

HORDES™ QUICK START RULES

HORDES is a fast-paced and aggressive 30mm tabletop miniatures battle game set in the wilds of the Iron Kingdoms™. These Quick Start rules are designed to get you up and running with the contents of your Warpack set. They are streamlined to facilitate quick learning of the game's fundamentals, and therefore they omit certain special rules and options.

HORDES: Primal provides greatly expanded rules covering all the models including troops and characters as well as extensive background for the world of the Iron Kingdoms.

These Quick Start rules present several important game terms necessary to play HORDES. When such a term appears in the text but has its definition elsewhere, it will appear in *italics*. When one of these game terms is defined, it will appear in **bold**.

MODELS & MATERIALS

WARLOCKS

A warlock is a powerful shaman and deadly warrior. His greatest talent, however, lies in harnessing the raw primal power contained within his warbeasts. He feeds off the unbridled *fury* generated by his warbeasts to enhance his combat abilities and cast spells. All warlocks are unique characters.

WARBEASTS

A warbeast is a monstrous living creature bred and trained for battle. Though simple of mind, they are cunning in the ways of slaughter. Warbeasts bear cruel weapons backed by thick muscle and sinew, but their destructive power is amplified when goaded by warlocks who can unlock their full potential.

STAT CARDS

Every model has a unique stat card that provides a quick reference to the model's profile and abilities. The card's front shows things such as stats, ability lists, and life spirals. Ability explanations appear on the back. The back of a warbeast's card also lists its *animus*, but warlocks have a separate card for their spells and feats. We recommend placing the cards in plastic card sleeves or sheet protectors found in most game and hobby stores. That way you can mark damage on the plastic sleeve with a dry-erase marker to avoid damaging the card itself. Alternatively, you may track damage on a photocopy of the card.

OTHER MATERIALS YOU WILL NEED

In addition to card protectors or reproductions, you will need a handful of six-sided dice, a flexible ruler or tape measure, and some tokens, coins, or glass beads to represent *fury* points and spell effects.

MODEL STATS

Speed (SPD): The number of inches a model can normally move.

Strength (STR): The measure of a model's physical strength.

Melee Attack (MAT): The measure of a model's skill with melee weapons.

Ranged Attack (RAT): The measure of a model's accuracy with ranged weapons.

Defense (DEF): The measure of a model's ability to avoid being hit by an attack.

Armor (ARM): The measure of a model's ability to resist being damaged.

Command (CMD): The measure of a model's willpower, leadership, and self-discipline.

Fury (FURY): Warbeasts generate *fury* by being *forced* to perform certain actions, and warlocks draw from that fury to enhance their own abilities. The FURY stat on a warlock's card is the maximum amount of fury he can draw from his warbeasts at one time. On a warbeast's card, FURY represents how much the warbeast can be forced.

Threshold (THR): The measure of difficulty of controlling that warbeast. Warbeasts with lower THR are more likely to *frenzy*.

WEAPON STATS

Power (POW): The base amount of damage a weapon inflicts.

(P+S): The sum of the model's STR and its melee weapon's POW.

Range (RNG): The maximum distance in inches a ranged weapon can be used against a target.

Rate-of-Fire (ROF): The maximum number of times a ranged weapon may be used in a turn.

Area-of-Effect (AOE): The diameter in inches of an attack's *area of effect*.

(SPECIAL): A model's stat card lists its weapons' special rules.

DAMAGE CIRCLES

Each model has a damage capacity represented by a number of damage circles. Every time a model takes damage, mark one damage circle for each damage point taken. A model may suffer penalties due to the damage it has taken. It is destroyed and removed from the table when all its damage circles are marked. Unmarked damage circles are sometimes called wounds.

STARTING THE GAME

The contents of your Warpack set make a balanced army. Alternatively, you may select one warlock and any number of warbeasts from the same faction to an agreed upon points total. After setting up the battlefield, both players roll a d6. The high roller chooses who goes first. The first player deploys his army up to 10" in from a table edge, after which his opponent does the same. These armies should be deployed on opposite sides of the battlefield with at least 20" separating the opposing forces.

HORDES battles are fought in a series of **game rounds**. Each game round, both players take a **turn**. The player who deployed his army first takes his turn first every game round. After the second player takes his turn, a new game round begins.

A game effect that has a duration of one round expires at the beginning of its creator's next turn.

THE PLAYER TURN

The turn is divided into three phases:

Maintenance Phase: Remove any effects that expire on your turn.

Control Phase: This phase consists of several steps that must be performed in order.

1. Your warlock *leaches* fury points from his warbeasts.

2. Your warlock spends fury points to *upkeep* spells.

3. Your warbeasts that have fury points remaining on them make *threshold checks*. Any that fail the check immediately *frenzy*.

4. Resolve any other effects that occur during the Control Phase.

Activation Phase: Activate your models in any order. When activated, each model can move and then perform either one combat action or one special action.

MOVEMENT

A model must use or forfeit its movement before performing its action. When moving a model, first declare the type of movement the model will perform, and then measure the distance.

Advancing: A model may move up to its SPD in inches. A model always faces the direction it is moving, but it may change its facing freely during its movement and may face any direction at the completion of that movement. A moving model's base may not pass over another model's base.

Running: A running model may move up to twice its SPD in inches. A warbeast must be *forced* to run. A running model's movement follows the same guidelines as advancing. After the model finishes moving, it immediately ends its activation. A model that runs loses its action. A model that runs cannot *cast spells*, use *animus*, or use *feats* this turn.

Charging: Charging combines a model's movement and combat action. A warbeast must be *forced* to charge. A model may attempt to charge any model currently in its *line of sight*. A model denied its full movement for any reason cannot charge. The charging model moves its SPD plus 3" along any straight line that will get it into melee range with its target. It can only move across *open terrain*, cannot cross any *obstacles*, and cannot change its facing while charging. At the completion of its movement, the charging model turns to face its target. If the charging model moved at least 3" before entering melee range, its first melee attack is a charge attack. This attack roll may be *boosted*. If the attack hits, its damage roll is boosted automatically. Damage cannot be boosted further. A model may not make *power attacks* or ranged attacks after charging. A model attempting a charge ends its activation if it encounters a terrain feature or another model while moving or if it stops with its target outside of melee range.

COMBAT

COMBAT ACTIONS

A model can either make one attack with each of its melee weapons or one attack with each of its ranged weapons. Warlocks may spend fury points to make additional attacks of the same type, and warbeasts may be *forced* to make additional attacks of the same type, but a ranged weapon cannot exceed its ROF. A model making more than one attack may divide them among any eligible targets. Instead of attacking normally, a model may make one special attack but may still spend fury points or be forced to make additional standard attacks. These additional attacks must be of the same basic nature (either melee or ranged) as the special attack.

Attack Rolls: Melee Attack Roll = $2d6 + \text{MAT}$; Ranged Attack Roll = $2d6 + \text{RAT}$. *Boosted* attacks roll an additional die. Other rules may further modify the number of dice rolled. An attack hits if the roll equals or exceeds the target's DEF. Rolling all ones (1) always results in a miss, and rolling all sixes (6) always hits unless you are rolling only one die.

MELEE COMBAT

A model can make a melee attack against any target in **melee range** of the weapon being used. A model's melee range extends $1\frac{1}{2}$ " beyond its front arc for a normal weapon or 2" for a weapon with Reach. A model that moves out of its opponent's melee range suffers a *free strike*.

Engaging and Engaged: A model in an enemy model's melee range is **engaged**. A model with an enemy model in its melee range is **engaging** that enemy. Models that are engaged or engaging are in **melee**.

Free Strikes: A model may make one free attack with any melee weapon against an opponent that moves out of its *melee range*. This attack roll cannot be boosted, but it gains a +2 to the attack roll. If the attack hits, the damage roll is automatically boosted.

WARBEAST POWER ATTACKS

A **power attack** is a type of special attack that may be made by a warbeast during its combat action. There are many kinds of power attacks. To perform a power attack, the warbeast must be *forced*. It may also be forced to boost the attack and damage rolls. Only one power attack may be made per combat action. A warbeast may make additional normal attacks after the power attack, but it must be forced to do so.

Head-butt: As a power attack, a warbeast may be forced to head-butt its opponent and drive it to the ground. A head-butt made against a model with an equal or smaller-sized base suffers a -2 to the attack roll. If the model has a larger base, the attack suffers a -4 to the attack roll. A successful hit inflicts a damage roll of $2d6 +$ the attacker's current STR and causes *knockdown*.

Slam: Before its movement, a warbeast may be *forced* to slam an enemy by ramming it with the full force of its body to send it flying backward and knock it to the ground. A Slam combines a warbeast's movement and combat action. A warbeast may attempt to slam any enemy model currently in its line of sight and not knocked down. A model denied its full normal movement for any reason cannot slam. The model attempting the slam moves its SPD plus 3" directly toward its target along the shortest path possible. It can only move across *open terrain*, cannot cross any *obstacles*, and cannot change its facing after the slam. If the slamming model moved at least 3" before entering melee range, it makes a slam attack. A slam attack roll suffers a -2 penalty against a target with an equal or smaller-sized base or a -4 penalty against a target with a larger base. A successful hit slams the target $d6$ inches directly away from its attacker. The target is knocked down and suffers damage detailed under *Slam Damage*. If the slamming model did not move at least 3", the attack roll suffers a -2 penalty regardless of the target's base size. If this attack is successful, the target does not move but suffers damage detailed under *Slam Damage*. After a slam, the warbeast may be forced to make additional melee attacks against any models in melee range. A model may not make ranged attacks after a slam. A model attempting a slam ends its activation if it encounters a terrain feature or another model while moving or if it stops with its target outside of melee range.

Being Slammed: A slammed model is moved $d6$ inches directly away from its attacker. This distance is halved if the target has a larger base than the attacker. Terrain affects this movement normally. A slammed model will move at half rate through rough terrain, suffer the effects of any hazards, and be stopped if it collides with an *obstacle*, *obstruction*, or a model with an equal or larger-sized base. A slammed model may not be targeted by free strikes during this movement.

Slam Damage: Determine damage after the target's slam movement finishes. The damage roll is $2d6 +$ the attacker's current STR. Slam damage may be boosted. Roll an additional damage die if the slammed model collides with an obstacle, obstruction, or a model with an equal or larger-sized base. The slammed model is knocked down.

Collateral Damage: If a slammed model collides with another model that has an equal or smaller-sized base, that model is knocked down and suffers a damage roll of $2d6 +$ the slamming model's current STR. Collateral damage cannot be boosted. A struck model with a base larger than the slammed model's does not take collateral damage.

Throw & Double-Handed Throw: As a power attack, a warbeast may be *forced* to pick up and throw a model with an equal or smaller-sized base.

A warbeast must have at least one claw to perform a Throw and two claws to perform a Double-Handed Throw. Make a melee attack roll against the target. The attack roll suffers a -2 penalty when attempting a Throw but not a Two-Handed Throw. If the attack hits, the defender rolls a $d6$ and add its STR. The attacker rolls a $d6$ for a Throw and $2d6$ for a Double-Handed Throw and adds its STR as well. If the defender's total is greater, it breaks free and avoids being thrown. If the attacker's total is equal to or greater than the defender's, it throws the defender. The defender suffers damage and is knocked down.

Being Thrown: The attacker throws the defender a distance equal to half the throwing model's STR in any direction within the attacker's front arc. A heavy warbeast throwing a model with a small base adds 1" to this distance. The final destination of the thrown model automatically *deviates* $d3$ " from the designated point of impact. Move the thrown model in a straight line from its current location to the final point of impact and end its movement centered on that point. A model performing a Double-Handed Throw may instead throw the defender at a target model within LOS (ignoring the thrown model). If this target model is outside of the throw distance, the thrown model deviates $d3$ " from a point on the line to the target at the throw distance. Otherwise, make a ranged attack roll against it. If the roll succeeds, the thrown model moves from its current location directly toward the target model, ends in base-to-base contact with it, and collides with it if the movement is unhindered. If the attack fails, the thrown model deviates $d3$ " from the center of the target. Move the thrown model to the point of impact as described above.

The thrown model's movement is not affected by rough terrain, but the model will be stopped if it collides with an *obstacle*, *obstruction*, or a model with an equal or larger-sized base. A thrown model may not be targeted by *free strikes* during this movement.

Throw Damage: Determine damage after finishing the target's throw movement as described under *Slam Damage* and *Collateral Damage*.

RANGED COMBAT

A model in *melee* cannot make ranged attacks. A model may declare a ranged attack against any target in line of sight. A model is **screened**, gaining +2 DEF, if it is within 1" of another model with an equal or larger-sized base that obscures any portion of its base from the attacker (i.e. an *intervening model*). A ranged attack against a model in *melee* suffers a -4 penalty to the attack roll. Declare the attack before measuring range. If the target is beyond maximum range, the attack misses.

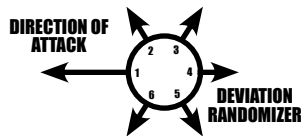
• A model may forfeit its movement to aim. An aiming model gains a +2 to its ranged attack rolls made this turn.

• An **Area-of-Effect** (AOE) attack affects every model in an area with a diameter equal to its AOE stat. If the attack roll hits, center the template over the model hit. The intended target suffers a *direct hit* damage roll ($2d6 + \text{POW}$), and every other model in the AOE takes *blast damage* ($2d6 + \frac{1}{2} \text{POW}$, rounded up). If the attack roll misses, the AOE *deviates* $d6$ inches (but no more than half its original range) in a random direction and does blast damage to every model in the AOE. An AOE attack declared against a target out of range misses, and its point of impact deviates from a point on the line to its declared target at a distance equal to its RNG.

• **Spray Attacks:** An attack with a RNG of SP is a spray attack. Make a ranged attack roll against every model in a straight path 1" wide and 8" long from the attacker's front arc. A model targeted by a spray attack does not receive any benefit from *concealment*, *cover*, or *screening* models.

DEVIATION

When an attack calls for deviation, use the Deviation Template pictured here to determine the outcome. First orient the template along the direction of the attack, then roll a d6 to determine the direction of the deviation. For example, a roll of 1 means the attack goes long, and a roll of 4 means the attack lands short. After determining the direction of the deviation, roll again for the distance.



ATTACK SPECIAL EFFECTS

- Apply an automatic effect every time a model makes a successful attack.
- Apply a critical effect to a successful attack if any two dice in the attack roll show the same number. An AOE attack's critical effect only functions on a *direct hit*, but it affects all models in the AOE.
- Stationary Models: A stationary model must forfeit both its movement and action. It cannot move, attack, cast spells, use animus, or use feats. A melee attack against a stationary target automatically hits. A stationary target has its DEF lowered to 5. Stationary models do not have a melee range. They never *engage* enemy models nor are *engaged* by them.
- Knockdown: A model knocked down becomes *stationary*. Mark it with an appropriate counter or token. A knocked-down model does not block line of sight or provide screening. A knocked-down model can stand up during its next activation. However, if a model is knocked-down during its owning player's turn, it may not stand up until that player's next turn even if it has not yet been activated. To stand up, a model must forfeit either its movement or its action. It may face any direction when it stands. A model that forfeits its movement to stand performs its action normally. Its ranged attacks do not receive an aiming bonus. A model that forfeits its action to stand may advance normally but cannot run, charge, or slam.

FURY

A warlock's greatest asset is the primal energy known as fury. Warbeasts gain fury points when they are *forced* during their activations. Warlocks *leach* these fury points from their warbeasts and use them to cast spells and power their own combat abilities. A warlock may only force or leach friendly warbeasts within his **control area**. This control area covers 360 degrees with a radius equal to twice the warcaster's FURY in inches. A warbeast cannot have fury points in excess of its FURY stat at any time.

FORCING WARBEASTS

A warlock may *force* a friendly warbeast in his *control area* during the warbeast's activation for any of the effects described below or in the models' special rules. To force a warbeast, place a fury point on it and apply the chosen effect. A warbeast may be forced more than once during its activation, but it may not be forced if the amount of fury it would gain would cause it to exceed its FURY stat.

LEACHING

A warlock begins the game with a number of fury points equal to his FURY stat, but to replenish them, he must *leach* them from his warbeasts. At the beginning of your Control Phase, your warlock may leach fury from any friendly warbeasts within his control area up to his FURY stat. Remove each fury point leached from the warbeast and place it on the warlock. A warlock may also leach his own life force for fury points by taking one damage point for each fury point gained this way. This damage may not be *transferred*. A warlock cannot have a total number of fury points greater than his FURY stat as a result of leaching.

USING FURY AND BEING FORCED

A warlock may spend a fury point to benefit from the following effects. A warbeast may be *forced* in order to benefit from the following effects. Note that some effects are only available to warlocks, and some are only available to warbeasts. Each use of fury grants a single use of the effect.

Additional Attack: A warbeast or warlock may make an additional normal melee or ranged attack during its combat action. It may make one additional attack for each use of this effect. Special attacks may not be made this way.

Boost Attack & Damage Rolls: Boosting adds an additional die to the roll. Each attack or damage roll can only be boosted once, but a model may boost

multiple rolls during its activation.

Run, Charge, & Power Attacks (Warbeast): A warbeast must be *forced* to run, charge, or make a power attack. A warlock does not need to spend a fury point to run or charge.

Cast Spell (Warlock): A warlock can cast a spell any time during his activation by spending the required number of fury points. Resolve the spell's effects immediately. A warlock may continue to cast spells throughout his activation as long as he has the requisite fury points, and he can do so while *in melee* even when casting ranged spells.

Use Animus (Warbeast): A warbeast may be *forced* to use its *animus* at any time during its activation. Resolve the effects of the animus immediately. A warbeast may only use its animus once per activation and may not use its animus at all if it runs. Instead of placing one fury point, place fury equal to the animus' cost on the warbeast. Though doing so often creates a spell effect, it is not considered a spell when a warbeast uses its animus.

Healing (Warlock): A warlock may spend fury points any time during his activation to remove damage from himself or from a friendly warbeast in his control area. Each fury point spent removes one damage point. Damage may be removed from anywhere on a warbeast's *life spiral*.

Damage Transference (Warlock): Whenever a warlock suffers damage, he may immediately spend a fury point to *transfer* this damage to a friendly warbeast in his control area. The warbeast suffers all damage from that attack instead of the warlock. Damage may not be transferred to a frenzied warbeast or a warbeast that has fury points equal to its FURY stat. Transferred damage exceeding the warbeast's remaining unmarked damage circles is applied to the warlock and may not be transferred again. The warlock is still considered to have suffered damage even if the damage is transferred.

Rile (Warbeast): A warbeast may be *forced* for the sole purpose of gaining fury. Place any number of fury points on the warbeast not to exceed its fury stat. A warbeast may be riled even if it runs.

Discard Fury (Warlock): A warlock may simply remove fury points from himself at any time during his activation for no effect. He may do this even if he runs or is *stationary*.

REAVING

Warlocks are able to capture the life essence of dying warbeasts. When a friendly warbeast is destroyed within a warlock's control area, that warlock may *reave* its fury. Transfer all of the destroyed warbeast's fury points to the warlock and discard any in excess of the warlock's FURY stat.

THRESHOLD CHECKS AND FRENZY

During your Control Phase, after leaching, make a **threshold check** for each warbeast you control that has fury points. To perform a threshold check, roll 2d6, add one for each fury point on the warbeast, and compare the result to the warbeast's THR. If the total is greater than the warbeast's THR, the check fails and the warbeast **frenzies**. It immediately activates and attempts to attack another model. If there are models in *melee range*, it will attack one of them, enemy models first. If there are no models in the warbeast's melee range but there are models engaging it, the warbeast will advance toward and attack the closest, enemy models first. Otherwise, the frenzied warbeast will charge and attack the nearest model in line of sight, friendly or enemy. If the frenzied warbeast cannot charge, it will advance toward the selected model instead. If there are no models in the frenzied warbeast's line of sight, it will advance toward and attack the nearest model, friendly or enemy. When there is a choice of models, select one of them at random. A frenzied warbeast that is knocked down will forfeit its movement to stand up and attack if possible. Otherwise it will forfeit its action and advance toward the nearest model. A frenzied warbeast never makes special attacks. It makes one attack with each of its melee weapons. Its attack and damage rolls are automatically boosted. If it destroys its target before it has made all of its attacks, it will attack another model in melee range, enemy models first. A warbeast that frenzies cannot be *forced* nor can it receive *transferred* damage for one round. Frenzy is an effect that lasts for one round.

DAMAGE ROLLS

A damage roll is 2d6+POW. Melee attacks add the attacker's STR as well. Boosted damage rolls gain an additional die. A damage roll may only be boosted once. Mark one damage circle for every point by which the damage roll exceeds the target's ARM.

WARLOCK DAMAGE

Mark damage left to right. The model is destroyed when you mark its last damage circle. Remove it from the table. The game ends when a warlock leaves play—you lose!

WARBEAST DAMAGE

A warbeast's damage circles are arranged in a **life spiral**. A life spiral consists of three aspects: Body, Mind, and Spirit. Each aspect consists of two numbered branches joined at their inner portions. The attacking player rolls a d6 to determine which branch suffers the damage. Starting with the outermost empty circle in that branch and working inwards, mark one damage circle per damage point taken. Once a branch is full, continue recording damage in the next branch clockwise containing unmarked damage circles. Continue shifting branches as required until every damage point taken has been recorded. The warbeast is destroyed when you mark its last damage circle. Remove it from the table.

LOSING ASPECTS

Once all of an aspect's damage circles have been marked, that aspect has been lost. While a warbeast's aspect is lost, it suffers a corresponding penalty. If healing later returns an aspect to a warbeast, remove the corresponding penalty.

Lost Body: Roll one fewer die for the warbeast's damage rolls.

Lost Mind: Roll one fewer die for the warbeast's attack rolls.

Lost Spirit: The warbeast cannot be forced.

SPELL & ANIMUS STATS

Fury Cost (COST): The number of fury points a warlock must spend to cast the spell or the number of fury points placed on a warbeast when it is forced to use its *animus*. A warbeast cannot use its animus if doing so would cause its fury to exceed its FURY stat.

Range (RNG): Same as the weapon stat. If RNG is "Self," the spell or animus can only target the model casting the spell or using the animus.

Area-of-Effect (AOE): Same as the weapon stat. If AOE is "CTRL," the spell affects every model in the warlock's control area.

Power (POW): Same as the weapon stat.

Offensive spells and *animi*, (indicated by an X in the OFF column) require the model to make a magic attack roll. A magic attack roll is 2d6+FURY.

Boosted attacks roll an additional die. An attack hits if the roll equals or exceeds its target's DEF. Rolling all ones (1) always results in a miss, and rolling all sixes (6) always hits unless you are rolling only one die. Magic attacks follow all the rules for ranged attacks, but they may be used in *melee*. Magic attacks do not gain the aiming bonus.

Upkeep spells (indicated by an X in the UP column) can be maintained for more than one round. During his controller's Control Phase, a warlock may spend a fury point to keep an upkeep spell he cast in play. If a fury point is not spent for upkeep, the spell expires immediately. A warlock may have only one of each specific upkeep spell in play at a time, but he can maintain any number of different upkeep spells simultaneously. A model may only have one friendly and one enemy upkeep spell cast on it at a time. If another upkeep spell is cast on a model that already has one from the same source—friendly or enemy—the new upkeep spell replaces the previous one, and the old one immediately expires.

An **animus** (plural *animi*) is a dormant primal power innate in a warbeast. A warlock is able to tap into these abilities by *forcing* a warbeast to use its animus or by casting the animus as a spell himself. A warbeast may be forced to use its animus any time during its activation. A warlock may cast an animus belonging to a friendly warbeast in his control area as if it were one of his spells. A model may only have one friendly animus in play on it at a time regardless of its source. If another friendly animus is put into play on a model that already has one, the new animus replaces the previous one, and the old one immediately expires.

SPECIAL RULES

Warlocks and warbeasts have many special rules that take precedence over the basic rules.

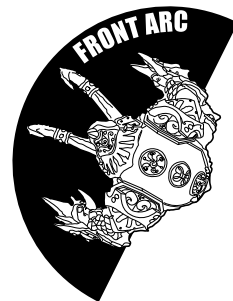
Abilities: Always in effect, abilities apply every time a game situation warrants their use.

Special Attacks (★Attacks): Instead of attacking normally during its combat action, a model may make one special attack. A model does not need to spend a fury point or be forced to make a special attack. A model may normally only make one special attack per activation.

Feats: A feat can be freely used once per game anytime during that warlock's activation.

FACING

A model's facing is the direction indicated by the orientation of its head. The 180° arc centered on the direction its head faces defines the model's front arc; the opposite 180° defines its back arc. A model draws *line of sight* and attacks through its front arc. A model is in another's front arc if any part of its base is in the front arc.



COMMAND CHECKS

A model is sometimes required to make a *command check*. Roll 2d6 and compare the result to the model's CMD stat. If the roll is less than or equal to the model's CMD, the check succeeds. If a warbeast is within a friendly warlock's *command range*, it may use the warlock's CMD instead of its own for the check. A warlock's command range is equal to his CMD stat in inches.

UNUSED RULES

The following advanced rules are not used with the Quick Start rules. Ignore references to them on the models' cards: back strikes, cloud effects, combined melee and ranged attacks, fleeing, forests, orders, soul tokens, and any power attacks not explained in these rules.

TERRAIN EFFECTS

Open terrain can be crossed without penalty.

Rough terrain slows a model to half its normal move rate.

Impassible terrain completely prohibits movement.

A **linear obstacle** is up to 1" tall but less than 1" thick. It may be crossed at no penalty as long as the model has enough movement to get its base completely clear of the obstacle. If this is not possible, the model must stop short. A running or charging model cannot cross a linear obstacle.

An **obstruction** is a terrain feature greater than 1" tall. Treat obstructions as impassible terrain.

Concealment and Cover: A model within 1" of a terrain feature that obscures any portion of its base from an attacker gains a +2 DEF bonus for concealment or a +4 DEF bonus for cover against ranged and magic attacks. It can only benefit from one of these bonuses at a time. Concealment is provided from terrain features that will not stop an attack, such as a light fence or brush. Cover is provided by terrain features that will stop an attack such as a brick wall or a large boulder. Decide which terrain features provide concealment or cover when setting up the table.

LINE OF SIGHT

A model has line of sight (LOS) to another model if it can draw a straight line from the center of its base at head height through its front arc to any part of the other model, including its base. Line of sight cannot be drawn across a terrain feature that completely obscures the other model. A model whose base is crossed by any line between the attacker and its target is an intervening model. Line of sight cannot be drawn across an intervening model's base to models with equal or smaller-sized bases.