



SUNSHARD

EMOREN



IMMANETIZE

SOMETHING FROM NOTHING

SUNSHARD:EMBREN CORE RULES



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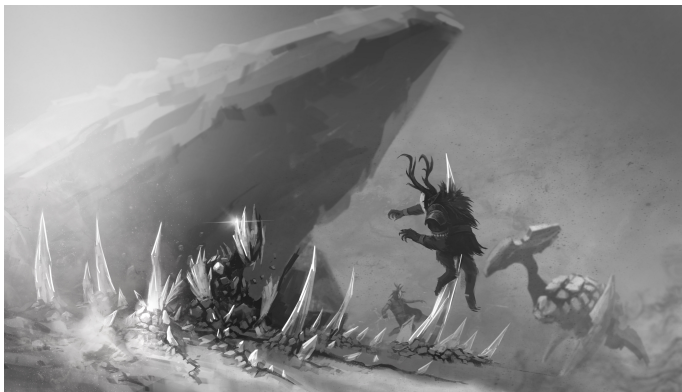
The World of Embren



"Hello, stranger! Sit by the shardlight and let me tell you a tale.

A tale of a world where the sun no longer sits in the sky. A tale of kingdoms broken and the attempts to reforge them. A tale of survival, a tale of despair, and, maybe, a tale of hope.

This is the story of the sunset on a shattered world. This is the story of Embren..."



FOREWORD



Hello again Stranger.

There's too many people we should thank for their help making this book a reality. However, we'd be remiss if we didn't give an acknowledgement to our Kickstarter backers, who are the ones who made our dream come to life. A big "thank you" to you all!

We'd also like to give special thanks to Shay Wallace for all his help, support, and encouragement through Sunshard:Embren's development. Thanks, Shay! Lastly, thanks to Dana and Ashley for their patience and support throughout the development process.

May you always roll ones,

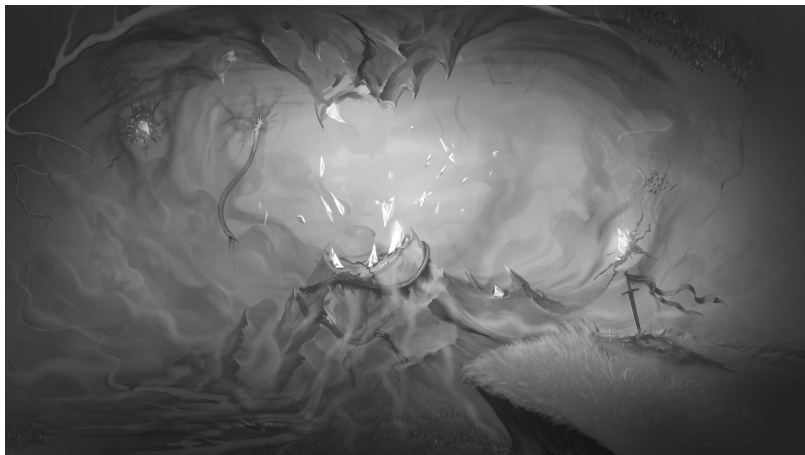
Owen Rehrauer and Andrew Ready
Immanetize Publishing LLC

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AN INTRODUCTION TO SUNSHARD:EMBREN



Welcome to **SUNSHARD:EMBREN!**

Sunshard:Embren is a post-apocalyptic, fantasy tabletop skirmish wargame played with 28 mm miniatures. Each player controls one or more warbands that consists of survivors undertaking dangerous quests and committing daring deeds in a blighted wasteland.

What You'll Need to Play:

- Miniatures for each players' warband(s) and their statistic cards.
- A tape measure or ruler that measures in inches.
- Several twenty sided dice (also called d20s).
- Tokens or a dice to track how many Fortune and Victory Points (VPs) each warband has accumulated during the game.
- Some method to track conditions, tokens applied to models, and markers.

AN INTRODUCTION TO SUNSHARD:EMBREN

- Cone and Wall templates used for some attacks.
- Three to five 50 mm diameter flat circular objects to represent Objective terrain. Many players use 50 mm model bases for this purpose.
- A play surface (battlefield) of a size defined by the scenario (Quest). Generally, this is either a 2'x2' or a 3'x3' surface.

How Long Does a Game Take to Play?

Typically 45-90 minutes, depending on player familiarity with the rules and how many points worth of models players bring.

Free Rules Online

All rules, erratta, and templates for Sunshard:Embren are available digitally for free at immanetize.games.



GAME CONVENTIONS

The following conventions may be useful for understanding the intent of Sunshard:Embren rules. These are intended to give players a clear way to adjudicate rules disagreement, explain how things like measurement/line of sight are intended to work, and explain some common jargon you may see in the rulebook.

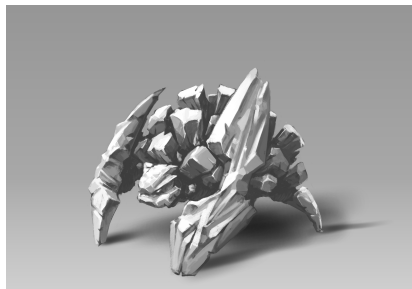
Conflicting Rules: In rare situations where rules result in conflicting results, a specific rule or a model of effect trumps the general rules. If that does not resolve the dispute, the Active Player decides which affect takes place. If there is no active player, such as during the End Phase, players should each roll a d20, with the player with the lowest result deciding. The one exception to this is re-rolls. A die may never be re-rolled more than once, regardless of the source of the re-roll.

Engagement: A model is engaged by a model if it has a model in its engagement range (usually base contact) or is engaged by another model. This is typically symmetrical, but the Reach weapon ability and Downed tokens may make this asymmetrical. A model is "engaged"

if it is engaging an enemy model or if it is engaged by an enemy model.

Measuring distances: All distances between models are measured from the closest points on their bases. All measurements are performed in inches. Any distance can be measured by any player at any time (i.e., pre-measuring is allowed). Measurements are made only in two dimensions; do not account for differences in heights of the model on the tabletop when measuring distances.

Re-Rolls: Rolling a die after it has already been rolled and its result has been determined. A die roll can only be re-rolled once. However, if the result of the die roll was unclear due to an uneven surface, rolling the die again to get the initial result does not constitute a re-roll.



GAME CONCEPTS

The following concepts/game terms are commonly used in the Sunshard:Embren rules. This section provides a quick overview of what they mean, but their full rules are described in the relevant section of this rulebook.

Blight: In the world of Embren, Blight is an apocalyptic plague unleashed upon the world. Prolonged contact with Blight is fatal, no matter how tough or heroic someone is.

In game terms, Blight is represented by Blight tokens. If a model ever has 3 Blight tokens, it is Killed and removed from the table. This presents an alternative way to remove models from the model and lets players use subterfuge, in addition to brute force, to remove models from play.

Fortune: An abstraction of the arc of fate and resources a player's warband(s) have available.

In game terms, Fortune is a resource that can be used to give models benefits via Fortune Abilities. The most common of this is the ability to re-roll certain rolls.

Quests: The overarching goals or source of conflict in a game on Sunshard:Embren. In game terms, it's the scenario being played.

Deeds: Clandestine goals of a warband that can also help a player score Victory Points and win. In game terms, these can be thought of as fixed set of secondary objectives. Players can score 6 common Deeds as well as 4 alignment-specific Deeds, determined by the alignment of their warband.

Party: Normally, in Sunshard:Embren, players alternate between activating single models. The exception to this is the activation of groups of models via a mechanic called forming a party. When models form a party, a player selects several models that are close to each other, and they activate one after another without an opposing player getting to activate models in between their activations. The rules for party formation are described in the *Activations, Actions, and Special Actions* section.

TESTS

Tests are a method used to determine if something a model is attempting to do succeeds or fails. Some actions, special abilities, weapon abilities, or other rules require a “test”. Tests have a Target Number (TN) that players will try to roll equal to or under on a d20. If the player rolls equal to or under the TN, the test is considered a success. If they roll over the TN, the test is considered a failure.

It is common that modifiers are applied to the TN of a test. For example, an Armor test is modified by the Strength (ST) of weapon profile causing the test and ARM of the model taking the test. To keep things clear, tests are often presented as follows:

TN of the test
Modifier 1
Modifier 2, etc.

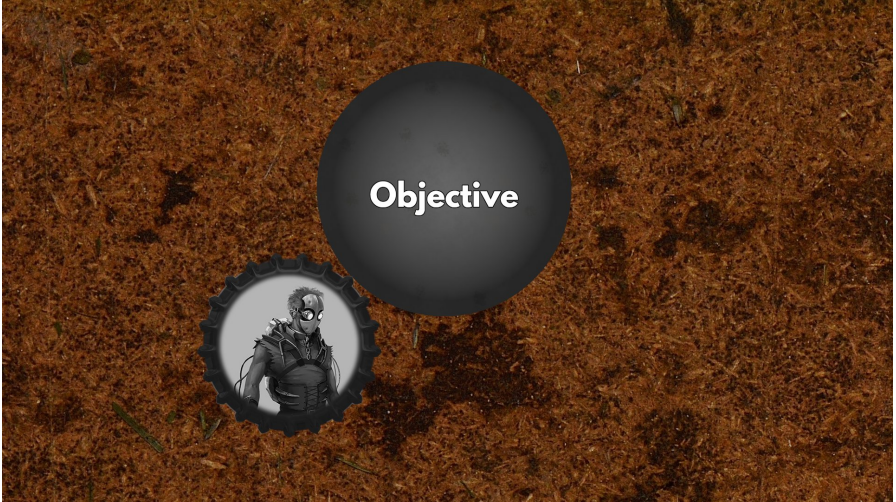
What happens if the test succeeds and/or test fails

If a test result explains what happens if it is passed but the test fails, then no effect occurs as a result of the test. The same is true if a test result explains what happens if the test fails but the test passes.

Many tests use the characteristics or attributes of a model as the initial TN. For example, the Armor test in the example below is a characteristic test because the initial TN is the model’s Armor (ARM) characteristic. When a test references a model’s characteristics or attributes, any special rules that apply modifiers to the characteristic or attribute are also applied. For example, the case of an ARM test, effects that modify a model’s ARM would apply to the TN of the test.

In some cases where a test has a TN of less than 1 or greater than 20 after modifiers, players should still roll the result for the test as it is still possible to succeed or fail based on perfect or botched results (see the *Attacks* and *Magika* sections for more information on perfect and botched results).

Tests



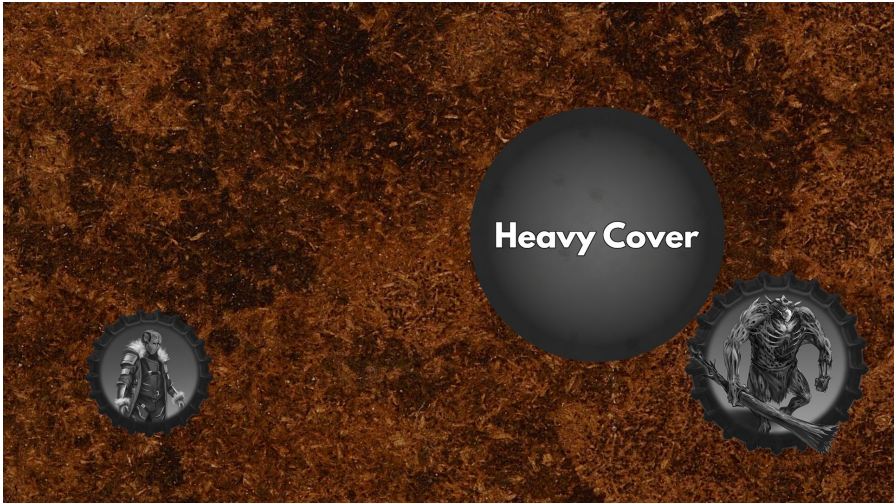
Example 1

Andrew's Conscripted performs a Recon special action, which is an RSL test with a -6 modifier. The RSL of a Conscripted is 8. This makes the TN for the Recon special action 2 ($8 - 6 = 2$).

Andrew then rolls a d20 and gets a result of a 8. This result is greater than the TN, so the Recon special action fails.



TESTS



Example 2

Andrew's Captain performs a ranged attack action targeting Owen's Aberration. The TN for ranged attack action is the Attack Ability (AA) of the Captain's Officer's Pistol weapon profile, which is 6. This is added to the EVA of the model being targeted, which is 6. The Aberration is in heavy cover, which applies a -2 TN attack test modifier. As a result, the TN for the attack test is 10 ($6 + 6 - 2 = 10$).

Andrew rolls a d20 and gets a 7. This is less than or equal to the TN, so the action succeeds.

Owen's Aberration now needs to make an Armor test. The Aberration's ARM is 14, the Strength (ST) of the Captain's weapon profile is 6. Heavy cover applies a +2 TN Armor test modifier. As a result, the TN is 10 ($14 - 6 + 2 = 10$). Owen rolls a 10, which is equal to the TN. This means the Armor test roll is successful. As a result, the Aberration does not lose a HP and nothing further happens as a result of the attack test.

Models

Each model in a player's warband is represented by a card that provides the characteristics, weapon profiles, alignment, point cost, warband limit, and base size of the model. All model cards have the following features.



- 1) **Name:** The name of the model
- 2) **Type:** A model may easily form a party with models of the same type.
- 3) **Points:** How many points a model costs when building a warband.
- 4) **Alignment:** The alignment, or faction, of the model. All models in a player's warband must be from the same alignment.
- 5) **Action Points (AP):** A model's AP characteristic describes how many action points it has to spend on actions, special actions, and other effects during its activation.
- 6) **Speed (SPD):** A model's SPD characteristic describes how far it moves, in inches, for each AP it spends during a movement action.
- 7) **Evasion (EVA):** A model's EVA characteristic describes how hard it is to hit with attacks. A high EVA value means a model is easier to hit.
- 8) **Armor (ARM):** A model's ARM characteristic describes how hard it is to damage. A high ARM value means a model is harder to damage.

Models

9) Resolution (RSL): A model's RSL characteristic describes how motivated a model is to complete their mission and fight on in spite of the horrors of war. A high RSL value means a model is more likely to keep cool under fire.

10) Hit Points (HP): A model's HP characteristic describes how many times it can be wounded before gaining a Downed token/being Killed.

11) Weapon Profiles: Most models have one, or more, attacks they can perform. Each attack has the following attributes:

11a) Attack Ability (AA): How proficient a model is with this weapon profile. A higher AA means a model is more likely to hit when it makes an attack.

11b) Range (RN): How far away a model can be from its target when making an attack. A value of '0' means the model must be in base contact with its target. These weapon profiles make melee attacks. A value greater than 0 means the attack is performed at some range. These weapon profiles make ranged attacks. Some attacks may have a * for its RN value. Check the attack's weapon abilities, which will describe its range and whether it makes melee or ranged attacks.

11c) Strength (ST): How likely a weapon profile is to damage what it hits. Some weapon profiles have a ST of *, which indicates the weapon does no damage, but has weapon abilities which cause something to happen on hit.

11d) Weapon Abilities: Special rules for a weapon profile.

12) Special Abilities: Special rules for a model. Some special abilities, like Shard Focus(X), will appear as Shard Focus(*), where the * denotes that the X text string too long to appear on the front of the card. These abilities will appear in full on the back of a card.

13) Height (HGT): An abstraction for how large a model is, typically 1-4.

14) Base Size: The base size (in mm) that this model should be placed on.

15) Warband Limit: The maximum number of this model that can be taken in a warband. A warband has a maximum size of 30 points. Players wishing to play games above 30 points will need to bring more than one warband, A 'U' in a model's warband limit means there can only ever be one of that model in a player's force, regardless of how many warbands can be taken.

MEASUREMENTS, LINE OF SIGHT, AND COVER

Measurement of Distances

All measurements listed in the rules are in listed in units of inches. Distances between models and/or terrain can be measured at any time.

When determining the distance between models, measure the distance from the two closest points of the models' bases. Do not include vertical distance in this measurement.

When determining the distance between two pieces of terrain, measure the distance from the the point of each piece of terrain that is closest to the other piece of terrain.

When determining the distance between a model and terrain, measure the distance from the closest point on a model's base to any part of the terrain.

Line of Sight

A key part of determining line of sight (LOS) between models and/or terrain is determining the functional Height (HGT) of models.

All models and terrain have a Height (HGT) characteristic. Models can be within or completely within terrain. When a model is completely within terrain, add the Height of the terrain to the HGT of the model when determining line-of-sight. This modified Height is called "functional Height" or "functional HGT".

A model has LOS to another model if it can draw a straight line from any point on its base to the target model/terrain's base without crossing a model/terrain of equal or greater functional HGT than either model. If a model/terrain of equal or greater functional HGT would interrupt all possible lines from being drawn in this way, the models do not have LOS to each other. Line of sight is always reciprocal: if one a model has LOS to another model, the other model has LOS to it.

MEASUREMENTS, LINE OF SIGHT, AND COVER



Line of Sight Example 1: The Harrier has LOS to the Pariah.



Line of Sight Example 2: The Harrier has LOS to the Pariah.



Line of Sight Example 3: The Harrier does not have LOS to the Pariah because there is terrain of greater height than both the Harrier and Pariah (both HGT 2) blocking all potential lines of sight.

MEASUREMENTS, LINE OF SIGHT, AND COVER

Cover

Cover is a type of test modifier for ranged and curse magika attacks. Cover is determined at the same time as LOS. If it is possible to draw a line of sight through a piece of terrain with the Light Cover or Heavy Cover terrain rule, then a model is said to be benefiting from cover. There are two exceptions to this:

- 1.) If the terrain with the Heavy Cover/Light Cover terrain rule is within 1" of a model making a ranged/curse magika attack and the target of the attack is not within 1" of the terrain. In that case, the target would not get cover as a result of the terrain within 1" of the attacker (but may gain cover from other terrain).
- 2.) If the functional HGT of the target of the attack is more than 2 greater than the terrain with the Light Cover/Heavy Cover terrain rule, that model does not benefit from cover from that terrain (but may gain cover from other terrain).

When a model would benefit from cover, they either gain light cover or heavy cover as described by the terrain's terrain rules. If a model would gain both light cover and heavy cover, they only gain the effects of heavy cover. See the Attacks section for the test modifiers that result from having cover.

MEASUREMENTS, LINE OF SIGHT, AND COVER



Cover Example 1: The Pariah will benefit from cover against the Harrier's attacks.



Cover Example 2: The Pariah will not benefit from cover against the Harrier's attacks, because the Harrier is within 1" of the terrain granting cover and the Pariah is not.



Cover Example 3: The Evolved will not benefit from cover against the Harrier's attacks, because the Evolved (HGT 4) is 3 Height greater than the terrain with the Heavy Cover keyword.

SETTING UP A GAME

To set-up a game of Sunshard:Embren, players should follow these steps:

1) Players agree upon what point value the game will take place at., i.e., the maximum number of points of models each player can bring. Players then each select a single alignment and select models from that alignment whose combined point cost is equal to or less than the agreed upon point value of the game. Players must select at least one model per warband that can be selected as a Leader.

2) Players select a Quest.

3) Set up the battlefield as per the Quest rules.

4) Players decide which deployment zone they are each going to deploy in (this can be determined via dice roll).

5) If Objectives are used in this Quest and placed by players, players each roll a d20 (re-roll tied results). The player who rolls the lowest places the first Objective as per the Quest rules. The next player then places an Objective as per the quest rules. Players then alternate placing Objective markers until the number required by the Quest have been placed.

6) Players each roll a d20 (re-roll tied results). The player who rolls lowest can either select one of their models to deploy or select an enemy model without the Ranger special ability for them to deploy. The selected model is then deployed in it's controller's deployment zone as per the Quest rules. Players then alternate deploying models, until all models are deployed.

7) Players then select the Leader for their warbands, starting with player who first deployed a model. The Leader gains the Commander special ability.

***Commander:** During party formation, this model may select up to 4 other models in it's warband to be in its party. When a party is formed with multiple model types and includes this model, a player does not have to spend a Fortune for forming a party with multiple model types.*

GAME ROUNDS

After setting up the game, players begin with the Start Phase of Round 1. Players play the game until the pre-determined number of game rounds have been completed, a player wins per Quest rules, or until all of a player's models have been Killed. Each game round consists of the following four phases:

1. Start Phase

Step 1: Players resolve effects that occur at the beginning of the Start Phase. These effects are considered to resolve simultaneously.

Step 2: Players resolve effects that occur during the Start Phase. These effects are considered to resolve simultaneously.

Step 3: Each player gains 1 Fortune for each Leader of their warband(s) that is on the Battlefield and not Downed.

Step 4: Players resolve effects that occur at the end of the Start Phase. These effects are considered to resolve simultaneously.

2. Initiative Phase

Step 1: Each player rolls a d20 (re-roll tied results). The player that gets the lowest result can either choose a model to activate or select one of their opponent's models to activate first in the Activation Phase.

Step 2: Resolve all effects that trigger during the Initiative Phase. Players take turns resolving effects during the Initiative Phase, starting with the player who won Initiative.

3. Activation Phase

Step 1: Starting with the model selected to activate first during the Initiative Phase, players alternate selecting models they own to activate, then resolving their activations. This continues until all models on the battlefield that can be activated have been activated.

4. End Phase

Step 1: All models with Downed tokens gain a Blight token.

Step 2: Players resolve effects that occur at the beginning of the End Phase. These effects are considered to resolve simultaneously.

Step 3: Players resolve effects that occur during the End Phase. These effects are considered to resolve simultaneously.

Step 4: Players resolve effects that occur at the end of the Round. These effects are considered to resolve simultaneously.

ACTIVATIONS, ACTIONS, AND SPECIAL ACTIONS

When selected to activate, a model may spend action points to perform actions or special actions. They may also use any abilities that may be activated during their activation.

Models with a Downed token may not be selected to activate during the Activation Phase.

A model's activation ends once it no longer has AP to spend and also has no more special abilities/special actions to resolve. A model may voluntarily end its activation after resolving all special abilities or effects that occur during its activation. If it does so, any AP that the model has remaining are immediately lost.

Actions

· **Movement:** Models can spend one or more AP when taking the movement action during their activation. For each AP spent, models can move up to their Speed (SPD) in inches. For example, a model with SPD 3 that spends 2 AP on a movement action may move up to 6" during the resulting movement action.

Abilities that affect how many inches a model moves during a movement action, such as, the Rugged terrain rule, affect the total number of inches the model can move during the movement action, regardless of how many AP were spent on movement. For example, a

model with SPD 3 that spends 2 AP on a movement action and moves within terrain with the Rugged terrain rule may move up to 4" during the resulting movement action, as it loses 2" of movement to the Rugged terrain rule.

A model may not perform a movement action while it's engaged with an enemy model.

· **Attack:** If a model has line-of-sight to an enemy model and it is in range of one of its weapon profiles, it may spend an AP to make an attack. The *Attacks* section describes the rules for attacks.

· **Cast Magika:** If a model has the Limited Magika(X), Magika Caster(X), or Magika Master(X), it may be able to spend AP to cast magika. The *Magika* section describes the rules for magika.

Special Actions

Special actions are very similar to actions, but they often can only be performed by some models or under certain conditions. Some special actions may be performed outside of a model's activation or require a Fortune to use. A list of common special actions is provided below, though some special abilities, weapon abilities, Quests, or battlefield rules may allow models to perform other special actions.

ACTIVATIONS, ACTIONS, AND SPECIAL ACTIONS

• **Charge:** If a model ends a movement in base contact with an enemy model, it may perform a Charge special action for 0 AP. A model may only target a given model with a Charge special action once per round.

Charge Special Action: This model makes a melee attack using one of its weapon profiles with RN "0" or the Reach weapon ability. The attack test has a +1 TN modifier. If the attack test succeeds, the TN of the resulting armor test has a -1 TN modifier.

• **Disengage:** A model that is engaged by one or more enemy models may make a Disengage special action for 2 AP. The model may immediately vault up to its SPD in inches. It may not end this vault engaged with an enemy model it is currently engaged with.

• **Climbing:** A model can spend AP to perform a Climbing special action to move onto terrain it is in base-to-base contact with that has a HGT that is greater than the model's HGT. Alternatively, a model can move from the edge of a piece of terrain it is completely within to the battlefield.

The model making the Climbing special action spends 1 AP per functional HGT difference between the model and the terrain it wants to climb, or the terrain and the battlefield. After spending the AP

to perform the Climbing special action, place the model the minimum distance from its current position onto the terrain/battlefield it is climbing. Models ignore the falling rule when performing a Climbing special action.

If a model does not have enough AP to perform a Climbing special action, the Climbing special action cannot be taken.

• **On Guard:** A model may spend 2 AP to take the On Guard special action. The model gains an On Guard token and then immediately ends its activation.

On Guard token: At any point during an enemy model's activation, this model may remove its On Guard token to take one of the following three special actions:

• **Anticipate Attack:** *If the model is targeted by a melee attack, ranged attack or curse magika action, it may declare a Anticipate Attack special action for 0 AP. Models attacking this model suffer -2 TN attack test modifier. Armor tests caused by ranged attacks with Cone or Wall(X) weapon abilities suffer from a +2 TN modifier.*

ACTIVATIONS, ACTIONS, AND SPECIAL ACTIONS

• **Held Shot:** *If the model is not engaged, it may make a ranged or curse magika attack against an enemy model if it has such a weapon profile, for 0 AP.*

• **Held Strike:** *If the model becomes engaged, it may declare a Held Strike special action for 0 AP. It must pass a RSL test:*

TN of RSL

If the test is successful, the model may immediately make a melee attack targeting a model that is currently activating without spending AP if it has a weapon profile with an RN '0' or the Reach weapon ability.

If a model with an On Guard token is engaged and does not make elect to make an Anticipate Attack or Held Strike special action, the model immediately loses its On Guard token. A model loses all On Guard tokens at the start of their activation.

• **Party Formation:** When a model is selected to activate, before it activates, it may select up to 3 other models in its warband that have not activated within 4" of it to form a party with. If the models are not all the same type, the models' controller must spend 1 Fortune in order to form a party. After this, the selected models all perform a Party Formation special action for 0 AP.

Party Formation: This model is part of a party with other models also currently performing a Party Formation special action.

The model's controller may then select and activate all models in the party, one at a time, without allowing their opponent the ability to select a model to activate.

After all models in the party complete their activation, the party ends and the selected models are no longer considered to be in a party. A model may only perform the Party Formation special action once per round. A model that is prevented from performing special actions may not be part of a party.

Being in a party allows models to benefit from Swarming (see the Attacks section for more details). Some special abilities may give benefits to models in a party, such as the Paymaster special ability.

• **Rally:** A model may spend 1 AP to perform a Rally special action. The model may remove a condition counter from itself.

Movement

There are three types of model/terrain movement in Sunshard:Embren:

Move: A model "moves" when it takes the movement action during its activation. See the *Actions* section for more information on the movement action.

Vault: Some game effects allow a model to "vault". When a model vaults, it is transported about the battlefield by abilities that cause it to move outside of a movement action. Note that many terrain rules affect "moves", or movement, but not vaults. A model may vault while engaged by another model.

Place: Some game effects cause a model or terrain to be "placed". When a model or piece of terrain is placed, it is picked up from its position on the battlefield and put in a new position as described by the ability causing the placement. Note that many terrain rules affect movement, but not placement. A model may be placed while engaged by another model.

When making a move or vault, or being placed, no point on a model's base may move more than the allowed move, vault, or placement. For example, if a model spends an AP and a movement action and it wants to move 3" straight ahead, then measure 3" from the a point on the front of the model's base and push the model's base forward until the selected point has traveled 3".

Abilities that allow a model to interrupt a model's activation, such as the Held Shot special action, can be used to interrupt a move or vault at any point during the movement or vault. These abilities cannot interrupt model placement during a placement effect.

Models may move through other friendly models if they have a functional HGT greater than or equal to the models they are moving through. Models may not move through enemy models. Models may vault through other models. Models may not end a move or vault; or be placed, on top of another model or have its base overlap with another model's base.

Movement

Models may move, vault, or be placed within terrain, unless that terrain has the Impassable terrain rule. Some terrain rules may affect movement into terrain. A model cannot move within terrain with a functional HGT greater than it's functional HGT. A model cannot vault within terrain with a functional HGT more than 1 greater than it's functional HGT.

Falling

If a model moves or vaults between terrain features, or a terrain feature and the battlefield, with a HGT that is less than 3 or lower than the HGT of the terrain that the model starts the move/vault on, the model is immediately considered to have fallen. It gains a Floored counter and immediately makes a Falling Armor test.

The Falling Armor test is a ARM test with:

TN of ARM

Subtract the absolute difference in HGT between the terrain features/battlefield at the start and end of the move

If the test is failed, the falling model loses 1 HP.



ATTACKS

Models can make attacks as a result of the attack action or as part of some special actions. Models cannot make attacks against friendly models. The two most common kinds of attacks are melee attacks and ranged attacks.

Attack Rules

In order to make an attack, a model must have a line of sight to a target enemy model and the enemy must be in range of the weapon profile selected to make the attack.

The model then makes an Attack test, as follows:

*TN of Attack Ability (AA)
of the weapon profile being used to
make the attack*

*Add the Evasion (EVA) of the
target*

*If the test is successful, the
attack is considered to hit it's
target. The target must make an
Armor test.*

There are a number of other modifiers that can affect the the TN of the attack roll, which differ between melee attacks and ranged attacks. Regardless of modifiers, a

perfect attack is always considered a hit and a botched attack is never considered a hit.

If a model is hit, resolve any weapon abilities that indicate they apply when in a target is hit after the attack test was successful. Then, the target makes an Armor test:

*TN of Armor (ARM)
Subtract the Strength (ST) of
the weapon profile used to make the
attack*

*If the test is failed, the
target of the attack loses 1 HP.*

Perfect and Botched Attacks and Saves

Perfect Attack: A roll of '1' on an attack test is called a perfect attack. The attack test is automatically passes. The target of the attack gains a Blight token, in addition to any other effects.

Perfect Save: A roll of '1' on an Armor test is called a perfect save. The Armor test automatically passes.

ATTACKS

Botched Attack: A roll of '20' on an attack test is called a botched attack. The attack test automatically fails.

Botched Save: A roll of '20' on an Armor test is called a botched save. The Armor test automatically fails and the model gains a Blight token.

Common Melee Attack Rules & Modifiers

Melee attacks are attacks made using weapon profiles with a Range (RN) of '0' with the Reach weapon ability.

Reach weapon ability: The Reach weapon ability is a common weapon ability that allows a model to make melee attacks from further away than usual.

***Reach:** This weapon profile makes melee attacks, despite not having a RN of '0'. Unlike other melee attacks, an attack made with this weapon profile may target a model up to 2" away from it when declaring a melee attack. This model is considered to be engaging enemy models within 2" of it. A model with a weapon profile with the Reach weapon ability may declare a Charge special action when it ends a movement*

Action within 2" and within line of sight of an enemy model.

Swarming: Melee attacks made against models engaged by more than one model in a party benefit from a +1 TN attack test modifier for each other model in the party engaging the target of the melee attack. Any resulting Armor tests suffer from a -1 TN modifier for each other model in the party engaging the targeted model.

Charge Attack Modifiers: As noted in the Charge special action, attacks made during a Charge special action benefit from a +1 TN attack test modifier. Armor tests that result from this attack suffer from a -1 TN Armor test modifier.

Common Ranged Attack Rules & Modifiers

Ranged attacks are attacks made using weapon profiles with a Range (RN) greater than 0, or a RN of * with the Cone or Wall(X) weapon abilities. Models cannot make ranged attacks while they are being engaged.

ATTACKS

Ranged attacks with a Strength (ST) of ✱ do not cause a model to take an Armor test when they hit a model. However, these attacks still apply any effects that occur when a model is hit.

Cone Weapon Ability: Ranged attacks made with a weapon profile with the Cone weapon ability use different targeting rules than ranged other attacks. A model selects a target enemy model it has line of sight to and is in range of the Cone template. Place the Cone template, with the white line on the narrow edge of the template touching the base of the model making the attack and some portion of the Cone template touching the target enemy model. Make an attack test against the target of the attack as per the usual attack rules. Then, make an attack test against all other models, including friendly models, under the Cone template. Attacks made with the Cone weapon ability are an exception to the rule that models cannot make an attack against friendly models.

The attack test TN for attacks made with weapon profile with the Cone weapon ability are never affected by

cover, aiming, or In the Fray modifiers.

Wall(X) Weapon Ability: Ranged attacks made with a weapon profile with the Wall(X) weapon ability use different targeting rules than ranged other attacks. When making an attack with this weapon profile, place the Wall template completely within X" of the model making the attack. A Wall template cannot be placed such that friendly models are under it. If the attacking model has line of sight to at least one model under the Wall Template, make an attack test against all models under the Wall template, regardless to whether or not the attacking model has LOS to all models under the Wall template.

The Attack Test TN for attacks made with weapon profiles with the Wall(X) weapon ability never are affected by Cover, Aiming, or In the Fray modifiers.

ATTACKS

Aiming: When a model makes a ranged attack action, it may spend an additional AP to gain the Aiming bonus for the duration of it's attack.

Aiming Bonus: +2 TN Attack test modifier.

Cover: When determining line of sight, if a model is determined to benefit from having cover, it gains either light cover or heavy cover.

Light Cover: -2 TN Attack test modifier.

Heavy Cover: -2 TN Attack test modifier. If the target is hit by the attack, the Armor test benefits from a +2 TN modifier.

In the Fray: If the target of a ranged attack is engaging or engaged by an enemy model, it gains the In the Fray modifier.

In the Fray: -2 TN Attack test modifier.

Curse Attack Rules & Modifiers

Curse magika attacks are attacks made by casting a curse magika spell, which is treated as a weapon profile.

Curse magika attack tests are functionally identical to ranged attacks, with the exception that are cast magika actions, rather than attack actions, and generate perfect/botched casting (see the *Magika* section) results rather than perfect/botched attack results.



CONDITIONS, TOKENS, AND MARKERS

Conditions

Some special abilities result in counters being placed on models. These counters are called *Conditions*. A model may only have one of a given type of condition counter at a time (discard any additional counters beyond the first). Below, find a list of the effects of common conditions. Conditions can be removed by taking the Rally special action.

Bleeding: During the End Phase, this model must pass a Condition Test:

TN of 10

If the test is failed, the model loses 1 HP and then removes the Bleeding Counter. If the test is passed, it removes the Bleeding Counter.

Burning: A model cannot be healed while it has a Burning counter. During the End Phase, and each time the model spends an AP on an action or Special Action other than Rally, it must pass a Condition Armor test:

*TN of ARM
Subtract 4*

If the test is failed, the model loses 1 HP.

Disoriented: At the start of this model's activation, it loses 1 AP. Then, the model loses a Disoriented counter.

Floored: A model with a Floored counter suffers -1 HGT for the purposes of determining LOS, to a minimum of 1, and -2 SPD. Melee attacks made by this model suffer a -2 TN attack test modifier. Melee attacks targeting this model benefit from +2 TN attack test modifier.

Jammed: While a model has a Jammed counter, it cannot make attacks with weapon profiles with the Jammable(X) weapon ability.

Wavering: This model may not gain the Aiming bonus or make Special actions other than the Rally special action.

CONDITIONS, TOKENS, AND MARKERS

Tokens

Some special abilities result in tokens being placed on models. A model may only have three of a given type of token at a time, unless otherwise noted by the token type (discard any additional counters beyond the maximum allowed). Tokens cannot be removed by taking the Rally special action. Below, find a list of the effects of common tokens.

Blight: If a model has three Blight tokens, it is immediately Killed.

Downed: This model does not activate. If a model with a Downed token is healed, removed the Downed token. If a model with a Downed token would lose a HP, it is Killed. A model may only have one Downed token.

Hunter's Mark: Attack tests made against this model gain a +2 TN modifier and ignore the attack test TN modifier for cover. If any other models in this model's warband gain a Hunter's Mark token, remove the Hunter's Mark token from this model. A model may only have one Hunter's Mark token.

Loot: This model may remove a Loot token from itself during an Attack test made during its activation. If it does so, re-roll all dice used in the Attack Test, including those from the Powerful(X) ability. During the End Phase, a model loses all Loot tokens.

On-Guard: See the *Actions and Special Actions* section. A model only have one On-Guard token.

Markers

Some Quests or Deeds result in markers being placed on models or terrain. If a marker is placed on a model, they are counted as tokens for all other rules purposes. However, some markers can also be represented on the Battlefield, when not on a model or terrain, as 30mm bases. Markers are not terrain.

WOUNDS, DOWNED, AND KILLED MODELS

Wounds

Models all have a hit point (HP) characteristic, which describes how many hit points (HP) they have. When a model is wounded, it loses a HP.

When a model gains a HP as a result of an action, special action, or ability, it is considered to have been healed. A model cannot gain more HP than it's HP characteristic.

Downed

When a model without a Downed token is wounded and, as result, would have 0 HP, it is not Killed, it remains with 1 HP, and instead gains a Downed token and Floored counter.

Killed

When a model is Killed, it is immediately removed from the battlefield. The most common ways models are Killed are by losing a HP when they have a Downed token or by gaining 3 Blight tokens.



MAGIKA

Models with the Limited Magika(X), Magika Caster(X) or Magika Master(X) can cast Magika spells by taking a cast magika action. At the start of the game, before the first round, such models may select spells as follows:

Magika Caster(X): Select two spells with a Magika keyword that matches one or more of the keywords listed at the X of the Magika Caster(X) special ability.

Magika Master(X): Selects all spells with a Magika keyword that matches one or more of the keywords listed at the X of the Magika Master(X) special ability.

Limited Magika(X): Selects spell with the name X.

Types of Magika

There exist three types of magika spells: Boons, Blessings, and Curses.

Boons: A Boon spell provides a model with special abilities or special actions. Boons do not require the Cast Magika action to use.

Blessing: A Blessing spell provides a model or a model in the casting model's warband some benefit. Blessings are cast using by making the cast magika action and then making a magika Resolution (RSL) Test:

TN of RSL

If the test is passed, the Blessing is cast and the effects of the blessing occur.

Curses: A Curse spell is a type of attack that targets an enemy model. Curse spells define a weapon profile for use. Curses are resolved by making a cast magika action and then making an attack, as described in the *Attacks* section.

Perfect and Botched Casting

Perfect Casting: A roll of '1' when making a test as a result of a cast magika action is called a perfect casting. The test automatically passes.

Botched Casting: A roll of '20' when making a test as a result of a cast magika action is called a botched casting. The test automatically fails.

TERRAIN AND BATTLEFIELD RULES

Terrain is features on the battlefield that players want to use to represent the environment and how the environment might interact with models. Battlefield rules are special rules that affect the entire play area and represent environmental effects such as the weather or time of day the battle takes place in. If a model has been deployed and is not Killed, it is affected by any battlefield rules currently affecting the battlefield.

All terrain must have at least one terrain rule and a Height (HGT). Terrain can have Heights from 0-6. The battlefield is considered to be HGT 0.

Some parts of a piece of terrain may have features that have terrain rules that other parts of the terrain do not have. In these cases, players should agree upon the terrain rules that each part of a piece of terrain has.

There are guidelines for how much terrain should be placed on the tables in the Quests section. However, outside of organized play events like tournaments, players should place terrain they feel is appropriate for the battlefield and mutually agree upon the terrain rules and Height (HGT) for all terrain on the battlefield. In some Quests, terrain of a predefined size, with predefined terrain rules and HGT, will need to be placed at specific places on the battlefield. In this case, the terrain has the special rules and Height (HGT) defined by the Quest. This is often the case for Objectives.

Some special abilities, weapon abilities, or magika may place new or existing terrain on the battlefield. When this results in new terrain features being placed on the battlefield, the ability or magika will define the terrain rules and Height (HGT) of the terrain. Terrain that is placed cannot be placed overlapping models or terrain features with the Impassable terrain rule.

Within, Completely Within, and In Contact with Terrain

If a model's base is completely within terrain, the model is considered to be "completely within" the terrain for the purpose of terrain rules or special/weapon abilities. A model whose base is not completely within terrain but more than tangentially contacting the terrain, is said to be "within" it.

TERRAIN AND BATTLEFIELD RULES

A special case is model who base is contacting the terrain at a single point. In this situation, the model is “in contact” with the terrain. A model in contact with terrain is not within or completely within the terrain and is not affected by terrain rules that require such.

Terrain Rules

Terrain can be given one or more of the following terrain rules:

Blighted: During the Start Phase, a model within or in contact with this terrain gains a Blight token.

Clear: Models may draw line of sight through this terrain regardless of the terrain’s Height (HGT) value.

Illuminated: During the Start Phase, a model within or in contact with this terrain may remove a Blight counter.

Light Cover: When determining if a model has cover, a model gains light cover as a result of this terrain.

Impassable: Models may not move within this terrain. Models may not be placed within this terrain. A model that vaults may not be within this piece of terrain at the end of the vault. A model that ignores terrain or terrain rules during movement may not end it’s movement within this terrain.

Hazardous: Models moving within this terrain must make an Armor test:

*TN of ARM
Subtract 2*

If the test is the Armor test is failed, the model loses 1 HP.

Heavy Cover: When determining if a model has cover, a model gains heavy cover as a result of this terrain.

TERRAIN AND BATTLEFIELD RULES

Obscuring: Ranged attacks without the Cone or Wall(X) weapon abilities must benefit from the aiming bonus in order to declare a model completely within this terrain a target.

Rugged: Models moving within this terrain lose 2" of the total movement of their movement action.

Seeded: No effect, but some special abilities may affect terrain with the Seeded terrain rule.

Note that some Special Abilities may cause terrain to gain terrain rules during the course of the game. Terrain can only have one instance of a terrain rule.

Battlefield Rules

The battlefield can be given one or more of the following rules. The battlefield may be affected by multiple battlefield rules at the same time, but multiple instances of the same Battlefield rule are not cumulative.

Deepest Darkness: Models do not have line of sight to other models, terrain, or portions of the battlefield that are further than 6" away from them.

Fortified Hold: Models benefiting from heavy cover gain an additional +2 TN Armor test modifier when hit by ranged attacks.

Roiling Blightstorm: Starting on round 5, every model on the battlefield gains a Blight counter during the End Phase.

Torrential Rain: Models suffer a -2 TN attack test modifier when making a ranged attack or a Charge special action.

Trapper's Den: After placing Objectives, roll a d20 for each non-Objective terrain on the battlefield. On a roll of 10 or less, the selected terrain gains the Hazardous terrain rule in addition to any other terrain rules.

FORTUNE AND FORTUNE ABILITIES

Fortune is a resource each player can earn and should track during a game. Some special abilities and weapon abilities cost Fortune to use and cannot be used if a player has no Fortune.

Additionally, Fortune can be spent on Fortune Abilities. Each player has access to the three Common Fortune Abilities as well as their Alignment-specific Fortune Abilities. Fortune abilities cost 1 Fortune to use unless otherwise specified.

Common Fortune Abilities

- Select a model in one of your warbands that is making an attack action after the dice for an attack test have been rolled. Re-roll all dice used in the attack test, including those from the Powerful(X) ability. This Fortune only allows the re-rolling of an attack test against a single model in the case of weapon profiles with the Cone or Wall(X) weapon abilities, which may result in attack tests being made against multiple models.
- Select a model in one of your warbands that is making an Armor test after the dice for the Armor test

have been rolled. Re-roll all dice used in the Armor test.

- Select a model in one of your warbands during its activation or at the beginning of the End Phase. That model immediately performs a Rally special action without spending AP.



Delver Fortune Abilities

- During the Start Phase, select a model in one of your warbands with a Downed token within 6" of another friendly model. That model heals 1 HP.
- During the Start Phase, select a model in one your warbands without the Solitary special ability. That model gains 2 Loot tokens.
- Select a model in one your warbands at the start of its activation. During this activation, Ranged attacks made with weapon profiles with the Jammable(X) weapon ability gain the Burning weapon ability. At the end of this model's activation, it gains a Jammed counter.

FORTUNE AND FORTUNE ABILITIES

Remnant Fortune Abilities

- Select a model in one of your warbands at the end of its activation. If that model is unengaged, it gains an On Guard token.
- Select a model in one of your warbands at the start of its activation. Select an enemy model within 8" of it. It gains a Hunter's Mark token.
- Select a model in one your warbands at the start of its activation. This model moves an additional 1" as a result of the Fade weapon ability until the end of its activation.

Shardborn Fortune Abilities

- At the beginning of the Start phase, select a non-Objective piece of terrain that has the Seeded terrain rule. If no models are within the terrain, it may be placed completely within 5" of its current position. It may not be placed such that it is overlapping other terrain elements.

- During the Start phase, select an Objective piece of terrain within 6" of your Leader. It gains the Seeded terrain rule until the next End Phase.
- At the end of the Start Phase, select the Leader of one your warbands. Until the next End Phase, the Leader gains the Nucleus special ability.

Nucleus: Models with the type Elemental in a party with this model are always considered to be within terrain with the Seeded terrain rule for the purpose of the the Shard Focus(X) special ability.



FORTUNE AND FORTUNE ABILITIES

Ruin Fortune Abilities

- At the beginning of the Start Phase, select the Leader of one of your warbands. Until the next End Phase, the Leader and friendly models within 8" of them, are always considered to be benefiting from light cover when targeted by a ranged attack or curse magika attack this turn, unless they would instead benefit from heavy cover.
- At the beginning of the Start phase, select a model in one of your warbands. All enemy models with 3" of that model must pass a Resolution test:

TN of RSL

If the test is failed, the model gains a Wavering counter

- Select the Leader of one of your warbands at the start of its activation. Select another model in that model's warband without the Solitary special ability within 8". That model heals 1 HP and gains 1 Blight token.



QUESTS

Quests set the victory conditions for a game of Sunshard:Embren and describe the over-arching objective of all players. Each Quest defines the battlefield size, how many Objectives are used, terrain rules for Objectives, how players can score VPs in addition to Deeds, battlefield rules, and any special rules for the Quest.

Common Quest Terms

Battlefield Rules: Rules that affect the entire battlefield. See the *Terrain and Battlefield Rules* section for additional details.

Battlefield Size: The recommended size of the battlefield (i.e., play area).

Centerline: A line drawn across the center of the table, parallel to the player deployment zones.

Contested Ground: Center of the Battlefield, the specific dimension of which is defined by a Quest's rules.

Deployment Zone: Area of the battlefield where models in a player's warbands may be at to the start of the game.

Game Rounds: The number of rounds the game is played for. Once this many rounds have been played, the game is over.

Objective Rules: Terrain rules and HGT for Objective terrain used in the Quest.

Quest Rules: Special rules for the Quest. These usually provide ways players can earn VPs and how the winner of the game is determined.

Player's Half of the Battlefield: The area of the battlefield from the Centerline to that player's Deployment Zone, including all the area of the Deployment Zone.

Designer Notes: We recommend placing terrain such that an evenly-distributed 25% of the Battlefield outside of the deployment zones is covered by terrain for 2'x2' tables, and 20% of the Battlefield outside of the deployment zones is covered by terrain for 3'x3' tables. This recommendation does not include Objectives.

QUESTS

We recommend players track their Quest VPs and deed VPs separately, as some Quests cap how many VPs can be earned from the Quest.

We've developed 8 Quests on a 2'x2' battlefield and 4 Quests on a 3'x3' battlefield. We recommend players bring a single warband of 15-20 points for the 2'x2' Quests and a 25-35 points worth of models (i.e., 1-2 warbands) for the 3'x3' Quests.

The first four 2'x2' Quests are starter scenarios that are designed for small, fun games. These are

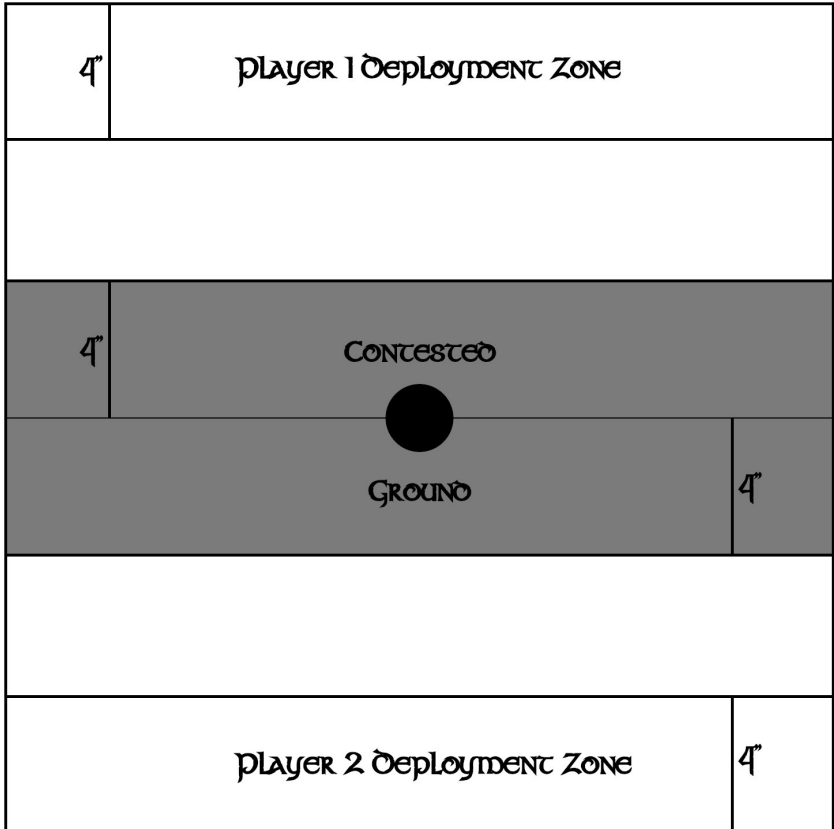
great for introducing new players to the game. These Quests don't use Deeds and are intended to be more narrative in nature.

We've found that agreeing on a Quest can be hard some times, so we've included a randomization table for all types of Quests below.

We're planning on adding more Quests to Sunshard:Embren online. Keep an eye on our website for additional Quests to help keep the game fresh!

<i>d20 Result</i>	<i>Starter Quests</i>	<i>2' x 2' Quests</i>	<i>3' x 3' Quests</i>
<i>1 - 5</i>	<i>Rescue</i>	<i>Treasures from the Past</i>	<i>Calm Before the Storm</i>
<i>6 - 10</i>	<i>On The Hunt</i>	<i>Chance Encounter</i>	<i>Stake a Claim</i>
<i>11 - 15</i>	<i>Crystal Vein</i>	<i>Steady Advance</i>	<i>To The End</i>
<i>16 - 20</i>	<i>Grim Tableau</i>	<i>Blood Meridian</i>	<i>Cover of Darkness</i>

Rescue



RESCUE

Battlefield Size: 2'x2'

Set-up: Before the start of the game, place an Objective in the center of the battlefield. Then, players take turns deploying 2 additional Objectives in Contested Ground. These Objectives must be placed at least 4" from a table edge and at least 4" away from other Objectives.

Objective Rules: HGT 4, Heavy Cover, Clear

Battlefield Rules: None

Game Rounds: 4

Quest Rules: At the start of the game, place a Rescue marker on the Objective in the center of the table. Starting on Round 2, models in contact with the an Objective with a Rescue marker, another model with a Rescue marker, or a Rescue marker on the battlefield, can spend 2 AP to make a Rescue special action.

Rescue: *Remove the Rescue marker from the Objective, a model in contact with this model, or the battlefield. This model gains a Rescue marker.*

While a model has a Rescue marker, it suffers a -1 AP and -1 SPD penalty. If a model with a Rescue marker model becomes Downed or is Killed, it's owner must place the Rescue marker on the battlefield in base contact with the Downed/ Killed model before removing that model from the Battlefield. If possible, the Treasure marker must be placed such that it's base is not overlapping another model's base or terrain with the Impassable terrain rule.

At the end of the game, if a player has a model with the Rescue marker, they are declared the winner. If neither player has a model with the Rescue marker, the game is a tie.

***Note:** This Quest does not use Deeds. It is intended as a narrative/starter scenario.*

ON THE HUNT

4"	player 1 Deployment Zone	
4"	CONTESTED	
GROUND		4"
player 2 Deployment Zone		4"

ON THE HUNT

Battlefield Size: 2'x2'

Set-up: Before the start of the game, players take turns deploying 3 Objectives in Contested Ground. These Objectives must be placed at least 4" from a table edge, at least 4" away from other Objectives.

Objective Rules: HGT 4, Heavy Cover, Obscuring, Clear

Battlefield Rules: Fortified Hold

Game Rounds: 4

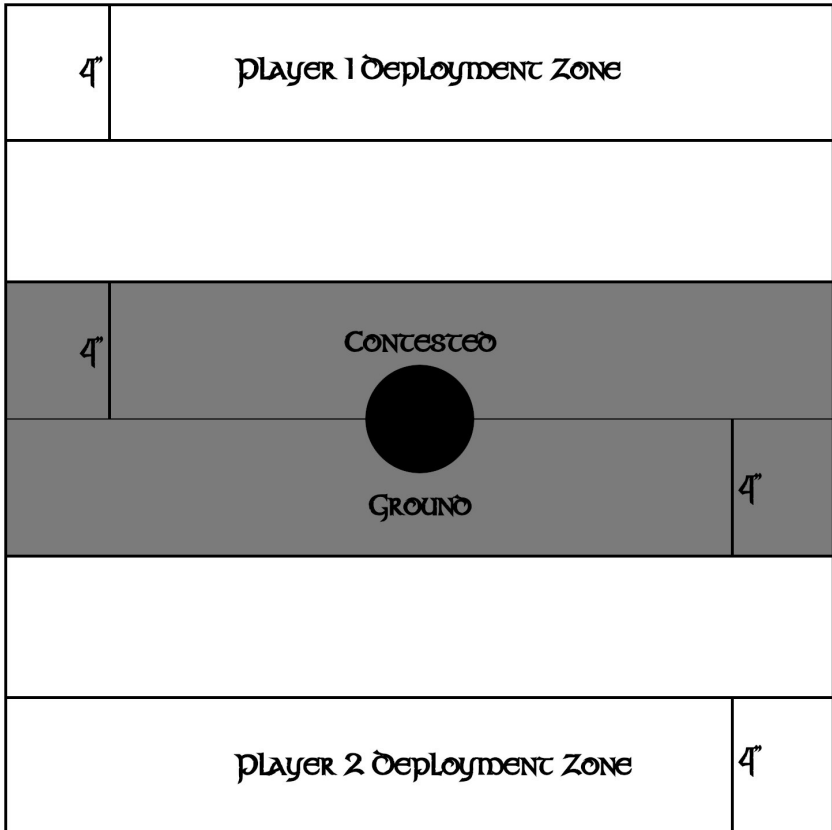
Quest Rules: Players score 1 VP each time an enemy model is Killed. Additionally, players score an additional 4 VPs if the enemy leader is Killed.

At the end of the game, the player with the most VPs is declared the winner. If players have the same number of VPs, the game is a tie.

Fortified Hold: Models benefiting from heavy cover gain an additional +2 TN Armor test modifier when hit by ranged attacks.

Note: This Quest does not use Deeds. It is intended as a narrative/starter scenario.

CRYSTAL VEIN



CRYSTAL VEIN

Battlefield Size: 2'x2'

Set-up: Before the start of the game, place an 80 mm piece of terrain in the center of the battlefield. This terrain, called a Crystal Vein, is HGT 6 and has the Impassible, Seeded, and Blocking terrain rules. This terrain is considered an Objective for all purposes except the Objective Rules of this Quest. After placing the Crystal Vein, players take turns deploying 2 Objectives in Contested Ground. These Objectives must be placed at least 3" from a table edge, at least 3" away from other Objectives.

Objective Rules: HGT 4, Impassible, Heavy Cover, Seeded

Battlefield Rules: None

Game Rounds: 4

Quest Rules: While in contact with the Crystal Vein, models may make a Resonate special action for 1 AP.

Resonate: Make a Resolution (RSL) test:

*TN of RSL
Subtract 2*

If the test is successful, this model gains a Reflection token. A model can only have 1 Reflection token at a time.

At the end of the game, the player with the most models with Reflection tokens and without Downed tokens is declared the winner. If players have the same number of models with Reflection tokens, the game is tie.

Note: This Quest does not use Deeds. It is intended as a narrativel starter scenario.

GRIM TABLEAU

4"	player 1 Deployment Zone	
4"	CONTESTED GROUND	
		4"
player 2 Deployment Zone		4"

GRIM TABLEAU

Battlefield Size: 2'x2'

Set-up: Before the start of the game, players take turns deploying 3 Objectives in Contested Ground. These Objectives must be placed at least 4" from a table edge and at least 4" away from other Objectives.

Objective Rules: HGT 4, Heavy Cover, Impassible, Blighted

Battlefield Rules: Torrential Rain

Game Rounds: 4

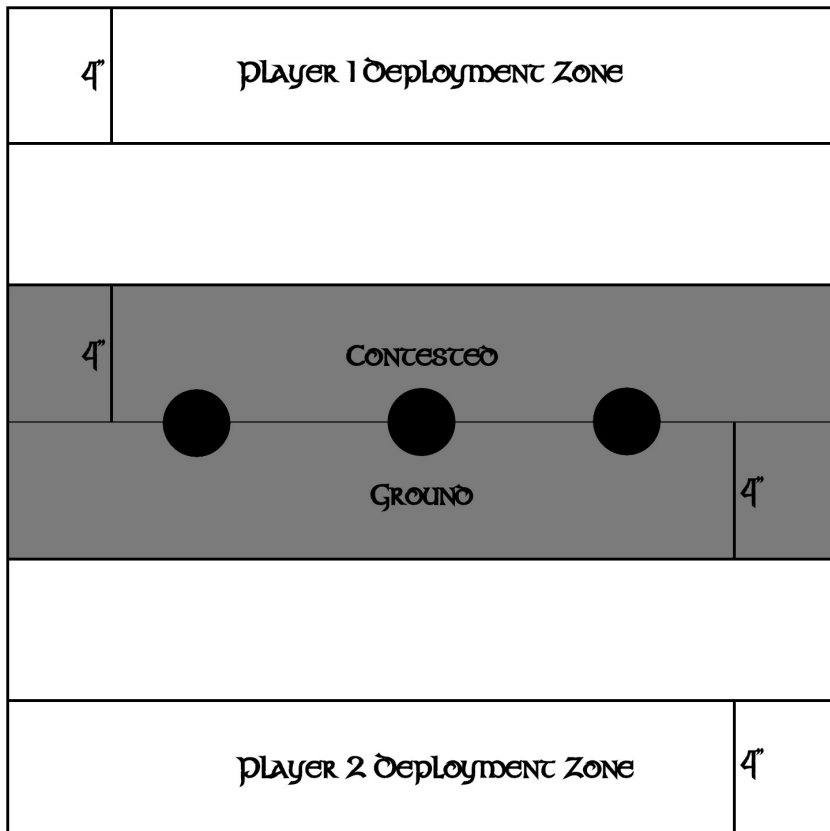
Quest Rules: At the end of each Round, models with a Downed token gain an additional Blight token.

At the end of the game, the player with the most models on the Battlefield without Downed tokens is declared the winner. If players have the same number of models without Downed tokens left on the battlefield, the game is a tie.

Torrential Rain: Models suffer a -2 TN attack test modifier when making a ranged attack or a Charge special action.

Note: This Quest does not use Deeds. It is intended as a narrative/ starter scenario.

TREASURES FROM THE PAST



TREASURES FROM THE PAST

Battlefield Size: 2'x2'

Set-up: Before the start of the game, place 3 Objectives in Contested Ground as shown in the diagram above (one in the center of the board centered on the Centerline, one Objective 4" to the left and right of that, on the Centerline).

Objective Rules: HGT 4, Light Cover, Rugged, Clear

Battlefield Rules: None

Game Rounds: 4

Quest Rules: At the start of the game, place a Treasure marker on each Objective. Starting on Round 2, models in contact with an objective with a Treasure marker on it or a Treasure marker on the Battlefield, can spend 1 AP to make a Purloin special action.

Purloin: *Remove the Treasure marker from the Objective or the battlefield. This model gains a Treasure marker.*

If a model with a Treasure marker becomes Downed or is Killed, it's owner must immediately place the Treasure marker on the battlefield in base contact with the Downed/Killed model when the model is Downed/Killed before removing that model from the Battlefield. If possible, the Treasure marker must be placed such that it's base is not overlapping another model's base or terrain with the Impassable terrain rule.

At the end of each Round, a player scores 2 VP for each model in one of their warbands with a Treasure marker. At the end of the game, the player with the most VPs is declared the winner.

CHANCE ENCOUNTER

4"	player 1 Deployment Zone	
4"	CONTESTED	
GROUND		4"
player 2 Deployment Zone		4"

CHANCE ENCOUNTER

Battlefield Size: 2'x2'

Set-up: Before the start of the game, players take turns deploying 3 Objectives in Contested Ground. These Objectives must be placed at least 4" from a table edge, at least 4" away from other Objectives.

Objective Rules: HGT 4, Heavy Cover, Impassable

Battlefield Rules: Torrential Rain

Game Rounds: 4

Quest Rules: Players score 2 VP each time an enemy model is Killed. At the end of the game, players score 2 VP for each model in one of their warbands without a Downed token remaining on the battlefield. A player cannot score more than 20 VPs from these Quest rules.

At the end of the game, the player with the most VPs is declared the winner.

Torrential Rain: Models suffer a -2 TN attack test modifier when making a ranged attack or a Charge special action.

STEADY ADVANCE

4"	player 1 Deployment Zone	
4"	CONTESTED GROUND	
		4"
player 2 Deployment Zone		4"

STEADY ADVANCE

Battlefield Size: 2'x2'

Set-up: Before the start of the game, players take turns deploying 3 Objectives in Contested Ground. These Objectives must be placed at least 4" from a table edge, at least 4" away from other Objectives.

Objective Rules: HGT 0, Rugged, Dangerous, Clear

Battlefield Rules: Trapper's Den

Game Rounds: 4

Quest Rules: Starting on Round 2, at the end of the Round, players score 3 VP if they have one or models without Downed tokens in Contested Ground completely on their own half of the battlefield.

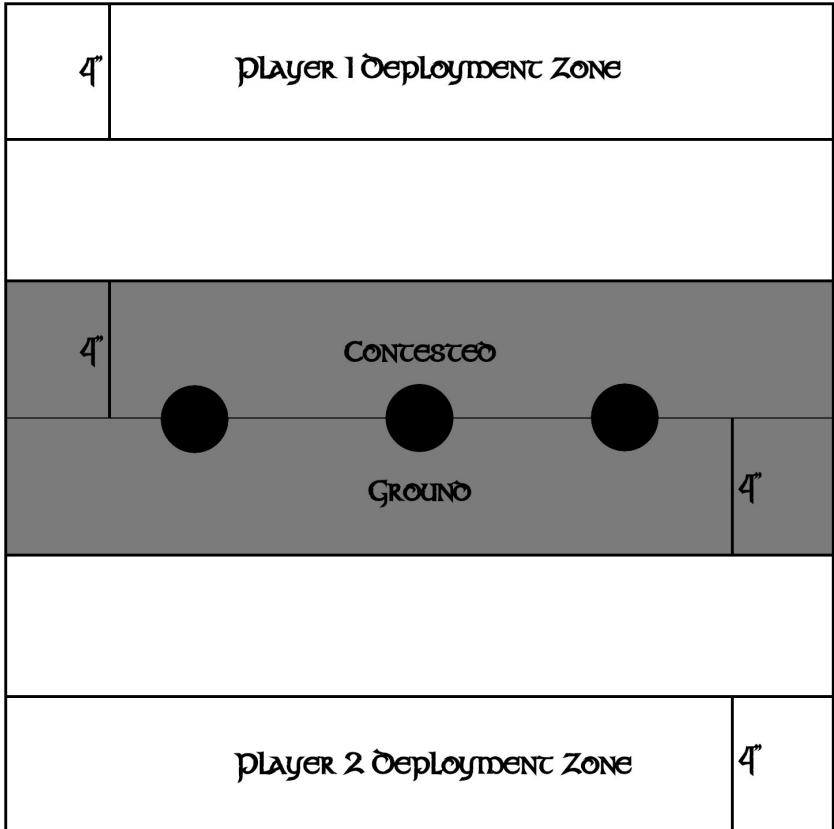
Starting on Round 3, at the end of the Round, players score 3 VP if they have one or models without Downed tokens in Contested Ground on their opponent's half of the battlefield.

Starting on Round 4, at the end of the Round, players score 5 VP if they have one or models without Downed tokens in their opponent's deployment zone.

At the end of the game, the player with the most VPs is declared the winner.

***Trapper's Den:** After placing Objectives, roll a d20 for each non-Objective terrain on the battlefield. On a roll of 10 or less, the selected terrain gains the Hazardous terrain rule in addition to any other terrain rules.*

Blood Meridian



Blood Meridian

Battlefield Size: 2'x2'

Set-up: Before the start of the game, place 3 Objectives in Contested Ground as shown in the diagram above (one in the center of the board centered on the Centerline, one Objective 4" to the left and right of that, on the Centerline).

Objective Rules: HGT 2 Rugged, Obscuring, Clear

Battlefield Rules: Deepest Darkness

Game Rounds: 4

Quest Rules: Starting on Round 2, at the end of each Round, players score 1 VP for each model without a Downed token in one of their warbands whose base overlaps the Centerline. Score one additional VP if the model is in contact with or within an Objective.

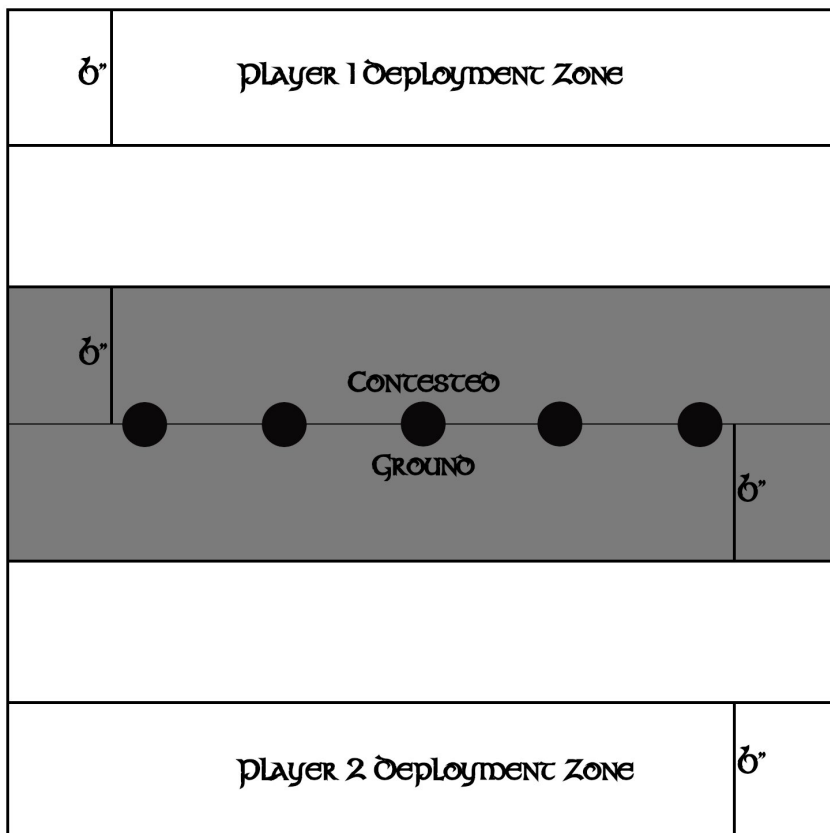
Starting on Round 2, players score 1 VP if they Kill a model within or in contact with an Objective.

A player cannot score more than 20 VPs from these Quest rules.

At the end of the game, the player with the most VPs is declared the winner.

Deepest Darkness: Models do not have line of sight to other models, terrain, or portions of the battlefield that are further than 6" away from them.

CALM Before the STORM



CALM BEFORE THE STORM

Battlefield Size: 3'x3'

Set-up: Before the start of the game, place 5 Objectives in Contested Ground as shown in the diagram above (one in the center of the board centered on the Centerline, one Objective 6" to the left and right of that, and one Objective 12" to the right of the central Objective, all on the Centerline).

Objective Rules: HGT 4, Heavy Cover, Rugged, Clear

Battlefield Rules: Roiling Blightstorm

Game Rounds: 6

Quest Rules: Starting on Round 2, models can spend 2 AP to make a Excavation special action.

Excavation: *Make a Resolution (RSL) Test:*

TN of RSL

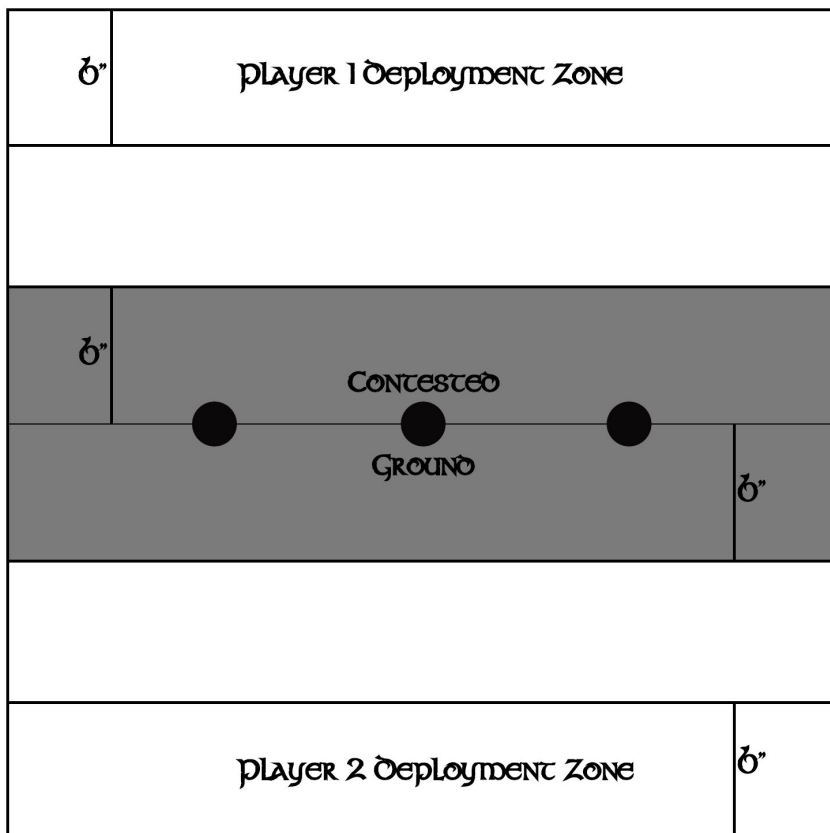
If the test is successful, this model gains a Supplies token. A model can only have 1 Supplies token at a time.

Starting on Round 4, at the end of each Round, unengaged models without a Downed token, with a Supplies token, and that are outside of Contest Ground can declare they're leaving the battlefield. Remove that model from the battlefield. A model that leaves the battlefield in this way is not considered Killed.

At the end of the game, each player scores 4 VP for each of their models that has left the battlefield, to a maximum of 20 VPs. At the end of the game, the player with the most VPs is declared the winner.

Roiling Blightstorm: *Starting on round 5, every model on the battlefield gains a Blight counter during the End Phase.*

STAKE A CLAIM



STAKE A CLAIM

Battlefield Size: 3'x3'

Set-up: Before the start of the game, place 3 Objectives in Contested Ground as shown in the diagram below (one in the center of the board centered on the centerline, one Objective 9" to the left and right of that, on the centerline).

Objective Rules: HGT 4, Heavy Cover, Impassible

Battlefield Rules: None

Game Rounds: 6

Quest Rules: Starting on Round 2, at the end of each Round, players determine which player controls each of the Objectives. To control an Objective, a player must have more models without a Downed token in base contact with the Objective than their opponent. For each Objective a player controls, they score 1 VP. If a player controls more Objectives than their opponent, they score 3 VPs.

At the end of each Round, after scoring VPs for the rules of this encounter and any Deeds, if a player has 20 VPs and more VPs than their opponent, the game ends and that player is declared the winner. Alternatively, at the end of the game, the player with the most VPs is declared the winner.

To the end

6"	player 1 Deployment Zone	
6"	CONTESTED GROUND	
		6"
player 2 Deployment Zone		6"

To the end

Battlefield Size: 3'x3'

Set-up: Before the start of the game, players take turns deploying 6 Objectives in Contested Ground. These Objectives must be placed at least 4" from a table edge and at least 4" away from other Objectives.

Objective Rules: HGT 4, Heavy Cover, Rugged, Clear

Battlefield Rules: None

Game Rounds: 6

Quest Rules: At the end of the game, for each model on the battlefield without a Downed token, players score VPs equal to the model's point cost. A player cannot score more than 20 VPs from these Quest rules.

At the end of the game, the player with the most VPs is declared the winner.

COVER OF DARKNESS

6"	player 1 Deployment Zone	
6"	CONTESTED GROUND	
		6"
player 2 Deployment Zone		6"

COVER OF DARKNESS

Battlefield Size: 3'x3'

Set-up: Before the start of the game, players take turns deploying 4 Objectives in Contested Ground. These Objectives must be placed at least 6" from a table edge and at least 6" away from other Objectives.

Objective Rules: HGT 4, Light Cover, Rugged, Clear

Battlefield Rules: Deepest Darkness

Game Rounds: 6

Quest Rules: At the end of each Round, each player scores 2 VPs if they have one or more unengaged models without a Downed token on their opponents half of the battlefield. Additionally, they score 4 VPs if they have one or more unengaged models without a Downed token in their opponent's deployment zone. A player cannot score more than 20 VPs from these Quest rules.

At the end of the game, the player with the most VPs is declared the winner.

Deepest Darkness: Models do not have line of sight to other models, terrain, or portions of the battlefield that are further than 6" away from them.

Deeds

Deeds are ways for players to score Victory Points (VPs) in addition to the ways provided by a Quest. When a player meets the condition of a deed, a player may immediately score the Deed. That player triggers the effects listed in the Deed.

A Deed may only be scored by each player once per game. Deeds are given names to make keeping track of which have been scored easier. Some Deeds grant special actions to models. These special actions are defined in each Deed. Once a Deed is scored, a player may no longer use these special actions.

Each player has access to 6 Common Deeds as well as 4 Deeds specific to the Alignment of their warband(s).

Common Deeds

Survey: At the end of the Round, if you have a model without a Downed token in contact with three or more different Objectives, score 1 VP.

Advance: At the end of the Round, if all models in one of your warbands on the battlefield without Downed tokens are over the Centerline, score 1 VP.

Glory Kill: When a model in an opponent's warband is Killed during an attack or magika action made by a model in one of your warbands, and the Killed model has a higher point cost than the model that performed the attack/magika action, score 1 VP.

Headhunter: When the Leader model in an opponent's warband receives a Downed token or is Killed, score 1 VP and gain 1 Fortune.

Recon: Once per activation, while in contact with an Objective, models may perform an Interact special action for 0 AP.

Interact: Make a Resolution (RSL) test:

*TN of RSL
Subtract 6*

*If the test is successful,
score 1 VP and gain 1 Fortune.*

Bedlam: At the end of the Round, if there are 2 or less enemy models on the battlefield, score 1 VP.

Deeds



Delver Deeds

Coordinated Assault: When an enemy model is Killed during an attack action made by a model in one your warbands that is activating as part of a party, score 1 VP.

Archaeological Dig: Models in your warbands activating as part of a party may perform a Search special action for 1 AP when in contact with an Objective.

Search: Make a Resolution (RSL) test:

TN of RSL

If the RSL test is successful, place an Archaeology marker on the Objective.

At the end of the Round, remove all Archaeology markers on Objectives.

Score 1 VP when a party places two Archaeology markers on the same Objective in one round.

Know Who Pays the Bills: At the end of the game, if the Leader in one of your warbands is not Downed or Killed, score 1 VP.

Guard: When a model in one your warbands in contact with an Objective makes a ranged attack that wounds a model, score 1 VP.



Remnant Deeds

Prey: When an enemy model with a Mark Target token is Killed, score 1 VP and gain 1 Fortune.

Hit and Run: When a model in one of your warbands moves 4" or more in a single activation due to the Fade weapon ability, score 1 VP.

Vigilance: At the end of the Round, when 2 or more models in one of your warbands are in contact with Objectives and have On Guard tokens on them, score 1 VP.

Bleed Out: At the beginning of the End Phase, if 2 or more enemy models are Downed and have a Bleeding counter, score 1 VP and gain 1 Fortune.



Deeds

Shardborn Deeds

Force of Nature: When a model in one of your warbands is within terrain with the Seeded terrain rule and makes an attack action that wounds an enemy model, score 1 VP.

Fertilizer: At the end of the Round, if an enemy model with a Downed token is within or in contact with terrain with the Seeded terrain rule, score 1 VP.

Crystal Migration: At the end of the Round, if a HGT 0 terrain element with the Seeded terrain rule is completely within the opponent's half of the Battlefield, score 1 VP and gain 1 Fortune.

Shard Seeding: Models in your warbands may perform a Shard Seed special action when in contact with an Objective for 1 AP:

Shard Seed: Make a Resolution (RSL) test:

TN of RSL

If the RSL test is successful, place a Shard Seed marker on the Objective.

At the end of the Round, if 3 or more Objectives have Shard Seed markers on them, score 1 VP and gain 1 Fortune.

Ruin Deeds

Flood: When an enemy model is engaged by 3 or more models in one of your warbands, score 1 VP.

Pestilence: When an enemy model is Killed due to the number of Blight tokens it has, score 1 VP.

Pandemonium: During the End Phase, if three or more enemy models have Wavering counters, score 1 VP.

Wicked Ritual: If the Leader of one of your warbands starts its activation in contact with an Objective, it may perform a Wicked Ritual special action for 1 AP.

Wicked Ritual: Make a Resolution (RSL) test:

TN of RSL

Subtract 6

Add 1 for each model with one or more Blight tokens within 3" of the Objective

If the RSL test is passed, score 1 VP and remove all Blight tokens from your Leader.

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This section serves as a quick reference for a number of game terms that are defined elsewhere in the rules.

Active Player: The player who is currently deploying or activating models during a game round.

Alignment: The type of army, or faction, a model is from. A warband must consist of models from the same alignment. A model may have multiple alignments, but a warband must consist of models that all share a common alignment. A player selects an alignment for all their warbands before the start of the game.

Activation: Each round, players take turns activating models. Each model can only be activated once each round. During a model's activation, it can spend action points (AP) to make actions or special actions. It can also use abilities that occur during their activation. Only one model can be activated at a time, although a player may activate several models in a row when their models have used the Party Formation special action. If a model still has AP left at the end of its activation, those AP are lost.

Action: Models can spend Action Points (AP) to take actions. Actions include movement, attacks, and casting magika.

Battlefield: The name for the play area. The size of the battlefield is defined in each Quest. In some Quests, there may be special rules that affect the entire battlefield. These are called battlefield rules.

Battlefield Rules: Special rules that affect the entire battlefield, that reflect conditions such as weather or the environment the battle takes place in.

Blight Tokens: Perfect attacks, botched saves, special abilities, weapon abilities, Quest rules, Deeds, and terrain rules may result in a model gaining a token representing Blight. Blight tokens themselves have no effect, however, if a model ever has three or more Blight tokens, it is immediately Killed. It is considered Killed by an enemy model.

Boons: Magika that provides special rules to the model that selected the spell, but cannot otherwise be cast using the cast magika action.

Botched Attack: A roll of '20' on an attack test is called a botched attack. The attack test automatically fails.

Botched Casting: A roll of '20' on a test taken as a result of the cast magika action is called a botched casting. The test automatically fails.

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Botched Save: A roll of '20' on an Armor test is called a botched save. The Armor test automatically fails and the model gains a Blight token.

Blessing: Magika that benefits the model casting it or other friendly models.

Characteristics: All models have characteristics: Height, Action Points, Speed, Evasion, Armor, Hit Points, and Tesolution. If a model's characteristic is used as the target Number (TN) for a test, the test is considered a characteristic test. A characteristic test is often referred to by the characteristic being tested. For example, a characteristic test using Armor is often called an Armor test.

Some game effects may modify the Characteristics of models. A characteristic may never be modified below 1.

Charge: A model ending a movement action in base contact with an enemy model can immediately make a Charge special action for zero AP.

Charge Special Action: This model makes a melee attack using one of its weapon profiles with RN '0' or the reach weapon ability. The attack test has a +1 TN modifier. If the attack test succeeds, the TN of the resulting armor test has a -1 TN modifier.

Condition: Some special abilities place counters on models. These counters are referred to as conditions. Conditions can be removed by the Rally special action. A model can only have one of each type of condition counter at a time.

Controller: A model's controller is the player determining what actions it will take. A model's controller is often, but not always, it's owner.

Curse: Magika that can be used to attack enemy models. Curse magika function as a weapon profile for most purposes.

Deeds: Each alignment have clandestine goals their warbands are hoping to achieve, in addition to the goals of the Quest. These are represented by Deeds and are an additional way to score Victory Points (VP). Some Deeds may have additional effects beyond giving a player VP., such as also granting them Fortune. There are 6 common Deeds available to all alignments as well as four alignment-specific Deeds.

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Deployment: The act of placing models on the battlefield. Most models start the game on the battlefield, in a deployment zone as described by the Quest being played. Some models can be deployed on the battlefield after the start of the game or outside a player's deployment zone, as described in the relevant special abilities. (e.g., Ranger).

Die Roll: Rolling a die. The result of the die roll is the number on the top of the d20 rolled.

Downed: When a model without a Downed token loses their last hit point (HP), it remains at 1 HP and instead it gains a Downed token and floored counter.

Enemy models: The models a player does not control are enemy models, unless the rules of a Quest indicate otherwise.

Engagement: If a model is in base contact with an enemy model, it is considered engaged by the enemy model and to be engaging it. Some models, such as models with Downed tokens, do not engage enemy models. A model in base contact with such a model is still considered to be engaging that model.

Floored: Floored is a common condition applied by multiple abilities, including the Downed rules.

Floored: A model with a floored counter suffers -1 HGT for the purposes of determining LOS, to a minimum of 1, and -2 SPD. Melee attacks made by this model suffer -2 TN to their attack test. Melee attacks targeting this model benefit from +2 TN to their attack test.

Fortune: Players may start the game with 1 or more Fortune and may gain more Fortune during the game. Fortune may be spent to trigger fortune abilities, special abilities, or weapon abilities.

Fortune Ability: An ability that can be triggered by spending Fortune. There are 3 common fortune abilities all players have access to as well as three alignment-specific fortune abilities players have access to.

Friendly Models: The models a player controls are considered friendly. Quests may indicate other models are considered friendly models as well.

Heal: An ability that returns any lost HP to a model is considered to be a heal or healing effect. A model may not heal to a greater HP value than its HP characteristic.

Hit: If a model succeeds in an attack test or test as a result of Cast Magika action targeting another model, the target of the test is considered to be hit.

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Killed: When a game effect indicates a model is Killed, remove that model from the tabletop.

Leader: Before the start of the game, each player selects a model in each of their warbands to be a Leader. The Leader gains the Commander special ability, if it does not already have it. Additionally, some special abilities, command abilities, and Deed rules may affect Leader models.

Marker: Some Quests or Deeds result in markers being placed on models or terrain. If a marker is placed on a model, they are counted as tokens for all other rules purposes. However, some markers can also be represented on the battlefield, when not on a model or terrain, as 30mm bases. Markers are not terrain.

Magika: Some models can cast spells, called magika. See the Magika section for additional details.

Magika Keyword: Magika spells all have one or more Magika keywords. A model with the Magika Caster(X) or Magika Master(X) can take spells that match one or more of the keywords listed as the X in their Magika Caster(X) or Magika Master(X) special abilities.

Model: A miniature on the tabletop representing a fighter in a warband.

Party: During its activation, a model can jointly activate with other models in it's warband. Models activated in this way are said to be forming a party. For more information on parties, see the *Actions and Activations* section.

Perfect Attack: A roll of '1', on an attack test is called a perfect attack. The attack test automatically passes. The target of the attack gains a Blight token, in addition to any other effects.

Perfect Casting: A roll of '1' on test taken as a result of the cast magika action is called a perfect casting. The test automatically passes.

Perfect Save: A roll of '1' on an Armor test is called a perfect save. The Armor test automatically passes.

Round: A game is divided up into a preset number of rounds. During a round, players take turns activating each of their models. A round is over once each model that is able to activate on the play surface has been activated.

Objectives: Some Quests will have players place Objectives, 50 mm circular pieces of terrain, on the battlefield. Objectives are terrain, with terrain rules and Height values defined by the Quest. Many players use 50 mm bases for Objectives.

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Owner: A model's owner is the player who deployed it. In most cases, a model's owner is also its controller.

Quest: A set of rules describing how players deploy, where they place their Objectives (if they are used), any battlefield rules to be used during play, how Victory Points (VPs) are gained during the Quest, and any other special rules.

Special Action: Some models may be able to take spend AP on abilities that are not actions. These are called special actions and, unless otherwise indicated, cost 1 AP to use. Special actions, unlike actions, may sometimes be taken outside of a model's activation (e.g., the Party Formation special action).

Special Abilities: Special rules of a model.

Target Number (TN): The number a player needs to roll equal-to-or-less-than during a test.

Terrain: Features placed on the table intended to represent the scenery on the battlefield. The special rules of a piece of terrain are defined by its terrain rules. Terrain must always have at least one terrain rule. Additionally, terrain needs to have a Height (HGT) attribute.

Terrain Rules: Special rules for terrain.

Test: Tests are used to resolve many common effects in Sunshard:Embren, such as determining whether or not attacks hit, magika casting is successful, etc. Tests are performed by determining the Target Number (TN) for a test, after applying all modifiers, then rolling a die. If the result of the die roll is less-than or equal-to the TN, the test is considered a success. Otherwise, the test is a failure.

Token: Some special abilities result in tokens being placed on models. Unless otherwise specified, a model may have up to 3 of each type of token.

Type: A model's Type is a rough description of its battlefield role. A model's type determines what models it can most easily form a party with. For more information, see the *Actions and Activations* section.

Warband: A group of models a player brings to the table, representing no more than 30 points worth of models all sharing the same alignment. Most games of Sunshard:Embren will use a single warband, but larger games may bring more than one.

Weapon Abilities: Special rules of a weapon profile.

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Weapon Profile: Most models can make attacks against each other using a variety of means. These models have one or more weapon profiles listed on their card, which describe the rules for how the model can attack other models.

Attacks made with weapon profiles with a range of '0' or the reach weapon ability are sometimes referred to as "melee attacks". All other weapon profiles make "ranged attacks".

Victory Points (VPs): Points used to determine who wins a game of Sunshard:Embren. A Quest describes a way both players can earn VPs. Additionally, Deeds can also allow a player to earn VPs. In general, the player with the most VPs after a fixed number of rounds is considered the winner of the game.



INDEX OF SPECIAL ABILITIES

All Terrain: This model ignores the Rugged terrain rule.

Ambush: While this model is within or in contact with terrain with the Light Cover or Heavy Cover terrain rule, it is also considered to be in terrain with the Obscuring terrain rule.

Balance: If this model has or gains a Floored counter, immediately remove the Floored counter.

Blight Censors: Once per round, after this model hits an enemy model with an attack, after fully resolving the attack, this model may gain a Blight token.

Blightghast: This model is not Killed when it has 3 Blight tokens. Once per round, at the beginning of the Start Phase, this model may remove a Blight token from itself. If it does so, this model immediately heals 1 HP.

Blightpowered(X): This model gains +X for each Blight token on it.

Bodyguard: Once per round, if this model does not have a Downed token, when a friendly model within 4" and line-of-sight is hit by a melee attack or ranged attack without the Cone or Wall(X) weapon abilities, this model may be hit instead. This model cannot benefit from heavy cover in the resulting Armor test.

Briar Path: Models in this model's warband ignore the Hazardous terrain rule of terrain this model is in contact with or within.

Change Form(X,Y): When this model is deployed, its owner selects X or Y. The model then gains the benefits listed in X or in Y.

Commander: During party formation, this model may select up to 4 other models in its warband to be in its party. When a party is formed with multiple model types and includes this model, a player does not have to spend a Fortune for forming a party with multiple model types.

Dashing Show: If this model hits a model with a melee attack during its activation, all other non-Leader models in its party benefit from a +2 TN attack test modifier for attacks made during their activation.

Eagle-Eye: This model may spend 1 AP during its activation to perform the Eagle-Eye special action.

Eagle-Eye: This model may gain the aiming bonus when making ranged attacks without spending an AP.

Fine-Forged Armor: This model does not gain Blight tokens as the result of perfect attacks or from the Blighted terrain rule.

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Font of Blight: If this model is included in a warband, it must be selected to be the Leader. At the beginning of the End Phase, models within 1" of this model gain a Blight token. This model does not gain Blight tokens as a result of Font of Blight.

Fortunate One: If this model is included in a warband, it must be selected to be the Leader. This model does not gain the Commander special ability as a result of being selected as the Leader. Each round, at the beginning of the Start Phase, this model may select to either:
- gain the Commander and the Paymaster special abilities, or
- gain 2 Loot tokens.

Fractal Roots: This model may not take Move actions or the On Guard special action. This model may spend 2 AP take a Translocate Special Action during it's activation.

Translocate: Place this model completely within 3" of it's current position on the Battlefield. Alternatively, place this model completely within 6" of it's current position and within terrain with the Seeded terrain rule.

Immaterial: When this model is hit by an attack, roll a d20. On a roll of 10 or lower, this model is not considered hit by that attack.

Limited Magika(X): This model may cast magika. It knows the X magika spell.

Magika Caster(X): This model may cast magika. When this model is deployed, it may select two Magika spells with the X Magika keyword.

Magika Master(X): This model may cast magika. When this model is deployed, it selects all spells with the X Magika keyword.

Mob: This model may not be selected to be a warband's Leader. A player may select up to 6 models to form a party if those models all have the Mob special ability.

Nucleus: Models with the Type Elemental in a Party with this model are always considered to be within Seeded terrain for the purpose of the the Shard Focus(X) ability.

Paymaster: Other non-Leader models in this model's Party gain +2 to the TN of any Resolution (RSL) tests made during their activation. Models with Spoils of War special ability gain a Loot token when they form a Party with this model.

INDEX OF SPECIAL ABILITIES

Phaseforming: When this model gains an On Guard token, select one of the following terrain rules: Light Cover, Hazardous, Rugged. While this model has on an On Guard token, terrain features with the Seeded terrain rule within 6" of this model also gain the selected terrain rule.

Poison Fruit: Once per Round, in the during this model's activation or the activation of a model in it's Party, you may trigger a Fortune Ability without spend a Fortune. If this is done, the model using the Fortune Ability gains a Blight token.

Poorly Protected: This model is Killed when it has 2 Blight tokens.

Powerful Charge: When this model makes melee attacks, it's weapon profile gains the Powerful(2) weapon ability during Charge special actions. If this model's weapon profile already has the Powerful(X) weapon ability, increase the value of X by 1.

Protected: If this model is hit an by an attack without the Cone or Wall(X) weapon abilities, a friendly, non-Leader model without a Downed token within 4" and line-of-sight may be selected. The selected model is considered to be hit by the attack instead. The selected model cannot benefit from heavy cover in the resulting armor test.

Ranger: This model is not deployed with other models in it's warband. Instead, after both players have deployed models without Ranger, players take turns deploying models with the Ranger special rule in the same order they took turns deploying models without Ranger. Models with Ranger may be deployed within 6" of their controller's deployment zone or anywhere within their deployment zone.

Shard Focus(X): While this model is within or in contact with terrain with the Seeded terrain rule, it gains X.

Shard Walker: This model ignores the Rugged and Hazardous terrain rules of any terrain that also has the Seeded terrain rule.

Shardbringer(X): When this model is deployed, place X 50 mm diameter circular pieces of terrain within 6" of this model but outside of Contested Ground. These are considered to be Height (HGT) 0 and have the Rugged, Clear and Seeded terrain rules

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Shatter: When this model is Killed, all models with 2" of it gain a Bleeding counter and resolve the following Armor test:

*TN of ARM
Subtract 4*

If the test is failed, the model loses 1 HP.

Solitary: This model may not be selected to form a party. This model may not take the Party Formation special action. This model may not be selected to be a warband's Leader.

Spoils of War: This model does not lose Loot tokens during the End Phase.

Vigilant: At the end of this model's activation, if it is unengaged, it gains an On Guard token.

Withering Whereabouts: Any terrain this model is within or in contact with gains the Hazardous and Seeded terrain rules.



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Bell-Ringer(X): If a roll of X or lower is rolled for an attack test made using this weapon profile, the target of the attack test gains a Floored counter in addition to any other effects of the test.

Bleeding: A model hit by an attack made using this weapon profile gains a Bleeding counter.

Blighted: When a model fails an Armor test caused by a hit from this weapon profile, it does not lose an HP. Instead, it gains a Blight token. On a perfect attack, this weapon profile causes a model to lose a HP rather than gain a Blight token.

Burning: A model hit by an attack made using this weapon profile gains a Burning counter.

Cone: See the *Attacks* section for further details on the Cone weapon ability.

Disorient: A model hit by an attack made using this weapon profile gains a Disoriented counter.

Fade: After hitting a model with an attack made with this weapon profile, this model may vault up to 2". This ability cannot be used if the attacking model has a Floored counter.

Finisher(X): Attack tests made with this weapon profile gain a +2 TN modifier and any resulting Armor Tests are resolved with a -2TN modifier when targetting a model with of the following conditions or tokens: X

Powerful(X): A weapon profile with the Powerful(X) weapon ability rolls X dice for the attack test. Each dice can result in a perfect or botched attack test without affecting the other dice used in the attack test. These tests can each result in an Armor test.

Reach: See the *Attacks* section for further details on the Reach weapon ability.

Reload(X): A model cannot make attacks with a weapon profile with the Reload(X) weapon ability more than X times per round.

Shardlocked: This weapon profile may only be selected to make an attack when the model making the attack is within or in contact with terrain with the Seeded terrain rule.

Support Attack: Making an attack action with this weapon profile costs 1 Fortune in addition to 1 AP.

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Terrifying: A model hit by an attack from this weapon profile must pass a Resolution (RSL) test:

TN of RSL

If the test is failed, the model gains a Wavering counter.

Wall(X): See the *Attacks* section for further details on the Wall(X) weapon ability.

