) movement template instead of a straight template.

- 73.2 A unit can perform a shift (↻) action while engaged with one or more units. A shift while engaged can be used to either reposition or disengage.

- 73.3 **Reposition:** To reposition, the unit performing the shift action must be touching the same unit along the same contacted edge that it was touching before performing the shift action, and the active unit cannot be touching any new enemy units or other obstacles.
 - ♦ A unit may reposition while engaged with multiple units as long as it is touching the same units along the same contacted edges.

- 73.4 **Disengage:** To disengage, the unit must perform the shift in the direction directly opposite of its contacted edge for that engagement. Then, the active unit receives one panic token.

- ♦ A unit may disengage from multiple units if they are touching the same contacted edge. When this happens, the active unit receives one panic token for each unit it disengaged from.

- 73.5 It is possible for a unit to perform a shift action that functions as a reposition with some units while also disengaging from others. When this happens, the rules for reposition apply to the units with which the active unit will remain engaged while the rules for disengaging apply to the units from which the active unit is disengaging.

Related Topics: Actions, Engagement, Movement Modifiers

74 Skill

Skill (⚔) is an action. When a unit performs a skill (⚔) action, it chooses and resolves one of its abilities that has a skill (⚔) icon.

Related Topics: Abilities, Actions

75 Speed

Speed is a value shown on all march (➔) and shift (↻) actions that determines which movement template a unit uses to perform the movement.

- 75.1 Speed can be increased or decreased by modifiers and other game effects.

- 75.2 If an action's speed is ever reduced to zero or below, the movement is canceled and the unit remains stationary.

- 75.3 If an action's speed is ever increased above the highest value on an available movement template, the unit uses the highest available template of the correct type instead.

Related Topics: March (➔), Movement, Shift (↻)

76 Spend

A player can spend die icons during an attack to trigger various effects or can spend boon and bane tokens to trigger their effects.

- 76.1 After a die icon has been spent, it cannot be spent again during the same attack.
- 76.2 To track which icons have been spent, players can remove the die that contains that icon or rotate that die to a face with the spent icon removed.

Related Topics: Attack, Banes, Boons

77 Squaring Up

After a unit collides with an enemy unit, it attempts to square up with that enemy unit.

- 77.1 To square up his unit, the player pivots his unit around the point of contact with the enemy unit until the squaring-up unit's front edge is parallel with the enemy unit's contacted edge for that engagement. Then, the player slides the squaring-up unit in either direction of his choice along the contacted edge, stopping at the first opportunity for the trays of the moving unit to be aligned with the trays of the enemy unit.
 - ♦ The trays of two units are aligned when the edges of trays—or seams between trays—of the first unit that are perpendicular to its contacted edge line up and are parallel with the edges of trays—or seams between trays—of the second unit that are perpendicular to its contacted edge (i.e. the edges and seams of the units' trays form a grid).
- 77.2 If the front edge of a moving unit collides with a corner of an enemy unit, a player aligns the right angle on the base of the range ruler with the contacted corner of the enemy unit so that the range ruler is aimed over the moving unit. Then, he determines the number of the moving unit's trays on each side of the range ruler, not counting any trays the range ruler passes over. If one side has more trays on it than the other, the moving unit must pivot in that direction. If both sides have the same number of trays, the player who controls the moving unit chooses which direction to pivot the unit.
- 77.3 If a unit is moving backward or sideways, the edge of that unit that was aligned with the start and end guides of the movement template are treated as that unit's front edge for the purposes of squaring up.
- 77.4 If a unit collides with multiple enemy units simultaneously, it chooses which enemy unit to square up with.
- 77.5 If a moving unit would collide with another obstacle while squaring up, players resolve one of the following based on the orientation of the units in that collision:
 - ♦ **Edge Collision:** If the moving unit collided with an enemy unit's edge, slide the moving unit so that the contact point moves in either direction along the enemy unit's contacted edge until the obstacle is out of the way. Then, the moving unit continues squaring up as normal.
 - ♦ **Corner Collision:** If the moving unit collided with an enemy unit's corner, slide the moving unit in either direction such that its edge stays in contact with the enemy

unit's corner until the obstacle is out of the way. If this does not get the obstacle out of the way, the moving unit can attempt to pivot around the corner in the other direction. Then, the moving unit continues squaring up as normal.

- ♦ Repeat these resolutions for any additional obstacles. Then, if it is still impossible for the moving unit to square up without colliding with an obstacle, the unit cannot square up and it is returned to the position it was in when it collided; the two units are still touching and are thus still engaged.
- ♦ If, after revealing its command tool, an active unit is engaged with a single enemy unit but not aligned with that enemy, the active unit attempts to square up with that enemy unit.

Related Topics: Collision, Enemy, Engagement, Movement

78 Stance

Each action and modifier has a stance, which is represented by the color of the action or modifier's icon.

- 78.1 When a player selects an action during the Command Phase, the action he selects determines his unit's stance for the round.
- 78.2 During the Activation Phase, a player can only resolve his selected modifier if it matches the stance of his selected action. If the stances do not match, the modifier is ignored.
- 78.3 White modifiers represent a neutral stance that matches all other stances. As such, a white modifier can be resolved regardless of the stance of the selected action.


Related Topics: Actions, Modifiers





79 Supply

The supply consists of all tokens, templates, cards, and tools that are not currently being used.

Related Topics: Play Area, Setup

80 Surge

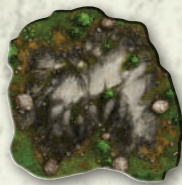
A surge () is an icon found on dice, modifier dials, and cards.

- 80.1 During an attack, a unit can spend surges to resolve abilities that are preceded by a surge icon.
 - ♦ A unit must spend one surge for each surge icon that precedes an ability to resolve it.
 - ♦ An ability can be resolved multiple times if the unit has the surges to spend.
- 80.2 Surge abilities with a "+" following the surge () icon, can have a variable number of surges spent on an individual activation. The ability specifies how the number of surges spent alters the effect.
 - ♦ These can be resolved multiple times. Each time the ability is resolved, the player chooses the number of surges to spend.
- 80.3 Abilities with a surge () icon are always associated with either a melee () icon or ranged () icon. These abilities can only be resolved when the unit is performing the type of attack matching the shown symbol.

Related Topics: Abilities, Attack

81 Terrain

Terrain is an obstacle. Players choose and place a number of terrain pieces on the play area during setup as determined by the deployment card.



- 81.1** If a piece of terrain has a capacity value, a unit can choose to enter and occupy a piece of that terrain when that unit collides with it.
 - ♦ A unit can only enter a piece of terrain in this way if that unit consists of a number of trays equal to or lower than that terrain's capacity value, and if the terrain is currently unoccupied.
- 81.2** To enter a piece of a terrain, the unit is removed from its current position on the play area and placed on that piece of terrain. That unit is now occupying that terrain.
 - ♦ If the unit cannot be placed on the terrain or would not fit entirely inside the physical piece of terrain, the unit is placed off of the play area and a single figure is removed from the unit and placed on the terrain to mark that the unit is occupying it.
 - ♦ After the unit resolves all effects of entering the terrain, its activation immediately ends. If it had a bonus action or other game effects to perform, these are canceled.
- 81.3** While occupying terrain, a unit can perform all of its actions and modifiers as normal with the exception of the march (👣) and shift (👉) actions. If the unit performs a march (👣) or shift (👉) action while occupying terrain, it immediately exits the terrain.
- 81.4** When a unit exits a piece of terrain, that unit is removed from that piece of terrain and placed on the play area so that part of one of the unit's edges is touching the edge of the terrain. Which edge of the unit must be touching the terrain edge depends on the action the unit performed to exit the terrain.
 - ♦ If the unit exits a piece of terrain by performing a march (👣) action, any part of the unit's back edge must be touching the edge of the terrain.
 - ♦ If the unit exits a piece of terrain by performing a shift (👉) action, any part of either the unit's front or side edge must be touching the edge of the terrain.
 - ♦ When a unit exits a piece of terrain, that unit cannot be overlapping or touching any other obstacle.
- 81.5** If a unit cannot be placed when exiting, it cannot exit the terrain, and the march (👣) or shift (👉) action fails.
- 81.6** When performing ranged attacks while occupying a piece of terrain, the point from which the unit measures range and determines line of sight can be anywhere on the edge of that piece of terrain. When determining line of sight, the unit's firing arc is ignored. As such, a unit can fire in any direction.
- 81.7** When a unit is targeted by a ranged attack or other effect while occupying a piece of terrain, the unit performing the attack measures range and determines line of sight to any point on the edge of that piece of terrain.

81.8 If any part of a unit's trays is touching a piece of terrain that an enemy occupies, the edge of that unit that is touching the terrain is treated as touching the front edge of the enemy unit.

- ♦ A unit occupying a piece of terrain can be engaged with any number of units in this way at the same time.
 - ♦ When a unit collides with a piece of terrain that an enemy occupies, those units resolve any effects of that collision as if the unit had collided with the enemy.
 - ♦ When a unit enters a piece of terrain that an enemy is touching, those units resolve any effects of a collision as if the unit had collided with the enemy.
 - ♦ When a unit exits a piece of terrain that an enemy is touching, it counts as disengaging from that enemy, receiving the panic token and suffering any other game effects that would trigger from disengaging.
- 81.9** Pieces of terrain each have special rules that represent how they affect the battle. These are presented as keywords on the terrain card for each piece of terrain. Keywords can grant benefits to units occupying the terrain, cause effects to units that collide with the terrain, or change how the piece of terrain interacts with the rules of the game. Each keyword has the following effects:
- ♦ **Cover X:** While a unit occupying this terrain is defending against a ranged attack, it increases its defense by X.
 - ♦ **Deadly X:** When a unit collides with this terrain, it suffers X damage.
 - ♦ **Elevated:** When a unit occupying this terrain measures line of sight, it ignores other units and terrain.
 - ♦ **Fortified X:** While a unit occupying this terrain is defending against a melee attack, it increases its defense by X.
 - ♦ **Exposed:** When a unit measures line of sight, it ignores this terrain if it is not measuring line of sight to this terrain.
 - ♦ **Taxing X:** When a unit collides with this terrain, it receives X panic tokens.
- 81.10** Each piece of terrain is either dangerous (👹) or defensive (👮). This is listed on its terrain card along with the information for the piece of terrain on the other side of that terrain's punchboard. These cards and types are used to determine what terrain to use during setup.

Related Topics: Collision, Deployment Cards, Obstacles, Setup

82 Threat

Threat represents a unit's combat potency. A unit's threat is used when performing an attack and is determined by the type of attack being performed:

- 82.1** When performing a melee attack, a unit's threat is equal to the number of trays that comprise the contacted edge.
 - ♦ If the attacker has multiple contacted edges with the defender, the attacker chooses which contacted edge to use.
 - ♦ If the attacker has a partial rank, threat is calculated according to its contacted edge, as follows:

- **Side Edge:** If the defender is **not** touching a tray in the attacker's partial rank, the attacker's threat is equal to the total number of its full ranks. Otherwise, the attacker's threat for that edge is equal to the total number of its ranks (including the partial rank).
- **Rear Edge:** If the defender is **only** touching trays from the partial rank, the attacker's threat for that edge is equal to the number of trays in the partial rank. Otherwise, the attacker's threat for that edge is equal to the number of trays in its front rank.

82.2 When performing a ranged attack, a unit's threat is equal to the number of trays that comprise its front edge.

82.5 When a unit is performing an attack, for each hit (★) icon an attacker spends, the defender suffers an amount of damage equal to the attacker's threat.

Related Topics: Attack, Damage

83 Timing

Each effect in the game has a timing during which it can resolve. This timing is usually specified by the game effect, though some effects use the more specific timing described in this section.

83.1 An effect that changes the number of dice in the attack pool is resolved during the "Roll Dice" step of an attack.

83.2 An effect that modifies dice or adds icons to the attack pool is resolved during the "Modify Dice" step of an attack.

83.3 Surge (⚡) effects are effects that can be resolved during the "Spend Surge" step of an attack.

83.4 One skill (⚙) ability can be resolved once when a unit performs a skill (⚙) action.

83.5 A "when" effect occurs at the moment that a specified event occurs and cannot occur again during that instance of the event.

83.6 A "while" effect is in effect for the entire duration of the specified event.

83.7 A "before" event occurs immediately before the specified event and cannot occur again for that instance of the event.

83.8 An "after" event occurs immediately after the specified event and cannot occur again for that instance of the event.

83.9 If two or more of a player's effects have the same timing, that player can resolve those effects in any order.

83.10 If both players have effects with the same timing, the first player resolves all of his effects with that timing first.

Related Topics: Abilities, Attack, First Player, Modifying Dice

84 Turn ↻

A turn is a movement modifier that alters the movement template a unit uses when performing either a march (👣) or shift (👣) action.

Related Topics: March 👣, Movement Modifiers, Shift 🔄

85 Turning Charge ⚡

A turning charge is a movement modifier that combines the effects of the turn (↻) and charge (⚡) modifiers.

Related Topics: Charge ⚡, Movement Modifiers, Turn ↻

86 Unique Names

A card's name is unique if there is an underline under its name.

86.1 An army cannot contain more than one card with the same unique name, even if those cards are of different types.

86.2 An army can only include one unique unit for every 100 points allowed in the army. Unique upgrades do not count toward this limit.

Related Topics: Upgrade Cards, Unit

87 Unit

A unit consists of one or more connected trays, the figures slotted into those trays, a command tool, and a unit card. All of a unit's components must match the unit's type.

87.1 Each unit has a unit type icon in the lower-left of its unit card. This icon indicates the unit's type and is used to determine what type of trays to use. There are three unit types: infantry (👤), cavalry (🐎), and siege (🏰).

87.2 The outermost borders of the connected trays in a unit are that unit's edges.

- ♦ All figures in a unit must face the same direction. The edge that the figures are facing is the front edge, the edge opposite this edge is the back edge, and the other two edges are the side edges.

87.5 The poses of some figures extend beyond the unit's plastic trays. For this reason, the plastic figures do not affect rules regarding range, line of sight, and movement.

Related Topics: Activation, Movement, Line of Sight, Range

88 Upgrade Cards

Upgrade cards are equipped to units when a player is building an army before the game begins. For each upgrade icon in a unit's costing table for its corresponding configuration, that unit can equip one upgrade card that has a matching icon.



88.1 Upgrade cards grant additional effects to the units that have them equipped.

88.2 Equipped upgrade cards are placed next to the unit card to which they are equipped.

88.3 If a unit's upgrade card is discarded, it is flipped facedown and is no longer counted toward its owner's score.

88.4 If an upgrade effect uses the term "you," it refers to the unit to which that upgrade is equipped.

88.5 Upgrade cards are readied when the unit performs a rally action or spends an inspiration token.

88.6 Upgrade cards that have a unit-type icon can only be equipped to a unit matching that type.

88.7 Upgrade cards that have a faction icon can only be equipped in armies of that faction.

Related Topics: Army Building, Exhausted, Unique Names

89 Upgrade Icons

Each upgrade icon uses the corresponding name listed below:

- ♦ Artifact 
- ♦ Champion 
- ♦ Equipment 
- ♦ Heavy 
- ♦ Heraldry 
- ♦ Music 
- ♦ Training 
- ♦ Unique 

Related Topics: Figure Upgrade, Upgrade Cards, Unit

90 Winning and Losing

The game ends after one player is eliminated or after eight rounds if neither player is eliminated. The players determine their scores and the player with the highest score wins.

- 90.1** A player wins the game if he eliminates another player.
- 90.2** After eight rounds, if neither player is eliminated, both players calculate their scores to determine a winner. The player with the highest score is the winner.
- 90.3** If both players have the same score after eight rounds, the game ends in a draw.
- 90.4** If the last remaining units in both armies are destroyed at the same time such that both players are eliminated, players calculate their scores to determine a winner.

Related Topics: Destroyed, Objective Cards, Scoring

Optional Rules

Before beginning a game, players may agree to use one or both of the following optional rules.

Team Play



The **RUNEWARS MINIATURES GAME** is designed for two players, but it can be enjoyed by more. To play with a larger group of players, divide the players into two teams as equally as possible.



Using the army-building rules on page 3 of this reference, each team builds a single army with the same point values, regardless of the number of players on that team. Each player takes exclusive control of one or more of his team's units and makes all decisions for those units including setting the command tool, performing actions, spending boons, etc. Abilities that affect allied units affect all units of that team, regardless of who the owner is.

Players win or lose together as a team. It is possible for all of one player's units to be destroyed, but for his team to win by destroying all the opposing team's units or having the highest score at the end of the game.


During the game, players can talk and strategize with each other, but must do so in public (i.e., their opponents must be able to hear and understand all discussion). All players on the same team can see the selections on their teammates' command tools.


91 Wheel


A wheel is a movement modifier that alters the movement template a unit uses when performing either a march  or shift  action.

Related Topics: March , Movement Modifiers, Shift 

92 Wounds

Individual figures in a unit suffer wounds after being assigned damage. 

- 92.1** When a figure is assigned an amount of damage equal to its unit's defense value, that figure suffers a wound.
- 92.2** Each unit has a wound threshold shown to the right of its defense on both its unit card and its command tool. This is the number of wounds a unit can suffer before that unit is removed from its tray.
- 92.3** When a figure has suffered a number of wounds equal to its wound threshold, that figure is removed from the unit.
- 92.4** After a figure suffers a wound, it persists on the figure. If a figure can suffer multiple wounds before it is removed from its tray, players track those wounds by placing a wound token next to that figure.
- 92.5** Some game effects, such as a mortal strike , can cause a unit to suffer a wound without suffering damage.
- 92.6** If the figure is removed from a tray and was the last figure in that tray, that tray is destroyed.

Related Topics: Damage, Destroyed, Mortal Strike 

Skirmish

If players want a faster, smaller alternative to a full battle of the **RUNEWARS MINIATURES GAME**, they can play a skirmish battle. A skirmish battle is more fast and mobile, characters are more important and every hit can make-or-break the outcome of the fight.

To play skirmish, players create armies with a total point value of 100 points following the army building rules on page 3 of this reference. Then, they follow the normal rules for setup and play with the following exceptions:

When choosing objective and deployment cards, reduce the points value of the chosen objective card by half (rounded up), and replace all deployment cards with the following image:



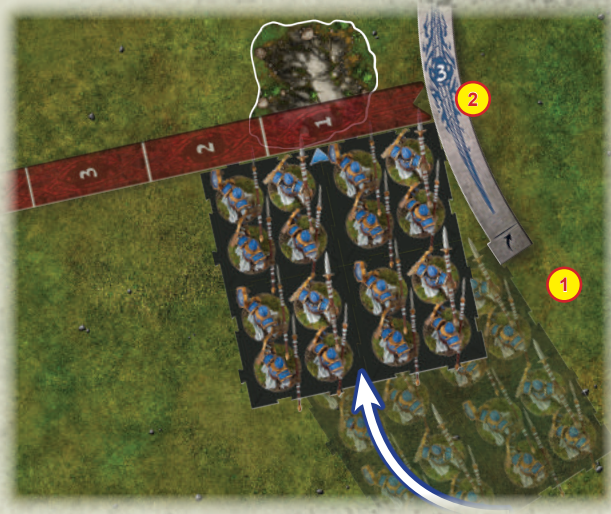
Diagrams

Aligning Trays



1. The Oathsworn Cavalry collide with Reanimate Archers and slide along the contacted edge while squaring up.
2. The Oathsworn Cavalry stop when the seam between their two trays is lined up with the side edge of the Reanimate Archers. The units are aligned.

Range Ruler Alignment



1. The Spearmen collide with a Rocky Outcrop while performing a march (♣).
2. To ensure that the Spearmen's front edge is perpendicular to the movement template, the players place the range ruler against the movement template, and align the front edge of the Spearmen with the range ruler.

Closing In



1. A tray is removed from the Reanimates, so the Oathsworn Cavalry are no longer engaged.
2. The Oathsworn Cavalry close in by performing a speed-1 shift (♣) to fill in the gap left by the removed tray.

Reforming While Engaged



1. The Oathsworn Cavalry are being flanked by Reanimate Archers and perform a reform (♣).
2. The Oathsworn Cavalry rotate around the center point of their right tray so that their front edge is now the contacted edge with the Reanimate Archers.

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