WARHAMMER
AGE OF SIGMAR

BLADEBORN

RULEBOOK

The call of Archaon Everchosen, Exalted Grand Marshal of the Apocalypse, echoes out across the Mortal Realms, and the greatest champions of the Dark Gods stand ready to answer. Warbands from far and wide make the deadly pilgrimage to the Eightpoints, seeking Archaon's great fortress, the Varanspire.

In their path lies the Bloodwind Spoil, a Chaos-twisted wasteland that stretches out before the Varanspire's fortified walls as far as the eye can see. The aspiring warriors must brave a gauntlet of rival gangs, ravenous beasts and a bleak and unforgiving wilderness if they are to reach the gates of the Varanspire and claim their rightful place at the Everchosen's side.

There is no law in the Bloodwind Spoil beyond that of the drawn blade, and not an ounce of mercy to be found. There is only a brutal struggle for existence, in which the mightiest flourish and ravening predators grow fat upon the fallen. The land too is corrupted by the baneful energy that is Chaos; bubbling seams of lava open beneath warriors' feet, twisted roots reach out to ensnare the unwary, and searing winds tear at unprotected skin. Amidst these deadly environments, bands of killers duel, fighting an endless, desperate battle to prove their superiority and power to mighty Archaon by defeating their rivals and claiming swathes of this contested territory.

The path to glory is long, and littered with the bones of those who tried and failed. Will you take up your blade, and prove yourself worthy of a place in the Everchosen's iron legions?

INTRODUCTION

Bladeborn is a game for two players, in which you are trying to best your rivals in battles for glory and dominance. You win each battle by eliminating your enemies or by gaining control over the battlefield. You can play a single battle in 30 minutes, or play a campaign of connected battles with a rival over the course of a few hours to chart your warband's path to glory!

GETTING STARTED

If you have not already done so, punch the tokens off the token sheet and assemble the miniatures in this set. Instructions for doing so are found on pages 18-19.

Now you'll need an opponent. If you are playing a skirmish (a one-off battle) or the first battle in a campaign (see page 12), decide which player will use which warband. Each player takes the miniatures (called fighters in these rules), the fighter cards and the ability card for their warband (cards with the 🍄 symbol for the Godsworn Hunt and cards with the ✷ symbol for Khagra's Ravagers). The fighters in your warband are called friendly fighters and other fighters are called enemy fighters.

To help you find your fighter cards, a guide showing all of the components in this game can be found over the page.

Once you have chosen your warbands, it's time to choose which battle you will use. Each battle is found on a battle card. If this is your first battle, use the Drawn and Quartered battle card. Otherwise, for a skirmish, shuffle the battle cards face-down and draw one, or just choose a battle both players want to use. The rules on the following pages tell you how to fight a battle.

Other Warbands

In addition to the Godsworn Hunt and Khagra's Ravagers, this game includes fighter cards and ability cards for four other warbands – Garrek's Reavers, the Eyes of the Nine, Grashrak's Despoilers and the Dread Pageant. More information about these fighters can be found on pages 16-17. The miniatures for these warbands are available separately, should you wish to add to your collection and try out different tactics on the battlefield.

CONTENTS

The Godsworn Hunt (6 easy-to-build Citadel Miniatures)

Khagra's Ravagers (4 easy-to-build Citadel Miniatures)

This rulebook

Double-sided game board,
divided into hexes with a grid

Warcry rules booklet

GODSWORN HUNT
ABILITIES
RESERVE: 2

KHAGRA'S RAVAGERS
ABILITIES
RESERVE: 1

[Double] Imbued with Dark Power: Until the end of this fighter's activation, add the value of this ability to the Strength of this fighter's Range 1 and Range 2 weapons.

[Double] Desecration: A fighter can only use this ability after the last action in this fighter's activation, if this fighter is within 1 hex of an objective that does not have one of your Desecration tokens on it. Place one of your Desecration tokens on that objective. While there is one of your Desecration tokens on an objective, add 1 to the number of fighters you have within 1 hex of that objective for the purpose of controlling it. At the end of the battle round, remove the Desecration token.

[Double] Whispers of Chaos: Pick one visible enemy fighter within 4 hexes of this fighter. Pick one: deal 2 damage to that fighter or push that fighter one hex.

[Double] Champion of Darkness: A fighter can only use this ability after an enemy fighter is taken down by this fighter's attack action. This fighter makes a bonus move action or a bonus attack action.

[Triple] Mask of Darkness: Pick one visible friendly fighter within 3 hexes of this fighter. Place that fighter in any of the outermost hexes on the battlefield which does not contain another fighter.

[Triple] Ravaging Advance: This fighter makes a bonus move action.

6 ability cards

31 fighter cards

SWIFTWIND DUST
LESSER ARTEFACT

HEALING POTION
LESSER ARTEFACT

This glass bottle is filled with a sparkling crimson liquid that heals and refreshes.

When you activate a friendly fighter, you can use this card. If you do, roll one action dice. Remove damage tokens from that fighter equal to the result of the roll. Return this card to the deck at the end of a battle in which it is used.

10 lesser artefact cards

JUGGERNAUT BRACERS
ARTEFACT

ENEMIES UNSEEN
SECOND CONVERGENCE

WORTHY PREY
FIRST CONVERGENCE

The Godsworn Hunt's enemies are strong indeed.

Add 2 to the Wounds characteristics of fighters in the adversary's warband.

18 convergence cards

DAWN
THE GOREMOON RISES
TWIST

On the horizon a Goremoon rises into the hot evening sky. Baleful energies spill across the Bloodwind Spoil, and all feel its influence as it casts its angry red glare.

Add 1 to the value of abilities (to a maximum of 6) used by all fighters.

14 twist cards

VANQUISH
Disarmed, the foe has no recourse but surrender.

DRAWN AND QUARTERED
To know victory, we must seize this entire region.

BATTLE RULES
At the end of each battle round, each player scores 1 victory point for each objective they control.

RESERVES
At the start of a player's first turn in each battle round (except in the first battle round), if they have one or more reserve fighters, they place one of those fighters on or adjacent to a reserve hex that shares a symbol with their starting hexes.

VICTORY
The battle ends after 3 battle rounds. When the battle ends, the player with the most victory points wins the battle. If the players have the same number of victory points, the result is a draw.
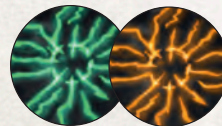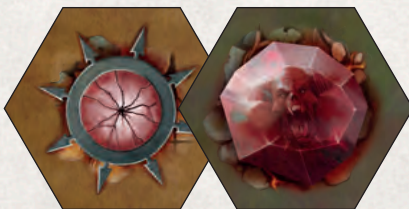
12 battle cards

8 double-sided turn tokens (player A / player B)

3 Desecration tokens

8 activation tokens

5 double-sided objectives

5 double-sided objective control tokens (player A / player B)

36 double-sided damage tokens

6 action dice

6 Godsworn Hunt ability dice

6 Khagra's Ravagers ability dice

FIGHTING A BATTLE

The following rules tell you, step-by-step, how to fight a battle.

Some battles have rules that contradict some of the rules that follow. When this is the case, follow the rules for the battle. Similarly, some rules on fighter cards, ability cards, twist cards, artefact cards or reward cards contradict some of the rules that follow. When this is the case, follow the rules on that card.

SET-UP

First set up the battlefield as shown in the rules for the battle you are using:

- Place the game board down with the side pictured on the battle card face-up. The board should be placed so the long edges are facing the players.
- Place any objectives in specific hexes as shown on the battle card's map.

- Roll-off (see opposite).
  - The winner picks a number of reserve fighters from their warband, as shown on their warband's ability card, and sets these to one side.
  - The other player then does the same.
  - The winner then places one of their remaining fighters in one of the starting hexes shown on the battle card's map. All starting hexes with the same colour and symbol as that hex, and all hexes adjacent to those hexes, are that player's territory. All the other starting hexes, and all hexes adjacent to those hexes, are the other player's territory.
  - The other player then places one of their remaining fighters in one of the hexes in their territory.
  - The players take it in turns placing a fighter in their own territory until all of the fighters in both warbands have been placed, other than those picked as reserve fighters. A fighter cannot be placed in a hex that contains another fighter or in a blocked hex (a hex marked with a thick white outline on the board).

- Each player takes the four turn tokens that match the colour of their starting hexes, and places them with the red timer side face down. Place all the remaining tokens within easy reach of both players.
- Shuffle all of the twist cards face-down and draw the top card. Use the rule on that card in this battle.
- Each player places their warband's fighter cards and ability card face-up in front of them.

Roll-off

When a rule tells you to roll-off, each player rolls one action dice (not an ability dice). Whoever rolls the highest score wins. If the scores are drawn, re-roll the dice (see below) and keep doing so until one player wins.

DRAWN AND QUARTERED
To know victory, we must seize this entire region.

BATTLE RULES
At the end of each battle round, each player scores 1 victory point for each objective they control.

RESERVES
At the start of a player's first turn in each battle round (except in the first battle round), if they have one or more reserve fighters, they place one of those fighters on or adjacent to a reserve hex that shares a symbol with their starting hexes.

Player B's territory (Player B's starting hexes and all the hexes adjacent to those hexes)

VICTORY
The battle ends after 3 battle rounds. When the battle ends, the player with the players have the same number of victory points, the result is a draw.

Battle Card Key

- Objectives
- Blocked hexes
- Player A's starting hexes
- Player A's reserve hexes
- Player B's starting hexes
- Player B's reserve hexes

Re-rolls

When a rule allows you to re-roll, it means that you can pick up the dice you just rolled and roll them again. If the roll you are making uses more than one dice, re-roll all of those dice unless the rule says otherwise. You cannot re-roll a dice more than once, except in a roll-off.

BATTLE ROUND

Play a series of battle rounds until the battle ends as explained in the battle's Victory rules. Play these battle rounds one after the other, in the sequence described here. Each battle round has four phases:

1. Hero Phase
2. Reserve Phase
3. Combat Phase
4. End Phase

The rules for the battle will tell you which player has won at the end of the battle (usually after the final battle round).

HERO PHASE

Each player rolls a set of six dice, called ability dice. Each player then divides their results into **singles** (a dice that does not have a matching score on any other dice in the roll), **doubles** (two dice that have the same score) and **triples** (three dice that have the same score).

Players use their **doubles** and **triples** during a combat phase to use abilities.

4 or more of a kind

If a player rolls four or more dice that have the same score, that player divides those dice into **doubles** and **triples** (but not singles). For example, if a player rolled six dice with the same score, that player can divide those dice into three **doubles** or two **triples**. They could not divide the dice into a **double** and a **triple**, because that would leave a single.

DETERMINE INITIATIVE

- If one player has more singles than the other player, that player has the initiative, which affects the order in which players will act in this battle round.
- Otherwise, if this is the first battle round, the players roll-off (use the action dice) and the winner has the initiative.
- Otherwise, whichever player did not have the initiative in the previous battle round has the initiative.

RESERVE PHASE

Skip this phase in the first battle round. In later battle rounds, if players have one or more reserve fighters, they are placed on the battlefield as described in the rules on the battle card.

COMBAT PHASE

The players take it in turns to activate their fighters. Each player has four turns in each battle round which are counted using the turn counters – simply turn a counter over after each of your turns. The player with the initiative picks which player takes the first turn.

When it is a player's turn, they activate one friendly fighter. They cannot activate a fighter that has already been activated unless each friendly fighter on the battlefield has already been activated in this battle round.

When a player activates a fighter, that fighter makes 2 actions, one after the other. The fighter can make the same action twice. If that fighter was already activated in this battle round, that fighter instead makes 1 action.

> **Tip**: If all of your fighters have already been activated in the current battle round, you can activate the same fighter in each of your remaining turns!

The actions a fighter can make are:

- Move
- Attack
- Disengage
- Wait

A fighter may also use one ability when they are activated, which uses the player's ability dice.

Actions and abilities are described in the following pages.

After a fighter's activation, give them an activation token (either place it next to them in their hex or on their fighter card).

Some fighters have an additional rule on their fighter card. When using these fighters, be sure to follow these additional rules.

ABILITIES

When a player activates a fighter, that fighter can use one ability. That fighter can use an ability before their first action, or after their first action, or after their second action. The abilities a fighter can use are listed on that fighter's warband's ability card.

1. Runemarks
2. Cost
3. Rules

For a fighter to use an ability, that fighter's fighter card must have all of the runemarks shown for that ability.

1. Faction runemark
2. Other runemarks

To use the ability, that fighter's player must discard ability dice as shown in the ability's cost: a **double** or a **triple**. A player can discard a **triple** to match the cost of a **double** ability, but if they do so they must discard all of the dice in that **triple**. Discarded ability dice cannot be used for the rest of the battle round.

Each **double** and **triple** has a **value**, which is the score shown on the dice. For example, a triple in which each dice shows a score of 4 has a **value** of 4. This is important for some abilities.

When a fighter uses an ability, follow the rules detailed for that ability on the fighter's card or the warband's ability card. An ability may allow a fighter to make one or more bonus actions, but an ability is not an action and bonus actions do not count towards that fighter's actions for that activation.

Push

Some abilities and artefacts allow you to push a fighter one hex. This means that you move that fighter into an adjacent hex, in any direction. A fighter cannot be pushed into a hex that contains another fighter or into a blocked hex.

MOVE ACTIONS

When your fighter makes a move action, you move that fighter into an adjacent hex (a hex next to the hex the fighter is in) up to a number of times equal to their Move characteristic, as shown on their fighter card.

1. Move characteristic

A fighter cannot move into a hex that contains another fighter or into a blocked hex.

A fighter that is adjacent to one or more enemy fighters (that is, in a hex next to them) cannot make a move action.

In this example, Theddra makes a move action. Theddra has a Move characteristic of four, so she can move up to four hexes. Theddra's player moves her into an adjacent hex four times. She cannot move into the blocked hex, so moves around it instead.
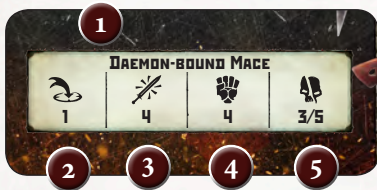
ATTACK ACTIONS

When your fighter makes an attack action, follow this sequence:

1. **Pick Weapon and Target:** Pick a weapon from the fighter's card and an enemy fighter that is:

   - Visible to that fighter (see opposite), and
   - Within range (in hexes) as shown by the Range characteristic of the weapon.

   If the fighter is adjacent to one or more enemy fighters, you must pick one of those enemy fighters as the target.

1. Weapon's name
2. Range
3. Attacks
4. Strength
5. Damage

2. **Roll to Hit:** Roll a number of action dice, as shown by the Attacks characteristic of the weapon, and count the number of hits and critical hits.

   - If the Strength of the weapon is higher than the target's Toughness, rolls of 3 or more are hits.
   - If the Strength of the weapon is equal to the target's Toughness, rolls of 4 or more are hits.
   - If the Strength of the weapon is lower than the target's Toughness, rolls of 5 or more are hits.
   - Rolls of 6 are critical hits instead.

1. Toughness
2. Wounds

3. **Allocate Damage:** For each hit, deal damage to the target as shown by the first Damage characteristic of the weapon (the one on the left). For each critical hit, deal damage to the target as shown by the second Damage characteristic (the one on the right) instead.

   When you deal damage to a fighter, give that fighter one damage token for each point of damage. If the number of damage tokens a fighter has is ever equal to or higher than their Wounds characteristic, that fighter is taken down and removed from the battle.

Damage Tokens

Damage tokens are double-sided; some have '1' on one side and '3' on the reverse, and others have '5' on one side and '10' on the reverse. The higher numbers represent a number of damage tokens, and make it easy to keep track of the damage fighters have suffered. However, when a rule refers to damage tokens, remember that a damage token that is showing a '3', '5' or '10' represents that many tokens, not a single token.

For example, if an ability instructed you to remove one damage token from a fighter, and that fighter had a damage token showing a '3', you would treat that fighter as if it had three damage tokens showing a '1'. After resolving the ability, the fighter would have two damage tokens, each showing a '1'.

Distance

This diagram shows you how to determine the distance between two objects (e.g. two fighters) on the battlefield.
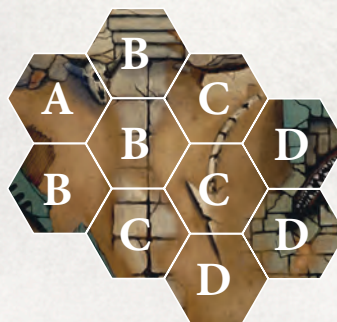
B — Adjacent to A. 1 hex from A.

C — 2 hexes from A.

D — 3 hexes from A.

Visible

Fighters are visible to each other if you can draw a straight, thin, imaginary line from the centre of one fighter's hex to the centre of the other fighter's hex without that line going through one or more blocked hexes. If the line just touches the edge of a blocked hex without going through it, the fighters are still visible to each other.

DISENGAGE ACTIONS

When your fighter makes a disengage action, you move that fighter into an adjacent hex. You cannot move the fighter into a hex that contains another fighter or into a blocked hex. After this action, the fighter must be adjacent to no enemy fighters.

WAIT ACTIONS

When your fighter makes a wait action, that fighter's activation ends. A wait action is normally only made when you must activate a fighter but there isn't anything that fighter can do at that point to help you achieve victory.

END PHASE

In the end phase, remove all activation tokens from the battlefield and flip your turn counters back over. Once the end phase is complete, the battle round is over and you are ready to begin the next battle round.

Objectives

Many battles include objectives, as shown on the battle map. A player gains control of an objective if, after either player's turn, they have more friendly fighters within 1 hex of it than there are enemy fighters within 1 hex of it. Place a control token in the same hex as that objective to show which player controls it. Once a player gains control of an objective, it remains under their control until another player gains control of it.

THEDDRA SKULL-SCRYER

The war shaman of a fearsome Darkoath tribe, Theddra can call upon her mystical gifts to sap her foes' strength, leaving them withered and emaciated. She is also a powerful seer, able to identify the branching paths of fate, and uses this wisdom to her tribe's advantage. Heeding her visions, the Godsworn Hunt strike when their victims least expect it, or when the surrounding terrain favours their attack, armoured by the surety that they will not fall that day. Theddra claims her foreknowledge is sent by the Chaos Gods themselves – sure evidence of her dark patrons' favour.

'Debts will be paid today. Oaths will be fulfilled. The gods will witness our victory!'

PLAYING A CAMPAIGN

Bladeborn is a game that you can play in individual skirmishes, where a player's victory or defeat is decided in a single quick, tense battle. However, you can also enjoy Bladeborn in a campaign, which is a term for a number of connected games played by the same two players. In a campaign, a player may lose one or more battles, only to overcome adversity and triumph in the end! You can play a campaign in a day or across a couple of evenings.

In a campaign, your warband is aiming for more than victory in a skirmish against their hated foes: they are aiming for lasting glory, and a chance to impress Archaon Everchosen.

In addition to fighting normal battles, your warband's progress towards their goal is marked by **convergences** – moments in their campaign where your fighters face a crucial test to determine their worth. In this test, you are called the **aspirant**, and your opponent is called the **adversary**. Should your warband succeed in a convergence, they will win a great reward and be one step closer to their goal. Should your warband fail, however, it will be a setback that will create an opportunity for your rivals.

When a player wins their final convergence, they win the campaign.

To play a campaign:

1. First decide which warband you will use. Each player uses the same warband for each battle in the campaign.

2. Start by playing a random battle. To determine a random battle, shuffle the battle cards face-down and draw one.

   - Each time a player wins a battle, they will gain the spoils of battle (see Spoils of Battle, opposite).
   - Campaign battles must have a winner. If the battle would result in a draw, use the tiebreakers to determine a winner (see Tiebreakers, below).

3. The winner of that battle (now called the **aspirant**) plays their convergence. To play a convergence, determine a random battle. Then use the relevant convergence card in this battle.

Each warband has three convergence cards, labelled first convergence, second convergence and final convergence. The convergence cards for each warband show that warband's icon. Each convergence card contains a rule that applies to the battle in a similar way to a twist card.

To determine which convergence the aspirant plays, count their artefacts of power:

   - If they have no artefacts of power, play their first convergence.
   - If they have one artefact of power, play their second convergence.
   - If they have two artefacts of power, play their final convergence.

4. If the **aspirant** wins the convergence, return to step 2. Otherwise, the **adversary** (the other player) becomes the **aspirant**: return to step 3 and play their convergence.

5. Once an **aspirant** wins their final convergence, they are the winner of the campaign.

Start here → **RANDOM BATTLE**

A player wins and becomes the **aspirant**

ASPIRANT'S CONVERGENCE — Aspirant wins

Adversary wins and becomes the **aspirant**
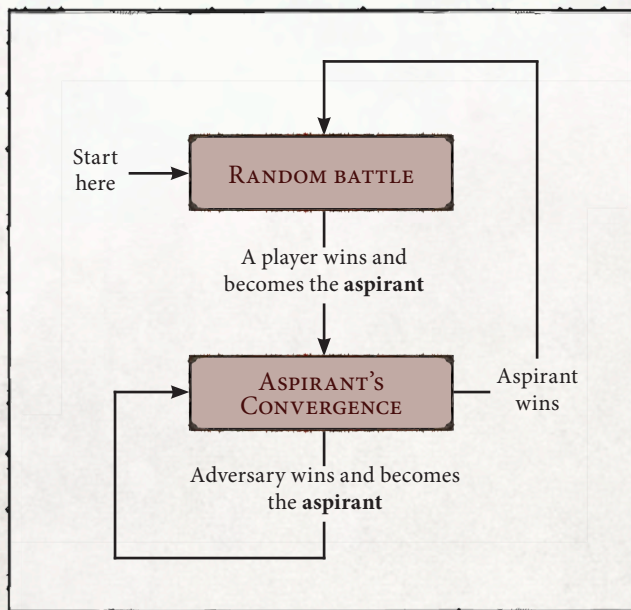
Tiebreakers

Campaign battles must have a winner for the campaign to continue. If, at the end of the battle, the result is a draw, use the following tiebreakers to determine who wins.

1. If there are fighters from only one warband on the battlefield at the end of the battle, that warband's player wins.

2. Otherwise, if one warband controls more objectives than the other at the end of the battle, that warband's player wins.

3. Otherwise, if one warband has a higher proportion of its fighters on the battlefield at the end of that battle, that warband's player wins.

4. Otherwise, the players roll-off, and the winner of the roll-off wins.

SPOILS OF BATTLE

Lesser Artefacts

When a player wins a campaign battle, they gain one lesser artefact. To do so, they shuffle all of the lesser artefact cards face-down (other than those the players already have) and draw the top card.

Lesser artefacts are cards that heal a fighter or give them a temporary boost in one battle. They are powerful cards and can mean the difference between victory and defeat! The player can keep the lesser artefact card until they use it, and they can use it when they want as described on the card. Each lesser artefact can only be used once as described on the card.

When a player uses a lesser artefact, and that artefact affects a fighter until the end of the battle, the player should place the lesser artefact next to that fighter's card as a reminder.

At the end of each battle, before the winner draws a lesser artefact, first return all of the lesser artefacts used in that battle to the pile of lesser artefact cards.

Artefacts of Power and Rewards

When a player wins a convergence, in addition to gaining a lesser artefact (see left), they turn the relevant convergence card over: on the reverse is an artefact of power or a reward which is now theirs.

Artefacts of power grant a fighter of your choice a bonus that lasts for the length of the campaign, as described on the card. Unlike lesser artefacts, they are not 'used up' and discarded at the end of a battle.

Rewards grant a specific fighter a bonus to mark the success of their campaign, as described on the card. In future games and campaigns, whenever you use that fighter's warband and your opponent is the player who you defeated in that campaign, you can use that reward. This means if you start a new campaign with that warband against the same opponent, you will have that reward for the length of that campaign – a significant increase in power to mark your achievement! However, when you next fight that warband's final convergence, you must discard that reward before the start of the battle.

KHAGRA THE USURPER

Wielding a cruel mace containing the bound essence of a blood-hungry daemon, the Chaos Champion Khagra leads her warband from the front. Amongst the armoured hordes of the Slaves to Darkness, leadership and strength are one and the same, and Khagra has never shown a moment's weakness in battle. In her realm-spanning travels, she has faced and defeated towering troggoths, brutish orruks and the lightning warriors of Sigmar's Stormcast Eternals. She claims that only one soul in the Eightpoints could stand against her – and she comes to seek a place in his legions.

'Fight or flee, wretches, it matters not. You were doomed from the moment I saw you.'

BATTLING CHAMPIONS

Khagra the Usurper

Zarshia Bittersoul

Dour Cragan

Razek Godblessed

KHAGRA'S RAVAGERS

Khagra the Usurper leads a warband of Chaos Warriors, each a plate-armoured veteran who has earned the favour of the Dark Gods through a lifetime of brutal battle. They bristle with weapons and the spoils of war, and their rune-marked tower shields can turn aside an axe-blow with ease. The Ravagers have fought their way across the realms together, emerging unbeaten from cursed labyrinths and beast-infested lairs on their route to the Eightpoints. Khagra's sister, the sorcerer Zarshia, once led the warband, but the Chaos Gods are fickle – Zarshia's dark powers abandoned her at a crucial moment, and the Ravagers were ambushed. In that moment the brutal warriors Cragan and Razek turned to Khagra for direction, and she was quick to prove that her strength and skill were more than a match for her sister's magic. Zarshia has not abandoned her own ambitions, however, and is poised to overturn her upstart sibling when the opportunity arises.

Theddra Skull-Scryer

Grundann Blood-Eye

Grawl

Shond Head-Claimer

Jagathra

Ollo

THE GODSWORN HUNT

Theddra Skull-scryer is the war shaman of the Tribe of the Black Fang. Guided by searing visions of conquest and glory, Skull-scryer navigates the shifting wastes, moving ever towards the Varanspire's towering gates. With her walk the most ferocious champions from a tribe of hardened killers, each a merciless and resourceful hunter who has earned their name through many bloody deeds. Their bodies bedecked with trophies and oath-stones, the warriors of the Godsworn Hunt fear nothing, for they have given themselves over to the Dark Gods' service. Each of them has sworn the blood-oath, the pact of soul and iron – they must achieve their aim, or forfeit their lives to their cruel patrons. They will not rest until they claim their place in Archaon's army of conquest by cutting down the greatest warriors who stand before them. Whether their foes are fellow aspirants or Archaon's sworn warriors, the Godsworn Hunt will offer their victims' lives in tribute to the Chaos pantheon.

WARBANDS OF THE BLOODWIND SPOIL

THE EYES OF THE NINE

Led by the sorcerer Vortemis the All-Seeing, the Eyes of Nine are disciples of Tzeentch, the Chaos God of change and mutation. They wield magic and trickery as other warriors wield a blade, and have received many blessings from their enigmatic patron.

Vortemis the All-seeing

Narvia

Turosh

Blue Horror

Brimstone Horrors

K'charik

THE DREAD PAGEANT

Vasillac the Gifted and his Dread Pageant are devotees of Slaanesh, the lord of excess. They revel in the extreme sensations of battle, drawing out their enemies' agonies by dealing them a thousand smaller cuts rather than a single killing blow.

Glissete

Hadzu

Vasillac the Gifted

Slakeslash

GRASHRAK'S DESPOILERS

The gor-kin who follow the Bray-shaman Grashrak are bestial hunters, in their element amongst the wilds of the Bloodwind Spoil. Grashrak rules his savage herd through fear alone, conjuring the mutating energies of Chaos to rend his victims' flesh and ravage their souls.

Gnarl

Murghoth

Ushkor

Grashrak Fellhoof

Korsh 'the Sneak'

Draknar

GARREK'S REAVERS

Garrek's Reavers have sworn themselves to Khorne, god of carnage and slaughter. They eschew heavy armour, preferring to feel the blood spatter across their chests, and chase their prey as tirelessly as hunting wolves. Blinded by battle-madness, they care not from whence the blood flows, only that it flows.

Garrek Gorebeard

Karsus the Chained

Targor

Blooded Saek

Arnulf

ASSEMBLING YOUR MINIATURES

This box contains 10 finely detailed Citadel Miniatures. All of the miniatures in this set have been designed so that the pieces simply push together. To assemble your models, carefully remove the components from their frames, one model at a time, and follow the step-by-step guides on these pages.

⬤ – Contact points

> **WARNING.** SMALL PARTS. SHARP POINTS. PRODUCT FOR AGES 12+ ONLY.
>
> **ADVERTENCIA.** PARTES PEQUEÑAS. PUNTAS AFILADAS. NO APTO PARA MENORES DE 12 AÑOS.
>
> **ATTENTION.** PETITS ÉLÉMENTS. POINTES ACÉRÉES. PRODUIT DESTINÉ AUX ENFANTS DE 12 ANS ET +.

1 THEDDRA SKULL-SCRYER

2 OLLO
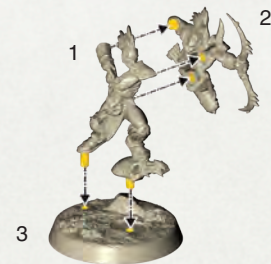
3 GRUNDANN BLOOD-EYE

4 SHOND HEAD-CLAIMER

5 JAGATHRA
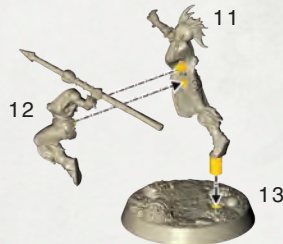
6 GRAWL

7 DOUR CRAGAN
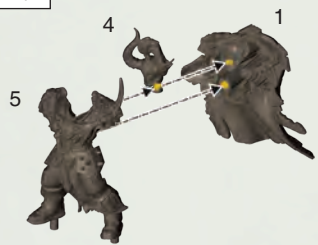
8 RAZEK GODBLESSED

9 KHAGRA THE USURPER
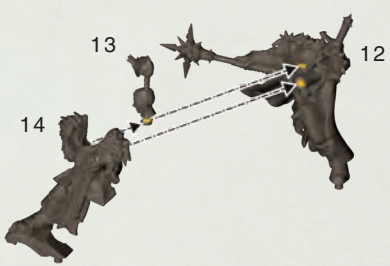
10 ZARSHIA BITTERSOUL
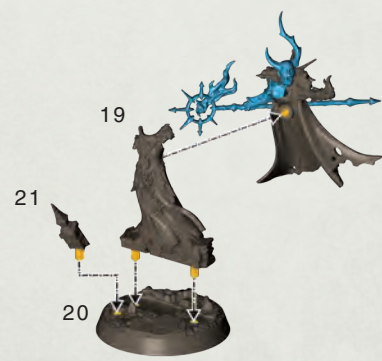
BATTLE ROUND SEQUENCE

1. Hero Phase (pg 8)

Each player rolls their six ability dice, dividing the result into triples, doubles and singles. If one player has more singles than the other, they have the initiative. Otherwise, the player that did not have the initiative last has the initiative (roll off in the first battle round).

2. Reserve Phase (pg 8)

Each player places one reserve fighter as described on the battle card. Skip this phase in the first battle round.

3. Combat Phase (pg 8)

The players take it in turns to activate fighters. Each player has four turns; the player with the initiative chooses who goes first. When activated, a fighter makes two actions, unless they have already been activated this round, in which case they make one action. A fighter cannot be activated a second time unless each surviving friendly fighter has been activated in this round.

When activated, a fighter can spend action dice to use one ability from their warband's ability card before their first action, after their first action, or after their second action.

4. End Phase (pg 11)

Remove all activation tokens from the battlefield and flip your turn counters back over.

ACTIONS

Move Action (pg 9)
Move the fighter a number of hexes equal to or less than their Move characteristic (↗). A fighter that is adjacent to enemy fighters cannot make a move action.

Attack Action (pg 10)
Pick a weapon from that fighter's fighter card, and a target that is visible and in range (⟿). A fighter that is adjacent to enemy fighters must target those first. Roll action dice equal to the weapon's Attacks characteristic (⚔).

- If the Strength of the weapon (✊) is higher than the target's Toughness (◉), rolls of 3 or more are hits.
- If the Strength of the weapon is equal to the target's Toughness, rolls of 4 or more are hits.
- If the Strength of the weapon is lower than the target's Toughness, rolls of 5 or more are hits.
- Rolls of 6 are critical hits instead.

For each hit, deal damage to the target as shown by the first Damage characteristic of the weapon (⚑). For each critical hit, deal the damage shown by the second Damage characteristic instead.

If a fighter's damage tokens equal or exceed their Wounds characteristic (💀), that fighter is taken down.

Disengage Action (pg 11)
Move the fighter one hex so they are not adjacent to any enemy fighters.

Wait Action (pg 11)
The fighter's activation ends.